

Arcanis
THE WORLD OF
SHATTERED EMPIRES™

Psionics Unbound



James Zwierts





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Introduction

Since the original conception of Arcanis there have been many types of magic used by the various races and cultures of Onara. With the advent of the Living Arcanis campaign, the Psionic rule set was adopted as one of these types of magic. This decision has shaped the campaign setting, and over time the setting has become reflected in the changes that the campaign staff have made to the psionics rule set that is used in Arcanis.

As we near the finale of the first six-year story-arc, it is becoming more important to firmly codify the rules that the campaign operates under. Thus, I was handed the complex task of examining the campaign rules and determining where changes can be made to both clarify the rules, to simplify the rules, and to generally bring the disparate needs of the players, the campaign staff, and most importantly the story into a seamless whole.

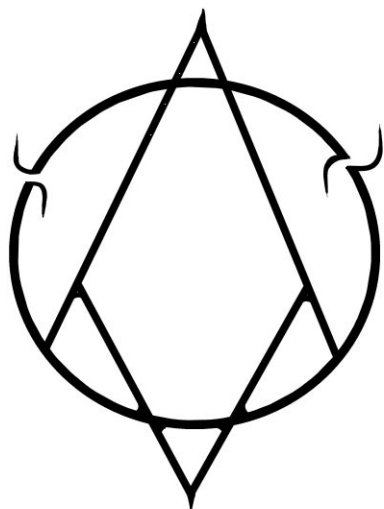
This book was originally conceived as a mere chunk of rules that Living Arcanis players could use in place of the material from the Core Psionics rules that were removed from the Living Arcanis campaign. However, as I was working on this book I came to realize what an excellent opportunity it was to not only introduce these replacement rules for players, but also what an excellent time it was to unveil some of the psionics that are used by the various empires in Arcanis that are not typically played by PCs.

I also came to a realization towards the latter stages of writing the book that since we have discarded so much of the Core Psionics rules (and made small changes here and there in what remains), it would be simpler and easier for players to simply include all of the Core Psionics rules that are still used in Arcanis within this book as well. Thus, this book is the definitive guide to psionics in Arcanis. Everything you need to play a psionically active character in Living Arcanis, or indeed a home game set in Arcanis, is contained within these pages.

It still amazes me, as I put the last touches on this book that I have been able to somehow fit all of the needed rules mechanics into one book, while including what I hope are tantalizing glimpses of some of the empires and areas of Arcanis that players rarely get to see. There are details of several long-lost races, and one race that is long extinct. I have also taken the core psionic monsters and developed places for them in Arcanis.

I would, however, urge readers to keep in mind that this book is designed as a starting point, a stable platform upon which to play. This book is not designed as an addition to the core rules, but rather as a new set of core rules (albeit firmly based upon the original core rules).

Finally, I would like to thank a few people, although there are countless others who also deserve mention that I am sure to forget. The entire crew at Paradigm Concepts is owed my thanks, ranging from Henry Lopez (who lets me play in his sandbox) to M.



Sean Molley (who spent so much time editing adventures while I was working on this) to Pedro Barrenechea (who ran an invaluable playtest of the rules). I want to thank Zoe Mora for being the good friend he is, and for providing assistance. Lastly, I want to thank my partner, Jonathan Martin, for his support, encouragement and understanding throughout this project; the late nights will eventually stop, honest.

To you, the reader, I wish the very best of gaming. Just remember: with choices come consequences.

James Zwiers
March 1, 2007

Living Arcanis Approved Materials

This book, with a few notable exceptions (see below for more details), is available immediately for use by Living Arcanis characters. Recall, however, that a character must still meet all the requirements to make use of these materials. There are rarely additional requirements in Living Arcanis, however, at the start of each of the major sections that deals with classes, or prestige classes, there are notes specific to Living Arcanis on how to interpret some of the story requirements for the classes (for example, the Mist Wanderer class is restricted to members of the Mourners in Silence).

There are five powers that are restricted in the Living Arcanis campaign that exist in this book: *errant strike*, *psionic plane shift*, *quintessence*, *reality revision*, and *shred the planes*. Some of these, such as *psionic plane shift* and *reality revision* are currently restricted, but may become available in the future when we make their magical counterparts (*miracle*, *plane shift*, and *wish*) available.

There is one section of prestige classes, those under the *Lore of the Voiceless Ones* heading, which are unavailable to PCs because no player may have a Voiceless One as a PC in the Living Arcanis campaign. You may, however, still find them an intriguing read.

Finally, this book is intended as a replacement for the *Expanded Psionics Handbook*, and as such the materials in this book supersede and override those in the aforementioned book. Refer to the campaign website, www.livingarcanis.com, for full and complete details on how to update your character, if required.

Changes from the System Reference Document

While this book includes a vast majority of the rules from the *Expanded Psionics Handbook*, it does introduce several key changes. It would be too difficult, and space consuming, to provide a comprehensive list of changes; instead a partial list of changes and things to look for are included.

Several feats, such as the Expanded Knowledge and Psicrystal Containment feats, are not present in this book. These feats have replacements and were changed because they were major culprits when it came to imbalance in the existing rules.

Some of the prestige classes from the *Expanded Psionics Handbook* have been changed, notably the Slayer prestige class (called the Sansho Hunter in this book). Many were renamed to suit Arcanis, and where they fit into the Arcanis world.

The greatest changes will be evident amongst the powers. Many powers were removed, and many new powers were added. Existing powers have sometimes had augmentation options changed, removed, or added to create a more balanced effect.

A Brief Introduction to Arcanis

Although this book is written to draw heavily upon the Arcanis mythos and setting, it is easy to adapt these materials to your own game, regardless of the specific setting you are using. There are a number of races that are mentioned throughout this book, amongst the most notable are the Val Families and the Voiceless Ones. There are a number of nations that are mentioned, notable is the Coryani Empire and Milandir. Finally, there are references here and there to the various deities of Arcanis.

The Val (Bloodlines, Bloodranks)

The Val are a race of men who were chosen during ancient times by the gods (or their servants) to lead and shepherd mankind. To that end they were granted amazing powers, represented in game mechanics terms by the Bloodline of the Val (there are currently thirteen major bloodlines and uncounted minor bloodlines) and the Bloodrank.

In many ways these are similar to spell-like or psi-like abilities, where the number of them and their strength is determined by a seventh ability score, the Bloodrank. It is the Val alone amongst humanity who have the necessary gifts to be able to use psionics.

For specifics of the Val race, including bloodlines and associated powers, see the *Player's Guide to Arcanis*.

The Voiceless Ones

The Voiceless Ones are ancient beings of power who use their minds, as they see fit, to control, corrupt and destroy the lesser creatures of the world. These ancient creatures are best used as the true schemers behind the scenes, as they are master manipulators.

If you are not using Voiceless Ones in your game, then consider allowing any race of creatures who have a longer than normal lifespan, who also excel at manipulation and control to use any of the materials in this book that are normally limited to Voiceless Ones.

Further details about the Voiceless Ones, beyond the information in this book, will be available in the *Monsters of Arcanis* book.

The Coryani Empire (Legions, Legionnaires)

The Coryani Empire is similar in many ways to the Roman Empire of antiquity. It has an Emperor, a Senate and dozens of powerful Legions. The Legions are the true hallmark of the Empire, and represents one

of the greatest military forces of Arcanis.

Classes that require the Legionnaire feat, or that are directly associated with the Legions could easily be associated with any suitable military or paramilitary organization in your own game. The Legions might instead represent the standing army of the nation that your characters are from. You can also change the Legionnaire feat to grant different weapon and armor proficiencies, and bonus equipment. The intent of that feat is to represent someone who is currently serving or has at one time served in the Legions of Coryan.

See the *Codex: Arcanis* for further details about the Coryani Empire.

The Kingdom of Milandir

The Kingdom of Milandir, a close neighbor of Coryan, uses Knights and feudal soldiers to form its armies. Its war leaders are typically individuals of great renown and prowess, while its soldiery are mostly conscripted farmers.

Any feudal based society, or society in which there are individual heroes and leaders of great renown is a suitable replacement in another game for the Kingdom of Milandir.

See the *Codex: Arcanis* for further details about the Kingdom of Milandir.

Ssethregore

Ssethregore is the ancient, and terrible, Empire founded by Emperor Sseth after the fall of the yet more ancient empire that preceded it. The Empire is currently ruled by the Dark Naga usurpers, while it was once ruled by the still feared Ssanu, a race of serpent men from ancient times.

You could replace the Ssethregoran Empire with any large, alien empire. It doesn't need to subscribe to the same beliefs, or level of utter evil, that the Ssethregoran Empire of Arcanis does.

See *Ssethregore: In the Coils of the Serpent Empire* for more details.

The Mother Church of Coryan (Pantheon of Man)

The Mother Church of Coryan represents the 'official' methods of worship in Arcanis, at least as far as anyone connected with the Empire of Coryan is concerned. The Patriarch of the church dictates church law, and it is enforced by the Inquisition.

Any large religious structure can take the place of the Mother Church, while any type of religious Inquisition could replace the Inquisition of the Mother Church.

Amongst the Pantheon of Man, Illiir is the ruler of the pantheon and is known as The Defender of Honor, the Bringer of Glory, the Light Everlasting, The Champion of Civilization, The Patron of Rulers, The Perfect Form, and the very sun itself as The Radiant Orb.

Hurrian is the Defender of Man, the Champion of Honor, the General of the Gods, the Reluctant Warrior and is also known as the grim Storm Lord. He

is the son of Illiir and the brother of Nier.

Sarish is the binder of devils and demons, the Oath Maker, Master of the Arcane, He Who Strides the Planes, and the Blood God. He is one of the most mysterious of the gods, and his clergy deal largely with Infernals and their uses.

See the *Player's Guide to Arcanis* for complete details about the Pantheon of Man, including the domains associated with each god.

The Ssethric Gods (Kassegore, Yig, Varn)

The Pantheon of the Ssethric races is simpler in many ways than the Pantheon of Man.

Kassegore is the creator and the destroyer, he is the great wyrm and the ruler of the Ssethric pantheon. However, he is also asleep and dreaming.

Yig is reputed to be the creator of the Ssanu, the race of serpent men who rule Ssethregore. She is also a master of manipulation, and there are many theories surrounding her role in the pantheon.

The Varn are a group of deities, four in all, who have usurped with traditional Ssethric deities, in conjunction with the temporal usurpation of their Dark Naga worshippers.

The Silence

Oblivion, Entropy, the Absence of All. With such words has the Silence been described. To some it is nothing more than a tale told by the wretched in the hopes of adding a bit of anxiety into the lives of the powerful. To others, it is the death-knell of all existence, foretold by diviners, prophets and madmen – a doom so horrific that it drove the Goddess Larissa insane. Some heretics claim that the Silence is no more than the void left by the gods, who either left Their creations to fend for themselves or have fled or died, leaving the accolades and prayers of the faithful unanswered and unheard. Still others cling to the hope that the Silence is not merely a cosmic force of nature, but a rational entity of god-like powers whose favor can be curried by terrible acts performed in Its name.

The Silence is all that and more.

The mystery of the Silence is one of the great unknowns in the Arcanis campaign and revealing Its exact nature is not possible at this time. What is known is that there are agencies, entities and whole species of beings who work in the name of the Silence or at least claim to do so. Is the Silence an actual intelligent individual of god-like proportions or merely a convenient blind used by some to dupe the gullible and fearful and rally the brave and the foolish? The answer must lie in the hands of each individual GM and the type of story they wish to tell.



Chapter One: Rituals of the Mind

Muted screams rang forth from the shanty, echoing faintly from the surrounding hills. Yet, no help arrived for the beleaguered within, for these screams existed only in their minds. The observer, saddened by the terrible costs he must endure, could only watch as the helpless farmer and his family were devoured by the Voiceless One.

The observer, knowing full well that the Voiceless One knew it had been observed, fled the horrific scene, and returned to his kind to make another mark on their map. Hopefully, this last sighting would let them at long last pinpoint the home of these creatures that preyed on anything and everything that lives.

Arcanis has many flavors of magic, and psionics is the least well-known. Within the world of Arcanis there are at least three distinct, known sources of psionic power. Those sources are each addressed below with a description of their history and any pertinent rules that belong with that breed of psionics in specific. There is a fourth entry for the psionics that are used by the Holy Mother Church of Coryan. This entry is included not because their psionics are different than the Val family psionics, but rather because their outlook and training regimes are notably different. Finally, there is a small section about other rumored sources of psionic powers.

Val Family Psionics

In the years that followed the punishment of the Celestial Giants for their failure to shepherd the races of men, the gods chose certain men into which they infused the power of their Valinor. These men were the progenitors of the Val race and were tasked with being guides to Mankind. They were warned of the past failures of other guardians, and set onto their task.

Acastus val'Mehan squatted near the top of a rocky, scree-covered hill watching as the First Emperor continued his battle with the Infernal Lord. He was tired and nearly drained of his powers; yet, he knew there were a few more things he could do. Rising from his crouch, Acastus walked slowly down the hill, keeping alert should there be any infernals who had broken through. Finally, reaching near the battle lines he focused his mind and unleashed a blast of energy against an encroaching band of infernals, shredding their flesh with dozens of tiny knives formed from his will. Moments later, Acastus was dead as an infernal stove in his head with its fist.

The Val have the blood of divinities running through their veins, and with this comes the ability to use psionics. Of all of the races of men, they are the sole individuals who are born with this ability. Not all Val are capable of wielding psionics, indeed many lack the mental precision and flexibility needed to do

so. However, the leaders within each family keep a continuous watch over the younger members of the family, and any who show promise are led through a ritual of awakening. Each family has their own ritual, but the intent of the ritual is the same regardless of family; it awakens the latent spark within the Val's mind and enables him or her to use psionic powers. It is also known, but not widely recognized, that it is possible for a Val to become awakened under duress without undergoing any specific ritual awakening or training.

The various Val families each have a different attraction to certain disciplines and classes. The val'Virdan, for example, tend to produce more Psychic Warriors than they do Psions, while the val'Mehan family tends to train their members as telepaths more frequently than anything else. While any given family has these tendencies, they are merely that; they are not absolutes and there are exceptions to every rule.

The only place where exceptions do not occur is when it comes to the elite training regimes of the families. The val'Virdan family will not train a non-val'Virdan as a Hunter of the Silence. The only exceptions to these rules are the val'Holryn who are granted an unusual benefit by the other families. A member of the val'Holryn family may choose to swear fealty to another family to accept their training, if his or her bloodline powers match those of the family to whom he has gone for training.

Using the Val Families in Your Game

If you are not using the Val race itself, then consider using these rules to govern noble families, or a race of demi-humans imbued with psionic abilities.

Rituals of Awakening

Yolan val'Assante was cold. The floors of the family shrine to Illiir were stone, and it was snowing outside on this cold Pallidus night. Tomorrow was the equinox, and the day that his father had prepared him for. He wasn't sure exactly what was going to happen, but he knew the meditation techniques and had been taught how to focus the inner part of his mind.

The ritual of awakening that the val'Assante family uses is always performed starting at dawn on the Winter Equinox. Those young members of the family who are being awakened spend the night before in meditation and prayer in one of the val'Assante family shrines to Illiir.

Dawn slowly arose, creeping across the snow-laden hills and lakes of Annonica. Yolan was tired and shivering, but he hadn't slept, the excitement and cold keeping him awake. His uncle, Iulus, arrived shortly thereafter with a white cotton

robe for Yolan to wear. He led Yolan deeper into the family buildings, until at last they stood before the door to Yolan's grandfather's study. Iulus looked down at his nephew, "Yolan, I must leave you now. I am not permitted to witness any further. I will see you when you have awakened."

The val'Assante awakening ceremony is a private affair. The only people present are the individual to be awakened and one of the most powerful psions of the family. The exact individual who does the awakening is always concealed from everyone within the family. This is because not all individuals who are chosen to be awakened are ready, or even able. When the ritual is attempted on those individuals, the failure typically results in the death of the individual being awakened. The anonymity of the psion who performs the awakening is essential to ensure peace amongst the family.

Entering the study, Yolan looked upon the familiar room with its large chairs gathered in front of the fireplace. The walls were dark with bookcases, filled with old and new books, and the floor was a dark, polished wood. A thin smoke filled the room, wafting as Yolan moved into the room, closing the door behind him at a gesture from the robed and hooded figure seated in the one chair.

Yolan, feeling oddly peaceful, moved forward to sit in the second chair. When he was finally seated, the robed figure spoke, her voice a sibilant whisper, "Yolan. Today we open your eyes to new things, and show your mind a new world. Are you prepared to undergo this journey, and do you understand the risks?"

Yolan nodded, recalling the instructions and learning that his tutors have drilled him in for the past six months.

The val'Assante, like many other Val families, use various incense to help relax and soothe the mind while they are performing the awakening ritual. The individual to be awakened is always given the choice themselves if they want to undergo the ritual; they are given a complete understanding of the involved risks.

The robed figure motions for Yolan to come forward and he does, kneeling in front of her. She reaches forward with her hands, and holds his head. Nothing seems to happen, until Yolan cries out in pain, clutching at his head. She sits back in her chair, and watches as Yolan writhes on the floor in pain.

Within Yolan's mind images and figments flash. The pain is incredible, yet, eventually his training takes hold, and he calms his mind. As he does so, his eyes turn clear beneath their brine coating of tears.

The robed figure stands, helping Yolan to his feet. Embracing him, she pulls back her hood, revealing his mother. She smiles, "Welcome to the family, Yolan. Come downstairs and join us. The

others are waiting. The next stage of your training can wait until at least tomorrow."

The final stage of the ritual of awakening is extremely painful, as parts of the Val's brain change under the released flood of psionic power. Those who cannot remember how to master the pain are crushed by this flood, and either die or lose their mind.

A Val who is to be awakened must make a Wisdom check each round, or suffer 4 Intelligence damage (dying if his or her Intelligence reaches 0). The DC for this Wisdom check is 10 + one per class level (total class levels are used here; it is perfectly acceptable for this DC to be 10). The Val receives their Wisdom bonus plus their blood rank plus one if they have one or more ranks in Concentration. Once they have made one successful check, they have been awakened and the accruing damage stops. The Val now has clear eyes and the ability to have a power point reserve (and thus gains the bonus power points afforded to psionically active Val).

The specific mechanics for awakening a Val are not used in Living Arcanis; it is assumed that PCs who wish to be awakened succeed at their Wisdom check before they perish.

Ssethregoran Psionics

In the eons before the coming of man, many empires rose and fell. One of those empires is the Empire of Yhassremore; an empire whose descendants still live on within the Ssethregoran Empire. The ancient empire of Yhassremore was powerful, and amongst its citizens were counted the most potent and knowledgeable sages of that age.

Ss'kanth was bored; his agents had lied when they claimed these annoying creatures, barely the size of a hatchling, wielded fantastic powers. He had been observing them for the better part of eight hours, and nothing had happened. The creatures just sat there, yammering at each other in what he presumed was some inferior and ultimately flawed language. Eventually, growing hungry, Ss'kanth left in search of sustenance and entertainment.

Ss'kanth returned several hours later, sated as only a Ssanu can be sated. Upon returning to his observations of the captured creatures, he noted something peculiar. A faint rippling glow was suffusing the prison where he was keeping the creatures. Perplexed, for this was a new phenomenon, he moved closer. Howling in pain, Ss'kanth reeled backwards, his mind confused and injured by a sudden pain.

Historians cannot agree on the details, but one thing is certain. The Ssanu of Yhassremore exterminated the Sansho from the face of Onara, fearing their unusual mental powers. However, some Ssanu realized that if they could find the source of the Sansho's power, that perhaps they could utilize it themselves.

It came to pass that the Ssanu discovered the source of the power within the brains of the Sansho and successfully implanted that portion of the brain into their own. They further changed themselves such that their own brains now develop this gland on their own, enabling all Ssanu to study psionics if they desire to.

Psionics of the Silence

The warm fluids coursed down his parched throat as he extracted the still-living brains of the foolish men who had settled here. He knew that someone was watching, and that was good. Those foolish Val had been trying to track him for months now, and he was allowing it. What fools to assume that he would be unaware. They were walking right into a trap a decade in the making.

It was perfect; they would descend en masse to attack him, understanding at least that they could not destroy him on their own. However, he would not be alone as they thought; his brothers and sisters waited patiently for him to finish his part, and spring the trap.

There are many different servants of the Silence, ranging from the Obnu-il to the Voiceless Ones. If any hierarchy exists within the Silence, it is not apparent to outsiders. What is known is that they make use of a type of psionics that is vastly different from all others; this type of psionics is usually referred to by sages as preternatural psionics.

Most Val will go out of their way to destroy creatures they discover who are using preternatural psionics, as the use of such power is an absolute indicator, in their view, that the individual using the power is an agent of the Silence.

The true goals of the Silence, and the extent of its plans are not known, but it is known that there are agents of the Silence amongst nearly every culture. What is known is that the Silence is not of Onara, for its psionic powers do not stem from the same power source as all others do.

Preternatural Psionics: A Marked Difference

The psionics that is used by the Silence is of a different nature from the psionics that the Ssethregoran Empire and the Val families use. Preternatural psionics, as the psionics of the Silence are called, do not follow the same rules as normal magic. This causes them to interact in different ways from normal psionics.

To explain the differences it is critical to look at four different facets, each detailed below. The clarifications and rules presented below are used in Living Arcanis.

Power & Spell Resistance

Normal psionics are equally resisted by power resistance and spell resistance; that is, a creature with spell resistance is also considered normally to have power resistance of an equal amount.

However, that is not true when manifesting preternatural psionic powers. Spell resistance does not protect as well against preternatural psionics.

When determining the effects of spell resistance on a preternatural psionic effect, reduce the spell resistance by 10 before making the psionic penetration check. If the spell resistance is reduced to 0 then no penetration check is necessary; it is not possible to reduce spell resistance below 0. Power resistance affects preternatural psionics as normal.

Detection Methods

Normal psionic effects and magical effects are transparent for the purposes of detection spells, such as *detect magic*. However, that is not true for preternatural psionic powers.

Preternatural powers and effects can only be detected using the psionic power, detect psionics. Similarly, when detect psionics is manifest as a preternatural power, it cannot detect magic effects, but it can detect normal psionic effects.

Counterspell & Counter-Manifesting

Normally, a psionic effect can be used to counter another psionic effect of the same type or discipline (just like with spells). Similarly, *dispel psionics* can be used to counter powers, just like *dispel magic* can be (see *Chapter VI* for details of these additional rules).

Preternatural powers and effects can only be countered by *dispel psionics* (regardless of source), or other preternatural powers. Normal psionic powers or non-psionic effects cannot be used to counter a preternatural power.

Areas where Psionics and Magic Don't Work

Dead magic areas, dead psionics areas, *antimagic shell*, and *null psionics field* normally all prevent both psionic powers and magical spells from functioning (as well as supernatural, spell-like and psi-like abilities).

Preternatural psionics continue to function as normal in dead magic and antimagic shell areas. Dead psionics areas and null psionics field both prevent their use as normal. A preternaturally manifest null psionics field blocks all psionic abilities and effects but does not block magic spells and effects.

Psionics in the Holy Mother Church of Coryan

Laen val'Holryn was nervous. Today was his final examination before he was granted entrance into the ranks of the Inquisition. The other four examinations over the past three years had been conducted by relatively low-ranked inquisitors; this examination was being conducted by Inquisitor-General Aeneas val'Assante. Laen had heard of the man, but then

who hadn't heard of the man who crushed King Noen's soul shard, declaring him a heretic, at the end of the Battle of Solanos Mor? Still, he was nervous, for Aeneas val'Assante was not a man to be trifled with.

Finally, he was granted admission into the inner chambers of the Inquisition Fortress, where Aeneas val'Assante was patiently waiting, wearing his resplendent suit of burnished plate mail, emblazoned with holy symbols of Sarish and Illiir. His gaze roamed over Laen as the young man entered the room and advanced to kneel before the Inquisitor-General.

Several hours pass during which Aeneas questions the young man on matters of faith, honor, compassion, and truth. Eventually he rises and bids Laen to do the same, "Laen val'Holryn, you have completed your training, and are now accepted into the ranks of the Inquisition Legions. Rise and join your brother Legionnaires, but know that you have ties that bond you beyond those of brotherhood within the Legions. You are now a member of this Inquisition and are expected to uphold those virtues we espouse, and report to me on any matters that are worthy of the Inquisition's attention."

There are two sides to the Inquisition. There is the public face that they present, led by Aeneas val'Assante. Aeneas is not only a high-ranked Inquisitor, but also the General of the Legio Lex Talionis, a Coryani legion which is attached to the Inquisition at the orders of Emperor Calceustus val'Assante. However, the Inquisition also has various members and servants scattered throughout the Legions of Coryan and beyond into other public organizations, such as the Shining Patrol of Altheria.

Most of the psionics training that occurred within the Holy Mother Church of Coryan fell under their purview, as they make extensive use of psionics to root out heresy and other mistruths. However, there are now two other groups who also make use of psionics; the Brotherhood of Shadow, a cadre of assassins who are affiliated with the val'Borda family, and the Righteous Order of the Divine Shield, an ancient order of pilgrim-warriors that has only recently re-emerged due to the awakening of the order's ancient mentagi.

Individuals who are trained by the Mother Church are typically trained from birth. Most Val who dedicate their lives to service to the Mother Church in this manner are not awakened by their families, but simply grow into it through extended meditation and prayer within the sanctified halls of the Mother Church.

Other Sources of Psionics

Beyond the Val race, the Ssethregorans, and the Silence, there are other small sources of psionic power that are not widely known within the Coryani Empire and the surrounding area. Some small notes are presented below for the more significant of those groups.

The Ancient Races

It is known that several ancient races use psionics. Amongst these races are the Issori, who have long been eradicated by the Ssethregorans, and the Il'huan who were believed to be extinct. Lore, long-held to be the truth, spoke of wars committed by the Elorii under the command of their Ssethric masters. These wars eradicated thousands of creatures, including several races. Until recently, it was assumed that their extermination was complete. The return of the Il'huan at the Battle of Enpebyn is proof that the races once considered exterminated by the Elorii, may not be completely destroyed.

Within the Sealed Lands

The Brood of Caneturec within the Sealed Lands is known to be capable of using psionics. Scholars are mystified by this development; however, there are two radical schools of thought on this matter. One claims that the Caneturec must be a fallen Valinor who is still able to pass on some of his divine blessing to his followers; while the other camp claims that the Brood must be servants of the Silence. No evidence exists to back, or counter, either claim.

The Ul of Khitan

The far-flung lands of Khitan are home to many different people, but amongst them are the Ul. Like Val, the Ul are descended from Valinor and are capable of using psionics. It is presumed by scholars in Coryani and Altheria that the Khitani Ul must also use an awakening ritual of some sort. However, that has never been verified. To this day, the nature of the Ul remains something of a mystery to anyone who does not live within Khitan.

Dar Zhan Vor

Dar Zhan Vor is a land of mystery, into which all attempts to probe have met with disappearance, usually presumed to be death. It is reputed that psionics are used within Dar Zhan Vor. However, the veracity of this claim is only upheld by a few rare relics, and scholars cannot even agree that the items in question did originate within Dar Zhan Vor.



Chapter Two: Core Classes

Core Mechanics

The following rules are relevant to both core classes and the prestige classes presented in *Chapter IV*.

The Power Point Reserve

Psionic characters fuel their abilities through a pool, or reserve, of power points. Your power point reserve is equal to your base power points gained from your class, bonus power points from a high key ability score (see Abilities and Manifesters, below), and any additional bonus power points from sources such as your character race and feat selections.

Multiclass Psionic Characters

If you have levels in more than one psionic class, you combine your power points from each class to make up your reserve. You can use these power points to manifest powers from any psionic class you have. While you maintain a single reserve of power points from your class, race, and feat selections, you are still limited by the manifest level you have achieved with each power you know.

Abilities and Manifesters

The ability that your powers depend on—your key ability score as a manifest level—is related to what psionic class (or classes) you have levels in: Intelligence (mist wanderer, psion, swamp lord), Wisdom (psychic warrior, rhi'zen), and Charisma (wilder). The modifier for this ability is referred to as your key ability modifier. If your character's key ability score is 9 or lower, you can't manifest powers from that psionic class.

Just as a high Intelligence score grants bonus spells to a wizard and a high Wisdom score grants bonus spells to a cleric, a character who manifests powers (mist wanderers, psions, psychic warriors, rhi'zens, swamp lords, and wilders) gains bonus power points according to his key ability score. Refer to Table 2-1: Ability Modifiers and Bonus Power Points.

How To Determine Bonus Power Points: Your key ability score grants you additional power points equal to your key ability modifier x your manifest level x 1/2. Table 2-1: Ability Modifiers and Bonus Power Points shows these calculations for class levels 1st through 20th and key ability scores from 10 to 41.

Random Starting Gold

Table 2-2: Random Starting Gold

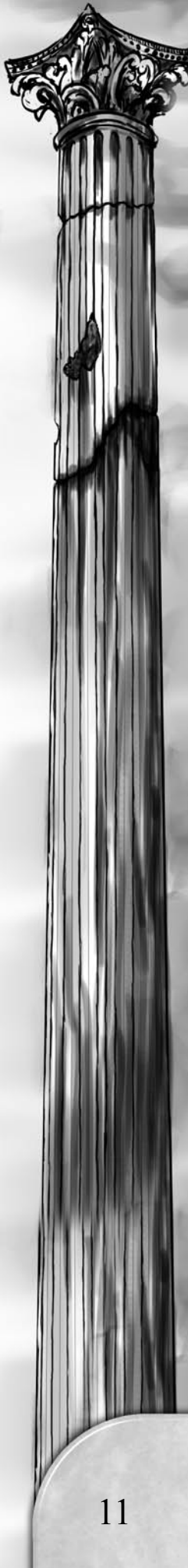
Class	Amount (Average)
Mist Wanderer	4d4 x10 (100 gp)
Occisor	5d4 x10 (125 gp)
Psion	3d4 x10 (75 gp)
Psychic warrior	5d4 x10 (125 gp)
Rhi'zen	4d4 x10 (100 gp)
Soulknife	5d4 x10 (125 gp)
Swamp Lord of Pit Sseth	4d4 x10 (100 gp)
Wilder	4d4 x10 (100 gp)

Servants of Man

Amongst the various nations of man, several different types of psionic training exist. In Coryan, the Legio Anguis Reptatus has been fostering the development of a new type of psionic training, training that emphasizes the use of shadows and deceit. In far-flung Mhyrcia, the val'Sungha have perfected their own style of training, the psionic duelists, the Rhi'zen. In Living Arcanis, Val PCs may undertake training in the Occisor class, although this does require current or past membership in the Legio Anguis Reptatus and the allegiance to Coryan that entails. Val PCs may be trained by the val'Sungha in the Rhi'zen technique, although Val PCs who are not val'Sungha must swear allegiance to the val'Sungha, forsaking their own family in the process.

Table 2-1: Ability Modifiers and Bonus Power Points

Ability Score	Bonus Power Points (by Class Level)																			
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
10-11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12-13	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
14-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
16-17	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
18-19	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
20-21	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
22-23	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
24-25	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
26-27	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
28-29	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
30-31	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
32-33	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93	99	104	110
34-35	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120
36-37	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110	117	123	130
38-39	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
40-41	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142	150



Occisor

The Legio Anguis Reptatus have always been somewhat different than other legions. While other legions may march in formation, parade, and generally appear as a legion should, the Legio Anguis Reptatus do none of that. When they do take to the field it is as a motley band of misfits; yet, for their lack of normal discipline and prowess, they are rightfully feared. Within their ranks are powerful mages and psions. However, it is not what is to be seen within their ranks that should be feared. It is what cannot be seen. It is the Occisor of the Legio Anguis Reptatus that one should fear when facing them.

~ Goerhald Faerwalden, Knight-Captain of Antweld, Milandir

The Occisor of the Legio Anguis Reptatus are experts at stealth. While they have before been used to take out enemy commanders, more often their task is to gather information and perform reconnaissance in areas of high risk.

The Legio Anguis Reptatus, or the Legion of the Creeping Asp, is well known for their unorthodox and downright unscrupulous activities. However, that is merely the methods that they allow others to see. The activities that they do not want public are typically performed by the Occisor and include infiltration of other Legions, infiltration and espionage within other countries, and similar activities.

However, the abilities of the Occisor do not come without a cost, for over time they sacrifice more and more of themselves to their art, until eventually they become the shadows that they hide within.

Rumors persist outside the Legio that the Occisor are trained by a renegade member of the val'Borda family; although if there is any truth behind that claim, it is unproven. The val'Borda family has remained suspiciously silent on the matter, although that may indicate they are merely investigating the rumors as well.

Abilities: The key abilities for an Occisor are Dexterity and Strength, as their stealth and combat skills rely on those abilities. Constitution and Intelligence are also useful to the Occisor.

Multiclassing: Occisors may freely multiclass; however, many Occisors enter the Centurion prestige class (see the *Player's Guide to Arcanis*).

Class Requirements

Race: Must be a psionically active Val.

Alignment: Must be non-Good

Special: Must be a member of the Legio Anguis Reptatus.

Hit Die: d6

Class Skills

The Occisor's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Local) (Int), Knowledge (Psionics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at 1st level: (6 + Int) x 4

Skill Points at Each Additional Level: 6 + Int

Table 2-3: The Occisor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Shadow Blade, Legionnaire, Wild Talent
2nd	+1	+0	+3	+0	—
3rd	+2	+1	+3	+1	Sneak Attack +1d6, Eyes of Darkness (30 ft.)
4th	+3	+1	+4	+1	Shadow Blade (+1), Evasion
5th	+3	+1	+4	+1	Free Draw, Shadow Sculpting
6th	+4	+2	+5	+2	Shadow's Loving Embrace (I)
7th	+5	+2	+5	+2	Sneak Attack +3d6, Uncanny Dodge (Dex to AC)
8th	+6/+1	+2	+6	+2	Shadow Blade (+2)
9th	+6/+1	+3	+6	+3	Hide in Plain Sight
10th	+7/+2	+3	+7	+3	Eyes of Darkness (magical)
11th	+8/+3	+3	+7	+3	Sneak Attack +5d6, Shadow Jump (100 ft.)
12th	+9/+4	+4	+8	+4	Shadow Blade (+3), Rapid Shadow Sculpting
13th	+9/+4	+4	+8	+4	Shadow's Loving Embrace (II), Shadow Jump (200 ft.)
14th	+10/+5	+4	+9	+4	—
15th	+11/+6/+1	+5	+9	+5	Sneak Attack +7d6, Shadow Jump (300 ft.)
16th	+12/+7/+2	+5	+10	+5	Shadow Blade (+4)
17th	+12/+7/+2	+5	+10	+5	Shadow Jump (400 ft.)
18th	+13/+8/+3	+6	+11	+6	Tendrils of the Night
19th	+14/+9/+4	+6	+11	+6	Sneak Attack +9d6, Shadow Jump (500 ft.)
20th	+15/+10/+5	+6	+12	+6	Into the Dark, Shadow Blade (+5), Shadow's Loving Embrace (III)

Class Features

Weapon and Armor Proficiency: The Occisor is proficient with all simple weapons and the following additional weapons: longbow, scimitar and shortbow. The Occisor is proficient with light armor and shields (including tower shields). The Occisor is also proficient with the Gladius, Pila (Light and Heavy) and with Lorica Segmentata. The Occisor is fully proficient with the Gladius and Lorica Segmentata, including the portions of those items that require exotic proficiency.

Shadow Blade (Su): The trademark of the Occisor is the midnight-black gladii that they wield. As a move action, the Occisor may fashion a semi-solid blade of solid shadow and psychic energy. To do so requires a patch of shadow of sufficient size to hide his hand within while drawing forth the blade (suitable patches include those cast by the Occisor's cloak). Once the blade is summoned it remains, regardless of subsequent changes in lighting.

The shadow blade is identical in all respects to a gladius of appropriate size for the Occisor, with the exception that it is crafted from solid shadow and psychic energy. If the Occisor changes size while his shadow blade is manifest, then his shadow blade also resizes to match. A shadow blade is considered a normal weapon for the purposes of feats and other abilities. An Occisor gains the usual benefit to attack and damage rolls from a high Strength score. Powers or spells that upgrade weapons can be used on a shadow blade.

The shadow blade can be broken (it has hardness 10 and 10 hit points), however, the Occisor can reform the blade as a move-action. The moment that a shadow blade leaves the Occisor's grasp it instantly is returned to shadow, and becomes nothing. A shadow blade is considered to be magical for the purpose of bypassing damage reduction.

An Occisor's shadow blade improves as the Occisor attains higher levels. At 4th level and every four levels thereafter, the shadow blade gains a cumulative +1 enhancement bonus on attack and damage rolls (+2 at 8th level, +3 at 12th level, +4 at 16th level and +5 at 20th level).

Even in places where magic and psionic effects do not normally function (such as within an *antimagic* or *null psionics field*), an Occisor can attempt to maintain his shadow blade by making a DC 20 Will save. On a successful save, the Occisor maintains his shadow blade for a number of rounds equal to his class level. On an unsuccessful save, the shadow blade immediately dissipates. As a move action on his next turn, the Occisor can attempt a new Will save to rematerialize the shadow blade (lasting for a number of rounds equal to his class level).

Legionnaire (Ex): At 1st level, the Occisor gains the Legionnaire feat as a bonus feat. They must be members of the Legio Anguis Reptatus, but otherwise receive the full benefits of the feat.

Wild Talent (Ex): At 1st level, the Occisor gains the Wild Talent feat as a bonus feat. This feat provides the Occisor with the psionic power needed to materialize his shadow blade (although he still gains all the benefits of the feat, including the ability to hold a psionic focus).

Sneak Attack (Ex): If an Occisor can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The Occisor's attack deals extra damage any time her target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the Occisor flanks her target. This extra damage begins at +1d6 at 3rd level, increasing by +2d6 for each four Occisor levels thereafter (reaching a maximum of +9d6 at 19th level). Should the Occisor score a critical hit with a sneak attack, this extra damage is not multiplied.

Unlike the rogue ability of the same name, an Occisor's sneak attack may not be to make ranged sneak attacks, or sneak attacks that deal non-lethal damage. Should the Occisor take levels in a class that grants sneak attack that allows ranged sneak attack or the ability to deliver non-lethal damage with sneak attacks, then she may apply those abilities to her Occisor sneak attack (effectively allowing the two sneak attack abilities to stack).

An Occisor can only sneak attack a living creature with a discernable anatomy – constructs, incorporeal creatures, oozes, plants, and undead lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Occisor must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An Occisor cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Eyes of Darkness (Su): At 3rd level, the Occisor is sufficiently attuned to shadows that they can no longer conceal secrets. The Occisor gains darkvision with 30 foot range. Additionally, he retains the ability to distinguish color while in shadow.

At 10th level, the Occisor's connection with shadow has strengthened such that he can now see through magical darkness effects and is no longer subject to their vision impairment.

Evasion (Ex): At 4th level and higher, an Occisor can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the Occisor is wearing light armor, no armor, or Lorica Segmentata. A helpless Occisor does not gain the benefits of evasion.

Free Draw (Su): At 5th level, the Occisor may draw their shadow blade as a free action instead of a move action. The Occisor may still only make one such attempt per round.

Legionnaire Armaments

Legionnaire Weapons

Name	Cost	Damage	Critical	Range Increment	Weight	Type
Gladius ¹	20 gp	1d8	19-20/x2	-	5 lb.	P
Pila, Heavy ^{1 2}	5 gp	1d8	x2	10 ft.	5 lb.	P
Pila, Light ^{1 2}	3 gp	1d6	x2	20 ft.	3 lb.	P

¹ This weapon has special rules or abilities. See the weapon's description for details.

² This weapon inflicts double damage when a readied action is used to hit a charging opponent.

Gladius (Light, Martial / Exotic)

Description: The gladius has a double-edged blade and a strengthened tip. The grip is made of wood, bone, or ivory, and is topped with a rounded pommel. The entire sword is roughly 2 ½ feet in length.

History: The gladius is the standard weapon of the Coryani Legions. Though this weapon has been in service for well over a thousand years, it is still considered among the best on Onara.

Special: Even though this weapon is considered light, Weapon Finesse may not be used with it. If the Exotic Weapon Proficiency (gladius) feat is taken, then a character may utilize the Power Attack feat with the gladius and may also use it as a slashing weapon.

Pila, Heavy (Ranged, Martial)

Description: This weapon is a slightly heavier version of the light pila. It has a shorter range, but does more damage. This weapon is commonly issued to the regular legions.

Pila, Light (Ranged, Martial)

Description: The pila are quite unique in design. Although a pilum can function as a spear or melee weapon, it is designed to warp after impact in hopes that it will drag down an enemy's shield, sometimes pinning two of them together. The average pilum is 6 feet long and has a barbed iron shaft connected to a wooden pole in a weighted socket. A lead ball is usually added to further increase the throwing distance.

History: This weapon was developed during the phalanx days of warfare to counter the all-too-commonly encountered shield wall. This weapon was designed as a means to open gaps in the shield walls of the enemy, and it is still used today, often issued to the Coryani *auxiliarius*.

Special: As a ranged or melee attack, this weapon may be used to sunder a shield. To hit the shield, the attack must hit the item as described under the "Attack an Object" rules in *Core Rulebook I*. If the attempted sunder is a ranged attack, it does not provoke an attack of opportunity against the attacker unless the defender is able to reach the attacker with his weapon. On a successful hit, the pilum does double damage against the shield. If the damage overcomes the shield's hardness, the pilum sticks into the shield, causing the bearer significant problems. Shields sundered in this manner suffer an additional -10 armor check penalty, lose one-half their protective (armor) value, and the bearer suffers an additional +20% arcane spell failure chance. Discarding a shield that has been sundered by a pilum is a move-equivalent action. The pilum is destroyed on any successful sunder attempt. The Improved Sunder feat does work in conjunction with this weapon.

Shadow Sculpting (Su): At 5th level, the Occisor gains the ability to control the primal forces of darkness. She may shape nearby shadows into solid objects that she can use and wield.

The Occisor may control a number of units of shadow material equal to double her class level. These units may be used to craft weapons, armor or other minor items. The latter may mimic anything that the *minor creation* spell can create and cost 1 unit each. All shadow-sculpted items dissipate immediately upon leaving the Occisor's person. Sculpting a shadow object requires one full-round per unit of shadow material used to create the item.

The Occisor may create the following weapons and armor (with the number of units needed): gladius (4), longsword (4), bastard sword (8), lorica segmentata (8), tower shield (8) and pila (light or heavy) (4). Weapons may be made masterwork for 2 units, and armor may be made masterwork for 1 unit; it is not possible to create greater masterwork shadow-sculpted items. Shadow-sculpted weapons

and armor are considered to be weapons and armor for the purposes of spells, powers, and other effects that target weapons and armor (such as the *greater magic weapon* spell). All shadow-sculpted items have hardness 10, and 2 hit points per unit used to create the item. Shadow-sculpted armor has no armor check bonus, and no maximum Dexterity bonus to Armor Class. Shadow-sculpted items weight the same as their normal counterparts.

Shadow-sculpted items may be carried into areas where magic and psionics work; however, they follow the same rules as the shadow blade does. The Occisor's shadow blade ability does not consume units of shadow material.

Shadow's Loving Embrace (Su): At 6th level, the Occisor begins to draw shadows around herself without realizing it. This effect is magnified if the Occisor is wearing shadow-sculpted armor.

The Occisor gains a +5 competence bonus to Hide and Move Silently checks made while wearing



Legionnaire Armor

Name	Cost	Armor Bonus	Max. Dex	Armor Chk. Pen.	Spell Failure	Speed 30 ft.	Speed 20 ft.	Weight ¹
Lorica Segmentata	300 gp	+5	+5	-3	25%	30 ft.	20 ft.	25 lb. ¹

¹ The listed weight figure is for armor sized to fit Medium characters. Armor designed for Small characters weighs half as much as the listed value and armor fitted for a Large character weighs twice the listed value.

Lorica Segmentata (Medium, Exotic)

Description: The armor of the finest and best-equipped Coryani legions, lorica segmentata has seen many improvements during its 300 years of outstanding service to the Empire. This armor is arguably the finest armor on Onara for the common soldier. Though lacking the heavy full-body protection of true plate armor, lorica segmentata is maneuverable and light, allowing for the greatest possible balance between movement and protection. This armor consists of steel plates bent and molded around the chest and shoulders, then linked together with steel mail worn beneath. Steel arm and leg greaves complete the kit. This armor is built for maximum protection and maneuverability.

Special: Unlike other Exotic Armors, lorica segmentata may be worn by anyone with the Medium Armor Proficiency feat. However, if the wearer does not possess the Exotic Armor Proficiency (lorica segmentata) feat, his base speed is reduced by 10 feet and he suffers an additional -2 armor check penalty (for a total of -5).

Lorica segmentata is Medium armor; this does not change if the wearer has the appropriate Exotic Armor Proficiency feat. When it is made of Mithral (or any other material that reduces its effective armor category), this armor is treated as Light armor, but it still requires Medium armor proficiency to wear and the armor's base speed does not change (the armor already does not reduce the wearer's speed).

A wearer who does not have the Exotic Armor Proficiency still suffers the additional -2 armor check penalty even if the armor is made of a material or has some quality that reduces its base armor check penalty. The increase simply applies to whatever that particular suit of armor has as its base armor check penalty. Base armor check penalties can never be reduced below zero, so a non-proficient wearer has an armor check penalty of no better than -2 regardless of the armor's construction.

shadow-sculpted armor; she gains half this bonus (round down) if she is wearing non-shadow-sculpted armor or no armor.

Each seven levels hereafter, the above bonus increases by +5 (to a maximum of +15 at 20th level).

Uncanny Dodge (Ex): Starting at 7th level, an Occisor can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Armor Class (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Hide in Plain Sight (Su): At 9th level, an Occisor can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, an Occisor can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Shadow Jump (Su): At 11th level, an Occisor gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with enough shadow to grant concealment. An Occisor can jump to a total of 100 feet each day in this way; this may be a single jump or multiple jumps whose total distance does not exceed 100 feet. Individual jumps, regardless of the distance moved, count as at least a 10-foot increment (thus shadow jumping 5 feet counts as 10 feet of jump towards the total distance each day).

For every two class levels beyond 11th level, the Occisor may jump 100 feet further each day (to a

maximum of 500 feet each day at 19th level).

When an Occisor (or any other character with Shadow Jump) uses this ability, he opens a portal into the Shadow Realm, a place inhabited with strange and terrible creatures. Some of the inhabitants of that dread realm may make the most of this opportunity and tag along for a free ride back to the Material Plane. With each jump, the Occisor risks the chance that one of these denizens of shadow may follow him through. One round after the Occisor *shadow jumps*, the GM should roll 1d20. On the result of 2 or higher, no creatures have followed the Occisor; on the result of a natural 1, roll d% and consult the table below (unless a published adventure or scenario indicates otherwise). These creatures are not under the Occisor's control. Depending on the circumstances of their arrival, they may or may not immediately attack.

01-50%	1d4 Shadow Mastiffs
51-99%	1d4 Shadows
100%	1 Greater Shadow

Rapid Shadow Sculpting (Su): At 12th level, an Occisor may use the Shadow Sculpting ability as a full-round action, regardless of the number of units being used.

Tendrils of the Night (Sp): At 17th level, the Occisor's journey into shadow is nearly complete. Once per day, the Occisor may summon forth raw shadow and darkness to ensnare creatures. Treat this as a *black tentacles* spell, with the following changes. The area that the spell is affecting must be within shadowy



illumination (or lower illumination); if it is not then the spell does not function. Furthermore, any bright light will dispel the effect with a successful caster level check. The caster level for this effect is the Occisor's class level. The Occisor is immune to her own *Tendrils of the Night*.

Into the Dark (Ex): At 20th level, the Occisor's journey into shadow is complete. The Occisor's type changes to Outsider, with the appropriate Augmented subtype. He also gains the Native subtype. Do not recalculate base attack, saves, or skills due to this change. As a Native Outsider, the Occisor must still eat and sleep; however, their Darkvision does increase to 60 feet. With this change comes several other benefits and penalties.

The Occisor is now overly sensitive to bright light, suffering a -4 penalty to attack rolls, skill checks, saves, and ability checks while within bright light. However, in any other lighting conditions the Occisor is surrounded by dense shadow. In shadowy illumination the Occisor has 20% concealment. In total darkness the Occisor has 50% concealment (even to others who can see in darkness) and receives a +1 morale bonus to attack rolls and saves against fear.

Psion

"From the depth of the ages flows a focus, a certain power of the mind. In each age there have been those who learn to tap into this flow, this well-spring of power. Those who do so are known as psions, yet, each sees the power in a different way. Thus, in the ages that have come and passed, man and beast alike have come to know the different disciplines of psionic energy. Understand that the secrets that you learn have been held by countless thousands before you, back into the ancient depths of the past where even memory fails to take us."

~ *Lycaon val'Inares, Address to the assembly of awakened val'Inares*

The psion is one of the staples of psionics, and is far from limited solely to the Val families. Indeed, the psion methods have existed for countless ages and remain largely unchanged. Thus, any creature capable of using psionics can gain training in the psion class.

Some races, or groups within specific races, may only know certain disciplines or may favor some disciplines over others. For example, the val'Viridan family tends to favor the Psychokinesis discipline, while the val'Mehan family tends to favor the Telepathy discipline.

Abilities: The key ability for a psion is Intelligence. A good Constitution is also useful, as is a good Dexterity.

Multiclassing: Psions may freely multiclass.

Class Requirements

Race: Any psionically active creature.

Alignment: Any.

Hit Die: d4

Class Skills

The psion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Psicraft (Int). In addition, a psion gains access to additional class skills based on his discipline:

Seer (Clairsentience): Gather Information (Cha), Listen (Wis), and Spot (Wis).

Shaper (Metacreativity): Bluff (Cha), Disguise (Cha), and Use Psionic Device (Cha).

Kineticist (Psychokinesis): Autohypnosis (Wis), Disable Device (Dex), and Intimidate (Cha).

Egoist (Psychometabolism): Autohypnosis (Wis), Balance (Dex), and Heal (Wis).

Nomad (Psychoportation): Climb (Str), Jump (Str), Ride (Dex), Survival (Wis), and Swim (Str).

Telepath (Telepathy): Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), and Sense Motive (Wis).

Skill Points at 1st level: (2 + Int) x 4

Skill Points at Each Additional Level: 2 + Int

Class Features

All of the following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A psion's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 2-4: The Psion. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

Discipline: Every psion must decide at 1st level which psionic discipline he will specialize in. Choosing a discipline provides a psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that discipline. However, choosing a discipline also means that the psion cannot learn powers that are restricted to other disciplines. He can't even use such powers by employing psionic items.

Powers Known: A psion begins play knowing three psion powers of the player's choice. Each time he achieves a new level, he unlocks the knowledge of new powers.

One can choose the powers known from the psion power list, or from the list of powers of the character's chosen discipline. One cannot choose powers from restricted discipline lists other than the character's own discipline list. A psion can manifest any power that has a power point cost equal to or lower than his manifester level.

The number of times a psion can manifest powers in a day is limited only by his daily power points.

A psion simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psion powers is 10 + the power's level + the psion's Intelligence modifier.

Maximum Power Level Known: A psion begins play with the ability to learn 1st-level powers. As he attains higher levels, a psion may gain the ability to master more complex powers.

To learn or manifest a power, a psion must have an Intelligence score of at least 10 + the power's level.

Bonus Feats (Ex): A psion gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels. A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

Psionic Disciplines

A discipline is one of six groupings of powers, each defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

Clairsentience: A psion who chooses clairsentience is known as a seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

Metacreativity: A psion specializing in metacreativity is known as a shaper. This discipline includes powers that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Psychokinesis: Psions who specialize in psychokinesis are known as kineticists. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy.

Psychometabolism: A psion who specializes in psychometabolism is known as an egoist. This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

Table 2-4: The Psion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Bonus feat, discipline	2	3	1st
2nd	+1	+0	+0	+3	—	6	5	1st
3rd	+1	+1	+1	+3	—	11	7	2nd
4th	+2	+1	+1	+4	—	17	9	2nd
5th	+2	+1	+1	+4	Bonus feat	25	11	3rd
6th	+3	+2	+2	+5	—	35	13	3rd
7th	+3	+2	+2	+5	—	46	15	4th
8th	+4	+2	+2	+6	—	58	17	4th
9th	+4	+3	+3	+6	—	72	19	5th
10th	+5	+3	+3	+7	Bonus feat	88	21	5th
11th	+5	+3	+3	+7	—	106	22	6th
12th	+6/+1	+4	+4	+8	—	126	24	6th
13th	+6/+1	+4	+4	+8	—	147	25	7th
14th	+7/+2	+4	+4	+9	—	170	27	7th
15th	+7/+2	+5	+5	+9	Bonus feat	195	28	8th
16th	+8/+3	+5	+5	+10	—	221	30	8th
17th	+8/+3	+5	+5	+10	—	250	31	9th
18th	+9/+4	+6	+6	+11	—	280	33	9th
19th	+9/+4	+6	+6	+11	—	311	34	9th
20th	+10/+5	+6	+6	+12	Bonus feat	343	36	9th



Psychoportation: A psion who relies on psychoportation powers is known as a nomad. Nomads can wield powers that propel or displace objects in space or time.

Telepathy: A psion who chooses the discipline of telepathy is known as a telepath. He is the master of powers that allow mental contact and control of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

Psicrystals

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Affinity feat). A psicrystal appears as a crystalline construct about the size of a human hand.

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him. That's why, for example, a psionic character can manifest a personal range power on his psicrystal even though normally he can manifest such a power only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below. In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below. These special abilities and bonuses apply only when the owner and the psicrystal are within one mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes. Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

Psicrystal Basics: Use the statistics for a psicrystal, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Spot, Listen, Move Silently, and Search. (Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each.) A psicrystal uses its own ability modifiers on skill checks.

Psicrystal Special Abilities

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st–2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link
3rd–4th	+1	+1	Deliver touch powers
5th–6th	+2	+2	Telepathic speech
7th–8th	+3	+3	—
9th–10th	+4	+4	Flight
11th–12th	+5	+5	Power resistance
13th–14th	+6	+6	Sight link
15th–16th	+7	+7	—
17th–18th	+8	+8	—
19th–20th	+9	+9	—

Psicrystal Ability Descriptions: All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

Natural Armor Adj. (Ex): This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0). It represents a psicrystal's preternatural durability.

Intelligence Adj. (Ex): Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness (Ex): The presence of a psicrystal sharpens its master's senses. While a psicrystal is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion (Ex): If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Personality (Ex): Every psicrystal has a personality. See Psicrystal Personality, below.

Self-Propulsion (Su): As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su): At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires.

Additionally, the owner can manifest a power with a target of “You” on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal’s type (construct).

Sighted (Ex): Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can’t discern invisible or ethereal beings. A psicrystal’s sighted range is 40 feet.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal to a distance of up to one mile. The owner cannot see through the psicrystal’s senses, but the two of them can communicate telepathically as if the psicrystal were the target of a *mindlink* power manifested by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he had seen it too.

Deliver Touch Powers (Su): If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the “toucher.” The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Telepathic Speech (Ex): If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Flight (Su): If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex): If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner’s level + 5. To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal’s power resistance.

Sight Link (Sp): If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the *remote view* power) once per day.

Psicrystal Personality (Ex): Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the following table. At 1st level, its owner typically gets a feel for a psicrystal’s personality only through occasional impulses, but as the owner increases in level the psicrystal’s personality becomes more pronounced. At higher levels, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal’s particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

Psicrystal Personalities

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Coward	+3 bonus on Hide checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Search checks
Nimble	+2 bonus on Initiative checks
Observant	+3 bonus on Spot checks
Poised	+3 bonus on Balance checks
Resolved	+2 bonus on Will saves
Sage	+2 bonus on Knowledge checks
Single-minded	+3 bonus on Concentration checks
Sneaky	+3 bonus on Move Silently checks
Sympathetic	+3 bonus on Sense Motive checks

Psychic Warrior

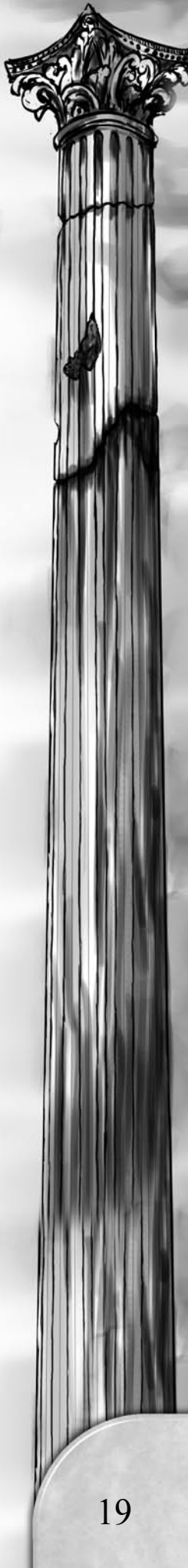
“Each strike with a blade is an equal part physical prowess and mental willpower. You must learn to make it more than mere willpower; channel your anger, your emotions, your dreams, and your soul into each attack. Then you will find the power that comes from the melding of the martial and mental disciplines that we have taught you.”

~ Ssekoran, Pit Trainer of Pit Sseth speaking to young Ssanu warriors

It is typical for a Ssanu psychic warrior to be trained as shock trooper, indeed it is rare when they are not. Such training is typical of how a psychic warrior is trained, regardless of their nationality or race. The psychic warrior class represents the pinnacle of psionic combat, and it is used by nearly every psionically active race. Much like the psion class, the psychic warrior training methods are ancient and virtually unchanged between nations and races.

Abilities: A psychic warrior requires good Strength, Dexterity, Constitution, and Wisdom abilities. The latter is because their ability to manifest powers derives from their Wisdom score.

Multiclassing: Psychic warriors may freely multiclass.



Class Requirements

Race: Any psionically active creature.
Alignment: Any.

Hit Die: d8

Class Skills

The psychic warrior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (Int), Examine Martial Technique (Wis), Jump (Str), Knowledge (Psionics) (Int), Knowledge (Warfare and Tactics) (Int) Profession (Wis), Ride (Dex), Search (Int), and Swim (Str).

Skill Points at 1st level: (2 + Int) x 4

Skill Points at Each Additional Level: 2 + Int

Class Features

All of the following are class features of the psychic warrior.

Weapon and Armor Proficiency: Psychic warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: A psychic warrior's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 2-5: The Psychic Warrior. In addition, he receives bonus power points per day if he has a high

Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic warrior gains no power points for his class level, but he gains bonus power points (if he is entitled to any), and can manifest the single power he knows with those power points.

Powers Known: A psychic warrior begins play knowing one psychic warrior power of the player's choice. Each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the psychic warrior power list. A psychic warrior can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a psychic warrior can manifest in a day is limited only by his daily power points.

A psychic warrior simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psychic warrior powers is 10 + the power's level + the psychic warrior's Wisdom modifier.

Table 2-5: The Psychic Warrior

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+2	+0	+0	Bonus feat	0 ¹	1	1st
2nd	+1	+3	+0	+0	Bonus feat	1	2	1st
3rd	+2	+3	+1	+1	—	3	3	1st
4th	+3	+4	+1	+1	—	5	4	2nd
5th	+3	+4	+1	+1	Bonus feat	7	5	2nd
6th	+4	+5	+2	+2	—	11	6	2nd
7th	+5	+5	+2	+2	—	15	7	3rd
8th	+6/+1	+6	+2	+2	Bonus feat	19	8	3rd
9th	+6/+1	+6	+3	+3	—	23	9	3rd
10th	+7/+2	+7	+3	+3	—	27	10	4th
11th	+8/+3	+7	+3	+3	Bonus feat	35	11	4th
12th	+9/+4	+8	+4	+4	—	43	12	4th
13th	+9/+4	+8	+4	+4	—	51	13	5th
14th	+10/+5	+9	+4	+4	Bonus feat	59	14	5th
15th	+11/+6/+1	+9	+5	+5	—	67	15	5th
16th	+12/+7/+2	+10	+5	+5	—	79	16	6th
17th	+12/+7/+2	+10	+5	+5	Bonus feat	91	17	6th
18th	+13/+8/+3	+11	+6	+6	—	103	18	6th
19th	+14/+9/+4	+11	+6	+6	—	115	19	6th
20th	+15/+10/+5	+12	+6	+6	Bonus feat	127	20	6th

¹ The psychic warrior gains no power points from his class at 1st level. However, he does add any bonus power points he gains from a high Wisdom score, his race, and feats or other sources to his reserve. He can use these points (if any) to manifest his power.

Maximum Power Level Known: A psychic warrior begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, a psychic warrior must have a Wisdom score of at least 10 + the power's level.

Bonus Feats: At 1st level, a psychic warrior gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The psychic warrior gains an additional bonus feat at 2nd level and every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats or psionic feats. The psychic warrior must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements. A psychic warrior cannot choose feats that specifically require levels in the fighter class unless he is a multiclass character with the requisite levels in the fighter class.

These bonus feats are in addition to the feats that a character of any class gains every three levels. A psychic warrior is not limited to fighter bonus feats and psionic feats when choosing these other feats.

Rhi'zen

The great herons of Heh'ligh are graceful and powerful creatures. You should strive for that combination of grace and power. The ability to bend before any blow, and the timing to know instinctually when to fully commit to a strike, and when to hold back -- that is the true power of a Rhi'zen.

~ Kul'ahud Ru'hma'in val'Sungha, Rhi'zen Master

The nobility of the Western Lands have a long history, dotted with real and imagined slights. The historical records are not clear on the matter of who first codified the rules that govern the resolution of these slights; yet, the rules were written and are adhered to. These rules are most specific in how a dispute may be resolved, and the usual method is by dueling.

Not all members of the nobility have the inclination or skill to learn the techniques and practices of dueling. Those who elect not to learn such skills often call upon the services of professional duelists to serve as their champions. Many of these champions are drawn from the ranks of the Rhi'zen, a school of dueling that focused on the training of the mind, rather than solely upon the building of reflexes and strength as many of the other schools train.

Races: Only members of the Val race may become a Rhi'zen. Only they have the needed psionic ability. Many Rhi'zen are pure blooded Kio, and are thus val'Sungha; however, that is merely a peculiarity of culture. It is not an indication of a racial requirement.

Abilities: The key abilities for a Rhi'zen are Dexterity and Intelligence, as their combat abilities depend on those attributes. Constitution and Charisma are also useful to the Rhi'zen.

Multiclassing: Rhi'zen may freely multiclass with any other class, keeping in mind that a Rhi'zen must be non-Chaotic.

Class Requirements

Race: Must be a psionically active Val.

Alignment: Any non-Chaotic.

Special: Must be trained in the Western Lands; must not have the enmity of the val'Sungha, val'Trinsin, and val'Baucisz families. Enmity with up to two of those parties is acceptable, but enmity with all three prevents the Rhi'zen or prospective Rhi'zen from attaining the needed training.

Hit Die: d8

Class Skills

The Rhi'zen's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Examine Martial Technique (Int), Jump (Str), Gather Information (Cha), Knowledge (Local) (Int), Knowledge (Nobility and Royalty) (Int), Knowledge (Psionics) (Int), Knowledge (Warfare and Tactics) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at 1st level: (4 + Int) x 4

Skill Points at Each Additional Level: 4 + Int

Class Features

Weapon and Armor Proficiency: The Rhi'zen is proficient with all simple weapons and the following additional weapons: rapier and scimitar. The Rhi'zen is proficient with light armor and shields (including tower shields).

Psionic Grace (Su): A Rhi'zen gains a dodge bonus to Armor Class while she is psionically focused. This bonus starts at +1 at first level, and increases by +1 for each five class levels the Rhi'zen has. As a dodge bonus, this bonus stacks with all other bonuses to Armor Class.

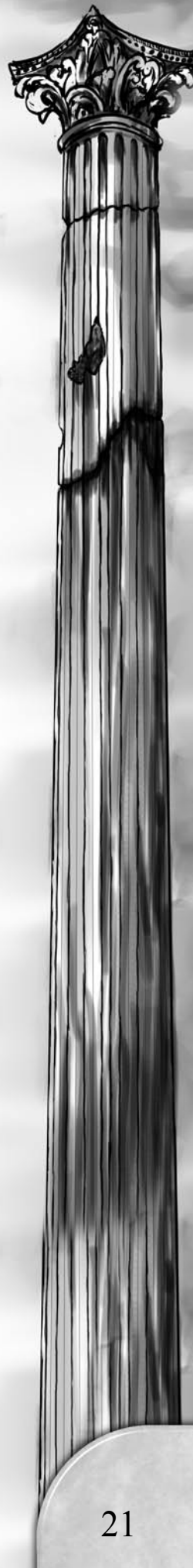
Finesse (Ex): At 1st level, the Rhi'zen gains the Weapon Finesse feat as a bonus feat.

Evade Blow (Ex): A 3rd-level and higher Rhi'zen may choose to attempt to evade a melee attack once per day. To successfully evade an attack, a Rhi'zen must make a Reflex save whose DC is equal to the attack roll of the attack. If the Rhi'zen makes the save, then the attack is negated.

A "natural 20" on the attack roll may be evaded; however, the DC to evade such a hit is 25 + the attack modifier for that attack.

A "natural 20" on the Rhi'zen's Reflex save automatically allows the Rhi'zen to evade the specified blow, regardless of the DC or the attack roll that was made to deliver the attack.

You cannot use this ability against confirmation rolls, such as those to confirm a critical hit. You must use it against the original attack roll.



At 9th level, this ability may be used twice per day, and at 16th level it may be used three times each day.

Psionic Manifesting: A Rhi'zen does not have a manifester level, or any ability to manifest powers, until 4th level. From that time onwards, the Rhi'zen's manifester level is one-half her class level (round down).

This means that power-completion devices, such as power stones, and other psionic items that require the ability to manifest powers may not be used by the Rhi'zen until 4th level or higher.

Power Points per Day: A Rhi'zen's ability to manifest powers, once she has the ability, is limited by the power points she has available. Her base daily allotment of power points is given on Table 2-6: The Rhi'zen. In addition, she receives bonus power points per day if she has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points in the *Expanded Psionics Handbook*). However, a Rhi'zen's level only counts for half (round down) when determining bonus power points (since manifester level is what determines bonus power points). Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A Rhi'zen does not know any Rhi'zen powers until she has gained 4th level. At 4th level, the Rhi'zen immediately learns two powers, and from that time onwards, each time she achieves a new level, she unlocks the knowledge of one new power.

Choose the powers known from the Rhi'zen power list. A Rhi'zen can manifest any power that has a power point cost equal to or lower than her manifester level (see above on how to calculate a Rhi'zen's manifester level).

The total number of powers a Rhi'zen can manifest in a day is limited only by her daily power points.

A Rhi'zen simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against Rhi'zen powers is 10 + the power's level + the Rhi'zen's Wisdom modifier.

Maximum Power Level Known: A Rhi'zen begins play without the ability to learn powers. At 4th level, the Rhi'zen gains the ability to learn powers of 1st level. As she attains higher levels, she may gain the ability to master more complex powers.

To learn or manifest a power, a Rhi'zen must have a Wisdom score of at least 10 + the power's level.

Uncanny Dodge (Ex): Starting at 4th level, a Rhi'zen can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Table 2-6: The Rhi'zen

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points / Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+0	Psionic Grace (+1), Finesse	1	--	--
2nd	+1	+0	+3	+0		1	--	--
3rd	+2	+1	+3	+1	Evade Blow	1	--	--
4th	+3	+1	+4	+1	Uncanny Dodge	1	2	1
5th	+3	+1	+4	+1	Psionic Smite (1/day) , Psionic Grace (+2)	2	3	1
6th	+4	+2	+5	+2	Evasion	4	4	1
7th	+5	+2	+5	+2		6	5	1
8th	+6/+1	+2	+6	+2	Tendon Strike	9	6	2
9th	+6/+1	+3	+6	+3	Evade Blow (2/day)	11	7	2
10th	+7/+2	+3	+7	+3	Psionic Smite (2/day) , Psionic Grace (+3)	14	8	2
11th	+8/+3	+3	+7	+3	Improved Evasion	17	9	2
12th	+9/+4	+4	+8	+4	Riposte	21	10	3
13th	+9/+4	+4	+8	+4	Skill Mastery	25	11	3
14th	+10/+5	+4	+9	+4		30	12	3
15th	+11/+6/+1	+5	+9	+5	Flying Lunge, Psionic Grace (+4)	35	13	3
16th	+12/+7/+2	+5	+10	+5	Evade Blow (3/day)	41	14	4
17th	+12/+7/+2	+5	+10	+5	Improved Riposte, Skill Mastery	46	15	4
18th	+13/+8/+3	+6	+11	+6	As the Whirlwind	52	16	4
19th	+14/+9/+4	+6	+11	+6	Tumbling Strike	58	17	4
20th	+15/+10/+5	+6	+12	+6	Psionic Purity, Psionic Grace (+5)	65	18	4

Psionic Smite (Su): At 5th level, the Rhi'zen learns to channel her psionic power through her attacks to deliver more punishing blows.

Declaring an attack a psionic smite attack is a free action. Such an attack receives the Rhi'zen's Charisma bonus as a bonus to attack rolls, and the Rhi'zen's class level as a bonus to damage.

A Rhi'zen receives only one psionic smite each day until 10th level, when the Rhi'zen receives a second psionic smite attack.

Finally, when making a psionic smite attack, the Rhi'zen may also expend her psionic focus when she declares the attack to further receive a +2 bonus to attack and damage.

Evasion (Ex): At 6th level and higher, a Rhi'zen can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the Rhi'zen is wearing light armor or no armor. A helpless Rhi'zen does not gain the benefits of evasion.

Tendon Strike (Ex): When a Rhi'zen makes a psionic smite attack and uses her psionic focus as described above, a successful strike also reduces the land speed of her victim by 10 ft.

Multiple applications of this ability do stack, but cannot reduce the victim's land speed by more than 50% of its normal maximum, nor can it reduce a victim's land speed below 5 ft.

Speed reductions from this ability persist until the subject is healed at least one hit point (either by magic, or by resting).

Improved Evasion (Ex): This ability, gained at 11th level, works like evasion, except that while the Rhi'zen still takes no damage on a successful Reflex saving throw against attacks henceforth she takes only half damage on a *failed* save. A helpless Rhi'zen does not gain the benefit of improved evasion.

Riposte (Ex): At 12th level, the Rhi'zen gains the Riposte feat as a bonus feat.

Skill Mastery (Ex): At 13th level, the Rhi'zen may select a number of skills equal to his Intelligence modifier (minimum 1). He may always "take 10" on these skills, even when distracted or in combat. Once selected these skills may not be changed.

At 17th level, the Rhi'zen may select an additional number of skills equal to his Intelligence modifier (minimum 1) for which he gains the above benefit.

Skills such as Use Magic Device and Use Psionic Device that explicitly prohibit a character from taking 10 while using the skill may not be chosen to gain the above benefit.

Flying Lunge (Su): Starting at 15th level, the Rhi'zen gains the ability to become psionically buoyant for short periods of time.

While psionically focused, a Rhi'zen may make up to a 15-foot jump while charging without breaking her charge. She does need to make the requisite jump check; however, she receives a +10 bonus to the check.

Improved Riposte (Ex): A 17th-level and higher Rhi'zen gains the ability to use the Riposte feat with true panache. The Rhi'zen is no longer limited to making a single riposte attack against any given foe during a single combat round. She is still limited in the number of Riposte attacks she can make each round by the number of Attacks of Opportunity that she can make.

As the Whirlwind (Ex): At level 18, the Rhi'zen gains the Whirlwind Attack feat as a bonus feat.

Tumbling Strike (Su): The Rhi'zen gains the ability to evade blows, even while charging, at 19th level. While psionically focused and charging, the Rhi'zen may pass through the space occupied by one opponent. She must still make the required tumble check to do so, including the +10 increase to the DC to tumble at full-speed.

A Rhi'zen may not use this ability to charge through the spaces occupied by more than one creature. The use of this ability allows a Rhi'zen to charge a creature that would not normally be an acceptable charge target.

Psionic Purity (Ex): At 20th level, the Rhi'zen represents the pinnacle of focus and control. When a Rhi'zen elects to expend her psionic focus as part of a specific action, such as when making a psionic smite, she may activate two abilities (or feats) that use a psionic focus as part of their activation cost instead of the usual one.

This ability does not allow a Rhi'zen to activate two abilities or feats that take longer than a free action to activate, nor can the Rhi'zen regain a psionic focus used in conjunction with this ability on the round in which it is used.

Soulknife

Lambent green blades of pure energy sprung from the warrior's hands as he leapt to attack the beast. Gore and blood exploded in a burst of energy, seemingly propelled on the force of his shout. Moments later, the warrior was again standing alone, the blades of energy dissipated, and the ravening beast motionless and bloody on the ground behind him.

~ Excerpt from Darius Gracchi's *Journal of Extraordinary Travels*

While not the most common type of psionic warrior, a soulknife is perhaps the most unique. It is known that the First Imperium trained psionically-active soldiers as soulknives, although that practice has fallen out of favor. There are small enclaves here and there, amongst the Val families who still train soulknives, as much to maintain the knowledge as for their utility.

It is also known that the agents of the Silence can receive training as Soulknives; although when the secretive group first obtained the training techniques necessary to do so is not known. It is possible that the techniques used in the First Imperium are drawn from those used by the Silence; or perhaps it is the other way around.

Abilities: The key abilities for a soulknife are Strength and Dexterity. A good Constitution is also useful.

Multiclassing: Soulknives may freely multiclass.

Class Requirements

Race: Any psionically active creature.

Alignment: Any.

Hit Die: d10

Class Skills

The soulknife's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (Int), Examine Martial Technique (Wis), Hide (Dex), Jump (Str), Knowledge (Psionics) (Int), Knowledge (Warfare and Tactics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at 1st level: (4 + Int) x 4

Skill Points at Each Additional Level: 4 + Int

Class Features

All of the following are class features of the soulknife.

Weapon and Armor Proficiency: Soulknives are proficient with all simple weapons, with their own mind blades, and with light armor and shields (except tower shields).

Mind Blade (Su): As a move action, a soulknife can create a semisolid blade composed of psychic energy distilled from his own mind. The blade is identical in all ways (except visually) to a short sword of a size appropriate for its wielder. For instance, a Medium soulknife materializes a Medium mind blade that he can wield as a light weapon, and the blade deals 1d6 points of damage (critical 19–20/x2). Soulknives who are smaller or larger than Medium create mind blades identical to short swords appropriate for their size, with a corresponding change to the blade's damage. The wielder of a mind blade gains the usual benefits to his attack roll and damage roll from a high Strength bonus.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on his next move action. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction.

A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon. He can also choose mind blade for feats requiring a specific weapon choice, such as Weapon Specialization. Powers or spells that upgrade weapons can be used on a mind blade.

A soulknife's mind blade improves as the character gains higher levels. At 4th level and every four levels thereafter, the mind blade gains a cumulative +1 enhancement bonus on attack rolls and damage rolls (+2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level).

Table 2-7: The Soulknife

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mind blade, Weapon Focus (mind blade), Wild Talent
2nd	+1	+0	+3	+3	Throw mind blade
3rd	+2	+1	+3	+3	Psychic strike +1d8
4th	+3	+1	+4	+4	+1 <i>mind blade</i>
5th	+3	+1	+4	+4	Free draw, shape mind blade
6th	+4	+2	+5	+5	Mind blade enhancement +1, Speed of Thought
7th	+5	+2	+5	+5	Psychic strike +2d8
8th	+6/+1	+2	+6	+6	+2 <i>mind blade</i>
9th	+6/+1	+3	+6	+6	Bladewind, Greater Weapon Focus (mind blade)
10th	+7/+2	+3	+7	+7	Mind blade enhancement +2
11th	+8/+3	+3	+7	+7	Psychic strike +3d8
12th	+9/+4	+4	+8	+8	+3 <i>mind blade</i>
13th	+9/+4	+4	+8	+8	Knife to the soul
14th	+10/+5	+4	+9	+9	Mind blade enhancement +3
15th	+11/+6/+1	+5	+9	+9	Psychic strike +4d8
16th	+12/+7/+2	+5	+10	+10	+4 <i>mind blade</i>
17th	+12/+7/+2	+5	+10	+10	Multiple throw
18th	+13/+8/+3	+6	+11	+11	Mind blade enhancement +4
19th	+14/+9/+4	+6	+11	+11	Psychic strike +5d8
20th	+15/+10/+5	+6	+12	+12	+5 <i>mind blade</i>

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulknife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again. On an unsuccessful attempt, the mind blade vanishes. As a move action on his turn, the soulknife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics negating effect.

Weapon Focus (Mind Blade): A soulknife gains Weapon Focus (mind blade) as a bonus feat.

Wild Talent: A soulknife gains Wild Talent as a bonus feat. (This class feature provides the character with the psionic power he needs to materialize his mind blade, if he has no power points otherwise.)

Throw Mind Blade (Ex): A soulknife of 2nd level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet.

Whether or not the attack hits, a thrown mind blade then dissipates. A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade and can use the blade in conjunction with other special abilities (such as Knife to the Soul; see below).

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage to the next living, nonmindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits of more than 30 feet away, provided they are living, nonmindless creatures not immune to mind-affecting effects.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At every four levels beyond 3rd (7th, 11th, 15th, and 19th), the extra damage from a soulknife's psychic strike increases as shown on the Table above.

Free Draw (Su): At 5th level, a soulknife becomes able to materialize his mind blade as a free action instead of a move action. He can make only one attempt to materialize the mind blade per round, however.

Shape Mind Blade (Su): At 5th level, a soulknife gains the ability to change the form of his mind blade. As a full round action, he can change his mind blade to replicate a longsword (damage 1d8 for a Medium weapon wielded as a one-handed weapon) or a bastard sword (damage 1d10 for a Medium weapon, but he must wield it as a two-handed weapon unless he knows the Exotic Weapon Proficiency (bastard sword) feat). If a soulknife shapes his mind blade into the form of a bastard sword and wields it two-handed, he adds 1-1/2 times his Strength bonus to his damage rolls, just like when using any other two-handed weapon.

Alternatively, a soulknife can split his mind blade into two identical short swords, suitable for fighting with a weapon in each hand. (The normal penalties for fighting with two weapons apply.) However, both mind blades have an enhancement bonus 1 lower than the soulknife would otherwise create with a single mind blade.

Mind Blade Enhancement (Su): At 6th level, a soulknife gains the ability to enhance his mind blade. He can add any one of the weapon special abilities on the table below that has an enhancement bonus value of +1.

At every four levels beyond 6th (10th, 14th, and 18th), the value of the enhancement a soulknife can add to his weapon improves to +2, +3, and +4, respectively. A soulknife can choose any combination of weapon special abilities that does not exceed the total allowed by the soulknife's level.

The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the mind blade takes, including the use of the shape mind blade or bladewind class abilities.

Weapon Special Ability	Enhancement Bonus Value
Defending	+1
Keen	+1
Lucky*	+1
Mighty cleaving	+1
Psychokinetic*	+1
Sundering*	+1
Vicious	+1
Collision*	+2
Mindcrusher*	+2
Psychokinetic burst*	+2
Wounding	+2

*New special abilities

A soulknife can reassign the ability or abilities he has added to his mind blade. To do so, he must first spend 8 hours in concentration. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.

Speed of Thought: A soulknife gains Speed of Thought as a bonus feat at 6th level.



Bladewind (Su): At 9th level, a soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent.

As a full attack, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade.

When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *haste* spell).

The mind blade immediately reverts to its previous form after the bladewind attack.

Greater Weapon Focus (Mind Blade): A soulknife gains Greater Weapon Focus (mind blade) as a bonus feat at 9th level.

Knife to the Soul (Su): Beginning at 13th level, when a soulknife executes a psychic strike, he can choose to substitute Intelligence, Wisdom, or Charisma damage (his choice) for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses. A soulknife can combine extra dice of damage and ability damage in any combination.

The soulknife decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his mind blade with the psychic strike energy.

Multiple Throw (Ex): At 17th level and higher, a soulknife can throw a number of mind blades per round equal to the number of melee attacks he could make.

Wilder

“The exchange of magic was evenly matched between Neiran and his opponent, a strange wise-woman who lived in the Corlathian Hills. Yet, I saw my friend perish in a burst of flames with such power as to melt the rock he was standing on. The last I can recall of him is the expression of surprise on his face. I’m sure my face was just as surprised, for that power was unexpected. Thankfully, it did not appear that this woman could repeat such a powerful endeavor often.”

~ Feadon Otrecto, Cleric of Illiir, reminiscing about his youthful travels

While the psion has adaptability and masses of raw power, the wilder is neither as powerful nor as versatile. However, a wilder can also unleash more powerful effects, when it is critical to do so, than a psion can. Wilders are most commonly found amongst the adherents of the Silence, although there are also members of the Val race and a few Ssethregorans who revel in the perceived chaos of the wilder.

Abilities: The key ability for a wilder is Charisma. A good Constitution is also useful.

Multiclassing: Wilders may freely multiclass.

Class Requirements

Race: Any psionically active creature.

Alignment: Any.

Hit Die: d6

Class Skills

The wilder's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at 1st level: (4 + Int) x 4

Skill Points at Each Additional Level: 4 + Int

Class Features

All the following are class features of the wilder.

Weapon and Armor Proficiency: Wilders are proficient with all simple weapons, with light armor, and with shields (except tower shields).

Power Points/Day: A wilder's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table 2-8: The Wilder. In addition, she receives bonus power points per day if she has a high Charisma score (see Table 2-1: Ability Modifiers and Bonus Power Points). Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A wilder begins play knowing one wilder power of your choice. At every even-numbered class level after 1st, she unlocks the knowledge of new powers.

Choose the powers known from the wilder power list. A wilder can manifest any power that has a power point cost equal to or lower than her manifest level.

The total number of powers a wilder can manifest in a day is limited only by her daily power points.

A wilder simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against wilder powers is 10 + the power's level + the wilder's Charisma modifier.

Maximum Power Level Known: A wilder begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers.

To learn or manifest a power, a wilder must have a Charisma score of at least 10 + the power's level.

Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power. During a wild surge, a wilder gains

phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits (psicrystal abilities do not advance, she does not gain higher-level class abilities, and so on).

She cannot use the Overchannel psionic feat and invoke her wild surge at the same time.

At 3rd level, a wilder can choose to boost her manifester level by two instead of one. At 7th level, she can boost her manifester level by up to three; at 11th level, by up to four; at 15th level, by up to five; and at 19th level, by up to six.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power; only the unaugmented power point cost is subtracted from the wilder's power point reserve.

Psychic Enervation (Ex): Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort. The chance of suffering psychic enervation is equal to 10% per manifester level added with the wild surge.

A wilder that is overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her wilder level.

Elude Touch (Ex): Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from touch attacks (including rays). She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

At 12th level, the morale bonus on a wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20th level, the bonus increases to +3.

Table 2-8: The Wilder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Wild surge +1, psychic enervation	2	1	1st
2nd	+1	+0	+0	+3	Elude touch	6	2	1st
3rd	+2	+1	+1	+3	Wild surge +2	11	2	1st
4th	+3	+1	+1	+4	Surging euphoria +1	17	3	2nd
5th	+3	+1	+1	+4	Volatile mind (1 power point)	25	3	2nd
6th	+4	+2	+2	+5		35	4	3rd
7th	+5	+2	+2	+5	Wild surge +3	46	4	3rd
8th	+6/+1	+2	+2	+6		58	5	4th
9th	+6/+1	+3	+3	+6	Volatile mind (2 power points)	72	5	4th
10th	+7/+2	+3	+3	+7		88	6	5th
11th	+8/+3	+3	+3	+7	Wild surge +4	106	6	5th
12th	+9/+4	+4	+4	+8	Surging euphoria +2	126	7	6th
13th	+9/+4	+4	+4	+8	Volatile mind (3 power points)	147	7	6th
14th	+10/+5	+4	+4	+9		170	8	7th
15th	+11/+6/+1	+5	+5	+9	Wild surge +5	195	8	7th
16th	+12/+7/+2	+5	+5	+10		221	9	8th
17th	+12/+7/+2	+5	+5	+10	Volatile mind (4 power points)	250	9	8th
18th	+13/+8/+3	+6	+6	+11		280	10	9th
19th	+14/+9/+4	+6	+6	+11	Wild surge +6	311	10	9th
20th	+15/+10/+5	+6	+6	+12	Surging euphoria +3	343	11	9th

Volatile Mind (Ex): A wilder's temperamental mind is hard to encompass with the discipline of telepathy. When any telepathy power is manifested on a wilder of 5th level or higher, the manifester of the power must pay 1 power point more than he otherwise would have spent.

The extra cost is not a natural part of that power's cost. It does not augment the power; it is simply a wasted power point. The wilder's volatile mind can force the manifester of the telepathy power to exceed the normal power point limit of 1 point per manifester level. If the extra cost raises the telepathy power's cost to more points than the manifester has remaining in his reserve, the power simply fails, and the manifester exhausts the rest of his power points.

At 9th level, the penalty assessed against telepathy powers manifested on a wilder is increased to 2 power points. At 13th level, the penalty increases to 3 power points, and at 17th level it increases to 4 power points.

As a standard action, a wilder can choose to lower this effect for 1 round.

When a wilder is the subject of an Enchantment (Charm) effect, he gains a competence bonus on his saving throw equal to one quarter of his class level (round down).

Servants of the Serpent Empire

It was during the ancient days of the Empire of Yhassremore that the Ssanu first encountered psionics. They came upon a race of short, white-furred creatures, known to history as the halflings; these creatures were vicious, cruel, cannibalistic, and most of all, capable of wielding their minds as weapons. The Ssanu, realizing the danger of these creatures, drove them into extinction. Yet, the Ssanu were not finished; they took with them many of the dead halflings and set to discovering how these creatures could use psionics. Centuries later, the Ssanu discovered the means to both implant the ability to use the mind as a weapon into other creatures, and how to breed this ability into their own kind.

In Living Arcanis the following class is restricted to denizens of Ssethregore. However, it is conceivable that Ss'ressen val'Sosi that infiltrate Ssethregore may be able to receive the training necessary to take levels in these classes. Such a feat may be possible in the future once the Ss'ressen val'Sosi have come of age.

Swamp Lord of Pit Sseth

Within the dark passages of Pit Sseth, ancient Ssanu plot and toil to return their kind to the throne of the Empire they founded. Some look for new means to wrest control from the Dark Naga and their Varn deities, while some others look back to the ancient powers that granted them unrivalled control over the swamps. During the ancient times of the Yhassremore Empire, the Ssanu of Pit Sseth held dominion over the swamps.

The Swamp Lords are just that; unrivalled masters of the swamp. Knowledge of their training and powers is closely guarded by Pit Sseth, although it is rare that a Swamp Lord is even given instruction. Most Swamp Lords gain their powers by living as hermits in the swamp.

There are stories, amongst the Ssethregorans, of Swamp Lords from the time of Emperor Sseth himself who are still living on their own, in the swamps slowly becoming one with the damp, swampy ground they call home.

Races: Only Ssanu or those chosen by the masters of Pit Sseth who show promise are granted the knowledge necessary to become a Swamp Lord. Regardless, a swamp lord must be able to use psionics.

Abilities: The key abilities for a Swamp Lord are Intelligence and Wisdom, as their casting and manifesting abilities are tied to those. A strong Constitution and Strength are also typically of use to a Swamp Lord.

Multiclassing: Swamp Lords may freely multiclass with psion, psychic warrior, druid, and cleric. All other classes are prohibited. They may also multiclass with Hierophant.

Class Requirements

Race: Must be Ssanu of Pit Sseth, or psionically active and chosen by the masters of Pit Sseth.

Alignment: Must be true Neutral or Neutral Evil.

Special: Must worship Kassegore or Yig.

Hit Die: d6

Class Skills

The Swamp Lord's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (Arcana) (Int), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Knowledge (Psionics) (Int), Knowledge (Religion) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha), and Use Psionic Device (Cha).

Skill Points at 1st level: (2 + Int) x 5

Skill Points at Each Additional Level: 3 + Int

Class Features

Weapon and Armor Proficiency: The Swamp Lord is proficient with all simple weapons and the following additional weapons: longbow, scimitar, and shortbow. The Swamp Lord is proficient with light and medium armor, but is prohibited from wearing metal armor; a Swamp Lord is not proficient in any shields.

A Swamp Lord who wears prohibited armor loses access to all Supernatural abilities, all Spell-like Abilities, the ability to manifest power, and the ability to cast spells while doing so and for 24 hours thereafter.





Caster and Manifester Level: The Swamp Lord has the ability to both cast spells and manifest powers. Due to this strange dichotomy of power, the Swamp Lord has some special differences from normal manifesters and casters.

When casting a spell or manifesting a power, the Swamp Lord has a manifester or caster level equal to two-thirds his class level (round down), as indicated on the second class table. This reduced caster or manifester level determines all level-dependent effects of the spell or power, such as range, duration, and effect.

However, once a spell or power comes into effect, efforts to dispel it must succeed as if the Swamp Lord's caster or manifester level was equal to his total class level.

Example: A 12th-level Swamp Lord casts *greater magic fang*. The spell is cast as if the Swamp Lord were 8th-level (granting a +2 enhancement bonus), yet if a foe were to try and dispel the effect once the spell was cast, they must succeed against a 12th-level caster.

Power Points per Day: A Swamp Lord's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on *Table 2-10: Swamp Lord Casting and Manifesting*. In addition, he receives bonus power points per day if he has a high Intelligence score (see *Table 2-1: Ability Modifiers and Bonus Power Points*). Use the Swamp Lord's special reduced manifester level to determine bonus power points from having a high ability score, not the entire class level. His race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A Swamp Lord learns three powers when he gains the ability to manifest powers at second level. Each time thereafter that he achieves a new level, he unlocks the knowledge of a new power, or sometimes more than one power.

Choose the powers known from the Swamp Lord class list. A Swamp Lord can manifest any power that has a power point cost equal to or lower than his special reduced manifester level (not his entire class level).

The number of times a Swamp Lord can manifest powers in a day is limited only by his daily power points.

A Swamp Lord simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against a Swamp Lord's powers is 10 + the power's level + the Swamp Lord's Intelligence modifier.

Maximum Power Level Known: A Swamp Lord gains the ability to learn 1st-level powers when he gains the ability to manifest powers. As he attains higher levels, a psion may gain the ability to master more complex powers.

To learn or manifest a power, a Swamp Lord must have an Intelligence score of at least 10 + the power's level.

Spells: A Swamp Lord casts divine spells, which are drawn from the Swamp Lord spell list. A Swamp Lord must choose and prepare his spells in advance (see below).

Table 2-9: The Swamp Lord

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Solitary Life, Aura of Faith, Domain, Yig's Corruption
2nd	+1	+3	+0	+3	Swamp Stride
3rd	+2	+3	+1	+3	Trackless Step
4th	+2	+4	+1	+4	Swamp Healing 1
5th	+3	+4	+1	+4	<i>Entangle</i> (1/day)
6th	+3	+5	+2	+5	Ignore Elements
7th	+4	+5	+2	+5	Verdant Skin
8th	+5	+6	+2	+6	Swamp Healing 2
9th	+5	+6	+3	+6	<i>Entangle</i> (2/day)
10th	+6/+1	+7	+3	+7	Domain, <i>Plant Growth</i> (1/week)
11th	+6/+1	+7	+3	+7	Kassegore's Fury
12th	+7/+2	+8	+4	+8	Swamp Healing 3
13th	+8/+3	+8	+4	+8	<i>Entangle</i> (3/day)
14th	+8/+3	+9	+4	+9	
15th	+9/+4	+9	+5	+9	<i>Plant Growth</i> (2/week)
16th	+9/+4	+10	+5	+10	Swamp Healing 4
17th	+10/+5	+10	+5	+10	
18th	+11/+6/+1	+11	+6	+11	Ageless
19th	+11/+6/+1	+11	+6	+11	
20th	+12/+7/+2	+12	+6	+12	Swamp Healing 5, <i>Plant Growth</i> (4/week)

To prepare or cast a spell, a Swamp Lord must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Swamp Lord's spell is 10 + the spell level + the Swamp Lord's Wisdom modifier.

Like other spellcasters, a Swamp Lord can only cast a certain number of spells of each spell level per day. His base daily spell allotment is given on *Table 2-10: Swamp Lord Casting and Manifesting*. In addition, he receives bonus spells per day if he has a high Wisdom score. A Swamp Lord also gets one domain spell of each spell level of 1st-level and higher that he can cast. When a Swamp Lord prepares a spell in a domain spell slot, it must come from his domain (see Domain below). If the Swamp Lord has two domains, then he must choose which domain spell of each level to prepare; he may not prepare both (unless they also appear on his usual spell list, in which case he must prepare them in his normal spell slots).

Swamp Lords meditate or pray for their spells. Each Swamp Lord must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A Swamp Lord may prepare and cast any spell on the Swamp Lord spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Solitary Life (Ex): The Swamp Lord may never have a psycrystal, familiar, or animal companion. If he does, he immediately loses all Supernatural abilities, all Spell-like Abilities, the ability to manifest power, and the ability to cast spells. He only regains these abilities 24

hours after the offending companion is dead.

Aura of Faith (Su): As a divine caster, a Swamp Lord has a discernable aura of faith. The strength of this aura is equal to the Swamp Lord's caster level.

Domain (Ex): At 1st level, and again at 10th level, the Swamp Lord may select one domain from the list that is normally available to clerics of his chosen god. Once selected, this choice may not be changed.

Yig's Corruption (Ex): At first level, the Swamp Lord starts to transform into a plant creature. This grants him a tougher skin, like bark, which grants a +2 bonus to natural armor. His skin also produces food through photosynthesis, meaning he only needs one-quarter of the food that a normal member of his species requires.

Swamp Stride (Ex): A 2nd level and higher, a Swamp Lord may move through any sort of natural swamp or marsh terrain without suffering a penalty to movement. This does not extend to swamp or marsh terrain that have been magically manipulated to impede movement.

Trackless Step (Ex): Starting at 3rd level, a Swamp Lord leaves no trail within a swamp and cannot be tracked. He may choose to leave a trail, if desired.

Swamp Healing (Su): Beginning at 4th level, the Swamp Lord gains fast healing equal to one-quarter of his Swamp Lord level. This fast healing only applies within marshes and swamps (the definition of such is the jurisdiction of the GM).

Table 2-10: Swamp Lord Casting and Manifesting

Class Level	Caster and Manifester Level	Power Points /Day	Powers Known	Maximum Power Level Known	Spells per Day							
					0th	1st	2nd	3rd	4th	5th	6th	7th
1st	0	—	—	—	—	—	—	—	—	—	—	—
2nd	1	2	3	1 st	3	1+1	—	—	—	—	—	—
3rd	2	4	4	1 st	4	1+1	—	—	—	—	—	—
4th	2	6	5	1 st	4	2+1	—	—	—	—	—	—
5th	3	11	7	2 nd	4	2+1	1+1	—	—	—	—	—
6th	4	15	8	2 nd	5	2+1	1+1	—	—	—	—	—
7th	4	17	9	2 nd	5	2+1	2+1	—	—	—	—	—
8th	5	25	11	3 rd	5	2+1	2+1	1+1	—	—	—	—
9th	6	30	12	3 rd	5	2+1	2+1	1+1	—	—	—	—
10th	6	35	13	3 rd	5	3+1	2+1	2+1	—	—	—	—
11th	7	46	15	4 th	5	3+1	2+1	2+1	1+1	—	—	—
12th	8	52	16	4 th	5	3+1	2+1	2+1	1+1	—	—	—
13th	8	58	17	4 th	5	3+1	3+1	2+1	2+1	—	—	—
14th	9	72	19	5 th	6	3+1	3+1	2+1	2+1	1+1	—	—
15th	10	80	20	5 th	6	3+1	3+1	2+1	2+1	1+1	—	—
16th	10	88	21	5 th	6	3+1	3+1	3+1	2+1	2+1	—	—
17th	11	106	22	6 th	6	3+1	3+1	3+1	2+1	2+1	1+1	—
18th	12	116	23	6 th	6	3+1	3+1	3+1	2+1	2+1	1+1	—
19th	12	126	24	6 th	6	3+1	3+1	3+1	3+1	2+1	2+1	—
20th	13	147	25	7 th	6	3+1	3+1	3+1	3+1	2+1	2+1	1+1



Entangle (Sp): At 4th level, the Swamp Lord can exert minor control over the plants around him. This control mimics the *entangle* spell. The save DC against this effect is 10 plus one-third (round down) your Swamp Lord level plus Wisdom modifier.

Ignore Elements (Ex): At 6th level, the Swamp Lord may ignore all natural weather effects. They simply have no effect on the Swamp Lord's physiology. Weather that has been tampered with still affects the Swamp Lord.

Verdant Skin (Ex): At 7th level, the Swamp Lord's transformation takes another step forward. His anatomy has changed such that there is now only a 50% chance of a critical hit (or sneak attack) dealing damage. The hit still deals damage as a normal hit, but it is more difficult to find vital spots.

As part of this change, the Swamp Lord gains a +4 bonus to Natural Armor. This stacks with the bonus from Yig's Corruption. This bonus doubles at 18th level to +8.

Plant Growth (Sp): At 10th level, a Swamp Lord may use the *plant growth* spell once per week. She gains one additional use of this spell at 15th level, and two at 20th level.

Kassegore's Fury (Su): At 11th level, the Swamp Lord may draw upon the fury, rage and destructive capabilities of Kassegore, the Great Devourer. Once per week, the Swamp Lord may utilize this rage to duplicate the *righteous might* spell. At 19th level, he gains one additional use of this each week.

Ageless (Ex): At 18th level, the Swamp Lord's type changes to Plant. This grants him all the benefits and drawbacks of the Plant type. He also gains the Aquatic subtype at this time. Due to his new type, the Swamp Lord no longer accrues aging penalties. The Swamp Lord still ages, but his natural lifespan is now one-hundred times as long as normal members of his former race.

Servants of the Silence

The Citadel of Silence, the forbidding and remote edifice that it is, serves as one of the training centers of the servants of the Silence. There are many training regimes within the Silence; however, the most common amongst their human and human-blooded servants is the Mist Wanderer. The training is both rigorous and thorough, teaching the Mist Wanderer to conceal their abilities through guile and more. However, this knowledge comes with a price, for those who would undertake such specific training from the Silence are forever bound to serve their goals or be destroyed. In Living Arcanis any PC who is a member of the Mourners in Silence may take levels in the Mist Wanderer class. If the PC ever abandons the Mourners in Silence, that PC is irrevocably destroyed, with no recourse or means of returning.

Mist Wanderer

We move within the Silence, we teach within the Silence, and most importantly we operate within the Silence. Conceal your motives, always. Conceal your nature, always. Conceal your existence, always.
~ Dictum of the Mist Wanderer

The Mist Wanderers are trained within the Citadel of Silence and serve primarily as sleeper-agents of the Silence. They are trained at deception, guile, and the ability to mask their own abilities from others. However, some number of Mist Wanderers are also charged with greater duties than merely watching; they are charged with actively supporting the efforts and goals of the Silence.

Races: The Silence have the ability to instill any servant with the ability to use preternatural psionics; thus a Mist Wanderer may be of any race.

Abilities: The key abilities for a Mist Wanderer are Dexterity and Charisma, as their ability to disguise their nature is based largely on those two ability scores. A strong Intelligence is also useful as their manifesting ability is based off that ability score, and the added skills can be important.

Multiclassing: Mist Wanderers usually multiclass with the Rogue class. They find it difficult to receive training in any psionic regimes that are not taught by the Silence itself, since their preternatural abilities tend to bleed over, usually resulting in the death of the Mist Wanderer. In Living Arcanis, Mist Wanderers may multiclass into rogue, psion, psychic warrior, soulknife, wilder, and any prestige class specific to the Silence.

Class Requirements

Race: Any race.

Alignment: Any alignment.

Special: Must be a member of the Mourners in Silence; must not be devoted to any god.

Hit Die: d8

Class Skills

The Mist Wanderer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (All, individually taken) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), Use Magic Device (Cha), and Use Psionic Device (Cha).

Skill Points at 1st level: (4 + Int) x 4

Skill Points at Each Additional Level: 4 + Int

Class Features

Weapon and Armor Proficiency: The Mist Wanderer is proficient with all simple and martial weapons. The Mist Wanderer is proficient with light armor, medium armor, and shields (except tower shields).

Manifester Level: Beginning at 4th level, a Mist Wanderer has the ability to manifest a number of psionic powers. Through 3rd level, a Mist Wanderer has no manifester level, while at 4th level and higher the Mist Wanderer's manifester level is one half her Mist Wanderer level.

A Mist Wanderer makes use of preternatural psionics and is qualified to learn preternatural powers.

Power Points / Day: A Mist Wanderer's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table 2-11: The Mist Wanderer. In addition, she receives bonus power points per day if she has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Powers Points from the *System Reference Document*). A Mist Wanderer's class levels only count as half levels (round down) for determining bonus power points (since manifester level determines bonus power points).

Powers Known: A Mist Wanderer begins play knowing no powers. At 4th level when she gains her manifesting abilities, she immediately learns 2 powers and one additional power at each level thereafter.

Choose the powers known from the Mist Wanderer power list. A Mist Wanderer can manifest any power that has a power point cost equal to or lower than her manifester level. The total number of powers a Mist Wanderer can manifest in a day is limited only by her daily power points.

A Mist Wanderer simply knows her powers; they are ingrained in her mind. She does not need to

prepare them (in the way that some spellcaster prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against Mist Wanderer powers is 10 + the power's level + the Mist Wanderer's Intelligence modifier.

Maximum Power Level Known: A Mist Wanderer gains the ability at 4th level to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers.

To learn or manifest a power, a Mist Wanderer must have an Intelligence score of at least 10 + the power's level.

Aura of Silence (Ex): The Mist Wanderer is psionically aware, gaining the Psionic subtype. However, the source of the Mist Wanderer's psionic abilities is preternatural. Any attempt to discern the Mist Wanderer's source of power has a chance of succeeding equal to the Mist Wanderer's manifester level (minimum 1%, reaching a maximum of 10% at 20th level). However, as the Mist Wanderer does not have a manifester level until 4th level, their psionic power source cannot even be detected until such a time.

Stealthy Nature (Ex): At 2nd level, the Mist Wanderer gains the Stealthy feat as a bonus feat.

Preternatural Saves (Su): A 2nd-level and higher Mist Wanderer gains their Charisma bonus as a bonus to all saving throws. This ability is a preternatural psionic ability.

Table 2-11: The Mist Wanderer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points / Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Aura of Silence	1	--	--
2nd	+1	+0	+3	+3	Stealthy Nature, Preternatural Saves	1	--	--
3rd	+2	+1	+3	+3		1	--	--
4th	+3	+1	+4	+4	Imprint Stone, Mimicry	1	2	1
5th	+3	+1	+4	+4		2	3	1
6th	+4	+2	+5	+5	Faithless (+2)	4	4	1
7th	+5	+2	+5	+5		6	5	1
8th	+6/+1	+2	+6	+6	Preternatural Immunity	9	6	2
9th	+6/+1	+3	+6	+6		11	7	2
10th	+7/+2	+3	+7	+7	Faithless (+3)	14	8	2
11th	+8/+3	+3	+7	+7		17	9	2
12th	+9/+4	+4	+8	+8	Touched by Entropy	21	10	3
13th	+9/+4	+4	+8	+8		25	11	3
14th	+10/+5	+4	+9	+9	Faithless (+4)	30	12	3
15th	+11/+6/+1	+5	+9	+9		35	13	3
16th	+12/+7/+2	+5	+10	+10	Soothing Aura	41	14	4
17th	+12/+7/+2	+5	+10	+10		46	15	4
18th	+13/+8/+3	+6	+11	+11	Faithless (+5)	52	16	4
19th	+14/+9/+4	+6	+11	+11		58	17	4
20th	+15/+10/+5	+6	+12	+12	Masquerade	65	18	4



Imprint Stone (Ex): The Mist Wanderer gains the Imprint Stone feat as a bonus feat at 4th level.

Mimicry (Ex): A Mist Wanderer can attempt to disguise her preternatural powers as normal psionic (or magic) powers. Whenever the Mist Wanderer starts to manifest a power she may make a Psicraft check with a DC of 20 + power level. Success on this first check allows her to then make the secondary Bluff check. The DC for the Bluff check is 20 + power level to disguise the power as a normal psionic power, or 25 + power level to disguise the power as an arcane or divine spell.

If the Mist Wanderer is successful then a Spellcraft or Psicraft check will not reveal the duplicity.

If the secondary Bluff check failed, then a DC 20 + power level Spellcraft check or Psicraft check will reveal the duplicity. Failing the initial Psicraft check does not cause the power to fail; however, it also allows people to automatically realize that the Mist Wanderer was using preternatural psionics.

This ability does not prevent non-mundane means of detecting preternatural powers from functioning; however, the Mist Wanderer's Aura of Silence ability does function to impede such detection.

Faithless (Ex): A Mist Wanderer believes that the gods are dead, false, or otherwise unable to assist their worshippers. This general lack of faith becomes stronger as the Mist Wanderer reaches higher levels. Starting at 6th level, the Mist Wanderer receives a +2 bonus to all saving throws made to resist divine spells. Every four levels thereafter, this bonus increases by +1 (reaching a maximum of +5 at 18th level).

If a divine spell requires no saving throw, but uses an attack to hit, then you receive the above bonus as a dodge bonus to Armor Class instead. If a spell uses both an attack roll and offers a saving throw, you only gain the bonus to saving throws.

Preternatural Immunity (Ex): Starting at 8th level, a Mist Wanderer is immune to all diseases, whether supernatural or not.

Touched by Entropy (Ex): At 12th level, the influences of the Silence are slowly changing the Mist Wanderer, tainting him with the lightest touches of Entropy. A Mist Wanderer now qualifies to take Entropic feats (without needing to possess the Entropic subtype); however, the Mist Wanderer may not have more than one Entropic feat per six levels (two at level 12, and three at level 18).

Furthermore, this ability also grants one Entropic feat as a bonus feat at level 12; the Mist Wanderer must meet all the requirements for the selected feat.

Soothing Aura (Su): At 16th level, the general lassitude of the Mist Wanderer becomes strong enough to influence those around her. She may, as a free action, start or stop emitting this aura which has a 10-foot radius. Creatures within the aura suffer a -2 penalty to attack rolls and saving throws. This is a preternatural psionic effect.

Masquerade (Ex): A 20th-level Mist Wanderer can create effects, using preternatural psionics, that exactly duplicate arcane spells. Add the *Arcane Masquerade* power to the Mist Wanderer's powers known.



Chapter Three: Skills and Feats

Skills

The skills below are either new skills or new uses and categories for existing skills. All of these skills are used by the various classes and prestige classes within this book.

Autohypnosis

(Wis; Trained Only)

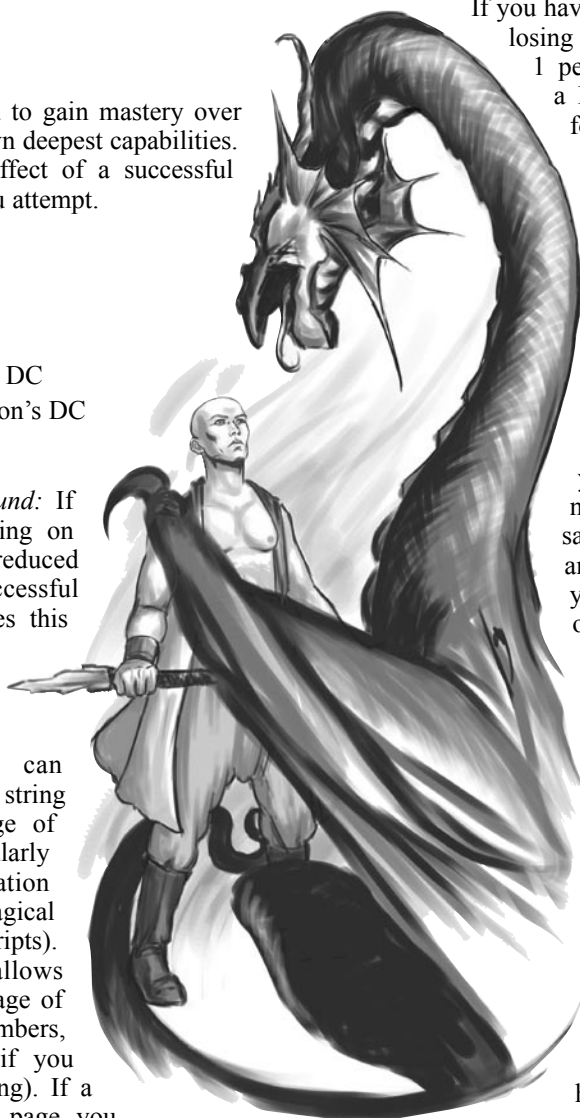
You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	20
Resist <i>fear</i> effect	Fear DC
Tolerate poison	Poison's DC
Willpower	20

Ignore Caltrop Wound: If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you



can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying.

If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 20 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the d% roll in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your autohypnosis check meets or beats the DC for the fear effect, you shrug the fear off. On a failed check, the fear affects you normally, and you gain no further attempts to shrug that particular fear effect off.

Tolerate Poison: You can choose to substitute an Autohypnosis check for a saving throw against any standard poison's secondary damage or effect. This skill has no effect on the initial saving throw against poison.

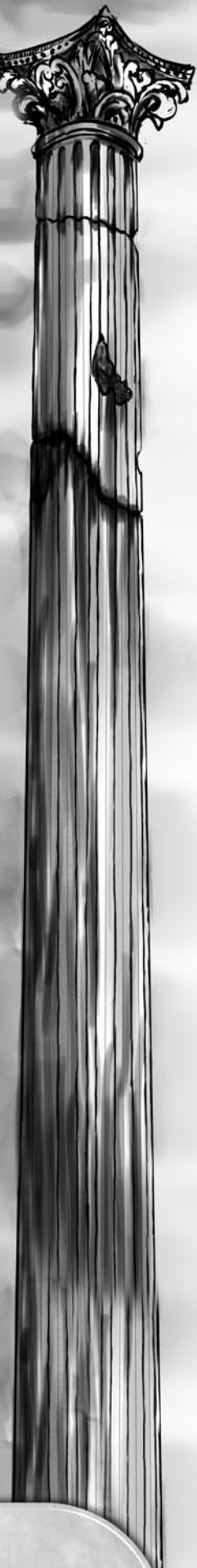
Table 3-1: Skill Synergies

5 or more ranks in . . .

Gives a +2 bonus on . . .

Autohypnosis	Knowledge (Psionics) checks
Concentration	Autohypnosis checks
Examine Martial Technique	Knowledge (Warfare and Tactics) checks
Knowledge (Psionics)	Psicraft
Knowledge (Science)	Craft (Flesh) checks ¹
Knowledge (Warfare and Tactics)	Examine Martial Technique
Psicraft	Use Psionic Device checks involving power stones
Use Psionic Device	Psicraft checks to address power stones

¹ The Craft (Flesh) skill does not give Living Arcanis PCs any special abilities or access to any special items. Indeed, it probably provokes revulsion and a potential removal of the character from legal play if used.



Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a normal action while at 0 hit points without taking 1 point of damage. You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit points as normal when disabled.

Action: None. Making an Autohypnosis check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

Synergy: If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks. If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

Concentration (Con)

You are particularly good at focusing your mind.

The following are additional uses for the concentration skill.

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include manifesting a power, concentrating on an active power, directing a power, or using a psi-like ability.

If the Concentration check succeeds, you can continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power points

are lost. If you were concentrating on an active power, the power ends as if you had ceased concentrating on it. If you were directing a power, the direction fails but the power remains active. If you were using a psi-like ability, that use of the ability is lost.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to manifest a power, you must add the level of the power you are trying to manifest to the appropriate Concentration DC.

Gain Psionic Focus: Merely holding a reservoir of psionic power points in mind gives psionic characters a special energy. Psionic characters can put that energy to work without actually paying a power point cost—they can become psionically focused as a special use of the Concentration skill.

If you have 1 or more power points available, you can meditate to attempt to become psionically focused. The DC to become psionically focused is 20. Meditating is a full-round action that provokes attacks of opportunity. When you are psionically focused, you can expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15. You can also expend your focus to gain the benefit of a psionic feat—many psionic feats are activated in this way.

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep, or until your power point reserve drops to 0.

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous damage last dealt	Taking continuous damage during the action. ³
15 + power level	Attempting to manifest a power without its display.
15 + power level	Attempting to manifest a power defensively.
15	Attempt to regain psionic focus defensively. ⁵
15	Entangled.
Distracting power's save DC	Distracted by nondamaging power. ⁴
20	Gain psionic focus.
20	Grappling or pinned. (You can manifest powers normally unless you fail your Concentration check.)
Distracting power's save DC	Weather caused by power ⁴

¹ If you are trying to manifest, concentrate on, or direct a power when the distraction occurs, add the level of the power to the indicated DC.

² Such as during the manifestation of a power with a manifesting time of 1 round or more. Also from an attack of opportunity or readied attack made in response to the power being manifested (for powers with a manifesting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

³ Such as from standing in natural fire or lava.

⁴ If the power allows no save, use the save DC it would have if it did allow a save.

⁵ This check does not replace the normal check for regaining psionic focus; it simply prevents the action from drawing attacks of opportunity.



Action: Usually none. In most cases, making a Concentration check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain psionic focus is a full-round action.

Try Again: Yes, though a success doesn't cancel the effects of a previous failure, such as the loss of the power points for a power being manifested or the disruption of a power being concentrated on.

Special: You can use Concentration to manifest a power or use a psi-like ability defensively, so as to avoid attacks of opportunity altogether. The DC of the check is 15 + the power's level. If the Concentration check succeeds, you can manifest normally without provoking any attacks of opportunity. If the Concentration check fails, the power also automatically fails and the power points are wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Manifestation feat gets a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while grappling or pinned.

You can also use Concentration to regain your psionic focus defensively, so as to avoid attacks of opportunity. The DC of the check is 15. If the Concentration check succeeds, you can regain your focus normally without provoking any attacks of opportunity. If the Concentration check fails, the attempt also automatically fails and action is disrupted.

Synergy: If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

Examine Martial Technique

(Wis; Trained Only)

You can discern the training and training methods of your foes.

Check: By spending one full round doing nothing but watching an opponent engaged in combat, a character with this skill can analyze the opponent's prowess. On a successful skill check (DC = 10 + BAB of the target studied) the GM divulges the subject's total modifiers for attack and damage, and how many of these points are the result of training (i.e., the subject's level), magic (i.e., spells or magic items), special abilities (i.e., class-specific modifiers or feats), and also what combat style (if any, see the *Player's Guide to Arcanis* for details of the Combat Styles of Onara) the target may be using.

Opposing Feint in Combat: You may use this skill in place of Sense Motive when making the opposed check to not be subject to a feint.

Action: Examining an opponent's martial technique takes one full round.

Try Again: Yes.

Synergy: If you have 5 or more ranks in Examine Martial Technique you receive a +2 bonus to Knowledge (Warfare and Tactics) checks.

If you have 5 or more ranks in Knowledge (Warfare and Tactics) you receive a +2 bonus to Examine Martial Technique checks.

Knowledge (Psionics)

(Int)

Knowledge (psionics) covers ancient mysteries, psionic traditions, psychic symbols, cryptic phrases, astral constructs, and psionic races. You can use this skill to identify psionic monsters and their special powers or vulnerabilities.

Synergy: If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.

If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks.

Untrained: An untrained Knowledge (psionics) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Knowledge (Science)

(Int)

Medieval people did not distinguish between science and magic but considered them one and the same. Because Arcanis has some elements of "technology" about it (flintlock weaponry for example), magic and science are most properly represented as distinct areas of study.

Knowledge (science) covers behavioral science, mathematics, philosophy, physical science, and other sciences not covered by other knowledge skills. This skill also covers: alchemy, astronomy, chemistry, experimentation, geology, geometry, logic, metallurgy, physics, and psychology.

You can use this skill to identify monsters with the clockwork subtype (see *Magic of Arcanis* and *Monsters of Arcanis* for details) and their special powers or vulnerabilities.

Synergy: If you have 5 or more ranks in the Knowledge (science: metallurgy) specialization, you get a +2 bonus on Craft checks that are directly affected by the smelting and forging of ores.

Untrained: An untrained Knowledge (science) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Knowledge (Warfare and Tactics)

(Int)

Most of the knowledge that is covered by this knowledge skill is also covered by other knowledge skills. For example, knowledge (architecture and engineering) might reasonably cover an assessment of siege engineering and fortifications. Recalling the specifics of ancient battles might fall under knowledge (history), and so forth.

Knowledge (warfare and tactics) covers armor, arms and weaponry, assessing combat odds, conduct of warfare, defenses, disposing and maneuvering forces in combat, cultural histories of warfare, military history, military leaders, military units, naval warfare, psychological warfare, sapping, siege tactics, strategy, supply lines, tactics, evaluating terrain, trenches and embankments, large troop movements, and war machines.

Synergy: If you have 5 or more ranks in Knowledge (warfare and tactics), you get a +2 bonus on Examine Martial Technique checks.

If you have 5 or more ranks in Knowledge (warfare and tactics), you get a +2 bonus on Spot checks to see enemy troops lying in ambush.

If you have 5 or more ranks in Examine Martial Technique, you get a +2 bonus on Knowledge (Warfare and Tactics) checks.

Special: Any character with access to *Military* feats (see the *Player's Guide to Arcanis* for details) gains Knowledge (Warfare and Tactics) as a class skill for all classes.

Untrained: An untrained Knowledge (warfare and tactics) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Psicraft

(Int; Trained Only)

Use this skill to identify powers as they are manifested or powers already in place.

Check: You can identify powers and psionic effects. The DCs for Psicraft checks relating to various tasks are summarized on the table below.

Additionally, certain powers allow you to gain information about psionic effects, provided that you make a successful Psicraft check as detailed in the power description.

Action: Varies, as noted above.

Try Again: See above.

Special: A psion gains a +2 bonus on Psicraft checks when dealing with a power or effect from his discipline.

If you have the Psionic Affinity feat, you get a +2 bonus on Psicraft checks.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to power stones.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

Psicraft DC	Task
15 + power level	Identify a power being manifested. (You must sense the power's display, or see some visible effect, to identify a power.) No action required. No retry.
15 + power level	When manifesting detect psionics, determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect, the DC is 15 + 1/2 manifest level.) No action required.
15 + power level	Address a power stone to figure out what power or powers it contains.
20 + power level	Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.
20 + power level	Identify materials created or shaped by psionics, such as noting that a particular object was created using a metacreativity power. No action required. No retry.
25 + power level	After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.
25	Identify a psionic tattoo. Requires 1 minute. No retry.
20	Draw a diagram to enhance manifestation of psionic dimensional anchor on a summoned creature. Requires 10 minutes. No retry. The player does not see the result of this check.
30 or higher	Understand a strange or unique psionic effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.

Research

(Int)

Use this skill to search a library, or similar written collection of knowledge, for a specific set of information.

Check: Given access to a library, you can search for specific information. You may attempt to use a library to answer questions that would normally be answered by a Knowledge skill, even if you do not possess any ranks in that skill.

A DC 10 Research check gets you a general idea of a broad topic, assuming it is not secret or censored. The higher the check result, the better the information. If you want to find out about a specific fact, the DC for the check is 15 to 25, or even higher. In general, the DC for the Research check is the same as that for the corresponding Knowledge check. You may choose to take 10 on a Research check.

Table 3-2: Research Modifiers

Library Size	Modifier
Private (100–200 books)	-10
Small (200–2,000 books)	-5
Medium (2,000–20,000 books)	0
Large (20,000–200,000 books)	+5
Expansive (200,000+ books)	+10
Library Specialty	Modifier
Specialization Mis-match	-10
General	0
Specialized Match	+5
Sub-specialization Match	+10

Action: Using the Research skill requires access to a library. A typical Research check takes 1d4+1 hours. Taking 20 on a typical Research check takes about 70 hours spread out over multiple days; when taking 20 you do receive the +2 competence bonus for a successive retry (see below).

Libraries may be of various sizes, and may be either general in nature (such as a typical public or

university library) or highly specialized (such as a library belonging to a sage who only studies certain types of rare herbs). The characteristics of the library can help or hinder you. DC modifiers based on the library's characteristics are found on *Table 3-2: Research Modifiers*. If a particular library does not contain the information you seek, a single successful skill check against DC 20 will reveal this fact, but do not include library modifiers for considering that aspect of the check.

Large libraries in major cities might offer the services of paid research assistants. A typical research assistant commands a fee of around 2 gold pieces per day (though prices vary widely). Using a research assistant cuts the time needed to perform a typical Research check by 5 percent for each assistant utilized. The maximum reduction you can gain in this fashion is 25 percent, no matter how many research assistants you employ, because you still have to take time to coordinate and review their efforts.

A truly cosmopolitan library (of which there are only a handful in the world of Arcanis) might even be able to provide you with a reference to one or more senior librarians or local sages, whose fees are much higher (at least 20 gp per day) but who are better able to guide your research due to their encyclopedic knowledge of which tomes are and are not contained in the library. Employing expert help can reduce the time needed to perform research by anywhere from 25 percent to 50 percent or more, depending on how much you are willing to pay and the GM's assessment of how useful their help will be.

Try Again: Yes, but it takes time for each check. You get a non-cumulative +2 competence bonus for successive retries on the same search.

Special: The GM may declare that any particular fact is easier or harder to find in a particular library, and some libraries will not cover some topics at all.

The size and specialization (if any) of the library used strongly affects the results of your research as per the table above. Specialized libraries have books pertaining primarily to a specific topic. For example, researching religion at a large library specialized in history gives the same net modifier as using a small general library. Researching the history of Coryan in a private library with a sub-specialization in Coryani history gives the same net modifier as a medium general library.

Synergy: If you have at least 1 rank in the appropriate knowledge skill for the topic you are researching, you get a +1 synergy bonus on the Research check. If you have 5 or more ranks in the appropriate knowledge skill, you instead get a +2 synergy bonus on the Research check.

Restriction: Literacy is obviously a prerequisite for the use of this skill. If the library has a fair number of books written in different languages, the GM should assign a penalty to Research skill checks if the character is only able to read some of the languages.

Untrained: An untrained character takes twice as long to perform research as a trained character. Thus, an untrained character needs 2d4+2 hours to attempt a typical Research check.

Use Psionic Device

(Cha; Trained Only)

Use this skill to activate psionic devices, including power stones (chunks of crystal that store specific powers) and dorjes (slender crystal wands charged with several uses of the same power), that you otherwise could not activate.

Check: You can use this skill to address a power stone (to learn what powers are encoded on it) or to activate a psionic item. This skill lets you use a psionic item as if you had the manifesting ability or class features of another class, as if you were a different race, or as if you were a different alignment.

You make Use Psionic Device checks each time you activate a device such as a dorje. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant emulation checks once per hour.

You must consciously choose what to emulate. That is, you must know what you are trying to emulate when you make an emulation check. The DCs for various tasks involving Use Psionic Device are summarized on the table below.

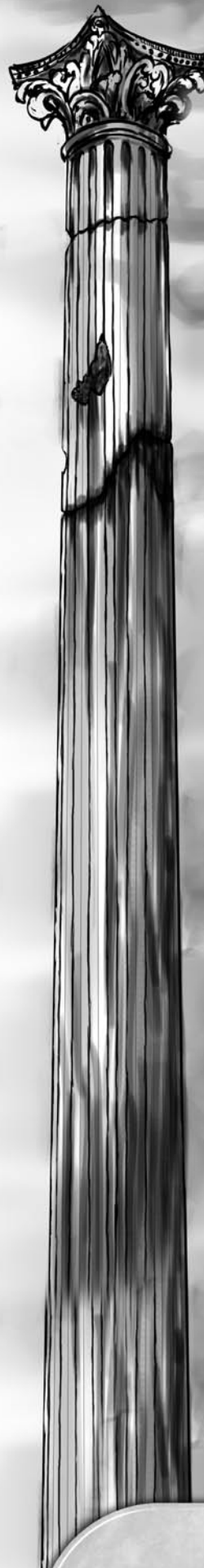
Use Psionic Device DC	Task
25	Activate blindly
25 + power level	Address a power stone
See text	Emulate an ability score
30	Emulate an alignment
20	Emulate a class feature
25	Emulate a race
20	Use a dorje
20 + manifester level	Use a power stone

Activate Blindly: Some psionic items are activated by special specific thoughts or conceptions. You can activate such items as if you were using the activation method, even if you're not and even if you don't know it. You do have to use something equivalent. You have to wave the item around or otherwise attempt to get it to activate. You get a special +2 bonus if you've activated the item at least once before.

If you fail the check by 10 or more, you suffer brainburn. This brainburn affects you in the same way as brainburn that can occur when you attempt to manifest a power from a power stone, except that the damage is 1d4 points per power level instead of 1d6. Brainburn damage from activating blindly is in addition to brainburn damage from manifesting a power from a power stone.

Address a Power Stone: Successfully addressing a power stone allows you to find out what power or powers it contains. Doing this requires 1 minute of concentration.

Emulate an Ability Score: To manifest a power from a power stone, you need a high ability score in the appropriate ability. Your effective ability score (appropriate to the class you're emulating when you try to manifest the power from the power stone) is your check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.



Emulate an Alignment: Some psionic items have positive or negative effects based on your alignment. Use Psionic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a psionic item. Your effective level in the emulated class equals your check result minus 20. This skill does not let you use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an alignment requirement, you must meet it, either

honestly or by emulating an appropriate alignment as a separate check (see above).

You cannot emulate a class level higher than 20 using this skill.

Emulate a Race: Some psionic items work only for certain races, or work better for those of certain races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Dorje: Normally, to use a dorje, you must have the dorje's power on your class power list. This use of the skill allows you to use a dorje as if you had a particular power on your class power list. This

Table 3-3: Feats

General Feats	Prerequisites	Benefit
Antipsionic Magic ¹	Spellcraft 5 ranks	+2 bonus to caster level checks to overcome power resistance
Autonomous	—	+2 bonus to Autohypnosis and Knowledge (psionics) checks
Chaotic Mind ¹	Cha 15, chaotic alignment	Psionic insight bonuses do not apply when used against you or protecting against your attacks.
Cloak Dance	Hide 10 ranks, Perform (dance) 2 ranks	Use movement to obscure your position.
Closed Mind ¹	—	+2 bonus to saving throws against psionics.
Deadly Precision	Dex 15, base attack bonus +5	Reroll 1s on sneak attack dice.
Extra Channeling	Ability to channel ⁶ , base Will save +5	Gain two (or more) additional channeling uses each day.
Force of Will ¹	Iron Will	You can avoid psionic effects using your mind.
Greater Manyshot ²	Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6	You are skilled at firing many arrows at once, even at different opponents.
Hostile Mind	Cha 15	Your mind recoils violently against those who use psionics against you.
Improved Levitation	Ability to <i>levitate</i>	You have an uncanny knack at controlling yourself while levitating.
Expert Levitation	Improved Levitation, Int 19	You are adept at fighting while levitating and accrue penalties at a slower rate.
Knowledge of Millennia ^A	Int 20, Wis 15, must be 1,000 years or older	+4 bonus to all knowledge skills and use any two knowledge skills untrained.
Legionnaire ³	Native of the Coryani Empire	Skill bonuses, starting equipment and access to Military feats
Mental Resistance ¹	Base Will save +2	Gain damage reduction against psionic attacks.
Mind Over Body	Con 13	You heal ability damage and burn more quickly than normal.
Open Minded	—	You gain 5 skill points.
Psionic Affinity	—	+2 bonus to Psicraft and Use Psionic Device checks.
Psionic Hole ¹	Con 15	Psionic foes lose power points when they attack you.
Rapid Metabolism	Con 13	You heal damage more quickly than normal.
Reckless Offense	Base attack bonus +1	Sacrifice Armor Class for an attack bonus.
Riposte ²	Combat Expertise, Weapon Finesse, base attack bonus +6	You can take attacks of opportunity against foes that miss you while you are fighting defensively.
Sidestep Charge	Dex 13, Dodge	You are adept at dodging charging foes and taking advantage when they miss.
Stand Still	Str 13	Your attacks of opportunity can halt an opponent in their tracks.
Strength of the Coryani Heart	Native of the Coryani Empire	You gain holy bonuses when outnumbered.
Voices in the Silence ^{1 R}	Iron Will	You have a limited resistance to preternatural psionics.
Wild Talent ^R	—	Your latent psionic power flares to life.

use of the skill applies to other power trigger psionic items, if applicable.

Use a Power Stone: Normally, to manifest a power from a power stone, you must have the power stone's power on your class power list. This use of the skill allows you to use a power stone as if you had a particular power on your class power list. The DC is equal to 20 + the manifester level of the power you are trying to manifest from the power stone.

Note: Before you use a power stone, you must first have addressed it to determine what powers it contains. In addition, manifesting a power from a power stone requires a minimum score (10 + power level) in the appropriate ability. If you don't have a high enough score, you must emulate the ability score with a separate check (see above). This use of the skill applies to other power completion psionic items.

Action: None. The Use Psionic Device check is made as part of the action (if any) required to activate the psionic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, you can't try to activate it again for a day.

Special: You cannot take 10 with this skill.

You can't aid another on Use Psionic Device checks. Only the user of the item can attempt such a check.

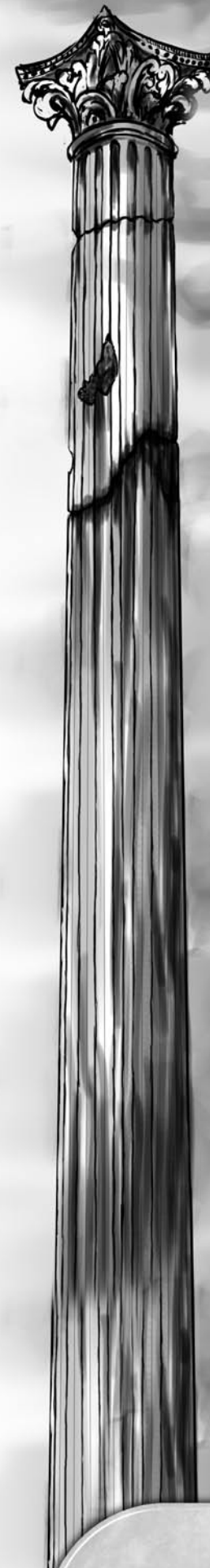
A character with the Psionic Affinity feat gets a +2 bonus on Use Psionic Device checks.

In Living Arcanis, a character whose skill list includes Use Psionic Device automatically adds Use Magic Device to his or her class skill list as well. Similarly, any character with Use Magic Device on a class skill list automatically adds Use Psionic Device to his or her class skill list.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Magic Device checks related to power stones.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

Psionic Feats	Prerequisites	Benefit
Aligned Attack ⁴	Base attack bonus +6	Attack gains alignment, +1d6 damage.
Combat Manifestation	—	+4 bonus on Concentration checks for defensive manifesting
Dual Construct	Manifester level 9 th	You can maintain two astral constructs at once.
Expanded Insight	Manifester level 3 rd	Learn one additional power from your class list.
Focused Sunder ⁴	Str 13, Power Attack, Improved Sunder	Ignore half of a weapon's hardness when resolving a sunder attempt.
Focused Training ⁵	Skill Focus (any two)	+2 bonus to two skills.
Ghost Attack ⁵	Base attack bonus +3	Gain two attempts to strike an incorporeal creature.
Greater Ghost Attack ⁴	Ghost Attack, base attack bonus +9	You can strike incorporeal foes with impunity.
Improved Counter-Manifesting	—	You can counter a power using one of higher level from the same discipline.
Inner Fury	Rage ⁶ , manifester level 6 th	Spend power points to extend your rage.
Inquisitor ⁴	Wis 13	+10 bonus on Sense Motive checks to oppose Bluff
Mental Gymnastics ⁴	Dex 17, Tumble 5 ranks	+10 bonus on Tumble checks
Mental Leap ⁴	Str 13, Jump 5 ranks	+10 bonus on Jump checks
Mind Blade Arsenal	Mind blade ⁶ , shape mind blade ⁶ , base attack bonus +10, martial weapon proficiency (all)	You are not limited in the shape of your mind blade.
Narrow Mind	Wis 13	+4 bonus on Concentration checks to become psionically focused
Overchannel	—	Take damage to increase your manifester level.
Talented ⁴	Overchannel	Take no damage from overchanneling some powers.
Body Fuel	Overchannel, Talented	Gain power points by burning ability scores.
Power Penetration ⁴	—	+4 bonus to defeat power resistance
Improved Power Penetration ⁴	Power Penetration, manifester level 8 th	+8 total bonus to defeat power resistance
Power Specialization	Weapon Focus (ray), manifester level 4 th	+2 bonus damage to damaging powers.
Greater Power Specialization	Power Specialization, Weapon Focus (ray), manifester level 12 th	+4 total bonus damage to damaging powers.



SKILLS AND FEATS ■ Feat List

Psionic Feats	Prerequisites	Benefit
Prodigy (Psionic) ³	Manifester level 1 st	Once per day, increase your primary manifesting ability score by 4 for determining the DC and effects of one power.
Psicrystal Affinity	Manifester level 1 st	Obtain a psicrystal.
Improved Psicrystal	Psicrystal Affinity	Enhance your psicrystal.
Psicrystal Focus	Psicrystal Affinity, manifester level 3 rd	You can store a psionic focus in your psicrystal.
Psionic Body	—	+2 hit points for each psionic feat you have.
Psionic Dodge ⁵	Dex 13, Dodge	+1 dodge bonus to AC
Psionic Defense ⁵	Dex 15, Psionic Dodge, Dodge	Increased dodge bonus to AC when acting defensively.
Psionic Endowment ⁴	—	Add +1 to power's save DC.
Greater Psionic Endowment ⁴	Psionic Endowment	Add +2 to power's save DC.
Psionic Fist ⁴	Str 13	Unarmed attack or natural weapon deals +2d6 damage.
Greater Psionic Fist ⁴	Str 13, Psionic Fist, base attack bonus +5	Unarmed attack or natural weapon deals +4d6 damage.
Unavoidable Strike ⁴	Str 13, Psionic Weapon, base attack bonus +5	Resolve unarmed or natural weapon attack as melee touch attack.
Psionic Meditation	Wis 13, Concentration 7 ranks	Become psionically focused as a move action.
Psionic Shot ⁴	Point Blank Shot	Ranged weapon deals +2d6 damage.
Fell Shot ⁴	Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +5	Resolve ranged attack as ranged touch attack.
Return Shot ⁴	Point Blank Shot, Psionic Shot, Fell Shot	Deflect ranged attacks back at attacker.
Greater Psionic Shot ⁴	Point Blank Shot, Psionic Shot, base attack bonus +5	Ranged weapon deals +4d6 damage.
Psionic Talent	Having power points	Gain additional power points.
Psionic Weapon ⁴	Str 13	Melee weapon deals +2d6 damage.
Deep Impact ⁴	Str 13, Psionic Weapon, base attack bonus +5	Resolve melee attack as touch attack.
Greater Psionic Weapon ⁴	Str 13, Psionic Weapon, base attack bonus +5	Melee weapon deals +4d6 damage.
Psionic Hamstring	Str 13, Psionic Weapon, sneak attack +2d6	Sneak attack strikes combined with psionic weapon can hamper your foe's movement.
Psychic Ascent ⁴	Str 13, Climb 5 ranks	+10 bonus on Climb checks
Rapid Forming	Free draw ⁶ and mind blade ⁶ or shadow blade ⁶	Forming your psychic weapon is an <i>immediate</i> action.
Rapid Shaping	Shape mind blade ⁶	You can shape your mind blade as a move action.
Speed of Thought ⁵	Wis 13	+10 feet to speed in light or medium armor.
Greater Speed of Thought ⁵	Wis 15, Speed of Thought	+20 feet to speed in light or medium armor; +10 ft. in heavy armor
Psionic Charge ⁴	Wis 13, Speed of Thought	Charge while taking erratic course to foe.
Up the Walls ⁵	Wis 13	Run on walls and ceilings.
Wounding Attack ⁴	Base attack bonus +8	Wound opponents with your attack.
Psionic Item Creation Feats	Prerequisites	Benefit
Craft Cognizance Crystal	Manifester level 3 rd	Create <i>cognizance crystals</i> .
Craft Dorje	Manifester level 5 th	Create dorjes.
Craft Psicrown	Manifester level 12 th	Create psicrowns.
Craft Psionic Arms and Armor	Manifester level 5 th	Create psionic arms and armor.
Craft Psionic Construct ^R	Craft Psionic Arms and Armor, Craft Universal Item	Create psionic constructs.
Craft Universal Item	Manifester level 3 rd	Create universal psionic items.
Imprint Stone	Manifester level 1 st	Create <i>power stones</i> .
Scribe Tattoo	Manifester level 3 rd	Create psionic tattoos.



Metapsionic Feats	Prerequisites	Benefit
Astral Empathy	Manifester level 5 th , must be able to manifest <i>astral construct</i>	Suffer damage to create tougher astral constructs.
Bind Astral Construct	Manifester level 6 th , Psicrystal Affinity, Psicrystal Focus	Create an <i>astral construct</i> that has intelligence by binding your psicrystal into the construct.
Burrowing Power ⁴	—	Bypass a barrier when manifesting a power.
Chain Power ⁴	—	Choose additional targets with power.
Delay Power ⁴	—	Delay the effect of a power for up to 5 rounds.
Empower Power ⁴	—	Increase power's variable, numeric effects by 50%.
Energy Focus ⁷	Manifester level 5 th	Powers of a chosen energy type deal additional damage.
Energy Gestalt ⁷	Manifester level 8 th , Energy Focus	Regain 1 power points anytime the Energy Focus feat is used.
Enlarge Power ⁴	—	Double power's range.
Extend Power ⁴	—	Double power's duration.
Heighten Power ⁴	Manifester level 3 rd	Raise the level of a power.
Inquisition Power ⁴	Any other metapsionic feat	Exclude allies from the effects of the power.
Maximize Power ⁴	—	Maximize power's variable, numeric effects.
Opportunity Power ⁴	—	Make attacks of opportunity with touch powers.
Quicken Power ⁴	—	Manifest powers as a free action.
Split Psionic Ray ⁴	Any other metapsionic feat	Split one ray attack into two
Twin Power ⁴	—	Manifest power twice.
Unconditional Power ⁴	—	Manifest power despite character condition.
Widen Power ⁴	—	Double power's area.

Entropic Feats	Feat Category	Prerequisites	Benefit
Corrupting Power ^{4R}	Metapsionic	—	Inflict 1 negative level in addition to power's effect.
Entropic Blast ^R	Psionic	Manifester level 5 th	Channel extra psionic energy into a power.
Entropic Smite ^R	General	Smite ability ⁶	Replace your normal smite damage with entropic damage.
Food for Thought ^R	Psionic	Manifester level 1 st	Regain power points by consuming brains.
Taste of Knowledge ^R	Psionic	Food for Thought, base Fortitude save +5	Recall memories from a consumed brain.
Improved Natural Psionics ^R	Psionic	Racial psi-like abilities	Increase your racial psi-like abilities manifester level by two.

¹ You cannot take or use this feat if you have the ability to use powers, possess a power point reserve, or have psi-like abilities.

² A fighter may select this feat as a bonus feat.

³ This is a background feat and can only be taken at 1st level.

⁴ You must expend your psionic focus to use this feat. See the Concentration skill description, page 34.

⁵ You must be psionically focused to use this feat. See the Concentration skill description, page 34.

⁶ This is a class ability.

⁷ This feat only takes effect if you retain your psionic focus at the end of manifesting. See the Concentration skill description, page 34.

^A There are alternate requirements for this feat in Living Arcanis.

^R This feat is restricted in Living Arcanis and may only be taken with campaign documentation.

General Feats

General feats may be taken by any character that meets their listed prerequisites.

Antipsionic Magic [General]

Your spells are more potent when used against psionic characters and creatures.

Prerequisite: Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome a psionic creature's power resistance (even the power resistance of entropic or preternatural creatures).

This bonus stacks with the bonus conferred by Spell Penetration and Greater Spell Penetration. Moreover, whenever a psionic creature attempts to dispel a spell you cast, it makes its manifest level check against a DC of 13 + its manifest level.

The benefits of this feat apply only to power resistance.

The bonus does not apply to spell resistance. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Autonomous [General]

You have a knack for psionic self-sufficiency.

Benefit: You get a +2 bonus on all Autohypnosis checks and Knowledge (psionics) checks.

Chaotic Mind [General]

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisite: Chaotic alignment, Cha 15.

Benefit: Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Armor Class, or an insight bonus on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Cloak Dance [General]

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Hide 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment (20% miss chance). Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment (50% miss chance).

Closed Mind [General]

Your mind is better able to resist psionics than normal.

Benefit: You get a +2 bonus on all saving throws to resist powers.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Deadly Precision [General]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

Expert Levitation [General]

Your control of *levitation* is unparalleled.

Prerequisites: Improved Levitation, Intelligence 19.

Benefit: While levitating, you do not start to accrue the fighting penalties for the first three rounds. On the fourth round, and onwards, you begin to accrue the normal cumulative –1 penalty on attack rolls (reaching a maximum of –5 on the 8th round). Furthermore, it is now a standard action for you to stabilize yourself.

Normal: You suffer a cumulative penalty on attack rolls starting at -1 and reaching a maximum of -5. It is a full-round action to stabilize yourself and return the penalty to -1.

Special: Each time you take this feat, the number of rounds you may spend fighting while levitating without accruing the fighting penalties increases by 3. The second time you take this feat, the time needed to stabilize yourself is reduced to a move action.

Extra Channeling [General]

Your ability to channel the divine energy of your patron god is greater than most can achieve.

Prerequisites: Ability to channel, base Will save +5.

Benefit: You gain two additional channeling uses each day.

Special: You may select this feat multiple times; each time you gain a number of channeling uses equal to the number granted by the previous selection, plus one (two uses for the first time, three for the second time this feat is taken, four for the third and so on).

Force of Will [General]

You are able to resist psionic attacks with extreme force of will.

Prerequisite: Iron Will.

Benefit: Once per round, when targeted by a psionic effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Greater Manyshot [Fighter, General]

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.





Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Special: A fighter may select this feat as one of his fighter bonus feats.

Hostile Mind [General]

Your mind recoils violently against those who use psionics against you.

Prerequisite: Cha 15.

Benefit: Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of damage.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Improved Levitation [General]

You have an uncanny knack at controlling yourself while levitating.

Prerequisites: Ability to *levitate* (either as the spell, power, or as a spell-like or psi-like ability).

Benefit: You may take a 5-foot step horizontally while levitating. This counts as a normal 5-foot-step, and should be treated the same as if you were on stable ground. Alternatively, when spending the necessary action to move vertically, you may elect to move only at most 15 feet vertically and include 5 feet of horizontal movement within that action; if you do so then you may not take a 5-foot-step that round.

Normal: You may only move horizontally when *levitating* by clambering along a surface, or by being towed by a rope or other device.

Special: It is intentional that only those who can cast, manifest, or use *levitate* themselves can take this feat. Only creatures that are intimately familiar with the ability to *levitate* can truly master it; others only gain a passing familiarity with it.

Knowledge of Millennia [General]

You have seen many things in your ancient existence, and the knowledge of your forbearers flows through you also. This gives you a great store of knowledge to draw upon.

Prerequisites: Intelligence 17, Wisdom 15, must be 1,000 years of age or older.

Benefit: You gain a +4 bonus to all Knowledge skills. Furthermore, select any two Knowledge skills; you may now use these untrained.

Special: An Elorii with the Memories of Lives Past feat may ignore the age requirement for this feat. This is the only normal means for a Living Arcanis character to take this feat.

Legionnaire [Background]

“For Duty and Honor”

You have served in the legions of the Coryani Empire.

Prerequisite: Native of the Coryani Empire.

Benefit: You have been, or still are, a Legionnaire. You are proficient with light and medium armor, and all shields, including tower shields. You gain Martial Weapon Proficiency (gladius) or if you have a class that grants proficiency with all martial weapons you gain Exotic Weapon Proficiency (gladius) instead. You gain Exotic Armor Proficiency (lorica segmentata) for free. You also gain access to the Military feat category and gain fighter as an additional favored class. You gain a +1 circumstance bonus to all Diplomacy skill checks when dealing with Coryani citizens, as you have gained the respect of your fellow countrymen.

You begin play with a gladius, pilum, and tower shield in addition to the equipment you purchase with your starting funds.

You have been tattooed with the symbol of your legion, and all Legionnaires can recognize the tattoos of most currently active legions (see *Player’s Guide to Arcanis*, second printing page 183, for a listing of some of the known legions, past and present). You may choose the legion of your service, with certain exceptions. Legion names with a line through them are not eligible choices.

Note: See the Legionnaire Armaments sidebar on Page 13 for details of the normal Legionnaire equipment and its game statistics.

Mental Resistance [General]

Your mind is armored against mental intrusion.

Prerequisite: Base Will save bonus +2.

Benefit: Against psionic attacks that do not employ an energy type to deal damage you gain damage reduction 3/-. In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a psionic attack, you take 3 points less than you would normally take.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Mind Over Body [General]

Your ability damage heals more rapidly.

Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

Open Minded [General]

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skill, they count as 1/2 ranks. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

Psionic Affinity [General]

You have a knack for psionic endeavors.

Benefit: You get a +2 bonus on all Psicraft checks and Use Psionic Device checks.

Psionic Hole [General]

You are an anathema to psionic creatures and characters.

Prerequisite: Con 15.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its psionic focus, if any. Also, if you are the target of a power, the manifester of the power must spend an additional number of power points equal to your Wisdom bonus, or the power fails (all of the power points spent on the power are still lost). This extra cost does not count toward the maximum power points a manifester can spend on a single power.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Rapid Metabolism [General]

Your wounds heal rapidly.

Prerequisite: Con 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

Reckless Offense [General]

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

Special: The benefits of this feat do stack with those granted by the Heedless Assault or Heedless Charge feats (see the *Player's Guide to Arcanis*). If you use the Power Attack feat while using this feat, the penalty to your armor class is double, but the bonus to attack is unchanged.

Riposte [Fighter, General]

When an opponent misses you with a melee attack,

you have been trained to make an immediate counterattack.

Prerequisites: Combat Expertise, Weapon Finesse, Base attack bonus +6.

Benefit: When you are fighting defensively, you may choose to make an immediate Attack of Opportunity against any foe that attacks you in melee and misses your Armor Class by 4 points or more. This attack counts against your total number of Attacks of Opportunity for the round. If you do not have any Attacks of Opportunity remaining, then you cannot take advantage of this feat.

You may only use the Riposte feat with a weapon that can also be used with the Weapon Finesse feat. Although a riposte uses up one of your Attacks of Opportunity for the round, you may not make more than a single riposte attack against the same foe in the same combat round, even if that foe attacks and misses you by at least 4 points more than once during the round (for example, during a full attack sequence). This does not affect your ability to make additional Attacks of Opportunity against that foe during that round for other reasons not related to this feat, such as the foe moving through your threatened area.

Special: A 17th level and higher Rhi'zen is not limited to making a single Riposte attack against a specific foe during a single combat round; see the Rhi'zen class for details.

Sidestep Charge [General]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

Stand Still [General]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.



Strength of the Coryani Heart [General]

Love of the Empire is etched into your heart and the strength it lends you is astonishing. You become inspired whenever fighting overwhelming numbers of enemies.

Prerequisites: Native of the Coryani Empire.

Benefit: When facing insurmountable odds, you can draw upon the strength of the empire that burns in your heart. You gain a +2 holy bonus on all saving throws versus fear effects. Also, when facing odds of 5 to 1 or greater, you gain a +2 holy bonus on all of your attack rolls, damage rolls, and saving throws (giving you a +4 total bonus on saves against fear).

Voices in the Silence [General]

You have some type of resistance to preternatural psionics.

Prerequisite: Iron Will.

Benefit: You receive a +2 bonus to saving throws made to resist preternatural psionic powers and effects. If the preternatural effect does not have a saving throw, then you instead receive a +2 bonus to your Armor Class against any required attack to deliver the effect. The benefits of this feat only apply to preternatural psionic powers and effects.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Special: In Living Arcanis this feat is restricted and may only be taken by characters who have appropriate campaign documentation.

Wild Talent [General]

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

Special: In Living Arcanis this feat is restricted and may only be taken by characters who have appropriate campaign documentation. Characters who receive this feat as a bonus feat from a class are considered to have the needed documentation.

Psionic Feats

Psionic feats are available only to characters and creatures with the ability to manifest powers. (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 are 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. Expend 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.

Aligned Attack [Psionic]

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil, or law. (Your choice must match one of your alignment components. Once you've made this alignment choice, it cannot be changed.)

To use this feat, you must expend your psionic focus. When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Body Fuel [Psionic]

You can expand your power point total at the expense of your health.

Prerequisite: Overchannel, Talented.

Benefit: You can recover 2 power points by taking 1 point of ability burn damage to each of your three physical ability scores: Strength, Dexterity, and Constitution.

You can recover additional power points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

Combat Manifestation [Psionic]

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while you are grappling or pinned.

Deep Impact [Psionic]

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: When you use the Psionic Weapon feat, you can resolve your attack as a touch attack.

Dual Construct [Psionic]

You can forge multiple astral constructs.

Prerequisite: Manifester Level 9th.

Benefit: You may have two astral constructs in existence at any given time.

Normal: You may normally only maintain one astral construct at a time.

Expanded Insight [Psionic]

You gain an insight into new psionic forms.

Prerequisites: Manifester Level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest lever power you can manifest. You can choose any power from your class list (and discipline list, if a psion).

If you have multiple manifesting classes, then you must select one manifesting class when you take this feat. The chosen power is added to that class' powers known, and must come from that class list (and discipline list, if a psion).

Special: You may select this feat multiple times, each time you may learn one power, subject to the above restrictions.

Fell Shot [Psionic]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: When you use the Psionic Shot feat, you can resolve your ranged attack as a ranged touch attack.



Focused Sunder [Psionic]

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your psionic focus. When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object. You must expend your psionic focus when attempting to sense the stress points in this manner.

Focused Training [Psionic]

You can sharpen your mind, and apply your learning better.

Prerequisites: Skill Focus (any two).

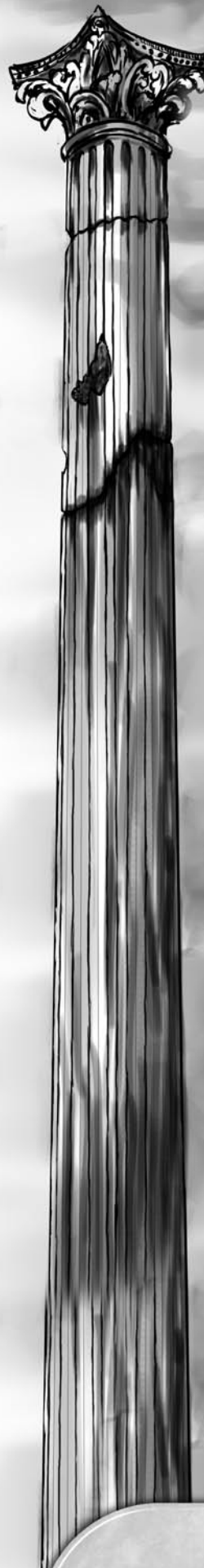
Benefit: When you first take this feat, choose any two skills in which you have Skill Focus. While you are psionically focused, you gain an additional +2 bonus to each of those two skills.

Special: You may take this feat multiple times; each time it is taken, it is applied to two different skills in which you have Skill Focus. The benefits of this feat may not be applied more than once to any given skill.

Ghost Attack [Psionic]

Your deadly strikes against incorporeal foes always find their mark.

Prerequisite: Base attack bonus +3.



Benefit: You must be psionically focused to use this feat. When you make a melee attack or a ranged attack against an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

Greater Ghost Attack [Psionic]

You can strike incorporeal foes with impunity.
Prerequisites: Base Attack Bonus +9, Ghost Attack.
Benefit: You may expend your psionic focus to allow your attacks to ignore incorporeal miss-chance for 1 minute (10 rounds). You may recover your psionic focus during that time without ending this effect.

Greater Power Specialization [Psionic]

You deal more damage with your powers.
Prerequisites: Power Specialization, Weapon Focus (ray), manifester level 12th.
Benefit: Your powers that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization. The damage bonus applies only if the target or targets are within 30 feet.

Greater Psionic Endowment [Psionic]

You can use meditation to focus your powers.
Prerequisite: Psionic Endowment.
Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

Greater Psionic Fist [Psionic]

You can charge your unarmed strike or natural weapon with additional damage potential.
Prerequisite: Str 13, Psionic Fist, base attack bonus +5.
Benefit: When you use the Psionic Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

Greater Psionic Shot [Psionic]

You can charge your ranged attacks with additional damage potential.
Prerequisite: Point Blank Shot, Psionic Shot, base attack bonus +5.
Benefit: When you use the Psionic Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 points.

Greater Psionic Weapon [Psionic]

You can charge your melee weapon with additional damage potential.
Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.
Benefit: When you use the Psionic Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

Greater Speed of Thought [Psionic]

Your expansive reserves of energy bolster the resilience and speed of your corporeal body.
Prerequisites: Wis 15, Speed of Thought.
Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 20 feet. If you are psionically focused and wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

Improved Counter-Manifesting [Psionic]

You can counter others' powers with ease.
Benefit: When counter-manifesting, you may use a power of the same discipline that is one or more power levels higher than the target power.
Normal: Without this feat, you may counter a power only with the same power or with a power specifically designated as countering the target power.

Improved Power Penetration [Psionic]

Your powers are able to penetrate power resistance with ease.
Prerequisites: Power Penetration, manifester level 8th.
Benefit: When you use the Power Penetration feat, you get a +8 bonus on manifester level checks instead of +4.

Improved Psicrystal [Psionic]

You can upgrade your psicrystal.
Prerequisites: Psicrystal Affinity.
Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on, when determining the abilities of your psicrystal, treat your manifester level as one higher than your normal manifester level.
Special: You can gain this feat multiple times; each time, you implant a new personality fragment in your psicrystal from which you derive the noted benefits, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

Inner Fury [Psionic]

You can power your rage using your own inner reserves.
Prerequisites: Ability to rage, manifester level 6th.
Benefit: When you are raging, you may expend power points to extend the duration of your rage. Expending these power points requires a move-action; however, you may spend as many power points as desired during that move-action.

Each round that you wish to extend your rage costs power points. The first extra round costs 2 point powers; each subsequent extra round costs one more power point than the preceding round.

For example, if your normal rage lasts for 7 rounds, then you could extend it to 8 rounds by spending 2 power points. If you instead spent 5 power points, you could extend it to 9 rounds; 9 power points to extend it to 10 rounds and so forth.

Normal: The duration of Rage is 3 rounds + Constitution modifier (after applying the benefits of rage).

Inquisitor [Psionic]

You know when others lie.

Prerequisite: Wis 13.

Benefit: To use this feat, you must expend your psionic focus. You gain a +10 bonus on a Sense Motive check to oppose a Bluff check.

You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your psionic focus.

Mental Gymnastics [Psionic]

You can dodge and tumble with the barest of thoughts.

Prerequisites: Dex 17, Tumble 5 ranks.

Benefit: To use this feat you must expend your psionic focus. You gain a +10 bonus on a Tumble check.

Mental Leap [Psionic]

You can make amazing jumps.

Prerequisite: Str 13, Jump 5 ranks.

Benefit: To use this feat you must expend your psionic focus. You gain a +10 bonus on a Jump check.

Mind Blade Arsenal [Psionic]

Your mind blade can take on many different and varied forms.

Prerequisites: Mind Blade, Shape Mind Blade, base attack bonus +10, proficiency in all martial weapons.

Benefit: You may shape your mind blade into any non-exotic, one-handed or light, melee, or thrown weapon. If you have weapon familiarity with a weapon that is one-handed or light, and either melee or thrown, then you may also shape your mind blade into such a weapon. If you can normally shape your mind blade into two weapons, you may still do so providing they are both light weapons.

Normal: The mind blade may only be shaped into a specific set of weapons, depending on the class that grants the mind blade.

Narrow Mind [Psionic]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.

Prerequisite: Wis 13.

Benefit: You gain a +4 bonus on Concentration checks you make to become psionically focused.

Overchannel [Psionic]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

The damage dealt by this feat occurs during manifesting, and may disrupt manifesting of the power unless a Concentration check is made.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

Power Penetration [Psionic]

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: To use this feat, you must expend your psionic focus. You get a +4 bonus on manifester level checks made to overcome a creature's power resistance.

Power Specialization [Psionic]

You deal more damage with your powers.

Prerequisites: Weapon Focus (ray), manifester level 4th.

Benefit: With rays and ranged touch attack powers that deal damage, you deal an extra 2 points of damage. If you expend your psionic focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key ability bonus to the damage (instead of adding 2).

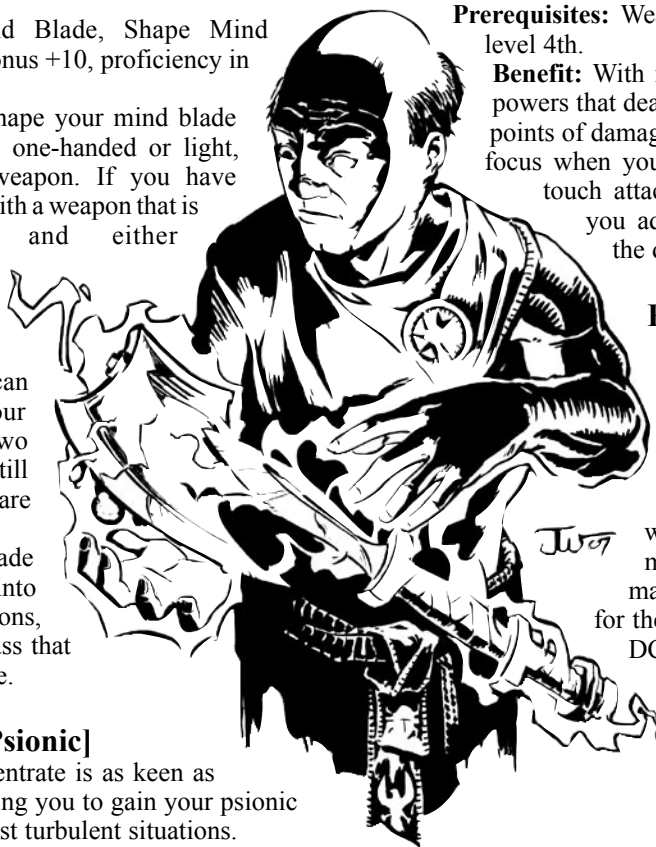
Prodigy (Psionic)

[Background, Psionic]

You are supremely adept at manipulating your mind.

Prerequisites: Manifester 1st level.

Benefits: Once per day, when manifesting a power you may elect to raise your primary manifesting ability score by 4 for the purposes of determining the DC and effects of the power.



Psicrystal Affinity [Psionic]

You have created a psicrystal.

Prerequisites: Manifester level 1st.

Benefit: This feat allows you to gain a psicrystal.

Psicrystal Focus [Psionic]

The crystal structure of your psicrystal can now store a psionic focus.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can spend a full-round action to transfer your psionic focus into your psicrystal (this provokes an attack of opportunity, but may be done defensively using a DC 15 Concentration check, if desired). The benefits of the Psionic Meditation feat do not apply to this action.

You may, at your desire, spend a move action to transfer the psionic focus from your psicrystal back to yourself. However, you cannot hold two psionic foci at once, and you may not transfer this focus as part of manifesting a power. Transferring the psionic focus back to yourself does not provoke attacks of opportunity.

You must be within 5 feet of your psicrystal to store or retrieve your psionic focus.

For example, Rathe val'Viridan can spend his psionic focus to use the Focused Sunder feat (using a standard action to make the sunder attempt), and then spend his move action to transfer the psionic focus from his psicrystal to himself. He cannot, however, spend the move action while making the sunder attempt in order to also use the psionic weapon feat.

Psionic Body [Psionic]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

Psionic Charge [Psionic]

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you must expend your psionic focus. When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

Psionic Defense [Psionic]

Your mind shields you from damage.

Prerequisites: Dex 15, Psionic Dodge, Dodge.

Benefits: While fighting defensively, the bonus granted by the Psionic Dodge feat is increased to +4.

Psionic Dodge [Psionic]

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge.

Benefit: You must be psionically focused to use this feat. You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the

Dodge feat (but only applies on attacks made by the opponent you have designated).

Psionic Endowment [Psionic]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus. You add 1 to the save DC of a power you manifest.

Psionic Fist [Psionic]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus. Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Psionic Hamstring [Psionic]

Your mind guides your hand and blade to the perfect position to hinder your foe's movement.

Prerequisites: Str 13, Psionic Weapon, Sneak Attack +2d6.

Benefit: If you sneak attack a foe while using the Psionic Weapon feat, your target suffers a -10 penalty to all movement modes for one minute. This cannot reduce the target's movement to below 5 feet, and multiple strikes that trigger this ability do not stack.

Psionic Meditation [Psionic]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

Psionic Shot [Psionic]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: To use this feat, you must expend your psionic focus. Your ranged attack deals +2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Psionic Talent [Psionic]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.



Psionic Weapon [Psionic]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus.

Your attack with a melee weapon deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Psychic Ascent [Psionic]

You can climb with amazing skill.

Prerequisites: Str 13, Climb 5 ranks.

Benefit: To use this feat you must expend your psionic focus. You gain a +10 bonus on Climb checks made to climb a single surface.

Rapid Forming [Psionic]

You can call forth the psychic essence and meld it into a blade with stunning speed.

Prerequisites: Free Draw and either Mind Blade or Shadow Blade.

Benefit: You may draw your mind blade or shadow blade as an *immediate* action. You may still only attempt to draw your mind blade or shadow blade once per round.

Normal: Drawing a mind blade or shadow blade requires a free action to draw.

Special: If you have the Combat Reflexes feat, then you may use this feat even while flat-footed. This feat counts as the Quick Draw feat for the purposes of meeting the prerequisites for other feats and prestige classes.

Rapid Shaping [Psionic]

You can shape the essence of your mind with dexterous speed.

Prerequisites: Mind Blade, Shape Mind Blade.

Benefit: When using the Shape Mind Blade ability, you may do so as a move-action.

Normal: Shaping a mind blade requires a full-round action to shape.

Return Shot [Psionic]

You can return incoming arrows, as well as crossbow bolts, spears, and other projectiles or thrown weapons.

Prerequisite: Point Blank Shot, Psionic Shot, Fell Shot.

Benefit: To use this feat, you must expend your psionic focus and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

Speed of Thought [Psionic]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

Talented [Psionic]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

Unavoidable Strike [Psionic]

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

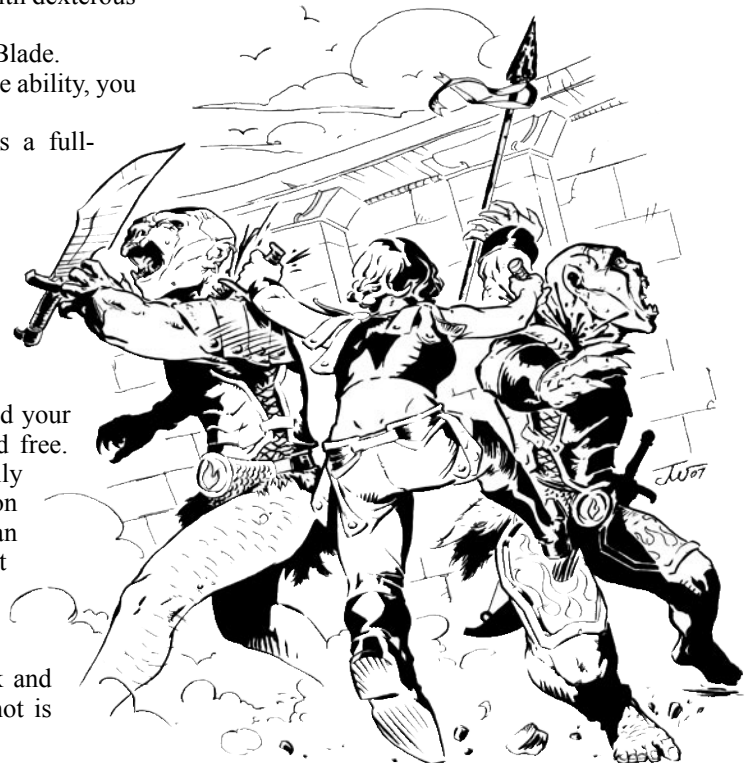
Benefit: When you use the Psionic Fist feat, you can resolve your attack as a touch attack.

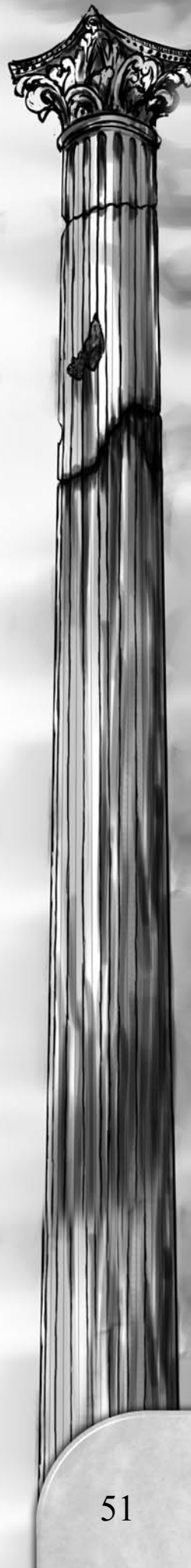
Up the Walls [Psionic]

You can run on walls for brief distances.

Prerequisite: Wis 13.

Benefit: While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal





surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

Wounding Attack [Psionic]

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8.

Benefit: To use this feat, you must expend your psionic focus. You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Psionic Item Creation Feats

Manifesters can use their personal power to create lasting psionic items. Doing so, however, is draining. A manifester must put a little of himself or herself into every psionic item he or she creates.

A psionic item creation feat lets a manifester create a psionic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost: Power and energy that the manifester would normally keep is expended when making a psionic item. The experience point cost of using a psionic item creation feat equals 1/25 the cost of the item in gold pieces. A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost: Creating a psionic item requires costly components, most of which are consumed in the process. The cost of these materials equals 1/2 the cost of the item.

Using a psionic item creation feat also requires access to a laboratory or psionic workshop, special tools, and other equipment. A character generally has access to what he or she needs unless unusual circumstances apply (such as if he's traveling far from home).

Time: The time to create a psionic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Craft Dorje, Imprint Stone, and Scribe Tattoo create items that directly reproduce the effects of powers, and the strength of these items depends on their manifester level—that is, a power from such an item has the strength it would have if manifested by a manifester of that level. Often, that is the minimum manifester level necessary to manifest the power. (Randomly discovered items usually follow this rule.) However, when making such an item, the item's strength can be set higher than the minimum. Any time a character creates an item using a power augmented by spending additional power points, the character's effective manifester level for the purpose of calculating the item's cost increases by 1 for each 1 additional power point spent. (Augmentation is a feature of many powers that allows the power to be amplified in various ways if additional power points are spent.) All other level-dependent parameters of the power forged into the item are set according to the effective manifester level.

The price of psionic items (and thus the XP cost and the cost of the raw materials) depends on the level of the power and a character's manifester level. The character's manifester level must be high enough that the item creator can manifest the power at the chosen level. To find the final price in each case, multiply the character's manifester level by the power level, then multiply the result by a constant, as shown below.

Power Stones: Base price = power level x manifester level x 25 gp

Psionic Tattoos: Base price = power level x manifester level x 50 gp

Dorjes: Base price = power level x manifester level x 750 gp

Extra Costs: Any dorje, power stone, or psionic tattoo that stores a power with an XP cost also carries a commensurate cost.

For psionic tattoos and power stones, the creator must pay the XP cost when creating the item. For a dorje, the creator must pay fifty times the XP cost.

Some psionic items similarly incur extra costs in XP, as noted in their descriptions.

Craft Cognizance Crystal [Item Creation]

You can create psionic *cognizance crystals* that store power points.

Prerequisite: Manifester level 3rd.

Benefit: You can create a *cognizance crystal*. Doing so takes one day for each 1,000 gp in its base price. The base price of a *cognizance crystal* is equal to the highest-level power it could manifest using all of its stored power points, squared, multiplied by 1,000 gp. To create a *cognizance crystal*, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Craft Dorje [Item Creation]

You can create slender crystal wands called dorjes that manifest powers when charges are expended.

Prerequisite: Manifester level 5th.

Benefit: You can create a dorje of any psionic power you know (barring exceptions, such as *bestow power*, as noted in a power's description). Crafting a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifester level x the power level x 750 gp. To craft a dorje, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created dorje has 50 charges.

Any dorje that stores a power with an XP cost also carries a commensurate cost. In addition to the XP cost derived from the base price, you must pay fifty times the XP cost.

Craft Psicrown [Item Creation]

You can create psicrowns, which have multiple psionic effects.

Prerequisite: Manifester level 12th.

Benefit: You can create any psicrown whose prerequisites you meet. Crafting a psicrown takes one day for each 1,000 gp in its base price. To craft a psicrown, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. Some psicrowns incur extra costs in XP as noted in their descriptions. These costs are in addition to those derived from the psicrown's base price.

Craft Psionic Arms and Armor [Item Creation]

You can create psionic weapons, armor, and shields.

Prerequisite: Manifester level 5th.

Benefit: You can create any psionic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features. To enhance a weapon, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken psionic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half of the XP, half of the raw materials, and half of the time it would take to enhance that item in the first place.

Craft Psionic Construct [Item Creation]

You can create golems and other psionic automatons that obey your orders.

Prerequisites: Craft Psionic Arms and Armor, Craft Universal Item.

Benefit: You can create any psionic construct whose prerequisites you meet. Creating a construct takes one day for each 1,000 gp in its base price. To create a construct, you must spend 1/25 of the construct's base price in XP and use up raw materials costing one-half of this price. A newly created construct has average hit points for its Hit Dice.

Special: This feat is restricted in Living Arcanis; it may only be taken with special campaign documentation.

Craft Universal Item [Item Creation]

You can create universal psionic items.

Prerequisite: Manifester level 3rd.

Benefit: You can create any universal psionic item whose prerequisites you meet. Crafting a universal psionic item takes one day for each 1,000 gp in its base price. To craft a universal psionic item, you must spend 1/25 of the item's base price in XP and use up raw materials costing one-half of this price.

You can also mend a broken universal item if it is one that you could make. Doing so costs half of the XP, half of the raw materials, and half of the time it would take to craft that item in the first place.

Some universal items incur extra costs in XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Imprint Stone [Item Creation]

You can create power stones to store psionic powers.

Prerequisite: Manifester level 1st.

Benefit: You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone is the level of the stored power x its manifester level x 25 gp. To imprint a power stone, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any power stone that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

Scribe Tattoo [Item Creation]

You can create psionic tattoos, which store powers within their designs.

Prerequisite: Manifester level 3rd.

Benefit: You can create a psionic tattoo of any power of 3rd level or lower that you know and that targets one or more creatures. Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifester level. The manifester level must be sufficient to manifest the power in question and no higher than your own level. The base price of a psionic tattoo is its power level x its manifester level x 50 gp. To scribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing one-half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power.

When its wearer physically activates the tattoo, the wearer is the target of the power.

Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

Metapsionic Feats

As a manifester's knowledge of psionics grows, he can learn to manifest powers in ways slightly different from how the powers were originally designed or learned. Of course, manifesting a power while using a metapsionic feat is more expensive than manifesting the power normally. Only a creature with the ability to manifest powers may select metapsionic feats.

Manifesting Time: Powers manifested using metapsionic feats take the same time as manifesting the powers normally unless the feat description specifically says otherwise.

Manifestation Cost: To use a metapsionic feat, a psionic character must both expend his psionic focus (see the Concentration skill description) and pay an increased power point cost as given in the feat description.

Limits on Use: As with all powers, you cannot spend more power points on a power than your manifester level. Metapsionic feats merely let you manifest powers in different ways; they do not let you violate this rule.

Effects of Metapsionic Feats on a Power: In all ways, a metapsionic power operates at its original power level, even though it costs additional power points. The modifications to a power made by a metapsionic feat have only their noted effect on the power. A manifester can't use a metapsionic feat to alter a power being cast from a power stone, dorje, or other device.

Manifesting a power modified by the Quicken Power feat does not provoke attacks of opportunity.

Some metapsionic feats apply only to certain powers, as described in each specific feat entry.

Psionic Items and Metapsionic Powers: With the right psionic item creation feat, you can store a metapsionic power in a power stone, psionic tattoo, or dorje. Level limits for psionic tattoos apply to the power's higher metapsionic level.

A character doesn't need the appropriate metapsionic feat to activate an item in which a metapsionic power is stored, but does need the metapsionic feat to create such an item.

Astral Empathy [Metapsionic]

You can forge stronger astral constructs by surrendering portions of your own flesh into the ectoplasm.

Prerequisites: Manifester level 5th, must be able to manifest *astral construct*.

Benefit: When you are manifesting the *astral construct* power, you may elect to deal physical damage to yourself in return for having hardier constructs. You may deal 1 point of damage to yourself per manifester level you have. Each point that you deal in this manner (this damage is not subject to damage reduction) adds +5 hp to the resulting construct.

You must also make the required Concentration check for taking damage while manifesting a power. The DC will be 10 plus the damage you elect to suffer plus one per two power points spent manifesting this power (round up). Failing this check results in the power failing.

Bind Astral Construct [Metapsionic]

You can bind your psicrystal into an astral construct.

Prerequisites: Manifester Level 6th, Psicrystal Affinity, Psicrystal Focus.

Benefit: When you manifest the *astral construct* power, you gain the following extra augmentation option:

If you spend 4 extra power points while manifesting this power, you may bind your psicrystal into the created construct. This grants the construct the intelligence of the psicrystal. The construct also gains the telepathic link, telepathic speech, and power resistance special abilities (if the psicrystal possesses them).

While your psicrystal is bound into an astral construct it cannot take actions; however, you may still store and retrieve your focus from the psicrystal so long as you are within 5 feet of the body of the astral construct.

Your psicrystal suffers no damage as a result of any damage dealt to the astral construct; however, once the construct is destroyed the psicrystal may be targeted as normal.

Burrowing Power [Metapsionic]

Your powers sometimes bypass barriers.

Benefit: To use this feat, you must expend your psionic focus. You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. Your power briefly skips through the Astral Plane to bypass the barrier.

The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your power, you make a Psicraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a *wall of ectoplasm*). Force walls or *walls of ectoplasm* are assumed to have less than 1 foot of thickness unless noted otherwise.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with *clairvoyant sense*. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

You cannot use this feat in an area where dimensional travel is impossible, such as the area of a *dimensional lock* spell.

Chain Power [Metapsionic]

You can manifest powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your psionic focus. You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets



as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Delay Power [Metapsionic]

You can manifest powers that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your psionic focus. You can manifest a power as a delayed power. A delayed power doesn't activate immediately. When you manifest the power, you choose one of three trigger mechanisms: (1) The power activates when you take a standard action to activate it; (2) It activates when a creature enters the area that the power will affect (only powers that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass. If you choose one of the first two triggers and the conditions are not met within 5 rounds, the power activates automatically on the fifth round.

Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested. Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect psionic effects.

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

Empower Power [Metapsionic]

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your psionic focus.

You can empower a power. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest *dispel psionics*) are not affected, nor are powers without random variables.

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

Energy Focus [Metapsionic]

Shaping and molding the elements is no mystery to you.

Prerequisites: Manifester level 5th.

Benefit: Choose an energy type when you first take this feat. When manifesting a power that has the associated

energy type and you do not spend your psionic focus during the manifesting process, the resulting power deals 1 additional damage of the same type as the power per level of the power.

Energy Gestalt [Metapsionic]

You contain great floods of elemental energy that replenish and restore your mind.

Prerequisites: Manifester level 8th, Energy Focus.

Benefit: Anytime you have applied the benefits of the Energy Focus feat to a power, regain 1 power point (or none if the manifested power cost one power point).

Enlarge Power [Metapsionic]

You can manifest powers farther than normal.

Benefit: To use this feat, you must expend your psionic focus. You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level.

Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the power point cost of the power.

Extend Power [Metapsionic]

You can manifest powers that last longer than normal.

Benefit: To use this feat, you must expend your psionic focus.

You can manifest an extended power. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat.

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

Heighten Power [Metapsionic]

You can manifest psionic powers with greater potency.

Prerequisites: Manifester level 3rd.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power, you may expend additional power points to raise the level of the power. Each additional power point you spend raises the level of the power by one (you cannot raise the effective level of a power higher than the highest level power you can manifest). This increase in level does affect the saving throw DC (if any) of the power.

The power points spent to manifest this power are part of the cost of manifesting the power; and that total cost cannot exceed your manifester level.

Inquisition Power [Metapsionic]

You can manifest psionic powers such that they do not affect your allies.

Prerequisites: Any other Metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power that has an area effect, you can protect allies from the effect.

You can select up to one target per two

manifesters levels to exclude from the effect. The selected targets are completely immune to the effects of the power being manifested.

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

Maximize Power [Metapsionic]

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus.

You can maximize a power. All variable, numeric effects of a power modified by this feat are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power.

An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

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

Opportunity Power [Metapsionic]

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus. When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free.

Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Normal: Attacks of opportunity can be made only with melee weapons.

Quicken Power [Metapsionic]

You can manifest a power with a moment's thought.

Benefit: To use this feat, you must expend your psionic focus. You can quicken a power. You can perform another action, even manifest another power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A power whose manifesting time is longer than 1 round cannot be quickened.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Manifesting a quickened power does not provoke attacks of opportunity.

Split Psionic Ray [Metapsionic]

You can affect two targets with a single ray.

Prerequisite: Any other metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus. You can split psionic rays you manifest. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take.

Using this feat increases the power point cost of the power by 2.

Twin Power [Metapsionic]

You can manifest a power simultaneously with another power just like it.

Benefit: To use this feat, you must expend your psionic focus. You can twin a power. Manifesting a power altered by this feat causes the power to take effect twice on the area or target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as duration, number of targets, and so on) are the same for both of the resulting powers. The target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Unconditional Power [Metapsionic]

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your psionic focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest an unconditional power when you are dazed, *confused*, nauseated, or stunned.

Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

Widen Power [Metapsionic]

You can increase the area of your powers.

Benefit: To use this feat, you must expend your psionic focus. You can alter a burst, emanation, line, or spread-shaped power to increase its area. (Powers that do not have an area of one of these four sorts are not affected by this feat.) Any numeric measurements of the power's area increase by 100%.

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

Entropic Feats

The feats below have two types; the Entropic type, and either the General, Psionic, or Metapsionic type. For the specifics of the General, Psionic, and Metapsionic types, see above. Only creatures with the Entropic subtype may select feats with the Entropic type.

Corrupting Power [Entropic, Metapsionic]

Your powers corrupt the life energies of creatures that they affect.

Benefit: To use this feat, you must expend your psionic focus. You can add 1 negative level to the damage that any power deals. If the power requires an attack roll to hit, then this damage is also increased by a confirmed critical hit.

This feat can only be applied to powers that deal damage; powers that have non-damaging effects cannot be affected by this feat.

The negative level damage dealt by this feat cannot be negated by a saving throw; however, this damage is also made after any applicable saving throws are dealt. The inflicted creature receives a Fortitude saving throw 24 hours later to remove the negative level; the save DC is 10 + ½ manifester level + Constitution modifier.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

Entropic Blast [Entropic, Psionic]

You channel extra psionic energy into an attack.

Prerequisites: Manifester level 5th.

Benefit: You may spend a move action and your psionic focus when manifesting a power to imbue it with extra psionic energy. You may spend a number of extra power points equal to half of the power point cost of the power (minimum 1).

Each power point so spent adds +1 to the damage dealt by the power; this added damage is Entropic. Furthermore, if the power has a saving throw, the DC is raised by +1 for each four power points so spent.

These extra power points do not count as part of the manifesting cost of the power (and thus the cost of the power plus these power points may exceed your manifester level).

The use of this feat does provoke an attack of opportunity; however, you may use this feat defensively by making a Concentration check with a DC of 10 + the number of power points expended by using this feat.

You cannot use this feat in conjunction with Overchannel, although it can be used with Wild Surge.

Special: If you have the ability to use psi-like abilities, you may apply this feat when using one of those abilities. The maximum number of power points you may apply to such abilities is half of the manifester level (round down, minimum 1) of your psi-like abilities. You must still have a power point reserve to use this feat in this manner.

Entropic Smite [Entropic, General]

Your smite attacks are filled with entropic energy.

Prerequisites: Smite ability.

Benefit: When you use a smite attack, you may choose to forgo the normal extra smite damage. Instead, your attack deals double that amount as bonus entropic damage. This means that it is not subject to normal damage reduction or energy resistance; however, as bonus damage it is not multiplied on critical hits.

You must declare the use of this feat when declaring the smite attack.

Food for Thought [Entropic, Psionic]

The consumption of brain matter rejuvenates your mind.

Prerequisites: Manifester level 1st.

Benefit: You may consume a fresh brain to regain power points. Eating a brain is a full-round action. If the consumed brain came from a psionic or entropic creature, you regain one power point per Hit Dice of the creature. If the consumed brain came from a non-psionic and non-entropic creature with greater than 3 Intelligence you regain one power point per two Hit Dice of the creature (round down, minimum 1); otherwise you regain one power point per four Hit Dice of the creature (round down, minimum 1).

The use of this feat cannot restore more power points than you have expended. There is no limit to the number of times each day that you may use this feat; its use is restricted solely based on the availability of fresh brains.

For the purposes of this feat, a brain is fresh if the creature it belonged to was killed within 10 minutes of consumption. After that time the brain has lost the special spark that provides the true benefits of this feat. The application of a *gentle repose* spell or similar doubles the above time limit.

Normal: Consuming brains grants nutrition (and depending on culture is repulsive).

Improved Natural Psionics [Entropic, Psionic]

You manifest your natural psionic abilities with greater power and ability than most of your race.

Prerequisites: Racial Psi-like Abilities.

Benefit: The manifester for all psi-like abilities granted by your race (and/or template) have their manifester level raised by two. This increases the maximum augmentation options for all of these abilities. This feat cannot raise the effective manifester level of psi-like abilities higher than your total Hit Dice.

Taste for Knowledge [Entropic, Psionic]

The consumption of brain matter empowers your memory.

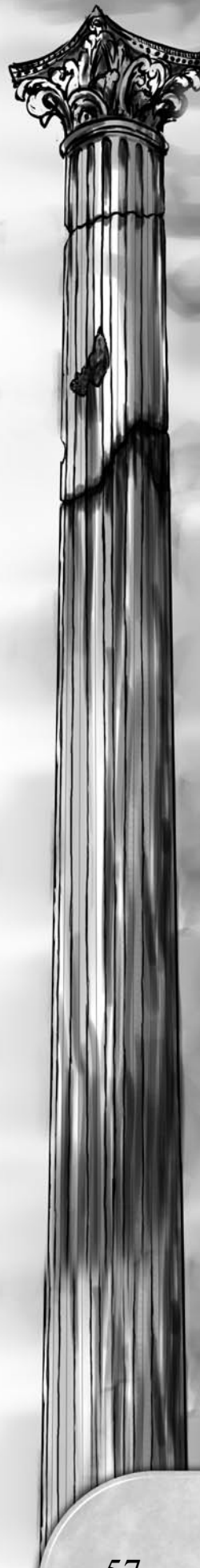
Prerequisites: Food for Thought, Base Fortitude Save +5.

Benefit: Anytime you consume a fresh brain, you gain more than just power points. You may attempt a DC 15 Intelligence check. If you succeed then you temporarily gain 1 rank in any Knowledge skill that the creature whose brain you just consumed had a rank in.

For every two points by which you succeed your check you gain another temporary rank in any Knowledge skill that the original creature had a rank in. You cannot gain more temporary ranks in any given skill than the original creature had actual ranks.

All temporary ranks count, for the purposes of making trained only checks, as actual ranks. Temporary ranks ignore the maximum skill rank rule and expire after 12 hours. You may not have more temporary ranks in any given skill than half of your level (round down). Temporary ranks do not go towards skill rank maximums, thus it is possible through the use of this feat to increase your effective skill ranks in a knowledge skill higher than the normal maximum for your level.

Chapter Four: Prestige Classes



The Val Family Training Regimes

The various Val families of Onara have developed specialized training regimes and methods for psionically active members of their family. These regimes are specific to each family, and being trained in them typically requires the trainee to swear an oath of fealty to the family.

The secrets of these training regimes are closely guarded, and those who are caught teaching them outside of the family are quickly, and permanently, silenced.

The family requirements of these prestige classes refer to the bloodline powers that the Val can make use of, not the family who has given the Val his or her name.

A special note must be made about the val'Holryn. Members of the val'Holryn family are extended the courtesy of training by the family whose bloodline they mimic; however, if they accept this offer then they are forevermore considered a member of that Val family, and not the val'Holryn (for the purposes of loyalty and the various available training regimes).

In Living Arcanis, any PC may take levels in one of the Val Family Training Regimes (if they meet the requirements). No family will teach its secrets to someone who has already partaken of the secrets of another family.

val'Abebi Master of the First Gift

“Althares told us during the ancient times that he would give us three gifts. The first was the power of tamed lightning. We mastered this gift and used it to reshape our people. In our folly, we blinded ourselves and have paid the price. Now, we have the second gift, but who are we to reject the first? Nay, we must still strive to maintain our mastery of the First Gift of Althares.”

~ N'duku val'Abebi, Electromancer (Master of the First Gift)

The Altherian people are ruled by wisdom, and driven by their search for knowledge. This pursuit of knowledge has its costs, as well the Altherians know.

Some take upon more than merely becoming familiar with knowledge; they strive for a deeper understanding, a true mastery of the knowledge. Those few who can attain mastery of the knowledge of Althares' First Gift are respected, and feared. Their power over electricity is unparalleled, until they seem to become creatures of electricity themselves.

Hit Die: d4.

Requirements

To qualify to become a Master of the First Gift, a character must fulfill all the following criteria.

Alignment: Any Neutral.

Feats: Great Fortitude.

Skills: Concentration 9 ranks, Knowledge (Science) 5 ranks, Psicraft 9 ranks.

Manifesting: 5th level manifester, and able to manifest *energy current*.

Special: val'Abebi or val'Holryn (with val'Abebi powers); Bloodrank of 2 or higher; must be trained in Altheria; must have sworn fealty to the val'Abebi family.

Class Skills

The Master of the First Gift's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Knowledge (All, taken individually) (Int), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the Master of the First Gift prestige class.

Weapon and Armor Proficiency: A Master of the First Gift gains no additional weapon or armor proficiencies. However, a Master of the First Gift cannot wear metal armor, or bear metal weapons. If he does so, none of his class abilities function for 24 hours.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before

Table 4-1: Master of the First Gift

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+2	+2	+0	Ward of Althares (+4)	—
2nd	+1	+3	+3	+0	—	+1 level of existing manifesting class
3rd	+1	+3	+3	+1	Electric Veins	+1 level of existing manifesting class
4th	+2	+4	+4	+1	Ward of Althares (+6)	+1 level of existing manifesting class
5th	+2	+4	+4	+1	—	+1 level of existing manifesting class
6th	+3	+5	+5	+2	Electric Being	—
7th	+3	+5	+5	+2	—	+1 level of existing manifesting class
8th	+4	+6	+6	+2	Ward of Althares (+8)	+1 level of existing manifesting class
9th	+4	+6	+6	+3	—	+1 level of existing manifesting class
10th	+5	+7	+7	+3	Electrocute	+1 level of existing manifesting class

she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Master of the First Gift (excluding the first and sixth levels) to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

Ward of Althares (Su): So long as the Master of the First Gift is psionically focused, he gains a +4 dodge bonus to Armor Class and Reflex saves against metal weapons and electricity based spells, powers, and effects.

At 4th level, this dodge bonus increases to +6, and it reaches its maximum of +8 at 8th level.

Electric Veins (Ex): At 3rd level, the Master of the First Gift gains electricity resistance 10. This resistance improves to 20 at 7th level, and at 10th level, the Master of the First Gift is completely immune to electricity effects, spells and powers.

Electric Being (Ex): The Master of the First Gift who has reached 6th level find that his body is now starting to become permanently charged with electricity. Any foe who strikes the Master of the First Gift with a metal weapon in melee immediately suffers 4d6 electricity damage. The attacker receives a Reflex save (DC 10 + ½ class level + Constitution modifier) for half damage.

Electrocute (Ps): Twice per day, a Master of the First Gift who has reached a complete understanding of electricity can charge his body.

This charge may be discharged in two ways. It may be discharged by directly touching a foe, in which case the foe suffers 1d6 electricity damage per Hit Die of the Master of the First Gift. Alternatively, it can be discharged as a 60-foot line of electricity, in which case all creatures in the line suffer 1d6 electricity damage per two Hit Die of the Master of the First Gift (round down).

Both discharges grant a saving throw to resist part of the effects. The touch attack grants a Fortitude save, while the line effect grants a Reflex save. The DC for these saves is 10 + ½ Hit Dice + Constitution modifier. Finally, any creature that fails their save against this attack is dazed and stunned for one round.

val'Assante Order of the Solemn Vows

"In this dark world, it is those with honor who lead the way and bring light into the dark. It is those with mercy who shall be remembered, and those who alleviate the suffering of others who shall know the respect of the ages. Uphold those three basic tenets of Illiir and you will be immortal amongst your brethren."

~ Alierre val'Assante, Confessor of the Order of the Solemn Vows

The val'Assante family have shepherded and guided the Empire of Man since the earliest days of the Val race. It is widely believed by many that the family has lost its path, and perhaps it has. However, there are some val'Assante who have not forgotten the truth of why Illiir chose them and set them above others. They recall their sacred duty, and seek always to fulfill it.

However, the small number of individuals who meet the requirements of the Order are all trained within the Illonica province of Coryan at the Order's holdings. While the Order is not concealed from public knowledge, it is also not widely known.

The most common path to becoming a member of the Order of the Solemn Vows is by being a Psychic Warrior. Within the order there are various ranks, each marking a new vow that the member has taken.

Hit Die: d8.

Requirements

To qualify to become a member of the Order of the Solemn Vow, a character must fulfill all of the following criteria.

Alignment: Any non-Evil and non-Chaotic.

Base Attack Bonus: +5.

Feats: Dodge, Weapon Finesse, Weapon Focus (any one-handed or light weapon that can be used with Weapon Finesse).

Skills: Concentration 5 ranks, Examine Martial Technique 3 ranks, Knowledge (History) 3 ranks, Knowledge (Warfare and Tactics) 3 ranks.

Manifesting: Able to manifest 1st level powers.

Special: val'Assante or val'Holryn (with val'Assante powers); Bloodrank of 2 or higher; must be trained in Coryan.

Class Skills

The Order of the Solemn Vow's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Examine Martial Technique (Wis), Escape Artist (Dex), Jump (Str), Knowledge (History) (Int), Knowledge (Warfare and Tactics) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the Order of the Solemn Vow prestige class.

Weapon and Armor Proficiency: A member of the Order of the Solemn Vow gains proficiency in all simple and martial weapons. He also gains exotic proficiency with the Gladius. He does not gain any armor or shield proficiencies. While a member of the Order cannot use the Weapon Finesse feat with a gladius, anytime there is a class ability that functions with a finessable one-handed or light weapon, he can substitute the gladius in its place.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Order of the Solemn Vow (excluding the second level) to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

Vow of Service (Ex): At first level a potential member of the Order of the Solemn Vows undertakes his first vow. This vow extols the virtues of duty and service, and binds the new member of the Order to serving the needs of the Order. Once this vow is sworn, the new member is known as a Coepi of the Solemn Vows.

Someone who has sworn this vow must continue to progress in this class and may not take a level in any other class until he has completed all ten levels of this class.

Breaking this vow (or any subsequent vow) results in the loss of all class abilities until he has received an *atonement* from a cleric of Illiir.

My Honor Protects Me (Ex): While wearing no armor and carrying no shield, the Coepi applies his Wisdom bonus and half of his character level (round up) to Armor Class as an armor bonus. A helpless Coepi does not retain this bonus to Armor Class. These benefits do not stack with the improvements to Armor Class granted by the monk class.

Canny Defense (Ex): At 2nd level, a Coepi who is not wearing any armor, carrying no shield, and is wielding a one-handed or light melee weapon receives his Intelligence bonus as a shield bonus to Armor Class. This bonus may not exceed his class level.

If the Coepi is denied his Dexterity bonus or caught flat-footed, he also loses this bonus. If he has canny defense from another class, they do not stack; instead the bonus granted is increased by +1 (above and beyond what he would normally receive).

Vow of Mercy (Ex & Su): At 3rd level, the member of the Order of the Solemn Vows swears his second vow, attaining the rank of Medicus. This vow requires the Medicus to never knowingly kill an innocent and to always accept surrender when a foe attempts to do so.

While this vow is upheld, any one-handed or light weapon that can be used with the Weapon Finesse feat that the Medicus wields gains the Merciful special quality. The Medicus may suppress or resume this portion of the ability, which is supernatural in nature, as a free action. This ability only functions while the Medicus is wearing no armor and carrying no shield.

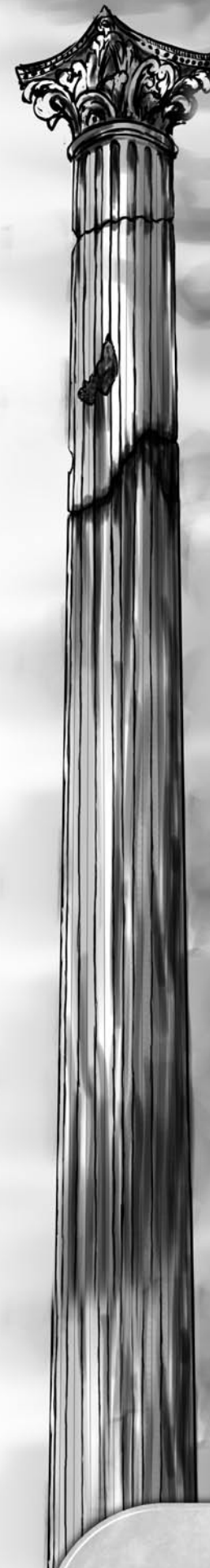
Perfect Cut (Ex): A Medicus has the ability to, once per day, declare a single attack a perfect cut. This attempt must be declared before the attack roll is made, and only one perfect cut attempt may be made each round (even if the Medicus has multiple uses of perfect cut each day).

If the attack is successful it deals double damage. If the attack is a critical hit, the critical multiplier is increased by one instead of doubling the damage.

At 6th and again at 9th levels, the Medicus gains one additional use of this ability each day. This

Table 4-2: Order of the Solemn Vow

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+1	+2	+0	+0	Vow of Service, My Honor Protects Me	+1 level of existing manifesting class
2nd	+2	+3	+0	+0	Canny Defense	+1 level of existing manifesting class
3rd	+3	+3	+1	+1	Vow of Mercy, Perfect Cut (1/day)	—
4th	+4	+4	+1	+1	Vow of Suffrage	+1 level of existing manifesting class
5th	+5	+4	+1	+1	Vow of Glory	+1 level of existing manifesting class
6th	+6	+5	+2	+2	Perfect Cut (2/day)	—
7th	+7	+5	+2	+2	—	+1 level of existing manifesting class
8th	+8	+6	+2	+2	Vow of Radiance	+1 level of existing manifesting class
9th	+9	+6	+3	+3	Perfect Cut (3/day)	—
10th	+10	+7	+3	+3	Vow of Perfection, Exemplar	+1 level of existing manifesting class





ability may only be used with one-handed or light weapons that can be used with the Weapon Finesse feat. This ability only functions while the Medicus is wearing no armor and carrying no shield.

Vow of Suffrage (Ex): At 4th level, the member of the Order of the Solemn Vows swears his third vow, attaining the rank of Iudex. This vow requires the Iudex to protect the weak from any who would prey upon them.

While this vow is upheld, the Iudex adds the Chosen Defender power to his list of powers known. Furthermore, the base power point cost of the Empathic Transfer power is reduced to 1 for the Iudex.

Vow of Glory (Ex): A 5th level member of the Order of the Solemn Vows swears his fourth vow, attaining the rank of Caput. This particular vow requires the Caput to never refuse an honorable duel, and to never run from battle while others remain on the field of battle.

While this vow is upheld, the Caput gains the Strength of the Coryani Heart feat as a bonus feat. Furthermore, while engaged in an honorable duel, the Caput gains a number of temporary power points equal to double his class level. These power points are expended first, and any remaining temporary power points are lost when the duel is concluded.

Vow of Radiance (Ex & Su): An 8th level member of the Order of the Solemn Vows swears his fifth vow, attaining the rank of Rector. The vow of radiance requires the Rector to bring light to the darkness. There are many interpretations of this vow, but the most common is that the vow means the bringing of justice to those who have none. Other interpretations include bringing mercy to those with none, and honor to places where there is none.

While upholding this vow, the Rector may draw power from the glorious light of Illiir. Once per day, when standing in natural sunlight, the Rector may call upon Illiir as a full-round action. This grants him fast healing 3 for one minute. Each time this fast healing ability heals 3 hit point of damage, the Rector also regains 3 power point. This is a supernatural ability that only functions while the Rector is wearing no armor and carrying no shield.

Vow of Perfection (Ex): At 10th level, a member of the Order of the Solemn Vows swears his sixth and final vow, attaining the rank of Ductor. This vow requires the Ductor to attempt perfection in all he does. Thus, when not engaged in combat, the Ductor must always attempt to “take 20” when it is not obvious that doing so would result in a catastrophic failure.

However, the Ductor gains his Charisma bonus (if positive) as a bonus to all saving throws. This ability does not stack with the divine grace ability that paladins have (and other similar abilities). This ability only functions while the Ductor is wearing no armor and carrying no shield.

Exemplar (Ex): A Ductor is expected, as the pinnacle of the Order of the Solemn Vows, to provide example to others of the ideals of the Order. To assist with this unending task, the Ductor becomes immune to fear effects, and grants all allies within a 30 foot radius a +4 bonus to saves made to resist fear effects. Furthermore, he also adds the *Psionic Iron Body* power to his list of known powers. This power has a base power point cost of 13 for the Ductor.

val'Borda Adept of the Shadows

Our lord lives within, breathes, and creates shadow. It is for us to use these gifts and perform our obeisance to him. Come, my children. Let us spread the holy gift of the Lord of Shadows to those whom it is deserved.

~ Creed of the val'Borda Adept of Shadows

There are those who take to shadow; at the foremost amongst them are the val'Borda family. Amongst the members of that family exists a fraternity of sorts, the Brotherhood of Shadow. Within the Brotherhood are all sorts; however, they hold to themselves a private training regime through which they train the Adepts of the Shadows.

The Adepts of the Shadows are not mere assassins; rather they are master spies and excel at infiltration and information gathering. However, they are not without the ability to defend themselves if faced with combat.

Hit Die: d6.

Requirements

To qualify to become an Adept of the Shadows, a character must fulfill all of the following criteria.

Alignment: Any Lawful.

Base Attack Bonus: +3.

Feats: Rapid Forming, Weapon Focus (Mind or Shadow Blade).

Skills: Gather Information 8 ranks, Move Silently 5 ranks, Hide 5 ranks, Tumble 5 ranks.

Special: Must have either a Mind Blade or a Shadow Blade.

Special: val'Borda or val'Holryn (with val'Borda powers); Bloodrank of 2 or higher; must be trained in Coryan.

Class Skills

The Adept of the Shadows' class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Local) (Int), Knowledge (Nobility and Royalty) (Int), Knowledge (Psionics) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Spot (Wis), Sleight of Hand (Dex), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are Class Features of the Adept of the Shadows prestige class.

Weapon and Armor Proficiency: An Adept of the Shadows gains proficiency in the hand crossbow and shortbow. She does not gain any additional armor proficiencies.

Power Points per Day: An Adept of Shadows' ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table 4-3: Adept of the Shadows. In addition, she receives bonus power points per day if she has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points. Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: An Adept of the Shadows learns one power at first level, and from that time onwards, each time she achieves a new level, she unlocks the knowledge of one new power.

Choose the powers known from the Adept of the Shadows power list. An Adept of the Shadows can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers an Adept of the Shadows can manifest in a day is limited only by her daily power points.

An Adept of the Shadows simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against Adept of the Shadows powers is 10 + the power's level + the Adept of the Shadows' Intelligence modifier.

Maximum Power Level Known: An Adept of the Shadows is able to learn powers of 1st level. As she attains higher levels, she may gain the ability to master more complex powers.

To learn or manifest a power, an Adept of the Shadows must have an Intelligence score of at least 10 + the power's level.

Shadow Blade Affinity (Ex): An Adept of the Shadows may add levels in this class to those of the class that grants the Shadow Blade ability to determine the benefits of the blade.

If the Adept of the Shadows has a Mind Blade, she may add half her Adept of the Shadows levels (round down) to the class that grants the Mind Blade to determine the benefits of the blade.

Informants (Ex): An Adept of the Shadows is a master at gathering information, even that which is not normally known. At each level, she chooses one city to add to the list of city that she has a full network of informants within. In those cities, she receives an enhancement bonus to Gather Information checks equal to her class level. In all other cities, she receives half the above bonus due to her ability to quickly locate information sources.

Shadow Strike (Ex): If an Adept of the Shadows can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

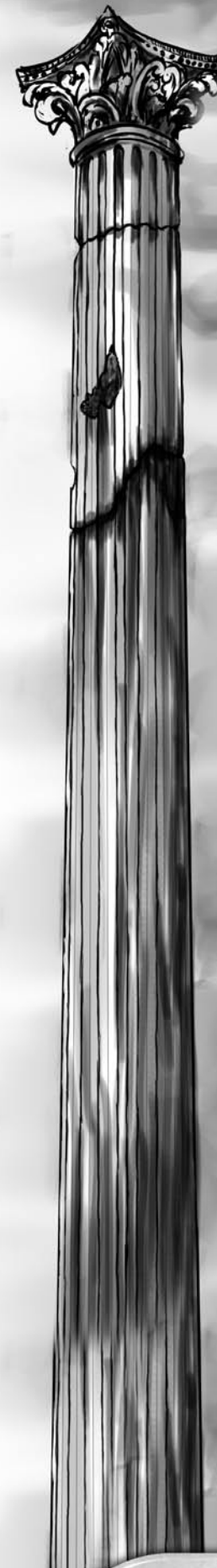
The Adept of the Shadows' attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or the Adept of the Shadows flanks her target. Should the Adept of the Shadows score a critical hit with a shadow strike, this extra damage is not multiplied. The extra damage from this ability stacks with the extra damage from the sneak attack special ability.

The shadow strike ability may be used with ranged attacks, but only up to a maximum range of 30 feet.

An Adept of the Shadows can shadow strike only living creatures with discernable anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to shadow strikes. The Adept of the Shadows must be able to see the target well enough to pick out a vital spot and must

Table 4-3: Adept of the Shadows

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points / Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+0	Shadow Blade Affinity, Informants, Shadow Strike (1d6)	2	1	1 st
2nd	+1	+0	+3	+0	Evasion	5	2	1 st
3rd	+2	+1	+3	+1	Uncanny Dodge	9	3	1 st
4th	+3	+1	+4	+1	Cloak of Night, Shadow Strike (2d6)	14	4	2 nd
5th	+3	+1	+4	+1	Greater Weapon Focus	20	5	2 nd
6th	+4	+2	+5	+2	Improved Uncanny Dodge	28	6	3 rd
7th	+5	+2	+5	+2	Shadow Strike (3d6)	37	7	3 rd
8th	+6	+2	+6	+2	—	47	8	4 th
9th	+6	+3	+6	+3	Shadow Delving	58	9	4 th
10th	+7	+3	+7	+3	Crippling Strike, Shadow Strike (4d6)	70	10	5 th





be able to reach such a spot. An Adept of the Shadows cannot shadow strike while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Evasion (Ex): Starting at 2nd level, an Adept of the Shadows can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the Adept of the Shadows is wearing light or no armor. A helpless Adept of the Shadows does not gain the benefit of evasion.

Uncanny Dodge (Ex): A 3rd level and higher Adept of the Shadows can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If an Adept of the Shadows already has uncanny dodge from a different class she automatically gains improved uncanny dodge instead.

Cloak of Night (Su): Starting at 4th level, an Adept of the Shadows can summon forth Cadic's dark shroud and conceal herself. By spending 10 power points, as a standard action, the Adept of the Shadows gains the Hide in Plain Sight ability for one minute.

Hide in Plain Sight (Su): An Adept of the Shadows can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, an Adept of the Shadows can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Greater Weapon Focus (Ex): At 5th level, an Adept of the Shadows gains Greater Weapon Focus (Shadow Blade) or Greater Weapon Focus (Mind Blade) as a bonus feat.

Improved Uncanny Dodge (Ex): An Adept of the Shadows of 6th level or higher can no longer be flanked. This defense denies rogues the ability to sneak attack the character by flanking her, unless the attack has at least four more levels in rogue (or whatever class provides the sneak attack or shadow strike special attack) than the Adept of Shadows does.

If the character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Shadow Delving (Ex): At 9th level, the *shadow delving* power is automatically added to the Adept of the Shadows list of known powers.

Crippling Strike (Ex): An Adept of the Shadows who has reached the pinnacle of the arts learns how to use her shadow strike ability to inflict different types of damage.

When making a crippling strike, the Adept of the Shadows may choose, before rolling damage, to forgo a number of extra dice of damage that the shadow strike ability would grant to deal different kinds of damage.

Shadow Strike

Dice Forsaken Alternate Extra Damage

1d6	1 extra point of Strength or Dexterity damage
2d6	-10 foot penalty to the movement speed of the target (minimum 5 feet; does not stack)
3d6	Target is silenced and unable to cast spells or use abilities with a verbal component. This persists until the target is the recipient of healing magic.

Multiple effects can be combined. For example, by forsaking all of her shadow strike damage, an Adept of the Shadows could halve a target's movement rate and deal 2 damage to the target's Dexterity.

Any given crippling strike cannot reduce any single ability by more than 2 points; furthermore, the ability damage is not poison damage, and as extra damage is not multiplied on a successful critical hit.

val'Dellenov Shaper of the Flesh

"Your reliance on the creations of man will be your downfall. Claw and Fang, Blood and Bone, these are the ways of the Shapers of Flesh."

~ Vash val'Dellanov, Shaper of Flesh.

Deep in the jungles and forests of the world lives a small group of val'Dellanov. They believe that the reliance of the forge and of reworking metal has led to the downfall of man. They believe that the gods gave them all the things they need to wage war against your enemies. They seek to perfect the fusion of animal and man, combining the intelligence of man with the raw power of the animal form. Masters of shaping their bodies, they have given up all items that require fire to craft.

Hit Die: d8

Requirements

To qualify to become a Shaper of Flesh, a character must fulfill all of the following criteria.

Alignment: Lawful Neutral, True Neutral or Chaotic Neutral.

Base Fort Save: +5.

Feats: Power Attack, Combat Manifestation.

Skills: Concentration 9 ranks, Knowledge (Nature) 5 ranks, Psicraft 9 ranks.

Manifesting: 5th level manifester, must be able to manifest *animal affinity*.

Casting: Must be able to cast *charm animal*.

Special: val'Dellanov or val'Holryn (with val'Dellanov powers); Must be able to *wildshape*.



Class Skills

The Shaper of Flesh’s class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (Nature) (Int), Knowledge (Psionics) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the Shaper of Flesh prestige class.

Weapon and Armor Proficiency: A Shaper of Flesh gains no additional weapon or armor proficiencies.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Shaper of Flesh to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly. If a character had more than one manifesting class before she became a Shaper of Flesh, she must decide to which class she adds the new level of Shaper of Flesh for the purpose of determining power points per day, powers known, and manifester level.

Spells Known: At every level indicated on the table, the character gains additional spells per day and access to new spells as if she had also gained a level in whatever divine casting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Shaper of Flesh to the level of whatever divine

casting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine casting class before she became a Shaper of Flesh, she must decide to which class she adds the new level of Shaper of Flesh for the purpose of determining spells per day, spells known, and caster level.

Path of the Beast (Ex): A Shaper of Flesh lives a solitary life, and upon starting the training that is needed to become a Shaper of the Flesh, she must swear an oath by Saluwe. This oath details the following restrictions:

- The Shaper of Flesh may not wear, use, or carry any item that is forged from metal. (This includes items such as metal rings, jewelry, metal armors and weapons, and more.)
- The Shaper of Flesh may not wear or use any weapon or armor that is not part of a natural creature. (This precludes the Shaper of Flesh from using weapons that are created using spells or powers, excepting weapons such as claws and bite attacks, which are natural weapons.)
- The Shaper of Flesh may never have an animal companion, psicrystal, or familiar. Furthermore, the Shaper of Flesh may never take the Leadership feat, and if she possesses the feat upon swearing the oath, then all benefits of the feat are immediately lost.
- The Shaper of Flesh must complete all of her training before she is able to undertake training of any different kind. (Once you take one level of Shaper of Flesh, you must take the remaining nine before any other class may be taken.)

If the Shaper of Flesh breaks any of these restrictions, then she loses access to all of the abilities of this class until the offense is corrected, and for 24 hours afterwards.

This oath is not without benefits, for once this oath is sworn, the *animal affinity* power has its base power point cost reduced to 1 when manifested by the Shaper of Flesh (this benefit does not extend to crafting items; for example, a power stone of *animal affinity* or a *psi-crown* with *animal affinity* still have the normal manifesting cost).

Table 4-4: Shaper of the Flesh

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting / Powers Known
1st	+1	+2	+0	+2	Path of the Beast	+1 divine caster level
2nd	+2	+3	+0	+3	Natural Armor (+2)	+1 manifester level
3rd	+3	+3	+1	+3	Swift Transformation	+1 divine caster level
4th	+4	+4	+1	+4	Form of the Predator I	+1 manifester level
5th	+5	+4	+1	+4	Bestial Reflexes	+1 divine caster level
6th	+6	+5	+2	+5	Bestial Soul	+1 manifester level
7th	+7	+5	+2	+5	Natural Armor (+4)	+1 divine caster level
8th	+8	+6	+2	+6	Form of the Predator II	+1 manifester level
9th	+9	+6	+3	+6	Natural Armor (+6)	+1 divine caster level
10th	+10	+7	+3	+7	Predatory Apotheosis, Granted Powers	+1 manifester level

Furthermore, levels in Shaper of Flesh stack with other classes that grant wildshape for the purpose of determining maximum Hit Dice, duration, and uses per day. This stacking does not extend to unlocking additional creature sizes or types.

Natural Armor (Ex): Starting at 2nd level, a Shaper of the Flesh experiences a transformation in their flesh. Their flesh hardens into thick, scaly armor plates or coarse fur, or similar. This change grants them a +2 bonus to natural armor, increasing to +4 at 7th level and +6 at 9th level. The physical change this ability represents is slightly different in each Shaper of the Flesh. This ability is active, even while *wildshaping* or using *form of the predator*.

Swift Transformation (Su): Once per day per three class levels, the Shaper of Flesh can wildshape as a free action.

Form of the Predator (Su): Having reached 4th level, the Shaper of Flesh chooses a single animal to become his preferred combat form. The chosen animal must be one into which he can *wildshape* at the time. Once a form has been chosen, it may not be changed. At 8th level, the Shaper of Flesh may select a second form, meeting the same criteria as the first (although, it may be any animal that he can *wildshape* into at 8th level).

The Shaper of the Flesh gains several benefits when wildshaped into a selected form. He may cast spells as if he had the Natural Spell feat. He gains a +1 bonus to all saving throws. Finally, objects that occupy the neck, belt, cloak, and fetish slots continue to grant their benefits.

Bestial Reflexes (Su): At 5th level, the Shaper of Flesh is in tune with his growing animal nature to the extent that his reflexes become honed by instinct. He gains his Charisma bonus as a divine bonus to all saving throws. If you already have similar abilities, such as *divine grace*, you instead receive a +1 bonus to all saves.

Bestial Soul (Su): At 6th level, the Shaper of Flesh's mind has changed such that he is now more animal than not. The Shaper of Flesh is considered an animal, instead of his actual creature type, for the purposes of spells, powers, and effects that are dependent on creature type. For example, *charm person* no longer affects a Shaper of Flesh; however, he can be affected by a turn check that affects animals.

Predatory Apotheosis (Su): At 10th level, the Shaper of Flesh becomes an animal in all rights. First, the Shaper of Flesh's creature type changes to animal. He does not lose any of his traits or abilities, nor does his Intelligence change. He does not gain the Augmented subtype from this change.

The Shaper of Flesh gains an extra 5 uses of *wildshape* each day, but may no longer transform into any creature except those selected through his *form of the predator* ability. This applies to all forms of *wildshape* that the Shaper of Flesh may have.

Finally, while using *form of the predator*, the Shaper of Flesh receives a +4 enhancement bonus to Strength, Dexterity, and Constitution. He also gains Damage Reduction 5/silver.

Granted Powers (Ex): At 10th level, the Shaper of Flesh may add the *bestial form* and *bestial healing* powers to her list of known powers.

val'Emman Dancer of the Flame

"Most see fire as the ultimate source of destruction, while ignoring the grace and utility of fire. Take it upon yourselves to demonstrate to the world that fire has a beauty, a grace, and a use beyond mere destruction."

- Torvale val'Emman's instructions to prospective Dancers of the Flame

The recent rediscovery of the val'Emman mentagi, an ancient device that contains encoded history and teachings, the views on the worship of Nier have been broadened. While the val'Emman were members of the val'Viridan family for generations, they do also have their own perspective on the worship of Nier.

Unlike the val'Viridan who worship Nier as the Justicar and Destroyer, the val'Emman typically worship Nier as the Lord of Fire. It is true, fire is the ultimate destroyer, but it also brings life behind it and can restore areas that have been destroyed by other means. Yet, there is also an inescapable beauty and attraction to fire, another pair of attributes favored by the val'Emman.

The Dancer of the Flame's training teaches her to exemplify the beauty and grace of fire while not reveling in absolute destruction.

Hit Die: d8

Requirements

To qualify to become a val'Emman Dancer of the Flame, a character must fulfill all of the following criteria:

Alignment: Any non-Lawful.

Skills: Concentration 8 ranks, Knowledge (Religion) 1 rank, Knowledge (Psionics) 2 ranks.

Manifesting: Must have a power point reserve of at least 1 power point.

Special: val'Emman or val'Holryn (with val'Emman powers).

Class Skills

The Dancer of the Flame has the following class skills (with the key ability for each skill): Climb (Str), Concentration (Con), Craft (any) (Int), Examine Martial Technique (Wis), Intimidate (Cha), Jump (Str), Knowledge (Religion) (Int), Knowledge (Psionics) (Int), and Psicraft (Int).

Skill Points per level: 2 + Int. modifier.

Class Features

All of the following are class features of the Dancer of the Flame prestige class.

Weapon and Armor Proficiency: Dancers of the Flame gain no proficiency with any weapon or armor.

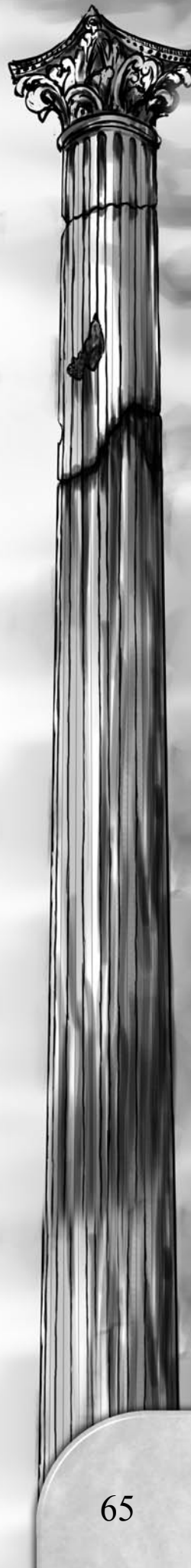


Table 4-5: Dancer of the Flame

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	<i>Fire lash</i>
2nd	+2	+3	+3	+0	Fire adaptation, <i>hand afire</i>
3rd	+3	+3	+3	+1	<i>Bolt of fire</i>
4th	+4	+4	+4	+1	<i>Weapon afire</i>
5th	+5	+4	+4	+1	<i>Nimbus</i>
6th	+6	+5	+5	+2	Firewalk
7th	+7	+5	+5	+2	Fear no fire
8th	+8	+6	+6	+2	<i>Greater weapon afire</i>
9th	+9	+6	+6	+3	<i>Heat death</i>
10th	+10	+7	+7	+3	<i>Conflagration</i>

Fire Lash (Ps): A Dancer of the Flame gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move action. She takes no damage from a fire lash she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d8 points of fire damage to a target within 15 feet on a successful ranged touch attack. A Dancer of the Flame can take Weapon Focus and Weapon Specialization (if she otherwise meets the prerequisites) in conjunction with the fire lash, as well as any feats that apply to the use of a standard whip. The whip remains in existence as long as the Dancer of the Flame holds it. The *fire lash* can be used to perform anything that a normal whip can do. The Dancer of the Flame is considered proficient when using the *fire lash*, but not any other whip (unless they are otherwise proficient in the use of whips).

Fire Adaptation (Ex): At 2nd level, a Dancer of the Flame becomes resistant to fire, gaining a +4 bonus on all saving throws against fire and heat spells and effects. In addition, she gains resistance to fire 10.

Hand Afire (Ps): A Dancer of the Flame of 2nd level or higher can activate this ability as a move action. Flames engulf one of the Dancer of the Flame's hands (but do her no harm). Her unarmed attacks with that hand are treated as armed. Such attacks deal an extra 2d6 points of fire damage.

Bolt of Fire (Ps): Starting at 3rd level, as a standard action, a Dancer of the Flame can launch a bolt of psionically manifested fire at any target in line of sight within 60 feet. This effect is treated as a ranged touch attack and deals 1d6 points of fire damage for each class level the Dancer of the Flame has. This ability can be used at most once per day per class level.

Weapon Afire (Ps): At 4th level and higher, a Dancer of the Flame can activate this ability as a move action. Flames that harm neither her nor the weapon engulf one weapon she holds (which can be a projectile such as a stone, bullet, arrow, or bolt). The weapon deals an extra 2d6 points of fire damage on a successful hit. The weapon retains this effect for as long as the Dancer

of the Flame wields it. This ability stacks with similar abilities granted by bloodline powers, and magical enhancements.

Nimbus (Ps): Beginning at 5th level, a Dancer of the Flame can activate this ability as a move action. Flames that harm neither the Dancer of the Flame nor her equipment engulf her entire body. While she is aflame, the character's Charisma score increases by 4, she can make a melee touch attack for 2d6 points of fire damage, and she gains damage reduction 5/magic. If she is struck in melee, the attacker takes 2d6 points of fire damage. This ability lasts for up to 1 minute per Dancer of the Flame level and is usable once per day.

Firewalk (Su): Beginning at 6th level, as a free action a Dancer of the Flame can expend her psionic focus (see the Concentration skill description) to literally walk on air. She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round. A firewalking dancer leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage. She must pay 1 power point per round spent traveling in this fashion.

Fear No Fire (Ex): At 7th level, a Dancer of the Flame becomes highly resistant to fire, gaining a +8 bonus on all saving throws against fire and heat spells and effects and also gaining resistance to fire 20. These bonuses do not stack with those granted by the Fire Adaptation ability. At 10th level, these bonuses become complete immunity to fire.

Greater Weapon Afire (Ps): At 8th level, when a Dancer of the Flame activates her hand afire ability or her weapon afire ability, her unarmed attack or weapon deals an extra 4d6 points of fire damage instead of 2d6. Touch attacks made while she uses the nimbus ability likewise deal 4d6 points of damage instead of 2d6.

Heat Death (Ps): A Dancer of the Flame who reaches 9th level can expend her psionic focus and take a full attack action to raise the internal temperature of one living creature within 30 feet to lethal levels. The target must succeed on a Fortitude saving throw (DC 14 + the Dancer of the Flame's Cha modifier) or die horrifically as its blood (or other internal fluid) boils. Even on a successful save, the target takes 4d8 points of fire damage from the heat.

This ability may be used twice per day at 9th level, and three times each day at 10th level. This is a psionic effect and is considered to have the [Death] and the [Fire] descriptors. Treat this as a 4th level power for the purposes of spells or powers that grant immunity to effects with the [Death] and/or [Fire] descriptors.

Conflagration (Ps): At 10th level, a Dancer of the Flame gains the ability to create a massive burst of raging flames around herself, burning everything in the area. Once per day, as a standard action, she can use this ability to deal 15d6 points of fire damage in a 30-foot-radius burst emanating from herself. Any creature or object caught in the burst can make a Reflex saving throw (DC 15 + the Dancer of the Flame's Cha modifier) for half damage. Anyone failing the Reflex save against the *conflagration* must also make a Fortitude saving throw (same DC) or die due to extreme shock from the intense heat.

This is a psionic effect and is considered to have the [Death] and the [Fire] descriptors. Treat this as a 5th level power for the purposes of spells or powers that grant immunity to effects with the [Death] and/or [Fire] descriptors.

val'Holryn Master of Mimicry

Amongst all of the Val families, the val'Holryn are unique in their ability to manifest the bloodline powers of the other Val families. It is possible that the family does have bloodline powers of their own, but if they do then their use is either so subtle as to be unnoticed, or they simply never use them where anyone not of the family can observe their use.

This unique ability of the val'Holryn family has led to much speculation amongst scholars, but it has also led the family to pursue avenues of experimentation with psionics that other families have not had the necessary insight to consider. It is from those fringe experiments that the val'Holryn family's Master of Mimicry was born.

- Excerpt from Gerhald Fruendrik-Holryn's "History of the val'Holryn"

Every discipline of magic has spells or powers that allow the duplication, to a limited degree, of other powers and effects. However, sages amongst the val'Holryn have perfected a psionic method for duplicating psionic powers, without knowing the specific mental forms that are used to create these effects by most manifesters.

While people outside of the family have seen the results of this val'Holryn training, none outside the val'Holryn family have ever been trained in the techniques required to be able to mimic powers. Furthermore, all of the val'Holryn Masters of Mimicry are trained at the family's holdings in Milandir.

Table 4-6: Master of Mimicry

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+0	Flash-Recall	+1 Manifester Level
2nd	+1	+0	+0	+0	—	+1 Manifester Level
3rd	+1	+1	+1	+1	Innate Knowledge	+1 Manifester Level
4th	+2	+1	+1	+1	—	+1 Manifester Level
5th	+2	+1	+1	+1	Perfect Memory	+1 Manifester Level

Hit Die: d6

Requirements

To qualify to become a val'Holryn Master of Mimicry, a character must fulfill all the following criteria:

Feats: Expanded Insight, Skill Focus (Psicraft).

Skills: Knowledge (Psionics) 13 ranks, Psicraft 13 ranks, Research 5 ranks.

Special: val'Holryn (with any power set); must be trained in Milandir.

Class Skills

The Master of Mimicry has the following class skills (with the key ability for each skill): Autohypnosis (Wis), Concentration (Con), Craft (Int), Knowledge (any, taken individually) (Int), Psicraft (Int), and Research (Int).

Skill Points per level: 2 + Int. modifier.

Class Features

All of the following are class features of the Master of Mimicry prestige class.

Weapon and Armor Proficiency: The Master of Mimicry gains no additional weapon or armor proficiencies.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Master of Mimicry to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

Flash-Recall (Ex): Anytime a Master of Mimicry observes a power being manifested and correctly identifies the power using the Psicraft skill, he may add that power to his list of powers known for one round per class level.

To qualify as observing a power being manifested, the Master of Mimicry must be able to clearly see the manifester; that is the manifester may not have concealment or hard cover from the Master of Mimicry.

The power is added to the list of powers known as a power of the same level as it is for the manifester who was observed. For example,

a Master of Mimicry observes the *evade burst* power being manifested by a psion. The power is added to his list of powers known as a 7th level power, with a base power point cost of 13 power points; it is not added as a 3rd level power.

The Master of Mimicry must still follow all the normal rules when manifesting these powers; thus it is possible to add powers of a level higher than those that the Master of Mimicry can manifest to his list of powers known. This also means that it is possible for a Master of Mimicry who cannot manifest entropic powers to have an entropic power on his powers known list for a period of time; however, it does not give him the ability to manifest the power.

A Master of Mimicry may not use this ability on powers for which he is manifesting. Using this ability is an immediate action.

Innate Knowledge (Ex): Anytime a Master of Mimicry of at least 3rd level gains the use of a power using the Flash-Recall ability he can choose to learn that power permanently in place of a power he already knows.

The Master of Mimicry can exchange the newly-learned power for any power of equal or higher level that has not been added to his list of powers known using the Flash-Recall ability. This exchange does not come without cost, as the Master of Mimicry must pay 25 xp per power level of the power that he desires to learn permanently. This experience cost cannot be modified or prevented in any fashion.

The power that the Master of Mimicry chooses to remove from his list of powers known remains in his list of known powers for one round per class level, and is considered to have been added temporarily to the list of powers known through the use of the Flash-Recall ability.

Perfect Memory (Ex): At 5th level, a Master of Mimicry may select any five powers that he has known at one time through the use of the Flash-Recall ability. He may add these powers permanently to his list of powers known. The power level of these powers is the same as the power level at which they were added using the Flash-Recall ability. Furthermore, there are limitations on the maximum power level of these added powers.

The highest level of these added powers must be at least one level lower than the highest level power that the Master of Mimicry can manifest. Each additional power must be at least one level lower than the previously added power. For example, Hueven val'Holryn can manifest 8th level powers when he gains his 5th level in Master of Mimicry. The first power he adds to his powers known can be any power he has "learned" using the Flash Recall ability with a "learned" level of 7 or lower. The second power must be 6th level or lower; the third 5th or lower, and so forth until the 5th power which must be 3rd level or lower.

Once these powers are selected they cannot be changed, unless they are exchanged using the Innate Knowledge ability.

val'Inares Traveler of the Spirit

There exists many means of traveling with your mind. The shamans of the Pengik and Yhing-hir peoples use meditation and spirit-casting to send their spirits and those of others into the Spirit realms. Oracles and other diviners send their spirits delving across the planes in search of knowledge and glimpses of what may come. However, our mother, Anshar, has gifted us with a desire to travel, and a deep understanding of the means to travel long distances. What if we travel solely within the mind, rather than with our corporeal form? To see what paths lie ahead is often as valuable as walking the paths themselves.

- Lalia val'Inares' ponderings on the nature and purpose of Spirit Traveling.

It is not uncommon to find seers and others who have unique insight into the future; it is also not uncommon to find individuals who can see at a great distance, or discern the smallest details. While the val'Inares Traveler of the Spirit is capable of such matters, it is their ability to do both at the same time that makes them unique.

The techniques that the val'Inares use to create this unusual sight ability are closely guarded, but scholars outside the family have surmised that it involves a connection with the family's ability to manipulate the Portals of Anshar. Whether this is true or not has never been confirmed or denied by the family.

Hit Die: d4

Requirements

To qualify to become a val'Inares Traveler of the Spirit, a character must fulfill all the following criteria:

Feats: Blind-fight, Skill Focus (Psicraft).

Skills: Listen 5 ranks, Psicraft 8 ranks.

Manifesting: 5th level manifesting, must be able to manifest *clairvoyant sense*.

Special: val'Inares or val'Holryn (with val'Inares powers).

Class Skills

The Traveler of the Spirit has the following class skills (with the key ability for each skill): Autohypnosis (Wis), Concentration (Con), Craft (Int), Knowledge (any, taken individually) (Int), Listen (Wis), Psicraft (Int), Research (Int), Search (Int), and Spot (Wis).

Skill Points per level: 2 + Int. modifier.

Class Features

All of the following are class features of the Traveler of the Spirit prestige class.

Weapon and Armor Proficiency: The Traveler of the Spirit gains no additional weapon or armor proficiencies.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before



she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psycrystal special abilities, and so on). This essentially means that she adds the level of Traveler of the Spirit to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

Mental Creature (Ex): A Traveler of the Spirit slowly loses her ability to use normal sight, becoming a solely mental creature. The range of all of her modes of vision (except that granted by features of this class) is reduced by 20% for each level of Traveler of the Spirit she has. Amongst the other effects, this ability imposes a -2 penalty to Spot per class level.

Sight of our Lady (Ex): A Traveler of the Spirit learns to see things around herself without the need for using her eyes. She develops an ability to sense the presence or absence of creatures, and even innate objects around her. She gains blindsight with a range of 10 feet plus 10 feet per Traveler of the Spirit level. This ability is continuously active, and this blindsight is not an auditory ability, as the presence or lack of sound is irrelevant to the use of this ability.

Blindsight makes *invisibility* and concealment (regardless of source) irrelevant to the Traveler of the Spirit (though she still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). The Traveler of the Spirit usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Blindsight does not allow for the distinguishing of color or visual contrast, thus the Traveler of the Spirit may not read other than through the use of powers like *clairvoyant sense* that would allow her to 'see' the material to be read.

Blindsight renders the Traveler of the Spirit immune to gaze attacks and blinding attacks. Blindsight works underwater, but will not work in the complete absence of air, water, or other material.

Power Mastery (Ex): At 2nd level, the Traveler of the Spirit has mastered the manifesting of the *clairvoyant sense* power. You may now manifest the power in any location, simply by indicating a distance and direction; however, when you are doing so the duration of the power is reduced to 1 round / level. The Sight of our Lady ability described above functions through your *clairvoyant sense* power.

At 4th level, you may select any Clairsentience (Scrying) power you know (including *clairvoyant sense*); the base power point cost of this power is halved (round down, minimum 1).

To See Beyond (Ex): A Traveler of the Spirit who has reached 3rd level gains the ability to sometimes see into the spirit world. Once per day, the Traveler of the Spirit gains the ability to see ethereal creatures as if they were corporeal, so long as they are within sight of one or more of her means of vision. This ability lasts for 1 minute per class level and may not be used through the *clairvoyant sense* power.

At 5th level, the Traveler of the Spirit gains a second use of this ability each day.

Star Sight (Ex): A Traveler of the Spirit who reaches 5th level can triple the range of the blindsight granted by the Sight of our Lady ability. This ability lasts a total of one minute each day (10 rounds), however, it does not need to be used contiguously. That is, a Traveler of the Spirit can elect to use this ability on a round by round basis. Activating this ability is a free action taken at the start of the turn.

val'Ishi Empathic Healer

"As she walked through the refugee camp, she reached out and touched those she passed. Wherever her touch landed, disease departed and health returned. Before she had reached even part way into the camp, she was surrounded by supplicants, each begging to be touched and so healed of all that afflicted them.

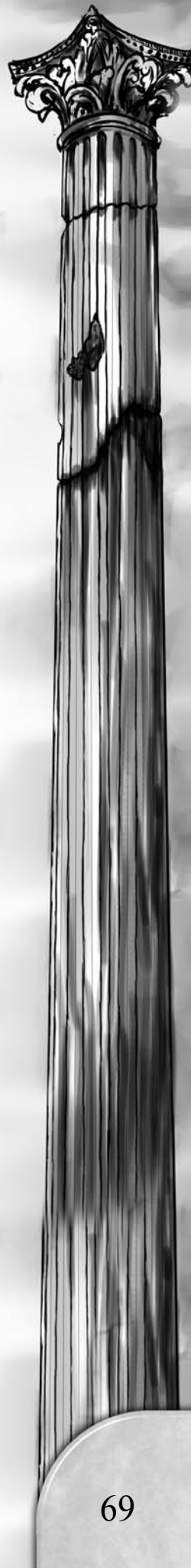
I happened to see the tears that flowed without abandon down her face, as she observed the misery around her. Despite her orders to proceed to the camp commander, she instead sat down. She sat down and proceeded to heal all who came to her. I have never seen such compassion and caring since."

- General Dorjan val'Mehan speaking of Elise val'Ishi after the Battle of Enpebyn

There are those who can feel the pain of others, and of those, some seek out the means to draw that pain, hurt, and tender emotion into themselves,

Table 4-7: Traveler of the Spirit

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Mental Creature, Sight of our Lady	+1 Manifester Level
2nd	+1	+0	+0	+3	Power Mastery (<i>clairvoyant sense</i>)	+1 Manifester Level
3rd	+1	+1	+1	+3	To See Beyond	+1 Manifester Level
4th	+2	+1	+1	+4	Power Mastery	+1 Manifester Level
5th	+2	+1	+1	+4	Star Sight	+1 Manifester Level



soothing those around them. It is those precious few who become Empathic Healers.

All Empathic Healers are trained by the Hospitalers of Beltine and members of the val'Ishi family. While some Empathic Healers join the Hospitalers, many also do not, instead choosing to wander the lands of Onara, helping those in need.

The easiest path to becoming an empathic healer is that of a psion; however, the limitations of the Empathic Healer's vows often exclude kineticists and other psions who concentrate on inflicting damage. Instead it is common to find shapers and telepaths amongst the ranks of the Empathic Healers.

Hit Die: d4

Requirements

To qualify to become a val'Ishi Empathic Healer, a character must fulfill all the following criteria:

Alignment: Any non-Evil.

Feats: Mind Over Body.

Skills: Heal 8 ranks, Knowledge (Psionics) 4 ranks, Knowledge (Religion) 4 ranks.

Manifesting: Must be able to manifest *Body Adjustment* or *Empathic Transfer*.

Special: val'Ishi or val'Holryn (with val'Ishi powers) or Val with 20 or more Fame within the Holy Mother Church of Coryan and no Infamy with the Hospitalers of Beltine.

Class Skills

The Empathic Healer has the following class skills (with the key ability for each skill): Autohypnosis (Wis), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (any, taken individually) (Int), Psicraft (Int), Research (Int), and Search (Int).

Skill Points per level: 2 + Int. modifier.

Class Features

All of the following are class features of the Empathic Healer prestige class.

Weapon and Armor Proficiency: The Empathic Healer gains no additional weapon or armor proficiencies.

Powers Known: Where the table indicates the Empathic Healer gains +1 manifester level, the psionic character gains additional power points per day and access to new powers as if he or she had gained a level in whatever manifesting class they belonged to before adding this class. The Empathic Healer does not gain any other benefits that the base class provided, such as improvement to his psicrystal or bonus feats. If a character had more than one manifesting class before taking this prestige class they must choose which class they will add the level to.

Where the table indicates psionic training, the Empathic Healer's manifester level increases by 1, but he does not gain any additional power points or learn any additional powers. For example, a 5th-level psion / 10th-level empathic healer only has the power points and known powers of a 12th-level Psion but can manifests those powers at 15th level.

Induction (Ex): A character brought into the tradition of empathic healer swears to use their powers to mitigate the suffering felt throughout the world. Though not as rigid as the oath taken by the Hospitalers of Beltine, an empathic healer who learns *Hostile Empathic Transfer*, *Crisis of Life*, or any psionic power with the Death descriptor are expelled from the order. They retain any abilities they have learned to that point, but can no longer progress in this Prestige Class.

If the Empathic Healer has knowledge of a power that would violate this oath when they take their first level, they must immediately exchange those powers for other powers of the same or lower level. This exchange has no associated cost, and only applies to powers that would violate the tenets.

Empathic Healing (Su): By laying on hands and expending power points you may heal another as a standard action. You may spend 1 power point per class level, and each power point so spent heals 3 hit points of damage. At 5th level, each power point heals 6 hit points, and at 9th level each power point heals 9 hit points.

Table 4-8: Empathic Healer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+2	Induction, Empathic Healing (3), Body Meditation	Psionic Training
2nd	+1	+0	+0	+3	Absorb Disease	+1 Manifester Level
3rd	+1	+1	+1	+3	Absorb Poison	+1 Manifester Level
4th	+2	+1	+1	+4	Body Meditation (Improved)	+1 Manifester Level
5th	+2	+1	+1	+4	Empathic Healing (6), Spirit Binding	Psionic Training
6th	+3	+2	+2	+5	Nullify Enchantments	+1 Manifester Level
7th	+3	+2	+2	+5	Mastery of the Body	+1 Manifester Level
8th	+4	+2	+2	+6	Body Meditation (Greater)	+1 Manifester Level
9th	+4	+3	+3	+6	Empathic Healing (9), Greater Psionic Purification	Psionic Training
10th	+5	+3	+3	+7	Font of Life	+1 Manifester Level

Empathic healing does not affect constructs, elementals, oozes, undead, or any other creature that has no discernable anatomy.

Body Meditation (Ex): An empathic healer learns their arts in part by mastering the healing processes within their own body.

At 1st level an empathic healer may expend their focus as an immediate action to use their Will save instead of their Fortitude save when attempting to fight off the effects of disease or poison.

At 4th level an empathic healer may expend their focus as an immediate action to use their Will save instead of their Fortitude save when attempting to fight off the effects of a spell with the death descriptor (such as slay living) or when making saving throws to shrug off negative levels.

At 8th level an empathic healer may expend their focus as an immediate action to use their Will save instead of their Fortitude save against when fighting off any effect.

Absorb Disease (Ps): You can cull a disease from another's body and absorb it into your own using your mind. By expending your psionic focus and spending 5 power points, you can remove a single disease afflicting the touched creature. You are immediately affected by the disease and must make a saving throw or suffer the affliction.

When you absorb a disease from a creature, the associated damage that the disease has previously afflicted remains; you have only removed the need for that creature to make saves against that particular infection in the future. The creature is still vulnerable to re-infection should they contract the disease again.

If you spend additional power points while manifesting this ability, you may absorb additional diseases at once; each additional 3 power points spent allow for one additional disease to be absorbed. You cannot spend more power points using this ability than your manifester level.

Use of this ability should be treated as manifesting a 3rd-level power; the manifesting time for this ability is 1 round. If the target creature does not wish to have the disease removed, then the use of this ability fails.

Absorb Poison (Ps): You can cull a poison from another's body and absorb it into your own using your mind. By expending your psionic focus and spending 7 power points, you can remove a single poison afflicting the touched creature. You are immediately affected by the poison and must make a saving throw or suffer the damage (you suffer the primary damage when you use this ability, and one minute later the secondary damage).

If you are under the effects of the *delay poison* spell or similar effects, then you must make the initial saving throw when such effects end.

When you absorb a poison from a creature, the associated damage that the poison has previously afflicted remains; you have only removed the need

for that creature to make the secondary save against that particular instance of poison. The creature is still vulnerable to the poison should they come into contact with it again in the future.

If you spend additional power points while manifesting this ability, you may absorb additional poisons at once; each additional 3 power points spent allow for one additional poison to be absorbed. You cannot spend more power points using this ability than your manifester level.

Use of this ability should be treated as manifesting a 4th-level power; the manifesting time for this ability is 1 standard action. If the target creature does not wish to have the poison removed, then the use of this ability fails.

Spirit Binding (Ex): The *psionic raise dead* power is added to your list of powers known.

Nullify Enchantment (Ex): The *psionic break enchantment* power is added to your list of powers known.

Mastery of the Body (Ex & Su): At 7th level, the Empathic Healer's control of his own body grants many benefits. You are immune to all diseases, poisons, and the effects of aging. Furthermore, if you are psionically focused, you are immune to ability damage (but not ability burn). This latter immunity is supernatural in nature; the remainder of this ability is extraordinary.

Despite being immune to the debilitating effects of aging, you still die normally when your allotted span of time is up.

Greater Psionic Purification (Ps): You can purify the body and soul of a creature that you touch. By expending your psionic focus and 13 power points, you can remove all negative levels, ability damage, fatigue, exhaustion, insanity, and confusion from the touched creature.

At your option, you may also restore lost levels, drained ability scores, regenerate lost limbs, or restore the creature to full health (maximum hit points); however, these latter powerful healings require an additional expenditure. For each category of additional healing you wish to perform, you must burn 2 points of Constitution. Finally, the injuries that are to be healed, using these latter options, must have occurred within 1 week per class level of the Empathic Healer.

Use of this ability should be treated as manifesting a 7th-level power; the manifesting time for this ability is 10 minutes. If the target creature does not wish to be purified, then the use of this ability fails.

Font of Life (Su): At 10th level, the Empathic Healer's body and soul are tightly bound by the strength of Beltine flowing through her.

Anytime you would be reduced to below 1 hit point, you may expend your psionic focus and power points to immediately heal yourself of damage. Each power point spent in this fashion heals 1 point of damage; you cannot use this ability to heal yourself further than to 1 hit point above zero.

The use of this ability occurs as an *immediate* action. You do not suffer any adverse consequences from the suffered damage, unless after using this ability you have fewer than 0 hit points.

If you do not have your psionic focus when this ability would activate, you may instead choose to expend 20 additional power points (that do not provide healing) in place of your psionic focus. You may not make this substitution when activating any other ability; nor may you make this substitution if you currently have a psionic focus.

val'Mehan Savant of the Impure Mind

"Men have always said 'Know Thine Foe.' Well, there is more to knowing a foe than seeing their form, and learning that they are dangerous. We strive to know their mind, to explore the darkest recesses of a tormented soul. Mind you, it seems that not everyone thinks what we do is so noble. Recently I heard that the Mother Church of Coryan wanted to have a chat with me. Such a shame that they wont get their chance."

~ Scaeva val'Mehan, Savant of the Impure Mind, whereabouts currently unknown.

Within their secret enclaves, hidden within the dark recesses of Canceri, the val'Mehan family has long sought out pathways to power that are concealed from most. Out of this dark ambition was born the Savant of the Impure Mind. Drawing on their gifts from Sarish, and other more esoteric knowledge, the val'Mehan discovered a means to bind their minds to those of bound Infernals.

Each Savant of the Impure Mind is paired with one bound Infernal, an Infernal who is usually kept in manacles of Sarishan Steel deep within a stronghold of the val'Mehan family. It is from this Infernal that the Savant draws his power. Of course, such dark sources of power are frowned upon, and it is well known that many groups frown heavily upon this practice. Notable amongst its opponents are the Dwarves of Tir Betoq and the Holy Mother Church who have declared the practice to be heretical.

The most common path to becoming a Savant of the Impure Mind is to follow the path of the Telepath; however, anyone who can manifest powers and the *mindlink* power can be accepted by the family to undergo the specialized training of the Savant.

Table 4-9: Savant of the Impure Mind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Dark Symbiosis	—
2nd	+1	+0	+0	+3	<i>Mindlink</i> Mastery	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	—	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Consuming the Essence	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Demon's Guile	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Devil's Cunning	—
7th	+3	+2	+2	+5	—	+1 level of existing manifesting class
8th	+4	+2	+2	+6	Dark Soul	+1 level of existing manifesting class
9th	+4	+3	+3	+6	—	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Perfect Union	+1 level of existing manifesting class

Hit Die: d4.

Requirements

To qualify to become a Savant of the Impure Mind, a character must fulfill all the following criteria.

Alignment: Must be Lawful or Chaotic.

Base Will Save: +5.

Feats: Narrow Mind, Psionic Endowment.

Skills: Concentration 9 ranks, Knowledge (The Planes) 5 ranks, Psicraft 9 ranks.

Manifesting: 5th level manifester, and able to manifest *mindlink*.

Special: val'Mehan or val'Holryn (with val'Mehan powers); Bloodrank of 2 or higher; must be trained by the Canceri branch of the val'Mehan family.

Class Skills

The Savant of the Impure Mind's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Psionics) (Int), Knowledge (The Planes) (Int), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

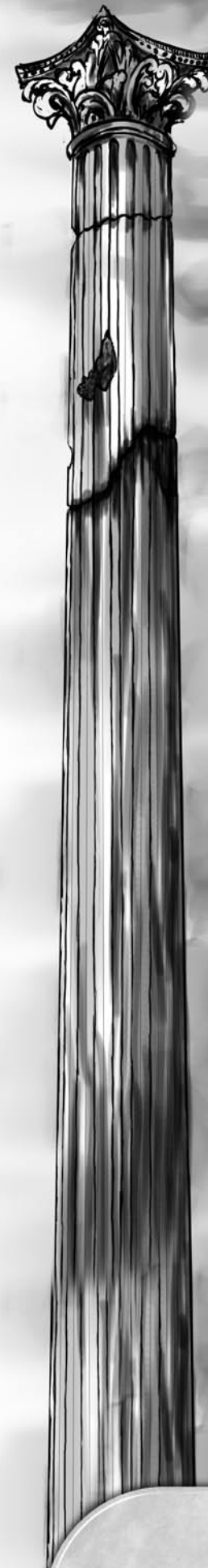
Class Features

All of the following are Class Features of the Savant of the Impure Mind prestige class.

Weapon and Armor Proficiency: A Savant of the Impure Mind gains no additional weapon or armor proficiencies.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Savant on the Impure Mind (excluding the first and sixth levels) to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a Savant of the Impure Mind,



she must decide to which class she adds the new level of Savant of the Impure Mind for the purpose of determining power points per day, powers known, and manifester level.

Dark Symbiosis (Ex): Upon taking their first level, the Savant of the Impure Mind undergoes a powerful ritual. During the course of this ritual, a portion of his mind is fused with that of the Infernal that he is being bonded with. While this ritual is derived from that used to create members of the Order of the Inner Demon, it differs in the extent of the bond. This bond is a purely mental bond, and the exchange is better described as parasitic, than symbiotic, despite what the val'Mehan have claimed.

This relationship grants the Savant of the Impure Mind the Tainted subtype. This allows him to now take feats that require the creature to be Tainted. However, the presence of this taint has made itself known through the Unnatural Aura that develops around the Savant. This aura grants a -2 penalty to Handle Animal and Ride checks. Furthermore, most animals will seek to avoid being near the Savant.

The initial bond makes it more difficult for others to influence the Savant's mind. He gains a +2 bonus on saving throws against Charm and Compulsion effects.

Lastly, the symbiosis is not perfect. Each time the Savant gains a level, he must make both a Fortitude and Will save. The DC for these saves is 10 + New Class Level + Intelligence modifier. Failing the Fortitude save imposes a permanent -1 penalty to Constitution (treat this as a newly imposed racial ability penalty), as the Infernal energies that course through him weakens his mortal form. Failing the Will save changes his alignment one step towards Evil as his mind is tainted by the evil he has bonded to himself.

Mindlink Mastery (Su): At second level, the bond between the Savant and his Infernal can spill over to others. He now gains Telepathy with a range of 20 feet. Thus, he can communicate with any creature that has Language.

At 6th level, the range of his Telepathy increases to 40 feet, and at 10th level it reaches it's maximum of 60 feet.

Consuming the Essence (Ex): The Savant of the Impure Mind has now learned how to mentally absorb portions of the Infernal's essence. He now has gained immunity to all charm and compulsion effects.

Demon's Guile (Ex): The charm and guile of the demon have infused you. You gain a +1 bonus to Bluff and Gather Information checks. Additionally, the DC to resist your charm effects increases by +1; this bonus stacks with that provided by the Spell Focus feats and the Psionic Endowment feats.

Devil's Cunning (Ex): The cunning and deceit of the devil have insinuated themselves into your mind. You gain a +1 bonus to Diplomacy and Sense Motive

checks. Additionally, the DC to resist your compulsion effects increases by +1; this bonus stacks with that provided by the Spell Focus feats and the Psionic Endowment feats.

Dark Soul (Su): The Infernal Taint lies heavy upon your soul, festering it, corrupting it, and permeating your being with its dark energies. These energies grant you a resistance to other forces that would seek to affect you. You now gain Spell Resistance of 11 + your Savant of the Impure Mind class level.

Perfect Union (Ex): You are now truly inseparable from the Infernal that is bound to you. Your mind is now foreign and fully tainted by the infernal you have bonded to yourself. There are two outcomes from this. First, the bonuses granted by *Demon's Guile* and *Devil's Cunning* all increase to +2. However, the nature of your mind has also now made you immune to all mind-affecting spells and powers that others try to use on you. This includes morale bonuses that others try to influence you with.

val'Mordane Master of the Coil

*To be, or not to be – that is the question:
Whether 'tis nobler in the mind to suffer
The slings and arrows of outrageous fortune,
Or to take arms against a sea of troubles,
And by opposing end them. To die – to sleep –
No more; and by a sleep to say we end
The heartache, and the thousand natural shocks
That flesh is heir to. 'Tis a consummation
Devoutly to be wish'd. To die – to sleep.
To sleep – perchance to dream: ay, there's the rub!
For in that sleep of death what dreams may come
When we have shuffled off this mortal coil,
~ Hamlet, Act III, Scene I
~ William Shakespeare*

Within the crumbling, silent halls of the val'Mordane hidden sanctums lies a secret, both horrible and awesome to behold. Secret schools teach the mental techniques necessary to master the ruined flesh of the undead; the techniques needed to shed their mortal coil and travel amongst the unliving.

Each Master of the Coil learns, over time, how to transfer his mind into the lifeless husks of undead creatures, assuming control over their functions. They use these husks until they are worn, and then discard them like so many spent toys. It is rumored that the greatest of the Master's of the Coil can even draw upon the talents and abilities of the corpses they control.

While it is not known whether the Mother Church of Coryan is yet aware of this practice, it is known that they would frown most heavily upon individuals who practice this art, perhaps even going so far as to label them as heretics.

The most common path to becoming a Master of the Coil is by following the path of the kineticist; however, it is not unknown for wilders and other varieties of psions to undertake the training of a Master of the Coil.



Hit Die: d6.

Requirements

To qualify to become a Master of the Coil, a character must fulfill all the following criteria.

Feats: Iron Will, Toughness.

Skills: Concentration 10 ranks, Knowledge (Psionics) 10 ranks, Knowledge (Religion) 5 ranks, Psicraft 10 ranks.

Manifesting: 9th level, and able to manifest *control body*.

Special: val'Mordane or val'Holryn (with val'Mordane powers); Bloodrank of 2 or higher; must be trained by the Canceri branch of the val'Mordane family.

Class Skills

The Master of the Coil's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Disable Device (Int), Heal (Wis), Intimidate (Cha), Knowledge (Psionics) (Int), Knowledge (Religion) (Int), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the Master of the Coil prestige class.

Weapon and Armor Proficiency: A Master of the Coil gains no additional weapon or armor proficiencies.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Master of the Coil (excluding the first and last levels) to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a Master of the Coil, she must decide to which class she adds the new level of Master

of the Coil for the purpose of determining power points per day, powers known, and manifester level.

To Shed the Mortal Coil (Ps): Starting at first level, the Master of the Coil gains the power to transplant his entire mind into a corporeal undead creature. To use this ability, the Master of the Coil must be within 30 feet of a corporeal undead creature of no more than 2 HD per his Master of the Coil class level. He may transfer his consciousness into the undead creature. If the creature is intelligent, it receives a Will save (DC 10 + ½ class level plus Charisma modifier) to resist. If it fails, then the Master of the Coil takes control, and the creature's own mind is suppressed and is incapable of taking any actions. Such creatures receive a new saving throw each day. The control lasts for 1 hour per class level, and is not limited in range once the initial control has been established.

While the Master of the Coil inhabits an undead creature, he uses its physical attributes. This includes hit points, the creature's Strength, the creature's Dexterity, its Natural Armor, and its attack types. The Master of the Coil does gain access to the creature's special qualities, such as damage reduction, turn resistance, spell resistance, senses, and similar traits. He does not gain access to any of the creature's special attacks. He loses all of his own special qualities, but does retain his ability to manifest powers and cast spells (if he has the ability). He retains his own base attack bonus, and base save bonuses, but uses the occupied creature's physical attributes to determine his actual bonuses. He retains his own mental ability scores, and his own skills and feats. He does not gain access to any of the skills that the creature possessed.

Furthermore, while the Master of the Coil occupies another creature in this manner, his own body is inert and helpless. He receives no senses from it, nor does he feel any pain or other sense from it. If the Master of the Coil's own body is destroyed he is also killed, and his mind is ripped from the creature he is currently occupying. While some Master's of the Coil may be tempted to carry their inert form with them, particularly in extradimensional spaces, there are known stories of individuals who did this only to discover their body dead, having forgotten that it was still a living creature and needs air.

Table 4-10: Master of the Coil

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+2	+0	+2	To Shed the Mortal Coil	—
2nd	+1	+3	+0	+3	—	+1 level of existing manifesting class
3rd	+1	+3	+1	+3	—	+1 level of existing manifesting class
4th	+2	+4	+1	+4	—	+1 level of existing manifesting class
5th	+2	+4	+1	+4	Disconnected Mind	+1 level of existing manifesting class
6th	+3	+5	+2	+5	—	+1 level of existing manifesting class
7th	+3	+5	+2	+5	—	+1 level of existing manifesting class
8th	+4	+6	+2	+6	—	+1 level of existing manifesting class
9th	+4	+6	+3	+6	—	+1 level of existing manifesting class
10th	+5	+7	+3	+7	Neroth's Dream	—

If the creature the Master of the Coil is occupying is destroyed, he is immediately forced back into his own body. He must also make a DC 20 Fortitude save or be stunned for 1 round by the shock.

Disconnected Mind (Ex): The mind and intellect of a Master of the Coil becomes disconnected from his fragile body. This oddity makes it difficult for other casters to influence his mind. The Master of the Coil gains Power Resistance equal to 10 + class level against all Mind-Affecting powers. Furthermore, anytime he fails a save against such effects, he immediately gains a second save. If the second save succeeds he is treated as if he had not failed the save.

Neroth's Dream (Ex): The sheer force of will that the Master of the Coil possesses now allows him to make use of the skills and feats of the creature that he occupies through the use of his To Shed the Mortal Coil ability. He is treated as having half as many ranks as the creature does with each skill. He also gains access to all feats that he qualifies for, and gains any racial bonus to skills that the creature may have.

Furthermore, he may now attempt to occupy incorporeal creatures, but all such creatures receive a Will save against such attempts (at the DC listed above).

val'Ossan Gelumancer

"Cold. It consumes fire, deadens earth, and rides upon the wind. Within its hard grasp, creatures are captured, and trapped for ages. Deep within the dark fastnesses of our lord, there are places of such utter cold that any who venture there are lost forever to time. I have been to that place; I have been changed by that place."

~ Ossien val'Ossan, Gelumancer, speaking to his first aspirant

Most recognize that the chosen of Yarris, the val'Ossans, are masters of ocean faring and adept at navigating the waters of Onara. However, with a mastery of water, which most val'Ossan have without any significant training, comes an understanding of the crushing depths and the bone-numbing cold that fills the waters that Yarris claims as his own.

The val'Ossan family has spent countless years exploring the deep and forbidding waters of the oceans, and from those explorations have come a fundamental understanding of cold. That understanding gave birth to the Gelumancer.

Hit Die: d4.

Requirements

To qualify to become a Gelumancer, a character must fulfill all of the following criteria.

Feats: Endurance, Psionic Body.

Skills: Concentration 8 ranks, Knowledge (Nature) 3 ranks, Survival 3 ranks.

Manifesting: 5th level, and able to manifest *energy ray*.

Special: val'Ossan or val'Holryn (with val'Ossan powers); Bloodrank of 2 or higher; must be trained in Milandir.

Class Skills

The Gelumancer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Knowledge (All, taken individually) (Int), Profession (Wis), Psicraft (Int), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the Gelumancer prestige class.

Weapon and Armor Proficiency: A Gelumancer gains proficiency in the trident and great trident. He gains no additional armor or shield proficiency.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Gelumancer (except third and ninth levels) to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

Table 4-11: Gelumancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+2	+2	Cold Affinity, Devotion	+1 level of existing manifesting class
2nd	+1	+0	+3	+3	Eye of the Storm	+1 level of existing manifesting class
3rd	+1	+1	+3	+3	Cold Snap	—
4th	+2	+1	+4	+4	—	+1 level of existing manifesting class
5th	+2	+1	+4	+4	Cryoboost, Gift of Frost	+1 level of existing manifesting class
6th	+3	+2	+5	+5	Cold Front	+1 level of existing manifesting class
7th	+3	+2	+5	+5	Gift of Ice	+1 level of existing manifesting class
8th	+4	+2	+6	+6	Frostbite	+1 level of existing manifesting class
9th	+4	+3	+6	+6	Scion of Winter	—
10th	+5	+3	+7	+7	Disciple of Hoarfrost	+1 level of existing manifesting class

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

Cold Affinity (Ex): Having achieved a basic mastery of cold, the Gelumancer's cold powers are more potent than others. All powers that the Gelumancer manifests that have the [cold] descriptor have their DC raised by 1 or deal an additional 1d2 cold damage per power level. The choice of which benefit to use on a given power being manifested must be chosen before any saving throws or damage rolls are made. The extra damage is considered part of the damage the power deals, and thus if the power is resisted or successfully saved against, the extra damage above is also similarly affected. This extra damage is not affected by metapsionic feats.

Devotion (Ex): Mastering cold requires absolute devotion. Once started down the path of a Gelumancer, you have no choice but to finish following that path. You may not take levels in any class other than Gelumancer so long as you have fewer than 10 levels in Gelumancer.

Eye of the Storm (Su): At 2nd level, the Gelumancer learns the knowledge required to manipulate the environment around him. Add the following powers to the Gelumancer's list of known powers (even if they are too high a level for the Gelumancer to currently manifest): *control air*, *energy missile* (cold only), *psionic control weather*.

Cold Snap (Ex): At 3rd level, the Gelumancer may freeze the energy used in any power he manifests. The Gelumancer may add the [cold] descriptor to any power he manifests that deals damage. If the power deals elemental damage, then it must deal cold damage (this does affect any variable effects based off the energy type).

Cryoboost (Ex): A Gelumancer of at least 5th level can draw extra power from naturally cold environments. While in naturally occurring temperatures of 40 degrees Fahrenheit or cold, the Gelumancer's manifest level is considered to be one higher for determining the maximum power point expenditure allowed when manifesting powers.

Gift of Frost (Ex): At 5th level, a Gelumancer's physical body starts to permanently freeze. This grants several benefits, but also imposes several penalties. The Gelumancer is no longer subject to exposure when in cold environments; however, while in hot environments he suffers and must make an exposure save twice each time a single save would normally be called for. The save DC still increases by one for each save made (and thus grows twice as fast for a Gelumancer).

Additionally, a Gelumancer receives a +1 bonus to all saving throws made to resist the effects of an effect with the [cold] descriptor or one that deals

cold damage. However, the Gelumancer suffers a -1 penalty to all saving throws made to resist the effects of an effect with the [fire] descriptor or one that deals fire damage.

Cold Front (Ex): At 6th level, the bonuses granted by the Cold Affinity ability increase. The bonus to the power DC is increased to +2, and the bonus damage is increased to 1d4 per power level. The Gelumancer must still select either one or the other of the benefits as described above.

Gift of Ice (Ex): The Gelumancer's transformation into a creature of ice and cold is nearing completion. The Gelumancer's skin takes on a pale blue tinge, and his clear eyes become faintly infused with blue. The air around the Gelumancer is always slightly colder than the air beyond him, causing mists to form and his breath to come out as a fog.

The Gelumancer receives a 10% miss chance from concealment (this is not sufficient to block sneak attacks and similar attacks). Furthermore, the Gelumancer's skin hardens into living ice, granting a +2 natural armor bonus.

However, as he becomes ice, he also suffers further from anything warm. The Gelumancer suffers 25% more damage from effects that deal fire damage or that have the [fire] descriptor.

Frostbite (Ex): At 8th level, the Gelumancer automatically adds the *psionic fire shield* (cold option only) power to his list of known powers.

Scion of Winter (Ex): The Gelumancer, by 9th level, is now almost entirely made of living ice. Twice per day, while in freezing conditions (below 40 degrees Fahrenheit), the Gelumancer can call upon Yarris as a full round action. He gains fast healing 1 for two minutes. Each hit point restored by this fast healing also restores one power point to the Gelumancer's power point pool.

However, while the Gelumancer is in an area of hot conditions (above 90 degrees Fahrenheit) he is unable to regain power points, even when sleeping overnight.

Disciple of Hoarfrost (Ex): At 10th level, the Gelumancer has become a creature of ice and cold. He gains the cold subtype, granting him immunity to cold. However, he does gain fire vulnerability, meaning he takes an extra 50% damage from all fire effects (this replaces the damage increase that the Gift of Ice ability imposes).

The benefits of the Cold Front ability increase, so the granted DC bonus is +3 and the bonus damage is 1d6 per power level. Having reached this pinnacle, the Gelumancer may, as a third option, choose to both increase the DC and deal extra damage, but if he does so, the DC bonus is only +2, and the bonus damage is 1d4 per power level.



Great Trident

Name	Cost	Damage	Critical	Range Increment	Weight	Type
Great Trident ^{1, 2, 3}	22 gp	1d10	x2	-	13 lb.	P

¹ This weapon has special rules or abilities. See the weapon's description for details.

² This weapon inflicts double damage when a readied action is used to hit a charging opponent.

³ This weapon has reach.

Great Trident (Two-Handed, Martial, Reach)

Description: A two-handed version of a regular trident, this weapon consists of three barbed tines protruding from the end of a 6-foot shat.

History: Originally developed by the Undir for fishing, the trident has been adapted and refined by the water-faring culture of the val'Ossan. The Dolphin Guard of Naeraanth have become very fond of this weapon, often having them made of coral and exotic metals.

Special: This weapon has 10-foot reach, and may not be used against adjacent opponents. When struck with this weapon, the defender must make a Reflex save (DC 10) or be "hung" on the tines, suffering the effects of being entangled as described in *Core Rulebook I*. If this happens, either the attacker or the defender may choose to rip the weapon free, doing 1d4 points of damage, or they may both choose to leave it in place (either is a free action). If the attacker chooses to leave the weapon in place, he must drop it, or his next attack automatically rips the weapon free.

val'Sheem Temptress of the Soul

"Larissa has gifted us with an uncanny ability to see into the souls of men and discern their desires. While we can certainly help fulfill those desires as needed, is it not better to obtain what we need by offering the temptation of fulfillment? That is the art of the Temptress of the Soul."

~ Luceiia val'Sheem, Follower of the Divine Harlot

Those individuals who follow the Divine Harlot, the aspect of Larissa devoted to the carnal pleasures, are generally regarded as seducers of men, and individuals who seek nothing beyond the carnal satisfaction that comes from the Sanctification of Larissa. However, there are followers of the Divine Harlot who seek temptation and seduction of a different kind; these are the individuals who undergo the training necessary to become a Temptress of the Soul.

It is rare to find a Temptress of the Soul who is traveling alone. More likely you are to find a Temptress of the Soul in the company of others. These others are not always individuals whom the Temptress holds sway over, but that is also a common enough occurrence.

Hit Die: d4.

Requirements

To qualify to become a Temptress of the Soul, a character must fulfill all the following criteria.

Feats: Persuasive, Psionic Endowment.

Skills: Bluff 8 ranks, Diplomacy 8 ranks, Disguise 4 ranks, Psicraft 5 ranks.

Manifesting: 5th level, and able to manifest *psionic charm*.

Special: val'Sheem or val'Holryn (with val'Sheem powers); Bloodrank of 2 or higher; must be trained in Savona.

Class Skills

The Temptress of the Soul's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Cha), Forgery (Int), Gather Information (Cha), Knowledge (Psionics) (Int), Knowledge (Religion) (Int), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are Class Features of the Temptress of the Soul prestige class.

Weapon and Armor Proficiency: A Temptress of the Soul gains proficiency with whips and steel whips. She gains proficiency with leather, studded leather, sicarite leather, and sicarite studded leather armor, but gains no shield proficiency.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Temptress of the Soul (except second and fourth levels) to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifesting level accordingly.

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

Endearing Personality (Ex): The Temptress of the Soul is a master of influencing the emotions of others, even without the use of psionic abilities. She gains her class level as an insight bonus to Bluff and Diplomacy checks, and one-half (round down) of her class level as an insight bonus to Disguise checks.

Divine Guile (Ex): Coupled with the Temptress of the Soul's mastery of emotions comes a certainty of action when attempting to influence emotions. A Temptress of the Soul may always "take 10" on Bluff, Diplomacy, and Disguise checks, even when threatened or otherwise distracted.

Lasting Impression (Ex): A Temptress of the Soul is not easily forgotten or dismissed from the mind. Starting at 2nd level, the duration of all effects with the charm descriptor (regardless of source) that the Temptress of the Soul produces is increased by 50% (round down). This effect stacks with the effects of feats such as Extend Power.

Psionic Dominate (Ex): At 3rd level, the Temptress of the Soul may add the *psionic dominate* power to her list of known powers. If she has multiple known powers lists, then it is added to the list of the class to which she added the manifester level increase at 3rd level.

Charm Endowment (Su): The Temptress of the Soul is less easily dismissed when making unusual demands or when attempting to influence the emotions of others. Starting at 3rd level, the Temptress of the Soul receives a +2 bonus to the DC of all effects with the charm designator, regardless of source.

Leadership (Ex): At 4th level, the Temptress of the Soul gains the Leadership feat as a bonus feat.

Iron Personality (Ex): A Temptress of the Soul who reaches 5th level has mastered the art of using psionics and natural charm together. She gains immunity to all effects with the charm descriptor. Furthermore, when targeted with such an effect, the entire effect is reflected back on to the originator; treating the Temptress of the Soul as the "caster" or "manifester" for determining control of the effect when it newly resolves.

An effect can only be reflected once in this way; although effects such as *spell turning* can still influence the effect, if applicable.

val'Tensen Aspect of the Hurricane

Hurrian has many faces, most unknown to man. Buried deep beneath his calm countenance is a fury that when unbridled can destroy the preconceptions, fallacies, and hubris of all.

~ Excerpt from *The Storm Lord*, a Fourth Century treatise on the nature of Hurrian's worship; author unknown.

Hurrian is usually worshipped as the protector; however, there are others who revere him as the storm lord. There exists within the val'Tensen family a small group of individuals who follow this latter path; indeed, they have developed a specialized training to suit their beliefs.

The Aspect of the Hurricane is anathema to most val'Tensen, for those who follow this path are not devoted to protecting others. They are instead devoted to the overwhelming and destruction of those who would harm their charges. They still seek to protect, but rather than passive defense, they exemplify aggressive defense.

The most common path into this class is a blend between Barbarian and Psychic Warrior; although there are other means to meet the requirements for this class.

Hit Die: d10.

Requirements

To qualify to become an Aspect of the Hurricane, a character must fulfill all of the following criteria.

Abilities: All base ability scores must be 11 or higher.

Alignment: Any non-Lawful.

Base Attack Bonus: +10

Skills: Intimidate 18 ranks, Knowledge (Nature) 9 ranks.

Feats: Combat Expertise, Inner Fury, Power Attack.

Special: val'Tensen or val'Holryn (with val'Tensen powers); Bloodrank of 3 or higher; must have a power point reserve.

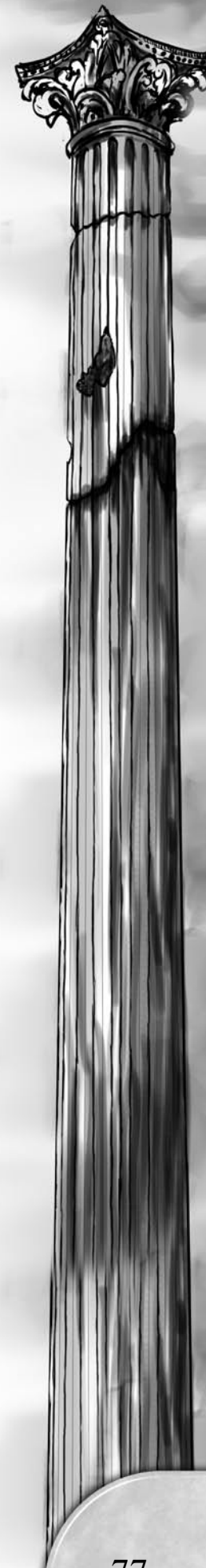
Class Skills

The Aspect of the Hurricane's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Nature) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Table 4-12: Temptress of the Soul

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1 st	+0	+0	+0	+2	Endearing Personality, Divine Guile	+1 level of existing manifesting class
2 nd	+1	+0	+0	+3	Lasting Impression	—
3 rd	+1	+1	+1	+3	Psionic Dominate, Charm Endowment	+1 level of existing manifesting class
4 th	+2	+1	+1	+4	Leadership	—
5 th	+2	+1	+1	+4	Iron Personality	+1 level of existing manifesting class



Class Features

All of the following are Class Features of the Aspect of the Hurricane prestige class.

Weapon and Armor Proficiency: An Aspect of the Hurricane gains no additional weapon or armor proficiencies.

Bonus Power Points: An Aspect of the Hurricane gains a number of bonus power points, as indicated on the table above. These bonus power points stack with all other sources.

Raging Focus (Ex): An Aspect of the Hurricane is able to channel their fury into themselves in such a fashion that they can still make use of their psionic focus while raging. However, the DC to regain their focus is raised by 5 minus their Aspect of the Hurricane level.

Storm's Shield (Su): At 3rd level, an Aspect of the Hurricane learns to call upon the tempest to shield themselves. As an *immediate* action upon entering rage, you can spend power points to receive a shield bonus to Armor Class. Each 3 power points spent in this manner grants a +1 shield bonus, with a maximum possible shield bonus being granted equal to your Aspect of the Hurricane class level times two.

This shield bonus does not stack with other shield bonuses, and other magical effects may not further enhance this shield. The shield lasts for as long as you are raging.

Water Wave (Ps): At 4th level, the Aspect of the Hurricane may manifest the *energy wave* power. Your manifester level for this power is equal to your total character level. You must still spend the power points to manifest this power, and you may augment it if desired.

When manifesting the *energy wave* power using this ability you may only select the cold energy type. If you have access to the power from another source, then when manifesting it using that source you may decide what energy type to use.

You may not manifest this power while raging.

Fury of the Storm (Su): When you rage, as a *swift* action you may spend 4 power points to receive a +4 divine bonus to Strength and Constitution while the rage lasts.

If you use the above option, you may also elect to spend an additional 6 power points. If you do so, then when you use the Power Attack feat, the

maximum penalty to attack rolls you can apply is five higher than normal. This also similarly increases the maximum bonus to damage that the feat can grant. As with the above benefit, this bonus persists until the end of your rage.

val'Viridan Hunter of the Silence

In the darkest of nights, when all is silent, is when we take to the hunt. For then is when our foe is moving within the terrible shadows it conjures forth. Yet, we must be wary lest the hunters become the hunted.

~ Dogma of the Hunters of the Silence

The forbidding mountain fortresses of the val'Viridan family have sheltered generations of young warriors in training. Some of these warriors follow the path of Nier, and become Holy Judges, or Warriors of the Eternal Flame. Such training is available in most temples of Nier across Onara. There are some, a scant and precious few, who have the courage and resolve necessary to become members of the Brotherhood of the Hunters of the Silence.

The lore of the Hunters was lost through carelessness or conspiracy ages ago, long after the final nest of Voiceless Ones was eradicated from eastern Onara. With this menace gone, fewer and fewer young Nierites trained in this esoteric art until, tens of generations later, they were no more.

After the horrible events at the Citadel of Silence, when the blessed Sword of the Heavens was lost, the Autocrat of Erduk moved heaven and earth to find a copy of the sacred text. He gave five reproductions of these codices to the val'Viridan family – both Erdukeen and Canceri - and told them to prepare. Now, just a handful of years later, the first Hunters of Silence in millennia seek out their ancient enemy and exact vengeance for the Nierites lost at their ancient citadel.

A Hunter of the Silence learns to detect the merest presence of the Silence's influence, to follow this whisper to its source, and to rout and destroy the Silence's servants where they can be found. Sacred rites and closely guarded family secrets teach the Hunter of the Silence to resist the influencing powers of the Silence.

Yet, this power comes with a cost. For reasons that are said to be unknown, the Hunters of the Silence are known to the Silence. Captured agents of the Silence have described it as if the Hunters of the Silence gleamed as a beacon does on a dark night. Attempts to quell this have failed, and ultimately, the

Hunters have learned to travel in groups to help stave off the inevitable attacks. Of course, each attack does allow them to destroy more servants of the Silence.

The most common path to becoming a Hunter of the Silence is through the training of a Psychic Warrior; however, it is also not unknown for a Psion to learn what is necessary to become a Hunter as well.

Table 4-13: Aspect of the Hurricane

Level	Base					Bonus Power Points
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+1	+2	+0	+0	Raging Focus	4
2nd	+2	+3	+0	+0	—	8
3rd	+3	+3	+1	+1	Storm's Shield	12
4th	+4	+4	+1	+1	Water Wave	16
5th	+5	+4	+1	+1	Fury of the Storm	20

Hit Die: d8.

Requirements

To qualify to become a Hunter of the Silence, a character must fulfill all of the following criteria.

Abilities: All base ability scores must be 11 or higher.

Alignment: Any non-Chaotic.

Base Attack Bonus: +10

Base Save Bonus: Will +5.

Skills: Knowledge (Psionics) 18 ranks, Listen 9 ranks, Spot 9 ranks, Survival 9 ranks.

Feats: Alertness, Combat Manifestation, Force of Will, Iron Will.

Manifesting: 11th level, and able to manifest *catapsi* and *psionic scent*.

Special: val'Viridan or val'Holryn (with val'Viridan powers); Bloodrank of 3 or higher; must also participate in the Ritual of Consumption, which involves consuming portions of a defeated Voiceless One.

Class Skills

The Hunter of the Silence's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Psionics) (Int), Knowledge (Religion) (Int), Profession (Wis), Ride (Dex), Search (Int), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

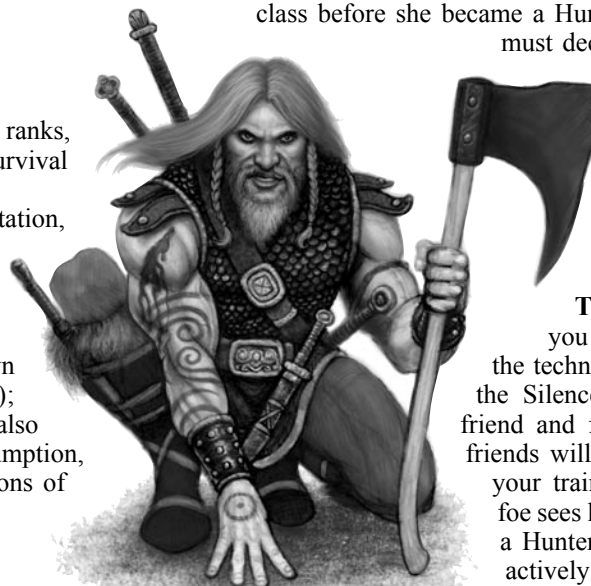
All of the following are Class Features of the Hunter of the Silence prestige class.

Weapon and Armor Proficiency: A Hunter of the Silence is proficient with all simple and martial weapons. He is also proficient with all light and medium armors.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psycrystal special abilities, and so on). This essentially

means that she adds the level of Hunter of the Silence to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before she became a Hunter of the Silence, she must decide to which class she adds the new level of Hunter of the Silence for the purpose of determining power points per day, powers known, and manifest level.



The Lonely Road: Once you have started learning the techniques of the Hunters of the Silence, you are marked by friend and foe alike as one. Your friends will not allow you to stop your training, and your terrible foe sees little difference between a Hunter of the Silence who is actively training, and one who is not.

Once you have set upon this path, you must complete all five levels of this class before taking any other levels.

Hunting in Silence (Ex): During the Ritual of Consumption the Hunter of the Silence gains the ability to detect the scent of his foes. He gains the scent special property (as defined by the *psionic scent* power) and the Track feat as a bonus feat. When using this ability to track a servant of the Silence (including Entropic creatures and Voiceless Ones) he may add his bloodrank to his Survival skill checks.

However, this new connection also changes the Hunter of the Silence's psionic imprint. He becomes immediately known to all servants of the Silence. Any servant of the Silence who approaches within 60 feet immediately knows that the Hunter is a foe, and usually they attack.

Holy Defense (Su): The inner soul of the Hunter of the Silence is hardened as part of the Ritual of Consumption, allowing her to apply her bloodrank as a bonus to all saving throws.

Table 4-14: Hunter of the Silence

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+1	+2	+0	+2	The Lonely Road, Hunting in Silence, Holy Defense	+1 level of existing manifesting class
2nd	+2	+3	+0	+3	Heart of Flame	+1 level of existing manifesting class
3rd	+3	+3	+1	+3	To Fortify the Spirit	+1 level of existing manifesting class
4th	+4	+4	+1	+4	Unyielding	+1 level of existing manifesting class
5th	+5	+4	+1	+4	Fury of the Viridan	+1 level of existing manifesting class

Heart of Flame (Su): Starting at 2nd level, the hardening of the Hunter of the Silence's inner soul is complete, and she gains power resistance of 15 + her Hunter of the Silence class level + her bloodrank. This power resistance only applies against psionic powers and psi-like abilities (this includes preternatural psionics). This is an exception to the psionics-magic transparency rule.

For example: Selucia val'Viridan (bloodrank 4), a Psychic Warrior 15 Hunter of the Silence 2 would have power resistance of 21.

To Fortify the Spirit (Su): Practice, grueling training, and meditation have, by 3rd level, hardened the body and spirit of the Hunter of the Silence. Any damage, hit point, or ability score dealt by a psionic power or psi-like ability (including preternatural psionics) that is not associated with an energy type is reduced by your bloodrank, to a minimum of 0.

This benefit only applies against psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule.

Unyielding (Ex): The fury, rage, and fighting spirit of the val'Viridan flows strongly through your veins. At 4th level, the Hunter of the Silence gains the Diehard feat as a bonus feat. If she already has this feat, she instead gains the Toughness feat as a bonus feat.

Furthermore, if she fails a saving throw against an effect that renders her unable to act or move, the Hunter of the Silence may stave off this effect for 1 round per bloodrank. During this time, she may act normally, despite any active effects. At the end of this time, any such active effects take effect. This second ability may only be used once per day.

Fury of the Viridan (Ex): Having reached his pinnacle, the Hunter of the Silence is now able to draw upon immense reserves when combating the Silence. When fighting against the Silence and its servants, the Hunter of the Silence may add his bloodrank to attack and weapon damage rolls. This extra damage should be treated like a smite attack, save that it applies to all attacks and is not limited in uses per day.

Mental Training Regimes of the Holy Mother Church

The Holy Mother Church of Coryan has seen the wisdom, the power, and the grace of the gifts of the gods. They have developed a series of training programs to strengthen the abilities of specific groups within the Church. Certain older techniques have also been rediscovered in recent times.

In Living Arcanis, PCs are allowed to take levels in any one of these prestige classes that they meet the requirements for. However, be forewarned that taking levels in one of these classes implies membership in the associated group within the Holy Mother Church of Coryan.

PCs who wish to join the Brotherhood of Shadow may not do so if they have the *Disfavor of the Brotherhood of Shadow* certificate.

PCs who wish to join the Holy Inquisition may not do so if they have certified evidence of working on behalf of the Coryani Rebels (such as the *Defender of Solanos Mor* certificate).

PCs who wish to be trained as a Milandisian War Mind may not have any disfavor with King Osric, nor may they be criminals in Milandir. While membership in this order does not have any associated religion requirements, most Milandisian War Minds adopt Hurrian as a patron god, and follow his teachings.

Brother of Shadow

Lord of Shadows, grant us your cloak, that the Lord of Death may guide our hand, our blade, and our will to the death of those who stand before us. Let us reap the bodies, minds, and souls of those who are seen as corrupt, and without need.

- Prayer of the Brotherhood of Shadow

The Brotherhood of Shadow is a reclusive group of assassins who hold themselves to a code of honor. They take great care to ensure that their marks are truly deserving of being touched by Cadic, in most cases going so far as to verify with the High Priest of Larissa in Savona that their marks have in fact done what they are accused of doing.

Furthermore, as implied, the Brotherhood requires both a reason for the assassination, proof that the reason is true, and the given reason must typically be illegal and well proven. They do sometimes make mistakes, although it is rare, and in such circumstances they will assist the offended party by indicating who placed the assassination order in the first place.

The Brotherhood is ruled over by the Master Hand. The current Master Hand and his elite cadre are known to be ranking members of the val'Borda family. Further details are a closely guarded secret, and any who utter them are liable to find themselves touched by Cadic in the most unpleasant of ways.

Hit Die: d6

Requirements:

To qualify to become a Brother of Shadow, a character must fulfill all of the following criteria:

Alignment: Any Lawful.

Skills: Bluff 6 ranks, Hide 10 ranks, Move Silently 10 ranks.

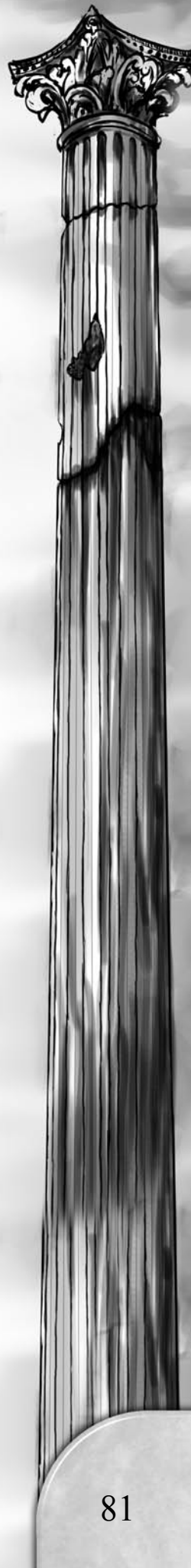
Feats: Deadly Strike.

Special: Sneak Attack +2d6, must have channeling.

Manifesting: Must be able to manifest 2nd level powers.

Deity: Must follow either Cadic or Larissa.

Faction: Must join the Brotherhood of Shadow, and may not have the *Disfavor of the Brotherhood of Shadow*.



Class Skills

The Brother of Shadow's class skills (and the key ability for each skill) are Bluff (Cha), Craft (any) (Int), Concentration (Con), Disguise (Cha), Gather Information (Cha), Hide (Dex), Knowledge (Local) (Int), Knowledge (Religion) (Int), Knowledge (Psionics) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Psicraft (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points per level: 4 + Int. modifier.

Class Features

Weapon and Armor Proficiency: The Brother of Shadow gains proficiency in the hand crossbow, and exotic proficiency in the gladius and lorica segmentata. The Brother of Shadow gains no additional weapon or armor proficiencies beyond those listed above.

Manifester Levels: Starting at 1st level and every level thereafter, excluding 3rd and 7th, the Brother of Shadow gains additional powers known and power points per day as if he were one level higher in whatever Psionic class he had prior to becoming a Brother of Shadow. If he had two or more such classes, he must choose one of them to gain the benefit of this increase in manifestor level. This increase only affects power points per day, powers known, and maximum power level if applicable. All other class features, including bonus feats, are not affected in any way.

Code of Honor (Ex): The Brotherhood of Shadow has a strict code of honor that they expect all members to uphold. The Brotherhood only takes contracts where they are given a good reason for the target to be killed. This reason must typically be the result of an illegal activity, and be proven to be true.

The Brotherhood does not actively curtail its members from using their skills and training outside of contracts; however, the Brotherhood does frown upon its members accepting payment for the use of these skills. In other words, any contracted killings must be arranged through the Brotherhood.

If a Brother of Shadow violates this code, they are immediately ejected from the Brotherhood, losing access to all non-extraordinary class abilities. They may rejoin the Brotherhood by receiving an *atonement*, and paying a fine to the Brotherhood equal to 100 gp x the Hit Dice of the target of the offending contracted killing.

The Path of Shadows (Sp): At first level, the Brother of Shadow gains the ability to channel forth the essence of shadow. By spending a channeling use, the Brother of Shadow can duplicate the *darkness* spell (with a caster level equal to his character level). Furthermore, for each two additional channeling uses spent at the same time, the level of the *darkness* spell is raised by one. Using this ability is a standard action, and the only limit on its use is the number of channeling uses the Brother of Shadow has. This *darkness* effect lasts for 1 round per point of channeling damage.

Levels in the Brother of Shadow class stack with others when determining your effective level for channeling, but only for the purposes of determining the strength, duration, and other variables of features of the Brother of Shadow class. They do not stack for any other purposes.

Mental Strike (Ex): The Brother of Shadow may add the *Mental Strike* power to his powers known.

Sneak Attack (Ex): At 3rd level, the Brother of Shadow gains the sneak attack ability of the Rogue class. He gains +1d6 sneak attack damage at 3rd level, increasing to +2d6 at 6th level, and +3d6 at 9th level. This ability stacks with other sources of sneak attack.

Hide in Plain Sight (Su): At 4th level, the Brother of Shadow is never without some shred of shadow in which to hide. He can use the Hide skill even while being observed, but only so long as he is within 10 feet of some sort of shadow. He can Hide in this manner even in the open without anything to Hide behind; he cannot, however, hide within his own shadow.

Table 4-15: Brother of Shadow

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Advancement
1st	+0	+0	+2	+0	Code of Honor, The Path of Shadows, Mental Strike	+1 Manifester Level
2nd	+1	+0	+3	+0	—	+1 Manifester Level
3rd	+2	+1	+3	+1	Sneak Attack +1d6	—
4th	+3	+1	+4	+1	Hide in Plain Sight	+1 Manifester Level
5th	+3	+2	+4	+2	The Darkened Shroud of Cadic	+1 Manifester Level
6th	+4	+2	+5	+2	Sneak Attack +2d6	+1 Manifester Level
7th	+5	+3	+5	+3	—	—
8th	+6	+3	+6	+3	Mental Poison	+1 Manifester Level
9th	+6	+4	+6	+4	Sneak Attack +3d6	+1 Manifester Level
10th	+7	+4	+7	+4	The Master's Hand	+1 Manifester Level

The Darkened Shroud of Cadic (Ps): At 5th level, the Brother of Shadow can summon forth thick, cloaking shadow to surround himself. Doing so is a standard action, and provides concealment of 20% for 2 rounds per class level. This ability mimics a 2nd level psionic power; the manifester level is the Brother of Shadow's character level. This ability may be used once per day. At 6th level, the Brother of Shadow may use this ability twice per day, and at 9th level, he may use it three times each day.

Mental Poison (Su): At 8th level, the Brother of Shadow has learned to leave lingering taint behind in the minds of those that he targets with his Mental Strike. Individuals who make their save against the Brother of Shadow's Mental Strike now also suffer 1 point of damage to Intelligence, Wisdom, and Charisma. This damage cannot be reduced by any means. Individuals who fail the save are unaffected by this, as they are dead. Individuals who are immune or unaffected by the Mental Strike due to power resistance or similar effects, are unaffected by this ability.

The Master's Hand (Ex): At 10th level, the Brother of Shadow has become truly adept at delivering death to those who deserve it. The Brother of Shadow receives a +2 bonus to the saving throw DC of the *mental strike* power.

Enlightened Fists of Anshar

Lady of Suffering, grant to us the fortitude to stand fast and guard those who would trod your ways. Grant to us the strength to hold at bay those who would interrupt the pilgrimage; and though suffering they may wish to inflict, let us remember that suffering is the realm of the holy, and those on pilgrimage find within themselves a suffering of the soul that should not be distracted by suffering of the flesh.

- Psalm of the Enlightened Fists

The Enlightened Fists of Anshar are a group of Anshar pilgrim-warriors who work alongside the Soldier-Saints of Dagha, the renowned order of warrior-monks who protect pilgrims within the Blessed Lands. The Enlightened Fists are usually tasked with

protecting pilgrims while they are gathered at the pilgrimage sites, not while they are traveling since that is the demesne of the Soldier-Saints.

Most Enlightened Fists swear oaths of poverty through choice rather than as a requirement. Similarly, most Enlightened Fists worship Anshar, the goddess of travelers, but there are also many within the order who worship other gods; although all Enlightened Fists do pay homage to Anshar.

Hit Die: d6

Requirements:

To qualify to become an Enlightened Fist, a character must fulfill all of the following criteria:

Base Attack Bonus: +4

Skills: Concentration 9 ranks.

Feats: Psionic Fist.

Special: Still Mind class feature.

Class Skills

The Enlightened Fist's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Psicraft (Int), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points per level: 4 + Int. modifier.

Class Features

All of the following are class features of the Enlightened Fist prestige class.

Weapon and Armor Proficiency: Enlightened Fists gain no proficiency with any weapon or armor.

Monk Abilities: An Enlightened Fist's class levels stack with his monk levels for the purpose of determining his unarmed damage and bonuses to Armor Class and unarmored speed. His class levels do not apply to other monk abilities such as flurry of blows, slow fall, and so on.

Power Points/Day: An Enlightened Fist can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment

Table 4-16: Enlightened Fists of Anshar

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points / Day	Powers Known	Level Known
1st	+0	+0	+2	+2	Monk abilities	1	1	1st
2nd	+1	+0	+3	+3	—	3	2	1st
3rd	+2	+1	+3	+3	—	6	3	2nd
4th	+3	+1	+4	+4	—	10	4	2nd
5th	+3	+1	+4	+4	Bonus psionic feat	15	5	3rd
6th	+4	+2	+5	+5	—	23	6	3rd
7th	+5	+2	+5	+5	—	31	7	4th
8th	+6	+2	+6	+6	—	43	8	4th
9th	+6	+3	+6	+6	—	55	9	5th
10th	+7	+3	+7	+7	Bonus psionic feat	71	10	5th

of power points is given on Table 4-16: Enlightened Fists of Anshar. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. If an Enlightened Fist has power points from a different class, those points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: An Enlightened Fist chooses his powers from the psychic warrior power list. At 1st level, an Enlightened Fist knows one psychic warrior power of your choice. Each time he attains a new level, he learns one new power. An Enlightened Fist can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers an Enlightened Fist can manifest per day is limited only by his daily power points.

An Enlightened Fist simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all of his spent power points. The Difficulty Class for saving throws against an Enlightened Fist powers is 10 + the power's level + the Enlightened Fist's Wisdom modifier.

Maximum Power Level Known: An Enlightened Fist gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each new odd-numbered level, an Enlightened Fist gains the ability to master more complex powers.

To learn or manifest a power, an Enlightened Fist must have a Wisdom score of at least 10 + the power's level.

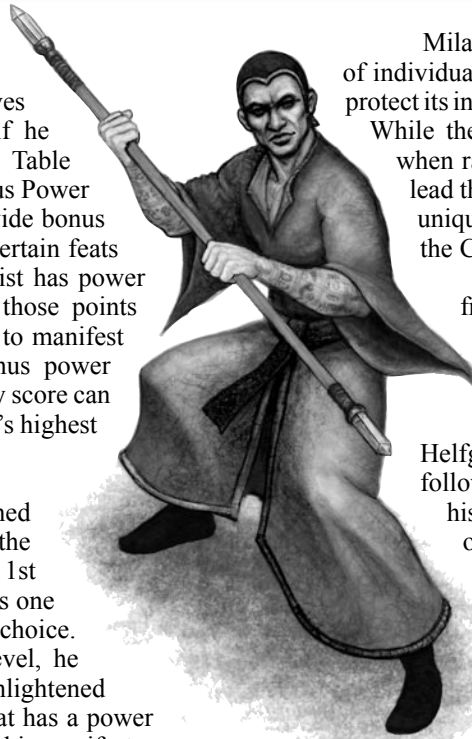
Bonus Psionic Feat: At 5th and 10th level, an Enlightened Fist can take any psionic feat as a bonus feat. He must still meet the prerequisites for the feat.

Multiclass Note: A monk who becomes an Enlightened Fist may continue advancing as a monk.

Milandisian War Mind

"Each time you draw a blade, each time you swing it, you must be fully prepared to pay the cost. You must be prepared to take life, and equally you must be prepared to surrender your own. That is the ultimate truth of a warrior, and that is what you must learn, so that you can come to love it and to hate it."

- Goerhald val'Holryn, Champion to King Osruc of Milandir speaking to the assembled Cantons



Milandir has long relied on the heroism of individual warriors and soldiers of fortune to protect its interests, and to serve within its armies. While the cantons have a formidable might when raised, they do require individuals to lead the way. In this manner, they are truly unique from their neighbors and rivals, the Coryani Empire with its legions.

A college, only a short distance from the Royal Estate near Naeraanth, teaches a select few the knowledge, skills, and mindset required to become a truly great warrior. The headmaster of this college, Helfgaer Armind val'Tensen, is a devoted follower of Hurrian and encourages all of his students to undertake the worship of the gods as well.

Hit Die: d10

Requirements:

To qualify to become a Milandisian War Mind, a character must fulfill all the following criteria:

Alignment: Any non-Chaotic.

Base Attack Bonus: +3.

Skills: Examine Martial Technique 5 ranks, Knowledge (History) 2 ranks, Knowledge (Psionics) 8 ranks.

Manifesting: Must have a power point reserve of at least 1 power point.

Class Skills

The Milandisian War Mind's class skills (and the key ability for each skill): Autohypnosis (Wis), Concentration (Con), Examine Martial Technique (Wis), Intimidate (Cha), Knowledge (History) (Int), Knowledge (Psionics) (Int), and Psicraft (Int).

Skill Points per level: 2 + Int. modifier.

Class Features

Weapon and Armor Proficiency: War minds gain no proficiency with any weapon or armor.

Power Points/Day: A war mind can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 4-17: The War Mind. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. If a war mind has power points from a different class, those points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A war mind chooses his powers from the psychic warrior power list. At 1st level, a war mind knows one psychic warrior power of your choice. At every even-numbered level higher than 1st, he learns

one new power. A war mind can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a war mind can manifest per day is limited only by his daily power points.

A war mind simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against war mind powers is 10 + the power's level + the war mind's Wisdom modifier.

Maximum Power Level Known: A war mind gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each even-numbered level beyond 2nd, a war mind gains the ability to master more complex powers.

To learn or manifest a power, a war mind must have a Wisdom score of at least 10 + the power's level.

Chain of Personal

Superiority (Su): At 1st level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute.

A war mind may use this ability twice per day, as a *swift* action. A war mind may not use more than one *chain* ability at a time. At 7th level, the insight bonus to Strength and Constitution improves to +4.

Chain of Defensive Posture (Su): At 2nd level, a war mind learns the second principle of warfare for the

individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class for up to 1 minute.

A war mind may use this ability twice per day, as a *swift* action. A war mind may not use more than one *chain* ability at a time. At 8th level, the insight bonus to Armor Class improves to +4.

Enduring Body (Ex): At 3rd level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The spirit of the ideal body transforms a war mind, granting him damage reduction 1/-. At 6th level, his damage reduction improves to 2/-. At 9th level, his damage reduction improves to 3/-.

Sweeping Strike (Ex): At 5th level, a war mind gains the ability to make great, sweeping swings with a melee weapon.

As a full-round action, the war mind may make a single melee attack roll that targets two adjacent creatures

(the squares they occupy must share a side). All of the properties of the attack roll (and associated damage) are applied to both creatures equally; meaning that the bonus damage from a use of the Psionic Weapon feat would be applied to both creatures.

A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn (either movement of his own volition, or through some other creature's actions). If a war mind drops one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he drops more than one foe.

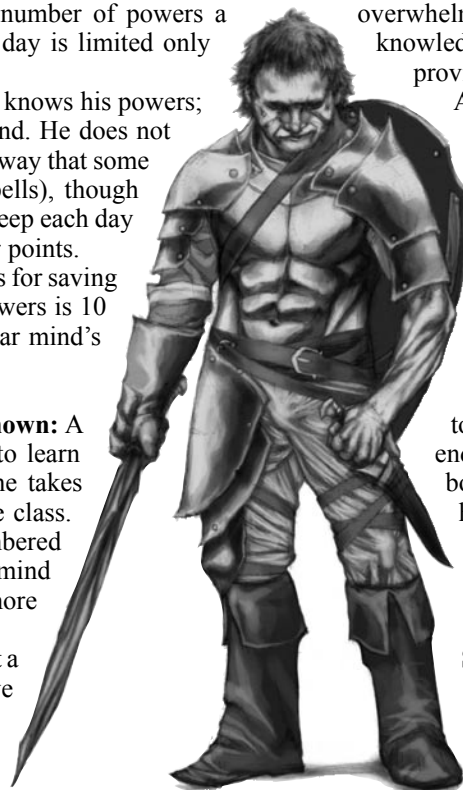


Table 4-17: The Milandisian War Mind

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+1	+2	+2	+0	Chain of personal superiority +2	2	1	1st
2nd	+2	+3	+3	+0	Chain of defensive posture +2	5	2	1st
3rd	+3	+3	+3	+1	Enduring body (DR 1/-)	9	2	1st
4th	+4	+4	+4	+1	—	14	3	2nd
5th	+5	+4	+4	+1	Sweeping strike	20	3	2nd
6th	+6	+5	+5	+2	Enduring body (DR 2/-)	28	4	3rd
7th	+7	+5	+5	+2	Chain of personal superiority +4	37	4	3rd
8th	+8	+6	+6	+2	Chain of defensive posture +4	47	5	4th
9th	+9	+6	+6	+3	Enduring body (DR 3/-)	58	5	4th
10th	+10	+7	+7	+3	Strike of overwhelming force	70	6	5th

Strike of Overwhelming Force (Su): At 10th level, a war mind learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack.

The war mind taps into this underlying energy and apply it to a single attack, dealing an extra 10d6 points of damage. A war mind can use this power once per day. Activating this power is a free action. If the attack misses, the power is wasted.

Psionic Inquisitor

“The world has been stained with the fallen tears of a thousand generations of suffering. Suffering caused by the impurities of soul, mind, and intent. Find the impure and grant them redemption. If they will not repent, then send them on so that Nier may judge them, and so that Sarish binds them for their transgressions.”

- Calcestus val’Assante at the Indoctrination of the High Inquisitor

The Holy Inquisition, rightfully feared by many in Coryan, has been blending psychic insight with the divine powers granted by Illiir and Sarish since the earliest days of its existence. The Psionic Inquisitor is the ultimate expression of the blending of these two forces. His training focuses on using divine inspiration and divination, combined with psychic mind probes, to root out heresy, for they are charged with seeking out the impure of mind, body, and soul.

The loyalty of those chosen to serve as Psionic Inquisitors is unquestioned, and they are held in high regard by those whose faith is unquestioned. They are trusted by their superiors to hunt down heretics, even if they hold only heretical thoughts within their hearts. As the training of a Psionic Inquisitor, they learn to see through illusions with ease, bathe themselves in Illiir’s light, and even capture the souls of the guilty. For this, they are rightly revered and reviled!

Hit Die: d6

Requirements:

To qualify to become a Psionic Inquisitor, a character must fulfill all of the following criteria:

Alignment: Any Lawful.

Skills: Concentration 8 ranks, Knowledge (Religion) 5 ranks, Psicraft or Spellcraft 5 ranks, Sense Motive 8 ranks.

Feats: Inquisitor, Psionic Meditation.

Spellcasting: Must be able to cast 1st-level divine spells.

Manifesting: Must be able to manifest 1st-level powers.

Deity: Must follow either Illiir or Sarish.

Faction: Must join the Holy Inquisition, which entails loyalty to Emperor Calcestus val’Assante.

Class Skills

The Psionic Inquisitor’s class skills (and the key ability for each skill) are Craft (Int), Concentration (Con), Knowledge (All, taken individually) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points per level: 2 + Int. modifier.

Class Features

All of the following are class features of the Psionic Inquisitor.

Weapon and Armor Proficiency: The Psionic Inquisitor gains no additional weapon or armor proficiencies.

Holy Inquisitor (Ex): Beginning at 1st level, a Psionic Inquisitor can regain his psionic focus as a free action, but only after using the Inquisitor feat. He may only regain his focus as a free action once per Psionic Inquisitor level every hour. Regaining focus as a free action does not provoke an attack of opportunity.

Caster and Manifester Levels: Starting at 2nd level and every two levels thereafter, the Psionic Inquisitor gains additional spells per day as if he were one level higher in whichever divine casting class he had before



Table 4-18: The Psionic Inquisitor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell/Power Advancement
1st	+0	+0	+0	+2	Holy Inquisitor, Truth of the Body	—
2nd	+1	+0	+0	+3	—	+1 Caster & Manifester Level
3rd	+2	+1	+1	+3	Sacred Focus, Truth of the Mind	—
4th	+3	+1	+1	+4	—	+1 Caster & Manifester Level
5th	+3	+2	+2	+4	Light of Illiir, Truth of the Heart	—
6th	+4	+2	+2	+5	—	+1 Caster & Manifester Level
7th	+5	+3	+3	+5	Bindings of Sarish, Truth of the Eye	—
8th	+6	+3	+3	+6	—	+1 Caster & Manifester Level
9th	+6	+4	+4	+6	—	—
10th	+7	+4	+4	+7	Truth of the Soul	+1 Caster & Manifester Level

he became a Psionic Inquisitor. If he had two or more such classes then he must choose one of them, and only that class gains the increase. This increase only affects spells per day, and spells known if applicable. Other class features, such as the ability to turn undead, are not affected in any way.

Additionally, the Psionic Inquisitor gains additional powers known and power points per day as if he were one level higher in whichever Psionic class he had prior to becoming a Psychic Inquisitor. If he had two or more such classes, he must choose one of them to gain the benefit of this increase in manifest level. This increase only affects power points per day, powers known, and maximum power level if applicable. All other class features, including bonus feats, are not affected in any way.

Truth of the Body (Sp): At first level, a Psionic Inquisitor gains a modicum of power over the flesh of those he interrogates. Once per day, the Psionic Inquisitor can duplicate the effects of either a *cure light wounds* or an *inflict light wounds* as he chooses. At 3rd level, he can instead duplicate either a *cure moderate wounds* or an *inflict moderate wounds*, again only once per day. At 5th level, he can once per day duplicate either a *cure serious wounds* or an *inflict serious wounds*. At 7th level, he can duplicate either a *cure critical wounds* or an *inflict critical wounds*, once per day. At 10th level he can use this ability three times per day. All of these effects are cast at the Psionic Inquisitor's caster level, and have a save DC of 10 + ½ Psionic Inquisitor Level + Wisdom modifier.

Sacred Focus (Ex): At 3rd level the Psionic Inquisitor learns how to lay the nets of control with greater efficacy. He gains a +1 DC to all spells and powers with the mind-affecting descriptor. This bonus stacks with other class features or feats that increase the DC of his spells and powers.

Truth of the Mind (Ex): A Psionic Inquisitor of at least 3rd level gains insight into how the mind works. This allows him to recognize when someone, or something, tampers with his mind. Any time that a Psionic Inquisitor fails a Will save against a mind-affecting ability with a duration longer than instantaneous, he may attempt a second save as a free action during his next turn. If he succeeds on this second Will save, the effect is broken, and the Psionic Inquisitor acts as if he had never been affected by the power. Regardless of success or failure, he only gets one additional attempt on the saving throw from this ability.

Light of Illiir (Sp): At 5th level, the Psionic Inquisitor begins to shed light as per the *light* spell. This effect can be suppressed at will as a free action. If dispelled, it can be resumed as a free action on the Psychic Inquisitor's next turn.

Truth of the Heart (Ex): At 5th level, the Psionic Inquisitor gains the ability to shrug off most toxins and other effects of similar nature. The Psionic Inquisitor

can make a second Fortitude saving throw against any toxin or disease, whether mundane or magical, as a free action on his next turn. In the case of spells, manifestations, and spell-like abilities, the second saving throw is only given if the affect has a duration greater than instantaneous. If the second saving throw is effective, the Psionic Inquisitor acts as if he had never been affected. Example: Alrin val'Assante failed a Fortitude save versus a toxin. On his next action, he makes the second saving throw. Alrin takes no ability damage due to the effects of the toxin (and damage that was suffered from the toxin is immediately removed). Regardless, he only gets one additional attempt on the saving throw from this ability.

Bindings of Sarish (Sp): A 7th-level Psionic Inquisitor gains the ability to temporarily bind Infernals. The Psionic Inquisitor must make a successful touch attack against the Infernal. If successful, the Infernal must make a Will save against a DC of 10 + the Psionic Inquisitor class level + the Psionic Inquisitor's Charisma modifier or be affected as if under a *hold monster* effect cast by a character of the Psionic Inquisitor's caster level. This ability may be used once per day per two Psionic Inquisitor levels.

Truth of the Eye (Sp): A Psionic Inquisitor of 7th level and higher can see through illusion as easily as they can see through air. Once per day per every two Psionic Inquisitor levels, he can invoke the light of Illiir to cleanse his perceptions, effectively granting him *true seeing*. This is cast at the Psionic Inquisitor's divine caster level.

Truth of the Soul (Sp): At 10th level a Psionic Inquisitor can hold the souls of those he questions. This ability allows him to duplicate a *trap the soul* effect once per week. The Psionic Inquisitor himself qualifies as the focus for the spell. To use this ability he must have interrogated his opponent for at least five minutes prior to using the ability. The Psionic Inquisitor can choose to release any one or all of the trapped souls as a free action; alternatively, they are released when the Psionic Inquisitor perishes. This is cast at the Psionic Inquisitor's divine spell caster level.

The Righteous Order of the Divine Shield

Dark tears stain the night shades of black. Bring unto the poor; the downtrodden, and the meek the glorious light and truth of Illiir. Bless these folk with Hurrian's shelter and comfort, for the truth can be as heavy a burden as the night.

- *Dogma of the Righteous Order of the Divine Shield*

A member of the Righteous Order of the Divine Shield is held to the highest moral standards. They are viewed as the pinnacle of compassion, and are well-known for preserving the weak, even at the cost of their own lives.

During the ancient days before the Time of Terror, the order served to guard pilgrims and to patrol the bounds of the Empire, keeping those far from the

might of the Emperor safe from the ravages of the wilderness beyond.

The order was only recently reformed, after having been forgotten since the Time of Terror. Brave heroes re-awoke the Order's Mentagi, held within the vaults of the Mother Church, when they recovered the arms and armor of Colryn val'Assante, the last leader of the Order. These brave souls used his arms and armor in the defense of those weaker than themselves.

Hit Die: d10

Requirements:

To qualify to become a Divine Shield, a character must fulfill all of the following criteria:

Alignment: Any Good.

Skills: Examine Martial Technique 5 ranks, Heal 13 ranks, Knowledge (Religion) 5 ranks.

Feats: Field Medic, Iron Will.

Special: Must have an Aura of Faith, and must have a power-point reserve.

Deity: Must follow either Illiir or Hurrian.

Class Skills

The Divine Shield's class skills (and the key ability for each skill) are Craft (Int), Concentration (Con), Diplomacy (Cha), Examine Martial Technique (Wis), Heal (Wis), Knowledge (Religion) (Int), Knowledge (Psionics) (Int), Psicraft (Int), and Sense Motive (Wis).

Skill Points per level: 2 + Int. modifier.

Class Features

All of the following are class features of the Righteous Order of the Divine Shield.

Weapon and Armor Proficiency:

The Divine Shield gains proficiency with simple and martial weapons. The Divine Shield is also proficient in the use of light, medium, and heavy armor and all types of shields.

Power Points: The Divine Shield does not gain additional manifesting levels or powers known. However, he does gain additional power points each day, as indicated on the table above. Treat these as bonus power points.

Channeling Uses: The Divine Shield does not gain additional casting levels, however, he does gain additional channeling attempts each day, as indicated on the table above. Treat these as extra channeling uses.

Aura of Faith (Su): Levels in Divine Shield stack for determining the strength of your aura of faith.

Divine Shield (Su): A Divine Shield gains their class level as a shield bonus to armor class (this does not stack with a wielded shield, as only the greater bonus is used). By spending a channeling attempt as a standard action, they may transfer some or all of this bonus to an individual that they touch. The bonus remains transferred for 1 minute, although the Divine Shield may choose, as a free action, to end this protection.

The Divine Shield may also spend power points to affect multiple creatures with this ability. For each 5 power points spent at the same time as the channeling attempt is made, the Divine Shield may touch one additional person. All targets receive the same bonus.

Only the shield bonus granted by this ability may be transferred in this way; shield bonuses from other sources, such as the *shield* spell or a wielded shield, may not be transferred.

For example: Colryn val'Assante could spend 10 power points and one channeling attempt at 1st level to grant two allies that he touched a +1 shield bonus each, while surrendering his own shield bonus entirely.

Weapon of the Mind (Su): At 2nd level, the Divine Shield may spend power points, as a free action, to make any melee weapon he is holding *defending* for 1 minute per class level. This effect ends immediately if the weapon ever leaves the Divine Shield's hands. The power point cost of this ability is two power points per enhancement point of the weapon to be affected.

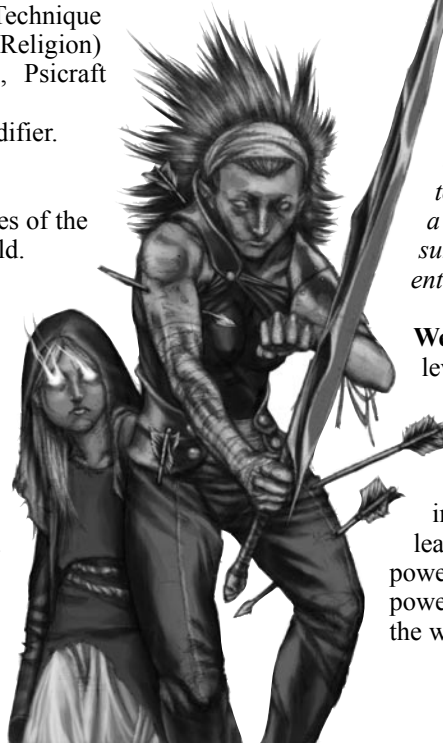


Table 4-19: The Righteous Order of the Divine Shield

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points	Channeling Uses
1st	+1	+2	+0	+0	Aura of Faith, Divine Shield	4	1
2nd	+2	+3	+0	+0	Weapon of the Mind	8	1
3rd	+3	+3	+1	+1	Greater Divine Shield	12	2
4th	+4	+4	+1	+1	Weapon of the Faith	16	2
5th	+5	+4	+2	+2	Radiant Divine Shield	20	3

Greater Divine Shield (Su): At 3rd level, the Divine Shield may expend 2 extra channeling attempts when using this ability to extend the range of the Divine Shield ability from touch to a 25-foot burst. The number of recipients is still limited as above, but when the ability is triggered in this way they do not all have to be within touch range.

Weapon of the Faith (Su): At 4th level, the Divine Shield may spend 2 channeling attempts, as a free action, to make any melee weapon he is holding affected by the *holy sword* spell for 1 minute per class level. This effect ends immediately if the weapon ever leaves the Divine Shield's hands.

Radiant Divine Shield (Su): At 5th level, if the Divine Shield transfers his entire shield bonus to others, he immediately gains a +5 shield bonus to Armor Class, as if he had not transferred the shield bonus at all. He may not transfer this new shield bonus, however, this shield bonus remains so long as his normal shield bonus from the Divine Shield ability has been transferred.

Tools of the Serpent Empire

The ancient Ssanu of Ssethregore have had centuries to perfect their use of psionics and to master the shaping of psionic energies. This mastery is exemplified by the Psychic-Storm. The Ssanu were also the first to master the art of hunting psionic creatures during their extermination of the Sansho. This mastery is demonstrated by the Sansho Hunter.

However, the Val families of Onara have also achieved a similar level of mastery, and thus the power of a Psiophant is no longer limited solely to the Ssethregorans. A multitude of races and groups have learned the techniques of the Sansho Hunter, and learned to apply them to many different foes; thus the abilities of a Sansho Hunter are no longer limited solely to the Ssanu. The psionic mastery of the Issori Metamind, once confined to the inner sanctum of the Ssanu and the Issori before them, is now no longer limited solely to their mastery; anyone may take levels in Issori Metamind.

Issori Metamind

*So wise so young, they say do never live long.
~ King Richard III, Act III, Scene I
~ William Shakespeare*

The ancient Issori, mystic insect-like creatures whose empire was long ago destroyed by the Ssethregorans, had a mastery of psionics, represented by the Metamind class. With their demise, the Ssanu of the Yhasremore Empire learned and mastered these Issori techniques, capturing them as their own.

Now, the Val families and others have studied and mastered these techniques that have been passed down through the ages.

Requirements:

To qualify to become a Issori Metamind, a character must fulfill all the following criteria:

Skills: Knowledge (Psionics) 8 ranks, Psicraft 4 ranks.

Feats: Psicrystal Affinity.

Manifesting: Manifester level 4th.

Hit Die: d4

Class Skills

The Issori Metamind's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (any, taken individually) (Int), Knowledge (Psionics) (Int), and Psicraft (Int).

Skill Points per level: 2 + Int. modifier.

Class Features

Weapon and Armor Proficiency: The Issori Metamind does not receive any additional weapon or armor proficiencies.

Powers Known: At every even-numbered level, an Issori Metamind gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class

Table 4-20: Issori Metamind

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Free manifesting 1st, 3/day	—
2nd	+1	+0	+0	+3	Cognizance psicrystal 5 points	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Free manifesting 2nd, 3/day	—
4th	+2	+1	+1	+4	Cognizance psicrystal 7 points	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Free manifesting 3rd, 1/day	—
6th	+3	+2	+2	+5	Cognizance psicrystal 9 points	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Free manifesting 4th, 1/day	—
8th	+4	+2	+2	+6	Cognizance psicrystal 11 points	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Free manifesting 5th, 1/day	—
10th	+5	+3	+3	+7	Font of power	+1 level of existing manifesting class



the character has, then determines power points per day, powers known, and manifester level accordingly.

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

manifester level.

At every odd-numbered level, an Issori Metamind gains additional power points per day as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (increased manifester level, access to new powers, bonus feats, metapsionic or item creation feats, and so on).

Free Manifesting (Ps): At 1st level, an Issori Metamind can manifest any 1st-level power he knows for free (without spending power points) three times per day.

At higher levels, a metamind gains the ability to freely manifest additional higher-level powers: three 2nd-level powers per day at 3rd level; one 3rd-level power per day at 5th level; one 4th-level power per day at 7th level; and one 5th-level power per day at 9th level.

This benefit applies only to the power point cost of an unaugmented power. Points spent to augment a power and an experience point cost (if any) must be paid as normal.

Cognizance Psicrystal (Ex): At 2nd level, a metamind masters the trick of storing excess power points in a psicrystal. The psicrystal is now treated as a *cognizance crystal* capable of storing 5 power points, in addition to its psicrystal abilities. At every even-numbered level, a metamind becomes able to store an additional 2 power points in his psicrystal, to a maximum of 11 points at 8th level.

Font of Power (Ps): A 10th-level metamind can act as a living *cognizance crystal*, producing seemingly endless power points once per day, for up to 1 minute. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his power point

reserve. He finds the power points he needs welling up within his own body.

If a metamind using this ability enters a *metaconcert*, his power point reserve is accessed normally for the purpose of his contributing to the pool.

Treat this as a power equal to the highest level the metamind knows, with a manifester level equal to the metamind's for the purposes of dispelling this effect.

Psychic-Storm

"You have a strong, disciplined mind and are capable of wielding raw power like a hammer, but you have not learned to be flexible and adaptive, and thus, shape energies to do your will. Watch. Learn."

- *Ssethiru, Ssethregoran Psiophant to a future apprentice.*

Each discipline of magic has practitioners who have risen to the pinnacle of the art. Amongst the mages and sorcerers there exist the Arch-Magi, and the Magisters of the Sanctorum of the Arcane. The clergy and other devout followers of the gods have the powerful Hierophants. However, the rarest and most reclusive such individuals are the Psychic-Storms, the epitome of psionic power, skill, and dedication.

The Ssanu of the Black Coil were the first to develop the level of control and dedication necessary to become a Psychic-Storm, and indeed they developed most of the techniques used by the Psychic-Storms. There are some techniques that have since been developed by various members of the Val race; however, those developments are relatively recent.

It is typical for a Psychic-Storm to only have a single apprentice at a time; furthermore, most Psychic-Storms require potential apprentices to swear oaths of silence, secrecy, and fealty to the teacher, ensuring that their secrets are maintained.

Requirements:

To qualify to become a Psychic-Storm, a character must fulfill all of the following criteria:

Skills: Knowledge (Psionics) 15 ranks, Psicraft 15 ranks, Use Psionic Device 7 ranks.

Feats: Prodigy (Psionic), Psicrystal Focus, Skill Focus (Knowledge: Psionics), and any two Metapsionic or Psionic Item Creation feats or Improved Counter-Manifesting.

Manifesting: Must be able to manifest 7th level powers, including knowledge of at least 4 powers of at least 5th level or higher.

Hit Die: d4

Class Skills

The Psychic-Storm's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (any, taken individually) (Int), Intimidate (Cha), Knowledge (any, taken individually) (Int), Psicraft (Int), Sense Motive (Wis), and Use Psionic Device (Cha).

Skill Points per level: 2 + Int. modifier.

Class Features

All of the following are class features of the Psychic-Storm.

Weapon and Armor Proficiency:

The Psychic-Storm does not receive any additional weapon or armor proficiencies.

Psionic Training: A Psychic-Storm's manifester level does not increase as he gains levels in this prestige class; thus he does not learn new psionic powers or gain additional power points. However, a Psychic-Storm's class levels are added to his manifester level for the purpose of determining the maximum number of power points that can be spent while manifesting a power.

Perfected Technique (Ex, Ps, or Su): At each level, the Psychic-Storm learns another technique that has been perfected. Choose one of the following entries that you meet the prerequisites for. Most techniques can only be learned once; however, some may be learned more than once.

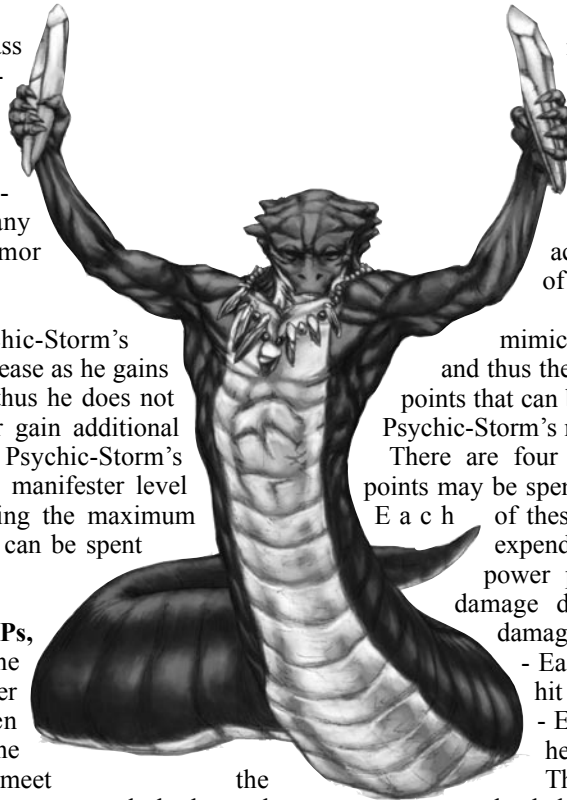
Enhance Psicrystal (Ex): This technique empowers the Psychic-Storm's psicrystal. When determining the abilities and properties of your psicrystal, use your manifester level (including any psionic training bonuses) instead of your psion level. This technique itself is extraordinary; however, the abilities gained by the psicrystal retain their normal qualities.

Extra Technique (Ex): The Psychic-Storm may unlock the secrets to any Metapsionic or Psionic Item Creation feat. The Psychic-Storm chooses any one feat for which he meets the prerequisites; the chosen feat is granted as a bonus feat. This ability may be chosen multiple times.

Improved Euphoria (Ex): (Requires: Surging Euphoria) The morale bonus that a Psychic-Storm would receive while under the effects of the Surging Euphoria class feature is increased by +1. They also receive a +1 dodge bonus to Armor Class while under the effects of Euphoria.

Table 4-21: Psychic-Storm

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Advancement
1st	+0	+0	+0	+2	Perfected Technique	Psionic Training
2nd	+1	+0	+0	+3	Perfected Technique	Psionic Training
3rd	+1	+1	+1	+3	Perfected Technique	Psionic Training
4th	+2	+1	+1	+4	Perfected Technique	Psionic Training
5th	+2	+2	+2	+4	Perfected Technique	Psionic Training



This ability may be chosen multiple times and its effects stack each time.

Mastery of the Body (Ps):

The Psychic-Storm can bolster their body using their psionic powers. Using this ability is a full-round action which provokes attacks of opportunity.

The use of this ability mimics the manifesting of a power, and thus the maximum number of power points that can be spent is determined by the Psychic-Storm's manifester level.

There are four different things that power points may be spent on while using this ability.

Each of these options requires a specific expenditure of power points; thus power points spent to heal ability damage do not also heal hit point damage.

- Each power point spent heals 1 hit point of damage.
- Every four power points spent heals 1 point of ability damage. This use of this ability will not heal ability drain or ability burn.

- Spending five power points heals all mundane diseases that are afflicting the Psychic-Storm. It does not heal any ability damage that was inflicted by the diseases.

- Spending ten power points heals one supernatural or magical disease that is afflicting the Psychic-Storm. Using this option increases the manifesting time of this ability to 10 minutes.

- Every four power points spent grants a +1 enhancement bonus to saving throws against poison for 10 minutes.

Mastery of Psionic Nullification (Su): (Requires: Psion Discipline and Improved Counter-Manifesting) The Psychic-Storm can nullify the psionic energies of others with hardly a thought.

You can counter a power from your chosen discipline using any power from that discipline, so long as you spend a number of power points equal to those spent to manifest the target power.

Mental Reach (Su): The Psychic-Storm can use any power with a normal range of touch on any valid target up to 30 feet away. However, delivering the power always requires a successful ranged touch attack.

This technique can be chosen a second time, which increases the range to 60 feet.

Mental Shaping (Su): This technique allows the Psychic-Storm to alter the area of effect of powers that use one of the



following shapes: burst, cone, cylinder, emanation, or spread. Spaces of a minimum dimension of 5-feet-by-5-feet may be placed within the area of effect, for example, to spare an ally or innocent who may otherwise be in the area of effect. Furthermore, shapeable powers have a minimum dimension of 5 feet instead of 10 feet.

Psi-Like Ability (Ps): A Psychic-Storm who learns this technique can use a number of power points to permanently provide the psionic power needed to use one of his psionic powers as a psi-like ability that can be used twice per day. The Psychic-Storm does not use any components when manifesting the power, although a power that costs XP to manifest still does so and a power with a costly material component instead costs him 10 times that amount in XP.

When you choose this ability, you must select one power. When you do so you must decide what manifester level to prepare the ability at; this choice can range anywhere from the minimum manifester level to a maximum of your current manifester level. You permanently lose a number of power points equal to the chosen manifester level from your normal daily power point allotment.

When you select this ability you may elect to permanently expend additional power points to gain more than two uses each day of the chosen power. If the power is three or more levels lower than the maximum power level you know and you expend six additional power points, then the psi-like ability may be used four times per day. If the power is six or more levels lower than the maximum power level you know and you expend twelve additional power points, then the psi-like ability may be used six times per day.

You may select this ability more than once; each additional time it is taken you can apply the ability to the same power (increasing the number of times per day it can be used; however, the chosen manifester level must be the same) or to a different power (gaining a new psi-like ability, without the above restriction on keeping the same manifester level).

Psionic Power (Ex): This Psychic-Storm technique increases your effective manifester level by one (for the purposes of a power's duration, all level checks to defeat Power Resistance and the maximum number of power points that can be spent on manifesting a power). This ability may be chosen multiple times (maximum three times) and its bonuses stack with itself. This ability does not increase the number of power points you receive each day or grant any other benefit of an increased manifester level.

Telepathy (Su): A Psychic-Storm with this technique gains the ability to speak to any creature within 100 feet who shares a common language. Communication is entirely voluntary, as individuals may choose to speak with or ignore a Psychic-Storm as they desire. The Psychic-Storm may freely attempt communication with any suitable creature within range. This is a mind-affecting, language-dependent ability.

Sansho Hunter

Ssarthas knelt down, his nostrils flaring and seeking the scent of the Sansho. It was three weeks past that the Emperor set upon them the task of hunting down this last band of these vile, filthy vermin. How they flee before us, now that we have learned to counter their more powerful attacks and where to strike them that hurts the most. Not long now until he was back home amongst his kind.

The Ssanu fought a brutal series of engagements against the Sansho, from whom they developed their ability to manifest psionic powers. Eventually, they applied these psionic powers to the extermination of the Sansho.

Since that time, the techniques that were developed to combat the Sansho have been expanded to include various other psionically active races that exist in Arcanis.

Hit Die: d8

Requirements:

To qualify to become a Sansho Hunter, a character must fulfill all of the following criteria:

Base Attack Bonus: +4

Skills: Knowledge (*) 4 ranks, Survival 4 ranks.

Feats: Track.

Special: Must have a power point reserve of at least 1 power point.

* The specific knowledge skill that is required is dependent on the chosen creature that this class applies to; see the Favored Enemy ability below.

Class Skills

The Sansho Hunter's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Examine Martial Technique (Wis), Knowledge (*) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

* The Sansho Hunter gains the knowledge skill used to meet the requirements of this class as a class skill; see the Favored Enemy ability for details.

Skill Points per level: 4 + Int. modifier.

Class Features

All of the following are class features of the Sansho Hunter prestige class.

Weapon and Armor Proficiency: Sansho Hunters are proficient with all simple and martial weapons and with all types of armor.

Powers Known: Beginning at 2nd level, a Sansho Hunter gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Sansho Hunter to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

If the character did not belong to a manifesting class before taking this prestige class, she does not gain manifesting levels.

Favored Enemy (Ex): When she enters the class, a Sansho Hunter formally declares a type of psionic creature as the enemy she detests above all others (chosen from the table below). Due to her extensive study of her foes and training in the proper techniques for combating them, she gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against her favored enemy.

Likewise, she gets a +2 bonus on weapon damage rolls against creatures of this kind. At 4th level the bonuses increase to +4, at 7th level to +6, and at 10th level to +8.

Furthermore, the required knowledge skill to enter this prestige class determines what types of creatures can be selected as a foe; see the table below. The associated knowledge skill is also the knowledge skill that is a class skill for the Sansho Hunter.

Enemy Sense (Su): A Sansho Hunter can sense the presence of her favored enemy within 60 feet of herself, even if they are hidden by darkness or walls, but she cannot discern their exact location.

Aura of Disregard (Su): At 2nd level, a Sansho Hunter gains a constant defensive ability somewhat similar to the *aversion* power. Any creature that attempts to touch (in regards to using a special ability, such as the slime attack of an Aboleth) the Sansho Hunter must succeed on a Will save (DC 15 + Sansho Hunter's class level) or

become disinclined to do so for 24 hours thereafter. A creature that fails this save may take any action it desires except touching the Sansho Hunter (but does not realize it is being so affected). This ability is active even if the Sansho Hunter is unconscious, stunned, or otherwise helpless.

Lucid Buffer (Ex): At 3rd level, a Sansho Hunter becomes especially skilled at resisting mental attacks. She gains a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. This ability is active even if the Sansho Hunter is unconscious, stunned, or otherwise helpless.

Cerebral Blind (Su): After reaching 6th level, a Sansho Hunter is protected from all devices, powers, and spells that reveal location. This ability protects against information gathering by clairvoyance powers or effects that reveal location.

The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to gain information about the Sansho Hunter's location (however, *metafaculty* can pierce this protective barrier). In the case of *remote viewing* or *scrying* that scans an area a Sansho Hunter is in, the effect works, but the slayer simply isn't detected. *Remote viewing* or *scrying* attempts that are targeted specifically at a Sansho Hunter do not work. This ability is active as long as the Sansho Hunter is psionically focused.

Breach Power Resistance (Su): A Sansho Hunter of 8th level or higher can enhance her weapon with psionic might. Each successful melee attack (or ranged attack if the target is within 30 feet) she makes with her weapon against a creature with power resistance temporarily reduces its power resistance by 1. Unless the creature is slain, its lost power resistance returns all

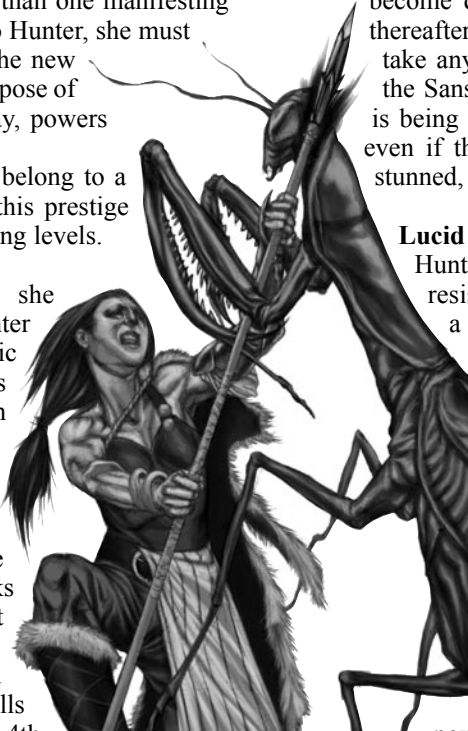


Table 4-22: The Sansho Hunter

Class Level	Base				Special	Powers Known
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+0	+0	+2	Favored enemy +2, enemy sense	—
2nd	+2	+0	+0	+3	Aura of Disregard	+1 level of existing manifesting class
3rd	+3	+1	+1	+3	Lucid buffer	+1 level of existing manifesting class
4th	+4	+1	+1	+4	Favored enemy +4	+1 level of existing manifesting class
5th	+5	+1	+1	+4	—	+1 level of existing manifesting class
6th	+6	+2	+2	+5	Cerebral blind	+1 level of existing manifesting class
7th	+7	+2	+2	+5	Favored enemy +6	+1 level of existing manifesting class
8th	+8	+2	+2	+6	Breach power resistance	+1 level of existing manifesting class
9th	+9	+3	+3	+6	Cerebral immunity	+1 level of existing manifesting class
10th	+10	+3	+3	+7	Death Attack, favored enemy +8	+1 level of existing manifesting class



Sansho Hunter Favored Enemies

Chosen Psionic Foe ¹	Associated Knowledge Skill
Aquatic Aberrations (Aboleth)	Knowledge (Dungeoneering)
Tainted (Brood of Caneturec, Cerebrilith)	Knowledge (Planes)
Magical Beasts (Brain Mole, Enskoral)	Knowledge (Nature)
Humanoids (Ssanu, Val)	Knowledge (Psionics)
Outsiders (Couatl)	Knowledge (Planes)
Entropic Aberrations (Obnu'il, Voiceless Ones)	Knowledge (Dungeoneering)
Terrestrial Aberrations (Il'huan)	Knowledge (Dungeoneering)
Plants (Udoroot)	Knowledge (Nature)

¹ The favored enemy bonus applies against all creatures of the selected type; the listed creatures are intended as examples drawn from within the creatures presented in this book.

at once 12 hours later. This ability is active as long as the Sansho Hunter is psionically focused.

Cerebral Immunity (Su): On reaching 9th level, a Sansho Hunter gains protection from all devices, powers, and spells that influence the mind. This ability shields her against almost all mind-affecting powers and effects (though the Sansho Hunter can selectively allow powers or spells to affect her). The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to mentally influence a Sansho Hunter. This ability is active as long as the Sansho Hunter is psionically focused.

Death Attack (Ex): Once per day at 10th level, a Sansho Hunter gains the ability to kill her chosen foe outright with a single well-placed attack. The slayer may use this death attack on any attack (even during a full attack action), regardless of whether or not her chosen foe is flat-footed. If the slayer hits and deals damage with her Death Attack, the victim must make an immediate Fortitude save (DC 20 + the Sansho Hunter's Wisdom modifier). If the victim fails the save, it is killed instantly. If the save is successful, the victim takes damage from the attack as normal. Treat this as if struck dead from massive damage. Creatures immune to critical hits are immune to this effect. The slayer must declare that she is using this attack before the attack roll is made. If the slayer misses, the attack is used for the day regardless.

If the Sansho Hunter has selected a chosen foe that is immune to critical hits, then instead, the Sansho Hunter can twice per day declare an attack to be a Smite Foe attack. The Sansho Hunter gains her Wisdom modifier as a bonus to attack rolls, and deals double her class level in additional damage on a successful strike. A declared smite attack that misses is used for the day.

Tools of the Silence

The Silence has many training regimes available to its tools. These tools are mysterious, secretive, and largely unknown to most people on Onara. However, those that the Silence holds in esteem are often invited to undergo the training - training that often results in the death of the trainee - for like all matters involving the Silence, the training is as deadly as war.

In Living Arcanis, any PC who is a member of the Mourners in Silence may take levels in these prestige classes. If the PC ever abandons the Mourners in Silence, that PC is irrevocably destroyed with no recourse or means of returning.

Entropomancer

The essence of entropy is the pure silence of the mind. Those who can draw upon this power are merely touching the surface of a greater strength. To truly tap into the power of entropy one must surrender your mind, body and soul to its grasp. Only then, in the final moments can you come to understand truly what entropy is.

- Xx'regk, Master of Entropy, Speaker of the Silence

The methods of the Silence are a closely guarded secret. Indeed, those who consider surrendering the true secrets of the Silence are usually dead before they can even begin to give voice to them. Those few who are led to believe that they have betrayed the Silence are often being used still as sources of misinformation.

The Entropomancers are afforded a special level of respect within the Mourners of the Silence (for those who are aware of their training) and within the wider-spectrum of those creatures that serve the interests of the Silence.

Entropomancers must be willing to devote their entire being to the study and use of entropy, for anything less is usually deadly. For that reason, it is rare that any individual undertakes this path of study.

Hit Die: d4

Requirements:

To qualify to become an Entropomancer, a character must fulfill all of the following criteria:

Alignment: Any Non-Lawful.

Skills: Concentration 10 ranks, Knowledge (Psionics) 10 ranks, Psicraft 10 ranks.

Feats: Focused Mind, Improved Power Penetration, Power Penetration.

Special: Manifest Level 10; Ability to manifest preternatural psionics; Ability to manifest the *entropy burst* power.

Class Skills

The Entropomancer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Craft (Int), Concentration (Con), Knowledge (All, taken individually), Profession (Wis), and Psicraft (Int).

Skill Points per level: 2 + Int. modifier.

Class Features

All of the following are class features of the Entropomancer prestige class.

Weapon and Armor Proficiency: An Entropomancer gains no additional armor or weapon proficiencies.

Manifesting: At each level, the Entropomancer gains additional psionic manifesting abilities. These increases to manifester level must be applied to whichever manifesting class allowed the Entropomancer to qualify for this prestige class. These extra levels do not influence any class features, save powers known, and the determination of power points each day.

Entropy Melding (Ex): Any time an Entropomancer is manifesting a psionic power that does hit point damage, she may expend her psionic focus to convert 50% of the inflicted damage into entropy damage. Using this ability gives the psionic power the Entropy subtype, and it may not be used on powers that already have the Entropy subtype.

This ability does not increase the amount of damage done; it simply changes the damage type for 50% of the damage. If the base damage is odd, then the portion of damage that is converted to entropy damage is rounded down.

Entropy Focus (Ex): All powers that an Entropomancer manifests that have the Entropy subtype receive a +1 bonus to their save DC (if the power has no save, then this portion of the ability has no effect). Additionally, for the purposes of penetrating power resistance when using such powers, the Entropomancer receives a +1 bonus on manifester level checks.

These bonuses stack with all other bonuses granted to save DCs and manifester level for penetration power resistance (such as those from the Power Penetration feat and the Psionic Endowment feat).

Entropy Explosion (Ex): Any time the Entropomancer uses the Greater Power Penetration feat while manifesting a power, that power is automatically affected by the Entropy Melding ability without the

need to expend an additional focus. The reverse does not hold true as applying the Entropy Melding ability to a power does not automatically confer the benefits of the Greater Power Penetration feat.

Keeper of Silent Lore

Inked across his forehead and skull were archaic runes that flowed down his neck into presumably the rest of his body, although that was cloaked in thick, black robes. Behind him, at a respectful distance, stood a company of retainers and companions all waiting for him to decide on their path. The ruined city before them was obviously built by the First Imperium of Man; the markings on the few, still-standing walls making that much clear. However, the majority of the buildings and structures were as destroyed as the world they had found them upon. Slowly, they moved their way into the city, when the keeper paused, eyes wide with surprise. Pointing at his feet, the retainers started to dig towards the surviving vault of this ancient city.

- *Except from Tandraleth's Journal, 876 I.C., Plane #73-5*

The annals of the Silence contain countless millennia of knowledge, all carefully stored and preserved. However, this knowledge, like any other repository, must continually grow and be checked to ensure that it remains complete and accurate. The first keepers of silent lore were ancient beings, drawn from the ranks of the oldest Voiceless Ones. These creatures developed the rituals and rites necessary to encapsulate knowledge into a living creature and preserve it for the ages. However, over the ages, the Voiceless Ones have also taken to teaching these techniques to the "lesser races" that serve them.

Some of the keepers that were trained amongst the lesser races have been known to be abducted by foes of the Silence or have simply defected on their own. It is rumored that some groups, such as the Sanctorum of the Arcane, have managed to preserve a line of keepers, hoping to extract and use the gained knowledge. There are also concerns that the knowledge these escaped or captured keepers may hold is tainted; the possibility that these keepers are purposeful plants troubles many people who know of them.

The tattoos that cover the Keeper of Silent Lore are more than ritualistic markings, as they appear to most folk; they are encoded knowledge that can be retrieved by the keeper and others with his training. As a keeper gains more knowledge, he gains more tattoos until his body becomes covered with the tattoos that mark him as a keeper, and that reflect the amassed knowledge he holds.

Table 4-23: The Entropomancer

Class Level	Base				Special	Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+0	Entropy Melding	+1 manifester level
2nd	+1	+0	+0	+0	—	+1 manifester level
3rd	+1	+1	+1	+1	Entropy Focus	+1 manifester level
4th	+2	+1	+1	+1	—	+1 manifester level
5th	+2	+1	+1	+1	Entropy Explosion	+1 manifester level

Hit Die: d4

Requirements:

To qualify to become a Keeper of Silent Lore, a character must fulfill all of the following criteria:

Alignment: Any Non-Lawful.

Skills: Craft (Tattoo) 4 ranks, Knowledge (History) 6 ranks, Knowledge (The Planes) 6 ranks.

Feats: Lesser Craft Fetish ¹ or Scribe Tattoo.

Special: Able to cast *comprehend languages* and *read magic*; or able to manifest *discern written intent*.

¹ This can be found in the *Magic of Arcanis* sourcebook.

Class Skills

The Keeper of Silent Lore's class skills (and the key ability for each skill) are Autohypnosis (Wis)*, Craft (Int), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (All, taken individually), Psicraft (Int)*, Speak Language (-), and Spellcraft (Int)*.

* The Keeper gains Autohypnosis and Psicraft as class skills if he used the *discern written intent* power to qualify for this class; otherwise he gains Spellcraft as a class skill. See *Manifesting & Spellcasting* below under class features for details.

Skill Points per level: 2 + Int. modifier.

Class Features

All of the following are class features of the Keeper of Silent Lore prestige class.

Weapon and Armor Proficiency: A Keeper of Silent Lore gains no additional armor or weapon proficiencies.

Manifesting & Spellcasting: When the Keeper of Silent Lore gains his first class level he must decide between psionic manifesting and arcane or divine casting. Once made this choice cannot be changed and determines to which class the increases to manifester/caster level are applied.

This choice also impacts which class skills the keeper has; choosing psionic manifesting makes Autohypnosis and Psicraft class skills, while choosing either type of casting makes Spellcraft a class skill.

Regardless of the choice made, at each level indicated, the keeper gains a +1 increase to his manifester or caster level. This increase affects spells per day (or power points each day), the duration, and effects of spells and powers. The keeper also learns new spells or powers (as appropriate to his choice) as determined by the class the manifester or caster level is being applied to. This increase also affects the maximum number of power points spent manifesting a power, if the manifesting level increase was chosen above.

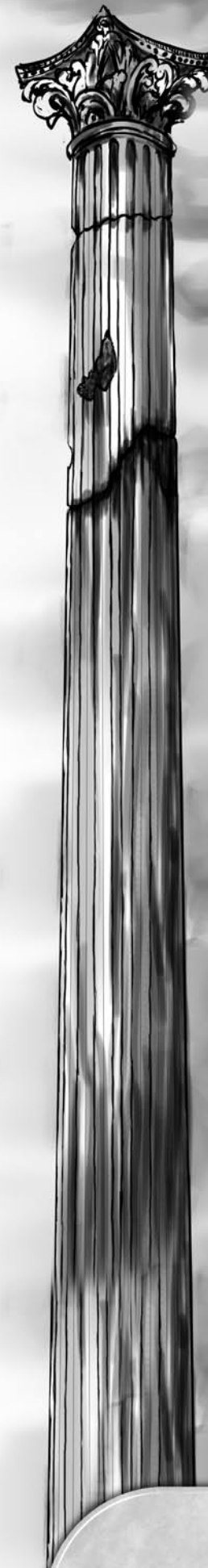
If the keeper has multiple classes to which he could apply his chosen increases to, then he may choose each time he gains a manifester or caster level increase which class to apply the benefits to. For example, Tandraleth has levels as a Psion 5, Wizard 3, Psychic Warrior 4 when he takes his first level in Keeper of Silent Lore. He chooses to apply all of his manifester/caster level increases to manifester classes. However, because he has two different manifesting classes he may choose each time he gains a level that grants a manifester level increase which of the two classes to apply that level to. He cannot however, choose to apply some increases to his wizard class, and others to his psion or psychic warrior classes. If he wanted to apply the increases to his wizard class then he would be unable to apply any increases to his psion or psychic warrior classes.

This ability does not grant any of the other features of the classes to which it is applied; for example, it does not grant bonus feats that levels in other classes might provide.

Knowledge Focus (Ex): At each level, the Keeper of Silent Lore gains two extra skill points. One of these must be spent on the Knowledge (History) skill; the other may be spent on any other knowledge skill or the speak language skill. However, every second time the Keeper of Silent Lore gains the ability to learn new spells or powers (see above) due to a manifester level or caster level increase, one of the learned spells or powers must be either a Clairsentience power or a Divination spell.

Table 4-24: The Keeper of Silent Lore

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting / Spellcasting
1st	+0	+0	+0	+2	Knowledge Focus, Silent Lore	—
2nd	+1	+0	+0	+3	Knowledge Marking	+1 manifester/caster level
3rd	+1	+1	+1	+3	Keeper Marking	+1 manifester/caster level
4th	+2	+1	+1	+4	Knowledge Marking	+1 manifester/caster level
5th	+2	+1	+1	+4	Growth of Mind	—
6th	+3	+2	+2	+5	Knowledge Marking	+1 manifester/caster level
7th	+3	+2	+2	+5	Mystical Markings	+1 manifester/caster level
8th	+4	+2	+2	+6	Knowledge Marking	+1 manifester/caster level
9th	+4	+3	+3	+6	Growth of Mind	—
10th	+5	+3	+3	+7	Mystical Markings	+1 manifester/caster level



Silent Lore (Ex): A Keeper of Silent Lore knows a vast collection of information and lore. Thus, a keeper gains a lore ability, like the bardic knowledge ability of a bard. The keeper's lore check is equal to his class level plus his Intelligence modifier with an additional +2 synergy bonus from having more than five ranks in Knowledge (History). The keeper may not take 10 or 20 on this check, because there is no direct ability to accurately recall information; it is randomly recalled. The DCs for this ability are the same as those used for the Bardic Knowledge ability of a bard.

If the Keeper has the bardic knowledge ability or the lore ability of a Loremaster, then he may instead apply his keeper class level as a bonus to his bardic knowledge or lore checks instead of gaining the above ability; this choice must be made when this ability is first gained and cannot be changed once decided.

Knowledge Marking (Su): The tattoos of the Keeper of Silent Lore are not simply markings, they are repositories of knowledge. At 2nd level, some of that knowledge starts to influence the keeper's thoughts and thinking. The keeper selects one knowledge skill to which he receives a +2 bonus on all checks.

At 4th, 6th, and 8th levels the keeper may either increase an existing bonus from this skill by +1, or choose another knowledge skill, to which he receives a +2 bonus on all checks.

Keeper Marking (Ex): A Keeper of Silent Lore who reaches 3rd level has a deep enough understanding of how the keeper's lore is stored, and how to create the needed tattoos, to be able to mark new keepers. Creating the tattoos on a new keeper requires one day, costs 500 gp in inks, and requires a DC 25 Craft (Tattoo) check.

Growth of Mind (Ex): As the secret lore continues to infuse the intellect of the Keeper of Silent Lore, his mind must expand or become unable to learn more. Thus, at 5th and 9th levels, the Keeper of Silent Lore gains a +1 bonus to Intelligence and Wisdom. These two bonuses stack with each other (and other bonuses, due to being unnamed).

Mystical Markings (Su): The tattoos that cover the Keeper of Silent Lore contain more than just knowledge; they contain the secrets needed to understand techniques and other mystic secrets. At 7th and 10th level, the keeper may select any one channeling ¹, metamagic, metapsionic, or psionic feat for which he meets the prerequisite; the keeper gains the chosen feat as a bonus feat. The keeper may take feats at a later time for which the chosen feat is a prerequisite; however, if this ability is suppressed then the bonus feats are lost, denying access to any feats that use them as prerequisites.

¹ Channeling feats are described in the *Player's Guide to Arcanis* and *Magic of Arcanis*.

Warrior of the Silence

The invaders had no chance. Little did they realize that our cities are protected by specially trained warriors. No sooner had their feeble assault started when the beacons arose through the murk, summoning everyone to the defense. The warriors on duty when the attack started were sheathed in massive suits of armor, wielding heavy weapons. They calmly stood and waited for the invaders to reach them before wading into combat, destroying the invaders around them.

- Except from *Tandraleth's Journal*, -1022 I.C. (inferred), *Il'Gran Plane*

The first warriors of the silence were drawn from amongst the innumerable ranks of the Voiceless Ones who guarded their earliest citadels and cities. The history of this order of warriors stretches back into the true depths of the past, and the techniques remain as they have been for millennia.

The current ranks of this order are drawn from amongst the most loyal and promising members of the Mourners in Silence, various well-trained representatives of the servants races of the Silence, and from amongst the most militarily-minded Voiceless Ones. These individuals undergo strenuous training, both physical and mental, to prepare them as both shock-troops and as steadfast guards.

Hit Die: d10.

Requirements

To qualify to become a Warrior of the Silence, a character must fulfill all of the following criteria.

Alignment: Lawful.

Base Attack Bonus: +8

Feats: Alertness, Armor Proficiency (Heavy) ¹, Weapon Focus (any martial).

Special: Must have a psionic power point reserve.

¹ Any character who has class levels in a class that grants proficiency in heavy armor meets this requirement; taking the feat also meets the requirement.

Class Skills

The Warrior of the Silence's class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Examine Martial Technique (Wis), Intimidate (Cha), Jump (Str), Knowledge (Psionics) (Int), Knowledge (Warfare and Tactics) (Int), Listen (Wis), Profession (any) (Wis), Psicraft (Int), Spot (Wis), and Swim (Str).

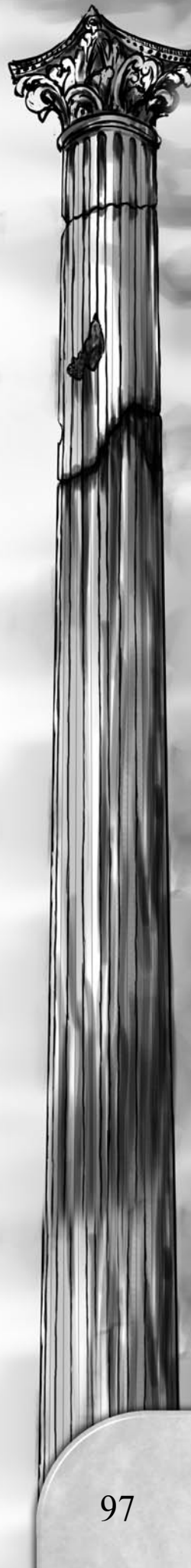
Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the Warrior of the Silence prestige class.

Weapon and Armor Proficiency: A Warrior of the Silence gains proficiency in all light, medium, and heavy armor, and all shields including tower shields. He also gains proficiency in all simple and martial weapons.

Silent Beacon (Su): When a Warrior of the Silence is in need of other Warriors, they manifest the preternatural psionic beacon of their order. The beacon is a fine line



of virulent yellow light which rises directly overhead to a height of 500 feet (through all obstructions, save those that block preternatural psionic effects, such as a *null psionics field*).

All other Warriors of the Silence recognize the beacon instantly, as do all Voiceless Ones. Other servants of the Silence may or may not notice or understand the purpose of the beacon, depending on their personal knowledge.

As a visible beacon, it is intended to serve as a warning to foes and as a reminder to servants of the Silence that the order of guardian warriors is functioning. It is also possible for other Warriors of the Silence to “notice” the beacon, even if it is not within sight. The chance of them noticing the beacon under such circumstances is 10% per class level of the Warrior of the Silence who created the beacon.

Manifesting the beacon is a preternatural psionic effect that requires a standard action. It does not have a power point cost.

Warrior Training (Ex): Levels in Warrior of the Silence are treated as Fighter levels for meeting the prerequisites of feats. Similarly, levels in Warrior of the Silence stack with Fighter levels to determine prerequisites. Thus, a Fighter 8, Warrior of the Silence 4 would qualify to take the Greater Weapon Specialization feat, despite only having eight actual levels of Fighter.

Psionic Talent (Ex): At first level, a Warrior of the Silence gains the Psionic Talent feat as a bonus feat.

Valor of the Kin (Ex): Warriors of the Silence are respected amongst the followers of the Silence, and are secure in their place and role within the Silence. Starting at 2nd level, a Warrior of the Silence may add half his class level (round down) as a morale bonus to all saving throws made to resist mind-affecting spells, powers, and effects.

Weapon Feat (Ex): The strong physical training of the Warrior of the Silence grants them a bonus feat at 2nd, 5th, and 8th levels. The Warrior of the Silence may select at each of these opportunities one of the following feats for which he meets the prerequisites: Deep Impact, Exotic Weapon Proficiency, Far Shot, Fell Shot, Point Blank Shot, Power Attack, Precise

Shot, Psionic Shot, Psionic Weapon, Rapid Shot, Shot on the Run, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus, and Weapon Specialization.

Entropic Blast (Ps): A Warrior of the Silence of at least 3rd level has learned how to gather the mental energies at his command and expel them to form a blast of entropic energy that harms his foes.

Once per day, as a standard action, the Warrior of the Silence may expend his psionic focus and one-half his psionic power points (round down; maximum 60) to create a 20-foot radius blast at any distance of up to 100 feet + 10 feet / class level. This blast deals 5d6 plus one point of entropic damage per power point expended. Creatures within the area of effect receive a Reflex save for half damage with a DC of 12 + ½ the Warrior of Silence’s class level (round down) + the Warrior of the Silence’s Charisma modifier.

Treat this ability as a preternatural psionic power of a level equal to half of the Warrior of the Silence’s class level from the metacreativity discipline. The manifester level for this effect is equal to double the Warrior of Silence’s class level.

Psionic Smite (Su): At 3rd level, the Warrior of the Silence gains the ability to drive their hatred of outsiders and foes of the Silence directly into their weapon blows. Once per day, the Warrior of the Silence may declare an attack to be a smite attack (as a free action), and immediately expend 2 power points. This attack receives a +4 bonus to the attack roll and a bonus to damage equal to the Warrior of Silence’s class level.

At levels 6 and 9, the Warrior of the Silence gains an additional use per day of this ability.

Commanding Presence (Ex): A Warrior of the Silence carries about them an aura of power, respect, and superiority. This aura manifests itself at 4th level as a +1 morale bonus to Charisma; the aura increases to +2 at 7th level, and reaches a maximum of +4 at 10th level.

Greater Valor (Ex): At 6th level, a Warrior of the Silence has bravery unmatched. Fear of anything but abandoning his order is meaningless to the Warrior of the Silence. The Warrior of the Silence gains immunity to all fear effects.

Table 4-25: Warrior of the Silence

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Silent Beacon, Warrior Training, Psionic Talent
2nd	+2	+3	+0	+3	Valor of the Kin, Weapon Feat
3rd	+3	+3	+1	+3	Entropic Blast, Psionic Smite (1/day)
4th	+4	+4	+1	+4	Commanding Presence (+1)
5th	+5	+4	+1	+4	Weapon Feat
6th	+6	+5	+2	+5	Greater Valor, Psionic Smite (2/day)
7th	+7	+5	+2	+5	Commanding Presence (+2)
8th	+8	+6	+2	+6	Weapon Feat
9th	+9	+6	+3	+6	Psionic Smite (3/day)
10th	+10	+7	+3	+7	Commanding Presence (+4)

Lore of the Voiceless Ones

The ancient, terrible, and powerful Voiceless Ones have many forms of training that are specific to their race.

Master of Flesh

The flesh of the creature moved and yielded under his touch as so much clay would under the lightest touch of the potter. The flesh of the finished creature was colored with inks and scars, forming psionic seals upon its flesh; binding the creature to service. What was once a man was now something less, but also more.

Most folk on Onara who are learned associate fleshcrafting and bio-technology with the Ssethregoran Empire; however, the Voiceless Ones are similarly well-versed in the practice. The epitome of their craft is the Master of Flesh, a powerful psionic crafter who is capable of molding flesh into new shapes and functions. The fleshcraft of the Voiceless Ones even extends to the creation of living armor and the ability to transfer the mind from one body to another.

A Master of Flesh requires significant amounts of space to perform his research and work. Typically they will need a laboratory and workshop of at least 1,000 square feet; however, more is optimal.

Hit Die: d6.

Requirements

To qualify to become a Master of Flesh, a character must fulfill all of the following criteria.

Race: Voiceless One.

Feats: Craft Universal Item, Scribe Tattoo.

Skills: Craft (Flesh) 14 ranks, Knowledge (Science) 14 ranks, Psicraft 7 ranks.

Manifesting: Able to manifest at least one metacreativity power and one psychometabolism power.

Special: Must have access to an Artisan's Workshop of at least 1,000 square feet.

Class Skills

The Master of Flesh's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (any) (Int), Heal (Wis), Knowledge (All, taken individually) (Int), and Psicraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the Master of Flesh prestige class.

Weapon and Armor Proficiency: A Master of Flesh gains no additional weapon or armor proficiency.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Master of Flesh (excluding the first, fourth, seventh, and tenth levels) to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before she became a Master of Flesh, she must decide to which class she adds the new level of Master of Flesh for the purpose of determining power points per day, powers known, and manifest level.

Scribe of Flesh (Ex): The Master of Flesh learns first how to bind psionic energies into the flesh of creatures. Furthermore, this training allows him to bind more potent energies into flesh that others can.

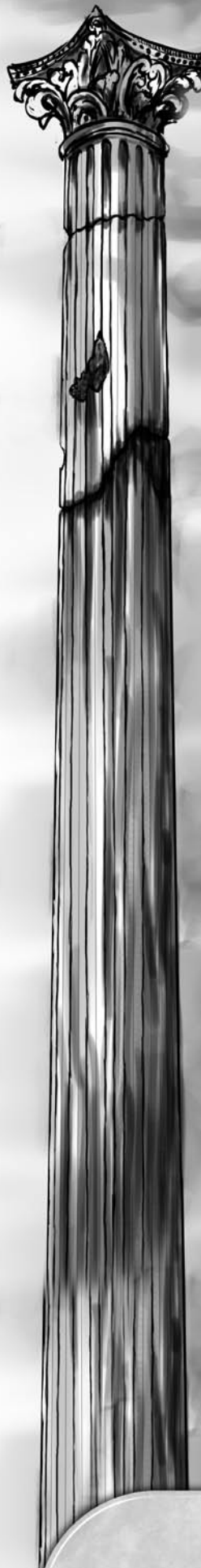
Once per week, when the Master of Flesh is using the Scribe Tattoo feat, he may make a psionic tattoo of any power of up to 4th level. Furthermore, a Master of Flesh may scribe more than one tattoo each day, so long as the total cost of doing so does not exceed 1,000 gp.

At 4th level, the Master of Flesh may scribe psionic tattoos with powers of up to 6th level; tattoos that he scribes that cost more than 1,000 gp require one day for each 1,000 gp of the cost of the tattoo. He may also create two such tattoos each week.

At 7th level, the Master of Flesh may scribe psionic tattoos with powers of up to 8th level; he may now create three such tattoos each week.

Table 4-26: Master of Flesh

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Scribe of Flesh (4 th level; 1/week)	—
2nd	+1	+0	+0	+3	Secrets of Flesh	+1 manifest level
3rd	+1	+1	+1	+3	Self-Craft	+1 manifest level
4th	+2	+1	+1	+4	Scribe of Flesh (6 th level; 2/week)	—
5th	+2	+1	+1	+4	Deep Secrets of Flesh	+1 manifest level
6th	+3	+2	+2	+5	Self-Craft	+1 manifest level
7th	+3	+2	+2	+5	Scribe of Flesh (8 th level; 3/week)	—
8th	+4	+2	+2	+6	True Secrets of Flesh	+1 manifest level
9th	+4	+3	+3	+6	Self-Craft	+1 manifest level
10th	+5	+3	+3	+7	Mastery of Flesh	—



Secrets of Flesh (Ex): With a greater understanding of the properties of flesh and how to manipulate it, a Master of Flesh of at least 2nd level receives a +4 insight bonus to Craft (Flesh) checks.

Self-Craft (Su): The Master of Flesh learns how to use powerful psionic seals to fortify a corporeal form. Indeed, most Masters elect to apply these seals to their own bodies.

At 3rd level, the Master of Flesh may make a DC 30 Craft (Flesh) check to inscribe his body with one of the three seals. Each of the three seals grants a different physical ability score a +2 bonus.

Again at 6th and 9th levels, the Master of the Flesh may make another Craft (Flesh) check, increasing the DC by 5 each time. Each check that they succeed on allows them to create one of the remaining seals to place on his body.

These checks may be retried, but only upon gaining a new level. The bonus granted by the seals is an insight bonus.

Deep Secrets of Flesh (Ex): As a Master of Flesh learns more, increasing his understanding of how the physical form functions, he also learns secrets that link psionics to his craftwork.

When crafting psionic items that require the use of flesh as a component or a canvas, his creation cost is reduced by 25%.

True Secrets of Flesh (Ex): At 8th level, the Master of Flesh's understanding of the medium is complete. The reduction granted by the Deep Secrets of Flesh is increased to 50%.

Mastery of Flesh (Ex): A Master of Flesh who attains the pinnacle of his art can choose to define himself and change his body to suit his whims and desires.

The Master of Flesh's creature type changes to Outsider; do not recalculate base attack bonus, hit points, and saving throws. The Master of Flesh gains the Native subtype when on his home plane. He also gains the Entropic subtype (if he does not already have it). He does not gain the augmented subtype. Furthermore, the Master of Flesh is no longer considered to be a member of his original race; all effects that specifically affect creatures of that type do not affect the Master of Flesh unless they also affect creatures of other races similarly.

The Master of Flesh may, when he gains this ability, select a number of skills equal to his Intelligence modifier; he gains a +4 insight bonus to the selected skills. The skills that are selected must be Strength-, Dexterity-, or Constitution-based. If the selected skill is trained only, then the Master of Flesh must still have at least one rank in the chosen skill to use it; however, such a skill (trained or not) is still a valid selection for this ability. Once chosen, these skills cannot be changed.

Mind Eater

In the hidden cities of the Voiceless Ones are various pools and grottos that are inhabited by sages, savants, and the mind eaters. It is the latter that are most often avoided, for they grow fat and strange from the sheer quantity of brains that they consume to obtain their powers.

When necessary, such as when a new race of creature is discovered, or a particularly important trail of information is lost, a Voiceless One will go in supplication to a Mind Eater. There it will have to pay a tribute of fresh brains and bring the brain of the new creature, or the creature that may have the needed knowledge. The Mind Eater can deliver what information can be gleaned from the consumed brain.

While most Voiceless Ones will consume the occasional brain, either for its knowledge, stored potential, or as a delicacy; there are those Voiceless Ones for whom the consumption of brains becomes a way of life. These latter are the Mind Eaters.

While the typical Mind Eater hungers for brain matter to consume, this consumption does not come without its benefits. A Mind Eater's true strength comes from learning how to extract more than just the residual power and knowledge of the consumed.

It is rare for a Voiceless One that does not have levels in psion to take levels in the Mind Eater class, but it is also known that the occasional Wilder undergoes the necessary training.

Hit Die: d6.

Requirements

To qualify to become a Mind Eater, a character must fulfill all of the following criteria.

Race: Voiceless One.

Feats: Food for Thought, Taste for Knowledge.

Skills: Knowledge (Psionics) 15 ranks, Psicraft 15 ranks.

Manifesting: Able to manifest clairsentience powers of at least 6th level.

Special: Must have consumed no fewer than 250 brains.

Class Skills

The Mind Eater's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (All, taken individually) (Int), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the Mind Eater prestige class.

Weapon and Armor Proficiency: A Mind Eater gains no additional weapon or armor proficiency.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before

she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psycrystal special abilities, and so on). This essentially means that she adds the level of Mind Eater (excluding the third, sixth, and ninth levels) to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

Divination of the Mind (Su): Anytime a Mind Eater consumes a brain, they can use the power it contains to enhance their ability to foresee the future.

The Mind Eater receives an enhancement bonus to manifester level equal to the Intelligence bonus of the consumed mind. This bonus only applies when manifesting clairsentience powers, and may not exceed the Mind Eater's class level. The bonus lasts for one hour.

Multiple uses of this ability do not stack; track each bonus individually as well as their durations. The highest applied bonus at any given time is used, reverting to lesser bonuses as they expire.

Consumption of Memory (Su): Starting at 3rd level, the Mind Eater can consume and retain the memories from the brains that he eats. He can only retain the memories of one creature per class level, and he, like the creature whose brain he consumed, cannot always recall things from those memories.

To recall anything from the memories, the Mind Eater makes a recall roll (1d20 plus class level plus Intelligence modifier). The Mind Eater may not "take 10" or "take 20" on this check, and no retry is allowed within a 24 hour period. Making a recall roll is a full-round action.

The following entries detail the various suggested DCs for potential memories that are recalled.

DC 10 – Routine Activities: Memories of things that the victim would have seen on a regular or

highly frequent basis. This includes close family, the work place, places of worship, and so forth.

DC 15 – Common Knowledge: Commonly-known information that could be easily attained from similar victims by asking. Facts such as the general layout of the home town of the victim, the general distance and direction to nearby major towns and cities, who the local authority figures are, and widely known rumors and gossip.

DC 20 – Intimate Knowledge: Secrets and other relatively obscure knowledge that would require effort to discover. This might include things like secret hiding areas, passwords, and obscure knowledge such as family trees for the nobility, the location of small hamlets, and such matters.

DC 25 – Obscure Knowledge: Obscure or lost knowledge that would require significant effort to uncover. Things such as an old password, only heard once, or the taxation rate of an ancient kingdom would be covered by this level.

Eating Talent: A Mind Eater can develop several unusual talents when it comes to the consumption of brains. At 5th, 7th and 9th levels the Mind Eater selects one ability from the list below; no ability can be taken more than once and once an ability is chosen it cannot be changed.

Choice Manifestation (Ex): For one hour after you consume the mind of a creature, you receive one-third your class level (round down) as a competence bonus to the DC of all powers you manifest against creatures of the same race as that which you consumed.

Dead Eyes (Ex): If you consume a brain that is less than 5 minutes old, then you can extract and piece together a coherent image in your mind of the last minutes of the creature's life. You can see a complete picture, based on what the creature saw and heard, of the creature's last minutes; the total duration of this image is 20 minutes per class level.

Improved Food for Thought (Ex): When using the Food for Thought feat, you gain 20% more power points than normal (round down, minimum 1 extra).

Table 4-27: The Mind Eater

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Divination of the Mind	+1 manifester level
2nd	+1	+0	+0	+3		+1 manifester level
3rd	+1	+1	+1	+3	Consumption of Memory	—
4th	+2	+1	+1	+4		+1 manifester level
5th	+2	+1	+1	+4	Eating Talent	+1 manifester level
6th	+3	+2	+2	+5		—
7th	+3	+2	+2	+5	Eating Talent	+1 manifester level
8th	+4	+2	+2	+6		+1 manifester level
9th	+4	+3	+3	+6	Eating Talent	—
10th	+5	+3	+3	+7	Consumption of Life	+1 manifester level

Taste of Expertise (Ex): For 5 minutes per class level after you consume a brain, you gain your Intelligence modifier as a Dodge bonus to Armor Class against attacks made by creatures of the same race. As a Dodge bonus, this bonus applies to touch attacks, but is lost if the Mind Eater is denied his Dexterity bonus to Armor Class.

Thoughtful Critical (Ex): For 10 minutes after eating a brain, your critical threat range on attacks made against creatures of the same race is increased by 1. This increase is applied after all other modifiers to critical range; it applies to all attacks that the Mind Eater makes against creatures of the same race.

Consumption of Life (Ex): At 10th level, the Mind Eater has learned the ultimate secret -- the ability to consume the soul and mind of a creature and in doing so, extend their own life.

If the Mind Eater consumes the mind of a creature within 1 round of its death, it adds a number of years to its lifespan equal to the creature's Intelligence modifier (minimum 1 year gained).

Extending its life in this manner does not remove or prevent the gaining of aging penalties. Those still continue to accrue.

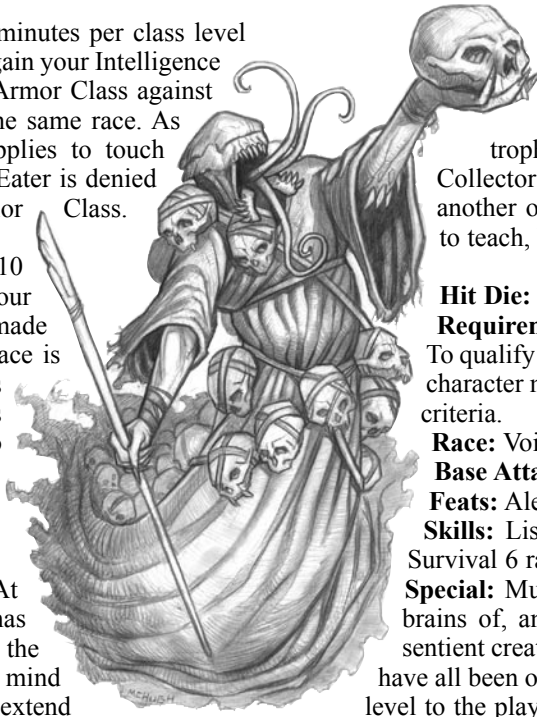
A brain that is consumed in this fashion also irrevocably destroys the dead creature's soul. Such a slain creature can only be returned to life using extremely powerful magic, such as the *reality revision* power.

Skull Collector

It entered the city with a sure pace and stern, alien eyes. It walked with a proud step, knowing that none here would stand against its presence — regardless of its ethics, so opposed to the laws of the city. It carried with it the skulls of its slain foes, strung about its person as trophies of its conquests. Its belt was a collection of human skulls slung about its hips, and even its writhing tentacles and fingers bore the adornment of tiny skulls. It was the dark hunter of all who dared stand against its kind.

There are those amongst the Voiceless Ones who relish solitude and desire to live their lives alone. These oddities usually turn to collecting skulls, both as a means of power, but also a means of protection and fear-mongering. Most creatures are wary of approaching a Voiceless One, but even better for them that they never see one to begin with.

Despite their solitude, a Skull Collector is afforded a position of honor and respect by others of its kind; a sort of macabre recognition of its skills and strengths.



Skull Collectors are usually rangers, druids, or other solitary Voiceless Ones who are drawn to the collecting of trophies. It is unusual for a Skull Collector to seek out training from another of its kind, since there is little to teach, beyond raw instinct.

Hit Die: d10.

Requirements

To qualify to become a Skull Collector, a character must fulfill all of the following criteria.

Race: Voiceless One.

Base Attack Bonus: +10

Feats: Alertness, Track.

Skills: Listen 10 ranks, Spot 10 ranks, Survival 6 ranks.

Special: Must have killed, consumed the brains of, and collected the skulls of six sentient creatures. The slain creatures must have all been of at least the equivalent power level to the player at the time they were slain (their Challenge Rating must have matched or exceeded the player's own Challenge Rating).

Class Skills

The Skull Collector's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Geography) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the Skull Collector prestige class.

Weapon and Armor Proficiency: A Skull Collector gains no additional weapon or armor proficiency.

Intimidating Collection (Ex): A Skull Collector's collection of skulls is frightening to most others. A Skull Collector receives a bonus on Intimidation checks equal to his class level. This bonus only applies when Intimidate is used against the Skull Collector's Favored Enemies.

Favored Enemy (Ex): At 2nd level, the Skull Collector gains a Favored Enemy that works exactly as the ranger ability of the same name. At 6th and 10th level, the Skull Collector gains one more additional favored enemy.

Collector's Prestige (Ex): The Skull Collector's amassed collection of skulls is growing to an awe-inspiring size. Starting at 3rd level, the Skull Collector gains a +1 bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks

Table 4-28: The Skull Collector

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+2	+0	Intimidating Collection
2nd	+2	+3	+3	+0	Favored Enemy
3rd	+3	+3	+3	+1	Collector's Prestige
4th	+4	+4	+4	+1	Dark Power (+1)
5th	+5	+4	+4	+1	—
6th	+6	+5	+5	+2	Favored Enemy
7th	+7	+5	+5	+2	Dark Power (+2)
8th	+8	+6	+6	+2	—
9th	+9	+6	+6	+3	—
10th	+10	+7	+7	+3	Frightful Presence, Favored Enemy, Dark Power (+3)

made against Voiceless Ones. This bonus increases by +1 every two levels gained thereafter. Finally, the bonus increases a final time at 10th level, reaching a maximum of +5.

Dark Power (Su): At 4th level, residual energy from the brains that the Skull Collector has eaten begins to strengthen his magical abilities. All psionic abilities (whether psi-like abilities, manifesting abilities, or supernatural abilities that are denoted as psionic in nature) gain a +1 bonus to their Difficulty Class (if there is a DC for the ability; otherwise there is no benefit to that ability).

At 7th and again at 10th level, this bonus increases by +1.

Frightful Presence (Su): A 10th-level Skull Collector exudes dark power, and he now gains the Frightful Presence special attack, as described in *Core Rulebook III*. The save DC for this attack is 13 + half the Voiceless One's Hit Dice + Charisma modifier. This is a preternatural psionic, mind-affecting fear effect. The benefits of the Dark Power ability are already applied to the above saving throw.

Slayer in Silence

Talaius val'Virdan shivered in the cold pre-dawn air. The last watch was always the worst, and as the youngest he was usually delegated to stand watch then. His thoughts wandered to thinking of his wife waiting for him at home. How little she knew of what it was that he and his brothers sought out here in the Corlathian Mountains.

Graxx watched from the shadows, laughing silently at the young fool who stood watch. Still laughing, Graxx set about to move closer. Today he would feed upon these foolish men who would dare to try hunting him. How little they knew of what they hunted; none who were wise would dare to hunt a Slayer in Silence; an ordained killer of the Voiceless Ones.

Every society has their members who dwell within the darkness and exploit the innate fears that most creatures have of it. Amongst the Voiceless Ones, those who exhibit such tendencies undergo training as a Slayer in Silence. This cadre of warriors excels at using the darkness, either natural or of their own creation, as a tool during their combats. They are not mere assassins as most outside their cadres believe. Rather, they are elite guards and warriors instead.

Every Slayer in Silence is a member of an organization within the Voiceless One's society known as the Thread of Shadows. This organization is often tasked with removing undesirables, whether from within their society or individuals outside their society that are becoming troublesome. Little, if anything, is known of this society to any individual outside the Voiceless Ones themselves, and even amongst the Voiceless Ones little enough is known.

Hit Die: d6.

Requirements

To qualify to become a Slayer in Silence, a character must fulfill all of the following criteria.

Race: Voiceless One.

Alignment: Any evil.

Base Attack Bonus: +9

Feats: Improved Levitation.

Skills: Hide 9 ranks, Move Silently 12 ranks.

Special: Must have the ability to cast, manifest, or use *plane shift*. Must have sneak attack +2d6.

Class Skills

The Slayer in Silence's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Pick Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the Slayer in Silence prestige class.

Weapon and Armor Proficiency: A Slayer in Silence gains proficiency with simple and martial weapons, except with two-handed weapons. The Slayer in Silence also gains proficiency with light and medium armor and shields (excluding tower shields).

Sneak Attack (Ex): Starting at 1st level, the Slayer in Silence gains the sneak attack ability of the Rogue class. He gains +1d6 sneak attack damage at 1st level, increasing by +1d6 for each two levels thereafter, reaching a maximum of +5d6 at 9th level. This ability stacks with other sources of sneak attack.

Darkness of Being (Su): An alchemical paste whose recipe is a closely guarded secret of the Thread of Silence is applied over a period of several months to the skin of the Slayer in Silence. This paste renders

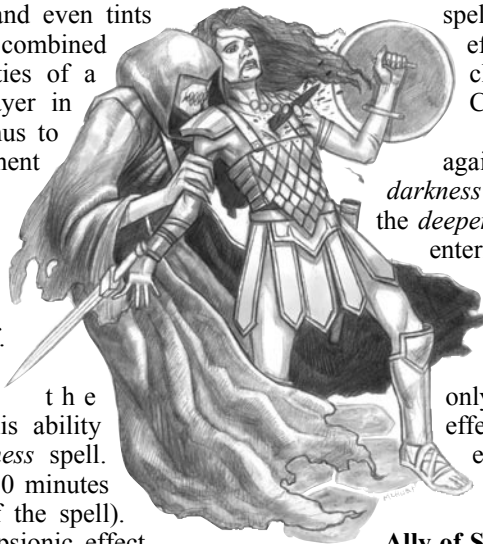
their skin a dark blue-black, and even tints their eyes a similar color. This, combined with the natural psionic abilities of a Voiceless One, grants the Slayer in Silence a +4 enhancement bonus to Hide checks and a +2 enhancement bonus to Move Silently checks.

Ally of Darkness (Su): A Slayer in Silence who has reached 2nd level gains the ability to summon darkness to himself. Once per day, per two class levels, as a standard action, the Slayer in Silence may use this ability to duplicate the *deeper darkness* spell. The duration of this effect is 10 minutes (unlike the normal duration of the spell). This ability is a preternatural psionic effect, although a [light] spell of sufficient level can still counter the effects of this ability.

Deep Eye (Ex): A Slayer in Silence learns to see with greater acuity through darkness. At 3rd level, the range of any darkvision he has is extended by 30 feet. Alternatively, if the Slayer in Silence has no darkvision, then he gains darkvision with a range of 30 feet. Regardless of the above situation, the Slayer in Silence can see through magical, psionic, or preternatural *darkness* effects to a range of 30 feet; beyond that range the normal effects take precedence.

Shadow Movement (Ex): While a Slayer in Silence of 4th level or higher is within an area of shadowy illumination, or no illumination at all, and while *levitating*, he can move horizontally at half-speed.

Cloying Darkness (Su): Once per day, when a Slayer in Silence of at least 5th level uses his *Ally of Darkness* ability, the *deeper darkness* effect is combined with the effects of a *slow* spell. The latter effects can be resisted with a successful saving throw, as indicated in the



spell. The DC to resist that part of the effect is 10 + the Slayer in Silence's class level + the Slayer in Silence's Charisma modifier.

The *slow* effect is applied against all creatures within the *deeper darkness* effect. Creatures that later enter the *deeper darkness* effect are subject upon entering to the *slow* effect.

This ability is a preternatural psionic effect; the *slow* portion of this ability is the only part affected by the saving throw, and only a preternaturally psionic *haste* effect can counter the *slow* effect. This effect ends immediately if the *Ally of Darkness* effect is ended.

Ally of Silence (Su): Starting at 6th level, a Slayer in Silence gains the ability to summon a field of silence around himself. Once per day, per two class levels, as a move action, the Slayer in Silence may use this ability to duplicate the *silence* spell. The duration of this effect is 10 minutes (unlike the normal duration of the spell). This ability is a preternatural psionic effect.

Clinging Darkness (Su): At 7th level, the Slayer in Silence gains an additional use of his *Cloying Darkness* ability. Furthermore, all the numeric penalties of the *slow* effect are doubled (the only part of the *slow* effect that is not doubled is the reduction in the number of attacks an affected creature receives). This effect ends immediately if the *Ally of Darkness* effect is ended.

Shadow Fingers (Su): An 8th level and higher Slayer in Silence can, as a one-round action, trigger both a use of *Ally of Darkness* (possibly combined with *Cloying Darkness* and *Clinging Darkness* at his desire) and this ability. When that is done, a *black tentacles* effect is created in the center of the *Ally of Darkness* effect. The *black tentacles* only remain for 10 rounds, and disappear immediately if the *Ally of Darkness* effect is ended.

The one-round action required to use this ability includes the time spent to activate the *Ally of Darkness* ability. At 10th level, a Slayer in Silence may use this ability twice each day. A Slayer in Silence is unaffected by his own *Shadow Fingers* effects.

Shadows Consume (Su): The pinnacle of the Thread of Silence's craft is the power to allow created shadow stuff to consume the soul of creatures that are killed.

Any creature whose brain is consumed by the Slayer in Silence and whose body is consigned to *Shadow Fingers* has its soul irrevocably destroyed. It takes the *Shadow Fingers* one entire round to devour the soul, and doing so ends the *Shadow Fingers* effect.

The body and soul of a creature so consumed have been destroyed by a powerful preternaturally psionic effect; a *wish* or *miracle* spell is required to be cast to restore both the body and the soul and in both cases the spell only has a 50% chance of success.

Table 4-29: The Slayer in Silence

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak Attack +1d6, Darkness of Being
2nd	+1	+0	+3	+0	Ally of Darkness
3rd	+2	+1	+3	+1	Sneak Attack +2d6, Deep Eye
4th	+3	+1	+4	+1	Shadow Movement
5th	+3	+1	+4	+1	Sneak Attack +3d6, Cloying Darkness
6th	+4	+2	+5	+2	Ally of Silence
7th	+5	+2	+5	+2	Sneak Attack +4d6, Clinging Darkness
8th	+6	+2	+6	+2	Shadow Fingers (1/day)
9th	+6	+3	+6	+3	Sneak Attack +5d6
10th	+7	+3	+7	+3	Shadows Consume, Shadow Fingers (2/day)

Thrallherd

We were going to enter one of the ruined structures, but Xarga bid us wait while he sent his thralls ahead to ensure it was safe. Xarga is an unusual one, followed as he is by dozens of slaves, all beholden to his every whim.

- Except from *Tandraleth's Journal*, 876 I.C., Plane #73-5

Amongst the Voiceless Ones are those individuals whose force of personality is such that they find themselves natural leaders. Some of these individuals take this matter further, and use their powers of persuasion, psionic and non-psionic together, to attract ever greater numbers of absolutely loyal followers. It is these latter individuals who become Thrallherds.

Most Thrallherd Voiceless Ones are secretive leaders of organizations, usually operating from secrecy and using their thralls as a means of creating change, as they desire or see the need to do so.

Hit Die: d4.

Requirements

To qualify to become a Thrallherd, a character must fulfill all of the following criteria.

Race: Voiceless One, or Obnu-il.

Skills: Diplomacy 4 ranks, Knowledge (psionics) 8 ranks.

Feat: Inquisitor.

Psionics: Manifester level 5th and able to manifest *mindlink*.

Class Skills

The Thrallherd's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (psionics), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Thrallherd prestige class.

Weapon and Armor Proficiency: Thrallherds gain no proficiency with any weapon or armor.

Powers Known: At every level from 2nd through 9th, a Thrallherd gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Thrallherd to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifest level accordingly.

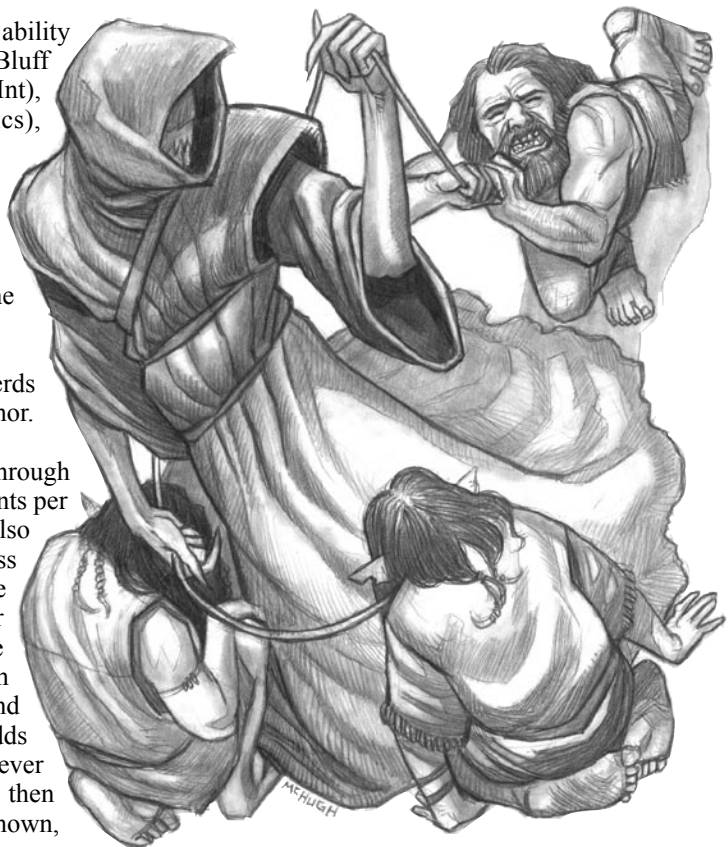
If a character had more than one manifesting class before she became a Thrallherd, she must decide to which class she adds the new level of Thrallherd for the purpose of determining power points per day, powers known, and manifest level.

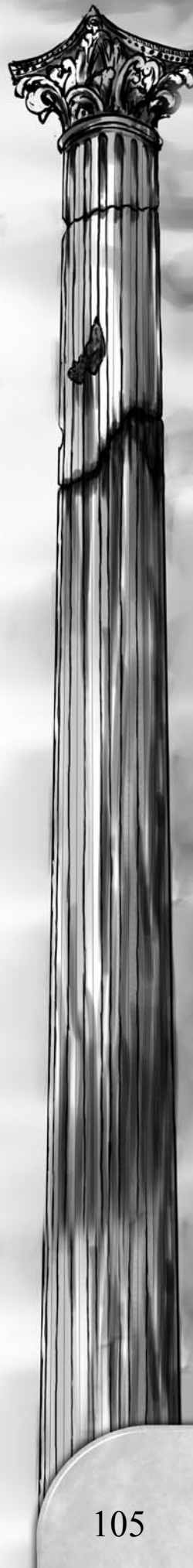
Thrallherd (Ex): A Thrallherd who has just entered the class sends out a subtle psychic call for servants and that call is answered. Essentially, the character gains something akin to the Leadership feat, but with some important differences.

Those who answer a Thrallherd's call are not referred to as cohorts and followers, but rather as thralls and believers, respectively. They do not appear because they admire the character and want to serve her, but because a hidden psychic resonance connects the Thrallherd and her servants.

As with the Leadership feat, a Thrallherd has a Leadership score that determines the highest-level thrall and believers she can attract. A Thrallherd's Leadership score is equal to her character level + her Cha modifier + her Thrallherd level. (Note that her Thrallherd level is counted twice.) This score is not affected by any of the modifiers mentioned in the Leadership feat.

As with the Leadership feat, the called thrall's level is limited, even if the character's Leadership score would indicate a higher-level thrall. Unlike with the Leadership feat, the level limit of a thrall is equal to the character's total level minus 1 (not level minus 2, as is true for cohorts).





A Thrallherd cannot take the Leadership feat; if the character already has it, the feat is lost and replaced by this ability; those who were previously cohorts and followers go their separate ways, and those who are more mentally pliable show up later to take up roles as thralls and believers. A Thrallherd's first thrall and believers arrive within 24 hours of her entry into this class; likewise, lost thralls and believers are replaced within 24 hours.

Use the following table instead of the one with the Leadership feat to determine the level of a Thrallherd's thrall and the number of believers of various levels a Thrallherd can attract.

Leadership Score	Thrall Level	-Number of Believers by Level -					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Psionic Charm (Ex): At 3rd level, a Thrallherd adds *psionic charm* to her powers known (if she doesn't already know it). Once per day, she can manifest *psionic charm* at a reduced power point cost. The cost of *psionic charm* is reduced by the Thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the Thrallherd's manifester level.

Psionic Dominate (Ex): At 5th level, a Thrallherd adds *psionic dominate* to her powers known (if she doesn't already know it). Once per day, she can manifest *psionic dominate* at a reduced power point cost. The cost of *psionic dominate* is reduced by the Thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the Thrallherd's manifester level.

Greater Dominate (Ex): At 7th level and higher, a Thrallherd does not have to pay 2 additional power points when she augments *psionic dominate* to affect animals, fey, giants, magical beasts, and monstrous humanoids. This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Superior Dominate (Ex): At 9th level, a Thrallherd does not have to pay 4 additional power points when she augments *psionic dominate* to affect aberrations, dragons, elementals, and outsiders (in addition to the creature types mentioned in the greater dominate ability). This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Twofold Master (Ex): At 10th level, a Thrallherd can add a second thrall to her herd. This second thrall's maximum level is equal to the Thrallherd's level minus 2, even if her Leadership score would indicate a higher-level thrall.

Table 4-30: The Thrallherd

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Thrallherd	—
2nd	+1	+0	+0	+3	—	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Psionic charm	+1 level of existing manifesting class
4th	+2	+1	+1	+4	—	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Psionic dominate	+1 level of existing manifesting class
6th	+3	+2	+2	+5	—	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Greater dominate	+1 level of existing manifesting class
8th	+4	+2	+2	+6	—	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Superior dominate	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Twofold master	—

Vengeful One

In darkness they traveled; in darkness they were ready. The divinations spoke of the Ssethregoran encampments, and none of these foul scaled intruders would return to see the light of day or their homes. As they struck, psychic shockwaves drew forth cloying darkness to surround themselves and their weapons. The Ssethregorans were trapped, but not entirely unprepared. Two of the attackers were felled by deadly poisoned arrows, yet, the Ssethregoran attack withered beneath the incessant psychic blasts. The attacks sent the Ssethregorans reeling, their magic countered and rendered useless by the dreadful psionics of the attackers; psionic powered by their hatred for these dark lizards.

The ancient one-time war between the Ssethregorans and the Voiceless Ones bred a deep and abiding hatred on both sides. However, while the Ssethregorans may be long lived, they are not as long lived as the Voiceless Ones. The fury of the Ssethregorans has dimmed, while that of the Voiceless Ones has carried on unabated, and if anything it has been strengthened by the ensuing millennia.

It is not uncommon for Voiceless Ones to be specifically recruited to join the ranks of the Vengeful Ones, and not many join willingly. Indeed, that rebellion is often a desired trait, for it can be channeled into a hatred for the Ssethregorans.

Most Vengeful Ones are drawn from the ranks of psions, wilders or mist wanderers; however, it is not unknown for particularly driven psychic warriors to also seek out the training offered to a Vengeful One. Most Vengeful Ones also have a modicum of training in the ranger class, but that is not necessary; although many Vengeful Ones find it to be a useful combination of skills.

Hit Die: d6.

Requirements

To qualify to become a Vengeful One, a character must fulfill all of the following criteria.

Race: Voiceless One.

Feats: Alertness, Blind-Fight, Improved Initiative, Power Penetration, Track.

Table 4-31: The Vengeful One

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Favored Enemy (Ssethric)	+1 manifester level
2nd	+1	+0	+0	+3	Poison Resistance (+1)	+1 manifester level
3rd	+2	+1	+1	+3	Improved Penetration, Blindsight (15 ft.)	—
4th	+3	+1	+1	+4	Power of Hatred, Poison Resistance (+2)	+1 manifester level
5th	+3	+1	+1	+4	Blindsight (30 ft.)	+1 manifester level
6th	+4	+2	+2	+5	Poison Resistance (+3)	+1 manifester level
7th	+5	+2	+2	+5	Smite of Hatred (1/day), Blindsight (45 ft.)	+1 manifester level
8th	+6	+2	+2	+6	Poison Resistance (+4)	—
9th	+6	+3	+3	+6	Blindsight (60 ft.)	+1 manifester level
10th	+7	+3	+3	+7	Poison Immunity, Poison Resistance (+5), Smite of Hatred (2/day)	+1 manifester level

Skills: Psicraft 10 ranks, Spot 10 ranks, Survival 10 ranks.

Manifesting: Able to manifest at least two 2nd level powers.

Special: Must have fought and destroyed at least three Ssanu.

Class Skills

The Vengeful One's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Knowledge (All, taken individually) (Int), Listen (Wis), Move Silently (Dex), Psicraft (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

Class Features

All of the following are Class Features of the Vengeful One prestige class.

Weapon and Armor Proficiency: A Vengeful One gains proficiency with all simple and martial weapons, as well as gaining proficiency with light armor, bucklers, and light shields. A Vengeful One does not lose any previously gained weapon and armor proficiency.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of Vengeful One (excluding the 3rd and 8th levels) to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

Favored Enemy (Ex): At 1st level, the Vengeful One gains all Ssethric creatures as a favored enemy. This ability functions identically to the ranger ability of the same name, except that it applies to all creatures with the Ssethric subtype.

If the Vengeful One already has a favored enemy, then gaining this ability is treated the same as if he had gained it through the ranger class (thus increasing the granted bonuses as determined by the Vengeful One).

If the Vengeful One already had Favored Enemy (Ssethric) then the bonus for that ability is increased by +3.

Poison Resistance (Ex): Repeated exposure, both accidental and purposeful, to the powerful toxins of the Ssethregorans grants the Vengeful One a resistance to such toxins. This resistance continues to build over time as the exposure continues.

At 2nd level, when this ability is gained, the Vengeful One receives a +1 bonus to all saves against poisons (both natural and supernatural). This bonus increases by +1 for each two levels to a maximum of +5 at 10th level.

Improved Penetration (Ex): At 3rd level, the Vengeful One receives the Improved Power Penetration feat as a bonus feat.

Blindsight (Ex): Beginning at 3rd level, the Vengeful One learns to use its senses in ways that most Voiceless Ones and other creatures cannot. The Vengeful One gains blindsight with a range of 15 feet.

Blindsight renders invisibility, darkness, and most kinds of concealment irrelevant, though the Vengeful One must still have line of effect to a creature or object to discern that creature or object. The Vengeful One does not normally have to make Listen or Spot checks to detect creatures within the range of its blindsight ability.

A Vengeful One's blindsight is continuously active.

Every two levels beyond 3rd level, the range of the Vengeful One's blindsight increases by 15 feet to a maximum of 60 feet at 9th level.

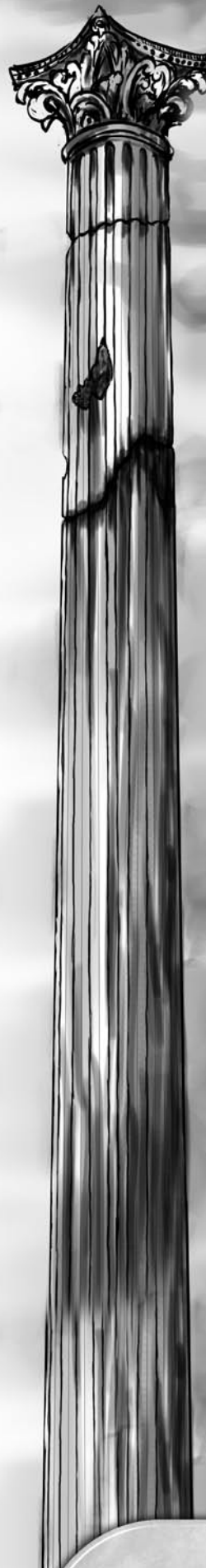
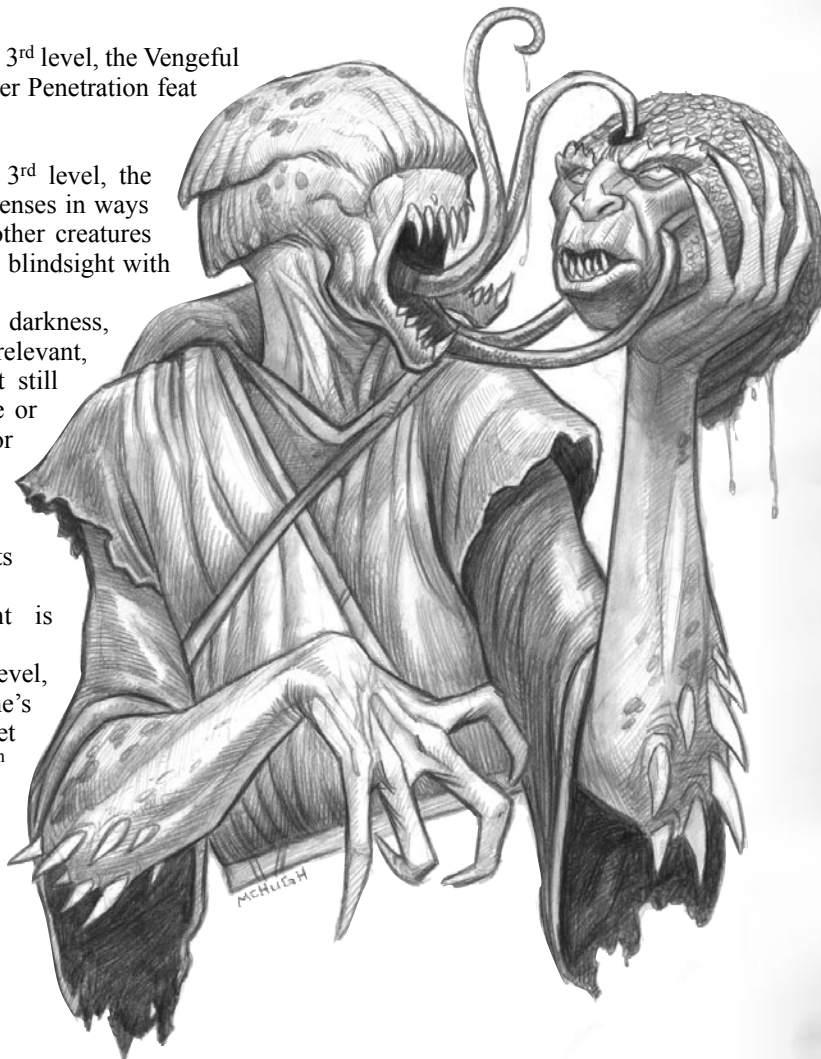
Power of Hatred (Ex): Vengeful Ones live for the annihilation of the Ssethric. A 4th level and higher Vengeful One receives a +2 bonus to the DC of all spells, powers, and special abilities that they use against Ssethric creatures.

Smite of Hatred (Su): Starting at 7th level, the Vengeful One can channel his hatred through his psionic powers. Once per day, when manifesting a power that is targeting a Ssethric creature, the Vengeful One may either raise the DC for the power by 2 (this bonus stacks with that from Power of Hatred) or may increase the damage done by the power by +1 per dice of damage. This latter bonus may only be used on powers that deal hit point damage.

At 10th level, the Vengeful One may use this ability twice per day.

This is a preternatural psionic ability. No feat can grant additional uses of this smite attack.

Poison Immunity (Ex): At 10th level, the Vengeful One gains immunity to all natural poisons. Supernatural poisons can affect the Vengeful One, but the damage they deal is halved (round up).



Chapter Five: Power Lists

An ^A appearing at the end of a power's name in the power lists denotes an augmentable power. An ^X denotes a power with an XP component paid by the manifester. An ^R denotes a power that is restricted in Living Arcanis.

Power Chains: Some powers reference other powers that they are based upon. Only information in a power later in the power chain that is different from the base power is covered in the power being described. Header entries and other information that are the same as the base power are not repeated. The same holds true for powers that are the equivalents of spells; only the way the power varies from the spell is noted, such as power point cost.

Order of Presentation: In the power lists and the power descriptions that follow in the next chapter, the powers are presented in alphabetical order by name—except for those belonging to certain power chains and those that are psionic equivalents of spells. When a power's name begins with “lesser,” “greater,” “mass,” or a similar kind of qualifier, the power description is alphabetized under the second word of the power description instead. When the effect of a power is essentially the same as that of a spell, the power's name is simply “Psionic” followed by the name of the spell, and it is alphabetized according to the spell name.

Manifester Level: A power's effect often depends on the manifester level, which is the manifester's psionic class level. A creature with no classes has a manifester level equal to its Hit Dice unless otherwise specified. The word “level” in the power lists always refers to manifester level.

Creatures and Characters: “Creatures” and “characters” are used synonymously in the power descriptions.

Augment: Many powers vary in strength depending on how many power points you put into them. The more power points you spend, the more powerful the manifestation. However, you can spend only a total number of points on a power equal to your manifester level, unless you have an ability that increases your effective manifester level.

Many powers can be augmented in more than one way. When the Augment section contains numbered paragraphs, you need to spend power points separately for each of the numbered options. When a paragraph in the Augment section begins with “In addition,” you gain the indicated benefit according to how many power points you have already decided to spend on manifesting the power.

Mist Wanderer

1st-Level Powers

Attraction^A: Subject has an attraction you specify.

Bolt^A: You create a few enhanced short-lived bolts, arrows, or bullets.

Catfall^A: Instantly save yourself from a fall.

Claws of the Beast^A: Your hands become deadly claws.

Conceal Thoughts: You conceal your motives.

Create Sound: Create the sound you desire.

Deceleration^A: Target's speed is halved.

Detect Psionics: You detect the presence of psionics.

Dissipating Touch^A: Touch deals 1d6 damage.

Distract: Target gets -4 bonus on Listen, Search, Sense Motive, and Spot checks.

Empathy^A: You know the subject's surface emotions.

Enhanced Perceptions: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

Far Hand^A: Move small objects at a limited distance.

Float^A: Buoy yourself in water or other liquid.

Force Screen^A: Invisible disc provides +4 shield bonus to AC.

Hammer^A: Melee touch attack deals 1d8/round.

Mental Static^A: Render creatures into a state of incomprehension (as if asleep).

Missive^A: Send a one-way telepathic message to subject.

Sense Link^A: You sense what the subject senses (single sense).

Skate: Subject slides skillfully along the ground.

Telepathic Projection: Alter the subject's mood.

Vigor^A: Gain 5 temporary hit points.

2nd-Level Powers

Affix^A: You bind a target into place.

Body Adjustment^A: Heal 1d12 damage.

Body Equilibrium: You can walk on nonsolid surfaces.

Chameleon: Gain +10 enhancement bonus on Hide checks.

Cloud Mind: You erase knowledge of your presence from target's mind.

Concealing Amorpha: Quasi-real membrane grants you concealment.

Dissolving Weapon^A: Your weapon deals 4d6 acid damage.

Energy Push^A: Deal 2d6 damage and knock subject back.

Energy Resistance, Specified^A: Gain resistance 10 against one energy type.

Feat Leech^A: Borrow another's psionic or metapsionic feats.

Inflict Pain^A: Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.

Levitate, Psionic: You move up and down, forward and back via mental support.

Mental Disruption^A: Daze creatures within 10 feet for 1 round.

Sense Link, Forced: Sense what subject senses.

Sustenance: Go without food and water for one day.

Wall Walker: Grants ability to walk on walls and ceilings.



3rd-Level Powers

- Armored Form^A:** You harden your flesh with stone.
- Bestow Power^A:** Subject receives 2 power points.
- Darkvision, Psionic:** See 60 feet in total darkness.
- Dimension Slide^A:** Teleports you very short distance.
- Dismiss Ectoplasm:** Dissipates ectoplasmic targets and effects.
- Ectoplasmic Form:** You gain benefits of being insubstantial and can fly slowly.
- Escape Detection:** You become difficult to detect with clairvoyance powers.
- Exhalation of Neroth^A:** Your acid breath deals 3d6 damage to a close target.
- Keen Edge, Psionic:** Doubles normal weapon's threat range.
- Mental Barrier^A:** Gain +4 deflection bonus to AC until your next action.
- Psionic Blast^A:** Stun creatures in 30-foot cone for 1 round.
- Ubiquitous Vision:** You have all-around vision.

4th-Level Powers

- Arcane Masquerade^A:** Mimic the effects of an arcane spell.
- Catapsi^A:** Psychic static inhibits power manifestation.
- Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.
- Dispel Psionics^A:** Cancels psionic powers and effects.
- Energy Resistance^A:** Your body converts energy to harmless light.
- Errant Strike^R:** You bond entropic energy to a weapon, making it strike harder.
- Freedom of Movement, Psionic:** You cannot be held or otherwise rendered immobile.
- Mind Probe:** You discover the subject's secret thoughts.
- Power Leech:** Drain 1d6 power points/round while you maintain concentration; you gain 1/round.
- Psion-Disciplines**

Egoist

- 1st-Thicken Skin^A:** Gain +1 enhancement bonus to your natural armor.
- 2nd-Animal Affinity^A:** Gain +4 enhancement to one ability.
- Chameleon:** Gain +10 enhancement bonus on Hide checks.
- Empathic Transfer^A:** Transfer another's wounds to yourself.
- 3rd-Ectoplasmic Form:** You gain benefits of being insubstantial and can fly slowly.
- Sprint^A:** Instantly gain a significant speed boost.
- 4th-Energy Resistance^A:** Your body converts energy to harmless light.
- Psychic Vampire:** Touch attack drains 2 power points/level from foe.
- 5th-Psychofeedback:** Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.
- Raise Dead, Psionic:** Return the dead to life.
- Restore Extremity:** Return a lost digit, limb, or other appendage to subject.
- 6th-Restoration, Psionic:** Restores level and ability score drains.
- 7th-Bestial Form^A:** Partially change into a beast.
- 8th-Fusion^X:** You combine your abilities and form with another.

- 9th-Affinity Field:** Effects that affect you also affect others.

Kineticist

- 1st-Control Object:** Telekinetically animate a small object.
- 2nd-Control Air^A:** You have control over wind speed and direction.
- Energy Missile^A:** Deal 3d6 energy damage to up to five subjects.
- 3rd-Energy Cone^A:** Deal 5d6 energy damage in a 60-foot cone.
- 4th-Control Body^A:** Take rudimentary control of your foe's limbs.
- Energy Ball^A:** Deal 7d6 energy damage in a 20-foot radius.
- Inertial Barrier^A:** Gain DR 5/–.
- 5th-Energy Current^A:** Deal 9d6 damage to one foe and half to another foe as long as you concentrate.
- Fiery Discorporation^A:** Cheat death by discorporating into nearby fire for one day.
- 6th-Dispelling Buffer:** Subject is buffered from one *dispel psionics* effect.
- Entropic Burst^A:** You create a burst of entropic damage that deals 6d4 damage, and possibly stuns.
- Null Psionics Field:** Create a field where psionic power does not function.
- 7th-Fiery Discorporation, Greater^A:** Cheat death by discorporating into nearby fire for one day, but also unleash a blast of fire dealing 6d6 damage.
- Reddopsi:** Powers targeting you rebound on manifester.
- 8th-Entropic Leech^A:** You fill an area with entropy, dealing 15d6 damage.
- Telekinetic Sphere, Psionic:** Mobile force globe encapsulates creature and moves it.
- 9th-Tornado Blast^A:** Vortex of air subjects your foes to 17d6 damage and moves them.

Nomad

- 1st-Burst:** Gain +10 feet to speed this round.
- Detect Teleportation^A:** Know when teleportation powers are used in close range.
- 2nd-Dimension Swap^A:** You and ally or two allies switch positions.
- Levitate, Psionic:** Subject moves up and down, forward and back, at your direction.
- 3rd-Fly, Psionic:** You fly at a speed of 60 feet.
- 4th-Chosen Defender^A:** You interpose yourself in front of an attack against an ally.
- Dimensional Anchor, Psionic:** Bars extra dimensional movement.
- Dismissal, Psionic:** Forces a creature to return to its native plane.
- 5th-Baleful Teleport^A:** Destructive teleport deals 9d6 damage.
- Teleport, Psionic:** Instantly transports you as far as 100 miles/level.
- Teleport Trigger:** Predetermined event triggers *teleport*.
- 6th-Banishment, Psionic^A:** Banishes extraplanar creatures.
- 7th-Dream Travel^A:** Travel to other places through dreams.

Ethereal Jaunt, Psionic: Become ethereal for 1 round/level.

8th-Teleport, Psionic Greater: As *psionic teleport*, but no range limit and no off-target arrival.

Time Hop, Mass^A: Willing subjects hop forward in time.

9th-Teleportation Circle, Psionic: Circle teleports any creatures inside to designated spot.

Time Regression^X: Relive the last round.

Seer

1st-Destiny Dissonance: Your dissonant touch sickens a foe.

Precognition: Gain +2 insight bonus to one roll.

2nd-Clairvoyant Sense: See and hear a distant location.

Object Reading^A: Learn details about an object's previous owner.

Sensitivity to Psychic Impressions: You can find out about an area's past.

3rd-Escape Detection: You become difficult to detect with clairsentience powers.

Fate Link^A: You link the fates of two targets.

4th-Anchored Navigation^A: Establish a mishap-free *teleport* beacon.

Remote Viewing^X: See, hear, and potentially interact with subjects at a distance.

5th-Clairtangent Hand: Emulate *far hand* at a distance.

Second Chance: Gain a reroll.

6th-Precognition, Greater: Gain +4 insight bonus to one roll.

7th-Fate of One: Reroll any roll you just failed.

8th-Hypercognition: You can deduce almost anything.

9th-Metafaculty^X: You learn details about any one creature.

Reality Revision^{X R}: Break the laws of reality.

Shaper

1st-Astral Construct^A: Creates astral construct to fight for you.

Metaphysical Armor^A: Imbue armor or a shield with a +1 or better enhancement bonus.

Minor Creation, Psionic: Creates one cloth or wood object.

2nd-Psionic Repair Damage: Repairs construct of 3d8 hit points +1 hp/level.

Pyroplasmic Aura^A: Craft a protective aura of superheated gas.

3rd-Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.

Ectoplasmic Cocoon^A: You encapsulate a foe so it can't move.

4th-Quintessence^R: You collapse a bit of time into a physical substance.

Wall of Shards^A: You form an immobile wall of crystals.

5th-Hail of Crystals^A: A crystal explodes in an area, dealing 9d4 slashing damage.

6th-Crystallize: Turn subject permanently to crystal.

7th-Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-foot radius.

8th-Astral Seed: You plant the seed of your rebirth from the Astral Plane.

Wall of Entropy: You create a wall of roiling entropic energy.

9th-Assimilate: Incorporate creature into your own body.

Telepath

1st-Charm, Psionic^A: Makes one person your friend.

Mindlink^A: You forge a limited mental bond with another creature.

2nd-Aversion^A: Subject has aversion you specify.

Brain Lock^A: Subject cannot move or take any mental actions.

Read Thoughts: Detect surface thoughts of creatures in range.

Suggestion, Psionic: Compels subject to follow stated course of action.

3rd-Crisis of Breath^A: Disrupt subject's breathing.

Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.

False Sensory Input^A: Subject sees what isn't there.

4th-Dominate, Psionic^A: Control target telepathically.

Mindlink, Thieving^A: Borrow knowledge of a subject's power.

Modify Memory, Psionic: Changes 5 minutes of subject's memories.

5th-Metaconcert^A: Mental concert of two or more increases the total power of the participants.

Mind Probe: You discover the subject's secret thoughts.

6th-Mind Switch^{A, X}: You switch minds with another.

7th-Crisis of Life^A: Stop subject's heart.

8th-Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.

9th-Psychic Chirurgery^X: You repair psychic damage.

Psion/Wilder

1st-Level Powers

Attraction^A: Subject has an attraction you specify.

Bolt^A: You create a few enhanced short-lived bolts, arrows, or bullets.

Call to Mind: Gain additional Knowledge check with +4 competence bonus.

Catfall^A: Instantly save yourself from a fall.

Conceal Thoughts: You conceal your motives.

Control Flames^A: Take control of nearby open flame.

Control Light: Adjust ambient light levels.

Create Sound: Create the sound you desire.

Crystal Shard^A: Ranged touch attack for 1d6 points of piercing damage.

Daze, Psionic^A: Humanoid creature of 4 HD or less loses next action.

Deceleration^A: Target's speed is halved.

Déjà Vu^A: Your target repeats his last action.

Demoralize^A: Enemies become shaken.

Detect Psionics: You detect the presence of psionics.

Disable^A: Subjects incorrectly believe they are disabled.

Discern Written Intent: You can read and understand text.

Dissipating Touch^A: Touch deals 1d6 damage.

Distract: Target gets -4 bonus on Listen, Search, Sense Motive, and Spot checks.

Ecto Protection^A: An astral construct gains bonus against *dismiss ectoplasm*.

Empathy^A: You know the subject's surface emotions.



Empty Mind^A: Gain +2 on Will saves until your next action.

Energy Ray^A: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.

Entangling Ectoplasm: You entangle a foe in sticky goo.

Far Hand^A: Move small objects at a limited distance.

Float^A: Buoy yourself in water or other liquid.

Force Screen^A: Invisible disc provides +4 shield bonus to AC.

Grease, Psionic: Makes a 10-foot square or one object slippery.

Hammer^A: Melee touch attack deals 1d8/round.

Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.

Know Direction and Location: You discover where you are and what direction you face.

Matter Agitation: You heat a creature or object.

Mental Static^A: Render creatures into a state of incomprehension (as if asleep).

Mind Thrust^A: Deal 1d10 damage.

Missive^A: Send a one-way telepathic message to subject.

My Light^A: Your eyes emit a 20-foot cone of light.

Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.

Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.

Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.

Sense Link^A: You sense what the subject senses (single sense).

Skate: Subject slides skillfully along the ground.

Strength Leech^A: Reduce the Strength of the target.

Synesthete: You receive one kind of sense when another sense is stimulated.

Telepathic Projection: Alter the subject's mood.

Vigor^A: Gain 5 temporary hit points.

2nd-Level Powers

Affix^A: You bind a target into place.

Arcane Shield^A: You gain a resistance bonus to saves against spells only.

Bestow Power^A: Subject receives 2 power points.

Biofeedback^A: Gain damage reduction 2/-.

Body Equilibrium: You can walk on nonsolid surfaces.

Cloud Mind: You erase knowledge of your presence from target's mind.

Concealing Amorpha: Quasi-real membrane grants you concealment.

Concussion Blast^A: Deal 1d6 force damage to target.

Control Sound: Create very specific sounds.

Detect Hostile Intent: You can detect hostile creatures within 30 feet of you.

Ego Block^A: Inflict a 1d6+3 point penalty to Cha and daze for 1 round.

Energy Push^A: Deal 2d6 damage and knock subject back.

Energy Resistance, Specified^A: Gain resistance 10 against one energy type.

Energy Stun^A: Deal 1d6 damage and stun target if it fails both saves.

Enhanced Perceptions: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

Feat Leech^A: Borrow another's psionic or metapsionic feats.

Id Insinuation^A: Swift tendrils of thought disrupt and confuse your target.

Identify, Psionic: Learn the properties of a psionic item.

Inflict Pain^A: Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.

Knock, Psionic: Opens locked or psionically sealed door.

Levitate, Psionic: You move up and down, forward and back via mental support.

Mental Disruption^A: Daze creatures within 10 feet for 1 round.

Missive, Mass^A: You send a one-way telepathic message to an area.

Psionic Lock: Secure a door, chest, or portal.

Recall Agony^A: Foe takes 2d6 damage.

Sense Link, Forced: Sense what subject senses.

Share Pain: Willing subject takes some of your damage.

Sustenance: Go without food and water for one day.

Swarm of Crystals^A: Crystal shards are sprayed forth doing 3d4 slashing damage.

Thought Shield^A: Gain PR 13 against mind-affecting powers.

Tongues, Psionic: You can communicate with intelligent creatures.

3rd-Level Powers

Arcane Resilience: Gain SR against spells only.

Armored Form^A: You harden your flesh with stone.

Body Adjustment^A: You heal 1d12 damage.

Body Purification^A: Restore 2 points of ability damage.

Concussion Wave^A: Deal 4d6 force damage to creatures and objects near you.

Danger Sense^A: You gain +4 bonus against traps.

Darkvision, Psionic: See 60 feet in total darkness.

Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

Dispel Psionics^A: Cancels psionic powers and effects.

Distant Strike^A: You send a force missile to pummel a foe for 3d6 damage.

Energy Bolt^A: Deal 5d6 energy damage in 120-foot line.

Energy Burst^A: Deal 5d6 energy damage in 40-foot burst.

Energy Retort^A: Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.

Energy Wall: Create wall of your chosen energy type.

Eradicate Invisibility^A: Negate invisibility in 50-foot burst.

Keen Edge, Psionic: Doubles normal weapon's threat range.

Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.

Mind Trap^A: Drain 1d6 power points from anyone who attacks you with a telepathy power.

Psionic Blast^A: Stun creatures in 30-foot cone for 1 round.

Pyroplasmic Aura^A: Craft a protective aura of superheated gas.

Share Pain, Forced^A: Unwilling subject takes some of your damage.

Solicit Psicrystal^A: Your psicrystal takes over your concentration power.

Synaptic Shock, Minor: Deal 5d4 damage and possibly render a creature unconscious.

Telekinetic Force^A: Move an object with the sustained force of your mind.

Telekinetic Thrust^A: Hurl objects with the force of your mind.

Time Hop^A: Subject hops forward in time 1 round/level.

Touchsight^A: Your telekinetic field tells you where most things are roughly.

Ubiquitous Vision: You have all-around vision.

4th-Level Powers

Aura Sight^A: Reveals creatures, objects, powers, or spells of selected alignment axis.

Correspond: Hold mental conversation with another creature at any distance.

Death Urge^A: Implant a self-destructive compulsion.

Detect Remote Viewing: You know when others spy on you remotely.

Dimension Door, Psionic^A: Teleports you short distance.

Divination, Psionic: Provides useful advice for specific proposed action.

Empathic Feedback^A: When you are hit in melee, your attacker takes damage.

Energy Resistance^A: Your body converts energy to harmless light.

Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

Intellect Fortress^A: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.

Mindwipe^A: Subject's recent experiences wiped away, bestowing negative levels.

Power Leech: Drain 1d6 power points/round while you maintain concentration; you gain 1/round.

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target.

Trace Teleport^A: Learn destination of subject's *teleport*.

Wall of Ectoplasm: You create a protective barrier.

5th-Level Powers

Adapt Body: Your body automatically adapts to hostile environments.

Break Enchantment, Psionic: You end harmful effects on creatures.

Catapsi^A: Psychic static inhibits power manifestation.

Decelerate Arcana^A: You impede the use of non-preternatural effects around you.

Ectoplasmic Shambler: Fog-like predator deals 1 point of damage/two levels each round to an area.

Fire Shield, Psionic: Protect yourself from cold or fire damage.

Leech Field^A: Leech power points each time you make a saving throw.

Plane Shift, Psionic^R: Travel to other planes.

Power Resistance: Grant PR equal to 12 + level.

Psychic Crush^A: Brutally crush subject's mental essence, reducing subject to -1 hit points.

Shatter Mind Blank: Cancels target's *mind blank* effect.

Spell Flay^A: You destroy some of the target's ability to cast spells.

Synaptic Shock: Deal 10d4 damage and possibly kill a creature.

Tower of Iron Will^A: Grant PR 19 against mind-affecting powers to all creatures within 10 feet until your next turn.

True Seeing, Psionic: See all things as they really are.

6th-Level Powers

Aura Alteration^A: Repairs psyche or makes subject seem to be something it is not.

Bestial Form^A: Partially change in a beast (wilder only).

Breath of Neroth^A: Breathe acid for 11d6 damage.

Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature/level.

Contingency, Psionic^X: Sets trigger condition for another power.

Co-opt Concentration: Take control of foe's concentration power.

Disintegrate, Psionic^A: Turn one creature or object to dust.

Fuse Flesh^A: Fuse subject's flesh, creating a helpless mass.

Overland Flight, Psionic: You fly at a speed of 40 feet and can hustle over long distances.

Raise Dead, Psionic: Return the dead to life.

Remote View Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.

Retrieve^A: Teleport to your hand an item you can see.

Shadow Delving: You locate lost information within the shadow realm.

Thought Fortress^A: You fortify your mind and that of your allies against intrusion and meddling.

7th-Level Powers

Arcane Masquerade^A: Mimic the effects of an arcane spell.

Decerebrate^A: Remove portion of subject's brain stem.

Divert Teleport: Choose destination for another's *teleport*.

Energy Conversion: Offensively channel energy you've absorbed.

Energy Wave^A: Deal 13d4 damage of your chosen energy type in 120-foot cone.

Entropic Burst^A: You create a burst of entropic damage that deals 6d4 damage, and possibly stuns.

Evade Burst^A: You take no damage from a burst on a successful Reflex save.

Insanity^A: Subject is permanently *confused*.

Mind Blank, Personal: You are immune to scrying and mental effects.

Moment of Prescience, Psionic: You gain insight bonus on single attack roll, check, or save.

Oak Body^A: Your body becomes as hard as oak.

Phase Door, Psionic: Invisible passage through wood or stone.

Sequester, Psionic^X: Subject invisible to sight and remote viewing; renders subject comatose.

Shred the Planes^R: Travel to other planes and unleash a blast of entropy behind you.

Ultrablast^A: Deal 13d6 damage in a 15-foot radius.

8th-Level Powers

Bend Reality^X: Alters reality within power limits.

Control Weather, Psionic: You can control the weather in a 2-mile radius.

Iron Body, Psionic: Your body becomes living iron.

Matter Manipulation^X: Increase or decrease an object's base hardness by 5.

Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.

Recall Death^A: Subject dies or takes 5d6 damage.



Shadow Body: You become a living shadow (not the creature).
Touchsight, Greater^A: Your telekinetic field tells you where everything is.
True Metabolism: You regenerate 10 hit points/round.

9th-Level Powers

Apopsi^X: You delete target's psionic powers.
Assimilate: Incorporate creature into your own body.
Entropic Leech^A: You fill an area with entropy, dealing 15d6 damage.
Etherealness, Psionic: Become ethereal for 1 minute/level.
Microcosm^A: Creature or character lives forevermore in world of his own imagination.
Reality Revision^{X R}: As *bend reality*, but fewer limits.
Synaptic Shock, Mass: Deal 10d4 damage and possibly kill a group of creatures.
Temporal Acceleration: You act faster than everything around you for a short period of apparent time.
Timeless Body: Ignore all harmful, and helpful, effects for 1 round.
10th-Level Powers
Wall of Entropy: You create a wall of roiling entropic energy.

Psychic Warrior

1st-Level Powers

Biofeedback^A: Gain DR 2/-.
Bite of the Wolf: Gain bite attack for 1d8 damage.
Burst: Gain +10 feet to speed this round.
Call Weaponry^A: Create temporary weapon.
Catfall^A: Instantly save yourself from a fall.
Chameleon: Gain +10 enhancement bonus on Hide checks.
Claws of the Beast^A: Your hands become deadly claws.
Compression^A: You grow smaller.
Conceal Thoughts: You conceal your motives.
Detect Psionics: You detect the presence of psionics.
Dissipating Touch^A: Touch deals 1d6 damage.
Distract: Target gets -4 bonus on Listen, Search, Sense Motive, and Spot checks.
Empty Mind^A: Gain +2 on Will saves until your next action.
Enhanced Perceptions: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
Expansion^A: Become one size category larger.
Float^A: Buoy yourself in water or other liquid.
Force Screen^A: Invisible disc provides +4 shield bonus to AC.
Grip of Iron^A: Your iron grip gives +4 bonus on grapple checks.
Hammer^A: Melee touch attack deals 1d8/round.
Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.
Metaphysical Claw^A: Your natural weapon gains +1 bonus.
Metaphysical Weapon^A: Weapon gains +1 bonus.
My Light^A: Your eyes emit a 20-foot cone of light.
Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.
Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.

Prevenom^A: Your claws gain a poison coating.
Prevenom Weapon^A: Your weapon is mildly venomous.
Skate: Subject slides skillfully along the ground.
Stomp^A: Subjects fall prone and take 1d4 nonlethal damage.
Synesthete: You receive one kind of sense when another sense is stimulated.
Thicken Skin^A: Gain +1 enhancement bonus to your natural armor.
Vigor^A: Gain 5 temporary hit points.

2nd-Level Powers

Animal Affinity^A: Gain +4 enhancement to one ability.
Body Adjustment^A: Heal 1d12 damage.
Body Equilibrium: You can walk on nonsolid surfaces.
Body Purification^A: Restore 2 points of ability damage.
Concealing Amorpha: Quasi-real membrane grants you concealment.
Darkvision, Psionic: See 60 feet in total darkness.
Detect Hostile Intent: You can detect hostile creatures within 30 feet of you.
Dimension Swap^A: You and an ally switch positions.
Dissolving Touch^A: Your touch deals 4d6 acid damage.
Dissolving Weapon^A: Your weapon deals 4d6 acid damage.
Empathic Transfer^A: Transfer another's wounds to yourself.
Energy Resistance, Specified^A: Gain resistance 10 against one energy type.
Feat Leech^A: Borrow another's psionic or metapsionic feats.
Levitate, Psionic: You move up and down, forward and back, via mental support.
Painful Strike^A: Your natural weapons deal an extra 1d6 nonlethal damage.
Prowess: Instantly gain another attack of opportunity.
Psionic Pounce^A: You can make full attack in same round you charge.
Psionic Scent: Gain the scent ability.
Sprint^A: Instantly gain a significant speed boost.
Strength of My Enemy^A: Siphon away your enemy's strength and grow stronger.
Sustenance: Go without food and water for one day.
Thought Shield^A: Gain PR 13 against mind-affecting powers.
Wall Walker: Grants ability to walk on walls and ceilings.

3rd-Level Powers

Arcane Shield^A: You gain a resistance bonus to saves against spells only.
Chosen Defender^A: You interpose yourself in front of an attack against an ally.
Claws of the Vampire: Heal half of your claw's base damage.
Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.
Danger Sense^A: You gain +4 bonus against traps.
Dimension Slide^A: Teleports you very short distance.
Duodimensional Claw: Increases your natural weapon's threat range.
Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.
Empathic Feedback^A: When you are hit in melee, your attacker takes damage.

Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.

Escape Detection: You become difficult to detect with clairvoyance powers.

Evade Burst^A: You take no damage from a burst on a successful Reflex save.

Exhalation of Neroth^A: Your acid breath deals 3d6 damage to a close target.

Graft Weapon: Your hand is replaced seamlessly by your weapon.

Keen Edge, Psionic: Doubles normal weapon's threat range.

Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.

Pyroplasmic Aura^A: Craft a protective aura of superheated gas.

Ubiquitous Vision: You have all-around vision.

Vampiric Blade: You heal half of your base weapon damage.

4th-Level Powers

Armored Form^A: You harden your flesh with stone.

Break Enchantment, Psionic: You end harmful effects on creatures.

Claw of Energy: Your claws deal additional energy damage.

Dimension Door, Psionic^A: Teleports you short distance.

Energy Resistance^A: Your body converts energy to harmless light.

Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

Immovability: You are almost impossible to move and gain DR 15/–.

Inertial Barrier^A: Gain DR 5/–.

Psychic Vampire: Touch attack drains 2 power points/level from foe.

Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

Truevenom: Your natural weapons are covered in horrible poison.

Truevenom Weapon: Your weapon is horribly poisonous.

Weapon of Energy: Weapon deals additional energy damage.

5th-Level Powers

Adapt Body: Your body automatically adapts to hostile environments.

Bestial Form^A: Partially change into a beast.

Catapsi^A: Psychic static inhibits power manifestation.

Errant Strike^R: You bond entropic energy to a weapon, making it strike harder.

Metaconcert^A: Mental concert of two or more increases the total power of the participants.

Oak Body^A: Your body becomes as hard as oak.

Psychofeedback: Boost Str, Dex, or Con at the expense of one or more other scores.

6th-Level Powers

Breath of Neroth^A: Breathe acid for 11d6 damage.

Dispelling Buffer: You are buffered from one *dispel psionics* effect.

Form of Doom^A: You transform into a frightening tentacled beast.

Mind Blank, Personal: You are immune to scrying and mental effects.

Thought Fortress^A: You fortify your mind and that of your allies against intrusion and meddling.

Rhi'zen

1st-Level Powers

Biofeedback^A: Gain damage reduction 2/–.

Burst: Gain +10 feet to speed this round.

Catfall^A: Instantly save yourself from a fall.

Compression^A: You grow smaller.

Crystal Shard^A: Ranged touch attack for 1d6 points of piercing damage.

Deceleration^A: Target's speed is halved.

Detect Psionics: You detect the presence of psionics.

Distract: Target gets –4 bonus on Listen, Search, Sense Motive, and Spot checks.

Empathy^A: You know the subject's surface emotions.

Empty Mind^A: Gain +2 on Will saves until your next action.

Float^A: Buoy yourself in water or other liquid.

Force Screen^A: Invisible disc provides +4 shield bonus to AC.

Grease, Psionic: Makes a 10-foot square or one object slippery.

Hammer^A: Melee touch attack deals 1d8/round.

Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.

Metaphysical Weapon^A: Weapon gains +1 bonus.

Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.

Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.

Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.

Skate: Subject slides skillfully along the ground.

Thicken Skin^A: Gain +1 enhancement bonus to your natural armor.

Vigor^A: Gain 5 temporary hit points.

2nd-Level Powers

Affix^A: You bind a target into place.

Body Adjustment^A: Heal 1d12 damage.

Body Equilibrium: You can walk on non-solid surfaces.

Demoralize^A: Enemies become shaken.

Dissolving Weapon^A: Your weapon deals 4d6 acid damage.

Entangling Ectoplasm: You entangle a foe in sticky goo.

Feat Leech^A: Borrow another's psionic or metapsionic feats.

Prowess: Instantly gain another attack of opportunity.

Psionic Pounce^A: You can make full attack in same round you charge.

3rd-Level Powers

Bestow Power^A: Subject receives 2 power points.

Conceal Thoughts: You conceal your motives.

Danger Sense^A: You gain +4 bonus against traps.

Empathic Feedback^A: When you are hit in melee, your attacker takes damage.

Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.

Evade Burst^A: You take no damage from a burst on a successful Reflex save.



Keen Edge, Psionic: Doubles normal weapon's threat range.

Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.

Sprint^A: Instantly gain a significant speed boost.

4th-Level Powers

Chosen Defender^A: You interpose yourself in front of an attack against an ally.

Dimension Door, Psionic^A: Teleports you short distance.

Dispel Psionics^A: Cancels psionic powers and effects.

Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

Immovability: You are almost impossible to move and gain DR 15/–.

Swamp Lord of Pit Sseth

Spell List (Swamp Lord)

Spells marked with ^{MA} are from *Magic of Arcanis*, and spells marked with ^{PGtA} are from *The Player's Guide to Arcanis*.

0th-Level Spells

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 feet.

Detect Poison: Detects poison in one creature or object.

Flare: Dazzles one creature (–1 on attack rolls).

Ghost Sound: Figment sounds.

Guidance: +1 on one attack roll, saving throw, or skill check.

Know Direction: You discern north.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cubic foot/level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Speak with Animals: You can communicate with animals.

Touch of Fatigue: Touch attack fatigues target.

Virtue: Subject gains 1 temporary hp.

1st-Level Spells

Calm Animals: Calms (2d4 + level) HD of animals.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Charm Animal: Makes one animal your friend.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Nature's Defilement^{MA}: You can detect spells or creatures that defile nature.

Detect Snares and Pits: Reveals natural or primitive traps.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-foot-radius.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Your speed increases by 10 feet.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Obscuring Mist: Fog surrounds you.

Pass without Trace: One subject/level leaves no tracks.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Summon Nature's Ally I: Calls creature to fight.

2nd-Level Spells

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 minute/level.

Bull's Strength: Subject gains +4 to Str for 1 minute/level.

Camouflage^{MA}: Hide in any natural terrain.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkness: 20-foot radius of supernatural shadow.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Enhance Natural Attack^{MA}: Natural attacks function as if enlarged.

Fog Cloud: Fog obscures vision.

Reduce Animal: Shrinks one willing animal.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Silence: Negates sound in 20-foot radius.

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

Speak with Plants: You can talk to normal plants and plant creatures.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Nature's Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Viper Venom^{MA}: Touched reptile gains a poisonous bite.

Warp Wood: Bends wood (shaft, handle, door, plank).

3rd-Level Spells

Blindness/Deafness: Makes subject blinded or deafened.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight: 60-foot radius of bright light.

Deeper Darkness: Object sheds supernatural shadow in 60-foot radius.

Dispel Magic: Cancels spells and magical effects.

Dominate Animal: Subject animal obeys silent mental commands.

Favor of Air^{MA}: You gain a variety advantages from the power of air.

Favor of Earth^{MA}: You gain a variety of advantages from the power of earth.



Favor of Fire^{MA}: You gain a variety of advantages from the power of fire.

Favor of Life^{MA}: You gain a variety of advantages from the power of positive energy.

Favor of Water^{MA}: You gain a variety of advantages from the power of water.

Fly: Subject flies at speed of 60 feet.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Magic Fang, Greater: One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).

Plant Growth: Grows vegetation, improves crops.

Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Sleet Storm: Hampers vision and movement.

Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.

Snare: Creates a magic booby trap.

Stone Shape: Sculpts stone into any shape.

Summon Nature's Ally III: Calls creature to fight.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Spells

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Command Plants: Sway the actions of one or more plant creatures.

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Dismissal: Forces a creature to return to native plane.

Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Ice Storm: Hail deals 5d6 damage in cylinder 40-feet across.

Nature's Gift^{PGtA}: Gain scent and a +5 bonus on Spot, Search, and Listen checks.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Poison: Touch deals 1d10 Con damage, repeats in 1 minute.

Repel Vermin: Insects, spiders, and other vermin stay 10 feet away.

Spike Stones: Creatures in area take 1d8 damage, may be *slowed*.

Summon Nature's Ally IV: Calls creature to fight.

Wall of Serpents^{MA}: You create a wall of poisonous serpents.

5th-Level Spells

Bitter Kiss of Fall^{MA}: Summon forth weeds to entangle your enemies.

Bitter Kiss of Spring^{MA}: Call and direct one or more blasts of air at your enemies.

Bitter Kiss of Summer^{MA}: Call and direct one or more blasts of heat at your enemies.

Bitter Kiss of Winter^{MA}: Call and direct one or more blasts of cold at your enemies.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Insect Plague: Locust swarms attack creatures.

Righteous Might: Your size increases, and you gain combat bonuses.

Slay Living: Touch attack kills subject.

Summon Nature's Ally V: Calls creature to fight.

The Green Rot^{MA}: Force gangrene on a wounded foe.

Thorn Bones^{MA}: Forces bone growth that causes pain and hampers movement.

Wall of Stone: Creates a stone wall that can be shaped.

Withering Vines^{MA}: Throw strength-draining vines at targets.

6th-Level Spells

Animal Growth: One animal/two levels doubles in size.

Antilife Shell: 10-foot-radius field hedges out living creatures.

Baleful Polymorph: Transforms subject into harmless animal.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Commune with Nature: Learn about terrain for 1 mile/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Summon Nature's Ally VI: Calls creature to fight.

Transmute Mud to Rock: Transforms two 10-foot cubes per level.

Transmute Rock to Mud: Transforms two 10-foot cubes per level.

Tree Stride: Step from one tree to another far away.

Wall of Thorns: Thorns damage anyone who tries to pass.

7th-Level Spells

Animate Plants: One or more plants animate and fight for you.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Fire Seeds: Acorns and berries become grenades and bombs.

Master of Fall^{MA}: The power of fall grants you abilities and effects.

Master of Spring^{MA}: The power of spring grants you abilities and effects.

Master of Summer^{MA}: The power of summer grants you abilities and effects.

Master of Winter^{MA}: The power of winter grants you abilities and effects.

Move Earth: Digs trenches and builds hills.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Repel Wood: Pushes away wooden objects.

Repulsion: Creatures can't approach you.

Stone Tell: Talk to natural or worked stone.

Summon Nature's Ally VII: Calls creature to fight.

Transport via Plants: Move instantly from one plant to another of the same kind.

Powers List (Swamp Lord)

1st-Level Powers

Attraction^A: Subject has an attraction you specify.

Call to Mind: Gain additional Knowledge check with +4 competence bonus.

Catfall^A: Instantly save yourself from a fall.

Conceal Thoughts: You conceal your motives.

Control Flames^A: Take control of nearby open flame.

Control Light: Adjust ambient light levels.

Crystal Shard^A: Ranged touch attack for 1d6 points of piercing damage.

Deceleration^A: Target's speed is halved.

Detect Psionics: You detect the presence of psionics.

Dissipating Touch^A: Touch deals 1d6 damage.

Energy Ray^A: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.

Entangling Ectoplasm: You entangle a foe in sticky goo.

Float^A: Buoy yourself in water or other liquid.

Force Screen^A: Invisible disc provides +4 shield bonus to AC.

Grease, Psionic: Makes 10-foot square or one object slippery.

Hammer^A: Melee touch attack deals 1d8/round.

Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.

Know Direction and Location: You discover where you are and what direction you face.

Matter Agitation: You heat a creature or object.

Missive^A: Send a one-way telepathic message to subject.

Sense Link^A: You sense what the subject senses (single sense).

Synesthete: You receive one kind of sense when another sense is stimulated.

Vigor^A: Gain 5 temporary hit points.

2nd-Level Powers

Biofeedback^A: Gain damage reduction 2/-.

Body Equilibrium: You can walk on nonsolid surfaces.

Cloud Mind: You erase knowledge of your presence from target's mind.

Concealing Amorpha: Quasi-real membrane grants you concealment.

Control Sound: Create very specific sounds.

Discern Written Intent: You can read and understand text.

Energy Push^A: Deal 2d6 damage and knock subject back.

Energy Resistance, Specified^A: Gain resistance 10 against one energy type.

Energy Stun^A: Deal 1d6 damage and stun target if it fails both saves.

Enhanced Perceptions: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

Inflict Pain^A: Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.

Mental Disruption^A: Daze creatures within 10 feet for 1 round.

Recall Agony^A: Foe takes 2d6 damage.

Sustenance: Go without food and water for one day.

Swarm of Crystals^A: Crystal shards are sprayed forth doing 3d4 slashing damage.

Thought Shield^A: Gain PR 13 against mind-affecting powers.

3rd-Level Powers

Body Adjustment^A: Heal 1d12 damage.

Body Purification^A: Restore 2 points of ability damage.

Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

Dispel Psionics^A: Cancels psionic powers and effects.

Energy Bolt^A: Deal 5d6 energy damage in 120-foot line.

Energy Wall: Create wall of your chosen energy type.

Eradicate Invisibility^A: Negate invisibility in 50-foot burst.

Psionic Blast^A: Stun creatures in a 30-foot cone for 1 round.

Telekinetic Thrust^A: Hurl objects with the force of your mind.

Touchsight^A: Your telekinetic field tells you where most things roughly are.

Ubiquitous Vision: You have all-around vision.

4th-Level Powers

Correspond: Hold mental conversation with another creature at any distance.

Divination, Psionic: Provides useful advice for specific proposed action.

Empathic Feedback^A: When you are hit in melee, your attacker takes damage.

Energy Resistance^A: Your body converts energy to harmless light.

Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

Intellect Fortress^A: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.

Power Leech: Drain 1d6 power points/round while you maintain concentration; you gain 1/round.

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target.

Wall of Ectoplasm: You create a protective barrier.

5th-Level Powers

Adapt Body: Your body automatically adapts to hostile environments.

Catapsi^A: Psychic static inhibits power manifestation.

Ectoplasmic Shambler: Fog-like predator deals 1 point of damage/two levels each round to an area.

Fire Shield, Psionic: Protect yourself from cold or fire damage.

Power Resistance: Grant PR equal to 12 + level.

Shatter Mind Blank: Cancels target's *mind blank* effect.

Tower of Iron Will^A: Grant PR 19 against mind-affecting powers to all creatures within 10 feet until your next turn.

True Seeing, Psionic: See all things as they really are.



6th-Level Powers

- Breath of Neroth^A:** Breathe acid for 11d6 damage.
Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature/level.
Contingency, Psionic^X: Sets trigger condition for another power.
Fuse Flesh^A: Fuse subject's flesh, creating a helpless mass.
Overland Flight, Psionic: You fly at a speed of 40 feet and can hustle over long distances.
Remote View Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.
Shadow Delving: You locate lost information within the shadow realm.

7th-Level Powers

- Divert Teleport:** Choose destination for another's *teleport*.
Energy Conversion: Offensively channel energy you've absorbed.
Energy Wave^A: Deal 13d4 damage of your chosen energy type in 120-foot cone.
Mind Blank, Personal: You are immune to scrying and mental effects.
Oak Body^A: Your body becomes as hard as oak.
Phase Door, Psionic: Invisible passage through wood or stone.
Thought Fortress^A: You fortify your mind and that of your allies against intrusion and meddling.
Ultrablast^A: Deal 13d6 damage in 15-foot radius.

val'Borda Adept of the Shadows

1st-Level Powers

- Body Equilibrium:** You can walk on nonsolid surfaces.
Bolt^A: You create a few enhanced short-lived bolts, arrows, or bullets.
Burst: Gain +10 feet to speed this round.
Catfall^A: Instantly save yourself from a fall.
Control Light: Adjust ambient light levels.
Detect Psionics: You detect the presence of psionics.
Divert: Target gets -4 bonus on Listen, Search, Sense Motive, and Spot checks.
Empty Mind^A: Gain +2 on Will saves until your next action.
Enhanced Perceptions: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
Float^A: Buoy yourself in water or other liquid.
Force Screen^A: Invisible disc provides +4 shield bonus to AC.
Hammer^A: Melee touch attack deals 1d8/round.
Mind Thrust^A: Deal 1d10 damage.
Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.
Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.
Sense Link^A: You sense what the subject senses (single sense).
Vigor^A: Gain 5 temporary hit points.

2nd-Level Powers

- Animal Affinity^A:** Gain +4 enhancement to one ability.
Body Adjustment^A: Heal 1d12 damage.
Cloud Mind: You erase knowledge of your presence from target's mind.
Conceal Thoughts: You conceal your motives.
Concealing Amorpha: Quasi-real membrane grants you concealment.
Darkvision, Psionic: See 60 feet in total darkness.
Dissolving Weapon^A: Your weapon deals 4d6 acid damage.
Missive^A: Send a one-way telepathic message to subject.
Recall Agony^A: Foe takes 2d6 damage.
Sense Link, Forced: Sense what subject senses.
Wall Walker: Grants ability to walk on walls and ceilings.

3rd-Level Powers

- Armored Form^A:** You harden your flesh with stone.
Bestow Power^A: Subject receives 2 power points.
Control Sound: Create very specific sounds.
Danger Sense^A: You gain +4 bonus against traps.
Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.
Escape Detection: You become difficult to detect with clairsentience powers.
Keen Edge, Psionic: Doubles normal weapon's threat range.
Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.
Ubiquitous Vision: You have all-around vision.

4th-Level Powers

- Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.
Dimension Door, Psionic^A: Teleports you short distance.
Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.
Evade Burst^A: You take no damage from a burst on a successful Reflex save.
False Sensory Input^A: Subject sees what isn't there.
Psychic Vampire: Touch attack drains 2 power points/level from foe.

5th-Level Powers

- Correspond:** Hold mental conversation with another creature at any distance.
Dimensional Anchor, Psionic: Bars extra dimensional movement.
Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.
Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.
Shatter Mind Blank: Cancels target's *mind blank* effect.

Chapter Six: Powers

Psionic Powers Overview

Psionic powers spring from sentient minds. Even an undead creature or a being that has no physical form can create a reserve of inner strength necessary to manifest powers, as long as it has an Intelligence score of at least 1. Vermin possessed of a hive mind ability are an exception to this rule.

A psionic power is a one-time psionic effect. Psionic characters and creatures need not prepare their powers for use ahead of time. They either have sufficient power points to manifest a power or they do not.

A power is manifested when a psionic character pays its power point cost. Some psionic creatures automatically manifest powers, called psi-like abilities, without paying a power point cost. Other creatures pay power points to manifest their powers, just as characters do.

Each power has a specific effect. A power known to a psionic character can be used whenever he or she has power points to pay for it.

Manifesting Powers

Psionic characters and creatures manifest powers. Whether they cost power points when manifested by a psionic character, or are manifested as psi-like abilities, powers' effects remain the same. The process of manifesting a power is akin to casting a spell, but with significant differences.

Choosing a Power

First you must choose which power to manifest. You can select any power you know, provided you are capable of manifesting powers of that level or higher. To manifest a power, you must pay power points, which count against your daily total. You can manifest the same power multiple times if you have points left to pay for it.

Concentration

To manifest a power, you must concentrate. If something threatens to interrupt your concentration while you're manifesting a power, you must succeed on a Concentration check or lose the power points without manifesting the power. The more distracting the interruption and the higher the level of the power that you are trying to manifest, the higher the DC. (Higher-level powers require more mental effort.)

Injury: Getting hurt or being affected by hostile psionics while trying to manifest a power can break your concentration and ruin a power. If you take damage while trying to manifest a power, you must make a Concentration check (DC 10 + points of damage taken + the level of the power you're manifesting). The interrupting event strikes during manifestation if it occurs between when you start and when you complete manifesting a power (for a power with a manifesting time of 1 round or longer) or if it comes in response to your manifesting the power (such as an attack of

opportunity provoked by the manifesting of the power or a contingent attack from a readied action).

If you are taking continuous damage, half of the damage is considered to take place while you are manifesting a power. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the power you're manifesting).

If the last damage dealt was the last damage that the effect could deal then the damage is over and it does not distract you.

Repeated damage does not count as continuous damage.

Power: If you are affected by a power while attempting to manifest a power of your own, you must make a Concentration check or lose the power you are manifesting. If the power affecting you deals damage, the Concentration DC is 10 + points of damage + the level of the power you're manifesting. If the power interferes with you or distracts you in some other way, the Concentration DC is the power's save DC + the level of the power you're manifesting. For a power with no saving throw, it's the DC that the power's saving throw would have if a save were allowed.

Grappling or Pinned: To manifest a power while grappling or pinned, you must make a Concentration check (DC 20 + the level of the power you're manifesting) or lose the power.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below deck in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the power you're manifesting) or lose the power.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the power you're manifesting) or lose the power.

Violent Weather: If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the power you're manifesting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the power you're manifesting. In either case, you lose the power if you fail the Concentration check. If the weather is caused by a power, use the rules in the Power subsection above.

Manifesting Powers on the Defensive: If you want to manifest a power without provoking attacks of opportunity, you need to dodge and weave. You must make a Concentration check (DC 15 + the level of the power you're manifesting) to succeed. You lose the power points without successful manifestation if you fail.

Entangled: If you want to manifest a power while entangled in a net or while affected by a power with similar effects you must make a DC 15 Concentration check to manifest the power. You lose the power if you fail.

Counter-Manifesting

It is possible to manifest any power as a counter to another power being manifested. By doing so, you are using the power's energy to disrupt the manifesting of the same power by another character.

How Counter-Manifesting Works

To counter-manifest, you must select an opponent as the target of the counter-manifest. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to manifest a power. (You may still move your speed, since ready is a standard action.)

If the target of your counter-manifest tries to manifest a power, make a Psicraft check (DC 15 + the power's level). This check is a free action. If the check succeeds, you correctly identify the opponent's power and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then manifest the correct power. As a general rule, a power can only counter itself. If you are able to manifest the same power, you manifest it, altering it slightly to create a counter-manifest effect. If the target is within range, both powers automatically negate each other with no other results.

Counter-Manifesting Metapsionic Powers

Metapsionic feats are not taken into account when determining whether a power can be countered.

Specific Exceptions

Some powers specifically counter each other, especially when they have diametrically opposed effects.

Dispel Psionics as a Counter-Manifest

You can use *dispel psionics* to counter-manifest another manifester, and you don't need to identify the power he or she is manifesting. However, *dispel psionics* doesn't always work as a counter-manifest.

Counter-Manifesting and

Psionics-Magic Transparency

Spells or powers that exactly duplicate each other, such as the *charm person* effect, can be used to counter each other. *Dispel magic* and *dispel psionics* can be used to counter either magic or psionic effects.

Manifester Level

The variables of a power's effect often depend on its manifester level, which is equal to your psionic class level. A power that can be augmented for additional effect is also limited by your manifester level (you can't spend more power points on a power than your manifester level). See *Augment* under *Descriptive Text*, below.

You can manifest a power at a lower manifester level than normal, but the manifester level must be high enough for you to manifest the power in question, and all level-dependent features must be based on the same manifester level.

In the event that a class feature or other special ability provides an adjustment to your manifester level, this adjustment applies not only to all effects based on manifester level (such as range, duration, and augmentation potential) but also to your manifester level check to overcome your target's power resistance and to the manifester level used in dispel checks (both the dispel check and the DC of the check).

Power Failure

If you try to manifest a power in conditions where the characteristics of the power (range, area, and so on) cannot be made to conform, the manifestation fails and the power points are wasted.

Powers also fail if your concentration is broken (see *Concentration*, above).

The Power's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply the effects of the power.

Special Power Effects

Certain special features apply to all powers.

Attacks: Some powers refer to attacking. All offensive combat actions, even those that don't damage opponents, such as *disarm* and *bull rush*, are considered attacks. All powers that opponents can resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are considered attacks. *Astral construct* and similar powers are not considered attacks because the powers themselves don't harm anyone.

Bonus Types: Many powers give creatures bonuses to ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the power grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see *Combining Psionic and Magical Effects*, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

Bringing Back the Dead: Of all the psionic powers, only *psionic raise dead* and *reality revision* have the ability to restore slain characters to life. When a living creature dies, its soul departs the body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Level Loss: The passage from life to death and back again is a wrenching journey for a being's soul. Consequently, any creature brought back to life usually loses one level of experience. The character's new experience point total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was

1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal means, even through the spells *wish* or *miracle*. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *psionic raise dead* or a single manifestation of *reality revision* to restore the slain character to life (but they can still use two manifestations of *reality revision* to restore the slain character to life).

Revivification Against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Psionics-Magic Transparency

Spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics, although they are not explicitly called out in the spell descriptions or magic item descriptions.

Spell resistance is effective against powers, using the same mechanics. Likewise, power resistance is effective against spells, using the same mechanics as spell resistance. If a creature has one kind of resistance, it is assumed to have the other. (The effects have similar ends despite having been brought about by different means.)

All spells that dispel magic have equal effect against powers of the same level using the same mechanics, and vice versa.

The spell *detect magic* detects powers, their number, and their strength and location within 3 rounds (though a Psicraft check is necessary to identify the discipline of the psionic aura).

Dead magic areas are also dead psionics areas.

The exception to this rule is preternatural psionics. For the details of their interaction with other psionics and magic, refer to *Chapter One*.

Combining and Stacking Effects

Multiple Effects: Powers or psionic effects usually work as described no matter how many other powers, psionic effects, spells, or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a power does not affect the way another power or spell operates. Whenever a power has a specific effect on other powers or spells, the power description explains the effect (and vice versa for spells that affect powers). Several other general rules apply when powers, spells, magical effects, or psionic effects operate in the same place.

Stacking Effects: Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws,

and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different powers, or one from a power and one from a spell. You use whichever bonus gives you the better result.

Different Bonus Types: The bonuses or penalties from two different powers, or a power and a spell, stack if the effects are of different types. A bonus that isn't named (just a "+2 bonus" rather than a "+2 insight bonus") stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more similar or identical effects are operating in the same area or on the same target, but at different strengths, only the best one applies. If one power or spell is dispelled or its duration runs out, the other power or spell remains in effect (assuming its duration has not yet expired).

Same Effect with Differing Results: The same power or spell can sometimes produce varying effects if applied to the same recipient more than once. The last effect in a series trumps the others. None of the previous spells or powers are actually removed or dispelled, but their effects become irrelevant for as long as the final spell or power in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, a power can render another power irrelevant.

Multiple Mental Control Effects: Sometimes psionic or magical effects that establish mental control render one another irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with one another, though one may modify another. If a creature is under the control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

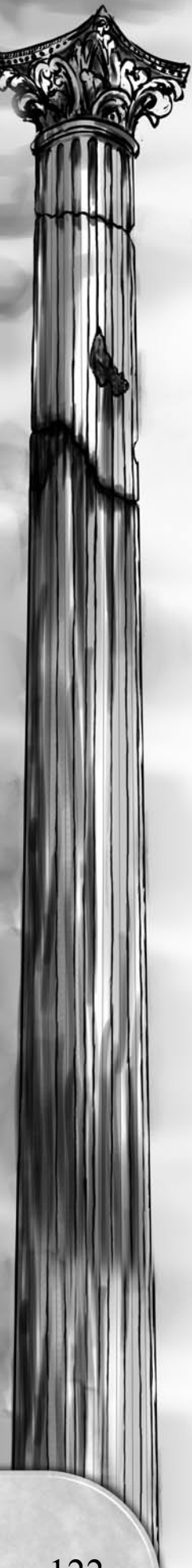
Powers and Spells with Opposite Effects: Powers and spells with opposite effects apply normally with all bonuses, penalties, or changes accruing in the order that they apply. Some powers and spells negate or counter each other. This is a special effect that is noted in a power's or spell's description.

Instantaneous Effects: Two or more magical or psionic effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

Powers and Power Points

Psionic characters manifest powers, which involve the direct manipulation of personal mental energy. These manipulations require natural talent and personal meditation. A psionic character's level limits the number of power points available to manifest powers. A psionic character's relevant high score might allow him to gain extra power points. He can manifest the same power more than once, but each manifestation subtracts power points from his daily limit. Manifesting a power is an arduous mental task. To do so, a psionic character must have a key ability score of at least 10 + the power's level.





Daily Power Point Acquisition: To regain used daily power points, a psionic character must have a clear mind. To clear his mind, he must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, manifesting powers, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest to clear his mind, and he must have at least 1 hour of rest immediately prior to regaining lost power points. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining power points.

Recent Manifesting Limit/Rest Interruptions: If a psionic character has manifested powers recently, the drain on his resources reduces his capacity to regain power points. When he regains power points for the coming day, all power points he has used within the last 8 hours count against his daily limit.

Peaceful Environment: To regain power points, a psionic character must have enough peace, quiet, and comfort to allow for proper concentration. The psionic character's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might incur while concentrating on regaining power points.

Regaining Power Points: Once the character has rested in a suitable environment, it takes only an act of concentration spanning 1 full round to regain all power points of the psionic character's daily limit.

Death and Power Points: If a character dies, all daily power points stored in his mind are wiped away. A potent effect (such as *reality revision*) can recover the lost power points when it recovers the character.

Adding Powers

Psionic characters can learn new powers when they attain a new level. A psion can learn any power from the psion/wilder list and powers from his chosen discipline's list. A wilder can learn any power from the psion/wilder list. A psychic warrior can learn any power from the psychic warrior list.

Powers Gained at a New Level: Psions and other psionic characters perform a certain amount of personal meditation between adventures in an attempt to unlock latent mental abilities. Each time a psionic character attains a new level, he or she learns additional powers according to his class description. Psions, psychic warriors, and wilders learn new powers of their choice in this fashion. These powers represent abilities unlocked from latency. The powers must be of levels the characters can manifest.

Independent Research: A psion also can research a power independently, duplicating an existing power or creating an entirely new one. If characters are allowed to develop new powers, use these guidelines to handle the situation.

Any kind of manifester can create a new power. The research involved requires access to a retreat conducive to uninterrupted meditation. Research involves an expenditure of 200 XP per week and takes one week per level of the power. At the end of that time, the character makes a Psicraft check (DC 10 + spell level). If that check succeeds, the character learns the new power if her research produced a viable power. If the check fails, the character must go through the research process again if she wants to keep trying.

Manifest an Unknown Power from Another's Powers Known

A psionic character can attempt to manifest a power from a source other than his own knowledge (usually another willing psionic character). To do so, the character must first make contact (a process similar to addressing a power stone, requiring a Psicraft check against a DC of 15+ the highest level power in the repertoire). A psionic character can make contact with only a willing psionic character or creature (unconscious creatures are considered willing, but psionic characters under the effects of other immobilizing conditions are not). Characters who can't use power stones for any reason are also banned from attempting to manifest powers from the knowledge of other psionic characters. Mental contact requires 1 full round of physical contact, which can provoke attacks of opportunity. Once contact is achieved, the character becomes aware of all the powers the other character knows up to the highest level of power the contactor knows himself.

Next, the psionic character must choose one of the powers and make a second Psicraft check (DC 15 + the power's level) to see if he understands it. If the power is not on his class list, he automatically fails this check.

Upon successfully making contact with another willing psionic character or creature and learning what he can of one power in particular, the character can immediately attempt to manifest that power even if he doesn't know it (and assuming he has power points left for the day). He can attempt to manifest the power normally on his next turn, and he succeeds if he makes one additional Psicraft check (DC 15 + the power's level). He retains the ability to manifest the selected power for only 1 round. If he doesn't manifest the power, fails the Psicraft check, or manifests a different power, he loses his chance to manifest that power for the day.

Using Stored Power Points

A variety of psionic items exist to store power points for later use, in particular a storage device called a *cognizance crystal*. Regardless of what sort of item stores the power points, all psionic characters must follow strict rules when tapping stored power points.

A Single Source: When using power points from a storage item to manifest a power, a psionic character may not pay the power's cost with power points from more than one source. He must either use an item, his own power point reserve, or some other discrete power point source to pay the manifestation cost.

Recharging: Most power point storage devices allow psionic characters to “recharge” the item with their own power points. Doing this depletes the character’s power point reserve on a 1-for-1 basis as if he had manifested a power; however, those power points remain indefinitely stored. The opposite is not true—psionic characters may not use power points stored in a storage item to replenish their own power point reserves.

Special Abilities

Psionic creatures can create psionic effects without having levels in a psionic class (although they can take a psionic class to further enhance their abilities); such creatures have the psionic subtype.

Characters using dorjes, *cognizance crystals*, and other psionic items can also create psionic effects. In addition to existing spell-like and supernatural abilities, creatures can also have psi-like abilities. (Psionic creatures may also have extraordinary and natural abilities.)

Psi-Like Abilities: The manifestation of powers by a psionic character is considered a psi-like ability, as is the manifestation of powers by creatures without a psionic class (creatures with the psionic subtype, also simply called psionic creatures). Usually, a psionic creature’s psi-like ability works just like the power of that name. A few psi-like abilities are unique; these are explained in the text where they are described.

Psi-like abilities have no verbal, somatic, or material components, nor do they require a focus or have an XP cost (even if the equivalent power has an XP cost). The user activates them mentally. Armor never affects a psi-like ability’s use. A psi-like ability has a manifesting time of 1 standard action unless noted otherwise in the ability description. In all other ways, a psi-like ability functions just like a power. However, a psionic creature does not have to pay a psi-like ability’s power point cost.

Psi-like abilities are subject to power resistance and to being dispelled by *dispel psionics*. They do not function in areas where psionics are suppressed or negated.

Supernatural Abilities: Some creatures have psionic abilities that are considered supernatural. Psionic feats are also supernatural abilities. These abilities cannot be disrupted in combat, as powers can be, and do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be negated or dispelled; however, they do not function in areas where psionics are suppressed.

Psionic Maladies

Ability Burn: This is a special form of ability damage that cannot be magically or psionically healed. It is caused by the use of certain psionic feats and powers. It returns only through natural healing.

Disease, Cascade Flu: Spread by brain moles and other vermin; injury; DC 13; incubation one day; damage psionic cascade.

A psionic cascade is a loss of control over psionic abilities. Using power points becomes dangerous for a character infected by cascade flu, once the incubation period has run its course. Every time an afflicted character manifests a power, she must make a DC 16 Concentration check. On a failed check, a psionic cascade is triggered. The power operates normally, but during the following round, without the character’s volition, two additional powers she knows manifest randomly, and their power cost is deducted from the character’s reserve. During the next round, three additional powers manifest, and so on, until all the psionic character’s power points are drained. Powers with a range of personal or touch always affect the diseased character. For other powers that affect targets, roll d%: On a 01–50 result, the power affects the diseased character, and 51–00 indicates that the power targets other creatures in the vicinity. Psionic creatures (those that manifest their powers without paying points) cascade until all the powers they know have manifested at least twice.

As with any disease, a psionic character who is injured or attacked by a creature carrying a disease or parasite, or who otherwise has contact with contaminated material, must make an immediate Fortitude save. On a success, the disease fails to gain a foothold. On a failure, the character takes damage (or incurs the specified effect) after the incubation period. Once per day afterward, the afflicted character must make a successful Fortitude save to avoid repeating the damage. Two successful saving throws in a row indicate she has fought off the disease.

Disease, Cerebral Parasites: Spread by contact with infected psionic creatures; contact; DC 15; incubation 1d4 days; damage 1d8 power points.

Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he carries the parasites—until he discovers he has fewer power points for the day than expected. Psionic creatures with cerebral parasites are limited to using each of their known powers only once per day (instead of freely manifesting them). See the note about diseases under Cascade Flu, above.

Disease, Entropic Rot: Spread only by the creatures that create the disease; DC 13; incubation 1 round; damage 1d3 entropic damage.

Entropy is a powerful force, and when used to create rot, it continues to eat away at normal matter until nothing remains. The damage is suffered each round until a successful save is made.

Negative Levels: Psionic characters can gain negative levels just like members of other character classes. A psionic character loses access to one power per negative level from the highest level of power he can manifest; he also loses a number of power points equal to the cost of that power. If two or more powers fit these criteria, the manifester decides which one becomes inaccessible. The lost power becomes available again as soon as the negative level is removed, providing the manifester is capable of using it at that time. Lost power points also return.

Power Descriptions

The description of each power is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every power description gives the name by which the power is generally known. A power might be known by other names in some locales, and specific manifesters might have names of their own for their powers.

Discipline (Subdiscipline)

Beneath the power name is a line giving the discipline (and the subdiscipline in parentheses, if appropriate) that the power belongs to.

Every power is associated with one of six disciplines (or Universal). A discipline is a group of related powers that work in similar ways. Each of the disciplines is discussed below.

Clairsentience

Clairsentience powers enable you to learn secrets long forgotten, to glimpse the immediate future and predict the far future, to find hidden objects, and to know what is normally unknowable.

For the purpose of psionics–magic transparency, clairsentience powers are equivalent to powers of the divination school (thus, creatures immune to divination spells are also immune to clairsentience powers).

Many clairsentience powers have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the power.

Scrying: A power of the scrying subdiscipline creates an invisible sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This includes any powers or effects that target you, but not powers or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active power. Lead sheeting or psionic protection blocks scrying powers, and you sense that the power is so blocked.

Metacreativity

Metacreativity powers create objects, creatures, or some form of matter. Creatures you create usually, but not always, obey your commands.

A metacreativity power draws raw ectoplasm from the Astral Plane to create an object or creature in the place the psionic character designates (subject to the limits noted above). Objects created in this fashion are as solid and durable as normal objects, despite their

originally diaphanous substance. Psionic creatures created with metacreativity powers are considered constructs, not outsiders.

A creature or object brought into being cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the power's range, but it does not have to remain within the range. For the purpose of psionics–magic transparency, metacreativity powers are equivalent to powers of the conjuration school (thus, creatures immune to conjuration spells are also immune to metacreativity powers).

Creation: A power of the creation subdiscipline creates an object or creature in the place the manifester designates (subject to the limits noted above). If the power has a duration other than instantaneous, psionic energy holds the creation together, and when the power ends, the created creature or object vanishes without a trace, except for a thin film of glistening ectoplasm that quickly evaporates. If the power has an instantaneous duration, the created object or creature is merely assembled through psionics. It lasts indefinitely and does not depend on psionics for its existence.

Psychokinesis

Psychokinetic powers manipulate energy or tap the power of the mind to produce a desired end. Many of these powers produce spectacular effects above and beyond the power's standard display (see Display, below), such as moving, melting, transforming, or blasting a target. Psychokinesis can deal large amounts of damage.

For the purpose of psionics–magic transparency, psychokinetic powers are equivalent to powers of the evocation school (thus, creatures immune to evocation spells are also immune to psychokinesis).

Psychometabolism

Psychometabolism powers change the physical properties of some creature, thing, or condition.

For the purpose of psionics–magic transparency, psychometabolism powers are equivalent to powers of the transmutation school (thus, creatures immune to transmutation spells are also immune to psychometabolism powers).

Healing: Psychometabolism powers of the healing subdiscipline can remove damage from creatures. However, psionic healing usually falls short of divine magical healing in direct comparisons.

Psychoportation

Psychoportation powers move the manifester, an object, or another creature through space and time.

For the purpose of psionics–magic transparency, psychoportation powers do not have an equivalent school.

Teleportation: A power of the teleportation subdiscipline transports one or more creatures or objects a great distance. The most potent of these powers can

Blast Powder and Psychoportation Effects

Blast Powder is affected by the same limitations when affected by Psychoportation (Teleportation) effects as it is when affected by Conjunction (Teleportation) effects. That is, carrying more than 20 shots worth causes an explosion. Refer to the *Player's Guide to Arcanis* for complete details.

cross planar boundaries. Usually the transportation is one-way (unless otherwise noted) and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Telepathy

Telepathic powers can spy on and affect the minds of others, influencing or controlling their behavior.

Most telepathic powers are mind-affecting.

For the purpose of psionics-magic transparency, telepathy is equivalent to the enchantment school (thus, creatures resistant to enchantment spells are equally resistant to telepathy powers).

Charm: A power of the charm subdiscipline changes the way the subject views you, typically making it see you as a good friend.

Compulsion: A power of the compulsion subdiscipline forces the subject to act in some manner or changes the way her mind works. Some compulsion powers determine the subject's actions or the effects on the subject, while some allow you to determine the subject's actions when you manifest them, and still others give you ongoing control over the subject.

Universal

Universal powers are those powers that do not fall into a specific discipline category. For the purpose of psionics-magic transparency, universal powers are directly equivalent to universal spells. Creatures resistant to universal spells are equally resistant to universal powers.

Descriptor

Appearing on the same line as the discipline and subdiscipline (when applicable) is a descriptor that further categorizes the power in some way. Some powers have more than one descriptor.

The descriptors that apply to powers are acid, cold, death, electricity, entropy, evil, fire, force, good, language-dependent, light, mind-affecting, preternatural, and sonic.

Most of these descriptors have no game effect by themselves, but they govern how the power interacts with other powers, with spells, with special abilities, with unusual creatures, with alignment, and so on.

Entropy

The entropy subtype is similar to an energy subtype, in as much that it indicates an energy type. However, entropy damage cannot be resisted by normal means.

Language-Dependent

A language-dependent power uses intelligible language as a medium.

Mind-Affecting

A mind-affecting power works only against creatures with an Intelligence score of 1 or higher.

Preternatural

Preternatural powers do not follow the psionics-magic transparency rules. These powers are only available to manifesters who can manifest preternatural powers.

In Living Arcanis these powers are only able to be learned by characters who can manifest preternatural psionics of the appropriate level to learn the selected power.

Level

The next line of the power description gives a power's level, a number between 1 and 9 that defines the power's relative strength (although at least one power has a level of 10, indicating that only an epic level manifester with the correct feats can manifest this power). This number is preceded by the name of the class whose members can manifest the power. If a power is part of a discipline's list instead of the psion's general power list, this will be indicated by the name of the discipline's specialist. The specialists a power can be associated with include Egoist (psychometabolism), Kineticist (psychokinesis), Nomad (psychoportation), Seer (clairsentience), Shaper (metacreativity), and Telepath (telepathy).

Display

When a power is manifested, a display may accompany the primary effect. This secondary effect may be auditory, material, mental, olfactory, or visual. No power's display is significant enough to create consequences for the psionic creatures, allies, or opponents during combat. The secondary effect for a power occurs only if the power's description indicates it. If multiple powers with similar displays are in effect simultaneously, the displays do not necessarily become more intense. Instead, the overall display remains much the same, though with minute spikes in intensity. A Psicraft check (DC 10 + 1 per additional power in use) reveals the exact number of simultaneous powers in play.

Dispense with Displays: Despite the fact that almost every power has a display, a psionic character can always choose to manifest the power without the flashy accompaniment. To manifest a power without any display (no matter how many displays it might have), a manifester must make a Concentration check (DC 15 + the level of the power). This check is part of the action of manifesting the power. If the check is unsuccessful, the power manifests normally with its display.

Even if a manifester manifests a power without a display, he is still subject to attacks of opportunity in appropriate circumstances. (Of course, another Concentration check can be made as normal



to either manifest defensively or maintain the power if attacked.) Removing the display from a power does not prevent foes from identifying the power.

Auditory: A bass-pitched hum issues from the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), eerily akin to many deep-pitched voices. The sound grows in a second from hardly noticeable to as loud as a shout strident enough to be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard only within 15 feet with a successful DC 10 Listen check. Some powers describe unique auditory displays.

Material: The subject or the area is briefly slicked with a translucent, shimmering substance. The glistening substance evaporates after 1 round regardless of the power's duration. Sophisticated psions recognize the material as ectoplasmic seepage from the Astral Plane; this substance is completely inert.

Mental: A subtle chime rings once in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option). At the manifester's option, the chime can ring continuously for the power's duration. Some powers describe unique mental displays.

Olfactory: An odd but familiar odor brings to mind a brief mental flash of a long-buried memory. The scent is difficult to pin down, and no two individuals ever describe it the same way. The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than a second (or lasts for the duration, at the manifester's option).

Visual: The manifester's eyes burn like points of silver fire while the power remains in effect. A rainbow-flash of light sweeps away from the manifester to a distance of 5 feet and then dissipates, unless a unique visual display is described. This is the case when the Display entry includes "see text," which means that a visual effect is described somewhere in the text of the power.

Manifesting Time

Most powers have a manifesting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

A power that takes 1 round to manifest requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began manifesting the power. You then act normally after the power is completed.

A power that takes 1 minute to manifest comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are manifesting a power as a full-round action, as noted above for 1-round manifesting times). These actions must be consecutive and uninterrupted, or the power points are lost and the power fails.

When you use a power that takes 1 round or longer to manifest, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the manifesting time is complete, the power points are lost and the power fails.

You make all pertinent decisions about a power (range, target, area, effect, version, and so forth) when the power comes into effect.

New Action Types

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve psionics or the activation of psionic items; many characters (especially those who don't use psionics) never have an opportunity to take a swift action.

Manifesting a quickened power is a swift action. In addition, manifesting any power with a casting time of 1 swift action is a swift action.

Manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

Range

A power's range indicates how far from you it can reach, as defined in the Range entry of the power description. A power's range is the maximum distance from you that the power's effect can occur, as well as the maximum distance at which you can designate the power's point of origin. If any portion of the area would extend beyond the range, that area is wasted. Standard ranges include the following.

Personal: The power affects only you.

Touch: You must touch a creature or object to affect it. A touch power that deals damage can score a critical hit just as a weapon can. A touch power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch powers allow you to touch multiple targets. You can touch as many willing targets as you can reach, but all targets of the spell must be touched in the same round that you manifest the power.

Close: The power reaches as far as 25 feet away from you. The maximum range increases 5 feet for every two manifester levels you have.

Medium: The power reaches as far as 100 feet + 10 feet per manifester level.

Long: The power reaches as far as 400 feet + 40 feet per manifester level.

Range Expressed in Feet: Some powers have no standard range category; just a range expressed in feet.

Aiming a Power

You must make some choice about whom the power is to affect or where the power's effect is to originate, depending on the type of power. The next entry in a power description defines the power's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some powers have a target or targets. You manifest these powers on creatures or objects, as defined by the power itself. You must be able to see or touch the target, and you must specifically choose that target. However, you do not have to select your target until you finish manifesting the power.

If you manifest a targeted power on the wrong type of target the power has no effect. If the target of a power is yourself (the power description has a line that reads "Target: You"), you do not receive a saving throw and power resistance does not apply. The Saving Throw and Power Resistance lines are omitted from such powers.

Some powers can be manifested only on willing targets. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing. The Saving Throw and Power Resistance lines are usually omitted from such powers, since only willing subjects can be targeted.

Effect: Some powers, such as most metacreativity powers, create things rather than affect things that are already present. Unless otherwise noted in the power description, you must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the power's range once created.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted power. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray power has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray power deals damage, you can score a critical hit just as if it were a weapon. A ray power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects spread out from a point of origin (which may be a grid intersection, or may be the manifester) to a distance described in the power. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the effect may take. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect (unless the effect is centered on you), but you need not have line of effect (see below) to all portions of the effect.

(S) Shapeable: If an Effect line ends with "(S)" you can shape the power. A shaped effect can have no dimension smaller than 10 feet.

Area: Some powers affect an area. Sometimes a power description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the power originates, but otherwise you usually don't control which creatures or objects the power affects. The point of origin of a power that affects an area is always a grid intersection. When determining whether a given creature is within the area of a power, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but every second diagonal counts as 2 squares of distance. If the far edge of a square is within the power's area, anything within that square is within the power's area. If the power's area touches only the near edge of a square, however, anything within that square is unaffected by the power.

Burst, Emanation, or Spread: Most powers that affect an area function as a burst, an emanation, or a spread. In each case, you select the power's point of origin and measure its effect from that point. A burst power affects whatever it catches in its area, including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst powers are specifically described as cone-shaped.

A burst's area defines how far from the point of origin the power's effect extends.

An emanation power functions like a burst power, except that the effect continues to radiate from the point of origin for the duration of the power.

A spread power spreads out like a burst but can turn corners. You select the point of origin, and the power spreads out a given distance in all directions. Figure the area the power effect fills by taking into account any turns the effect takes.

Cone, Line, or Sphere: Most powers that affect an area have a particular shape, such as a cone, line, or sphere. A cone-shaped power shoots away from you in a quarter-circle in the direction you designate. It starts





from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

A line-shaped power shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped power affects all creatures in squares that the line passes through or touches.

A sphere-shaped power expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Other: A power can have a unique area, as defined in its description.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A solid barrier cancels a line of effect, but it is not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you manifest a power on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any power you manifest.

A burst, cone, or emanation power affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, or an emanation's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a power's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for the purpose of determining a power's line of effect.

Duration

A power's Duration line tells you how long the psionic energy of the power lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the psionic energy sustaining the effect fades, and the power ends. If a power's duration is variable it is rolled secretly.

Instantaneous: The psionic energy comes and goes the instant the power is manifested, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the power is vulnerable to *dispel psionics*.

Concentration: The power lasts as long as you concentrate on it. Concentrating to maintain a power is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when manifesting a power can also break your concentration while you're maintaining one, causing the power to end. You can't manifest a power while concentrating on another one. Some powers may last for a short time after you cease concentrating. In such a case, the power keeps going for the given length of time after you stop concentrating, but no longer. Otherwise, you must concentrate to maintain the power, but you can't maintain it for more than a stated duration in any event. If a target moves out of range, the power reacts as if your concentration had been broken.

Subjects, Effects, and Areas: If the power affects creatures directly the result travels with the subjects for the power's duration. If the power creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the power affects an area then the power stays with that area for its duration. Creatures become subject to the power when they enter the area and are no longer subject to it when they leave.

Touch Powers and Holding the Charge: In most cases, if you don't discharge a touch power on the round you manifest it, you can hold the charge (postpone the discharge of the power) indefinitely. You can make touch attacks round after round. If you touch anything with your hand while holding a charge, the power discharges. If you manifest another power, the touch power dissipates.

Some touch powers allow you to touch multiple targets as part of the power. You can't hold the charge of such a power; you must touch all the targets of the power in the same round that you finish manifesting the power. You can touch one friend (or yourself) as a standard action or as many as six friends as a full round action.

Discharge: Occasionally a power lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the power at will. You must be within range of the power's effect and must mentally will the dismissal, which causes the same display as when you first manifested the power. Dismissing a power is a standard action that does not provoke attacks of opportunity. A power that depends on concentration is dismissible by its very nature, and dismissing it does not take an action or cause a display, since all you have to do to end the power is to stop concentrating on your turn.

Saving Throw

Usually a harmful power allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw line in a power description defines which type of saving throw the power allows and describes how saving throws against the power work.

Negates: The power has no effect on a subject that makes a successful saving throw.

Partial: The power causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

(object): The power can be manifested on objects, which receive saving throws only if they are psionic or if they are attended (held, worn, grasped, or the like) by a creature resisting the power, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a power can be manifested only on objects. Some powers of this sort can be manifested on creatures or objects.) A psionic item's saving throw bonuses are each equal to 2 + one-half the item's manifester level.



(harmless): The power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your power has a DC 10 + the level of the power + your key ability modifier (Intelligence for a psion, Wisdom for a psychic warrior, or Charisma for a wilder). A power's level can vary depending on your class. Always use the power level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a power that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted power you sense that the power has failed. You do not sense when creatures succeed on saves against effect and area powers.

Failing a Saving Throw against Mind-Affecting Powers: If you fail your save, you are unaware that you have been affected by a power.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the power may deal damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a power's result. Even a character with a special resistance to psionics can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the power specifies otherwise, all items carried or worn by a creature are assumed to survive a psionic attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table 6-1: Items Affected by Psionic Attacks. Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form or take whatever damage the attack deals.

Table 6-1: Items Affected by Psionic Attacks

Order ¹	Item
1st	Shield
2nd	Armor
3rd	Psionic or magic helmet, or psicrown
4th	Item in hand (including weapon, dorje, or the like)
5th	Psionic or magic cloak
6th	Stowed or sheathed weapon
7th	Psionic or magic bracers
8th	Psionic or magic clothing
9th	Psionic or magic jewelry (including rings)
10th	Anything else

¹ In order of most likely to least likely to be affected.

Table 6-2: Power Points by Power Level

Power Level	1	2	3	4	5	6	7	8	9	10
Power Point Cost	1	3	5	7	9	11	13	15	17	21

Power Resistance

Power resistance is a special defensive ability. If your power is being resisted by a creature with power resistance, you must make a manifester level check (d20 + manifester level) at least equal to the creature's power resistance for the power to affect that creature.

The defender's power resistance functions like an Armor Class against psionic attacks. Spell resistance is equivalent to power resistance unless the Psionics Is Different option is in use. Include any adjustments to your manifester level on this manifester level check.

The Power Resistance line and the descriptive text of a power description tell you whether power resistance protects creatures from the power. In many cases, power resistance applies only when a resistant creature is targeted by the power, not when a resistant creature encounters a power that is already in place.

The terms "object" and "harmless" mean the same thing for power resistance as they do for saving throws. A creature with power resistance must voluntarily lower the resistance (a standard action) to be affected by a power noted as harmless. In such a case, you do not need to make the manifester level check described above.

Power Points

All powers have a Power Points line, indicating the power's cost.

The psionic character class tables show how many power points a character has access to each day, depending on level.

A power's cost is determined by its level, as shown below. Every power's cost is noted in its description for ease of reference.

Power Point Limit: Some powers allow you to spend more than their base cost to achieve an improved effect, or augment the power. The maximum number of points you can spend on a power (for any reason) is equal to your manifester level.

XP Cost (XP): On the same line that the power point cost of a power is indicated, the power's experience point cost, if any, is noted. Particularly powerful effects entail an experience point cost to you. No spell or power can restore XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot manifest a power with an XP cost unless you have enough XP to spare. However, you can, on gaining enough XP to attain a new level, use those XP for manifesting a power rather than keeping them and advancing a level. The XP are expended when you manifest the power, whether or not the manifestation succeeds.

Descriptive Text

This portion of a power description details what the power does and how it works. If one of the previous lines in the description included "see text," this is where the explanation is found. If the power you're

reading about is based on another power you might have to refer to a different power for the “see text” information. If a power is the equivalent of a spell an entry of “see spell text” directs you to the appropriate spell description.

Augment: Many powers have variable effects based on the number of power points you spend when you manifest them. The more points spent, the more powerful the manifestation. How this extra expenditure affects a power is specific to the power. Some augmentations allow you to increase the number of damage dice, while others extend a power’s duration or modify a power in unique ways. Each power that can be augmented includes an entry giving how many power points it costs to augment and the effects of doing so. However, you can spend only a total number of points on a power equal to your manifester level.

Augmenting a power takes place as part of another action (manifesting a power). Unless otherwise noted in the Augment section of an individual power description, you can augment a power only at the time you manifest it.

Powers

Adapt Body

Psychometabolism

Level: Psion/Wilder 5, Psychic Warrior 5, Swamp Lord 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

Affinity Field

Psychometabolism

Level: Egoist 9

Display: Material and visual

Manifesting Time: 1 standard action

Range: 20 feet.

Area: 20-foot-radius emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (potentially harmless)

Power Resistance: Yes

Power Points: 17

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including ability damage) as you do and heal all wounds as you do. Hit points gained or lost persist after this power ends.

Creatures in range are also subject to magical and psionic effects of 3rd level or lower. Creatures that have an affinity to you gain a saving throw against each new power transferred through the *affinity field* as if the power were manifested upon them normally. All magical and psionic effects transferred to subjects fade at the end of this power’s duration, although instantaneous effects remain. If you suddenly become immune to a particular effect or power, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you.

Affix

Psychokinesis

Level: Mist Wanderer 2, Psion/Wilder 2, Rhi’zen 2

Display: Auditory, Material

Manifesting Time: 1 standard action

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

Target: One medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 3

You cause the target to become lodged in the underlying fabric of the plane. If the target fails their saving throw, they become unable to move from their current location, and suffer a –6 penalty to Dexterity (this cannot reduce the target’s Dexterity to below 1).

This power does not prevent the target from attacking, casting spells, manifesting powers, and otherwise continuing to act; it simply prevents the target from physically moving.

This power does not prevent the target from using dimensional travel to move; however, so long as they return to this plane during the power’s duration, they remain physically incapable of moving from the location they arrive at.

This power also prevents other creatures from moving the target from their current location using physical means.

Augment: You may augment this power using one or more of the following options:

1. If you spend 6 additional power points, the duration of this power is increased to 1 minute/level; the power is still dispellable.
2. For each 2 power points you spend, this power can affect a target of up to one additional size category larger than it normally could.
3. For each 4 additional power points you spend, you may target an additional creature. This targeted creature must be within 15 feet of all other targets. If multiple creatures are targeted that are larger than medium-size, you must spend the augmentation separately for each one to accommodate their size.

Anchored Navigation*Clairsentience***Level:** Seer 4**Display:** Material and olfactory**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 hour/level**Power Points:** 7

You know where you are in relation to a fixed starting point, which is essential for setting up a mishap-free *teleport* beacon. While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point. The “anchored” starting point is your exact location when you manifest the power. To designate other anchored starting points, you must manifest this power multiple times and be present at the desired locations when you do so.

You can also retrace your steps through a maze automatically while the power lasts, without resorting to a map.

Anchored navigation grants you a *mindlink* with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between you and the creature. The use of *anchored navigation* is confined to the plane of existence where you manifest it.

Augment: If you spend 6 additional power points, the effect of this power extends across all planar boundaries.

Animal Affinity*Psychometabolism***Level:** Egoist 2, Psychic Warrior 2, Adept of Shadows 2**Display:** Material**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 minute/level**Power Points:** 3

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The power grants a +4 enhancement bonus to the ability score you choose, adding the usual benefits provided by a high ability bonus. Because you are emulating the idealized form of an animal, you also take on minor aspects of the animal you choose. If you choose to increase the ability you use to manifest powers, you do not gain the benefit of an increased ability score long enough to gain any bonus power points for a high ability score, but the save DCs of your powers increase for the duration of this power.

Augment: For every 5 additional power points you spend, this power grants a +4 enhancement bonus to another ability.

Apopsi*Telepathy [Mind-Affecting]***Level:** Psion/Wilder 9**Display:** Auditory, material, and visual**Manifesting Time:** 1 round**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One living psionic creature**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Power Resistance:** Yes**Power Points:** 17, XP

By using this power, you delete 1d4 powers permanently from the subject’s mind. You specify the level of each power, and the DM randomly determines which of the subject’s powers is actually deleted. *Psychic surgery* or *reality revision* can be used to restore the lost powers, but it must be performed within 1 week of losing the powers. The *miracle* or *wish* spell may also be used, but only if the manifesting of this power was not preternatural.

XP Cost: 50 XP per level of the deleted powers.

Arcane Masquerade*Universal [Preternatural]***Level:** Mist Wanderer 4, Psion/Wilder 7**Display:** Special (see text)**Manifesting Time:** 1 swift action**Range:** Personal**Target:** You**Duration:** See text**Saving Throw:** See text**Power Resistance:** See text**Power Points:** 10 (Mist Wanderer), 13 (Psion/Wilder)

When you manifest this power you shape the forces of Entropy into a form that exactly mimics an arcane spell. The chosen spell may be of any level up to two levels lower than the level of this power. Manifesting this power merely shapes the energy required to cast the chosen spell, you must still cast the spell (spending the appropriate action(s) to cast the chosen spell).

If the chosen spell has a saving throw, then calculate its saving throw based off the level of this power. If the chosen spell is affected by spell resistance, then you must make a caster level check, using your manifester level as the spell’s caster level.

This power does not have a display; the only visible effects of this power are whatever visible effects the spell may produce.

Augment: For every additional 2 power points you spend while manifesting this power, increase the level of this power by one (for the purposes of the power’s effects). The maximum emulated level of this power cannot exceed 9th level.

Arcane Resilience

Clairsentience [Preternatural]

Level: Psion/Wilder 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 5

You gain spell resistance equal to 5 + your manifest level that only applies against spells and spell-like abilities. This power specifically does not follow the psionics-magic transparency, and grants no benefit against psionic powers of any type.

Arcane Shield

Metacreativity [Preternatural]

Level: Psion/Wilder 2, Psychic Warrior 3

Display: Auditory, Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 3 (Psion/Wilder), 5 (Psychic Warrior)

You create a thin film of ectoplasm that helps to shield you against non-psionic energies. You receive a +2 resistance bonus to all saving throws made to resist spells and spell-like abilities. This power specifically does not follow the psionics-magic transparency, and grants no benefit against psionic powers of any type.

Augment: For every 4 additional power points you spend, the granted resistance bonus increases by +1 (maximum +5).

Armored Form

Psychokinesis

Level: Mist Wanderer 3, Psion/Wilder 3, Psychic Warrior 4, Adept of Shadows 3

Display: Visual

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 5 (Mist Wanderer, Psion/Wilder, Adept of Shadows), 7 (Psychic Warrior)

You draw a collection of stones, dirt, and other detritus into a dense cloud that settles upon your flesh protecting your vital areas from harm. This covering grants you hardness 5 against all physical attacks.

Augment: For every three additional power points you spend, the granted hardness increases by 2.

Assimilate

Psychometabolism

Level: Psion/Wilder 9, Shaper 9

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: Instantaneous and 1 hour; see text

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 17

Your pointing finger turns black as obsidian. A creature touched by you is partially assimilated into your form and takes 20d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is killed, entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

A creature that is partially assimilated into your form (that is, a creature that has at least 1 hit point following your use of this power) grants you a number of temporary hit points equal to half the damage you dealt for 1 hour.

A creature that is completely assimilated grants you a number of temporary hit points equal to the damage you dealt and a +4 enhancement bonus to each of your ability scores for 1 hour. If the assimilated creature knows psionic powers, you gain knowledge of one of its powers for 1 hour; the maximum level of the assimilated power is 5th level. You gain some semblance of a creature you completely assimilate for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time.

Astral Construct

Metacreativity (Creation)

Level: Shaper 1

Display: Visual; see text

Manifesting Time: 1 round

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

Effect: One created astral construct

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

This power creates one 1st-level astral construct of solidified ectoplasm that attacks your enemies. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power's duration and dissipates at the end of its turn.

Astral constructs are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the Astral Plane). Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

A shaper is limited to having a single astral construct in existence at one time. If you attempt to create a new astral construct while you already have one in existence, then the first astral construct is destroyed when the second construct is brought into existence. If your construct is prematurely destroyed or if you lose control of the construct, then you may create a new one. The exception to the above is shapers with the Dual Construct feat.

Augment: For every 2 additional power points you spend, the level of the astral construct increases by 1.

Astral Seed*Metacreativity***Level:** Shaper 8**Display:** Material; see text**Manifesting Time:** 10 minutes**Range:** 0 feet**Effect:** One storage crystal**Duration:** Instantaneous**Saving Throw:** None**Power Resistance:** No**Power Points:** 15

This power weaves strands of astral ectoplasm into a crystal containing the seed of your living mind (hardness 1 and 1 hit point). Creating this astral seed requires you to burn 10,000 gp worth of incense. You can have only one *astral seed* in existence at any one time. Until such time as you perish, the *astral seed* (also called the storage crystal) is utterly inert. If you are slain at some later date, your soul transfers into the storage crystal, which begins to dimly glow.

Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the *astral seed* works over any distance, physical or extradimensional.

Once your body's physical demise activates the storage crystal, you have the abilities of a psicrystal of the appropriate level, plus all the powers you knew and the maximum power points you possessed when *astral seed* was manifested—but you also have a negative level that cannot be healed and that does not convert to real level loss in your current crystalline form. You have thirty days to grow an organic body, after which time your sentience fades and your soul passes on if it hasn't entered a new body.

To grow a body, you (in the storage crystal) must spend ten days in uninterrupted solitude. The body's constituent parts are pulled as ectoplasm from the Astral Plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *astral seed* (the crystal itself breaks down and becomes a part of the new organic body). When the tenth day ends, you completely and totally inhabit the new body. You are returned to normal life; however, this entire process causes you to lose a level, as if you had been returned to life with the *psionic raise dead* power. You do not, however, have any of your equipment.

If the body is struck for any amount of damage during the ten-day period when it is growing, it is destroyed and your soul passes on.

Attraction*Telepathy (Charm) [Mind-Affecting]***Level:** Mist Wanderer 1, Psion/Wilder 1, Swamp Lord 1**Display:** Auditory**Manifesting Time:** 1 standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One creature**Duration:** 1 hour/level**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 1

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1; for every two increases to the DC, the bonus on interaction checks increases by 1.

Aura Alteration*Telepathy [Mind-Affecting]***Level:** Psion/Wilder 6**Display:** Material**Manifesting Time:** 1 standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One willing creature**Duration:** 10 minutes/level or instantaneous; see text**Power Points:** 11

You can use this power in one of two ways: to disguise the subject's aura (alignment) and level, or to remove a compulsion or charm effect from the subject.

Disguise: If you use this power to disguise the subject's alignment and level, the power has a duration of 10 minutes per level. You can change the subject's alignment by only one step. You can adjust the subject's apparent level up or down by a number equal to one-half your own level (rounded down) or less.

Remove Compulsion: If you use this power to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous. This power can remove the compulsion of a curse or a *geas/quest* effect. It can also negate any charm and compulsion powers of 6th level or lower, such as *crisis of breath* or *death urge*. When *aura alteration* is manifested for this purpose, the subject gains another saving throw to remove the compulsion afflicting it against the original save DC, but with a +2 bonus.

Augment: You can augment this power in any number of the following ways:

1. For every additional power point you spend, the duration of the disguise aura increases by 10 minutes.
2. If you spend 2 additional power points, the subject's alignment shifts an additional step; if you spend 4 additional power points, the subject's alignment changes to its opposite.
3. For every two additional power points you spend, the bonus to the new saving throw that is granted when removing compulsions increases by +1.



Aura Sight

Clairsentience

Level: Psion/Wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: 60 feet

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 10 minutes/level

Saving Throw: None

Power Resistance: No

Power Points: 7

You discern auras. Auras are invisible to the naked eye, but to a psionic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals information to the psionic character. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence of good and evil (or lawful and chaotic) auras in the area. You can't pin an aura to a particular object or individual at this stage; instead, you see a colored haze suffusing the area.

2nd Round: Number of auras (creatures, objects, powers, or spells) in the area. You know how many auras are in the area, even though each aura doesn't resolve to its actual location quite yet.

3rd Round: The owner of each aura is revealed, unless the individual is outside your line of sight. If a creature whose aura you detect has 5 or more Hit Dice than you do, you are overwhelmed by its presence and dazed for 1 round, and the power ends.

In Arcanis, only creatures with an aura gained from a class ability (such a cleric's Aura of Faith), Outsiders, Infernals, Extraplanar creatures, or creatures with an alignment subtype register with effects that detect alignments.

Aversion

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 2

Display: Auditory and material

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You plant a powerful aversion in the mind of the subject. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she takes a -2 penalty on any attack rolls, ability checks, or skill checks involved.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Baleful Teleport

Psichoportation (Teleportation)

Level: Nomad 5

Display: Material and visual

Manifesting Time: 1 standard action

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

Target: One corporeal creature

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 9

You psichoportively disperse minuscule portions of the subject, dealing 9d6 points of damage. Targets can be protected from the effects of *baleful teleport* by *dimensional anchor*.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.

Banishment, Psionic

Psichoportation

Level: Nomad 6

Display: Auditory and material

Manifesting Time: 1 standard action

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

Targets: One or more extraplanar creatures, no two of which can be more than 30 feet apart

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

As the *banishment* spell, except as noted here.

Psions gain no benefit from presenting objects or substances that the target hates, fears, or otherwise opposes.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

Bend Reality

Clairsentience

Level: Psion/Wilder 8

Display: Visual

Manifesting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Power Resistance: Yes

Power Points: 15, XP

Bend reality lets you create nearly any type of effect. For example, *bend reality* can do any of the following:

- Duplicate any psion power of 6th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any other power (but not a spell) of 5th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any psion power of 5th level or lower, even if it's of a prohibited discipline.

- Duplicate any other power (but not a spell) of 4th level or lower, even if it's of a prohibited discipline.
- Undo the harmful effects of many powers, such as *psionic dominate*, *geas/quest*, or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -8 penalty on its next saving throw.

A duplicated power allows saving throws and power resistance as normal (but the save DC is for a 8th-level power).

When *bend reality* duplicates a power that has an XP cost, you must pay that cost or 300 XP, whichever is greater. When *bend reality* duplicates a spell with a material component, you must pay additional XP equal to the value of the material component divided by 5. You cannot duplicate the effects of a power that is of a type that you cannot manifest; for example, a manifester who cannot normally manifest an entropic power or a preternatural power may not use *bend reality* to do so.

In Living Arcanis, you may not use this power to duplicate the effects of any power that requires campaign documentation to learn or manifest.
XP Cost: 300 XP or more (see above).

Bestial Form

Psychometabolism

Level: 5 (See *val'Dellenov Shaper of Flesh* prestige class), Egoist 7, Psychic Warrior 5, Wilder 6

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round / level (D)

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7 (Psychic Warrior, *val'Dellenov Shaper of Flesh*), 9 (Wilder), 11 (Egoist)

You embrace the beast that lies within and draw its presence to the forefront. Your body shifts and changes as a result of this mental change. Your hands enlarge into paws, and your arms, shoulders, and torso shift so that you lope on all fours instead of walking upright.

As a result of these changes, your size category increases by one step. Due to your new size you gain a +4 size bonus to Strength and Constitution, but suffer a -2 size penalty to Dexterity. You also suffer a size penalty to Armor Class, and attack rolls based on your new size, but gain a bonus to grapple and increased weapon damage as well.

While in this new form you lose the ability to wear armor (including robes), and any item that occupies the head slot (helm, crowns, headbands, and such). This is because the shape of your head changes as your skull thickens, granting you a head-butt attack (treat as a slam attack based off your new size). Parceled with this thicker skull is a reduced ability to reason and think cohesively; thus you cannot manifest

powers, cast spells, or use skills that require thought to use (such as knowledge skills, psicraft or spellcraft) while affected by this power.

Finally, your thickened hide grants you Damage Reduction 3/silver. However, some measure of these changes remains imprinted on your psyche for longer than the duration of this power. For 24 hours following the use of this power you suffer a -2 penalty to all Charisma-based skills (except Use Magic Device and Use Psionic Device) as your bestial nature sometimes comes to the fore. Multiple uses of this power within a 24 hour period do result in a cumulative stacking of this penalty.

As with other magical and psionics effects that increase a creature's size, multiple applications of this power do not stack. Nor does this power stack with other powers that increase a creature's size (such as *expansion*).

Special: There are two special sets of rules that surround this power:

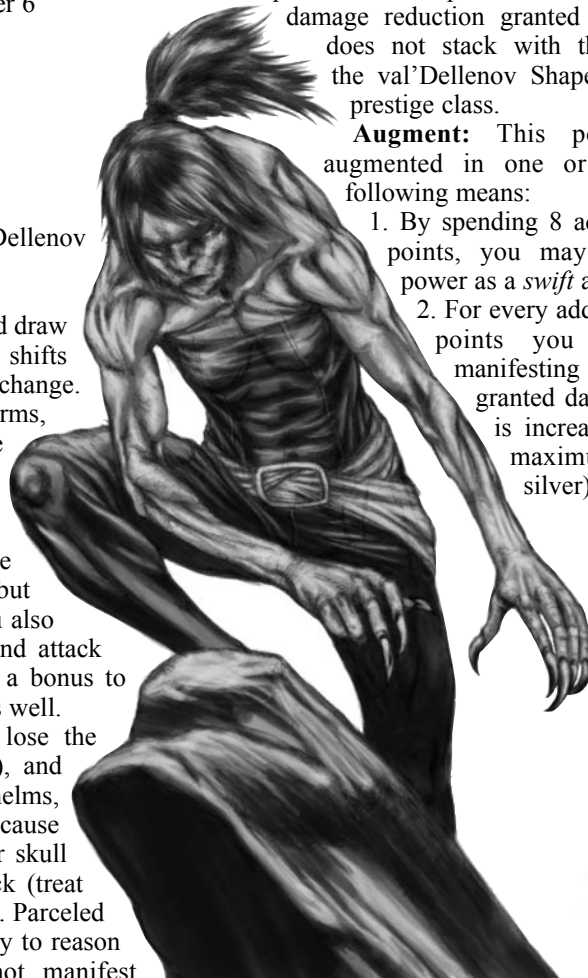
1. For an Egoist to learn this power, they must have access to the bloodline powers of one of the following families: *val'Dellenov*, *val'Haupt*, or *val'Tensen*

2. A *val'Dellenov Shaper of Flesh* who uses this power while using her Form of the Predator ability does not gain the bonuses to Strength and Constitution, nor does she suffer the penalty to Charisma skills that follows the use of this power. All other benefits and penalties of the power remain in effect. The damage reduction granted by this power does not stack with that granted by the *val'Dellenov Shaper of the Flesh* prestige class.

Augment: This power can be augmented in one or more of the following means:

1. By spending 8 additional power points, you may manifest this power as a *swift* action.

2. For every additional 6 power points you spend while manifesting this power, the granted damage reduction is increased by 3 (to a maximum of DR 9/ silver).



Bestial Healing

Psychometabolism

Level: 5 (See *val'Dellenov Shaper of Flesh* prestige class)

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: Fortitude negates (harmless)

Power Resistance: No

Power Points: 10

You summon the resilience of the wild beast, and with a touch of Saluwe's will you imbue that resilience onto yourself. You gain Fast Healing 3 for the duration of this power.

Augment: This power can be augmented in one or more of the following means. Power points spent towards augmentation do not stack between the various means of augmenting this power.

1. For every additional 5 power points you spend while manifesting this power, its duration is increased by 1 minute.
2. For every additional 3 power points you spend while manifesting this power, the granted fast healing is increased by 1 (maximum 5).

Bestow Power

Telepathy [Mind-Affecting]

Level: Mist Wanderer 3, Psion/Wilder 2, Rhi'zen 3, Adept of Shadows 3

Display: Mental

Manifesting Time: 1 standard action

Range: 20 feet

Target: One psionic creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3 (Psion/Wilder), 5 (Mist Wanderer, Rhi'zen, Adept of Shadows)

You link your mind with another psionic creature's mind, creating a brief conduit through which mental energy can be shared. When you manifest this power, the subject gains up to 2 power points. You can transfer only as many power points to a subject as it has manifest levels.

Because of the intimate nature of this power, it cannot be fabricated into a psionic item—only power points generated by a psionic creature in the moment can be shared using *bestow power*.

Augment: For every 3 additional power points you spend, the subject gains 2 additional power points.

Biofeedback

Psychometabolism

Level: Psion/Wilder 2, Psychic Warrior 1, Rhi'zen 1, Swamp Lord 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3 (Psion/Wilder, Swamp Lord), 1 (Psychic Warrior, Rhi'zen)

You can toughen your body against wounds, lessening their impact. During the duration of this power, you gain damage reduction 2/-.

This damage reduction does not stack with other sources of damage reduction unless they specifically allow for stacking.

Augment: For every 3 additional power points you spend, your damage reduction increases by 1.

Bite of the Wolf

Psychometabolism

Level: Psychic Warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 1

Your posture becomes stooped forward, and you grow a muzzle complete with fangs. You gain one bite attack each round, instead of or in addition to any other attacks you have, that deals 1d8 points of damage (assuming you are a Medium creature) when it hits.

Your bite attack is a natural weapon, so you are considered armed when attacking with it, and it can be affected by powers, spells, and effects that enhance or improve natural weapons. You can choose to deal nonlethal damage with your bite, taking the standard -4 penalty on your attack roll. If you bite as your only attack, you use your highest base attack bonus on the attack roll, and you can apply your full Strength bonus to damage. If you bite in addition to making other attacks, the bite is a secondary attack (suffering a -5 penalty to attack from your highest attack bonus, and only receiving half your Strength bonus to damage).

If you are not a Medium creature, your bite attack's base damage varies as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 6d6.

Based on your Psychic Warrior level, your bite increases in ferocity as noted here: at 5th level your bite deals an extra 1d8 points of damage, at 10th level an extra 2d8, at 15th level an extra 3d8, and at 20th level an extra 4d8 points.

Body Adjustment

Psychometabolism (Healing)

Level: Mist Wanderer 2, Psion/Wilder 3, Psychic Warrior 2, Rhi'zen 2, Swamp Lord 3, Adept of Shadows 2

Display: Auditory and material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 5 (Psion/Wilder, Swamp Lord), 3 (Mist Wanderer, Psychic Warrior, Rhi'zen, Adept of Shadows)

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when

regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment: For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

Body Equilibrium

Psychometabolism

Level: Mist Wanderer 2, Psion/Wilder 2, Psychic Warrior 2, Rhi'zen 2, Swamp Lord 2, Adept of Shadows 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 3 (Mist Wanderer, Psion/Wilder, Psychic Warrior, Rhi'zen, Swamp Lord), 1 (Adept of Shadows)

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x4 speed) or charge on an unfirm surface without sinking or breaking through.

If you fall from any height while using this power, damage from the impact is halved.

Body Purification

Psychometabolism (Healing)

Level: Psion/Wilder 3, Psychic Warrior 2, Swamp Lord 3

Display: Auditory and material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 5 (Psion/Wilder, Swamp Lord), 3 (Psychic Warrior)

You restore up to 2 points of damage to a single ability score. You cannot use *body purification* to heal ability drain or ability burn.

Augment: You can augment this power using one or both of the following options:

1. For every additional power point you spend, this power heals 1 additional point of damage to the same ability score.

2. If you spend 6 additional power points, this power can heal ability drain. It cannot, however, heal ability burn.

Bolt

Metacreativity (Creation)

Level: Mist Wanderer 1, Psion/Wilder 1, Adept of Shadows 1

Display: Material

Manifesting Time: 1 standard action

Range: 0 feet

Effect: A normal bolt, arrow, or sling bullet

Duration: 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls. You may pass the created ammunition to others as desired.

Augment: You can augment this power in one or both of the following means:

1. For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1. You cannot create an enhancement bonus higher than +5.

2. For each 3 additional power points you spend, this power creates an additional 2d4 pieces of ammunition. All of the created ammunition is of the same type.

Brain Lock

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 2

Display: Material and visual

Manifesting Time: 1 standard action

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

Target: One humanoid

Duration: Concentration + 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The subject's higher mind is locked away. He stands dazed, unable to take psionic actions for the duration of the power. A *brain locked* subject is not stunned, so attackers get no special advantage against him.

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

1. If you spend 2 additional power points, this power can also affect an animal, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider.

Break Enchantment, Psionic

Psychometabolism

Level: Psion/Wilder 5, Psychic Warrior 4

Display: Mental

Manifesting Time: 1 minute

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

Targets: Up to one creature per level, all within 30 feet of each other

Duration: Instantaneous

Saving Throw: See text

Power Resistance: No

Power Points: 7 (Psychic Warrior), 9 (Psion/Wilder)

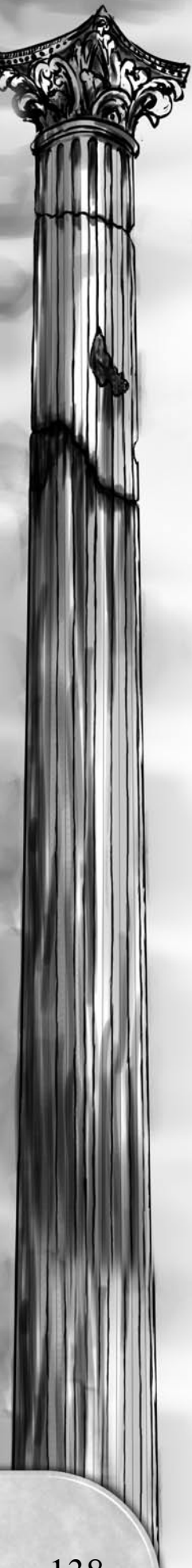
As the *break enchantment* spell, except as noted here.

Breath of Neroth

Psychometabolism [Acid]

Level: Psion/Wilder 6, Psychic Warrior 6, Swamp Lord 6





Display: Visual

Manifesting Time: 1 standard action

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

Area: Cone-shaped burst originating from you

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 11

Your mouth spews forth vitriolic acid that deals 11d6 points of acid damage to any targets in the area.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Burst

Psychoporation

Level: Nomad 1, Psychic Warrior 1, Rhi'zen 1, Adept of Shadows 1

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

This power increases your land speed by 10 feet. (This adjustment counts as an enhancement bonus to speed.)

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you move. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Call to Mind

Telepathy [Mind-Affecting]

Level: Psion/Wilder 1, Swamp Lord 1

Display: Mental

Manifesting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you.

On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

Call Weaponry

Psychoporation (Teleportation)

Level: Psychic Warrior 1, Rhi'zen 1

Display: Material

Manifesting Time: 1 round

Range: 0 feet

Effect: One weapon; see text

Duration: 1 minute/level; see text (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You call a weapon "from thin air" into your waiting

hand (actually, it is a real weapon hailing from another location in space and time). You don't have to see or know of a weapon to call it—in fact, you can't call a specific weapon; you just specify the kind. If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind. If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated from.

Weapons gained by *call weaponry* are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome.

Augment: For every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1 (the weapon starts without an enhancement bonus); the maximum enhancement bonus you can create is +5.

Catapsi

Telepathy [Mind-Affecting]

Level: Mist Wanderer 4, Psion/Wilder 5, Psychic Warrior 5, Swamp Lord 5

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 30 feet

Area: 30-foot-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 9 (Psion/Wilder, Psychic Warrior, Swamp Lord), 7 (Mist Wanderer)

By manifesting this power, you generate psychic static, interfering with the ability of other psionic characters to manifest their powers or use psi-like abilities (you are not affected by your own *catapsi* manifestation). All psionic activity within the area requires 4 more power points to manifest than normal, unless a character makes a Will save each time he attempts to manifest a power. Using a psi-like ability becomes a full-round action instead of a standard action in a *catapsi* field. If two or more fields of *catapsi* overlap, the effects are not cumulative.

The limit on the number of power points a subject can spend on a power remains in effect; thus, a subject may not be able to manifest its highest-level powers. If manifesting a power would cause the manifester to exceed his available power points or his spending limits, the manifestation fails automatically, but no power points are expended.

Augment: For every 4 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

Catfall

Psychoporation

Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Swamp Lord 1, Adept of Shadows 1

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal**Target:** You**Duration:** Until landing or 1 round/ level**Power Points:** 1

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 10 feet shorter than it actually was. This power affects you and anything you carry or hold (up to your maximum load). You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall. You can manifest this power even when it isn't your turn.

You cannot use this power to prevent yourself from being subjected to a trip attack.

Augment: For every additional power point you spend, this power reduces your damage as if the fall were an additional 10 feet shorter.

Chameleon*Psychometabolism***Level:** Mist Wanderer 2, Egoist 2, Psychic Warrior 1, Adept of Shadows 1**Display:** Olfactory**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)**Power Points:** 1 (Psychic Warrior, Adept of Shadows), 3 (Mist Wanderer, Egoist)

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 enhancement bonus on Hide checks.

Charm, Psionic*Telepathy (Charm) [Mind-Affecting]***Level:** Telepath 1**Display:** Mental**Manifesting Time:** 1 standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One humanoid**Duration:** 1 hour/level**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 1

As the *charm person* spell, except as noted here.

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

1. If you spend 2 additional power points, this power can also affect an animal, giant, magical beast, or monstrous humanoid.
2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
3. If you spend 4 additional power points, this power's duration increases to one day per level.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Chosen Defender*Psychoportation (Teleportation)***Level:** 1 (see *val'Assante Order of the Solemn Vows* prestige class), Nomad 4, Psychic Warrior 3, Rhi'zen 4**Display:** Visual**Manifesting Time:** 1 immediate action**Range:** Close (25 feet + 5 feet/2 levels)**Targets:** You and one ally within range**Duration:** Instantaneous**Saving Throw:** Will negates (harmless, object)**Power Resistance:** Yes (harmless, object)**Power Points:** 1 (*val'Assante Order of the Solemn Vows*), 5 (Psychic Warrior), 7 (Nomad, Rhi'zen)

You instantly juxtapose yourself between your ally and an attack he or she was about to receive. The attack roll is resolved against your AC, not your ally's AC. You suffer any effects from a successful attack, your ally suffers none. After the attack is complete, you return to the square where you originally were; you are not considered to be squeezing when resolving the attack. You can manifest this power instantly, quickly enough to gain its benefit in an emergency. You can use this power even when it is not your turn.

Augment: If you spend an extra 4 power points, this power's duration is changed to 1 round, and you absorb all attacks directed against the targeted ally until the start of your next action, when this power ends.

Clairtangent Hand*Clairsentience (Scrying)***Level:** Seer 5**Display:** Auditory, mental, and visual**Manifesting Time:** 1 standard action**Range:** See text**Area:** See text**Duration:** Up to 1 minute/level; see text (D)**Saving Throw:** None**Power Resistance:** No**Power Points:** 9

You can emulate a *far hand* effect at any distance while simultaneously emulating *clairvoyant sense* to target your *far hand*; see the appropriate power descriptions. *Clairtangent hand's* duration is up to 1 minute per level when used with a *far hand* effect.

Clairvoyant Sense*Clairsentience (Scrying)***Level:** Seer 2**Display:** Auditory and visual**Manifesting Time:** 1 standard action**Range:** See text**Effect:** Psionic sensor**Duration:** 1 minute/level (D)**Saving Throw:** None**Power Resistance:** No**Power Points:** 3

You can see and hear a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected



the locale, the focus of your *clairvoyant sense* doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying powers, this power does not allow psionically or supernaturally enhanced senses to work through it.

If the chosen locale is magically or psionically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the power's effect or out to the extent of your natural darkvision. The power does not work across planes.

Claw of Energy

Psychokinesis [see text]

Level: Psychic Warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to energize that weapon. The claw attack deals an extra 1d6 points of cold, electricity, or fire damage (as chosen by you at the time of manifestation) on a successful hit. On a critical hit, it deals an extra 1d10 points of energy damage. If the claw's critical multiplier is x3, add 2d10 points of energy damage instead; if the multiplier is x4, add 3d10 points of energy damage.

This power can be manifested on a claw attack that already deals energy damage, but if the claw already deals the same type of damage as the power, the effects stack. If this power is manifested on a claw attack already benefiting from the effect of the power, the newer manifestation supersedes the older manifestation, even if both manifestations are of different energy types.

This power's subtype is the same as the type of energy infused in the natural weapon.

Claws of the Beast

Psychometabolism

Level: Mist Wanderer 1, Psychic Warrior 1

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: see text

You call forth the aggressive nature of the beast inherent in yourself, psionically transforming your hands into deadly claws. You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small) plus your Strength bonus.

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improve natural. You can choose to deal nonlethal damage with your claws, taking the standard -4 penalty on your attack roll.

Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for two-weapon fighting, and neither attack is a secondary attack. If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you attack. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

You can call or dismiss the claws as a swift action during the duration of the power. If you attack with a manufactured weapon or another natural attack, you can't make any claw attacks in that round. You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augment: If you spend additional power points, you can create larger, sharper, and more deadly claws, as shown on the table below.

Power Points	Claw Damage		
	Small	Medium	Large
1	1d3	1d4	1d6
3	1d4	1d6	1d8
5	1d6	1d8	2d6
7	1d8	2d6	3d6
11	2d6	3d6	4d6
15	3d6	4d6	5d6
19	4d6	5d6	6d6

Claws of the Vampire

Psychometabolism

Level: Psychic Warrior 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to change the nature of that weapon. When this power is manifested, your claws take on an ominous glimmer. Each time you make a successful claw attack against a living creature of Small or larger size, you are healed of some amount of damage.

You heal a number of hit points equal to half the base damage dealt by your *claws of the vampire*, rounded down (additional damage dealt because of a high Strength score or other enhancements, including enhancement bonuses, does not count toward the amount you heal). You heal as many hit points as can



be gained while the creature remains at 1 hit point or higher. Any damage that would reduce the creature to 0 or fewer hit points does not benefit you.

You do not heal damage if your attack deals nonlethal damage, such as when you attack a creature that has the regeneration ability. Moreover, you gain no healing from attacking any creature that is under the effect of *biofeedback*. Using *fission* on yourself and then attacking your duplicate also fails to grant any healing.

Cloud Mind

Telepathy [Mind-Affecting]

Level: Mist Wanderer 2, Psion/Wilder 2, Swamp Lord 2, Adept of Shadows 2

Display: None

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

Cloud Mind, Mass

Telepathy [Mind-Affecting]

Level: Psion/Wilder 6, Swamp Lord 6

Target: One creature/level

Power Points: 11

As *cloud mind*, except as noted above. Each creature is affected individually.

Compression

Psychometabolism

Level: Psychic Warrior 1, Rhi'zen 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

This power causes instant diminution, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum effective Strength score of 1), a +1 size bonus on attack rolls, and a +1 size bonus to Armor Class due to your reduced size. If your new size is Tiny, you have a space of 2 1/2 feet and a natural reach of 0 feet (meaning that you must enter an opponent's square to attack). If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet. This power doesn't change your speed.

All your equipment, worn or carried, is similarly reduced by the power. Melee and projectile weapons deal less damage. Other psionic or magical properties are not affected by this power (with the exception of power that grant natural weapons, the damage done by such power is affected by the manifesting of this power). Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that reduce size do not stack, which means (among other things) that you can't use a second manifestation of this power to further reduce yourself.

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

1. If you spend 6 additional power points, this power decreases your size by two size categories. You gain a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum effective Strength score of 1), a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size.
2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.
3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

Conceal Thoughts

Telepathy [Mind-Affecting]

Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 3, Swamp Lord 1, Adept of Shadows 2

Display: Mental

Manifesting Time: 1 standard action

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

Target: One willing creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1 (Mist Wanderer, Psion/Wilder, Psychic Warrior), 3 (Adept of Shadows), 5 (Rhi'zen)

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as *read thoughts* or *mind probe*).

Concealing Amorpha

Metacreativity (Creation)

Level: Mist Wanderer 2, Psion/Wilder 2, Psychic Warrior 2, Swamp Lord 2, Adept of Shadows 2

Display: Material; see text

Manifesting Time: 1 standard action

Range: 0 feet

Effect: Quasi-real amorphous film centered on you

Duration: 1 minute/level (D)

Power Points: 3

Using *concealing amorpha*, you weave a quasi-real membrane around yourself. You remain visible within the translucent, amorphous enclosure. This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form. You can pick up or drop objects, easily reaching through the film. Anything you hold is enveloped by the amorpha. Likewise, you can engage in melee, make ranged attacks, and manifest powers without hindrance.

Any effect that allows a creature to see through illusion or similar effects also allows them to see through the membrane well enough to ignore the concealment granted by this power; for example, a *true seeing* spell can see through the effects of this power.

Concealing Amorpha, Greater

Metacreativity (Creation)

Level: Mist Wanderer 4, Shaper 3, Psychic Warrior 3, Adept of Shadows 4

Duration: 1 round/level (D)

Power Points: 5 (Shaper, Psychic Warrior), 7 (Mist Wanderer, Adept of Shadows)

As *concealing amorpha*, except the quasi-real membrane so distorts your image and actual position that you gain total concealment (opponents have a 50% miss chance), but for a shorter period of time.

Any effect that allows a creature to see through illusion or similar effects also allows them to see through the membrane well enough to ignore the concealment granted by this power; for example, a *true seeing* spell can see through the effects of this power.

Concussion Blast

Psychokinesis [Force]

Level: Psion/Wilder 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 3

A subject you select is pummeled with telekinetic force for 2d6 points of force damage. You can choose to have the power deal an equal amount of nonlethal damage instead. *Concussion blast* always affects a subject within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this power against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power (however hardness applies).

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

1. For every 3 additional power points you spend, this power's damage increases by 2d6 points.
2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Concussion Wave

Psychokinesis [Force]

Level: Psion/Wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 20 feet

Effect: 20-foot radius blast centered on you

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 5

You release a shockwave of telekinetic force that expands outwards from you, hurtling through targets and pushing small objects before it (any object of 5 lbs. or less that survives the blast is expelled to the outside of the blast area).

All creatures and objects within the area of effect are struck for 4d6 force damage.

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

1. For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.
2. For every 4 additional power points you spend, the range and radius of effect are increased by 10 feet.

Contingency, Psionic

Clairsentience

Level: Psion/Wilder 6, Swamp Lord 6

Display: Olfactory

Manifesting Time: 10 minutes or longer; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

Power Points: 11, XP

You can place another power upon your person so that it comes into effect under some condition you dictate when manifesting *psionic contingency*. The *psionic contingency* power and the companion power are manifested 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 *psionic 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, although they can be general. In

all cases, the *psionic 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 (*psionic contingency* and the companion power) may fail when called on.

You can use only one *psionic contingency* companion power at a time; if a second is manifested, the first one (if still active) is dismissed.

XP Cost: 15 XP.

Control Air

Psychokinesis

Level: Kineticist 2

Display: Mental

Manifesting Time: 1 standard action

Range: Long (400 feet + 40 feet/level)

Area: 50-foot-radius spread

Duration: Concentration, up to 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 3

You have some control over wind speed and direction. The speed of the wind within the area of this power can be increased or decreased by up to 10 miles per hour. You can spend as many as 5 additional power points to augment this power, with each point allowing you to modify the wind speed by an additional 10 miles per hour, to a maximum change in wind speed of 60 miles per hour.

This power also gives you the ability to alter the direction of the wind by as much as 90 degrees.

Powerful enough winds can cause creatures to be blown away, knocked down, or checked.

Augment: See above.

Control Body

Psychokinesis

Level: Kineticist 4

Display: Material

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature with humanoid physiology

Duration: Concentration, up to 1 minute/level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You psychokinetically control the actions of any humanoid (including undead or outsiders with a humanoid physiology) that is within range and to which you have line of sight. *Control body* doesn't require mental contact with the subject, since you are actually forcing limb movements independent of the target's mind. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to manifest powers, cast spells, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this power ends.

If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Intelligence bonus, and its bonus on damage rolls is equal to your Intelligence bonus. A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Intelligence bonus.

Although the subject's body is under your control, the subject's mind is not. Creatures capable of taking purely mental actions (such as manifesting powers) can do so. The subject of this power also receives a new saving throw each round to shrug off the effects of this power.

Augment: You can augment this power in one or both of the follows ways:

1. For every 2 additional power points you spend, this power can affect a target one size category larger.
2. For each 2 additional power points you spend, the saving throw DC for this power is increased by +1.

Control Flames

Psychokinesis [Fire]

Level: Psion/Wilder 1, Swamp Lord 1

Display: Auditory

Manifesting Time: 1 standard action

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

Area: One nonmagical fire source; see text

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 1

You pyrokinetically control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your manifest level, as noted on the accompanying table. You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round. When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a DC 15 Reflex saving throw, with success indicating that the fire has gone out. If the fire is one that has been kept burning by the use of *control flames*, then the DC of the Reflex save needed to put out the flames increases to 25.

This power also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by your augmentation of this power, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that moves away from its fuel or its original location dies as soon as your control over it lapses.

An animated fire can enter any square, even if a creature already occupies it. If an animated fire enters a square occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the fire does + your Int modifier if you are a psion or your Cha modifier if you are a wilder). A successful Reflex save moves the creature to the nearest unoccupied square. The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames ((in the fire's space); see the accompanying table).

At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save (DC as noted above). A victim on fire takes 1d6 points of damage each round. Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

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

1. For every 2 additional power points you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifester level.
2. For every 2 additional power points you spend, you can decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.

Control Light

Psychokinesis [see text]

Level: Psion/Wilder 1, Swamp Lord 1, Adept of Shadows 1

Display: Visual

Manifesting Time: 1 standard action

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

Area: Nine 10-foot cubes + three 10-foot cubes/level

Duration: Concentration, up to 1 minute/level, or 1 round; see text

Saving Throw: None

Power Resistance: No

Power Points: 1

By manipulating the ambient light level, you can decrease or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you manifest this power). You can alter the level of illumination from its original level at any time during the power's duration.

Decrease: You can decrease the illumination of an area by as little as 5% (barely perceptible) or as much as 100% (total darkness). If you decrease the light by 50% or more, the visual ability of creatures that depend on light to see declines accordingly. If you decrease the ambient light in an area by 100%, even those with lowlight vision are unable to see within the affected area. For each 25% decrease in ambient light, characters in the area gain a cumulative +1 circumstance bonus on Hide checks (to a maximum of +4 when all the light is gone). When the power is manifested using this option, it gains the *darkness* descriptor. Any *light* effect of 1st or higher level can counter this effect.

Increase: You can increase the illumination of an area by as little as 5% (barely perceptible) or as much as 100%. If you increase the light by 50% or more, the visual ability of creatures that depend on light to see improves accordingly.

You can use this power to increase the illumination of an area by 200% (improving visual abilities accordingly), but in such a case the power's duration is only 1 round. When the power is manifested using this option, it gains the *light* descriptor. Any *darkness* effect of 1st or higher level can counter this effect.

Control Object

Psychokinesis

Level: Kineticist 1

Display: Material

Manifesting Time: 1 standard action

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

Target: One unattended object weighing up to 100 lb.

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You telekinetically "bring to life" an inanimate object. Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already-animated objects or

Control Flames

Manifester Level	Fire Size	Example	Maximum Damage per Round	Space
1st–2nd	Fine	Tindertwig	1	1 foot square
3rd–4th	Diminutive	Torch	1d3	1 foot square
5th–6th	Tiny	Small campfire	1d6	1 foot square
7th–8th	Small	Large campfire	2d6	1 foot square
9th–10th	Medium	Forge	3d6	1 foot square
11th–12th	Large	Bonfire	4d6	2-by-2-foot square
13th–14th	Huge	Burning shack	5d6	3-by-3-foot square
15th–16th	Gargantuan	Burning tavern	6d6	4-by-4-foot square
17th or higher	Colossal	Burning inn	7d6	5-by-5-foot square

undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so. It has one slam attack, with an attack bonus equal to your base attack bonus plus your Intelligence modifier. If the attack hits, it deals points of damage equal to 1d6 plus your Intelligence modifier. A controlled object has its usual hardness and hit points.

You can use this power on a nonmagical lock, making it move in such a way as to attempt to unlock itself. If another character makes an Open Lock check involving a lock that you are concentrating on controlling, the character gains a +4 bonus on the check.

Control Sound

Psychokinesis [Sonic]

Level: Psion/Wilder 2, Swamp Lord 2, Adept of Shadows 3

Display: Auditory; see text

Manifesting Time: 1 standard action

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

Target: One sound or mixture of related sounds

Duration: Concentration, up to 1 minute/level; see text

Saving Throw: None

Power Resistance: No

Power Points: 3 (Psion/Wilder, Swamp Lord), 5 (Adept of Shadows)

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled. You can substitute any sound you have heard for the target sound. If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a lion's roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener's Sense Motive check to avoid arousing suspicion.

You can entirely muffle a noise or magnify a sound to such loudness that it drowns out all other conversation in the immediate area. In this way, you can provide yourself or any with a +4 circumstance bonus on Move Silently and Listen checks.

Alternatively, you can use up the power in an instant. You do this by modulating a sound into a one-time destructive impetus that shatters nonmagical/nonpsionic, unattended objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth) in a 10-foot-radius area.

Control Weather, Psionic

Psychometabolism [see text]

Level: 7 (see *val'Ossan Gelumancer* prestige class), Psion/Wilder 8

Display: Visual, Mental

Manifesting Time: 10 minutes; see text

Range: 2 miles

Effect: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Power Resistance: No

Power Points: 13 (*val'Ossan Gelumancer*), 15 (Psion/Wilder)

As the *control weather* spell, except as noted here.

Special: A *val'Ossan Gelumancer* enjoys the same benefits while manifesting this power as a druid enjoys while casting the spell.

Co-Opt Concentration

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/Wilder 6

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

You take over control of a power that was manifested by the subject and that must be maintained through concentration. You must be aware of the power that you want to take control of; you cannot assume control of a power that you are unaware of. Once you wrest control of the power from the subject, you have several options:

- Allow the power to function as normal.
- Keep the power targeted on the subject (if a personal power) but decide how the power fulfills its function each round.
- Retarget the power on yourself (if a personal power).
- Choose not to concentrate on the co-opted power in the next round, ending the power at that point.

When the duration of *co-opt concentration* expires, the power you took control of ends (even if this would mean that the power ends earlier than normal).

Correspond

Telepathy [Mind-Affecting]

Level: Psion/Wilder 4, Swamp Lord 4, Adept of Shadows 5

Display: Mental

Manifesting Time: 10 minutes

Range: See text

Target: One creature with an Intelligence score of 3 or higher

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 7 (Psion/Wilder, Swamp Lord), 9 (Adept of Shadows)

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond to you), exchanging messages of twenty-five words



or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

Create Sound

Metacreativity (Creation) [Sonic]

Level: Mist Wanderer 1, Psion/Wilder 1

Display: Auditory; see text

Manifesting Time: 1 standard action

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

Effect: Sounds; see text

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifest level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a lion's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create sound can be used to bring sounds into existence that you later manipulate by manifesting *control sound*.

Crisis of Breath

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 3

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One breathing humanoid

Duration: 1 round/level

Saving Throw: Will negates, Fortitude partial; see text

Power Resistance: Yes

Power Points: 5

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts.

If the target succeeds on a Will save when *crisis of breath* is manifested, it is unaffected by this

power. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to -1 hit points and is dying. Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

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

1. If you spend 2 additional power points, this power can also affect an animal, giant, magical beast, or monstrous humanoid.
 2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider.
 3. If you spend 6 additional power points, this power can affect up to four creatures all within a 20-foot-radius burst.
 4. For each 2 additional power points you spend, this power's save DC increases by 1.
- In addition, for every 4 additional power points you spend to achieve any of these effects (except the increase to DC), this power's save DC increases by 1.

Crisis of Life

Telepathy [Mind-Affecting, Death]

Level: Telepath 7

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

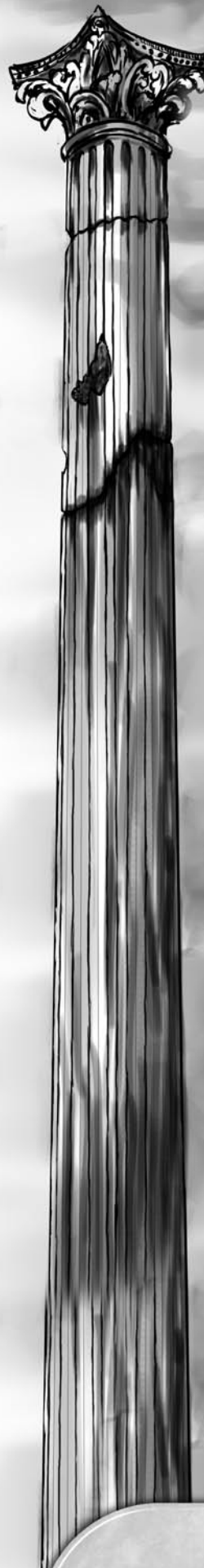
Power Resistance: Yes

Power Points: 13

You interrupt the subject's autonomic heart rhythm, killing it instantly on a failed saving throw if it has 11 Hit Dice or less. If the target makes its saving throw or has more than 11 Hit Dice, it takes 7d6 points of damage.

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

1. For every additional power point you spend, this power can kill a subject that has Hit Dice equal to 11 + the number of additional points.
2. For every 2 additional power points you spend, the damage this power deals on a successful save increases by 1d6.

**Crystal Shard***Metacreativity (Creation)***Level:** Psion/Wilder 1, Rhi'zen 1, Swamp Lord 1**Display:** Auditory and material**Manifesting Time:** 1 standard action**Range:** Close (25 feet + 5 feet/2 levels)**Effect:** Ray**Duration:** Instantaneous**Saving Throw:** None**Power Resistance:** No**Power Points:** 1

Upon manifesting this power, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of piercing damage; this damage is subject to damage reduction.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Crystallize*Metacreativity***Level:** Shaper 6**Display:** Auditory**Manifesting Time:** 1 standard action**Range:** Medium (100 feet + 10 feet/ level)**Target:** One living creature**Duration:** Permanent**Saving Throw:** Fortitude negates**Power Resistance:** Yes**Power Points:** 11

You seed the subject's flesh with supersaturated crystal. In an eyeblink, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized. Following the application of this power, the subject appears lifeless. In fact, it is not dead (though no life can be detected with powers or spells that detect such). All active effects, regardless of source, are suspended while the subject is crystallized.

This power has a chance of being dispelled, through the use of *dispel psionics*, only by a manifester of a higher level than you when you manifested this power. When the power is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior being affected by *crystallize*. The *reality revision* power can instantly undo the effects of this power, regardless of manifester level.

Danger Sense*Clairsentience***Level:** Psion/Wilder 3, Psychic Warrior 3, Rhi'zen 3, Adept of Shadows 3**Display:** Visual**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 hour/level (D)**Power Points:** 5

You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.

Augment: If you spend 5 additional power points, this power also gives you the uncanny dodge ability; if you spend 10 additional power points, this power gives you the improved uncanny dodge ability as well.

Darkvision, Psionic*Clairsentience***Level:** Mist Wanderer 3, Psion/Wilder 3, Psychic Warrior 2, Adept of Shadows 2**Display:** Visual**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 hour/level**Power Points:** 5 (Mist Wanderer, Psion/Wilder), 3 (Psychic Warrior, Adept of Shadows)

As the *darkvision* spell, except as noted here.

Daze, Psionic*Telepathy (Compulsion) [Mind-Affecting]***Level:** Psion/Wilder 1**Display:** Material and mental**Manifesting Time:** 1 standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One humanoid creature that has 4 HD or less**Duration:** 1 round**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 1

As the *daze* spell, except as noted here.

Augment: For every additional power point you spend, this power can affect a target that has Hit Dice equal to 4 + the additional points.

Death Urge*Telepathy (Compulsion) [Mind-Affecting]***Level:** Psion/Wilder 4**Display:** Mental**Manifesting Time:** 1 standard action**Range:** Medium (100 feet + 10 feet/ level)**Target:** One living creature**Duration:** 1 round**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 7

You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augment: For every 4 additional power points you spend, this power's save DC increases by 1 and its duration increases by 1 round.

Decelerate Arcana

Psychokinesis [Preternatural]

Level: Psion/Wilder 5

Display: Auditory and visual

Manifesting Time: 2 rounds

Range: 40 feet

Area: 40-foot-radius emanation centered on you

Duration: 5 rounds

Saving Throw: None

Power Resistance: Yes

Power Points: 9

You weave a fine web of preternatural psionics that partially dampens the ability of all casters and manifesters who are not using preternatural psionics. The manifesting time and casting time of non-preternatural powers and spells within the area of effect is increased by one step.

Casting and manifesting times of one immediate or one swift action become one move-action (and now must be used during the regular initiative actions); casting and manifesting times of one move-action become one-standard action; one-standard action becomes one round; and anything of one round or longer has the casting and manifesting time increased by one round.

Augment: If you spend 9 additional power points, the duration of this power is increased by 5 rounds.

Deceleration

Psychoportation

Level: Mist Wanderer 1, Psion/Wilder 1, Rhi'zen 1, Swamp Lord 1

Display: Auditory and material

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 1 minute/level

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of *deceleration* on the subject does not further decrease its speed.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Decerebrate

Psychoportation [Teleportation]

Level: Psion/Wilder 7

Display: Mental

Manifesting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 13

With *decerebrate*, you selectively remove a portion of the subject's brain stem. The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp and unresponsive. Without extreme measures, such as *greater restoration* or some other suitable effect of 7th level or higher, the creature perishes in 4 days.

Augment: Every two additional power points you spend increase this power's save DC by 1.

Déjà Vu

Telepathy [Mind-Affecting]

Level: Psion/Wilder 1

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

Your mental impulse forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out of power points, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Demoralize

Telepathy [Mind-Affecting]

Level: Psion/Wilder 1, Rhi'zen 2

Display: Mental and olfactory

Manifesting Time: 1 standard action

Range: 30 feet

Area: 30-foot-radius spread centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1 (Psion/Wilder), 3 (Rhi'zen)

You fill your enemies with self-doubt. Any enemy in the area that fails its save becomes shaken for the duration of the power. Allies and creatures without an Intelligence score are unaffected.

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

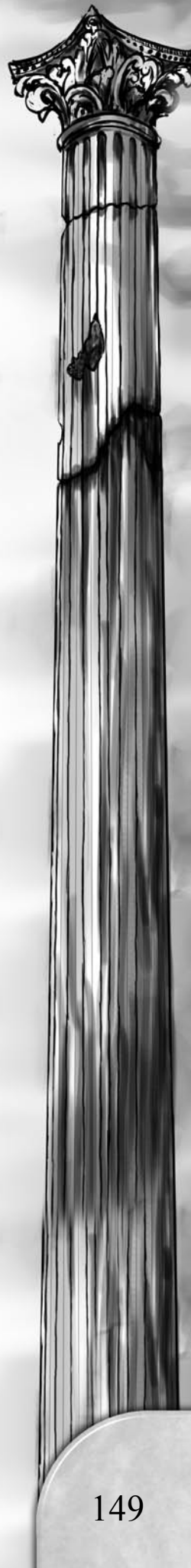
1. For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.
2. For every 2 additional power points you spend, this power's save DC increases by 1.

Destiny Dissonance

Clairsentience

Level: Seer 1

Display: Material and mental



Detect Psionics	Aura Strength			
	Faint	Moderate	Strong	Overwhelming
Functioning power (power level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Psionic item (manifestor level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store. Unaccustomed to and unable to process the information, the subject becomes *sickened* for 1 round per level of the manifestor.

Detect Hostile Intent

Telepathy [Mind-Affecting]

Level: Psion/Wilder 2, Psychic Warrior 2

Display: Olfactory

Manifesting Time: 1 standard action

Range: 30 feet

Area: 30-foot-radius emanation centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

While the duration of this power lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The power detects active aggression, as opposed to vigilance. In addition, while this power is active you cannot be surprised or caught flatfooted by creatures that are susceptible to mind-affecting powers.

While under the effect of this power, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

The power can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

Detect Psionics

Clairsentience

Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Swamp Lord 1, Adept of Shadows 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 60 feet

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic

class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifestor level for an effect that is not created by a power, such as that of a psionic item.)

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifestor level. If an aura falls into more than one category, *detect psionics* indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item). If *detect psionics* is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. 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.

Detect Remote Viewing

Clairsentience

Level: Psion/Wilder 4

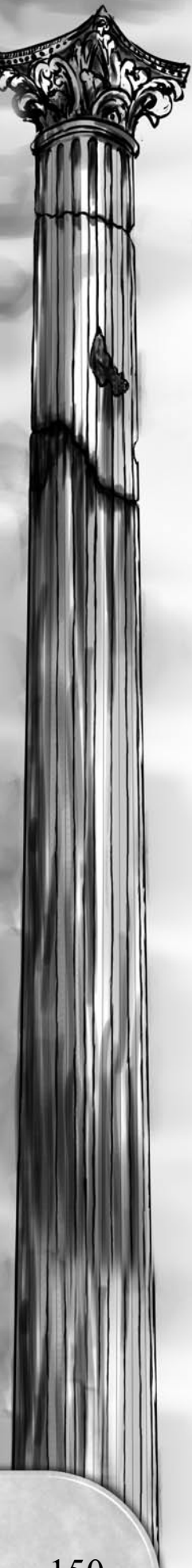
Display: Mental and visual

Manifesting Time: 1 standard action

Range: 40 ft

Area: 40-foot-radius emanation centered on you

Duration: 24 hours



Saving Throw: None
Power Resistance: No
Power Points: 7

You immediately become aware of any attempt to observe you by means of a clairvoyance (scrying) power or divination (scrying) spell. The power's effect radiates from you and moves as you move. You know the location of every psionic or magical sensor within the power's area.

If the viewing attempt originates within the area, you also know the viewer's location. Otherwise, you and the remote viewer immediately make opposed manifest level checks (1d20 + manifest level, or viewer's caster level as appropriate). If you at least match the remote viewer's result, you get a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance from you.

Detect Teleportation

Clairvoyance

Level: Nomad 1

Display: Visual

Manifesting Time: 1 standard action

Range: 40 feet

Area: 40-foot-radius emanation centered on you

Duration: Concentration, up to 1 minute (D)

Saving Throw: No

Power Resistance: No

Power Points: 1

You sense the use of any effects of the teleportation subdiscipline within the area. You sense the use of these powers whether or not you have line of sight or line of effect (although a force effect prevents this detection). When you sense the use of an appropriate power, you know the direction in which the power was used, though not the distance or the exact effect.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 feet + 10 feet/level).

Dimension Door, Psionic

Psychoportation (Teleportation)

Level: Psion/Wilder 4, Psychic Warrior 4, Rhi'zen 4, Adept of Shadows 4

Display: Visual

Manifesting Time: 1 standard action

Range: Long (400 feet + 40 feet/level)

Target or Targets: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Power Resistance: No and Yes (object)

Power Points: 7

As the *dimension door* spell, except as noted here.

Augment: If you spend 6 additional power points, you can manifest this power as a move action.

Dimension Slide

Psychoportation (Teleportation)

Level: Mist Wanderer 3, Psychic Warrior 3

Display: Visual

Manifesting Time: 1 standard action

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

Target: You; see text

Duration: Instantaneous

Power Points: 5

You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. Movement caused by the use of *dimension slide* does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the power simply fails to function.

Augment: If you spend 4 additional power points, you can manifest this power as a move action.

Dimension Swap

Psychoportation (Teleportation)

Level: Nomad 2, Psychic Warrior 2

Display: Visual

Manifesting Time: 1 standard action

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

Targets: You and one ally in range, or any two allies in range; see text

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 3

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures.

Special: A Psychic Warrior can manifest this power to swap positions with an ally, but not to swap the positions of two allies.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Dimensional Anchor, Psionic

Psychoportation

Level: Nomad 4, Adept of Shadows 5

Display: Auditory

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 7 (Nomad), 9 (Adept of Shadows)

As the *dimensional anchor* spell, except as noted here.

Disable

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/Wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: 20 feet

Area: Cone-shaped emanation centered on you

Duration: 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You broadcast a mental compulsion that convinces one or more creatures of 4 Hit Dice or less that they are disabled (see *Core Rulebook I*). Creatures with the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.

Creatures affected by this power believe that they have somehow been brought to the brink of unconsciousness and must act accordingly. While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this power typically cower or retreat.

Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally. A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted. A creature that takes damage is also instantly freed of the compulsion (although the damage still counts against its actual current hit points).

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

1. For each additional power point you spend, this power's range increases by 5 feet.
2. For every 2 additional power points you spend, this power's save DC increases by 1.
3. For each additional power point you spend, this power can affect targets that have Hit Dice equal to 4 + the number of additional power points.

Discern Written Intent

Clairsentience

Level: Psion/Wilder 1, Swamp Lord 2

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 1 (Psion/Wilder), 3 (Swamp Lord)

By means of this power, you can decipher writing, both magical and mundane, on objects—books, scrolls, tombs, weapons and the like—that would otherwise be unintelligible.

If the writing is in a language that you cannot understand, this power imparts the ability to understand that writing; it does not, however, impact anything beyond its literal meaning. Furthermore, this power does not grant the ability to speak or write the language in question; it only allows you to read the language. Finally, it does not decipher codes or reveal messages concealed in the text.

If the writing is magical, then the use of this power does not normally invoke the contained magic, although in the case of certain cursed items it may

do so (such as with a cursed scroll). Furthermore, once the power is manifested and you have read the magical inscription, you are thereafter able to read that particular passage without recourse to the use of *discern written intent*. You can read at the rate of one page (250 words) per minute.

Finally, this power allows you to identify a *glyph of warding* with a DC 13 Psicraft check, a *greater glyph of warding* with a DC 16 Psicraft check, or any *symbol* spell with a Psicraft check (DC 10 + spell level).

Disintegrate, Psionic

Psychoportation

Level: Psion/Wilder 6

Display: Auditory, material, and visual

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Power Resistance: Yes

Power Points: 11

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 22d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is entirely disintegrated, leaving behind ashes (sufficient that a *resurrection* spell can return the creature to life if desired). A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the power disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but not psionic effects such as a *null psionics field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per manifestation.

Augment: For every additional power point you spend, the damage this power deals to a subject that fails its saving throw increases by 2d6 points. Augmenting this power does not change the amount of damage the target takes if it succeeds on its saving throw.

Dismissal, Psionic

Psychoportation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As the *dismissal* spell, except as noted here.

Dismiss Ectoplasm

Metacreativity

Level: Mist Wanderer 3, Psion/Wilder 3, Swamp Lord 3, Adept of Shadows 3

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Area: 30-foot-radius burst

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 5

You dismiss creatures, objects, or effects composed of ectoplasm, such as astral constructs or the *ectoplasmic cocoon* power, or that were formerly composed of ectoplasm, such as items created by metacreativity (creation) powers.

An ectoplasmic creature that fails its Will saving throw dissipates into so much constituent ectoplasm, which evaporates immediately.

A creature under the effect of the *ectoplasmic form* power that fails its saving throw is either destroyed outright or physically shifted to a random location on the Astral Plane (50% chance for either result).

Other ongoing powers that create ectoplasmic objects or effects, such as *ectoplasmic cocoon*, are dismissed if you succeed on a manifester level check (1d20 + your manifester level, maximum +10) against a DC of 11 + the power's manifester level.

Dispel Psionics

Psychokinesis

Level: Mist Wanderer 4, Psion/Wilder 3, Swamp Lord 3, Rhi'zen 4

Display: Visual

Manifesting Time: 1 standard action

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

Target or Area: One manifester, creature, or object; or 20-foot-radius burst

Duration: Instantaneous or 1d4 rounds; see text

Saving Throw: None

Power Resistance: No

Power Points: 5 (Psion/Wilder, Swamp Lord), 7 (Mist Wanderer, Rhi'zen)

You can use *dispel psionics* to end ongoing powers that have been manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing powers (or at least their effects) within an area. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by *dispel psionics*, or can be ended only if you manifest *dispel psionics* at a high enough manifester level. *Dispel psionics* can end spell-like effects just as it does powers.

The effect of a power with an instantaneous duration can't be dispelled, because the psionic effect is already over before the *dispel psionics* can take effect. You choose to use *dispel psionics* in one of three ways: a targeted dispel, an area dispel, or as a counter-manifest.

Targeted Dispel: One object, creature, or power is the target of the *dispel psionics* power. You make a

dispel check (1d20 + your manifester level, maximum +10) against the power or against each ongoing power currently in effect on the object or creature. The DC for this dispel check is 11 + the power's manifester level. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

If you target an object or creature that is the effect of an ongoing power or is under the effect of an ongoing power, you make a dispel check to end the power or its effect. If the object that you target is a psionic item, you make a dispel check against the item's manifester level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect. An interdimensional interface is temporarily closed. A psionic item's physical properties are unchanged: A suppressed psionic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal power such as this.

You automatically succeed on your dispel check against any power that you manifested yourself. **Area Dispel:** When *dispel psionics* is used in this way, the power affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more powers, you make a dispel check against the power with the highest manifester level. If that check fails, you make dispel checks against progressively weaker powers until you dispel one power (which discharges the *dispel psionics* power so far as that target is concerned) or until you fail all your checks. The creature's psionic items are not affected. For each object within the area that is the target of one or more powers, you make dispel checks as with creatures. Psionic items are not affected by an area dispel.

For each ongoing area or effect power whose point of origin is within the area of the *dispel psionics* power, you can make a dispel check to dispel the power.

For each ongoing power whose area overlaps that of the *dispel psionics* power, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing power is in the area, you can make a dispel check to end the power that created that object or construct in addition to attempting to dispel powers targeting the creature or object. You can choose to automatically succeed on dispel checks against any power that you have manifested.

Counter-Manifest: When *dispel psionics* is used in this way, the power targets a manifester and is manifested as a counter-manifest (page 120, Chapter One: Preternatural Psionics section). Unlike a true counter-manifest, however, *dispel psionics* may not work; you must make a dispel check to counter the other manifester's power.

Augment: For every additional power point you spend, the maximum bonus on your dispel check due to manifester level increases by 2 (to a maximum bonus of +20 for a 5-point expenditure).

Dispelling Buffer

Psychokinesis

Level: Kineticist 6, Psychic Warrior 6

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal or close (25 feet + 5 feet/2 levels); see text

Target: You or one willing creature or one object (object weighing up to 100 lb./level); see text

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 11

You create a psychokinetic shield around the subject that improves the chance that any powers affecting the subject will resist a *dispel psionics* power (or a *dispel magic* spell) or a negation effect that targets a specific power (such as *shatter mind blank*). When *dispelling buffer* is manifested on a creature or object, add +5 to the DC of the dispel check for each ongoing effect that is subject to being dispelled.

Dispel psionics can negate *dispelling buffer*, but against a targeted dispel, *dispelling buffer* is always checked last (with the same +5 bonus). Against an area dispel, *dispelling buffer* is checked in the order according to its level (with the same +5 bonus).

Special: When a Psychic Warrior manifests this power, the range is personal and the target is the manifester.

Dissipating Touch

Psychoportation (Teleportation)

Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Swamp Lord 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 1

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Dissolving Touch

Psychometabolism [Acid]

Level: Psychic Warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

Your touch, claw, or bite is corrosive, and sizzling moisture visibly oozes from your natural weapon or hand. You deal 4d6 points of acid damage to any creature or object you touch with your successful melee touch attack. Acid you secrete denatures 1 round after use, losing all efficacy and ability to deal damage. You are immune to your own acid.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Dissolving Weapon

Psychometabolism [Acid]

Level: Mist Wanderer 2, Psychic Warrior 2, Rhi'zen 2, Adept of Shadows 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: One held weapon; see text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

As *dissolving touch*, except your weapon is charged with acid until you make a successful attack. This effect ends if release the weapon.

Distant Strike

Psychokinesis [Force]

Level: Psion/Wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: Long (400 feet + 40 feet/ level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 5

A subject you select is pummeled with telekinetic force for 2d6 points of force damage. You can choose to have the power deal an equal amount of nonlethal damage instead.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Distract

Telepathy [Mind-Affecting]

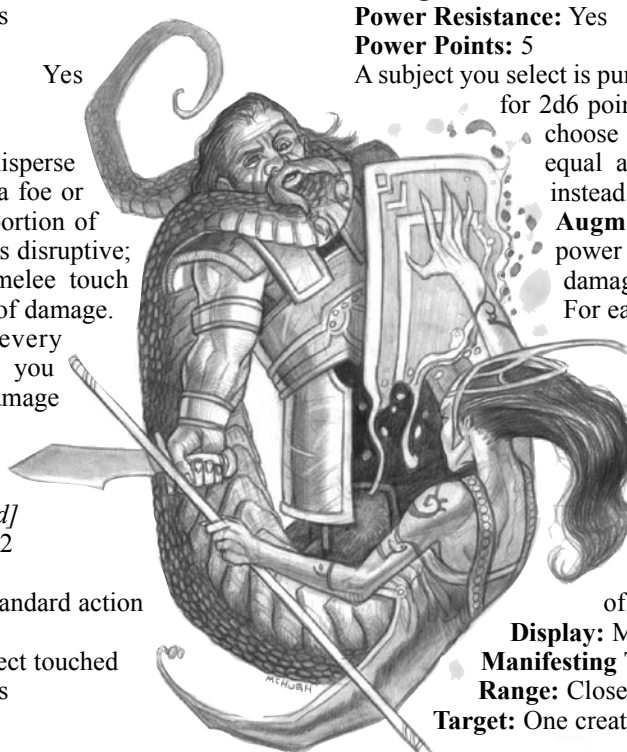
Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Adept of Shadows

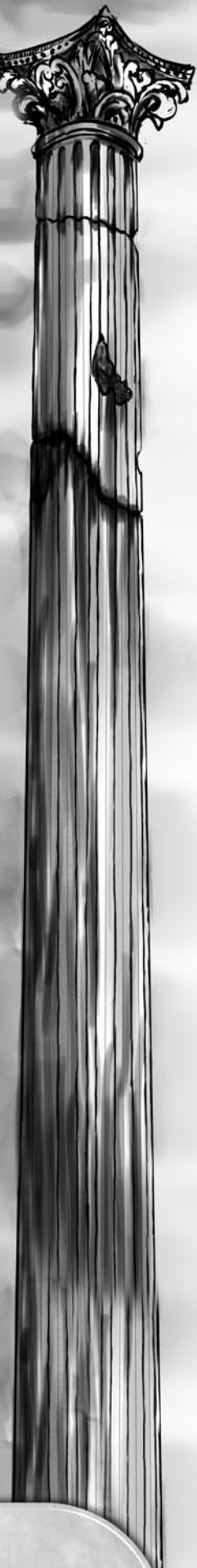
Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature





Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You cause your subject's mind to wander, distracting her. Subjects under the effect of *distract* make all Listen, Spot, Search, and Sense Motive checks at a -4 penalty.

Divert Teleport

Psychoportation (Teleportation)

Level: Psion/Wilder 7, Swamp Lord 7

Display: Visual

Manifesting Time: 1 immediate action; see text

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

Area: A circle, centered on you, with a radius of 50 feet + 10 feet/level

Effect: Diverts the teleportation of any object or creature whose weight does not exceed your maximum load

Duration: 10 minutes/level (D)

Saving Throw: Will negates (foils diversion)

Power Resistance: Yes (foils diversion)

Power Points: 13

Similar to *detect teleportation*, except that you know the intended destination, and you can divert the final destination of any teleportation attempt made by others within the area. You can manifest this power even if it is not your turn.

You can divert the destination of both incoming and outgoing teleportations, psionic and magical. You must overcome the power resistance of creatures that possess it to make a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For the purpose of this power, "divert" means you choose the actual destination of any teleportation attempt you can affect, as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting. The destination you choose must be a location with which you are very familiar or that you have studied carefully.

Two *divert teleport* effects cancel each other out; negating the entire effect.

Divination, Psionic

Clairsentience

Level: Psion/Wilder 4, Swamp Lord 4

Display: Mental and visual

Manifesting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

As the *divination* spell, except as noted here.

Dominate, Psionic

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4

Display: Mental

Manifesting Time: 1 round

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

Target: One humanoid

Duration: Concentration

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As the *dominate person* spell, except as noted here.

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

1. If you spend 2 additional power points, this power can also affect an animal, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

4. If you spend 1 additional power point, this power's duration is 1 hour rather than concentration. If you spend 2 additional power points, this power's duration is 1 day rather than concentration. If you spend 4 additional power points, this power's duration is 1 day per manifester level rather than concentration.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Dream Travel

Psychoportation

Level: Nomad 7

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Targets: You and touched creature or creatures (up to one/level)

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into dreamtime. You can take more than one creature along with you (subject to your level limit), but each one must be touching another one. You physically enter the land of dreams, leaving nothing behind.

Any creatures that come along when *dream travel* is manifested also make the transition to the borders of unconscious thought. A creature separated from you wanders off into the dreamscape. If a creature remains in the dreamscape, it is powerless to leave unless it can manifest the *dream travel* power itself or someone who manifests the power seeks out the lost creature.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Duodimensional Claw

Psychometabolism

Level: Psychic Warrior 3

Display: Material

Manifesting Time: 1 standard action

Range: Personal



Target: You

Duration: 10 minutes/level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to improve that weapon. One of your claws becomes two-dimensional, making it razor-sharp. The weapon is now psionically keen, increasing its threat range from 20 to 19–20. This benefit does not stack with other effects that improve a weapon's threat range.

Ecto Protection

Metacreativity

Level: Psion/Wilder 1

Display: Visual; see text

Manifesting Time: 1 standard action; see text

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

Target: An astral construct you manifest

Duration: 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 1

This power reinforces an astral construct created by the *astral construct* power, giving you a +1 bonus on any manifester level checks you make to protect it against *dispel psionics* or a similar effect, and a +1 bonus on its saving throw to resist *dismiss ectoplasm*. This power can be manifested as a swift action in the same round that you manifest an astral construct, as long as the power points you spend to perform both actions does not exceed your manifester level.

Augment: For every 2 additional power points you spend, your bonus on manifester level checks to protect your astral construct increases by 1, and your astral construct's bonus on its saving throw to resist *dismiss ectoplasm* increases by 1.

Ectoplasmic Cocoon

Metacreativity

Level: Shaper 3

Display: Auditory and material

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions. The subject's nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as manifesting powers or casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points. Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the

Ethereal Plane, blocking ethereal travel. An *ectoplasmic cocoon* can't be affected by *dispel psionics*, but it can be dismissed with *dismiss ectoplasm*, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

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

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every 2 additional power points you spend, this power can affect a target one size category larger.

Ectoplasmic Cocoon, Mass

Metacreativity

Level: Shaper 7

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

Area: 20-foot-radius burst

Duration: 1 hour/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 13

As *ectoplasmic cocoon*, except you can cocoon several creatures (or a single big creature that fits in a 20-foot-radius sphere or hemisphere) in a mass of writhing ectoplasm. Targets entirely within the area who fail their save are caught and cocooned. If a creature's body is only partially within the area, this power does not affect that creature.

Augment: For every 2 additional power points you spend, the radius of this power's area increases by 5 feet.

Ectoplasmic Form

Psychometabolism

Level: Egoist 3, Psychic Warrior 3, Mist Wanderer 3,

Adept of Shadows 5

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 5 (egoist, Psychic Warrior, Mist Wanderer), 9 (Adept of Shadows)

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape. You gain damage reduction 10/magic, and you gain immunity to poison and critical hits. Your material armor becomes meaningless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by *inertial armor*) still apply to your Armor Class.

You can manifest powers while in *ectoplasmic form*, but you must make a Concentration check (DC 20 + power level) for each power you attempt to manifest.

You cannot physically attack, you lose supernatural abilities (if any), and you can't speak while in *ectoplasmic form*. You can't run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands. You are subject to the effects of wind, and you can't enter water or other liquid. You also can't manipulate objects or activate items, even those carried along with you. Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

Ectoplasmic Shambler

Metacreativity (Creation)

Level: Psion/Wilder 5

Display: Auditory, material, and olfactory; see text

Manifesting Time: 1 round

Range: Long (400 feet + 40 feet/level)

Effect: One ectoplasmic manifestation of a size equal to ten 10-foot cubes (S)

Duration: 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 9

You fashion an ephemeral, many-legged mass of pseudo-living ectoplasm called an ectoplasmic shambler. You can direct the shambler as a free action. It has a speed of 10 feet. It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist. The vision of those within the shambler is limited to 5 feet, and manifesting powers (or casting spells) within the shambler is difficult due to the constant turbulence felt by those caught in the shambler's form.

Creatures enveloped by the shambler, regardless of Armor Class, take 1 point of damage for every two manifester levels you have in each round they become or remain within the roiling turbulence of the shambler. Anyone trying to manifest a power must make a Concentration check (DC 15 + power's or spell's level) to successfully manifest a power or cast a spell inside the shambler.

A wind stronger than 20 miles per hour that blows against the shambler reduces its speed to 0 feet during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet. A wind stronger than 20 miles per hour that blows in the direction the shambler travels increases its speed to 15 feet.

An ectoplasmic shambler is not subject to *dismissal*, nor is it considered a creature.

Ego Whip

Telepathy

Level: Psion/Wilder 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: None; Will negates

Power Resistance: Yes

Power Points: 3

You reach into a foe's mind and seal off a portion of their ego. The target suffers a 1d6+3 point penalty to Charisma. This penalty may not reduce the target's Charisma to below 1.

The target must also make a Will save. Failure indicates they are dazed for 1 round.

Augment: This power can be augmented in one or more of the following means:

1. For every additional 2 power points you spend while manifesting this power, it receives a +1 enhancement to the DC.
2. For every additional power point you spend while manifesting this power, the penalty it imposes is one point larger.
3. For every additional 3 power points you spend while manifesting this power, the period of time the target is dazed for on a failed save is increased by 1 round.

Empathic Feedback

Telepathy [Mind-Affecting]

Level: Psion/Wilder 4, Psychic Warrior 3, Rhi'zen 3, Swamp Lord 4

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 7 (Psion/Wilder, Swamp Lord), 5 (Psychic Warrior, Rhi'zen)

You empathically share your pain and suffering with your attacker. Each time a creature strikes you in melee, it takes damage equal to the amount it dealt to you or 5 points, whichever is less. This damage is empathic in nature, so powers and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage. The damage from *empathic feedback* has no type, so even if you took fire damage from a creature that has immunity to fire, *empathic feedback* will damage your attacker.

Augment: For every additional power point you spend, this power's damage potential increases by 1 point.

Empathic Transfer

Psychometabolism

Level: Egoist 2, Psychic Warrior 2

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: Instantaneous

Power Points: 3

You heal another creature's wounds, transferring some of its damage to yourself. When you manifest this power, you can heal as much as 2d10 points of damage. The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount. (This loss can bring you to 0 or fewer hit points.) Powers and abilities you may have such as damage reduction and regeneration do not lessen or change this damage, since you are taking the target's

pain into yourself in an empathic manner. The damage transferred by this power has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this power to absorb one poison or one disease afflicting the target creature into yourself. When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this power to transfer up to 1 point of ability damage per manifester level from the target to yourself (this is another alternate use).

Augment: For every additional power point you spend, you can heal an additional 2d10 points of damage (to a maximum of 10d10 points per manifestation).

Empathic Transfer, Hostile

Telepathy [Mind-Affecting]

Level: Telepath 3, Psychic Warrior 3, Rhi'zen 3, Adept of Shadows 4

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 5 (telepath, Psychic Warrior, Rhi'zen), 7 (Adept of Shadows)

You transfer your hurt to another. When you manifest this power and then make a successful touch attack, you can transfer 20 points of damage (or less, if you choose) from yourself to the touched creature. You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

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

1. For every additional power point you spend, you can transfer an additional 5 points of damage (maximum 90 points per manifestation).

2. If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you (the total damage dealt and healed cannot exceed 90 points, divided as you choose between all affected creatures).

Empathy

Telepathy [Mind-Affecting]

Level: Psion/Wilder 1, Mist Wanderer 1, Rhi'zen 1

Display: Mental

Manifesting Time: 1 standard action

Range: 30 feet

Area: 30-foot-radius spread centered on you

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived.

You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power.

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

1. For every additional power point you spend, this power's range and the radius of its area increases by 5 feet.

2. If you spend 2 additional power points, this power's maximum duration increases to 1 hour/level; furthermore, you do not need to maintain concentration to keep the power active; however, in any round that you do not actively concentrate on the power, you lose the ability to detect the surface emotions. You can choose at the start of any given round to concentrate or not on this power as a free action.

Empty Mind

Telepathy [Mind-Affecting]

Level: Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Adept of Shadows 1

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action.

You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.

Augment: For every 2 additional power points you spend, the bonus on your Will saves increases by 1.

Energy Ball

Psychokinesis [see text]

Level: Kineticist 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Long (400 feet + 40 feet/level)

Area: 20-foot-radius spread

Duration: Instantaneous

Saving Throw: Reflex half



Power Resistance: Yes

Power Points: 7

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of energy of the chosen type that deals 7d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

Cold: A ball of this energy types causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a ball of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ball of this energy type deals +1 point of damage per die.

Sonic: A ball of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Bolt

Psychokinesis [see text]

Level: Psion/Wilder 3, Swamp Lord 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 120 feet

Area: 120-foot line

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The beam begins at your fingertips.

Cold: A bolt of this energy types causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a bolt of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A bolt of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Burst

Psychokinesis [see text]

Level: Psion/Wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 40 feet

Area: 40-foot-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of unstable ectoplasmic energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The explosion creates almost no pressure. Since this power extends outward from you, you are not affected by the damage.

Cold: A burst of this energy types causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a burst of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A burst of this energy type deals +1 point of damage per die.

Sonic: A burst of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Cone

Psychokinesis [see text]

Level: Kineticist 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 60 feet

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a cone of energy of the chosen type, extending outward from your hand that deals 5d 6 points of damage to every creature or object within the area.

Cold: A cone of this energy types causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a cone of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A cone of this energy type deals +1 point of damage per die.

Sonic: A cone of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Conversion

Psychometabolism [see text]

Level: Psion/Wilder 7, Swamp Lord 7

Display: Mental

Manifesting Time: 1 standard action

Range: Personal and close (25 feet + 5 feet/2 levels); see text

Effect: Ray; see text

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: Yes

Power Points: 13

As *energy resistance*, except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the power's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your manifester level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage. You cannot store more damage than 5 times your manifester level.

This power's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the power's duration.

Energy Current

Psychokinesis [see text]

Level: Kineticist 5

Display: Visual; see text

Manifesting Time: 1 standard action

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

Target: Any two creatures no more than 15 feet apart

Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 9

Upon manifesting this power, you choose cold, electricity, fire, or sonic. Your body's psionically fueled bioenergetic currents produce an arc of energy of the chosen type that targets a creature you designate as the primary foe for 9d6 points of damage in every round when the power remains in effect. Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes take half the damage that the primary foe takes in every round while the duration lasts.

Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or power), the *energy current*'s arc randomly retargets another primary and/or secondary foe while the duration lasts. Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to

avoid taking full damage in that round. If there is ever a round in which there are not two valid targets for the current, then this effect ends immediately.

Concentrating to maintain *energy current* is a full-round action. If you take damage while maintaining *energy current*, you must make a successful Concentration check (DC 10 + damage dealt) to avoid losing your concentration on the power.

Cold: A current of this energy type causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a current of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A current of this energy type deals +1 point of damage per die.

Sonic: A current of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

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

1. For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.
2. For every 4 additional power points you spend, this power can affect an additional secondary target. Any additional secondary target cannot be more than 15 feet from all other targets of the power.

Energy Missile

Psychokinesis [see text]

Level: Kineticist 2

Display: Auditory

Manifesting Time: 1 standard action

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

Targets: Up to five creatures or unattended objects; no two targets can be more than 15 feet apart.

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful missile of energy of the chosen type at your foe. The missile deals 3d6 points of damage to each creature or object (unattended only) you target, to the maximum of five targets. You cannot hit the same target multiple times with the same manifestation of this power.

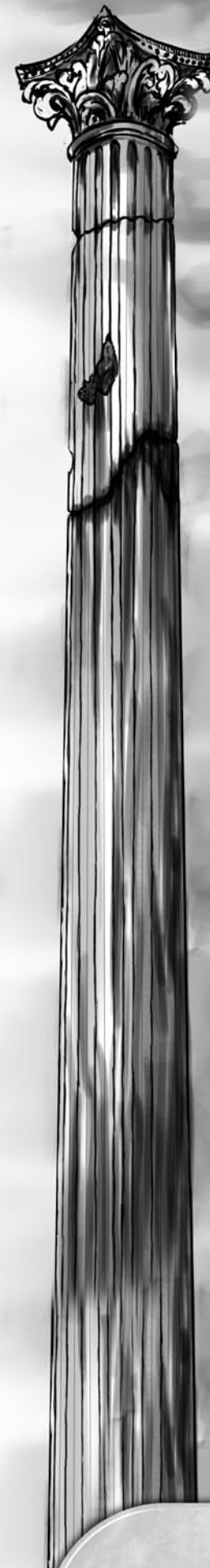
Cold: A missile of this energy type causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a missile of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A missile of this energy type deals +1 point of damage per die.

Sonic: A missile of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.



Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1

Energy Push

Psychokinetic [see text]

Level: Mist Wanderer 2, Psion/Wilder 2, Swamp Lord 2

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You project a solid blast of energy of the chosen type at a target, dealing it 2d6 points of damage. In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to 12 + your Intelligence (if psion) or Charisma (if wilder)), the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save). The movement caused by *energy push* does not provoke attacks of opportunity.

Cold: A blast of this energy types causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a blast of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points).

Sonic: A blast of this energy type deals -1 point of damage per die (damage from impact remains at 2d6 points) and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, this power's damage increases by one die (d6) and its save DC increases by 1 and the Strength check DC increases by 1. The damage increase applies to both the initial blast and any damage from impact with an object.

Energy Ray

Psychokinesis [see text]

Level: Psion/Wilder 1, Swamp Lord 1

Display: Auditory

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

Cold: A ball of this energy types causes *fatigue* for 1 round.

Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ray of this energy type deals +1 point of damage per die.

Sonic: A ray of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Energy Resistance

Psychometabolism [see text]

Level: Mist Wanderer 4, Egoist 4, Psion/Wilder 4, Psychic Warrior 4, Swamp Lord 4

Display: Visual [see text]

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 7

You change your body such that certain types of energy no longer harm it. When you manifest this power, choose an energy type (acid, cold, electricity, fire or sonic), you gain resistance 20 against that energy type. At manifester level 11, the granted resistance increases to 30.

You have the option of radiating shadowy illumination in a 60-foot radius when you absorb energy using this power. The illumination persists for one round for each point of resisted damage.

The resistance provided by this power also extends to your equipment and does not stack with other forms of resistance. This power has elemental subtypes that match the chosen elements.

Augment: For every 2 additional power points you spend while manifesting this power, it protects against one additional energy type.

Energy Resistance, Specific

Psychometabolism [see text]

Level: Mist Wanderer 2, Psion/Wilder 2, Psychic Warrior 2, Swamp Lord 2

Display: Visual [see text]

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 3

You change your body such that a specific type of energy no longer harms it. When you manifest this power, choose one energy type (acid, cold, electricity, fire or sonic), and you gain resistance 10 against that energy type. If manifested by a 7th-level manifester, this power instead grants resistance 20 against the chosen energy type; this increases again to 30 at manifester level 11.

You have the option of radiating shadowy illumination in a 60-foot radius when you absorb energy using this power. The illumination persists for one round for each point of resisted damage.

The resistance provided by this power also extends to your equipment and does not stack with other forms of resistance. This power has an elemental subtype that matches the chosen element.

Energy Retort

Psychokinesis [see text]

Level: Psion/Wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal and close (25 feet + 5 feet/2 levels); see text

Targets: You and creature or object attacking you; see text

Duration: 1 minute/level

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You weave a field of potential energy of the chosen type around your body. The first successful attack made against you in each round during the power's duration prompts a response from the field with out any effort on your part. The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of damage of the chosen energy type. To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. The ectoburst is a ranged touch attack made using your base attack bonus plus your key ability modifier for your manifesting class.

Cold: A field of this energy types causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a field of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A field of this energy type deals +1 point of damage per die.

Sonic: A field of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

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

Energy Stun

Psychokinesis [see text]

Level: Psion/Wilder 2, Swamp Lord 2

Display: Auditory

Manifesting Time: 1 standard action

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

Area: 5-foot-radius burst

Duration: Instantaneous

Saving Throw: Reflex half and Will negates; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of the chosen energy type that encircles all creatures in the area, dealing 1d6 points of damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

Cold: A stroke of this energy types causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a stroke of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A stroke of this energy type deals +1 point of damage per die.

Sonic: A stroke of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Wall

Metacreativity (Creation) [see text]

Level: Psion/Wilder 3, Swamp Lord 3

Display: Auditory

Manifesting Time: 1 standard action

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

Area: An opaque sheet of energy up to 20 feet long/level or a ring of energy with a radius of up to 5 feet/2 levels

Duration: Concentration + 1 round/ level

Saving Throw: Reflex half

Power Resistance: No

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an immobile sheet of energy of the chosen type formed out of unstable ectoplasm. One side of the wall, selected by you, sends forth waves of energy, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet. In addition, anyone passing though the *energy wall* takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.



If you manifest this power in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

Cold: A wall of this energy types causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a sheet of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A sheet of this energy type deals +1 point of damage per die.

Sonic: A sheet of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Energy Wave

Psychokinesis [see text]

Level: Psion/Wilder 7, Swamp Lord 7

Display: Auditory

Manifesting Time: 1 standard action

Range: 120 feet

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 13

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a flood of energy of the chosen type out of unstable ectoplasm that deals 13d6 points of damage to each creature and object in the area. This power originates at your hand and extends outward in a cone.

Cold: A wave of this energy types causes *fatigue* on a failed save (lasts for 1d6 rounds).

Electricity: Manifesting a wave of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A wave of this energy type deals +1 point of damage per die.

Sonic: A wave of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Enhanced Perception

Psychometabolism

Level: Mist Wanderer 1, Psion/Wilder 2, Psychic Warrior 1, Swamp Lord 2, Adept of Shadows 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 3 (Psion/Wilder, Swamp Lord), 1 (Psychic Warrior, Mist Wanderer, Adept of Shadows)

You gain low-light vision (as an Elorii) for the duration

of the power, as well as a +2 bonus on Search and Spot checks.

In addition, you gain the ability to notice secret or concealed doors by merely passing within 5 feet of one, getting to make a Search check as if you were actively looking for it.

If *enhanced perception* is used in conjunction with *my light*, the cone of light extends out to 40 feet instead of 20 feet.

Entangling Ectoplasm

Metacreativity (Creation)

Level: Psion/Wilder 1, Rhi'zen 2, Swamp Lord 1

Display: Material and visual

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 5 rounds

Saving Throw: None

Power Resistance: No

Power Points: 1 (Psion/Wilder, Swamp Lord), 3 (Rhi'zen)

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled (as defined in *Core Rulebook I*). The goo evaporates at the end of the power's duration.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Entropic Leech

Psychokinesis (Preternatural) [Entropy]

Level: Kineticist 8, Psion/Wilder 9

Display: Auditory and Mental

Manifesting Time: 1 round

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

Area: Two 10-foot cubes per level (S)

Duration: Instantaneous

Saving Throw: Fortitude partial

Power Resistance: Yes

Power Points: 15 (Kineticist), 17 (Psion/Wilder)

When the *entropic leech* power is manifested, the whole area is shot through with sheets of raw entropy. The entropy leeches at the life force of all creatures and living things within the area, dealing 15d6 points of entropy damage.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Entropy Burst

Psychokinesis (Preternatural) [Entropy]

Level: Kineticist 6, Psion/Wilder 7

Display: Auditory

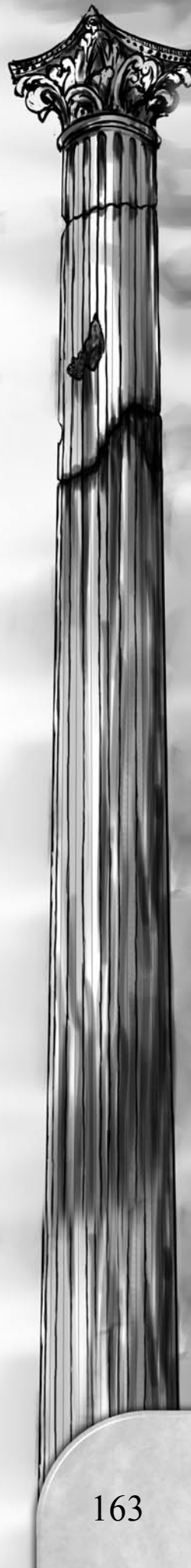
Manifesting Time: 1 standard action

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

Area: 10 foot radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial



Power Resistance: Yes

Power Points: 11 (Kineticist), 13 (Psion/Wilder)

You summon forth a burst of raw entropy to damage your foes. Creatures that are within the burst suffer 6d4 entropy damage. All creatures that take damage must also make a Fortitude save; creatures that fail are stunned for 1 round.

Augment: This power can be augmented in one or more of the following means:

1. Each 2 additional power points spent while manifesting this power increase the DC of this power by 1.
2. Each 2 additional power points spent while manifesting this power increase the initial damage dealt by 1d4.
2. Each 6 additional power points spent while manifesting this power increase the duration of the stunning effect by 1 round, and increase the DC by 1.

Eradicate Invisibility

Psychokinesis

Level: Psion/Wilder 3, Swamp Lord 3

Display: Visual

Manifesting Time: 1 standard action

Range: 50 feet

Targets: You and all invisible creatures and objects in a 50-foot-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

You radiate a psychokinetic burst that disrupts and negates all types of invisibility (though this power can't negate the effect of *cloud mind*). Any creature that fails its save to avoid the effect loses its invisibility.

Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round (until the beginning of your next turn) and do not have total concealment during this period.

Augment: For every additional power point you spend, this power's range and the radius of the burst in which it functions both increase by 5 feet.

Errant Strike

Metacreativity (Creation, Preternatural) [Entropic]

Level: Mist Wanderer 4, Psychic Warrior 5

Display: Material

Manifesting Time: 1 standard action

Range: Touch

Target: One melee weapon touched

Duration: 1 round/level

Saving Throw: No

Power Resistance: No

Power Points: 9 (Psychic Warrior), 7 (Mist Wanderer)
You draw forth strands of entropic energy, solidify them, and bond them to the edges of the touched weapon. A weapon so modified has its critical multiplier increased by 1.

The effects of this power do not stack with any magical or psionic effect that increases the critical range of a weapon; nor can this power be applied to any weapon with an enhancement whose activation

strength is tied to the critical multiplier, such as the elemental burst enhancements.

In Living Arcanis, this power is restricted and may not be known or manifested without campaign documentation.

Escape Detection

Clairsentience

Level: Mist Wanderer 3, Seer 3, Psychic Warrior 3, Adept of Shadows 3

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 5

You (plus all your gear and any objects you carry) become difficult to detect by clairsentience powers such as *clairvoyant sense*, *remote viewing*, and *psionic true seeing*. If a clairsentience power or similar effect is attempted against you, the manifester of the power must succeed on a manifester level check (1d20 + manifester level, or caster level if the opponent is not a manifester) against a DC of 13 + your manifester level (maximum +10).

Ethereal Jaunt, Psionic

Psychoportation

Level: Nomad 7

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 13

As the *ethereal jaunt* spell, except as noted here.

Etherealness, Psionic

Psychoportation

Level: Psion/Wilder 9

Manifesting Time: 1 standard action

Range: Touch

Targets: You and one other touched willing creature/three levels; all targets must be joined by linked hands

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 17

As the *etherealness* spell, except as noted here.

Evade Burst

Psychometabolism

Level: Psion/Wilder 7, Psychic Warrior 3, Rhi'zen 3, Adept of Shadows 4

Display: Material

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 13 (Psion/Wilder), 5 (Psychic Warrior, Rhi'zen), 7 (Adept of Shadows)

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you manifest this power in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage. You must choose to manifest this power before you know the result of the Reflex saving throw.

You can manifest this power with an instant thought, quickly enough to save yourself if you unexpectedly come within range of a dangerous effect. You can even manifest this power when it isn't your turn.

Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save.

Exhalation of Neroth

Psychometabolism [Acid]

Level: Mist Wanderer 3, Psychic Warrior 3

Display: Visual

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 5

You spit forth vitriolic acid, originating from your mouth, at your target. If you succeed on a ranged touch attack, the target takes 3d6 points of acid damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Expansion

Psychometabolism

Level: Psychic Warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -1 size penalty on attack rolls, and a -1 size penalty to Armor Class due to your increased size.

If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power doesn't change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—you cannot crush yourself to death by increasing your size.

All of your equipment, worn or carried, is similarly expanded by this power. Melee weapons deal more damage.

Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

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

1. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.
2. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.
3. If you spend 4 additional power points, this power's duration is 10 minutes per level rather than 1 round per level.

False Sensory Input

Telepathy [Mind-Affecting]

Level: Telepath 3, Adept of Shadows 4

Display: Mental

Manifesting Time: 1 round

Range: Long (400 feet + 40 feet/level)

Target: One creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5 (Telepath), 7 (Adept of Shadows)

You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy manifester who is attempting to use his powers, the enemy must make a Concentration check as if being grappling or pinned.

Because you override a victim's senses, you can fool a victim who is using *true seeing* or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

Augment: For every 2 additional power points you spend, this power can affect an additional target. All targets must be within 15 feet of all other targets.

Far Hand

Psychokinesis

Level: Mist Wanderer 1, Psion/Wilder 1

Display: Visual

Manifesting Time: 1 standard action

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

Target: A nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration, up to 1 minute

Saving Throw: None

Power Resistance: No

Power Points: 1

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet.

Fate Link

Clairsentience

Level: Seer 3

Display: Olfactory

Manifesting Time: 1 standard action

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

Target: Any two living creatures that are initially no more than 30 feet apart.

Duration: 10 minutes/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it either. If one dies, the other must immediately succeed on a Fortitude save against this power's save DC or gain two negative levels.

No other effects are transferred by the *fate link*.

The targets of this power do not have to remain within 30 feet of each other after the power is manifested.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fate of One

Clairsentience

Level: Seer 7

Display: Mental and visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 13

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. Whatever the result of the reroll, you must use it even if it is worse than the original roll.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. If you use the power to reroll a saving throw, you can manifest this power even when it is not your turn.

Feat Leech

Clairsentience

Level: Mist Wanderer 2, Psion/Wilder 2, Psychic Warrior 2, Rhi'zen 2

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 3

You can use another's psionic or metapsionic feats for yourself. You make a melee touch attack against a target. If successful, you are immediately familiar with the target's psionic and metapsionic feats, if any, and you can choose a number of these feats to "leech" equal to your Wisdom modifier (minimum one).

While the power lasts, you are treated as if you possessed the stolen feats, despite the fact that you have more feats than normally allowed. During this same period, the target can make no use of the stolen feats. When the power's duration expires, you lose access to the feats, and the target gains immediate use of them. This transfer occurs regardless of the distance between you and the target.

If the duration of *feat leech* is extended by the use of a metapsionic feat, the target gains a Will saving throw every 10 minutes beyond the normal duration. If this save succeeds, the power's duration ends. If the target is killed before the duration expires, you immediately lose the benefit of the stolen feats.

You cannot steal a feat for which you do not meet the prerequisites, if any. However, you can use a stolen feat as the prerequisite for another stolen feat.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fiery Discorporation

Psychokinesis [Fire]

Level: Kineticist 5

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous and up to one day; see text

Power Points: 9

You use your mastery of energy to cheat death. If you are within 30 feet of an open flame, you can use this power. Any damage that would reduce you to 0 hit points or lower instead has a chance to disincorporate you. You attempt a Will save (DC 5 + damage dealt); if it succeeds, you simply break apart into dozens of flitting tongues of flame and vanish, along with all of your gear and anything you are holding or carrying. You do not suffer the damage that triggers the manifesting of this power if you successfully disincorporate.



One day later, you reappear adjacent to an open flame nearest to the place where you discorporated, seeming to materialize from the fire (you choose where you appear along the perimeter of that open flame). While discorporated, you do not exist—you can do nothing, nor can any of your enemies do anything to you.

Augment: For every 3 additional power points you spend, you gain a +1 bonus on your Will save to determine whether you discorporate.

Fiery Discorporation, Greater

Psychokinesis [Fire]

Level: Kineticist 7

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal and Medium (100 feet + 10 feet/level)

Target: You and one creature

Duration: Instantaneous and up to one day; see text

Power Points: 13

As the *fiery discorporation* power, except as noted here.

When you discorporate, you may direct a burst of fire towards the creature that struck the blow that discorporated you. Treat this as a ranged touch attack that deals 6d6 fire damage.

Augment: In addition to the augment option of the *fiery discorporation* power, the following option is available when manifesting this power.

For every two additional power points you spend, this power's damage increases by one die (d6).

Fire Shield, Psionic

Psychokinesis [see text]

Level: 4 (see *val'Ossan Gelumancer* prestige class), Psion/Wilder 5, Swamp Lord 5

Display: Mental, Physical

Manifesting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 round / level (D)

Power Points: 7 (*val'Ossan Gelumancer*), 9 (Psion/Wilder, Swamp Lord)

As the *fire shield* spell, except as noted here.

Float

Psychoporation

Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Swamp Lord 1, Adept of Shadows 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

You mentally support yourself in water or similar liquid. You can swim at a speed of 10 feet using the power alone, or use it to boost your swim speed by 10 feet.

Fly, Psionic

Psychoporation

Level: Nomad 3

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 5

As the *fly* spell, except as noted here.

Force Screen

Psychokinesis [Force]

Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Swamp Lord 1, Adept of Shadows 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 1

You create an invisible mobile disk of force that hovers in front of you. The *force screen* provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the *force screen* is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.



Form of Doom*Psychometabolism (Preternatural)***Level:** Psychic Warrior 6**Display:** Visual; see text**Manifesting Time:** 1 standard action**Range:** Personal; see text**Target:** You**Duration:** 1 round/level (D)**Power Points:** 11

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it. You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You effectively gain a +10 bonus on Disguise checks, though you retain your basic shape and can continue to use your equipment. This power cannot be used to impersonate someone; while horrible, your form is recognizably your own.

You gain the frightful presence extraordinary ability, which takes effect automatically when you charge a foe. Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save (DC 16 + your Cha modifier). An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/–, and a +4 bonus to your Strength score. In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb and Jump checks.

A nest of violently-flailing black tentacles sprout from your hair and back. You can make up to four additional attacks with these tentacles in addition to your regular melee attacks in each round that you take a full attack action. You can make tentacle attacks within the space you normally threaten. If you make your tentacle attacks in addition to your regular melee attacks, each tentacle attacks at your highest base attack bonus with a –5 penalty. If you forgo all of your other attacks, making only tentacle attacks, you make your tentacle attacks at your highest base attack bonus with no penalty. These tentacles deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This power functions only while you inhabit your base form (for instance, you can't be metamorphed or polymorphed into another form, though you can use *claws of the beast*, and *bite of the wolf* in conjunction with this power for your regular attacks), and while your mind resides within your own body.

Augment: For every additional power point you spend, this power's duration increases by 2 rounds.

Freedom of Movement, Psionic*Psychoportation***Level:** Mist Wanderer 4, Psion/Wilder 4, Psychic Warrior 4, Rhi'zen 4, Swamp Lord 4, Adept of Shadows 5**Display:** Auditory**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level**Power Points:** 7 (Psion/Wilder, Psychic Warrior, Mist Wanderer, Rhi'zen, Swamp Lord), 9 (Adept of Shadows)As the *freedom of movement* spell, except as noted here.**Fuse Flesh***Psychometabolism***Level:** Psion/Wilder 6, Swamp Lord 6**Display:** Visual**Manifesting Time:** 1 standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 round/level**Saving Throw:** Fortitude negates and Fortitude partial; see text**Power Resistance:** Yes**Power Points:** 11

You cause the touched subject's flesh to ripple, grow together, and fuse into a nearly seamless whole. The subject is forced into a fetal position (if humanoid), with only the vaguest outline of its folded arms and legs visible below the all-encompassing wave of flesh. The subject retains the ability to breathe, eat, and excrete, but may lose the use of its senses (see below). If the sudden transformation would prove fatal to the creature (such as fusing a swimming, air-breathing subject, or a flying subject), the subject gets a +4 bonus on the save. Unless it loses the use of its senses (see below), the creature can still perform purely mental actions, such as manifesting powers.

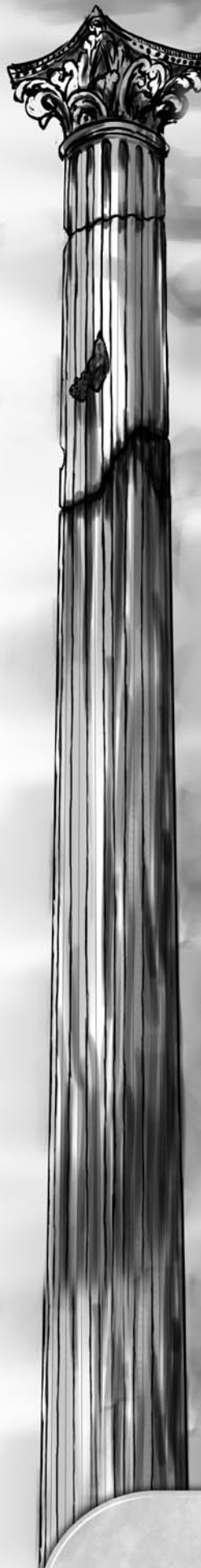
If the target fails its Fortitude save to avoid the power's effect, the subject must immediately attempt a second Fortitude save. If this second save is failed, the creature's eyes and ears fuse over, effectively blinding and deafening it. Moreover, it loses its extraordinary, supernatural, and spell-like abilities, as well as its ability to manifest powers (if any), and is generally in sorry shape.

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to *fuse flesh*, and a shapechanger can revert to its unfused form as a standard action.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fusion*Psychometabolism***Level:** Egoist 8**Display:** Auditory, material, and visual**Manifesting Time:** 1 round**Range:** Touch**Targets:** You and one touched willing creature of your type and your size or smaller**Duration:** 1 minute/level (D)**Power Points:** 15, XP

You and another willing, corporeal, living creature of the same or smaller size fuse into one being. As the manifester, you control the actions of the fused being.





However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points. The fused being knows all the powers you and the other creature know, has the sum of your and the other creature's power points, and knows or has prepared any spells you or the other creature possesses (if any). Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the greater of yours and the other creature's, and the fused being also has the higher Hit Dice or manifester level—this effectively means the fused being uses the better saving throws, attack bonus, and skill modifiers of either member, and it manifests powers at the greater of the manifester levels that you or the other creature possessed before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

When the power ends, the fused being separates. The other creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the other creature is expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for each 10 feet of solid material passed through.

Damage taken by the fused being is split evenly between you and the other creature when the power ends. You do not leave the *fusion* with more hit points than you entered it with, unless you were damaged prior to the *fusion* and the fused being was subsequently healed. In a like manner, the fused being's remaining power points are split between you and the other creature (you can leave with more points than you entered with, as long as you don't exceed the maximum power points for your level and ability score). Ability damage and negative levels are also split between you and the other creature. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other creature receives the additional loss.)

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fission* on a fused being.

XP Cost: 100 XP.

Graft Weapon

Psychometabolism

Level: Psychic Warrior 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours (D)

Power Points: 5

You attach any melee weapon you can use in one hand—mundane, psionic, or magical—onto the end of one of

your arms. The weapon becomes a natural extension of your arm, and that hand blends seamlessly into the shaft, hilt, or head of the weapon. Now that the weapon and you are one, you gain a +1 competence bonus on all attack and damage rolls while using the weapon.

The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type. For instance, the grafted weapon is treated as a natural weapon for the purpose of delivering a touch attack with a power in conjunction with the weapon attack. As with any power (or spell) melee touch attack made in conjunction with a natural weapon attack, the touch attack effect is not delivered unless the natural weapon strikes normally; on a failed attack, the touch power (or spell) is wasted.

For a Psychic Warrior under the effect of the *claws of the beast* power, grafting a weapon means that attacks with this hand deal the base damage of the weapon, instead of the claw upon which a Psychic Warrior normally relies.

While your hand is grafted to a weapon, you lose the use of that hand and take a -2 penalty on all skill checks requiring the use of hands. Powers that temporarily polymorph or metamorph you can ignore the grafted weapon or alter it normally, at your discretion. If the weapon takes damage, you take damage as well. If you are healed, so is your grafted weapon. If your weapon is destroyed, you permanently lose 2 points of Constitution; the ability drain persists until you can restore your natural anatomy (by means of *regenerate* or a similar effect).

When this power's duration expires, the grafted weapon falls to the ground and your hand returns.

Grease, Psionic

Metacreativity (Creation)

Level: Psion/Wilder 1, Rhi'zen 1, Swamp Lord 1

Display: Visual and olfactory

Manifesting Time: 1 standard action

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

Target or Area: One object or a 10-foot square

Duration: 1 round/level (D)

Saving Throw: See spell text

Power Resistance: No

Power Points: 1

As the *grease* spell, except as noted here.

Grip of Iron

Psychometabolism

Level: Psychic Warrior 1

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus on your grapple checks. You can manifest this power with an instant thought, quickly enough to gain the benefit

of the power in the current round. You can manifest this power when it isn't your turn (if you are grappled). The benefits of this power only apply to physical grapple checks.

Augment: For every 4 additional power points you spend, the enhancement bonus on your grapple checks increases by 2.

Hail of Crystals

Metacreativity (Creation)

Level: Shaper 5

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Area: 20-foot-radius burst

Duration: Instantaneous

Saving Throw: None or Reflex half

Power Resistance: No

Power Points: 9

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate. You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target. Any creature or object struck by the ball of crystal takes 9d4 points of bludgeoning damage; this damage is subject to damage reduction. This target does not receive a saving throw to reduce the damage suffered. If a creature was struck by the crystal, causing it to explode, then that creature does not take the explosion damage (see below).

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the location you designated. Anyone within 20 feet of the explosion takes 9d4 points of slashing damage from the thousands of crystal shards that spray forth; this damage is subject to damage reduction. Creatures caught within the explosion receive a Reflex save for half damage.

Augment: For every additional power point you spend, this power's damage from the collision and explosion of the crystal both increase by 1d4 points.

Hammer

Psychometabolism

Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Swamp Lord 1, Adept of Shadows 1

Display: Auditory and material

Manifesting Time: 1 swift action

Range: Touch

Duration: 1 round

Saving Throw: None

Power Resistance: Yes

Power Points: 1

This power charges your touch with the force of a sledgehammer. A successful melee touch attack deals 1d8 points of bludgeoning damage. This damage is not increased or decreased by your Strength modifier.

Augment: For every additional power point you spend, this power's duration increases by 1 round. You may make one touch attack per round.

Hypercognition

Clairsentience

Level: Seer 8

Display: Mental

Manifesting Time: 1 standard action or 1 immediate action; see text

Range: Personal

Target: You

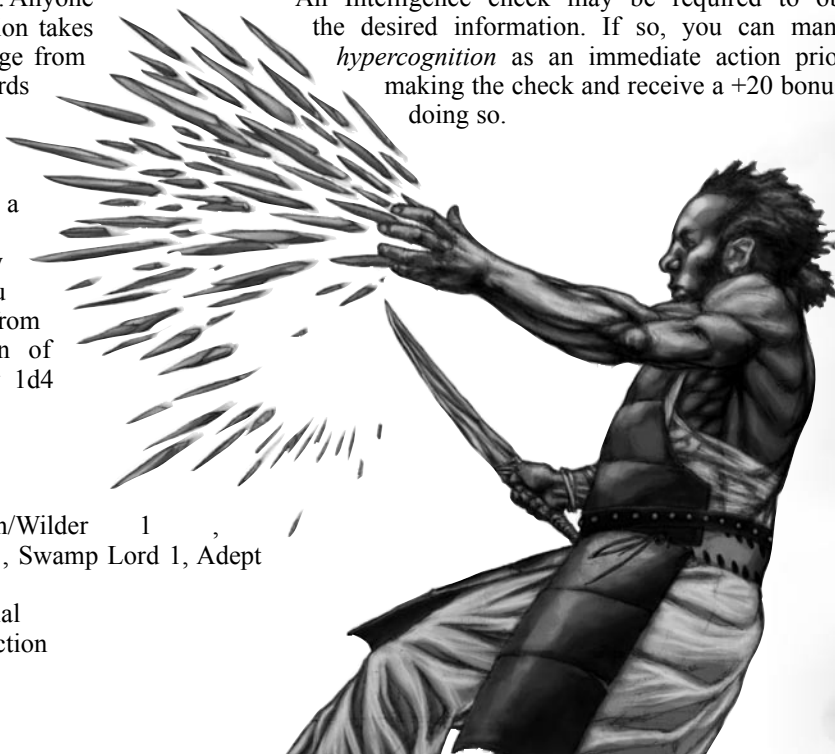
Duration: Instantaneous

Power Points: 15

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.

An Intelligence check may be required to obtain the desired information. If so, you can manifest *hypercognition* as an immediate action prior to making the check and receive a +20 bonus for doing so.



Id Insinuation

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/Wilder 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Concentration + 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As the *confusion* spell, except as noted here. Swift tendrils of thought disrupt the unconscious mind of any one creature, sapping its might. As long as the manifester remains concentrating fully on this power, the subject is *confused*, making it unable to independently determine what it will do. Roll on the following table at the beginning of each of the subject's turns to see what the subject does in that round.

d% Behavior

- 01–10 Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
- 11–20 Act normally.
- 21–50 Do nothing but babble incoherently.
- 51–70 Flee from manifester at top possible speed.
- 71–100 Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from all other targets of the power.

Identify, Psionic

Clairsentience

Level: Psion/Wilder 2

Display: Material and mental

Manifesting Time: One day

Range: Touch

Target: One touched object

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

As the *identify* spell, except as noted here. This power is used to identify the abilities of psionic items.

Immovability

Psychometabolism

Level: Psychic Warrior 4, Rhi'zen 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

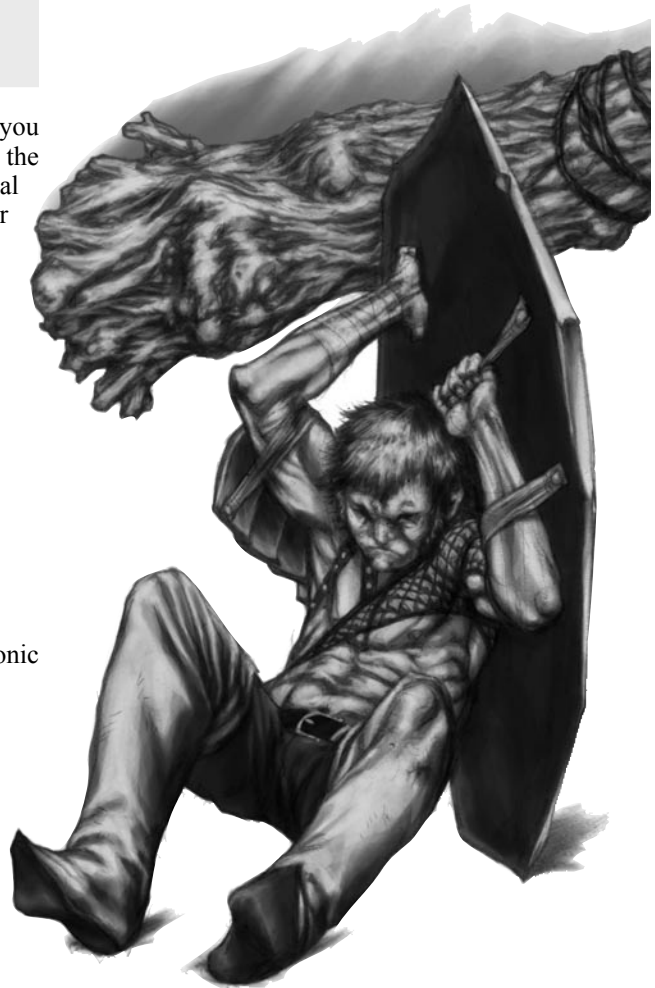
Duration: Concentration

Power Points: 7

You are almost impossible to move. Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane. Thus, you could conceivably anchor yourself in midair. Any creature attempting to physically move you must succeed on an opposed Strength check, and you gain a +20 bonus on the check. The aforementioned Strength check is in addition to whatever additional checks may be necessary, such as when Bull Rushing or Tripping; you do not get a bonus to subsequent checks against special attacks. You can't voluntarily move to a new location unless you stop concentrating, which ends the power. You cannot apply your Dexterity bonus to Armor Class; however, your anchored body gains damage reduction 15/–.

You cannot make physical attacks or perform any other large-scale movements (you can make small scale movements, such as breathing, turning your head, moving your eyes, talking, and so on). Powers with the teleportation descriptor, or any telekinetic effect, manifested on you automatically fail.

Augment: If you spend 8 additional power points, you can manifest this power as an immediate action.





Inertial Armor

Psychokinesis

Level: Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Swamp Lord 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 1; see text

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction. Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your *inertial armor* can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

Inertial Barrier

Psychokinesis

Level: Kineticist 4, Psychic Warrior 4

Display: Auditory and mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 7

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/-. *Inertial barrier* also absorbs half of the damage you take from any fall.

Augment: Every three additional power points you spend while manifesting this power increase the granted damage reduction by +1.

Inflict Pain

Telepathy [Mind-Affecting]

Level: Mist Wanderer 2, Psion/Wilder 2, Swamp Lord 2

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 3

You telepathically stab the mind of your foe, causing horrible agony. The subject suffers wracking pain that imposes a -4 penalty on attack rolls, skill checks, and ability checks. If the target makes its save, it takes only a -2 penalty.

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

1. For every 2 additional power points you spend, this power's save DC increases by 1, and the power

can affect an additional target. Any additional target cannot be more than 15 feet from any other target of the power.

2. For every 4 additional power points you spend, the penalty is increased by 2, or by 1 if the target makes its saves.

Insanity

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/Wilder 7

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

As the *confusion* spell, except as noted here.

Creatures affected by this power are permanently *confused* and constantly behave randomly. Roll on the following table at the beginning the subject's turn each round to see what the subject does in that round.

d%	Behavior
01-10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11-20	Act normally.
21-50	Do nothing but babble incoherently.
51-70	Flee from manifester at top possible speed.
71-100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Only *psychic surgery*, *reality revision*, and other similarly extreme measures can restore the subject's sanity.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Intellect Fortress

Psychokinesis

Level: Psion/Wilder 4, Swamp Lord 4

Display: Auditory

Manifesting Time: 1 immediate action

Range: 20 feet

Area: 20-foot-radius spread centered on you

Duration: 1 round

Saving Throw: None

Power Resistance: Yes

Power Points: 7

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from powers and psi-like abilities taken by subjects inside the area of the *intellect fortress*, including ability damage, is

halved. This lowering takes place prior to the effects of other powers or abilities that lessen damage, such as damage reduction and evasion.

Powers that are not subject to power resistance are not affected by an *intellect fortress*. You can manifest this power instantly, quickly enough to gain its benefits in an emergency. You can use this power even when it's not your turn. The field generated by *intellect fortress* is stationary once created; it does not move with the manifester. This power is an exception to the magic-psionics transparency. It has no effect on non-psionic effects.

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

Iron Body, Psionic

Metacreativity (Creation)

Level: Psion/Wilder 8

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 15

As the *iron body* spell, except as noted here.

Keen Edge, Psionic

Metacreativity

Level: Mist Wanderer 3, Psion/Wilder 3, Psychic Warrior 3, Rhi'zen 3, Adept of Shadows 3

Display: Visual

Manifesting Time: 1 standard action

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

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

As the *keen edge* spell, except as noted here.

Knock, Psionic

Psychoporation

Level: Psion/Wilder 2

Display: Material

Manifesting Time: 1 standard action

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

Target: One door, box, or chest with an area of up to 10-square-feet/level

Duration: Instantaneous; see spell text

Saving Throw: None

Power Resistance: No

Power Points: 3

As the *knock* spell, except as noted here.

Know Direction and Location

Clairsentience

Level: Psion/Wilder 1, Swamp Lord 1

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You generally know where you are. This power is useful to characters that end up at unfamiliar destinations after teleporting, using a *gate*, or traveling to or from other planes of existence. The power reveals general information about your location as a feeling or presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site. Using this power also tells you what direction you are facing.

Leech Field

Psychometabolism

Level: Psion/Wilder 5

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 minute

Power Points: 9

You raise a field of potentiality that drains the vitality from powers that you successfully save against. When you succeed on a saving throw to negate the effect of a foe's power on you, and the power is one that *leech field* is effective against (see below), your body erupts in a brief flash of crackling dark energy. You gain 1 power point for every 2 power points your foe spent to manifest the power you just saved against (to a maximum number of points equal to your manifester level; round down for odd-numbers of power points spent). You cannot gain power points that would cause you to exceed your normal daily maximum.

This power is effective against any power that targets a single creature and allows the target a saving throw to negate it, except those that are delivered by a touch attack or a ranged touch attack (including a ray).

This power is also effective against spells, following the same rules as above. When successful against a spell, you regain a number of power points equal to the un-augmented power point cost of a power of equal level. Do not include the effects of metamagic feats when determining the level of the spell (except Heighten Spell).

Augment: For every 2 additional power points you spend, this power's duration increases by 1 minute.

Levitate, Psionic

Psychoporation

Level: Mist Wanderer 2, Nomad 2, Psion/Wilder 2, Psychic Warrior 2

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal or close (25 feet + 5 feet/2 levels)

Target: You or one willing creature or one object (total weight up to 100 lbs./level)

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 3

As the *levitate* spell, except as noted here.

Special: When a Psion/Wilder or a Psychic Warrior manifests this power, the target is the manifester (not a willing creature or an object).

Matter Agitation

Psychokinesis

Level: Psion/Wilder 1, Swamp Lord 1

Display: Auditory and material

Manifesting Time: 1 standard action

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

Area: 2-square-feet of surface area of an object or creature

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You can excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

1st Round: Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, and water boils.

3rd and Subsequent Rounds: Wood ignites and metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), and lead melts.

If you target a creature, it takes 1 damage the first round, 1d4 damage the second round, and 1d6 damage plus 1d4 damage if it is holding or wearing metal on subsequent rounds.

Matter Manipulation

Metacreativity

Level: Psion/Wilder 8

Display: Auditory and mental

Manifesting Time: 1 standard action

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

Area: 1-cubic-foot/level of inanimate material

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 15, XP

You can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points. You can increase or decrease an object's hardness by up to 5 from its original hardness. When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness for every point of increased hardness. When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness for every point of decreased hardness (to a minimum of 1 hit point per inch of thickness).

You can't decrease the hardness of an object that already has hardness 0.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed. Even hardening adamantine to 25 is possible. You can also harden or weaken a preforged weapon, a suit of armor, or some other finished item.

XP Cost: 250 XP for each point by which the object's hardness is altered.

In Living Arcanis, the effects of this power do not extend past the end of the adventure; however, to compensate, the experience cost is waived once per adventure per manifester.

Mental Barrier

Clairsentience

Level: Mist Wanderer 3, Psion/Wilder 3, Psychic Warrior 3, Rhi'zen 3, Adept of Shadows 3

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 5

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 deflection bonus to Armor Class.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. You can use this power even when it's not your turn; however, you must manifest it prior to an opponent's attack roll in order to gain this power's benefit against that attack.

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

1. If you spend 4 additional power points, the deflection bonus to Armor Class increases by 1.
2. For every additional power point you spend, this power's duration increases by 1 round.

Mental Disruption

Telepathy [Mind-Affecting]

Level: Mist Wanderer 2, Psion/Wilder 2, Swamp Lord 2

Display: Mental

Manifesting Time: 1 standard action

Range: 10 feet

Area: 10-foot-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location. All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

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

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.



3. For every 4 additional power points you spend, creatures who fail their save are dazed for 1 additional round.

Mental Static

Telepathy [Mind-Affecting]

Level: Mist Wanderer 1, Psion/Wilder 1

Display: Mental

Manifesting Time: 1 standard action

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

Targets: Up to one creature / level, no two of which can be greater than 30 feet apart

Duration: 1 round / level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You generate a wave of mental static that flows outwards, coalescing around the targeted creatures. If the targets fail their saves they are rendered into a state of incomprehension (treat this as being asleep).

Any damage dealt to a target will break this effect, as will any creature taking a move-action to snap the affected creature out of the effect.

This power cannot affect creatures with more than 4 HD.

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

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every additional power point you spend, the maximum Hit Dice that potentially affected creatures can have is 4 + the number of power points spent in this fashion.

Mental Strike

Telepathy [Death, Mind-Affecting]

Level: 2 (See *Brother of Shadow* prestige class)

Display: Auditory

Manifesting Time: 3 standard actions

Range: Touch and Close (25 feet + 5 feet/2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial

Power Resistance: Yes

Power Points: 3

You reach into the target's mind and strike at their psyche, crushing their mental essence and destroying their will to live. The target must make a Will save or die. If the target succeeds on the save, it takes 1d6 points of damage.

Special: This power requires 3 standard actions to manifest and at the end of which you must touch the target. The manifester may still take move actions during this time, but must remain within close range of the target at all times during the manifesting of this power. The Quicken Power feat, and other metapsionic feats that reduce manifesting time, may not be applied to the manifesting of this power; the only means to reduce the manifesting time is via the augmentation options below.

Augment: Power points spent towards augmentation do not stack between the various means of augmenting

this power. This power can be augmented in one or more of the following means:

1. For every additional 2 power points you spend while manifesting this power, it receives a +1 enhancement to the DC.
2. For every additional power point you spend while manifesting this power, it deals an extra 1d6 damage on a successful save (maximum 15d6).
3. For every additional 6 power points you spend while manifesting this power, the manifesting time is reduced by 1 standard action (minimum 1 standard action).

Metaconcert

Telepathy [Mind-Affecting]

Level: Telepath 5, Psychic Warrior 5

Display: Visual; see text

Manifesting Time: 1 minute

Range: 20 feet

Target: You and up to nine other willing psionic creatures in range

Duration: 1 minute/level (D)

Power Points: 9

You link your psychic might with other psionic creatures, creating an entity more powerful than the sum of its parts.

When you manifest this power, a number of power points you designate flows from each participant into a collective pool. One individual is chosen as the *metaconcert* conductor by mutual consent of the other participants (this is usually the manifester, but doesn't have to be). Until the power ends, this conductor directs the efforts of the group. Misty strands of glowing power link the brows of all the participants in a complex and shifting pattern.

All the powers of each participant are known to the mental entity created with *metaconcert* (which is under the conductor's command). This entity can't take any more actions than a normal individual, but it manifests all its powers more effectively. Each participant contributing to the entity provides a cumulative +1 bonus to save DCs that apply when manifesting a power or using a psi-like ability. Likewise, each individual provides a cumulative +1 bonus when the entity makes its own saving throws in response to powers or psi-like abilities.

If the psionic entity takes ability damage from a psionic attack the total is divided among all the members as determined by the conductor.

If the entity manifests a power that has an XP cost, all the participants pay an equal share (the conductor pays the remainder if the cost can't be divided evenly).

Once linked, the participants must remain within a 20-foot-radius area, and as a group can move at a speed of 10 feet. If a participant moves outside the 20-foot-radius area occupied by the others (whether willingly or involuntarily), that individual drops out of the group, and the power point pool of the *metaconcert* is instantly recalculated.

All participants who leave before a *metaconcert* ends or is dismissed reclaim a number of power points

equal to the current power point pool divided by the number of members. If the conductor drops out, the power ends. That same number of points is removed from the power point pool.

When a *metaconcert* ends normally or is dismissed, remaining power points in the pool are divided among all the participants (the conductor receives the remainder if the points can't be divided evenly).

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

Metafaculty

Clairsentience

Level: Seer 9

Display: Mental, olfactory, and visual

Manifesting Time: 1 hour

Range: Personal

Target: You

Duration: Instantaneous and 1 minute/level (D); see text

Power Points: 17, XP

You elevate your mind to a near-universal consciousness, cogitating countless impressions and predictions involving any creature you have seen before, whether personally or by means of another power such as *remote viewing*.

This process gives you an uncannily accurate vision of the creature's nature, activities, and whereabouts. When you manifest the power, you learn the following facts about the creature:

- Its name, race, alignment, and character class.
- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Significant items currently in its possession.
- Any significant activities or actions the creature has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells it cast, items it acquired, and items it left behind (including the location of those items).
- A current mental view of the creature, as described in the *remote viewing* power, which you can maintain for up to 1 minute per level.

Metafaculty can defeat spells, powers, and special abilities such as *screen* or *mind blank* (or even a *wish* spell) that normally obscure clairsentience powers. You can attempt a caster level check (DC 6 + caster level of the creator of the obscuring effect) to defeat these sorts of otherwise impervious defenses.

Metafaculty is defeated by epic powers, epic spells, and epic special abilities that obscure divinations and clairsentience powers.

XP Cost: 1,000.

Metaphysical Armor

Metacreativity

Level: Shaper 1

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: One suit of armor or a shield

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 1

You imbue a suit of armor or a shield with an enhancement bonus of +1. An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Augment: This power can be augmented in one or more of the following means:

1. If you spend four additional power points the duration of this power increases to 1 hour / level.
2. For every four additional power points spent while manifesting this power, the granted enhancement bonus increases by +1 (to a maximum of +5).

Metaphysical Claw

Psychometabolism

Level: Psychic Warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*) or a bite attack (which could be a natural bite attack or one you gain by means of the power *bite of the wolf*), you can use this power to provide one of your natural weapons a +1 enhancement bonus on attack rolls and damage rolls.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level.

In addition, for every 4 additional power points you spend, this power improves the natural weapon's enhancement bonus on attack rolls and damage rolls by 1 (maximum +5).

Metaphysical Weapon

Metacreativity

Level: Psychic Warrior 1, Rhi'zen 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 1

Metaphysical weapon gives a weapon a +1 enhancement bonus on attack rolls and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same



type, and they have to be together (such as in the same quiver). Projectiles, but not thrown weapons, lose their enhancement when used. (Treat shuriken as projectiles, rather than thrown weapons, for the purpose of this power.)

You can't manifest this power on most natural weapons, including a Psychic Warrior's claw strike. This power does work on a weapon brought into being by the *graft weapon* power.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level.

In addition, for every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1 (maximum +5).

Microcosm

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/Wilder 9

Display: Material

Manifesting Time: 1 standard action

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

Target or Area: One creature; or one or more creatures within a 15-foot-radius sphere

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 17

This power enables you to warp the consciousness and senses of one or more creatures, sending the victim into a catatonic state. When *microcosm* is manifested, you can target either a single creature within range or a group of creatures all located within the power's area.

Single Target: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it currently has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care. The subject lives within its own made-up world until the time of its actual death.

Area Effect: If *microcosm* is manifested on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other). It affects only creatures that currently have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first. (Creatures with negative hit points count as having 0 hit points.)

Manifesting *microcosm* a second time on an affected creature turns its sensory pathways outward once more. Otherwise, only very potent powers (such as *psychic surgery* or *reality revision*) or similar effects (such as *miracle* or *wish*) can undo the mental cross-wiring that this power brings about.

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

1. For every additional power point you spend, the number of individual and group hit points the power can affect increases by 10.

2. For every 2 additional power points you spend, this power's save DC increases by 1.

Mind Blank, Personal

Telepathy [Mind-Affecting]

Level: Psion/Wilder 7, Psychic Warrior 6, Swamp Lord 7

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: One day

Power Points: 13 (Psion/Wilder, Swamp Lord), 11 (Psychic Warrior)

As *psionic mind blank* (see below), except as noted here.

Mind Blank, Psionic

Telepathy [Mind-Affecting]

Level: Psion/Wilder 8, Telepath 8

Display: Olfactory

Manifesting Time: 1 standard action

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

Target: One creature

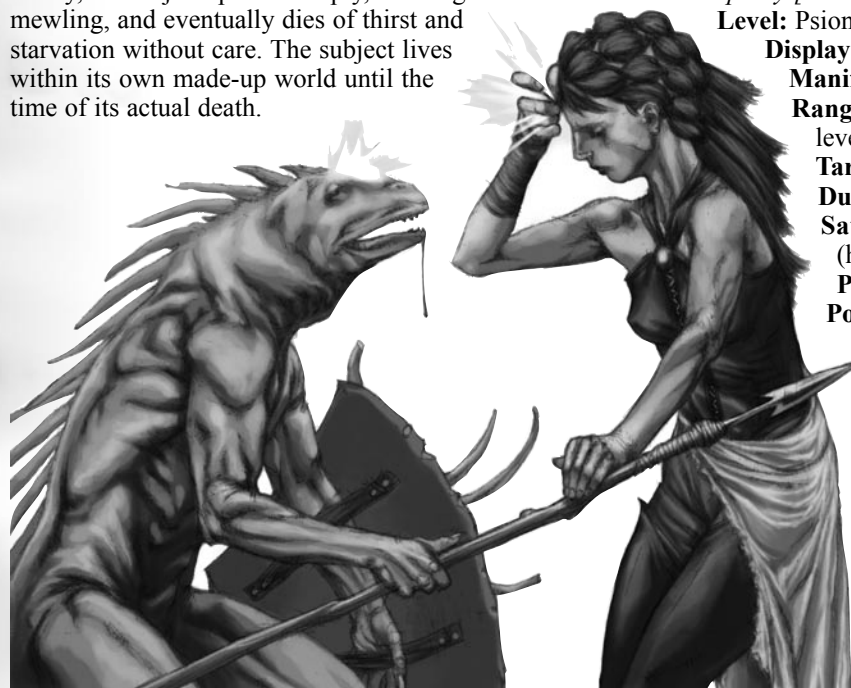
Duration: One day

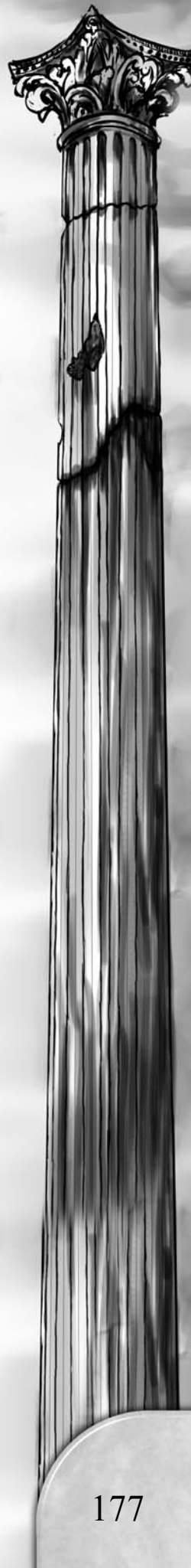
Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 15

The subject is protected from all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against powers with the mind-affecting or scrying descriptors. *Psionic mind blank* even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used in such a way as to affect the subject's mind or to gain





information about it (however, *metafaculty* can pierce the protective quality of *psionic mind blank*). In the case of *remote viewing* or scrying that scans an area the creature is in, the effect works but the creature simply isn't detected. *Remote viewing* (scrying) attempts that are targeted specifically at the subject do not work at all.

Mind Probe

Telepathy (Charm, Preternatural) [Mind-Affecting]

Level: Mist Wanderer 4, Telepath 5

Display: Auditory, material, and visual

Manifesting Time: 1 minute

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 9 (Telepath), 10 (Mist Wanderer)

All of the subject's memories and knowledge are accessible to you from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question and it ends the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and the power ends.

Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Special: A Mist Wanderer may only manifest this power at 20th class level.

Mind Switch

Telepathy [Mind-Affecting]

Level: Telepath 6

Display: Visual

Manifesting Time: 1 round

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

Targets: You and one other creature

Duration: 10 minutes/level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 11, XP

You can attempt to take control of a nearby living 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 manifest 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. The *mind switch* brings about the following changes:

- You gain the type of your assumed body.
- You gain the Strength, Dexterity, and Constitution 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 spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may temporarily be unable to use feats whose requirements you do not meet in your new 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.

XP Cost: 100 XP.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mind Thrust

Telepathy [Mind-Affecting]

Level: Psion/Wilder 1, Adept of Shadows 1

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1.

Mind Trap

Telepathy [Mind-Affecting]

Level: Psion/Wilder 3

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 5

You set up a trap in your mind against psionic intruders. Anyone who attacks you with a telepathy power immediately loses 1d6 power points. This power's effect does not negate the power that is currently being used against you. You can manifest this power instantly, quickly enough to gain its benefit in an emergency. You can use this power even when it is not your turn.

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

Mindlink

Telepathy [Mind-Affecting]

Level: Telepath 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 feet + 5 feet/2 levels); see text

Targets: You and one other willing creature within range that has an Intelligence score of 3 or higher

Duration: 10 minutes/level

Saving Throw: None; see text

Power Resistance: Yes (harmless)

Power Points: 1

You forge a telepathic bond with your target. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

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

1. If you spend 4 additional power points, you can attempt to create a telepathic bond with a creature that is not willing (Will save negates).
2. For every additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Mindlink, Thieving

Telepathy [Mind-Affecting]

Level: Telepath 4

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As *mindlink*, except that if the target is a psionic character or creature that knows powers, you can temporarily borrow a power of your choice (you are aware of what powers the subject knows, up to the highest level of power you can manifest).

Borrowing the subject's power is a separate standard action that provokes an attack of opportunity. If that attack succeeds, the mental communication provided by this power ends immediately. The borrowed power fades from the subject's awareness and appears within your own. You can now spend power points to manifest the borrowed power just as if it were one of your powers known. You maintain knowledge of the borrowed power until the duration of your *thieving mindlink* expires, at which time you lose knowledge of the power and the power reappears in the mind of the subject, no matter how far from you the subject is. Even if the subject is slain, you lose knowledge of the borrowed power when this power's duration expires.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mindwipe

Telepathy [Mind-Affecting]

Level: Psion/Wilder 4

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. For each negative level it gains, a psionic creature loses knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack.

If the subject survives, it loses these two negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

Augment: You can manifest this power in one or both of the following ways:

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every 3 additional power points you spend, this power bestows an additional negative level on the subject.

Minor Creation, Psionic

Metacreativity (Creation)

Level: Shaper 1

Display: Material

Manifesting Time: 1 minute

Range: 0 feet

Effect: Unattended, nonpsionic, nonmagical object of nonliving plant matter, up to 1-cubic-foot/level

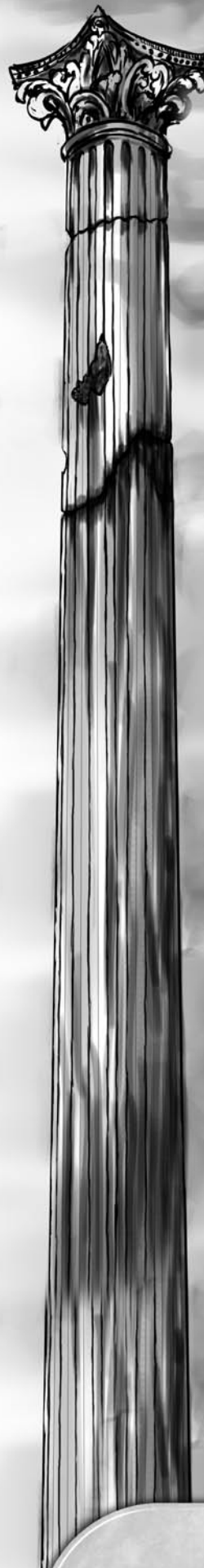
Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

As the *minor creation* spell, except as noted here.

**Missive***Telepathy [Mind-Affecting, Language-Dependent]***Level:** Mist Wanderer 1, Psion/Wilder 1, Adept of Shadows 2**Display:** Mental**Manifesting Time:** 1 standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One creature**Effect:** Mental message delivered to subject**Saving Throw:** Will negates (harmless)**Power Resistance:** Yes**Power Points:** 1 (Mist Wanderer, Psion/Wilder), 3 (Adept of Shadows)

You send a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject “hears” meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power’s range increases by 5 feet.

Missive, Mass*Telepathy [Mind-Affecting, Language-Dependent]***Level:** Psion/Wilder 2**Display:** Mental**Manifesting Time:** 1 standard action**Range:** Long (400 feet + 40 feet/level)**Targets:** All creatures in a 400 feet + 40 feet/level radius centered on you; see text**Effect:** Mental message delivered to subjects**Saving Throw:** Will negates (harmless)**Power Resistance:** Yes (harmless)**Power Points:** 3

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. *Mass missive* is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects “hear” meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power’s range increases by 40 feet.

Modify Memory, Psionic*Telepathy (Compulsion) [Mind-Affecting]***Level:** Telepath 4**Display:** Mental**Manifesting Time:** 1 standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One creature**Duration:** Permanent**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 7

As the *modify memory* spell, except as noted here.

Moment of Prescience, Psionic*Clairsentience***Level:** Psion/Wilder 7**Display:** Visual**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 round/level or until discharged**Power Points:** 13

As the *moment of prescience* spell, except as noted here.

My Light*Psychokinesis [Light]***Level:** Psion/Wilder 1, Psychic Warrior 1**Display:** Auditory and visual**Manifesting Time:** 1 standard action**Range:** Personal**Effect:** 20-foot cone of light emanating from you**Duration:** 10 minutes/level (D)**Power Points:** 1

Your eyes beam forth a 20-foot cone of light. You and other creatures can see normally in the light. If you walk into an area filled with psionic or magical darkness, *my light* goes dark while you stay within that area.

If *my light* is used in conjunction with *enhanced perception*, the cone of light extends out to 40 feet instead of 20 feet.

Augment: If you spend 2 additional power points, you can manifest this power as a swift action.

Null Psionics Field*Psychokinesis***Level:** Kineticist 6**Display:** Auditory and visual**Manifesting Time:** 1 standard action**Range:** 10 feet**Area:** 10-foot-radius emanation centered on you**Duration:** 10 minutes/level (D)**Saving Throw:** None**Power Resistance:** See text**Power Points:** 11

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most psionic effects, including powers, psi-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any psionic items or powers within its confines. A *null psionics field* suppresses any power or psionic effect used within, brought into, or manifested into its area, but does not negate it. Time spent within a *null psionics field* counts against a suppressed effect’s duration.

Astral constructs and summoned creatures wink out if they enter a *null psionics field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the power that is maintaining the construct or summoned creature.

Creation powers with instantaneous durations and calling powers are not affected by a *null psionics field* because the power itself is no longer in effect, only its result.

A normal creature (a normally-encountered construct rather than a created one, for instance) can enter the area, as can normal missiles. Furthermore, while a psionic sword does not function psionically within the area, it is still a sword (and a masterwork sword at that). The power has no effect on golems and

other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned or have a limited duration, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel psionics does not remove the field. Two or more *null psionics fields* sharing any of the same space have no effect on each other. Certain powers may be unaffected by *null psionics field* (see the individual power descriptions). Artifacts and deities are unaffected by mortal power such as this. Should a creature's space extend across the boundary of the area enclosed by the field, any part of the creature that lies outside the effect is unaffected by the field.

Oak Body

Psychometabolism

Level: Psion/Wilder 7, Psychic Warrior 5, Swamp Lord 7

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 13 (Psion/Wilder, Swamp Lord), 9 (Psychic Warrior)

This power transforms your body into living oak, which grants you several advantages.

You gain damage reduction 10/ slashing and a +5 racial bonus to natural armor that overlaps (does not stack with) any natural armor bonus you may already have (although enhancement bonuses to natural armor can still be applied to the new natural armor bonus). You are immune to ability damage, blindness, deafness, critical hits, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You take only half damage from cold effects of all kinds. However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire.

You gain a +4 enhancement bonus to Strength, but you take a -2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions) or play wind instruments. You have an armor check penalty of -4 and an arcane spell failure chance of 25%. Your unarmed attacks deal damage equal to a club sized for you

(1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

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

Object Reading

Clairsentience

Level: Seer 2

Display: Auditory and material

Manifesting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 3

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Minute: Last owner's race.

2nd Minute: Last owner's gender.

3rd Minute: Last owner's age.

4th Minute: Last owner's alignment.

5th Minute: How last owner gained and lost the object.

6th+ Minute: Next-to-last owner's race, and so on.

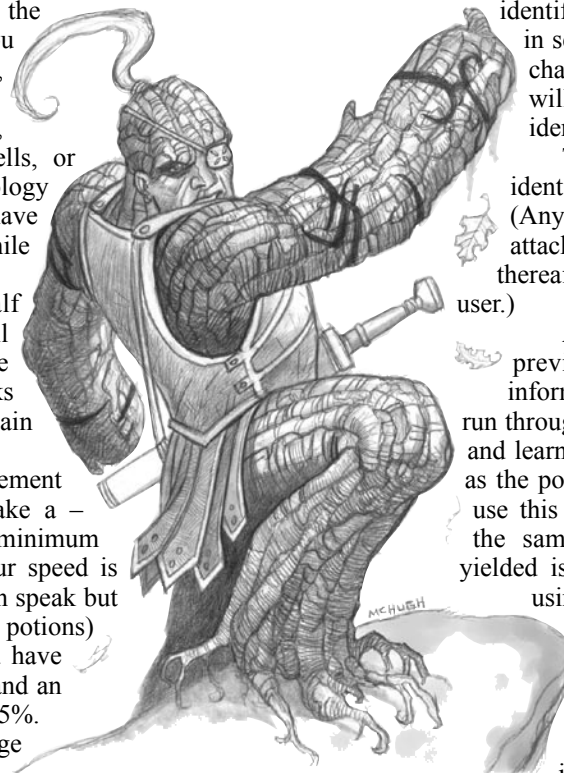
The power always correctly identifies the last owner of the item, and the original owner (if you keep the power active long enough).

There is a 90% chance that this power will successfully identify all other former owners in sequence, but there is a 10% chance that one former owner will be skipped and thus not be identified.

This power will not identify casual users as owners. (Anyone who uses an object to attack someone or something is thereafter not considered a casual user.)

An object without any previous owners reveals no information. You can continue to run through a list of previous owners and learn details about them as long as the power's duration lasts. If you use this power additional times on the same object, the information yielded is the same as if you were using the power on the object for the first time.

Augment: For every additional power point you spend, this power's maximum duration increases by 10 minutes.



**Overland Flight, Psionic***Psychoportation***Level:** Psion/Wilder 6, Swamp Lord 6**Display:** Auditory**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 hour/level (D)**Power Points:** 11As the *overland flight* spell, except as noted here.**Painful Strike***Psychometabolism***Level:** Psychic Warrior 2**Display:** Material and visual**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 round/level**Power Points:** 3

Your natural weapons cause additional pain. Each successful attack you make with a natural weapon deals an extra 1d6 points of nonlethal damage to the target.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

Phase Door, Psionic*Psychoportation***Level:** Psion/Wilder 7, Swamp Lord 7**Display:** Visual**Manifesting Time:** 1 standard action**Range:** 0 feet

Effect: Ethereal 5-foot-by-8-foot opening, 10 feet deep + 5 feet deep per three levels

Duration: One usage per two levels**Saving Throw:** None**Power Resistance:** No**Power Points:** 13

As the *phase door* spell, except as noted here. This power is subject to *dispel psionics*.

Plane Shift, Psionic*Psychoportation***Level:** Psion/Wilder 5**Display:** Visual**Manifesting Time:** 1 standard action**Range:** Touch

Targets: Willing creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous**Power Points:** 9

As the *plane shift* spell, except as noted here.

In Living Arcanis, this power is restricted and may not be learned or used without campaign documentation; documentation that allows access to the *plane shift* spell is also considered to grant access to this power.

Power Leech*Telepathy (Compulsion) [Mind-Affecting]***Level:** Mist Wanderer 4, Psion/Wilder 4, Swamp Lord 4**Display:** Visual; see text**Manifesting Time:** 1 standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** Any psionic creature**Duration:** Concentration, up to 1 round/level; see text**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 7

Your brow erupts with an arc of crackling dark energy that connects with your foe, draining it of 1d6 power points and adding 1 of those points to your reserve (unless that gain would cause you to exceed your maximum).

The drain continues in each round you maintain concentration while the subject of the drain remains in range. If the subject is drained to 0 power points, this power ends.

Concentrating to maintain *power leech* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

Power Resistance*Clairsentience***Level:** Psion/Wilder 5, Swamp Lord 5**Display:** Material and visual**Manifesting Time:** 1 standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 minute/level**Saving Throw:** Will negates (harmless)**Power Resistance:** Yes (harmless)**Power Points:** 9

The creature gains power resistance equal to 12 + your manifester level.

Precognition*Clairsentience***Level:** Seer 1**Display:** Visual**Manifesting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level**Power Points:** 1

Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power. In practice, manifesting this power grants you a "precognitive edge." Normally, you can have only a single precognitive edge at one time. You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.

You can use your precognitive edge in a variety of ways. Essentially, the edge translates into a +2 insight bonus that you can apply at any time to either an attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

Precognition, Defensive

Clairsentience

Level: Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Adept of Shadows 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows.

You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

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

1. For every 4 additional power points you spend, the insight bonus gained increases by 1 (maximum +5).
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Precognition, Greater

Clairsentience

Level: Seer 6

Display: Auditory and visual

Manifesting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 11

As *precognition*, except as noted here.

You gain a +4 insight bonus instead of a +2 bonus.

Precognition, Offensive

Clairsentience

Level: Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Adept of Shadows 1

Display: Material and visual

Manifesting Time: 1 standard action; see text

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +1 insight bonus on your attack rolls.

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

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1 (maximum +5).
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prescience, Offensive

Clairsentience

Level: Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1, Adept of Shadows 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. You gain a +2 insight bonus on your damage rolls.

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

1. For every 3 additional power points you spend, the insight bonus gained on your damage rolls increases by 1 (maximum +5).
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prevenom

Psychometabolism (Creation)

Level: Psychic Warrior 1

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level or until discharged

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 2 points of Constitution damage. A target struck by the poison can make a Fortitude save (DC 10 + 1/2 your manifester level + your key ability modifier) to negate the damage.

Augment: For every 6 additional power points you spend, this power's Constitution damage increases by 2 points.

Prevenom Weapon

Psychometabolism (Creation)

Level: Psychic Warrior 1

Range: Touch

Target: Weapon touched

Power Points: 1

As *prevenom*, except your weapon gains the poison coating as long as it remains in your grip.

Prowess

Clairsentience

Level: Psychic Warrior 2, Rhi'zen 2

Display: Mental

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

If an enemy provokes an attack of opportunity from you, you can make the attack even if you've already taken your allotted number of attacks of opportunity this round (usually one).



You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round. If you manifest this power more than once per minute, you become fatigued for one minute after the second manifesting is complete (after the attack of opportunity has resolved).

Psionic Blast

Telepathy [Mind-Affecting]

Level: Mist Wanderer 3, Psion/Wilder 3, Swamp Lord 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 30 feet

Area: 30-foot cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. *Psionic blast* stuns all affected creatures for 1 round.

Augment: For every 2 additional power points you spend, the duration of the stun effect increases by 1 round.

Psionic Pounce

Psychometabolism

Level: Psychic Warrior 2, Rhi'zen 2

Display: Mental

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You gain the powerful charging ability of a lion. When you charge, you may make one iterative attack in addition to the normal attack you receive for charging. Individuals who use more than one weapon may substitute an off-hand or natural attack in place of the iterative attack. This power does not grant attacks beyond what a full-attack normally grants; thus if your full attack only normally grants one attack, this power has no effect.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power as you charge. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

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

1. Each additional power point you spend while manifesting this power, grants a +1 circumstance bonus to damage to all attacks you make during the charge (maximum +10).
2. Each 4 additional power points you spend grant an additional iterative, off-hand or natural attack during the charge.

Psionic Lock

Psychoportation

Level: Psion/Wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: Touch

Target: Door, chest, or portal touched, up to 30-square-foot/level in size

Duration: Permanent

Saving Throw: None

Power Resistance: No

Power Points: 3

A *psionic lock* manifested upon a door, chest, or portal psionically locks it. You can freely pass your own lock without affecting it; otherwise, a door or object secured with *psionic lock* can be opened only by breaking in or by a successful *dispel psionics* effect. Add +10 to the normal DC to break open a door or portal affected by this power.

Psionic Repair Damage

Metacreativity

Level: Shaper 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

When laying your hands upon a construct that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken. The power repairs 3d8 points of damage +1 point per manifester level. Constructs that are immune to psionics or magic cannot be repaired in this fashion.

Augment: For every 2 additional power points you spend, this power repairs an additional 1d8 points of damage.

Psionic Scent

Psychometabolism

Level: Psychic Warrior 2

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

You gain an enhanced sense of smell, equivalent to the scent ability of some monsters. This ability allows you to detect approaching enemies, sniff out hidden foes, and track by sense of smell. With the scent ability, you can identify familiar odors just as humanoids do familiar sights.

You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal range.

When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location. If you have the Track feat, you can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. If you are tracking with *psionic scent*, you ignore the effects of surface conditions and poor visibility.

Psychic Surgery

Telepathy [Mind-Affecting]

Level: Telepath 9

Display: Auditory, mental, and visual

Manifesting Time: 10 minutes

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 17

You can repair psychic damage to another creature when you manifest this power. You can remove any compulsions and charms affecting the subject. In fact, you can remove any instantaneous or permanent effect caused by a psychic power with *psychic surgery*. Unlike with *aura alteration*, these effects end or are negated as soon as this power is manifested, with no need for another saving throw.

You can remove all negative levels affecting the subject, regardless of how it lost those levels, restoring it to the highest level it had previously attained. Also, you can restore levels lost to energy drain or a similar effect if the level drain occurred within a number of hours equal to your manifester level.

You can also remove all psionic effects penalizing the subject's ability scores, heal all ability damage, and remove any ability drain affecting the subject. *Psychic surgery* negates all forms of insanity, confusion, the effect of such powers as *microcosm*, and so on, but it does not restore levels or Constitution points lost due to death.

Psychic Crush

Telepathy [Death, Mind-Affecting]

Level: Psion/Wilder 5

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Psychic Vampire

Psychometabolism

Level: Egoist 4, Psychic Warrior 4, Adept of Shadows 4

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

This power shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's power.

If you manifest this power to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 power points from your foe for every manifester level you have. The drained points simply dissipate. Your touch attack, charged with psionic power, is treated as an armed attack.

If you manifest this power to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the power's benefit.

Against a psionic being that has no power points or a nonpsionic foe, your attack instead deals 2 points of Intelligence, Wisdom, or Charisma damage (your choice); the victim still receives a Fortitude save to negate the damage.

Psychofeedback

Psychometabolism

Level: Egoist 5, Psychic Warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 9

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. All score decreases are treated as a special form of ability damage, called ability burn, which cannot be magically or psionically healed—it goes away only through natural healing.

You can boost your Strength, Dexterity, or Constitution score by an amount equal to your manifester level (or any lesser amount), assuming you can afford to burn your other ability scores to such an extent.

The total increase must be exactly equaled by decreases to any combination of your other ability scores; you cannot apply the decrease to an ability score that has reached 1, or an ability score that you do not have (such as Constitution if you are undead).

When the duration of this power expires, your ability boost also ends, but your ability burn remains until it is healed naturally.

Pyroplasmic Aura

Metacreativity [Fire]

Level: Shaper 2, Psion/Wilder 3, Psychic Warrior 3

Display: Visual

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: No

Power Resistance: No

Power Points: 3 (Shaper), 5 (Psion/Wilder, Psychic Warrior)

You craft an unstable ectoplasm bubble filled with super-heated air. This bubble wraps around your form and is visible as a pale-orange glow.

The bubble as a whole grants you a +2 deflection bonus to Armor Class; however, if the bubble is violated by a foreign substance, it erupts into a blast of fire at the point of contact.

Any creature striking you with a natural weapon or a handheld manufactured weapon without reach suffers 1d6 points of fire damage plus 1 point per 3 manifester levels you have.

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

1. For every 5 additional power points you spend, granted deflection bonus increases by 1.
2. For every 2 additional power points you spend, this deals an extra 1d6 fire damage whenever you are struck, as described (maximum 6d6+6 damage).

Quintessence

Metacreativity (Creation)

Level: Shaper 4

Display: Material; see text

Manifesting Time: 1 round

Range: 0 feet

Effect: 1-inch-diameter dollop of quintessence; see text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only

partial contact with quintessence is also partially pulled out of the time stream (the manifester is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact). However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder psionic activity within a 5-foot radius of the accumulation: Powers require twice as many power points to manifest, unless the manifester makes a successful Will save each time he or she attempts to manifest a power. Also in these circumstances, manifesting a psi-like ability that is usable at will is a full-round action rather than a standard action.

In Living Arcanis, you cannot use or manifest this power without campaign documentation.

Raise Dead, Psionic

Psychometabolism

Level: Egoist 5, Psion/Wilder 6

Display: Visual, Material

Manifesting Time: 1 minute

Range: Touch

Targets: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Power Resistance: Yes (harmless)

Power Points: 9 (Egoist), 11 (Psion/Wilder)

As the *raise dead* spell, except as noted here. You must burn 5,000 gp worth of incense while manifesting this power, in lieu of the 5,000 gp diamond material component.

Read Thoughts

Telepathy [Mind-Affecting]

Level: Telepath 2

Display: Mental

Manifesting Time: 1 standard action

Range: 60 feet

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.



Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the power ends. This power does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power 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.

Reality Revision

Clairsentience

Level: Psion/Wilder 9

Saving Throw: See text

Power Resistance: See text

Power Points: 17, XP

As *bend reality*, but with more far-reaching effects. A *reality revision* can produce any one of the following effects:

- Duplicate any psion power of 8th level or lower, provided the power is not prohibited to you.
- Duplicate any other power (but not a spell) of 6th level or lower, such as a Psychic Warrior power.
- Duplicate any psion power of 7th level or lower even if it's a power prohibited to you.
- Undo the harmful effects of many other powers, such as *microcosm*, *geas/quest*, or *insanity*.
- Create a nonpsionic item of up to 25,000 gp in value.
- Create a psionic item, or add to the powers of an existing psionic item (see XP cost below).
- Grant a creature a +1 inherent bonus to an ability score. Two to five *reality revisions* manifested in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score. Inherent bonuses are instantaneous, so they cannot be negated or dispelled. An inherent bonus cannot exceed +5 for a single ability score. Inherent bonuses to a particular ability score do not stack; only the best one applies.
- Remove injuries and afflictions. A single *reality revision* can aid one creature per manifester level, and all subjects are cured of the same kind of affliction. *Reality revision* cannot restore the experience point loss from manifesting a power or casting a spell, or the level or Constitution loss from being returned to life by those effects that reduce level or Constitution.
- Revive the dead. *Reality revision* can bring a dead creature back to life by duplicating a *resurrection* spell. This power can revive a dead creature whose body has been destroyed, but the task takes two manifestations of *reality revision*: one to recreate the body and another to infuse the body with life again. *Reality revision* cannot prevent a character that is brought back to life from losing a level.
- Transport travelers. This power can lift one creature per manifester level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

- Undo misfortune. *Reality revision* can undo a single recent event. Manifesting the power forces a reroll of any roll made within the last round (including your last turn). *Reality* reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

You can try to use *reality revision* to produce more powerful effects than these, but doing so is dangerous. The manifestation may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.

Duplicated powers allow saves and power resistance as normal (but save DCs are calculated as though the power is 9th level).

XP Cost: The minimum XP cost for manifesting *reality revision* is 5,000 XP.

When a manifestation duplicates a power that has an XP cost, you must pay 5,000 XP or that cost, whichever is greater. When a manifestation creates or improves a psionic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

In Living Arcanis, you may not use or manifest this power without campaign documentation; documentation that grants access to the *wish* or *miracle* spells also applies to the *reality revision* power.

Recall Agony

Clairsentience [Mind-Affecting]

Level: Psion/Wilder 2, Swamp Lord 2, Adept of Shadows 2

Display: Material

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 2d6 points of damage as the past (or future) impinges briefly on the present.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.

Recall Death

Clairsentience [Death, Mind-Affecting]

Level: Psion/Wilder 8

Saving Throw: Will partial; see text

Power Points: 15

As *recall agony*, except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save, it dies. If the save succeeds, the target instead takes 5d6 points of damage.

Augment: For each additional power point you spend, the damage this power deals is increased by 2d6.

Reddopsi

Psychokinesis

Level: Kineticist 7

Display: Auditory, mental, and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 13

When you manifest *reddopsi*, powers targeted against you rebound to affect the original manifester. This effect reverses powers that have only you as a target (except *dispel psionics* and similar powers or effects). Powers that affect an area and those that produce effects can't be reversed.

Reddopsi also can't reverse any power with a range of touch.

Should you rebound a power back against a manifester who also is protected by *reddopsi*, the power rebounds once more upon you. If such a thing occurs, you are affected normally by the double-reflected power.

Remote View Trap

Clairsentience [Electricity]

Level: Psion/Wilder 6, Swamp Lord 6

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours + 1 hour/level

Saving Throw: Will half; see text

Power Resistance: No

Power Points: 11

When others use *clairvoyant sense*, *remote viewing*, or other means of scrying you from afar, your prepared trap gives them a nasty surprise. If the scryer fails its saving throw, you are undetected. Moreover, the would-be observer takes 8d6 points of electricity damage. If the scryer makes its saving throw, it takes only 4d6 points of electricity damage and is able to observe you normally. Either way, you are aware of the attempt to view you, but not of the viewer or the viewer's location. It is possible that you might recognize the quasi-real viewpoint of someone using the *remote viewing* power if you could pierce its *invisibility* (which is true for *remote viewing* whether or not you use this power).

Remote Viewing

Clairsentience (Scrying; see text)

Level: Seer 4

Display: Mental

Manifesting Time: 1 hour

Range: See text

Effect: Quasi-real viewpoint

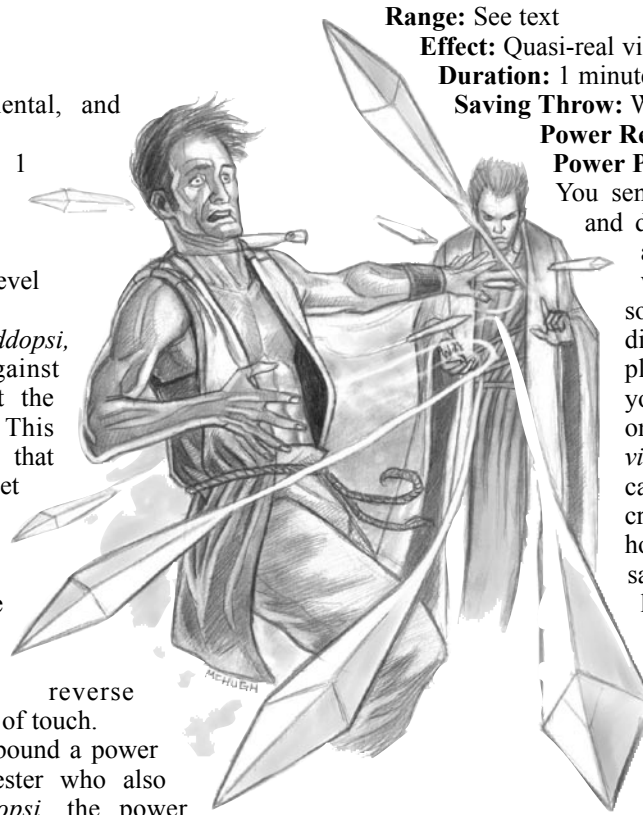
Duration: 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7, XP

You send your mind across space and dimensions, forming it into a quasi-real viewpoint from which you can see and hear some creature located at any distance from you, even if planar boundaries separate you. If the subject succeeds on a Will save, the *remote viewing* attempt fails, and you can't attempt to view that creature again for at least 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.



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

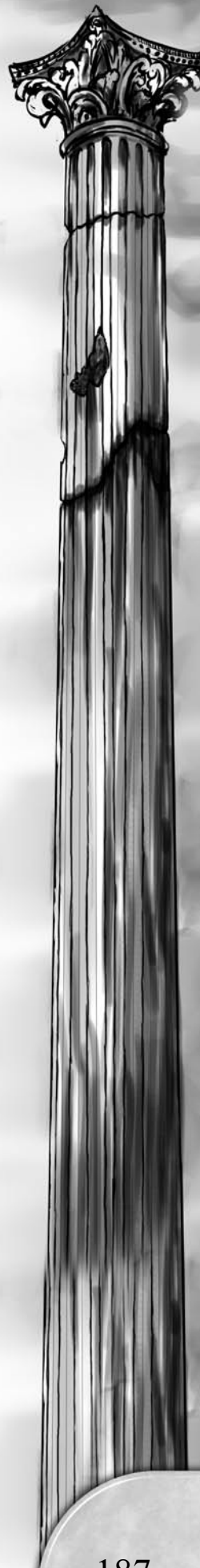
*You must have some sort of connection to a creature you have no knowledge of.

Connection

	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10
Subject on another plane	+5

If the subject fails its Will save, your mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings (up to 30 feet in all directions away from the subject).

While the *remote viewing* lasts, your real body remains unmoving and unaware of your actual surroundings. On the other hand, your quasi-real viewpoint is treated in some ways as if it were an invisible *ectoplasmic form* of yourself, except as follows. This power is of the Scrying subdiscipline, but use the following information in place of the standard scrying sensor. As a quasi-real viewpoint, you can speak (though your voice is whispery).



You may potentially be sensed by the subject of your viewing (subjects who can see or sense invisible or hidden creatures automatically sense you; otherwise you make a Hide check with a +40 bonus to escape detection if immobile, or a +20 bonus if moving). You could be attacked (although if you become subject to *dispel psionics*, the *remote viewing* simply ends). If the subject moves, you can attempt to follow it at a speed of 20 feet, though if it gets farther than 30 feet from you (or you move farther than 30 feet from it), the power ends.

You can attempt to manifest one power through your quasi-real viewpoint, but you must make a Concentration check (DC 20 + level of the power you wish to manifest) to succeed. Manifesting (or attempting and failing to manifest) a power immediately ends the *remote viewing*.

Furthermore, all powers from your quasi-real viewpoint cost twice the usual number of power points (you can't exceed the power point limit set by your manifester level, so you are restricted to manifesting lower-level powers than you otherwise could). Power points you spend as a quasi-real viewpoint are drained from your real body.

XP Cost: 20 XP.

Restoration, Psionic

Psychometabolism (Healing)

Level: Egoist 6

Display: Material

Manifesting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 11

This power cures all ability damage, and it restores all points drained from a single ability score (your choice if more than one score is drained). It also eliminates any fatigue or exhaustion suffered by the target. *Restoration* does not restore levels or Constitution points lost due to death.

Restoration can remove negative levels. It can also restore one level to a creature that has had a level drained, if the number of days since the creature lost the level is equal to or less than your manifester level. In such a case, *restoration* brings the creature up to the minimum number of experience points necessary to advance it to the next higher level, gaining it an additional Hit Die and level benefits accordingly.

Restore Extremity

Psychometabolism (Healing)

Level: Egoist 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg, or even its head. This power does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity need not be present when this power is manifested; a new extremity is created by the power. If a head is restored to a body, the original head (if not already destroyed) loses all spark of identity, and can be considered so much dead tissue.

Retrieve

Psychoporation (Teleportation)

Level: Psion/Wilder 6

Display: Visual

Manifesting Time: 1 standard action

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

Target: One object you can hold or carry in one hand, weighing up to 10 lbs./level

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 11

You automatically teleport an item you can see within range directly to your hand. If the object is in the possession of an opponent, it comes to your hand if your opponent fails a Will save.

Augment: For every additional power point you spend, the weight limit of the target increases by 10 pounds.

Second Chance

Clairsentience

Level: Seer 5

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Power Points: 9

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check each round. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll. You must choose whether to make use of the reroll or not before you know the outcome of your roll.

Sense Link

Telepathy [Mind-Affecting]

Level: Mist Wanderer 1, Psion/Wilder 1, Swamp Lord 1, Adept of Shadows 1

Display: Visual

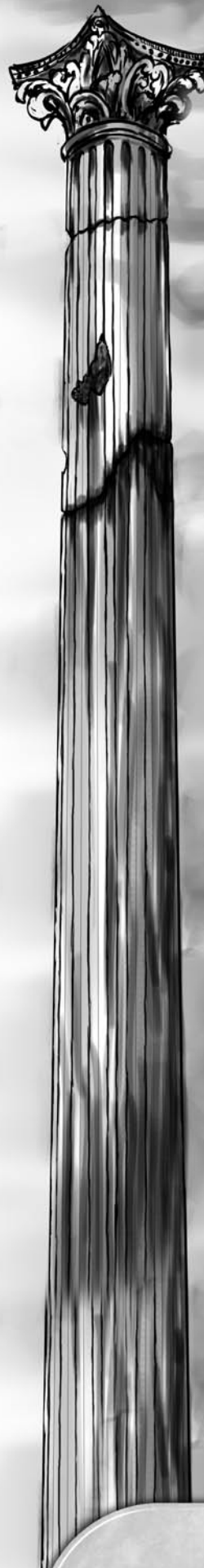
Manifesting Time: 1 standard action

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

Target: One willing creature

Duration: Concentration, up to 1 minute/level

Power Points: 1



You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation.

You make any skill checks involving senses, such as Spot or Listen, as the subject, and only within the subject's field of view. You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Once *sense link* is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power.

The strength of the subject's linked sense could be enhanced by other powers or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked vision). If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power's duration lasts.

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

1. If you spend 2 additional power points, you can have the subject perceive one of your senses instead of the other way around.
2. If you spend 4 additional power points, you can link to a second sense of the same subject.

Sense Link, Forced

Telepathy [Mind-Affecting]

Level: Mist Wanderer 2, Psion/Wilder 2, Adept of Shadows 2

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As *sense link*, except you can use this power on any creature (willing or unwilling), and this power can't be augmented.

Sensitivity to Psychic Impressions

Clairsentience

Level: Seer 2

Display: Auditory and material

Manifesting Time: 1 hour

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

Area: Spread with a radius of 25 feet + 5 feet/2 levels, centered on you

Duration: Concentration, up to 10 minutes/level

Saving Throw: None

Power Resistance: No

Power Points: 3

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one

emotion dominates. Everyday occurrences leave no residue for a manifester to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration, if any such events exist to be sensed. Your sensitivity extends into the past a maximum number of years equal to 100 x your manifester level.

Sequester, Psionic

Clairsentience

Level: Psion/Wilder 7

Display: None

Manifesting Time: 1 standard action

Range: Touch

Target: One willing creature or one object (up to a 2-foot cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object)

Power Resistance: No or Yes (object)

Power Points: 13, XP

As the *sequester* spell, except as noted here.

XP Cost: 75 XP.

Shadow Body

Psychometabolism

Level: Psion/Wilder 8

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 15

Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.

You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

Your space does not change, so you cannot move into locations you would not normally be able to move into.

While in your *shadow body*, you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to extra damage from critical hits, ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this power, you can be detected by powers that read thoughts, life, or presences (including *true seeing*), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your powers normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Hide check to remain unnoticed.

Shadow Delving

Clairsentience

Level: Psion/Wilder 6, Swamp Lord 6, Adept of Shadows 4

Display: Mental

Manifesting Time: See text

Range: Personal

Targets: You

Duration: See text

Power Points: 11 (Psion/Wilder, Swamp Lord), 9 (val'Borda)

As the *legend lore* spell, except as noted here.

Share Pain

Psychometabolism

Level: Psion/Wilder 2

Display: Material and mental

Manifesting Time: 1 standard action

Range: Touch

Targets: You and one willing creature, or two willing creatures; see text

Duration: 1 hour/level (D)

Power Points: 3

This power creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder. The amount of damage not taken by you is taken by the subject. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

You can manifest this power on two willing subjects, one of which you designate to share its damage with the other.

Share Pain, Forced

Psychometabolism

Level: Psion/Wilder 3

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 5

As *share pain*, except as noted here.

You attempt to force the sharing of your wounds with an unwilling creature, and for less time. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Shatter Mind Blank

Telepathy

Level: Psion/Wilder 5, Swamp Lord 5, Adept of Shadows 5

Display: Olfactory

Manifesting Time: 1 standard action

Range: 30 feet

Area: 30-foot-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

This power can negate a *psionic mind blank* or a *personal mind blank* affecting the target. If the target fails its save and does not overcome your attempt with its power resistance, you can shatter the mind blank by making a successful check (1d20 + your manifester level, maximum +20) against a DC equal to 11 + the manifester level of the creator of the *mind blank* effect. If you succeed, the *psionic mind blank* or *personal mind blank* ends, allowing you to affect the target thereafter with mind-affecting powers.

Shred the Planes

Psychoportation (Preternatural) [Entropic]

Level: Psion/Wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: Touch and 20-foot radius blast

Targets: Willing creature touched, or up to eight willing creatures joining hands; All creatures within the burst radius

Duration: Instantaneous

Saving Throw: None and Fortitude half

Power Resistance: No and Yes

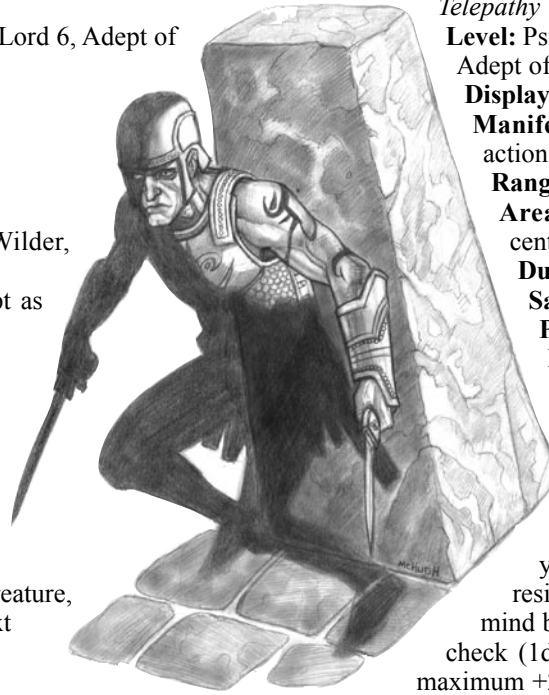
Power Points: 13

As the *psionic plane shift* power, except as noted here. Immediately after the *plane shifting* targets have departed, unleashes a chaotic blast of entropic energy from beyond the planes into the area where the caster once was. All creatures within a 20-foot-radius blast of where the caster was standing suffer 8d6 entropic damage, with a Fortitude save for half damage.

The damage portion of this spell is subject to power resistance.

In Living Arcanis, this power is restricted and may not be learned or used without campaign documentation.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.



**Skate***Psychoportation*

Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Rhi'zen 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal or touch; see text

Target: You or one willing creature or one unattended object (total weight up to 100 lbs./level); see text

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 1

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you manifest *skate* on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.) As with any effect that increases speed, this power affects the subject's maximum jumping distance.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you manifest *skate* on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

Solicit Psicrystal*Telepathy*

Level: Psion/Wilder 3

Display: Auditory

Manifesting Time: 1 swift action

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

Target: Your psicrystal

Duration: 1 round/level (D)

Saving Throw: No

Power Resistance: No

Power Points: 5

Your psicrystal takes over the responsibility of maintaining concentration on any single power you have manifested and are concentrating on. While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal (since it is spending its standard action maintaining the power). When the duration of *solicit psicrystal* expires, the power you transferred to the psicrystal ends (even if this would mean that the power ends earlier than normal). If necessary, the psicrystal makes Concentration checks using your Concentration modifier.

You must maintain line of effect to your psicrystal, and your psicrystal must maintain line of effect to the power upon which it is manifesting, or the power fails.

You can manifest this power (and transfer the responsibility) with an instant thought, quickly enough to gain the benefit of the power before you take any

other actions in a round. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every additional power point you spend, this power's maximum duration increases by 1 round.

Spell Flay*Telepathy [Mind-Affecting]*

Level: Psion/Wilder 5

Display: Mental

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 9

An invisible ray springs forth from the caster's mind attacking the victim's ability to cast spells. The manifestation of this power sounds like the tearing of metal inside the minds of all within 30 feet of either the manifester or the target.

The manifester must succeed on a ranged touch attack against the target, otherwise the ray has missed. If the attack succeeds, the target loses 2d4+2 spell slots; a successful Will save reduces the number of lost spell slots by one-half. Treat these lost spell slots identically to spell slots lost to negative levels. The *deathward* spell and other effects that protect against negative levels, also protect against this power.

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

1. For every 4 additional power points you spend, increase the lost spell slots by 1d4+1.
2. For every 2 additional power points you spend, increase this power's save DC by 1.

Sprint*Psychometabolism*

Level: Egoist 3, Psychic Warrior 2, Rhi'zen 3

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: Fortitude negates (harmless)

Power Resistance: No

Power Points: 5 (Egoist, Rhi'zen), 3 (Psychic Warrior)

With the merest thought you accelerate yourself to incredible speeds. You gain a +50 foot enhancement bonus to your land speed for 1 round.

Manifesting this power is a swift action, like manifesting a quickened power, and it counts towards the normal limit of one quickened power per round. You cannot manifest this power when it is not your turn.

Augment: This power can be augmented in one or more of the following means:

1. For every additional 3 power points you spend while manifesting this power, its duration is increased by 1 round.
2. For every 3 additional power points you spend while manifesting this power, the enhancement bonus it provides is increased by +10 feet.
3. If you spend 10 additional power points, then you do not gain the above enhancement bonus; instead you gain one additional move action during the current round. This move action provokes attacks of opportunity as would a normal move action (depending of course on the action you take). This specific use of the power does not have a duration; once you have used the move action, the power's effect is over.

Steadfast Perception

Clairsentience

Level: Psychic Warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 7

Your vision cannot be distracted or misled, granting you immunity to all figments and glamers (such as *invisibility*). Moreover, your Spot and Search checks receive a +6 enhancement bonus for the duration of this power. This power also grants you another saving throw against someone using *false sensory input* on you, but you must realize that that power has been used in order to know enough to manifest *steadfast perception*.

Stomp

Psychokinesis

Level: Psychic Warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 20 feet

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the power's area. Creatures that fail their saves are thrown to the ground, become prone, and take 1d4 points of nonlethal damage. Creatures that are unusually stable receive their stability bonuses as a bonus to the saving throw; similarly, creatures with more

than two legs gain a +4 bonus to the saving throw of this power.

Augment: For every additional power point you spend, this power's nonlethal damage increases by 1d4 points.

Strength of my Enemy

Psychometabolism

Level: Psychic Warrior 2

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 3

You gain the ability to siphon away your enemy's strength for your own use. One of your natural or manufactured weapons becomes the instrument of your desire, and deals 1 point of Strength damage on each successful hit. You gain that point of Strength as an enhancement bonus to your Strength score. Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +4), and you gain only the highest total.

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

1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2. The highest maximum enhancement bonus, even with augmentation, that you can gain is +10.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Strength Leech

Psychometabolism

Level: Psion/Wilder 1

Display: Visual

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

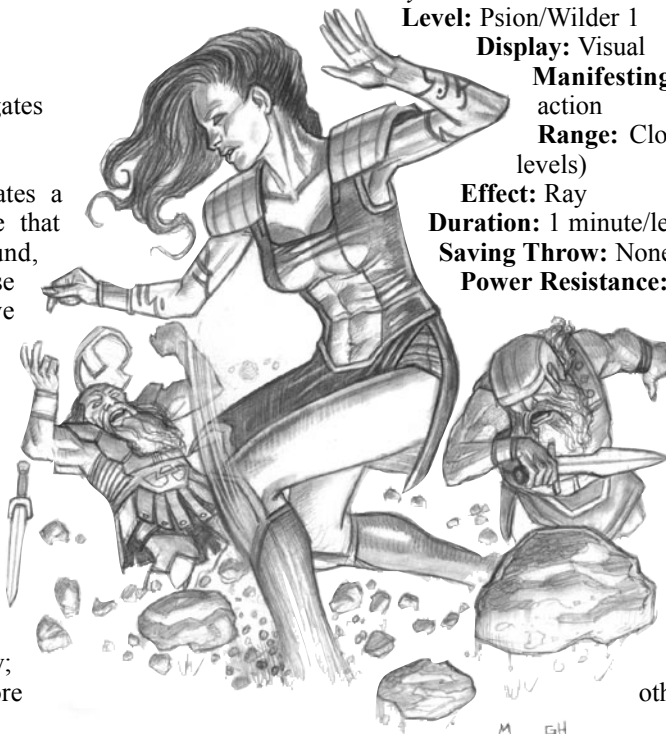
Saving Throw: None

Power Resistance: Yes

Power Points: 1

As the *ray of enfeeblement* spell, except as noted here.

Augment: For every 6 extra power points you spend, you may target one additional creature with a second ray; all targets must be within 15 feet of all other targets.



**Suggestion, Psionic**

Telepathy (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Telepath 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As the *suggestion* spell, except as noted here.

Augment: For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Sustenance

Psychometabolism

Level: Mist Wanderer 2, Psion/Wilder 2, Psychic Warrior 2, Swamp Lord 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You can go without food and water for one day. Each time you manifest this power, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that time.

Swarm of Crystals

Metacreativity (Creation)

Level: Psion/Wilder 2, Swamp Lord 2

Display: Material

Manifesting Time: 1 standard action

Range: 15 feet

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

Thousands of tiny crystal shards spray forth in an arc from your hand. These razor-like crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d4 points (maximum 10d4).

Synaptic Shock

Psychokinesis (Preternatural) [Electricity]

Level: Psion/Wilder 5

Display: Material

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous; see text

Saving Throw: Fortitude partial; see text

Power Resistance: Yes

Power Points: 9

As the *minor synaptic shock* power, except as noted here.

The initial damage dealt by the shock is 10d4 damage. The secondary damage effect now deals 1d6 nonlethal each round, and a failed save at the end kills the creature. The secondary portion of this power is a death effect.

Synaptic Shock, Mass

Psychokinesis (Preternatural) [Electricity]

Level: Psion/Wilder 9

Display: Material

Manifesting Time: 1 standard action

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

Target: All creatures in a 20-foot radius burst

Duration: Instantaneous; see text

Saving Throw: Fortitude partial; see text

Power Resistance: Yes

Power Points: 9

As the *synaptic shock* power, except as noted here.

Synaptic Shock, Minor

Psychokinesis (Preternatural) [Electricity]

Level: Psion/Wilder 3

Display: Material

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous; see text

Saving Throw: Fortitude partial; see text

Power Resistance: Yes

Power Points: 5

The affected creature's nervous system is loaded with a surcharge of electricity, causing its muscles to twitch uncontrollably dealing the target 5d4 points of damage; a successful Fortitude save halves this damage. If the creature is holding anything at the time it is struck, it must make a Reflex save for each held item or drop it.

If the creature fails the initial Fortitude save then for the next 1d4 rounds, the creature continues to take 1d4 nonlethal damage each round. At the end of this period, the creature must make another Fortitude save (DC 10 + the total unhealed nonlethal damage dealt by this power) or fall unconscious for 2d2 rounds.

The power has no effect on constructs, oozes, plants, outsiders, or undead. The duration of the secondary effect of this power cannot be affected by feats or other abilities that tamper with the effects of powers.

Synesthete

Psychometabolism

Level: Psion/Wilder 1, Psychic Warrior 1, Swamp Lord 1

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

You receive one kind of sensory input when a different sense is stimulated. In particular, you can either feel light or feel sound. You can shift your stimulated sense between these two options once per round as a swift action. Your senses continue to work normally as well, unless they are impaired for some reason.

Your face must be uncovered to use this power, because it is the skin of your face that acts as the sensory receiver.

If you are feeling light by absorbing ambient light onto your skin, you have your normal visual abilities (except for darkvision), even if your eyes are closed or you are blinded. If your eyes are working normally, you gain a +4 circumstance bonus on all Spot and Search checks. While feeling light, you are immune to gaze attacks if your eyes are closed (or you are blind).

If you are feeling sound by absorbing sound onto your skin and your ears are working normally, the expanded audio input provides you with a +4 circumstance bonus on Listen checks.

Psionic or magical displacement effects, invisibility effects, illusions, and other similar effects confuse your *synesthete* senses just as they would your normal senses.

You can also use this power to see sound if you are deafened, or hear light if you are blinded, thus removing all penalties associated with either condition (though you gain no bonuses for using the power in this way if you are not deafened or blinded).

Telekinetic Force

Psychokinesis [Force]

Level: Psion/Wilder 3

Display: Visual

Manifesting Time: 1 standard action

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

Target: One object at a time

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates (object); see text

Power Resistance: Yes (object)

Power Points: 5

You move an object by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 250 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with power resistance. The weight can be moved across the ground or through the air. This power ends if the object is forced out of range. If you cease concentration, the object falls or stops.

You can drop a weight and pick up another during the power's duration, as long as you don't stop concentrating on maintaining the power. An object can be telekinetically manipulated as if you were moving it with one hand.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier.

Augment: For every additional power point you spend, the weight limit of the target increases by 25 pounds.

Telekinetic Maneuver

Psychokinesis [Force]

Level: Psion/Wilder 4, Swamp Lord 4

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 7

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity; you use your manifester level in place of your base attack bonus (for disarm and grapple attempts), you use your Intelligence modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as normally allowed on disarm or trip attempts). No save is allowed against these attempts, but power resistance applies normally.

Telekinetic Sphere, Psionic

Psychokinesis [Force]

Level: Kineticist 8

Display: Material

Manifesting Time: 1 standard action

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

Effect: 1-foot-diameter/level sphere, centered around creatures or objects

Duration: 1 minute/level (D)

Saving Throw: Reflex negates (object)

Power Resistance: Yes (object)

Power Points: 15

As the *telekinetic sphere* spell, except as noted here.

Telekinetic Thrust

Psychokinesis

Level: Psion/Wilder 3, Swamp Lord 3

Display: Visual

Manifesting Time: 1 standard action

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

Target or Targets: One or more objects or creatures with a total weight of 250 lbs. or less

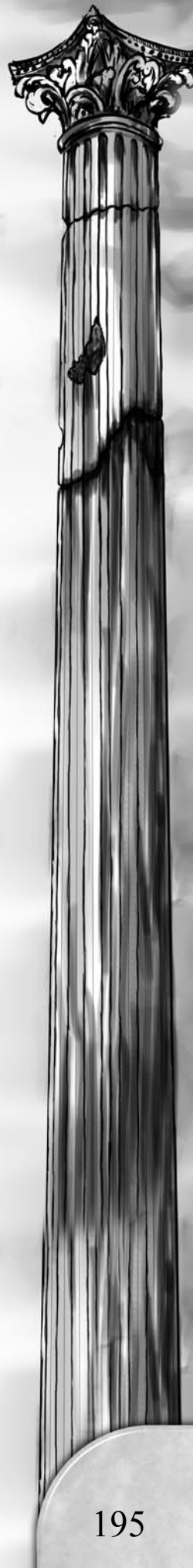
Duration: Instantaneous

Saving Throw: Will negates or Will negates (object); see text

Power Resistance: Yes or Yes (object); see text

Power Points: 5

You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes—or simply by hurling your foe! You can hurl one object or creature per manifester level (maximum fifteen separate targets), as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level.



You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your Intelligence modifier to the attack roll instead of your Dexterity modifier. Hurling weapons deal their standard damage (your Strength bonus does not apply; arrows or bolts deal damage as daggers of one size smaller than a dagger their size when used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder). You cannot deal more damage than 1d6 points of damage per power point spent manifesting this power, regardless of the size and type of object.

Creatures are allowed Will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by this power.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Augment: For every additional power point you spend, the weight limit of the target or targets increases by 25 pounds.

Telepathic Projection

Telepathy (Charm) [Mind-Affecting]

Level: Mist Wanderer 1, Psion/Wilder 1

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly. You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

Teleport, Psionic

Psychoportation (Teleportation)

Level: Nomad 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal and touch

Target or Targets: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Power Resistance: No or Yes (object)

Power Points: 9

As the *teleport* spell, except as noted here.

Teleport, Greater, Psionic

Psychoportation (Teleportation)

Level: Nomad 8

Power Points: 15

As the *greater teleport* spell, except as noted here.

Teleportation Circle, Psionic

Psychoportation (Teleportation)

Level: Nomad 9

Display: Mental

Manifesting Time: 10 minutes

Range: 0 feet

Effect: 5-foot-radius circle that teleports those who activate it

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 17

As the *teleportation circle* spell, except as noted here.

Teleport Trigger

Psychoportation (Teleportation)

Level: Nomad 5

Display: Material

Manifesting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

You specify a situation that triggers your automatic manifestation of a *psionic teleport*, taking you to a predetermined location. You must know the *psionic teleport* power and have sufficient power points to manifest it when the specified situation occurs.

The *teleport trigger* goes off on the initiative count immediately after the specified situation occurs, even if you are flat-footed or you have already taken your turn in the current round. The specified situation can be described in general terms or specific terms. Refer to *psionic contingency* for details of the types of conditions that will cause this power to fail.

Temporal Acceleration

Psychoportation

Level: Psion/Wilder 9

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

Power Points: 11

As the *time stop* spell, except as noted here.

Thicken Skin

Psychometabolism

Level: Egoist 1, Psychic Warrior 1, Rhi'zen 1

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 1

Your skin or natural armor thickens and spreads across your body, providing a +1 enhancement bonus to your Natural Armor bonus to Armor Class.

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

1. For every 3 additional power points you spend, the enhancement bonus increases by 1 (maximum +5).

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Thought Fortress

Telepathy [Mind-Affecting]

Level: Psion/Wilder 6, Psychic Warrior 6, Swamp Lord 7

Display: Auditory

Manifesting Time: 1 standard action

Target: Caster + 3 other creatures, all targets must be within 30 feet of each other.

Duration: 1 round / level

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 11 (Psion, Psychic Warrior, Wilder), 13 (Swamp Lord)

You fortify your mind, and that of your allies against intrusion and meddling. You and all affected creatures gain power resistance 15 against all mind-affecting powers.

Augment: This power can be augmented in one or more of the following means:

1. You can manifest this power as an immediate action by spending an additional 6 power points.
2. For each additional power point you spend, you may target one additional creature.
3. For each additional power point you spend, increase the power resistance granted by 1 point.

Thought Shield

Telepathy [Mind-Affecting]

Level: Psion/Wilder 2, Psychic Warrior 2, Swamp Lord 2

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 3

You fortify your mind against intrusions, gaining power resistance 13 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round, and the power resistance it provides increases by 1 point.

Time Hop

Psychoportation

Level: Psion/Wilder 3

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Targets: One Medium or smaller creature, or one object weighing 300 lbs. or less

Duration: 1 round/level; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The subject of the power hops forward in time 1 round for every manifester level you have. In effect,

the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the power's duration, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check. Success allows the subject to return. The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

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

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.
2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power. If the additional creatures are larger than medium size (or the objects are more than 300 pounds) then you must pay the first augmentation separately for each creature or object.

Time Hop, Mass

Psychoportation

Level: Nomad 8

Display: Auditory and visual

Manifesting Time: 1 standard action

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

Targets: All willing creatures in range

Duration: Up to 1 hour/level; see text

Power Points: 15

As *time hop*, except you can affect any number of willing subjects in range, including yourself. You can choose which creatures are affected by the power. The subjects hop forward in time a number of hours equal to your manifester level, or some shorter number of hours; you decide how many hours the *mass time hop* lasts when you manifest the power.

Augment: If you spend 6 additional power points, you can manifest this power as an immediate action.

Time Regression

Psychoportation

Level: Nomad 9

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 17, XP

You can regress apparent time 1 round into the past. In effect, you "replay" the previous round of activity. The power regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime. Once you have used *time regression*, only you retain

knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you'll probably not choose to manifest *time regression* during your second pass through the time stream, instead taking completely new actions, but you pay the XP cost all the same.

XP Cost: 1,000 XP.

Timeless Body

Psychoportation

Level: Psion/Wilder 9

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Power Points: 17

Your body ignores all harmful (and helpful) effects, beginning when you finish manifesting this power and ending at the end of your next turn. While *timeless body* is in effect, you are invulnerable to all attacks and powers.

This power cannot be quickened.

Tongues, Psionic

Telepathy [Mind-Affecting]

Level: Psion/Wilder 2

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 3

As the *tongues* spell, except as noted here. This power does not enable you to speak with creatures immune to mind-affecting powers.

Tornado Blast

Psychokinesis

Level: Kineticist 9

Display: Auditory and visual; see text

Manifesting Time: 1 round

Range: Long (400 feet + 40 feet/level)

Area: 40-foot-radius spread

Duration: Instantaneous

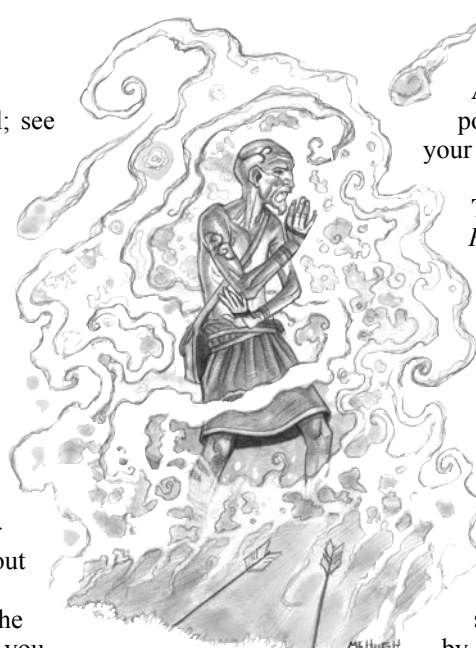
Saving Throw: Reflex half; see text

Power Resistance: No

Power Points: 17

You induce the formation of a slender vortex of fiercely swirling air. When you manifest it, a vortex of air visibly and audibly snakes out from your outstretched hand.

If you want to aim the vortex at a specific creature, you



can make a ranged touch attack to strike the creature. If you succeed, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether your ranged touch attack hits (and even if you forgo the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 17d6 points of damage to each one. Creatures that make a successful Reflex save take half damage.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4 x 10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

Augment: For every additional power point you spend, this power's area damage (not the damage from direct contact dealt to a specific creature) increases by 1d6 points (to a maximum of 24d6 points). For each extra 2d6 points of damage, this power's save DC increases by 1.

Touchsight

Psychometabolism

Level: Psion/Wilder 3, Swamp Lord 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 minute/level (D)

Power Points: 5

You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. You gain blindsense with a range of 60 feet. This means that you are aware of all creatures within 60 feet to whom you have line of effect; however, all such creatures have

total concealment against you, unless you have other means of seeing them.

Augment: For every 2 additional power points you spend, the radius of your *touchsight* field increases by 10 feet.

Touchsight, Greater

Psychometabolism

Level: Psion/Wilder 8

Display: Visual

Manifesting Time: 1 standard action

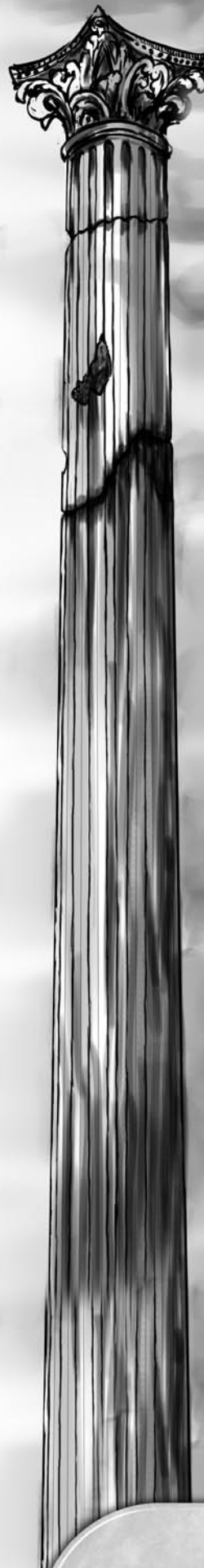
Range: Personal; see text

Target: You

Duration: 1 round/level (D)

Power Points: 15

You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. You





gain blindsight with a range of 120 feet. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Spot or Listen checks to notice creatures; you can detect and pinpoint all creatures within 120 feet. In many circumstances, comparing your regular senses to what you learn with *greater touchsight* is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Augment: For every 2 additional power points you spend, the radius of your *greater touchsight* field increases by 10 feet.

Tower of Iron Will

Telepathy [Mind-Affecting]

Level: Psion/Wilder 5, Swamp Lord 5

Display: Auditory

Manifesting Time: 1 immediate action

Range: 10 feet

Area: 10-foot-radius emanation centered on you

Duration: 1 round

Saving Throw: None (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all creatures in the power's area gain power resistance 19 against all mind-affecting powers.

Once established, this emanation does not move with the manifester.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round and the power resistance it provides increases by 1 point.

Trace Teleport

Clairsentience

Level: Psion/Wilder 4

Display: Visual

Manifesting Time: 1 standard action

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

Area: Spread with a radius of 25 feet + 5 feet/2 levels, centered on you

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

As *detect teleportation*, except you can trace the destination of any psionic or magical teleportation made by others within this power's area within the last minute.

You know the direction and distance the individuals traveled and could teleport to the location yourself if you so desired (and if you know the *psionic teleport* power), as if you had "casually seen" the location. This power does not grant you any information on the conditions at the other end of the trace beyond the mental coordinates of the location.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 feet + 10 feet/level).

True Metabolism

Psychometabolism (Healing)

Level: Psion/Wilder 8

Display: Material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 15

You are difficult to kill while this power persists. You automatically heal damage at the rate of 10 hit points per round.

This power is not effective against damage from starvation, thirst, or suffocation. Also, attack forms that don't deal hit point damage (for example, most poisons) ignore *true metabolism*. You can also use this power to regrow lost portions of your body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the duration of the power. You do not gain the benefits described earlier when you manifest *true metabolism* for this purpose. You must have a Constitution score to gain any of this power's benefits.

True Seeing, Psionic

Clairsentience

Level: Psion/Wilder 5, Swamp Lord 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 9

As the *true seeing* power, except as noted here.

Truevenom

Psychometabolism

Level: Psychic Warrior 4

Display: Material; see text

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 minute/level or until discharged

Saving Throw: None and Fortitude negates; see text

Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a horrible poison that coats one of your claws. On your next successful melee attack with the claw during the power's duration, the poison deals 1d8 points of Constitution damage immediately and another 1d8 points of Constitution damage 1 minute later. The target of your attack can negate each instance of damage with a Fortitude save.

Truevenom Weapon

Psychometabolism (Creation)

Level: Psychic Warrior 4

Range: Touch

Target: Weapon touched

Power Points: 7

As *truevenom*, except your weapon gains the poison coating as long as it remains in your grip, until the effect is discharged, or until the duration expires, whichever occurs first.

Ubiquitous Vision

Clairsentience

Level: Mist Wanderer 3, Psion/Wilder 3, Psychic Warrior 3, Swamp Lord 3, Adept of Shadows 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 5

You have metaphoric “eyes in the back of your head,” and on the sides and top as well, granting you benefits in specific situations. In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. Thus, you cannot be flanked; this denies flanking opponents the bonus to attack rolls, and creatures from using sneak attack or other similar attacks against you (although you may still be subject to sneak attack and similar if you are caught flat-footed). Your Spot and Search checks gain a +4 enhancement bonus. Concurrently, you take a –4 penalty on saves against all gaze attacks during the power’s duration.

Ultrablast

Telepathy [Mind-Affecting]

Level: Psion/Wilder 7, Swamp Lord 7

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: 15 feet

Area: 15-foot-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 13

You “grumble” psychically (which both psionic and nonpsionic creatures can detect), then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power’s area, dealing 13d6 points of damage to each enemy.

Augment: For every additional power point you spend, this power’s damage increases by 1d6 points.

Vampiric Blade

Psychometabolism

Level: Psychic Warrior 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: 0 feet

Target: One weapon you hold

Duration: 1 round/level

Power Points: 5

As *claws of the vampire*, except your weapon is affected as long as it remains in your grip or until this power’s duration expires.

Vigor

Psychometabolism

Level: Mist Wanderer 1, Psion/Wilder 1, Psychic Warrior 1, Rhi’zen 1, Adept of Shadows 1

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 1

You suffuse yourself with power, gaining 3 temporary hit points. Using this power again when an earlier manifestation has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augment: For every additional power point you spend, the number of temporary hit points you gain increases by 3 (maximum 30).

Wall of Ectoplasm

Metacreativity (Creation)

Level: Psion/Wilder 4, Swamp Lord 4

Display: Visual

Manifesting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-foot square/level or a sphere or hemisphere with a radius of up to 1 foot/level

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

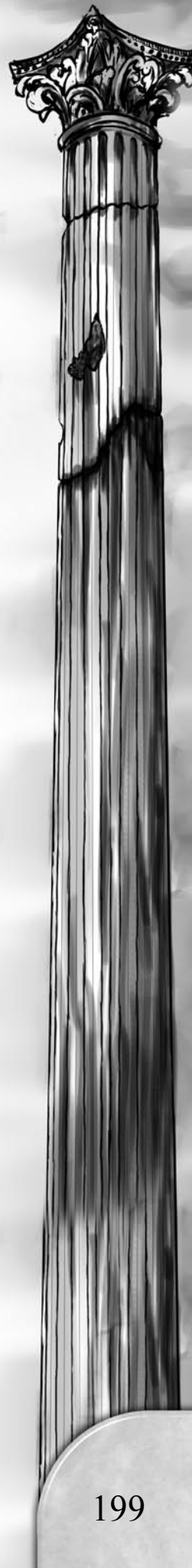
Power Points: 7

You fashion a roiling wall of ectoplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four manifester levels and occupies up to one 10-foot square per level. Each 10-foot square of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall, the DC for the Strength check is 15 + 2 per inch of thickness.

The *wall of ectoplasm* is susceptible to *dispel psionics*, but it gains a +4 bonus on any check to determine whether the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it. The wall does not block psychoportive travel, such as that provided by the *psionic teleport* power.

You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The *wall of ectoplasm* must be continuous and unbroken when manifested. If its surface is interrupted by any object or creature, the power fails.



Wall of Entropy

Metacreativity (Preternatural) [Entropy]

Level: Shaper 8, Psion/Wilder 10

Display: Visual

Manifesting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-foot square / level

Duration: 1 round / level

Saving Throw: None or Reflex negates (see text)

Power Resistance: No

Power Points: 15 (Shaper), 21 (Psion/Wilder)

You create an immobile wall of roiling entropy. This wall is opaque, and is unaffected by all non-preternatural psionic powers.

Most matter and energy cannot move through the wall; it blocks breath weapons and spells. Creatures may move through the barrier; however, doing so is dangerous and difficult. A creature that wishes to move through the wall must make a Strength check DC 20 + the manifester's Intelligence modifier. Success indicates they reach the opposite side of the wall.

Any creature that moves through the wall, attempts to move through the wall or merely touches the wall suffers 15d4 entropy damage. There is no save offered against this damage.

The manifester can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level (the wall is less than one inch thick). The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the offending object or creature suffers 5d4 entropy damage (Reflex save for negates) and is ejected out of the wall. The manifester chooses the side in the case of an ejected object, while a creature may choose for themselves which side they wish.

Wall of Shards

Metacreativity (Creation)

Level: Shaper 4

Display: Auditory and Visual

Manifesting Time: 1 standard action

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

Effect: Wall of shards 10-feet-long/level or a ringed wall of shards with a radius of up to 5 feet per four levels; either form 10 feet tall.

Duration: 1 round/level

Saving Throw: Reflex half or Reflex negates (see text)

Power Resistance: Yes

Power Points: 7

You form an immobile wall of ectoplasmic crystals that whirl and spin in place. Any creature passing through the wall takes 7d6 points of damage, with a Reflex save for half damage.

If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on a side of its choice) and thus take no damage by making a successful Reflex save.

Augment: This power can be augmented in one or more of the following means:

1. For every additional power point spent manifesting this power, the damage inflicted is increased by +1d6.



2. For every two additional power points spent manifesting this power, the DC is increased by +1.

3. If you spend four additional power points while manifesting this power, then the wall of shards provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

4. If you spend six additional power points while manifesting this power, then the wall of shards can be up to 20 feet long/level, or a ring with a radius of up to 5 feet/2 levels; either form 20 feet high.

Wall Walker

Psychoporation

Level: Mist Wanderer 2, Psychic Warrior 2, Adept of Shadows 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 3

You can walk on vertical surfaces or even traverse ceilings (you need not make Climb checks to traverse these surfaces). Because of the need to keep at least one foot in contact with the wall or ceiling at all times, you cannot jump or use the run action, and you can move at only half speed.

You retain your Dexterity bonus to Armor Class, if any, and opponents gain no special bonuses against you.

Weapon of Energy

Psychokinesis [see text]

Level: Psychic Warrior 4

Display: Visual

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless)

Power Resistance: None

Power Points: 7

As *claw of energy*, except this power can be manifested on a touched weapon. This power's subtype is the same as the type of energy infused in the touched weapon.

Chapter Seven: Equipment

Presented below is a small collection of mundane equipment and biotechnology equipment used by the Voiceless Ones. This is followed by the various psionic items that exist.

In Living Arcanis, PCs may freely purchase an Artisan's Workshop through the Land Office. PCs may not purchase Biotechnology Equipment without campaign documentation; however, PCs may purchase any of the Psionic Items at a marketplace.

Mundane Equipment

Artisan's Workshop

This is a space dedicated to a specific craft, containing the tools and work-space necessary to create items using the selected skill. The workshops come in three size ranges, each granting a different benefit. However, larger workshops require the presence of assistants to be able to gain any benefits from them.

A small artisan's workshop is between 1,000 and 2,000 square feet. When the artisan is using the associated craft skill within a dedicated workshop, she receives a +4 bonus to the check. If she is aided by at least one assistant, she receives a further +1 bonus to the check. A small artisan's workshop costs 5,000 gp to build and stock.

A medium artisan's workshop is between 2,000 and 4,000 square feet. When the artisan is using the associated craft skill within a dedicated workshop, she receives a +6 bonus to the check. If she is aided by at least two assistants, she receives an additional +4 bonus to the check. A medium artisan's workshop costs 10,000 gp to build and stock.

A large artisan's workshop is between 4,000 and 10,000 square feet. When the artisan is using the associated craft skill within a dedicated workshop, she receives a +10 bonus to the check. If she is aided by at least five assistants, she receives an additional +10 bonus to the check. A large artisan's workshop costs 50,000 gp to build and stock.

Biotechnology Equipment

The Voiceless Ones have attained a mastery of flesh-crafting, a technology that is limited to a small selection of races upon Onara. While the Ssethregorans have also mastered the technologies necessary to undertake fleshcrafting, the two cultures have approached the technique from a different point of view, giving two very different results. Below is a small sampling of the flesh-crafted technology that is available to the Voiceless Ones.

Common Items

Below are the most commonly found items that permeate the cities of the Voiceless Ones.

Materials

There are three commonly used flesh-craft materials. There are soft-flesh craft materials (roughly akin to leather), tough-flesh craft materials (roughly equivalent to wood), and hardened-flesh craft materials (similar to stone or metal). Each of these three materials have different properties but they share one common property: any item made from flesh-craft materials weighs half of what the item would normally weigh.

Soft-Flesh Craft

Soft-flesh craft materials have a hardness of 0, and 2 hit points per inch of thickness. However, these materials also heal damage over time, regaining one hit point each hour.

Items made from soft-flesh craft materials cost 200 gp extra.

Tough-Flesh Craft

Tough-flesh craft materials have a hardness of 5 and 10 hit points per inch of thickness. However, these materials also heal damage over time, albeit more slowly than soft-flesh craft materials; tough-flesh craft materials regain one hit point every two hours.

Items made from tough-flesh craft materials cost 400 gp extra.

Hardened-Flesh Craft

Hardened-flesh craft materials have a hardness of 8 and 15 hit points per inch of thickness. However, these materials also heal damage over time, albeit more slowly than tough-flesh craft materials; hardened-flesh craft materials regain one hit point every eight hours.

Items made from hardened-flesh craft materials cost 800 gp extra.

Food Factories

Massive breeding 'vats' grow substantial quantities of flesh upon which the Voiceless Ones feed. Similarly, vast algae and fungal farms exist to feed the other creatures that live within the cities of the Voiceless Ones, either as citizens or as slaves, depending on their status within the Silence.

The vats that grow the flesh, the algal farms, and the fungal farms are all a result of the flesh-crafting expertise of the Voiceless Ones, and while portable, they are usually not grown in such a fashion that they can be moved.

Brain Networks

Most brains that are returned to the cities of the Voiceless Ones are consumed as the delicacy that they are; however, there are some brains that for whatever reasons are undesirable for consumption. These brains are not discarded, but rather they are encased in thick glass cylinders that are filled with special mineral salts and oils. Over a period of a few weeks, the brains



become preserved and start to crystallize. As the brains crystallize, the combination of mineral oils, salts, and the pervasive preternatural psionic energies that course through the cities of the Voiceless Ones corrupt the preserved brains, awakening them into a crude approximation of life. These brains develop the means to act as telepathic relays; a well-spaced network of these preserved brains allows for nearly instantaneous, silent communication between all Voiceless Ones within any given city.

As the brains age, the range at which they can intercept and broadcast telepathic signals increases. For each year (or portion therein) that a brain has been preserved and awakened, it can communicate within a 50-foot range. The maximum range of these brains is 250 feet. Despite their ability to communicate, the extend of the cognitive ability of these brains is to simply relay any telepathic communication to all creatures within its range.

As a side quirk, it is widely believed that these brains can only communicate with creatures that have the entropic subtype. While this is not confirmed, sufficient rumors exist to lend the speculation some significant weight amongst scholars outside the demesne of the Voiceless Ones.

Weapons and Armor

While the Voiceless Ones as a race are capable psionists, there are those amongst them, as in any society, that find comfort in the cold, hard edge of a blade over the mystical mental practices that create a psionic effect.

Carapace Armor

This armor is made from heavy shell-like plates that cover the torso, arms, legs and head of the wearer. The plates are connected by leathery tendons, allowing for some freedom of movement.

Flesh-craft Armor

Exotic Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight
<i>Heavy Armors</i>								
Carapace Armor	3,000 gp	+8 (+6)	+2 (+1)	-5 (-7)	30%	20 ft.	15 ft.	50 lb.
Powered Carapace Armor	6,000 gp	+10 (+7)	+2 (+1)	-3 (-6)	30%	30 ft. (20 ft.)	20 ft. (15 ft.)	65 lb.
Scorpion Harness	10,000 gp	+10 (+7)	+4 (+2)	-3 (-10)	20%	50 ft. (20 ft.)	50 ft. (15 ft.)	175 lb.

Values in ()'s indicate bonuses provided to non-proficient users.

Flesh-craft Weapons

Natural Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Primary Natural Weapons</i>							
Scorpion Harness: Claws	0 gp ¹	1d4	1d6	20/x2	-	0 lb. ²	Slashing
<i>Secondary Natural Weapons</i>							
Scorpion Harness: Stinger	0 gp ¹	1d4	1d6	20/x2	-	0 lb. ²	Piercing

¹ A Scorpion Harness, when purchased, includes both the weapon and armor components for a single purchase price.

² The weight of the weapon component is included in the weight of the armor.

Carapace armor is an exotic armor. If the wearer is non-proficient, then the base armor bonus drops to +6, the maximum Dexterity bonus drops to +1, and the armor check penalty increases to -7. Carapace armor is crafted from heavy flesh-craft material, and thus gains the benefits associated with that material; it also means that carapace armor may not be crafted from a special material.

Carapace Armor, Powered

This is a heavier, psionically-powered version of the normal carapace armor. Physically the armor is nearly identical to standard carapace armor, save that it has heavier plating across the torso area.

When carapace armor is worn by a creature without a power point reserve, treat the wearer as non-proficient (even if they have the exotic armor proficiency).

Powered carapace armor is an exotic armor. If the wearer is non-proficient, then the base armor bonus drops to +7, the maximum Dexterity bonus drops to +1, the armor check penalty increases to -6, and the armor reduces the wearer's speed by one third. Powered carapace armor is crafted from heavy flesh-craft material, and thus gains the benefits associated with that material; it also means that powered carapace armor may not be crafted from a special material.

Scorpion Harness

A scorpion harness is a type of living armor and weapon created and used primarily by the Voiceless Ones. It is a chitinous shell with twelve legs; six legs are used for locomotion, and the other six wrap around the torso of the wearer holding the device in place. The harness also has a long segmented tail with a stinger at the end. The tail can arc up over the wearer's head or reach up to five feet behind or to either side.

A scorpion harness grants the wearer many benefits. If the wearer is not proficient, or has no power point reserve, then the harness does not function nearly as well. The following, except where noted, assumes a proficient wearer with a power point reserve.

The wearer gains the ability to use the six longer legs that touch the ground as a means of locomotion, granting the 50-foot movement of the armor. The harness has a Strength of 21 (+5 Strength modifier); this Strength score is used to resist movement related attacks, such as bull-rush or tripping, and to move through obstacles (such as *web* spells). Furthermore, the multiple legs grant a bonus to checks made to resist being bull-rushed (+4 for multiple legs) or tripped (+4 for multiple legs). Finally, the harness' extra legs also grant a +3 circumstance bonus to Climb and Jump checks (Jump checks will also get an additional bonus at times for moving faster than 30 feet).

Wearing a scorpion harness gives the wearer access to two types of weapons: the harness' claws and the stinger. The wearer can attack with the claws on the end of the first two 'walking' legs, retaining the other two to stand on. These claw attacks are primary natural weapons and gain a full Strength modifier to damage. The stinger is a secondary natural attack, suffering a -5 to attack unless the wearer possesses the Multiattack feat, in which case the attack suffers a -2 penalty instead. The stinger, as a secondary attack, only gains one-half, round down, Strength modifier to damage. The wearer of the harness may elect to use the harness' Strength score when making these attacks instead of his own; however, if he does so then he may not attack with any hand-held weapons in addition to using the harness' weapons.

A successful strike with the harness' tail can, once per day, deliver a dose of poison; Fortitude save DC 15 resists, initial and secondary damage 1d6 Strength.

A wearer of a scorpion harness is considered proficient with the harness' weapons, as long as he or she is proficient with wearing the harness and has a power point reserve.

A scorpion harness is crafted from heavy-flesh craft materials gaining all the associated benefits of that material; additionally, a scorpion harness may not be crafted from a special material.

Psionic Items

Using Items

To use a psionic item, it must be activated, although sometimes activation is accomplished simply by picking an item up or putting it on. Some items, once they are carried or worn, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, power completion items (see below) are treated just like powers in combat and do provoke attacks of opportunity.

Activating a psionic item is a standard action unless the item description indicates otherwise. The manifesting time of a power is the time required to

activate the same power in an item, whether it's a power stone, a dorje, or a psionic tattoo, unless the item description specifically states otherwise.

The four ways to activate psionic items are described below.

Power Completion: This is the activation method for power stones. A power stone holds a power that is mostly finished. All that's left to do is perform the short, simple, finishing parts of the manifestation (the final mental coda, as it were). To use a power-completion item safely, a character must be of high enough level in the appropriate class to manifest the power already. If he can't already manifest the power, there's a chance he'll make a mistake (see Brainburn in the power stone description). Activating a power-completion item is a standard action and provokes attacks of opportunity exactly as manifesting a power does.

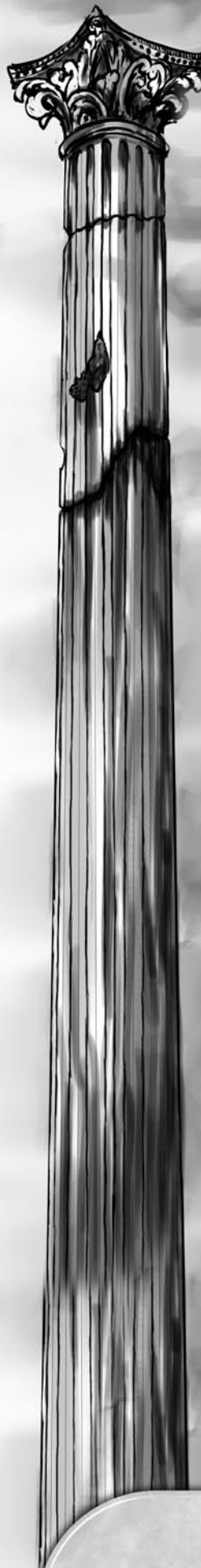
Powers stored in power completion items are usually not augmented, because the manifester level of such an item is assumed to be the minimum necessary to manifest the stored power. However, an item's description may specify otherwise (some power stones have manifester levels higher than the minimum required to manifest the stored power, and are then assumed to be augmented as well).

Power Trigger: This is the activation method for dorjes and psicrowns. It requires the special knowledge of power manifestation that a character of the appropriate class would know, and the formation of the appropriate command thought. If a power is on a character's power list, the character knows how to use a power trigger item that stores that power. The user must still determine what power is stored in the item before she can activate it. Activating a power-trigger item is a standard action that does not provoke attacks of opportunity.

Powers stored in power trigger items are not augmented. Such powers are assumed to be stored in the item at the minimum manifester level necessary to manifest the power. However, certain items may specify a higher manifester level than necessary. If such an item holds a power that deals hit point damage, the power is assumed to be augmented to the maximum allowed by the power and the manifester level.

Command Thought: If no activation method is suggested either in the psionic item description or by the nature of the item, assume that a command thought is needed to activate it. Command thought activation means that a character mentally projects a thought, and the item activates. No other special knowledge is needed. Activating a command-thought psionic item is a standard action that does not provoke attacks of opportunity.

Sometimes the command thought to activate an item is mentally imprinted within it and is whispered into the mind of a creature who picks it up. Other items are silent, but a Knowledge (psionics) or Knowledge (history) check might be useful in helping to identify command thoughts. A successful DC 30 check is needed to come up with the command thought in this case. The power *psionic identify* reveals command thoughts.



Powers stored in command-thought items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

Use-Activated: This type of psionic item simply has to be used to activate. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Some items made for wearing must still be activated. Although this activation sometimes requires a command thought (see above), usually it means mentally willing the activation to happen (a free action). The description of an item states whether a command thought is needed in such a case.

Unless stated otherwise, activating a use-activated psionic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes attacks of opportunity in itself. If the use of the item takes time before a psionic effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time, use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item to activate it, unless the benefit of the item comes automatically.

Powers stored in use-activated items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

Saving Throws Against Psionic Item Powers

Psionic items produce psionic powers. The DC of a saving throw against a power from a psionic item is always 10 + the level of the power or effect + the ability modifier of the minimum ability score needed to manifest that level of power.

Another way to figure the same number is to multiply the power's level by 1-1/2 and add 10 to the result.

Psicrowns are an exception to the rule. Treat the saving throw as if the wielder manifested the power, including caster level and all modifiers to save DC.

Some psionic items take advantage of the fact that powers can be augmented to increase their saving throw DCs. These items are special and have their creation cost and market price calculated using the manifester's level instead of the power's level.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact power equivalent (making its level otherwise difficult to quickly determine).

Damaging Psionic Items

A psionic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his saving throw. Psionic items should always get a save against powers or spells that might deal damage to them—even against

attacks from which a mundane item would normally get no chance to save. All types of psionic item saves—Fortitude, Reflex, and Will—are calculated the same way: The item's saving throw bonus equals 2 + 1/2 its manifester level (round down). The only exceptions to this rule are intelligent psionic items, which make Will saves based on their own Wisdom scores.

A psionic item, unless otherwise noted, takes damage as a normal item of the same type. A damaged psionic item continues to function, but if it is destroyed, all its psionic power is lost.

Repairing Items

Some psionic items (especially psionic weapons and shields) may take damage over the course of an adventure. It costs no more to repair a psionic item with the Craft skill than it does to repair its nonpsionic counterpart. The *make whole* spell can repair a damaged—but not completely broken—psionic item.

Charges and Multiple Uses

Some items are limited in power by the number of charges they hold or the number of power points they contain. Normally, charged items (such as dorjes) have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1).

Similarly, items that contain power points (such as psicrowns) have a number of points equal to 50 x the manifester level of the creator. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number by which the manifester level is multiplied (round down, minimum 1).

Market prices given on the tables are always for fully-charged or fully-powered items. (When an item is created, it is fully charged or fully powered.) For an item that's worthless when its charges or power points run out (which is the case for almost all charged or powered items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

Some items are single-use and expendable. Such items can often be found in sets or groups.

Psionic Item Descriptions

In the following sections, each type of psionic item, such as armor or psionic tattoos, has a general description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other information. The Armor Class, hardness, hit points, and break DC are given for typical examples of some types of psionic items. The Armor Class assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier as an adjustment to Armor Class in place of the -5 penalty.

Some individual items, notably those that simply store psionic powers, don't get full-blown descriptions. Simply reference the power's description. Assume that the power is manifested at the minimum level required to manifest it, unless otherwise noted. Increasing the manifester level so increases the cost of the item; see Table: Estimating Magic Item Gold Piece Value in the *System Reference Document*, substituting "spell" for "power" and "caster level" for "manifester level" as appropriate. The main reason to make the manifester level higher, or course, would be to increase the potency of the power. Raising the manifester level is common for powers such as *astral construct*, the duration of which increases with the level of the manifester.

Items with full descriptions have their abilities detailed, and each of the following aspects of these items is summarized at the end of the description.

Aura: Most of the time, a *detect psionics* power will reveal the discipline associated with a psionic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry in the form of a phrase. See the *detect psionics* power description for more information.

Manifester Level: The next entry in the summary indicates the level of the creator (or the manifester level of the powers placed within the item, if this level is lower than the actual level of the creator). The manifester level provides the item's saving throw bonus, as well as range and other level-dependent aspects of the powers of the item (if variable).

It also determines the level that must be contended with should the item come under the effect of a *dispel psionics* power or a similar situation. This information is given in the form "ML x," where "ML" is an abbreviation for manifester level and "x" is an ordinal number representing the manifester level itself.

For psionic tattoos, power stones, and dorjes, the creator can set the manifester level of an item at any number high enough to manifest the stored power and not higher than her own manifester level. For other psionic items, the item itself determines the manifester level. In this case, the creator's manifester level must be as high as the item's manifester level (and prerequisites may effectively put a higher minimum on the creator's level).

Prerequisites: Certain requirements must be met in order for a character to create a psionic item. These include feats, powers, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given in the summary immediately following the item's manifester level.

A power prerequisite can be provided by a character who knows the power, or through the use of a power-completion or power-trigger psionic item or a psi-like ability that produces the desired power effect. For each day that passes during the creation process, the creator must expend one power-completion item (such as a power stone) or one charge from a power-trigger item (such as a dorje), if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary, such as if one character knows some of the powers necessary to create an item and another character knows the rest. If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. (It's sensible, although not mandatory, for the highest-level character involved to be considered the creator.) The character designated as the creator pays the experience points required to make the item.

Typically, a list of prerequisites includes one feat and one or more powers (or some other requirement in addition to the feat). When two powers at the end of a list are separated by "or," one of those powers is required in addition to every other power mentioned prior to the last two.

Market Price: This gold piece value, given in the summary following the word "Price," represents the price someone should expect to pay to buy the item. Market prices are also included on the random generation tables for easy reference. The market price of an item that can be constructed with a psionic item creation feat is usually equal to the base price + the price for any components (special materials or experience point expenditure).

Cost to Create: The cost in gold pieces and experience points to create the item is given in the summary following the word "Cost." This information appears only for items with components (material or experience points) that make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the cost of the components. Items without components do not have a "Cost" entry. For those, the market price and base price are the same. The cost in gold pieces is 1/2 the market price, and the cost in experience points is 1/25 the market price.

Weight: The notational entry for many items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for the purpose of determining how much of a load a character can carry).

Psionic Armor and Shields

In general, psionic armor and shields follow the rules for the equivalent magic items, as far as enhancement bonuses, stacking, and other base abilities are concerned. An enhancement bonus is treated the same way regardless of whether magic or psionics created it.

Psionic armor and shields differ from standard and magical equivalents in that psionic armor and shields incorporate one or more crystals into their construction. Particularly powerful armor and shields may be entirely composed of brightly hued or transparent crystals.

Special Qualities: Roll d%. An 01 result indicates the item is intelligent, an 02–31 result indicates that the command thought (if any) is psionically imprinted and whispers itself into the user's mind on acquisition, and 32–100 indicates no special qualities.



Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes. Substitute manifesting for spellcasting as required.

Table 7-1: Psionic Armor Special Abilities

Special Ability	Base Price Modifier
Quickness	+1 bonus ¹
Landing	+4,000 gp
Floating	+4,000 gp
Linked	+6,000 gp
Power resistance (13)	+2 bonus ¹
Ectoplasmic	+10,800 gp
Power resistance (15)	+3 bonus ¹
Vanishing	+3 bonus ¹
Mindarmor	+24,000 gp
Power resistance (17)	+4 bonus ¹
Power resistance (19)	+5 bonus ¹

¹ Add to enhancement bonus to determine total market price.

Table 7-2: Psionic Shield Special Abilities

Special Ability	Base Price Modifier
Heartening	+720 gp
Ranged	+1 bonus ¹
Linked	+6,000 gp
Power resistance (13)	+2 bonus ¹
Manifester	+10,800 gp
Averter	+12,960 gp
Vanishing	+3 bonus ¹
Power resistance (15)	+3 bonus ¹
Wall	+20,160 gp
Mindarmor	+24,000 gp
Power resistance (17)	+4 bonus ¹
Power resistance (19)	+5 bonus ¹

¹ Add to enhancement bonus to determine total market price.

Psionic Armor and Shield

Special Ability Descriptions

Most psionic armor and shields have only enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Averter: On command, up to three times per day, any creature to whom the wearer presents an averter shield must succeed on a DC 14 Will save or be overcome by a powerful aversion to the wielder (actually the shield), and will not approach within 30 feet. This is a mind-affecting compulsion effect, as the *aversion* power. Faint telepathy; ML 5th; Craft Psionic Arms and Armor, *aversion*; Price +12,960 gp.

Ectoplasmic: As a standard action, ectoplasmic armor converts itself, its wearer, and all of the wearer's

equipment into *ectoplasmic form* for up to 5 minutes once per day, as the power of the same name. In this semisolid state, the wearer gains damage reduction 10/psionics.

Faint psychometabolism; ML 5th; Craft Psionic Arms and Armor, *ectoplasmic form*; Price +10,800 gp.

Floating: This kind of armor is psionically buoyant in water or a similar liquid, negating the normal penalty for wearing armor when making Swim checks. Additionally, it grants a +4 circumstance bonus on Swim checks.

Faint psychoportation; ML 4th; Craft Psionic Arms and Armor, *float*; Price +4,000 gp.

Heartening: This kind of shield grants the wearer up to 5 temporary hit points per day on command. These temporary hit points fade after 4 minutes. The wearer can activate this power as an immediate action at any time.

Faint psychometabolism; ML 4th; Craft Psionic Arms and Armor, *vigor*; Price +720 gp.

Landing: A suit of armor with this capability allows the wearer to ignore any damage dealt by the first 60 feet of a fall. Regardless of the height of a fall, the wearer always lands on her feet.

Faint psychoportation; ML 4th; Craft Psionic Arms and Armor, *catfall*; Price +4,000 gp.

Linked: This kind of armor or shield allows the wearer to form a telepathic bond with other wearers of linked armor or shields within 10 miles. This ability is otherwise similar to the *mindlink* power.

Moderate telepathy; ML 6th; Craft Psionic Arms and Armor, *mindlink*; Price +6,000 gp.

Manifester: This kind of shield generates 3 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.

Moderate clairsentience; ML 6th; Craft Psionic Arms and Armor, knowledge of any 2nd-level power; Price +10,800 gp.

Mindarmor: This kind of armor or shield grants the wearer a +3 insight bonus on Will saving throws to resist all mind-affecting and/or compulsion powers.

Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *empty mind*; Price +24,000 gp.

Power Resistance: This kind of armor or shield grants the wearer power resistance while it is worn. The power resistance can be 13, 15, 17, or 19, depending on the amount that was built into the armor or shield.

Moderate clairsentience; ML 9th; Craft Psionic Arms and Armor, *power resistance*; Price +2 bonus (PR 13); +3 bonus (PR 15); +4 bonus (PR 17); or +5 bonus (PR 19).

Quickness: This kind of armor increases the wearer’s speed by 5 feet. Thus, a character whose normal speed in armor is 20 feet moves 25 feet in *armor of quickness*.

Faint psychoporation; ML 4th; Craft Psionic Arms and Armor, *burst*; Price +1 bonus.

Ranged: The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability.) The wielder’s Strength modifier and the shield’s enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature’s next turn (and is therefore ready to use again in that turn).

Catching a ranged shield when it comes back is a free action. If the wielder can’t catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown. Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *far hand*; Price +1 bonus.

Vanishing: On command, this suit of armor or shield renders its wearer and all the wearer’s equipment invisible to the minds of others, as if he had manifested the power *cloud mind*. The wearer can use this ability twice per day.

Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *cloud mind*; Price +3 bonus.

Wall: As a standard action once per day, the wielder can drop this kind of shield at his feet and command a *wall of ectoplasm* (as the power) to come into being, with the shield as the point of origin for the effect. This effect forms a wall whose area is up to twelve 10-foot squares or a sphere or hemisphere with a radius of up to 12 feet. The wall dissipates after 7 minutes, or sooner if the wielder of the shield reclaims it (thus dismissing the effect).

Strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *wall of ectoplasm*; Price +20,160 gp.

WEAPONS

Although they generally follow the rules for magic weapons, psionic weapons differ from mundane and magic weapons in their design. Most possess some crystal components, and some are composed entirely of crystal. Many also sport intricate traceries along the blade or haft, which flicker now and then as if channeling flows of psychic energy.

Psionic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses on both attack and damage rolls when used in combat. This enhancement bonus is effective for the purpose of overcoming creatures with damage resistance that are penetrated by magic. All psionic weapons are also

masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to enhancement bonuses, psionic weapons can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

The rules for manifester level for weapons (called caster level), additional damage dice, ranged weapons and ammunition, ammunition and breakage, hardness and hit points, critical hits, and weapons for unusually-sized creatures for psionic weapons are the same as for magic weapons. Psionic weapons do not have the chance to generate light (though some may be mentally audible; see below).

Mentally Audible: Fully 30% of psionic weapons telepathically mutter, croon, recite battle poems, scream, or produce other mental “noises” when first drawn, at first blood, or when they slay a significant enemy. Such a weapon cannot be concealed from creatures within 15 feet when it is drawn, nor can its mental “soundtrack” be curbed.

Activation: Usually a character benefits from a psionic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate, then the user usually needs to project a command thought (a standard action).

Psionic Weapons

Most psionic weapons have only enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Table 7-3: Psionic Melee Weapon Special Abilities

Special Ability	Base Price Modifier
Psychokinetic	+1 bonus ¹
Dissipater	+1 bonus ¹
Lucky	+1 bonus ¹
Sundering	+1 bonus ¹
Power storing	+1 bonus ¹
Collision	+2 bonus ¹
Mindcrusher	+2 bonus ¹
Psychokinetic burst	+2 bonus ¹
Psibane	+2 bonus ¹
Manifester	+16,000 gp

¹ Add to enhancement bonus to determine total market price.

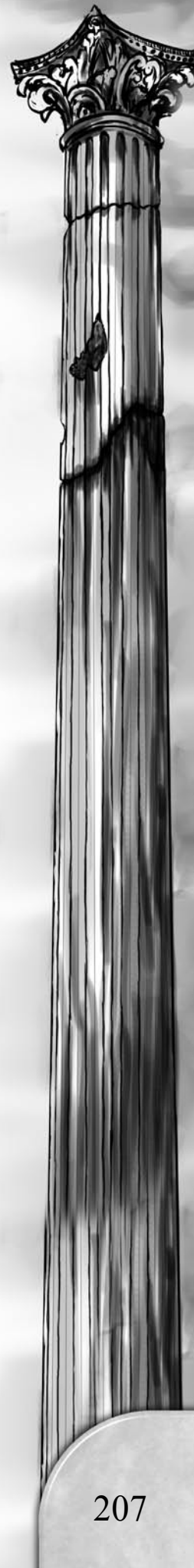


Table 7-4: Psionic Ranged Weapon Special Abilities

Special Ability	Base Price Modifier
Teleporting	+1 bonus ¹
Psychokinetic	+1 bonus ¹
Collision	+2 bonus ¹
Psychokinetic burst	+2 bonus ¹
Psibane	+2 bonus ¹
Manifester	+16,000 gp
1 Add to enhancement bonus to determine total market price.	

Collision: Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition. Moderate metacreativity; ML 10th; Craft Psionic Arms and Armor, *matter manipulation*; Price +2 bonus.

Dissipater: This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits. Strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *dismiss ectoplasm*; Price +1 bonus.

Lucky: A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll. Moderate clairsentience; ML 8th; Craft Psionic Arms and Armor, *fate of one*; Price +1 bonus.

Manifester: This kind of weapon generates 5 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations. Moderate clairsentience; ML 8th; Craft Psionic Arms and Armor, knowledge of any 3rd-level power; Price +16,000 gp.

Mindcrusher: Any psionic creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage. Strong psychometabolism; ML 12th; Craft Psionic Arms and Armor, *psychic vampire*; Price +2 bonus.

Power Storing: A power-storing weapon allows a manifestor to store a single targeted power of up to 5 power points in the weapon. (The power must have a manifesting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a swift action if the wielder desires. (This ability is an exception to the rule that manifesting a power from an item takes at least as long as manifesting that power normally.) Once the power is manifested, the weapon is empty, and a manifestor can imbue any other targeted power of up to 5 power points into it. The weapon telepathically whispers to the wearer the name of the power currently stored within it. A randomly generated power storing weapon has a 50% chance to have a power stored in it already.

Strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, creator must be a manifestor of at least 12th level; Price +1 bonus.

Psibane: A psibane weapon is crafted to oppose psionic beings. When used against such creatures, its effective enhancement bonus is 2 higher than its actual enhancement bonus. It deals an extra 2d6 points of damage against psionic opponents. It bestows one negative level on any psionic creature attempting to wield it. This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition. Strong clairsentience; ML 15th; Craft Psionic Arms and Armor, *bend reality*; Price +2 bonus.

Psychokinetic: Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition. Moderate psychokinesis; ML 10th; Craft Psionic Arms and Armor, *concussion blast*; Price +1 bonus.

Psychokinetic Burst: This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add 2d6 points of extra damage instead, and if the multiplier is x4, add 3d6 points of extra damage. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition. Strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, *concussion blast*; Price +2 bonus.

Sundering: This kind of weapon allows a wielder to attack opponents' weapons as if he had the Improved Sunder feat.

Faint metacreativity; ML 5th; Craft Psionic Arms and Armor, Great Sunder, *metaphysical weapon*; Price +1 bonus.

Teleporting: This ability can be imbedded only in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn.

Faint psychoportation; ML 5th; Craft Psionic Arms and Armor, *psionic dimension door*; Price +1 bonus.

Cognizance Crystals

Cognizance crystals store power points that psionic characters can use to pay for manifesting their powers.

Physical Description: A *cognizance crystal* consists of a core crystal and two or three smaller crystals arranged in specific positions around it on strands of silver wire. The crystals give off a faint glow. A typical *cognizance crystal* weighs approximately 1 pound, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

Activation: The user must merely hold or have a crystal on her person for a period of at least 10 minutes (which is long enough to attune oneself to the crystal). Thereafter, the owner can use power points stored in the crystal to manifest powers she knows.

The maximum number of points a *cognizance crystal* can store is always an odd number and is never more than 17. It can store only as many power points as its original maximum, set at the time of its creation. When a *cognizance crystal's* power points are used up, the glow of the crystal dims. However, the user can recharge it by paying power points on a 1-for-1 basis. While doing this depletes the user's own power point reserve for the day, those power points remain available in the *cognizance crystal* until used.

A user cannot directly replenish her personal power points from those stored in a *cognizance crystal*, nor can she draw power points from more than one source to manifest a power. See Using Stored Power Points for more information.

Table 7-5: Cognizance Crystals

Maximum Power Point Storage	Market Price
1	1,000 gp
3	4,000 gp
5	9,000 gp
7	16,000 gp
9	25,000 gp
11	36,000 gp
13	49,000 gp
15	64,000 gp
17	81,000 gp

Faint to strong psychokinesis; ML equal to maximum power point storage; Craft Cognizance Crystal; Weight 1 pound.

Dorjes

A dorje is a slender crystal that contains a single power. Each dorje has 50 charges when created, and each charge expended allows one use of that power. A dorje that runs out of charges is just a simple crystal.

Physical Description: A typical dorje is an elongated crystal of one color (or colorless), between 8 inches and 10 inches long and about 1/2 inch thick, which can weigh up to 1/4 pound. Occasionally, a dorje is decorated with carvings or inscribed runes along a face of the crystal. A typical dorje has AC 7, 7 hit points, a hardness of 8, and a break DC of 18.

Activation: Dorjes use the power trigger activation method, so manifesting a power from a dorje is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested has a manifesting time longer than 1 standard action, however, it takes that long to manifest the power from a dorje.) The user must have the power on his class list, even if he knows the command thought. Additionally, to activate a dorje, a character must hold it in hand and point it in the general direction of the target or area to be affected.

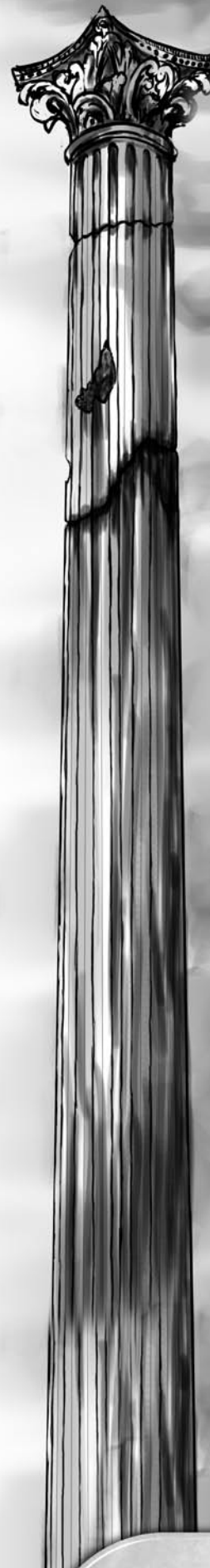
Dorjes are normally created at the minimum manifester level required to manifest the power, and powers that can be augmented are not augmented when stored in a dorje. A dorje's wielder cannot augment the power contained within the dorje. However, dorjes can be created at a higher manifester level than required to manifest the power. In this case, the dorje that holds an augmentable power is augmented, to the limit of the manifester level and the power's augmentation maximums, if any. The manifester level of a dorje cannot be more than five higher than the minimum manifester level to use the power it contains.

Table 7-6: Dorjes

Power Level ¹	Market Price ²
1st	750 gp
2nd	4,500 gp
3rd	11,250 gp
4th	21,000 gp
5th	33,750 gp
6th	49,500 gp
7th	68,250 gp
8th	90,000 gp
9th	114,750 gp

¹ Some dorjes have higher manifester levels than the minimum power level, which give them commensurately higher costs.

² Any dorje that stores a power with an experience point cost also has an XP cost in addition to that noted here.



Power Stones

A power stone stores a power (or collection of powers). A stored power can be used only once, “flushing” the stone. Using a power stone is basically like manifesting a power.

Physical Description: A power stone is a thumb-sized chunk of crystal that possesses a barely detectable interior glow if it holds a low-level power. A stone imprinted with more than one power or a higher-level power glows more brightly, but never enough to provide illumination in its own right. A typical power stone has AC 7, 5 hit points, a hardness of 8, and a break DC of 20.

Activation: To activate a power stone, a manifester must mentally address it, as described below. Once the power is known, the power stone is treated as a power completion item, except as noted below.

Addressing the Stone: A power stone must be “addressed” before a character can use it or know exactly what power it contains. Doing this requires a successful Psicraft check (DC 15 + power level). Once a particular power stone has been addressed, it is not necessary to do so again. Addressing a power stone in advance lets a character proceed directly to the next step when the time comes to use it.

Using a stone’s stored power after addressing the stone requires holding the stone and willing the power’s manifestation, as if manifesting a power normally (a standard action). Activating a power stone is subject to disruption just as manifesting a power normally would be.

Additionally, the user must meet the following requirements:

- The user must have the power on his or her class list.
- The user must have the requisite key ability score.

If the user meets these requirements and has a manifester level at least equal to the power’s manifester level, she can automatically manifest the stored power without a check. If she meets both requirements but her own level is lower than the power stone’s manifester level, she has to make a manifester level check (1d20 + user’s level), against a DC equal to the power stone’s manifester level +1, to manifest the power successfully. On a failure, the user must succeed on a DC 5 Wisdom check to avoid brainburn (see below). A natural roll of 1 on this check is always a failure.

Determine Effect: A power successfully manifested from a power stone works exactly as if manifested normally. Assume the power stone’s manifester level is always the minimum level required to manifest the power for the character who imprinted the stone, unless the creator specifically desires otherwise.

A power stone’s glow fades when its stored power is flushed.

Brainburn: When something goes awry, the user of a power stone improperly manifests the stored power. The resultant psionic surge persists for 1d4 rounds, unless the power stone is flung farther than 100 feet away or is destroyed. This surge deals 1d6 points of damage per power stored per round and arcs across

multiple targets, similar to *energy current*, except the damage type isn’t specified. The user is the primary target, and one nearby ally is the secondary target (chosen at random).

The manifester level for a standard power stone is the minimum manifester level needed to manifest the power (unless otherwise specified).

Table 7-7: Power Stone Levels

Power Level	Market Price ¹
1st	25 gp
2nd	150 gp
3rd	375 gp
4th	700 gp
5th	1,125 gp
6th	1,650 gp
7th ²	2,275 gp
8th ²	3,000 gp
9th ²	3,825 gp

1 Any power stone that has an imprinted power with an experience point cost also has an XP cost in addition to that noted here.

2 The maximum level for a psychic warrior power stone is 6th.

Psicrowns

A psicrown is a special headband that stores several powers. Unlike dorjes, which can contain a wide variety of powers, each psicrown is of a certain kind and holds specific powers. Unless otherwise stated, a psicrown has power points equal to 50 x its manifester level when created. These power points can be spent only on the powers that are contained in the psicrown.

Physical Description: A typical psicrown is large enough to fit on the head of a Medium creature. Some psicrowns are actually crownlike and heavily adorned, while others are simple headbands with crystal centerpieces. All psicrowns weigh less than 1 pound. Most psicrowns are metallic, but one could potentially be composed of any material. Metallic psicrowns have AC 10, 10 hit points, hardness 8, and a break DC of 28. Psicrowns made of psionically reinforced silk have AC 7, 10 hit points, hardness 2, and a break DC of 24. Psicrowns can be made from other, more exotic materials, but all have at least the strength and durability of psicrowns made of psionically reinforced silk.

Activation: Psicrowns use the power trigger activation method, so manifesting a power from a psicrown is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested, however, has a longer manifesting time than 1 standard action, it takes that long to manifest the power from a psicrown.) When activating a psicrown, the user spends power points contained in the psicrown on any one of the psicrown’s powers. Powers activated from a psicrown can be augmented with additional power points from the psicrown itself, so long as the total number of power points spent does not exceed the user’s manifester level. The user can’t manifest a power from a psicrown using his own power points.



Table 7-8: Psicrowns

Psicrown	Market Price
<i>Dominator</i>	20,250 gp
<i>Cautious warrior</i>	32,063 gp
<i>Beast</i>	33,750 gp
<i>Fiery ruin</i>	67,500 gp

Psicrown Descriptions

Psicrowns have immense utility because they pack so many capabilities into one item and because they use the wearer’s ability score and relevant feats to set the DC for saves against their powers.

Unlike with other sorts of psionic items, the wearer can use his manifester level when activating the power of a psicrown if it’s higher than the manifester level of the psicrown.

The minimum manifester level of a psicrown is 8th. The manifester level of a psicrown cannot be more than five levels higher than the minimum manifester level for the highest-level power in the psicrown. Standard psicrowns are described below.

Beast: This psicrown has 450 power points. It is made from a prickly collection of bear claws and snake fangs. It allows use of the following powers:

- *Claw of energy*
- *Duodimensional claw*
- *Prevenom*
- *Psionic pounce*
- *Truevenom*

Moderate psychometabolism; ML 9th; Craft Psicrown, *claw of energy, duodimensional claw, prevenom, psionic lion’s charge, truevenom*; Price 33,750 gp.

Cautious Warrior: This psicrown has 450 power points. It is made from a shining iron alloy, similar to the material of a metallic shield. It allows use of the following powers:

- *Adapt body*
- *Body adjustment*
- *Precognition, defensive*
- *Inertial barrier*

Moderate psychometabolism; ML 9th; Craft Psicrown, *adapt body, body adjustment, defensive precognition, inertial barrier*; Price 32,063 gp.

Dominator: This psicrown has 450 power points. It is made from gray iron and is shaped into an intricately fluted crown. It allows use of the following powers:

- *Charm, psionic*
- *Dominate, psionic*
- *Suggestion, psionic*

Moderate telepathy; ML 9th; Craft Psicrown, *psionic charm, psionic dominate, psionic suggestion*; Price 20,250 gp.

Fiery Ruin: This psicrown has 750 power points. It is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals. It allows use of the following powers:

- *Energy ball*

- *Energy cone*
- *Energy missile*
- *Energy stun*
- *Fiery discorporation*

Strong psychokinesis; ML 15th; Craft Psicrown, *energy ball, energy cone, energy missile, energy stun, fiery discorporation*; Price 67,500 gp.

Psionic Tattoos

Psionic tattoos are designs scribed on the skin that manifest powers on their wearers. The wearer doesn’t get to make any decisions about the tattoo’s effect—the manifester who scribed it has already done so.

Psionic tattoos can vary in size, but a creature can wear only a total of twenty tattoos at one time—attempting to add one more than this maximum causes all previously scribed tattoos to simultaneously activate. A psionic tattoo fades away after use.

Physical Description: A typical psionic tattoo is a colorful pattern of tiny, interlacing lines within a larger design. This design can be as simple as a circle or a star, or as complex as an artist wishes to make it. Once it is scribed, a tattoo’s design does not change. A psionic tattoo usually covers an area of skin no more than 5 inches in diameter (larger ones could be designed, but would have no added effect).

Scribing and Transferring Tattoos: The manifester level of a psionic tattoo is the minimum level required to manifest the scribed power. A psionic tattoo can contain only powers of 3rd level or lower.

A psionic tattoo inscribed on a wearer is potentially more mobile than a mundane tattoo. As a standard action, the wearer can will the tattoo to move to a different part of his body or onto the skin of any willing (or unconscious) living creature he touches. If the wearer of a psionic tattoo is rendered unconscious or is slain, another sentient creature can touch the tattoo while willing it to leave the previous wearer and apply itself to the new creature as a standard action. Psionic tattoos cannot overlay one another.

Identifying Psionic Tattoos: In addition to the standard methods of identification, the wearer of a tattoo can concentrate on it and attempt to gain some sense of how it would feel if activated. A successful DC 13 Intelligence check provides a hint to the tattoo’s effect.

Activation: A psionic tattoo produces its effect when touched by its wearer and willed to do so. This activity, called “tapping” the tattoo, is a standard action that provokes attacks of opportunity. A psionic tattoo fades away after use.

The following rules govern the use of psionic tattoos:

- A creature must have an appropriate physical surface on which to scribe the pattern (thus, incorporeal creatures or creatures with impermanent flesh, such as fire elementals, cannot use psionic tattoos).
- Tapping a psionic tattoo provokes attacks of opportunity. A successful attack (including grappling attacks) against the wearer forces a Concentration check. A wearer who fails this check cannot concentrate effectively on the tattoo to use it. The tattoo remains untapped, and the wearer can make another attempt.

• A character can trigger the effects of another's psionic tattoo if the other wearer is unconscious. It is a full-round action to find, touch, and concentrate on an unconscious creature's tattoo in order to tap it.

The manifester level for a standard psionic tattoo is the minimum manifester level needed to manifest the power (unless otherwise specified).

Table 7-9: Psionic Tattoos

Power Level	Market Price
1st	50 gp
2nd	300 gp
3rd	750 gp

Universal Items

This is a catchall category for any psionic item that doesn't fall into the other groups. Anyone can use a universal item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually command thought, but details vary from item to item.

Table 7-10: Universal Items

Item	Market Price
<i>Shard</i> (+1, any one skill)	10 gp
<i>Shard</i> (+2, any one skill)	40 gp
<i>Shard</i> (+3, any one skill)	90 gp
<i>Shard</i> (+4, any one skill)	160 gp
<i>Shard</i> (+5, any one skill)	250 gp
<i>Pearl, brain lock</i>	300 gp
<i>Shard</i> (+6, any one skill)	360 gp
<i>Shard</i> (+7, any one skill)	490 gp
<i>Boots of stomping</i>	600 gp
<i>Shard</i> (+8, any one skill)	640 gp
<i>Pearl, breath crisis</i>	750 gp
<i>Shard</i> (+9, any one skill)	810 gp
<i>Boots of landing</i>	1,000 gp
<i>Psionic restraints, lesser</i>	1,000 gp
<i>Shard</i> (+10, any one skill)	1,000 gp
<i>Crystal mask of knowledge</i>	2,500 gp
<i>Crystal mask of languages</i>	2,500 gp
<i>Eyes of expanded vision</i>	3,000 gp
<i>Mirror of suggestion</i>	3,600 gp
<i>Psionic restraints, average</i>	6,000 gp
<i>Torc of free will</i>	6,000 gp
<i>Boots of skating</i>	7,000 gp
<i>Psionatrix of clairsentience</i>	8,000 gp
<i>Psionatrix of metacreativity</i>	8,000 gp
<i>Psionatrix of psychokinesis</i>	8,000 gp
<i>Psionatrix of psychometabolism</i>	8,000 gp
<i>Psionatrix of psychopotation</i>	8,000 gp
<i>Psionatrix of telepathy</i>	8,000 gp
<i>Third eye penetrate</i>	8,000 gp
<i>Crystal mask of detection</i>	10,000 gp
<i>Crystal mask of discernment</i>	10,000 gp

<i>Crystal mask of dread</i>	10,000 gp
<i>Crystal mask of psionic craft</i>	10,000 gp
<i>Ring of self-sufficiency</i>	10,000 gp
<i>Skin of nimbleness</i>	10,000 gp
<i>Third eye aware</i>	10,000 gp
<i>Third eye concentrate</i>	10,000 gp
<i>Third eye gather</i>	10,000 gp
<i>Crystal mask of mindarmor</i>	10,667 gp
<i>Psionic restraints, greater</i>	12,000 gp
<i>Torc of leech freedom</i>	12,000 gp
<i>Gloves of titan's grip</i>	14,000 gp
<i>Skin of the claw</i>	16,000 gp
<i>Amulet of catapsi</i>	16,200 gp
<i>Skin of the chameleon</i>	18,000 gp
<i>Crystal mask of insightful detection</i>	20,250 gp
<i>Psionic restraints, damping</i>	24,000 gp
<i>Third eye sense</i>	24,000 gp
<i>Skin of the defender</i>	32,000 gp
<i>Third eye repudiate</i>	43,200 gp
<i>Skin of fiery response</i>	60,000 gp
<i>Skin of the troll</i>	61,200 gp
<i>Skin of the hero</i>	77,500 gp
<i>Skin of the spider</i>	79,080 gp
<i>Skin of proteus</i>	84,000 gp
<i>Skin of iron</i>	129,600 gp
<i>Skin of the psion</i>	151,000 gp

Universal Item Descriptions

Universal items can be configured to do just about anything.

Standard universal items are described below.

Amulet of Catapsi: This copper amulet aids the wearer against other psionic characters. Once per day, the wearer can mentally command the *catapsi* power, which blankets a 30-foot-radius area surrounding the wearer in telepathic noise for 9 rounds. Each time other psionic characters within this range attempt to manifest a power, they must succeed on a DC 17 Will save or pay 4 more points than they otherwise would for each power manifestation. The limit on the number of power points a subject can spend on a power remains in effect, so the subject may not be able to manifest his or her highest-level powers.

Moderate telepathy; ML 9th; Craft Universal Item, *catapsi*; Price 16,200 gp.

Boots of Landing: These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The wearer lands on her feet no matter how far she falls, and takes 2 fewer dice of damage from the fall than normal.

Faint psychopotation; ML 2nd; Craft Universal Item, *catfall*; Price 1,000 gp; Weight 1 lb.

Boots of Skating: These boots allow the wearer to slide along the ground at will as if using the *skate* power.

Faint psychopotation; ML 1st; Craft Universal Item, *skate*; Price 7,000 gp; Weight 1 lb.



Boots of Stomping: These boots allow the wearer to use *stomp* as the power three times per day (Reflex save DC 13) when the wearer stomps her feet.

Faint psychokinesis; ML 3rd; Craft Universal Item, *stomp*; Price 600 gp; Weight 1 lb.

Crystal Masks: Each of the various types of crystal masks fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils. The mask is transparent, although it distorts the wearer's features. Leather straps attached to small holes on the sides of a mask enable the owner to affix the mask to his face.

Crystal masks confer special abilities or improved skills on their wearers.

A crystal mask is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Crystal Mask of Detection: The wearer of a *crystal mask of detection* can make Search checks with a +10 competence bonus.

Moderate clairvoyance; ML 7th; Craft Universal Item, creator must have 10 ranks in Search; Price 10,000 gp; Weight 1/2 lb.

Crystal Mask of Discernment: The wearer of a *crystal mask of discernment* can make Sense Motive checks with a +10 insight bonus.

Moderate clairvoyance; ML 7th; Craft Universal Item, creator must have 10 ranks in Sense Motive; Price 10,000 gp; Weight 1/2 lb.

Crystal Mask of Dread: The wearer of a *crystal mask of dread* can attempt to frighten other beings to her will. The wearer makes all Intimidate checks with a +10 competence bonus.

Moderate clairvoyance; ML 7th; Craft Universal Item, creator must have 10 ranks in Intimidate; Price 10,000 gp; Weight 1/2 lb.

Crystal Mask of Insightful Detection: The wearer of a *crystal mask of insightful detection* can make Search checks and Spot checks with a +9 insight bonus.

Moderate clairvoyance; ML 7th; Craft Universal Item, creator must have 9 ranks in both Search and Spot; Price 20,250 gp; Weight 1/2 lb.

Crystal Mask of Knowledge: Each of the various *crystal masks of knowledge* grants the wearer a +5 competence bonus on a specific type of Knowledge check.

Faint clairvoyance; ML 3rd; Craft Universal Item, creator must have 5 ranks in the Knowledge skill of the appropriate type; Price 2,500 gp; Weight 1/2 lb.

Crystal Mask of Languages: Each of the various *crystal masks of language* grants the wearer the ability to speak and write five different languages.

Faint clairvoyance; ML 3rd; Craft Universal Item, creator must have the Speak Language skill for each of five languages; Price 2,500 gp; Weight 1/2 lb.

Crystal Mask of Mindarmor: A *crystal mask of mindarmor* grants the wearer a +4 insight bonus on all Will saving throws.

Faint telepathy; ML 5th; Craft Universal Item, *conceal thoughts*; Price 10,667 gp; Weight 1/2 lb.

Crystal Mask of Psionic Craft: The wearer of a *crystal mask of psionic craft* makes all Psicraft checks with a +10 competence bonus.

Moderate clairvoyance; ML 7th; Craft Universal Item,

creator must have 10 ranks in Psicraft; Price 10,000 gp; Weight 1/2 lb.

Eyes of Expanded Vision: These crystal lenses fit over the user's eyes to expand his field of vision. Flanking opponents gain only a +1 bonus when attacking the user instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Spot checks but takes a -2 penalty on saves against gaze attacks.

Faint clairvoyance; ML 1st; Craft Universal Item, *ubiquitous vision*; Price 3,000 gp.

Gloves of Titan's Grip: While wearing these oversized gloves, the user gains a +8 enhancement bonus on grapple checks. The power is activated when the user enters a grapple. The enhancement bonus lasts for a maximum of 7 rounds per use, up to three uses per day. Moderate psychometabolism; ML 9th; Craft Universal Item, *grip of iron*; Price 14,000 gp.

Mirror of Suggestion: This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 13 Will save or be affected by a *suggestion* chosen by the mirror's wielder. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Faint telepathy; ML 3rd; Craft Universal Item, *psionic suggestion*; Price 3,600 gp; Weight 1/2 lb.

Pearl, Brain Lock: This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target stands mentally paralyzed, as if by *brain lock*, for 3 rounds. The use destroys the item.

Faint telepathy; ML 3rd; Craft Universal Item, *brain lock*; Price 300 gp.

Pearl, Breath Crisis: This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *crisis of breath* for 5 minutes. The use destroys the item.

Faint telepathy; ML 5th; Craft Universal Item, *crisis of breath*; Price 750 gp.

Psionatrix: Each of these multifaceted crystals is worn as an amulet. Unless noted otherwise, a psionatrix adds a +1 enhancement bonus to the save DC when the wearer uses powers of the discipline to which the psionatrix is keyed. *Psionatrix of clairvoyance:* Blue light glimmers in this crystal's heart.

Moderate clairvoyance; ML 8th; Craft Universal Item, creator must be a seer; Price 8,000 gp.

Psionatrix of metacreativity: Green light glimmers in this crystal's heart.

Moderate metacreativity; ML 8th; Craft Universal Item, creator must be a shaper; Price 8,000 gp.

Psionatrix of psychokinesis: Red light glimmers in this crystal's heart.

Moderate psychokinesis; ML 8th; Craft Universal Item, creator must be a kineticist; Price 8,000 gp.

Psionatrix of psychometabolism: Violet light glimmers in this crystal's heart.

Moderate psychometabolism; ML 8th; Craft Universal Item, creator must be an egoist; Price 8,000 gp.

Psionatrix of psychoportation: Yellow-red light glimmers in this crystal's heart.

Moderate psychoportation; ML 8th; Craft Universal Item, creator must be a nomad; Price 8,000 gp.

Psionatrix of telepathy: Piercing yellow light shines from this crystal's heart.

Moderate telepathy; ML 8th; Craft Universal Item, creator must be a telepath; Price 8,000 gp.

Psionic Restraints: Each of the various psionic restraints is an iron cuff that cunningly locks around the wrist (DC 27 Open Lock check). The cuff limits the total number of power points a psionic creature wearing it can use in 1 round (regardless of the creature's total power point reserve), or completely damps the ability to use psionics. All types of psionic restraints prevent the free manifesting of powers.

Restraint Type	Allowed Power Points/Round	Market Price
Lesser	5	1,000 gp
Average	3	6,000 gp
Greater	1	12,000 gp
Damping	0	24,000 gp

Strong psychokinesis; ML 16th; Craft Universal Item, *bend reality*, *dispel psionics*; Weight 1 lb.

Psychoactive Skins: Psychoactive skins (also sometimes called ectoshells) are fist-sized globs of psionically charged ectoplasm. As a standard action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer and all his equipment like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack. Held items or items specifically excluded are not covered by a psychoactive skin.

Up to three skins can be worn simultaneously, although only the outermost is active in any given round (the powers of hidden skins cannot be manifested). Skin layers can be changed with a command thought as a standard action, which causes a lower-layer skin to come to the surface.

Skin of the Chameleon: This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +10 enhancement bonus on Hide checks.

Faint psychometabolism; ML 3rd; Craft Universal Item, *chameleon*; Price 18,000 gp; Weight 2 lb.

Skin of the Claw: This psychoactive skin benefits only a wearer who has levels in psychic warrior. If such a character wears this skin, he can activate the *claws of the beast* power at will, as a free action that does not provoke attacks of opportunity. He can also dismiss the claws equally quickly.

Faint psychometabolism; ML 4th; Craft Universal Item, *claws of the beast*; Price 16,000 gp; Weight 2 lb.

Skin of the Defender: This psychoactive skin continually grants the wearer a +4 bonus to natural armor.

Faint psychometabolism; ML 5th; Craft Universal Item, *thicken skin*; Price 32,000 gp; Weight 2 lb.

Skin of Fiery Response: This psychoactive skin answers the first attack made against the wearer in each round with an automatically manifested and targeted "ectoburst" against the attacker. The burst ejects from the skin on the wearer's turn, making a ranged touch attack as described in the *energy retort* power, but the energy type chosen is always fire. If the attack hits, the target takes 2d6 points of fire damage as the ectoburst flames up and is consumed. This attack does not in any way hinder the wearer, count against her total actions for the round, or provoke attacks of opportunity.

Faint psychokinesis; ML 5th; Craft Universal Item, *energy retort*; Price 60,000 gp; Weight 2 lb.

Skin of the Hero: This psychoactive skin continually grants the wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on all saving throws, and a +3 enhancement bonus on attack rolls.

Strong psychometabolism; ML 18th; Craft Universal Item, *bend reality*; Price 77,500 gp; Weight 2 lb.

Skin of Iron: This psychoactive skin affects the wearer as the *psionic iron body* power up to three times per day for 15 minutes with each use. When the skin's power is not active, it has no protective qualities. Activating the *psionic iron body* effect is a standard action that provokes attacks of opportunity.

Strong metacreativity; ML 15th; Craft Universal Item, *psionic iron body*; Price 129,600 gp; Weight 2 lb.

Skin of Nimbleness: This psychoactive skin continually grants the wearer a +10 competence bonus on Tumble checks.

Moderate psychometabolism; ML 8th; Craft Universal Item, creator must have 10 ranks in Tumble; Price 10,000 gp; Weight 2 lb.

Skin of Proteus: This psychoactive skin continually affects the wearer as the *metamorphosis* power. While in a form other than his natural form, the wearer does not appear to be wearing the skin.

Moderate psychometabolism; ML 7th; Craft Universal Item, *metamorphosis*; Price 84,000 gp; Weight 2 lb.

Skin of the Psion: This psychoactive skin grants the wearer 7 bonus power points per day and power resistance 21.

Strong clairsentience; ML 17th; Craft Universal Item, *power resistance*; Price 151,000 gp; Weight 2 lb.

Skin of the Spider: This psychoactive skin continually grants the wearer a +20 competence bonus on Climb



checks and continually affects the wearer as the *body equilibrium* power. Three times per day, the wearer can manifest *entangling ectoplasm* against a target within 30 feet.

Faint psychometabolism; ML 3rd; Craft Universal Item, creator must have 10 ranks in Climb, *body equilibrium*, *entangling ectoplasm*; Price 79,080 gp; Weight 2 lb.

Skin of the Troll: This psychoactive skin continually allows a living wearer to heal more quickly. The wearer heals 5 points of damage per minute. Except for the slower rate of healing, this skin affects its wearer as if the wearer were under the effect of a continual *true metabolism* power.

Strong psychometabolism; ML 17th; Craft Universal Item, *true metabolism*; Price 61,200 gp; Weight 2 lb.

Ring of Self-Sufficiency: This crystalline ring continually grants the wearer a +10 competence bonus on Autohypnosis checks.

Moderate psychometabolism; ML 7th; Craft Universal Item, creator must have 10 ranks in Autohypnosis; Price 10,000 gp.

Shards: These universal items are tiny fragments of cast-off crystal imprinted with minuscule bits of psionic power. Using a *shard* requires grasping it and projecting a command thought as a standard action (most *shards* telepathically whisper their command word into the minds of living creatures who handle them). A *shard* grants a temporary competence bonus on one specific skill, ranging from +1 to +10. The granted bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Once its effect is activated, a *shard* disintegrates immediately, whether or not the bonus granted by the *shard* is eventually used.

Moderate psychometabolism; ML 7th; Craft Universal Item, creator must have ranks in the specified skill at least equal to the imprinted bonus; Price 10 gp (+1), 40 gp (+2), 90 gp (+3), 160 gp (+4), 250 gp (+5), 360 gp (+6), 490 gp (+7), 640 gp (+8), 810 gp (+9), or 1,000 gp (+10).

Third Eyes: These objects appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. When the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes the *third eye* to disengage). Only one *third eye* can be worn at a time.

A *third eye* is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Aware: This kind of *third eye* continually grants the wearer a +10 competence bonus on Spot checks.

Moderate clairvoyance; ML 7th; Craft Universal Item, creator must have 10 ranks in Spot; Price 10,000 gp.

Conceal: While worn, a *third eye conceal* protects the wearer from view by all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against all mind-affecting powers and effects as well as information-gathering by clairvoyance powers or effects (except for *metafaculty*); this item affects the wearer as if he enjoyed the benefit of the *psionic mind blank* power.

Strong telepathy; ML 15th; Craft Universal Item, *psionic mind blank*; Price 120,000 gp.

Concentrate: This kind of *third eye* continually grants the wearer a +10 competence bonus on Concentration checks.

Moderate telepathy; ML 7th; Craft Universal Item, creator must have 10 ranks in Concentration; Price 10,000 gp.

Gather: This kind of *third eye* continually grants the wearer a +10 competence bonus on Gather Information checks.

Moderate clairvoyance; ML 7th; Craft Universal Item, creator must have 10 ranks in Gather Information; Price 10,000 gp.

Penetrate: While worn, a *third eye penetrate* grants the wearer a +2 bonus on manifester level checks to overcome a creature's power resistance.

Strong clairvoyance; ML 15th; Craft Universal Item, *bend reality*; Price 8,000 gp.

Torc of Free Will: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of free will* is not affected by the *brain lock* power or items that produce *brain lock* effects (such as *crystal anchors*).

A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Faint telepathy; ML 3rd; Craft Universal Item, *brain lock*; Price 6,000 gp; Weight 2 lb.

Torc of Leech Freedom: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of leech freedom* automatically resists up to two uses of *power leech* against him per day.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Faint telepathy; ML 5th; Craft Universal Item, *power leech*; Price 12,000 gp; Weight 2 lb.

Creating Psionic Items

To calculate the costs involved in creating a psionic item, refer to Creating Magic Items. Although that information deals with magic items, the price formulas presented there are identical to those for psionic items. Creating psionic armor and psionic weapons is almost identical to the requirements for creating magic armor and magic weapons.

Creating Dorjes

To create a dorje, a character needs a small supply of materials, the most obvious being a chunk of crystal or the crystal shards of the dorje to be carved from or assembled. The cost of the materials is subsumed in the cost of creating the dorje—375 gp x the level of the power x the level of the manifester. Dorjes are always fully charged (50 charges) when created.

If an augmentable power is incorporated into a dorje at a higher manifester level than the minimum level required to manifest the power, each discharge of the power from the dorje is augmented to the limit of that higher manifester level. Alternatively, if you want to have a higher manifester level in the dorje, you must pay for the dorje as if the power was one level higher for each additional two manifester levels you want.

The creator must know the power or powers to be imprinted in the dorje (or must have the power available in some other form). If manifesting the power would reduce the manifester's experience point total, she pays the cost (multiplied by 50) upon beginning the dorje in addition to the experience point cost for making the dorje itself. The act of working on the dorje costs a number of power points per day equal to the power point cost of the power that is being embedded in the crystal of the dorje.

Crafting a dorje requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Dorje.

Creating Power Stones

To create a power stone, a character needs a supply of incense and fine etching tools, the cost of which is subsumed in the cost of encoding the power stone—12.5 gp x the level of the power x the level of the manifester. All materials used to imprint a power stone must be fresh and unused. A character must pay the full cost for encoding each power stone no matter how many times she previously has imprinted the same power.

The creator must know the power or powers to be imprinted in the power stone (or must have the power available in some other form). If manifesting the power would reduce the manifester's experience point total, she pays the cost upon beginning the power stone in addition to the experience point cost for making the power stone itself. The act of encoding triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Encoding a power stone requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Imprint Stone.

Creating Psicrowns

To create a psicrown, a character needs a supply of materials, the most obvious being a circlet, crown, or the pieces of the crown to be assembled. The cost of the materials is subsumed in the cost of creating the psicrown—375 gp x the level of the highest-level power x the level of the manifester, + 75% of the value of the next highest-level power (281.25 gp x the level of the power x the level of the manifester), + one-half of the value of any other powers (187.5 gp x the level of the power x the level of the manifester). Psicrowns are always created with full power points.

Alternatively, if you want to have a higher manifester level in the psicrown, you must pay for the psicrown as if the highest-level power is one level higher for each additional two manifester levels you want.

The creator must know the power or powers to be imprinted in the psicrown (or must have the power available in some other form). If any of the powers has an XP cost, the creator must provide XP equal to 50 x that cost. This expense is in addition to the experience point cost for making the psicrown itself. The act of working on a psicrown costs a number of power points per day equal to the cost of manifesting each of the powers associated with the psicrown once per day.

Crafting a psicrown requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Psicrown.

Creating Psionic Tattoos

The creator of a psionic tattoo must have a patch of uncovered skin free of hair and fur, and at least a few containers in which to mix dyes. In addition, he needs special materials, usually to create dyes. The costs for materials and dyes are subsumed in the cost for scribing the psionic tattoo—25 gp x the level of the power x the level of the manifester. All ingredients and materials used to scribe a psionic tattoo must be fresh and unused. The character must pay the full cost for scribing each psionic tattoo. (Economies of scale do not apply.)

The user of the psionic tattoo is both the manifester and the target; therefore, powers that target another creature cannot be stored in psionic tattoo form. Powers with a range of personal can be made into psionic tattoos, but they cost double the price of standard psionic tattoos.

The creator must know the power to be placed in the psionic tattoo (or must have the power available in some other form). If manifesting the power would reduce the manifester's XP total, he pays the XP cost upon beginning the scribing in addition to the experience point cost for making the psionic tattoo itself. The act of scribing triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Scribing a psionic tattoo requires one day.

Item Creation Feat Required: Scribe Tattoo.

Creating Universal Items

To create a universal item, a character usually needs some sort of equipment or tools to work on the item. He also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Universal item costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values in the *System Reference Document* and use the given item prices as a guideline. Creating an item costs half the market value listed.

If powers are involved in the prerequisites for making the item, the creator must know the power to be placed in the item (or must have the power available in some other form). Any experience point cost for a prerequisite power is not incurred by the creator of a prerequisite power is not incurred by the creator of the item. The act of working on the item requires a payment of power points appropriate to the power or powers associated with the item during each day of the item's creation.

Crafting a universal item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Universal Item.

Chapter Eight: Psionic Monsters

General Rules

The following rules are specific to the creatures presented in this book. They describe the various subtypes that are applied to the creatures presented below, they detail the specifics of how psi-like abilities function, and they assist in learning to read the creature entries themselves.

Subtypes

Entropic

The entropic subtype applies to creatures that can use entropic powers or abilities, or that have the ability to use an entropic focus (In other words, a creature with the entropic subtype either has one or more entropic feats, the ability to manifest entropic powers, one or more entropic abilities or an entropic focus ability.)

Characters who have entropic feats or who can manifest entropic powers gain the entropic subtype.

Traits: The entropic subtype simply identifies creatures that may be vulnerable to powers, spells, and effects targeting entropic creatures. It does not represent any specific benefits or drawbacks.

Entropic Psionic Creatures

An entropic creature that can manifest powers also automatically has the psionic subtype, detailed below.

Psionic

The psionic subtype applies to creatures that can use psionic powers or abilities or that have the ability to manifest powers. (In other words, a creature with the psionic subtype either has a power point reserve or has psi-like abilities.) It also applies to creatures from other sources that have spell-like abilities labeled as “psionics.”

Characters that have levels in any class that grants the use of psionics, or who have psi-like abilities as racial traits, gain the psionic subtype.

Traits: Other than the fact that all psionic creatures have psionic powers or psi-like abilities, psionic creatures have no specific traits. The psionic subtype simply identifies creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures.

Undead Psionic Creatures

A psionic undead creature, although rare, is a force to be reckoned with.

Because undead are immune to mind-affecting effects (including charms and compulsions), they are particularly threatening to other psionic creatures and characters (especially telepaths). Psionic undead creatures can use mind-affecting powers on the living, even though they themselves are immune to such attacks. However, an undead creature may have the psionic subtype if it meets the criteria described above, and thus be vulnerable to non-mind-affecting powers or effects that specifically affect psionic creatures.

Intelligent constructs and plants with psionic powers or psi-like abilities also share this advantage.

Ssethric

The Ssethric subtype is used solely to denote creatures that are associated with the Ssethregoran Empire, and its attendant history. Some creatures, such as Ssanu, have the Ssethric subtype because they were directly created by the Ssethregoran deities. Others, like the Folugub, have this subtype because they were created using Ssethregoran bio-technology.

Traits: The Ssethric subtype simply identifies creatures that may be vulnerable to powers, spells and effects targeting Ssethric creatures. It does not represent any specific benefits or drawbacks.

Ssethric Psionic Creatures

A Ssethric creature that can manifest powers also automatically has the psionic subtype, detailed above. While such creatures are rare, they are not improbable or impossible creatures, and there are no special rules that must be considered.

Tainted

This subtype is particular to Arcanis and is used to identify creatures that have Infernal lineage or have been affected by Infernal corruption, but are not themselves full-fledged Infernals. For example, all dark-kin characters have the Tainted subtype.

Some spells and effects (mostly those from the *Legacy of Damnation* book) target Tainted creatures specifically. All Infernal creatures (including Fiendish creatures) are considered to have the Tainted subtype, regardless of whether they are Extraplanar or Native. Tainted is not an aligned subtype; creatures with the Tainted subtype do not automatically have the Evil subtype, for example. Tainted does not automatically detect as evil; however, certain sells and effects specifically detect creatures with the Tainted subtype regardless of their alignment. The strength of a Tainted creature’s aura under such detection is based on its Hit Dice, using the core rules for detecting evil Outsiders with the *detect evil* spell.

Traits: The tainted subtype simply identifies creatures that may be vulnerable to powers, spells and effects targeting tainted creatures. It does not represent any specific benefits or drawbacks.

Tainted Psionic Creatures

A tainted creature that can manifest powers also automatically has the psionic subtype, detailed above. While such creatures are rare, they are not improbable or impossible creatures, and there are no special rules that must be considered.

Psionic Powers

Creatures with psionic powers are similar to creatures with racial spellcasting ability. They have the ability to manifest powers just as a member of a psionic character class can (and can activate psionic items accordingly).

Creatures with the ability to use powers are subject to the same rules for manifesting powers that characters are, but they are not actually members of a class and do not gain any class abilities unless otherwise specified.

Creatures with psionic powers generally emulate the manifesting ability of a particular psionic class. When such a creature takes levels in that same class, it can stack its innate psionic powers and its class power progression together.

Creatures with psionic powers that take levels in a class other than the one they emulate combine their two power point reserves into a single reserve, but they manifest powers from each psionic class separately.

Psi-Like Abilities

Most psionic monsters have some number of psi-like abilities. These are very similar to spell-like abilities. Naturally, they are psionic and work just like powers or spells. A creature with psi-like abilities does not pay for these abilities with power points and does not pay any XP cost associated with manifesting the power the ability duplicates.

Psi-like abilities do not work in a *null psionics field* and are subject to power resistance if the power or spell the ability duplicates would be subject to power resistance. A psi-like ability usually has a limit on how often it can be used. A psi-like ability that can be used at will has no use limit. Using a psi-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a psi-like ability defensively and avoid provoking attacks of opportunity, just as when using a power or casting a spell. A psi-like ability can be interrupted just as a spell can. Psi-like abilities cannot be used to counterspell, nor can they be counterspelled.

All creatures with psi-like abilities are assigned a manifester level, which indicates how difficult it is to dispel their psi-like effects and determines all level-dependent variables (such as range or duration) the abilities might have. When a creature uses a psi-like ability, the power is manifested as if the creature had spent a number of power points equal to its manifester level, which may augment the power to improve its damage or save DC. However, the creature does not actually spend power points for its psi-like abilities, even if it has a power point reserve due to racial abilities, class levels, or some other psionic ability.

The DC of a saving throw (if applicable) against a creature's psi-like ability is 10 + the level of the power or spell the ability duplicates + the creature's Cha modifier. Remember to check the power's Augment entry to see if the creature's manifester level (and thus the effective power point expenditure) increases the DC of the saving throw. Changes to the effect's save DC, damage, and so on are noted in the psi-like ability entry.

Psionic Focus

Some creatures have feats that can be used only when the creature is psionically focused, or that require the creature to expend its psionic focus. Assume that such a creature is psionically focused before entering combat.

Psi-Like Abilities and Feats

Creatures with access to psi-like abilities can use the feats Empower Spell-Like Ability and Quicken Spell-Like Ability.

These feats can only be used on psi-like abilities that do not have increased effects due to augmentation. Furthermore, the creature can empower a psi-like ability only with a level less than or equal to half of its manifester level (round down) minus 2, and can quicken a psi-like ability only with a level less than or equal to half of its manifester level (round down) minus 4.

Creatures with "Psionics" Entries

Psionic monsters often possess spell-like abilities that are identified as "psionics," instead of "spell-like abilities." For all intents and purposes, creatures with spell-like abilities

described as psionics are considered to possess psi-like abilities, and they manifest their powers as described above.

Psionic Spells

In some cases, a creature's psi-like abilities (or abilities listed under a creature's psionics entry) may include an effect that does not duplicate any listed power. For such abilities, simply use the existing spell description. Treat the creature's manifester level as the caster level for the spell. The ability is still psionic in origin, so spells and powers that specifically affect psionic powers can negate or reduce its effects as they would any other psionic power.

Psionic Versions of Creatures

Below are presented psionic versions of the following creatures: aboleth and couatl. These alternate versions are psionic equivalents of their standard counterparts.

Only the portions of the monster entry that are specifically changed by the addition of psionics rules have been listed. All other elements of the creature remain the same.

Alignment-Based Spell-like Abilities

Some creatures have spell-like abilities that used alignment-based spells. In *Living Arcanis* the standard alignment-based spells are not used; instead new spells have been developed for the world of Arcanis. These spells, and the rules that pertain to their use, are presented in *Appendix I*. While the entries below still refer to the standard alignment-based spells of the *System Reference Document*, all such entries are marked with ^{AB} to remind the reader that these are alignment-based spells.

In the *Living Arcanis* campaign, any entry that is marked with ^{AB} is replaced with the equivalent spell from *Appendix I*.

Reading Psionic Creature Entries

Each of a creature's psi-like abilities has a manifester level. Each ability that allows a saving throw also gives a save DC in parentheses following the power name.

Powers that have increased effects due to augmentation include information about the effect. An asterisk indicates that the power has already been augmented by the creature's innate ability.

Powers that can't be augmented, or that are manifested at their normal minimum level, do not contain any special notations. Resolve the effect of manifesting the power without augmentation at the creature's given manifester level.

Some creatures may have particular powers that are manifested at a higher or lower level than their normal manifester level. In such cases, the manifester level is given in the parenthetical information following the power name.

Creatures

The world of Arcanis has many diverse creatures. Presented below is a sample of the psionic foes that exist in Arcanis. Some of these foes are also Entropic creatures and are servants of the Silence.

The entries for most of these creatures are presented as excerpts from Darius Gracchi's *Journal of Extraordinary Travels*. Darius Gracchi was a 7th-Century wanderer who explored many distant areas of Onara before disappearing. The only evidence that remains of his life is his journal, discovered years after his passing in a remote cavern on the borders of the Blessed Lands.

Aboleth

Dirigo 22, 587 I.C.

We were crossing the Sea of Lanterns today when our craft was set upon by ravaging creatures, slick with mucus. While these creatures were not of particular threat to us, the horrific creature that rode below the waves was of significant danger.

The fight against the creature was protracted, and very nearly deadly. Somehow it wrested control over my friend's body, and took him below the waves. My friend, Polaik, was lost to us, even after we destroyed the creature.

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)
Environment: Underground



Organization: Solitary, brood (2-4), or slaver brood (1d3+1 plus 7-12 skum)

Treasure: Double standard

Aboleth

CR: 7

LE Huge Aberration (Aquatic, Psionic)

HD: 8d8+40 (89 hp)	
BAB: +6	Grapple: +22
Initiative: +1	Trip: +12
Speed: 10 ft., swim 60 ft.	Aura: --
AC: 16 (-2 size, +1 Dex, +7 natural)	
Touch: 9	Flat-Footed: 15
Immunity: --	DR: --
Resistance: --	PR: --
Attack: Tentacle +12 melee (1d6+8 plus slime, 20/x2)	
Attack: 4 tentacles +12 melee (1d6+8 plus slime, 20/x2)	
SA: Psi-like Abilities, slime	
Saves: Fort +7	Ref +3
Abilities: Str 26 (+8)	Dex 12 (+1)
Int 15 (+2)	Wis 17 (+3)
Con 20 (+5)	Cha 17 (+3)
Languages: Unknown (unique language to the Aboleths)	
SQ: Aquatic subtype, mucus cloud	
Senses: Darkvision 60 ft.	
Skills: Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +8	
Feats: Alertness, Combat Manifestation, Iron Will	

Psi-Like Abilities: At will—disable (30-ft. cone, 12 HD, DC 20*), false sensory input (five targets, DC 16*), mental disruption (20-ft. radius, DC 18*), mindlink (unwilling, nine targets, DC 14*); 3/day—ego whip (ML 9th, 1d6+5, DC 17*), id insinuation (ML 7th, three targets, DC 17*), psionic dominate (any target, 24 hours, DC 20*), thought shield (power resistance 21, 3 rounds*); 1/day—psionic modify memory (DC 17), remote viewing (DC 17), wall of ectoplasm (DC 17).

Manifester level 13th. The save DCs are Charisma-based.

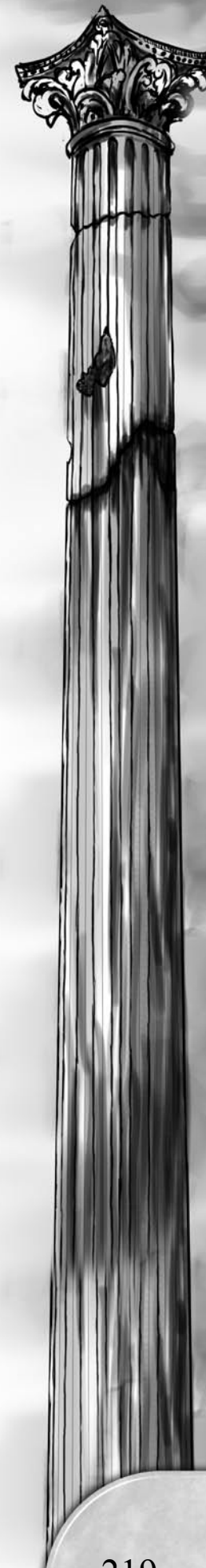
*Includes augmentation for the aboleth's manifest level.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A remove disease spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a heal or mass heal spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Astral Construct

Astral constructs are brought into being by the metacreativity power *astral construct*. They are formed from raw ectoplasm (a portion of the astral medium drawn into the Material Plane). The power points spent by the construct's creator during the manifestation of the power determine the level of the astral construct created. However, even astral constructs of the same level vary somewhat from each other, depending on the whims of their creators.

Astral constructs act as directed by their creators. As a free action, a construct's manifester can direct the construct to attack particular enemies, use specific tactics or powers, perform other actions, or do nothing at all. The construct does exactly what its creator directs it to do.

An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt one according to his or her whim within the limits imposed by the creature's size. The quality of such "construct sculpture" is determined by a Craft (sculpting) check. A result of 10 to 19 creates a creature that is recognizably similar to the desired creature shape; a result of 20 to 29 creates a construct that looks like an accurate portrayal of that creature type; a result of 30 or higher creates a construct that looks like a specific individual. No matter how high the Craft (sculpting) check result, though, an astral construct's appearance can't hide the otherworldly material from which it is formed.

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Special Abilities: Every time an astral construct is created, the manifester can choose to apply one special ability to the construct. When the manifester begins to manifest the *astral construct* power, he chooses one or more special abilities from a menu of abilities appropriate to that level of astral construct.

Advancement: --

Environment: Any

Organization: Solitary

Treasure: None

Creating an Astral Construct

When manifesting the *astral construct* power, the manifester assembles the desired creature from a menu of choices, as specified in the construct's statistics block. A manifester can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant an astral construct the ability to manifest specific powers as psi-like abilities. Unless using the ability is a free action, an astral construct manifesting such a power does so as a standard action that provokes attacks of opportunity. All such powers have a manifester level equal to the astral construct's Hit Dice or the creator's manifester level, whichever is lower.

An astral construct does not need to meet the prerequisites for a feat granted by a menu choice.

Astral Construct Menu A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

Buff (Ex): The astral construct gains an extra 5 hit points.

Celerity (Ex): The astral construct's land speed is increased by 10 feet.

Cleave (Ex): The astral construct gains the Cleave feat.

Deflection (Ex): The astral construct gains a +1 deflection bonus to Armor Class.

Fly (Ex): The astral construct has physical wings and a fly speed of 20 feet (average).

Improved Bull Rush (Ex): The astral construct gains the Improved Bull Rush feat.

Improved Slam Attack (Ex): The astral construct gains the Improved Natural Attack feat.

Mobility (Ex): The astral construct gains the Mobility feat.

Power Attack (Ex): The astral construct gains the Power Attack feat.

Resistance (Ex): Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

Swim (Ex): The astral construct is streamlined and shark like, and gains a swim speed of 30 feet.

Trip (Ex): If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

Energy Touch (Ex): The astral construct deals an extra 1d4 points of damage of an energy type you choose (fire, cold, acid, or electricity) when you manifest the construct.

Extra Attack: If the astral construct is Medium or smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier x 1-1/2. If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

Fast Healing (Ex): The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

Heavy Deflection (Ex): The astral construct gains a +4 deflection bonus to Armor Class.

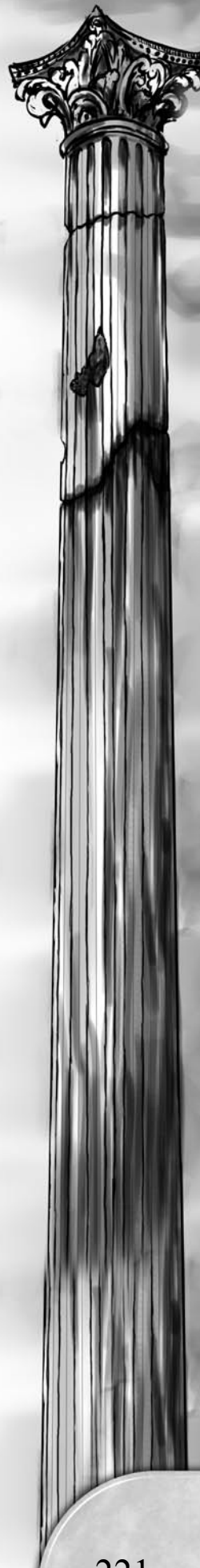
Improved Buff (Ex): The astral construct gains an extra 15 hit points.

Improved Critical (Ex): The astral construct gains the Improved Critical feat with its slam attacks.

Improved Damage Reduction (Ex): The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).

Improved Fly (Ex): The astral construct has physical wings and a fly speed of 40 feet (average).

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.



Astral Construct (1st-Level)

N Small Construct

HD:	1d10+10 (20 hp)					
BAB:	+0	Grapple:	-2	Space:	5 ft.	
Initiative:	+2	Trip:	+2	Reach:	5 ft.	
Speed:	30 ft.			Aura:	--	
AC:	18 (+1 size, +2 Dex, +5 natural)					
Touch:	13	Flat-Footed:	16			
Immunity:	--			DR:	--	
Resistance:	--			PR:	--	
Attack:	Slam +3 melee (1d4+2, 20/x2)					
SA:	--					
Saves:	Fort	+0	Ref	+2	Will	+0
Abilities:	Str	15 (+2)	Dex	15 (+2)	Con	--
	Int	--	Wis	11	Cha	10
Languages:	--					
SQ:	Construct traits, one ability from Menu A					
Senses:	Darkvision 60 ft., low-light vision					
Skills:	--					
Feats:	--					

CR: ½ damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + 1/2 astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a -4 penalty.

Astral Construct Menu C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu. Alternatively, the astral construct can have two special abilities from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.)

Blindsight (Ex): The astral construct has blindsight out to 60 feet.

Concussion (Ps): The astral construct can manifest *concussion blast* (manifester level 7th) as a free action once per round.

Constrict (Ex): The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

Dimension Slide (Ps): The astral construct can manifest *dimension slide* (manifester level equal to Hit Dice) as a move action once per round.

Energy Bolt (Ps): The astral construct can manifest *energy bolt* (manifester level 8th) as a standard action once per round. The creator sets the energy type that the astral construct can manifest when he creates it.

Extra Buff (Ex): The astral construct gains an extra 30 hit points.

Extreme Damage Reduction (Ex): The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.

Extreme Deflection (Ex): The astral construct gains a +8 deflection bonus

Astral Construct (2nd-Level)

N Medium Construct

HD:	2d10+20 (40 hp)					
BAB:	+1	Grapple:	+4	Space:	5 ft.	
Initiative:	+2	Trip:	+3	Reach:	5 ft.	
Speed:	40 ft.			Aura:	--	
AC:	18 (+2 Dex, +6 natural)					
Touch:	12	Flat-Footed:	16			
Immunity:	--			DR:	--	
Resistance:	--			PR:	--	
Attack:	Slam +4 melee (1d6+3, 20/x2)					
SA:	--					
Saves:	Fort	+0	Ref	+2	Will	+0
Abilities:	Str	17 (+3)	Dex	15 (+2)	Con	--
	Int	--	Wis	11	Cha	10
Languages:	--					
SQ:	Construct traits, one ability from Menu A					
Senses:	Darkvision 60 ft., low-light vision					
Skills:	--					
Feats:	--					

CR: 1

Improved Swim: The astral construct is streamlined and shark-like, and gains a swim speed of 60 feet.

Muscle (Ex): The astral construct gains a +4 bonus to its Strength score.

Poison Touch (Ex): If the astral construct hits with a melee attack, the target must make an initial Fortitude save (DC 10 + 1/2 astral construct's HD + astral construct's Cha modifier) or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.

Pounce (Ex): If the astral construct charges a foe, it can make a full attack.

Smite (Su): Once per day the astral construct can make one attack that deals extra damage equal to its Hit Dice.

Trample (Ex): As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning

to Armor Class.

Natural Invisibility (Su): The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Power Resistance (Ex): The astral construct gains power resistance equal to 10 + its Hit Dice.

Rend (Ex): The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.

Spring Attack (Ex): The astral construct gains the Spring Attack feat.

Whirlwind Attack (Ex): The astral construct gains the Whirlwind Attack feat.

Astral Construct (3rd-Level)

CR: 2

N Medium Construct

HD:	3d10+20 (50 hp)								
BAB:	+2	Grapple:	+7	Space:	5 ft.				
Initiative:	+2	Trip:	+5	Reach:	5 ft.				
Speed:	40 ft.				Aura:	--			
AC:	20 (+2 Dex, +8 natural)								
Touch:	12	Flat-Footed:	18						
Immunity:	--			DR:	--				
Resistance:	--			PR:	--				
Attack:	Slam +7 melee (1d6+5, 20/x2)								
SA:	--								
Saves:	Fort	+1	Ref	+3	Will	+1			
Abilities:	Str	21	(+5)	Dex	15	(+2)	Con	--	--
	Int	--	--	Wis	11		Cha	10	
Languages:	--								
SQ:	Construct traits, one ability from Menu A								
Senses:	Darkvision 60 ft., low-light vision								
Skills:	--								
Feats:	--								

Astral Construct (4th-Level)

CR: 3

N Medium Construct

HD:	5d10+20 (62 hp)								
BAB:	+3	Grapple:	+10	Space:	5 ft.				
Initiative:	+2	Trip:	+7	Reach:	5 ft.				
Speed:	40 ft.				Aura:	--			
AC:	22 (+2 Dex, +10 natural)								
Touch:	12	Flat-Footed:	20						
Immunity:	--			DR:	--				
Resistance:	--			PR:	--				
Attack:	Slam +10 melee (1d6+7, 20/x2)								
SA:	--								
Saves:	Fort	+1	Ref	+3	Will	+1			
Abilities:	Str	25	(+7)	Dex	15	(+2)	Con	--	--
	Int	--	--	Wis	11		Cha	10	
Languages:	--								
SQ:	Construct traits, one ability from Menu B								
Senses:	Darkvision 60 ft., low-light vision								
Skills:	--								
Feats:	--								

Astral Construct (5th-Level)

CR: 5

N Large Construct

HD:	7d10+30 (84 hp)								
BAB:	+5	Grapple:	+18	Space:	10 ft.				
Initiative:	+1	Trip:	+9	Reach:	10 ft.				
Speed:	40 ft.				Aura:	--			
AC:	23 (-1 size, +1 Dex, +13 natural)								
Touch:	10	Flat-Footed:	22						
Immunity:	--			DR:	5/magic				
Resistance:	--			PR:	--				
Attack:	Slam +13 melee (1d8+9, 20/x2)								
Attack:	2 slams +13 melee (1d8+9, 20/x2)								
SA:	--								
Saves:	Fort	+2	Ref	+3	Will	+2			
Abilities:	Str	29	(+9)	Dex	13	(+1)	Con	--	--
	Int	--	--	Wis	11		Cha	10	
Languages:	--								
SQ:	Construct traits, one ability from Menu B								
Senses:	Darkvision 60 ft., low-light vision								
Skills:	--								
Feats:	--								



Astral Construct (6th-Level)

CR: 7

N Large Construct

HD:	10d10+30 (102 hp)								
BAB:	+7		Grapple:	+22		Space:	10 ft.		
Initiative:	+1		Trip:	+11		Reach:	10 ft.		
Speed:	40 ft.					Aura:	--		
AC:	25 (-1 size, +1 Dex, +15 natural)								
Touch:	10		Flat-Footed:	24					
Immunity:	--					DR:	10/magic		
Resistance:	--					PR:	--		
Attack:	Slam +17 melee (1d8+11, 20/x2)								
Attack:	2 slams +17 melee (1d8+11, 20/x2)								
SA:	--								
Saves:	Fort	+3	Ref	+4	Will	+3			
Abilities:	Str	33	(+11)	Dex	13	(+1)	Con	--	--
	Int	--	--	Wis	11		Cha	10	
Languages:	--								
SQ:	Construct traits, one ability from Menu B								
Senses:	Darkvision 60 ft., low-light vision								
Skills:	--								
Feats:	--								

Astral Construct (7th-Level)

CR: 8

N Large Construct

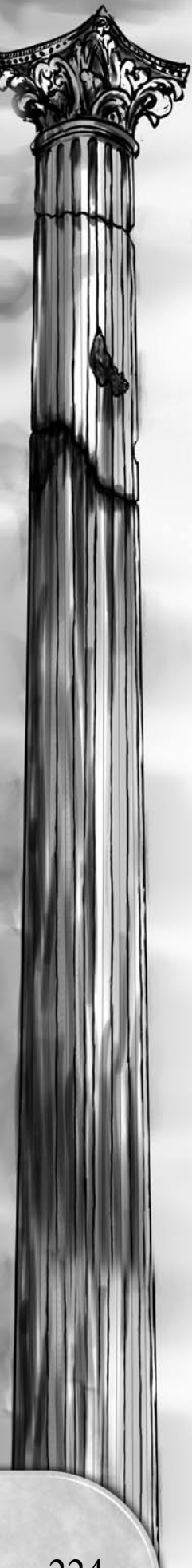
HD:	13d10+30 (120 hp)								
BAB:	+9		Grapple:	+25		Space:	10 ft.		
Initiative:	+1		Trip:	+12		Reach:	10 ft.		
Speed:	40 ft.					Aura:	--		
AC:	27 (-1 size, +1 Dex, +17 natural)								
Touch:	10		Flat-Footed:	26					
Immunity:	--					DR:	10/magic		
Resistance:	--					PR:	--		
Attack:	Slam +20 melee (1d8+12, 20/x2)								
Attack:	2 slams +20 melee (1d8+12, 20/x2)								
SA:	--								
Saves:	Fort	+4	Ref	+5	Will	+4			
Abilities:	Str	35	(+12)	Dex	13	(+1)	Con	--	--
	Int	--	--	Wis	11		Cha	10	
Languages:	--								
SQ:	Construct traits, one ability from Menu C								
Senses:	Darkvision 60 ft., low-light vision								
Skills:	--								
Feats:	--								

Astral Construct (8th-Level)

CR: 9

N Large Construct

HD:	16d10+30 (138 hp)								
BAB:	+12		Grapple:	+30		Space:	10 ft.		
Initiative:	+1		Trip:	+14		Reach:	10 ft.		
Speed:	40 ft.					Aura:	--		
AC:	29 (-1 size, +1 Dex, +19 natural)								
Touch:	10		Flat-Footed:	28					
Immunity:	--					DR:	15/magic		
Resistance:	--					PR:	--		
Attack:	Slam +25 melee (1d8+14, 20/x2)								
Attack:	2 slams +25 melee (1d8+14, 20/x2)								
SA:	--								
Saves:	Fort	+5	Ref	+6	Will	+5			
Abilities:	Str	39	(+14)	Dex	13	(+1)	Con	--	--
	Int	--	--	Wis	11		Cha	10	
Languages:	--								
SQ:	Construct traits, one ability from Menu C								
Senses:	Darkvision 60 ft., low-light vision								
Skills:	--								
Feats:	--								



Astral Construct (9th-Level)

CR: 10

N Huge Construct

HD:	19d10+40 (166 hp)					
BAB:	+14	Grapple:	+38	Space:	15 ft.	
Initiative:	+0	Trip:	+16	Reach:	15 ft.	
Speed:	50 ft.			Aura:	--	
AC:	33 (-2 size +25 natural)					
Touch:	8	Flat-Footed:	33			
Immunity:	--			DR:	15/magic	
Resistance:	--			PR:	--	
Attack:	Slam +28 melee (2d6+16, 20/x2)					
Attack:	2 slams +28 melee (2d6+16, 20/x2)					
SA:	--					
Saves:	Fort	+6	Ref	+6	Will	+6
Abilities:	Str	43	(+16)	Dex	11	Con -- --
	Int	--	--	Wis	11	Cha 10
Languages:	--					
SQ:	Construct traits, two abilities from Menu C					
Senses:	Darkvision 60 ft., low-light vision					
Skills:	--					
Feats:	--					

Blue

Lobsang, an Elder Elorii amongst the Elorii of the Vastwood, long ago created an order of warriors known as the Suromari. However, she was banished from Elorii lands for various transgressions. Amongst those was the creation of a new race, using forbidden Ssethregoran bio-technology. This new race was the Blues, whom she created by implanting Sansho brainstems into the minds of goblins.

A Blue is visually identical to a regular goblin, the difference being that they have faintly blue-tinged eyes and flesh.

Advancement: By character class (usually psion)

Environment: Any

Organization: Solitary, pair or horde (3-20)

Treasure: Standard

Blue

CR: 1

NE Small Humanoid (Goblinoid, Psionic); Blue Psion (Telepath) 1

HD:	1d4+2 plus 4 (10 hp)					
BAB:	+0	Grapple:	-6	Space:	5 ft.	
Initiative:	+1	Trip:	-2	Reach:	5 ft.	
Speed:	30 ft.			Aura:	--	
AC:	16 (+1 size, +1 Dex, +4 inertial armor)					
Touch:	12	Flat-Footed:	15			
Immunity:	--			DR:	--	
Resistance:	--			PR:	--	
Attack:	Quarterstaff -2 melee (1d4-2, 20/x2)					
Attack:	Light Crossbow +1 ranged (1d6, 19-20/x2)					
SA:	Psionic powers					
Saves:	Fort	+2	Ref	+1	Will	+3
Abilities:	Str	6	(-2)	Dex	13	(+1) Con 14 (+2)
	Int	17	(+3)	Wis	12	(+1) Cha 8 (-1)
Languages:	Goblin, Eloran (understand only), Low Coryan, High Coryani, Milandisian					
SQ:	--					
Senses:	Darkvision 60 ft.					
Skills:	Concentration +6, Hide +7, Move Silently +5, Psicraft +7, Ride +5, Spot +3					
Feats:	Psionic Body, Psionic Dodge ^B					

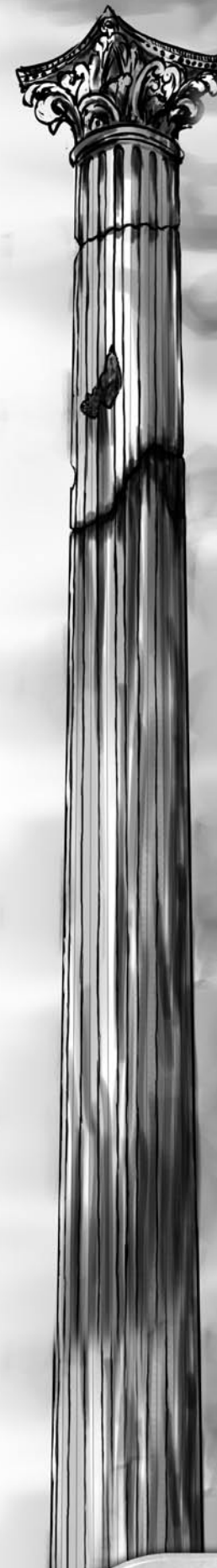
Psionic Powers: The blue described here is a 1st-level psion.

Typical Psion Powers Known (power points 3*; save DC 13 + power level): 1st—inertial armor, mind thrust (DC 14), psionic charm (DC 14).

Manifester level 1st. The save DCs are Intelligence-based.

*The blue shown here has already manifested inertial armor; its reserve is normally 4 power points.

Skills: Blues have a +4 racial bonus on Move Silently checks and Ride checks.



Brain Mole

CR: ½

N Tiny Magical Beast (Psionic)

HD: 1d10-2 (8 hp)**BAB:** +1 **Grapple:** -11 **Space:** 2-1/2 ft.**Initiative:** +2 **Trip:** -4 **Reach:** 0 ft.**Speed:** 15 ft., burrow 15 ft. **Aura:** --**AC:** 14 (+2 size, +2 Dex)**Touch:** 14 **Flat-Footed:** 12**Immunity:** -- **DR:** --**Resistance:** -- **PR:** --**Attack:** Bite +5 melee (1d3-4 plus cascade flu, 20/x2)**SA:** Cascade flu, psi-like abilities**Saves:** Fort +0 Ref +4 Will +2**Abilities:** Str 2 (-4) Dex 14 (+2) Con 7 (-2)

Int 2 (-4) Wis 14 (+2) Cha 11

Languages: --**SQ:** Power conversion, hide mind**Senses:** Low-light vision, scent**Skills:** Hide +15, Move Silently +7, Listen +6, Spot +2**Feats:** Alertness, Weapon Finesse^B

Cascade Flu (Ex): Disease—bite; Fortitude DC 9, incubation period one day, damage psionic cascade (every time an afflicted character manifests a power, she must make a DC 16 Concentration check; on a failed check, a psionic cascade is triggered [see Psionic Maladies]). The save DC is Constitution-based.

Psi-Like Abilities: At will—detect psionics, power leech (ML 5th, DC 14); 3/day—aversion (DC 12), mind thrust (DC 11). Manifest level 1st. The save DCs are Charisma-based.

Hide Mind (Su): A brain mole cannot be identified as psionic by divination spells or clairvoyance powers.

Power Conversion (Su): When a brain mole drains a power point by means of its power leech power, it immediately heals 1 hit point. If it is already at full normal hit points, it instead gains psionic sustenance sufficient to supply its need for nourishment for 24 hours.

Skills: Brain moles have a +4 racial bonus on Hide and Move Silently checks and a -2 racial penalty on Spot checks.

Brain Mole

Muto 13, 588 I.C.

In the morning, one of my companions came to me with an odd, little, shrew-like creature he had discovered. I'm not exactly sure what the creature was, but he said it had given him a massive headache after he discovered it hiding under the detritus of the forest floor. How he found such a creature there I will never know.

Brain moles are burrowing animals that use psionic powers to overcome large psionic prey. Small, furry, and nearly blind, brain moles are almost indistinguishable from their common animal cousins.

Brain moles eat small insects when they can't get psionic energy.

Brain moles hunger for psionic energy. They hide in loose dirt and detritus on forest floors, watching for the approach of psionic creatures with their *detect psionics* power. When a suitable target comes in range, the brain moles then attack with their *power leech* ability. The moles remain hidden as long as possible. If threatened, they use *aversion* and *mind thrust* to discourage attackers, using their bite only as a last resort.

Advancement: --

Environment: Temperate Forest

Organization: Nest (3-8)

Treasure: None

Brood of Caneturec

Within the Sealed Lands dwelled many Infernal Lords, trapped there by the raising of the Wall of the Gods at the end of the Time of Terror. The offspring of Caneturec, one of these Infernal Lords, has the ability to become psionically active. In all cases, the Brood of Caneturec are dark-kin with a stronger infernal bloodline than most.

Refer to *Legacy of Damnation* for the full details on the Brood of Caneturec, their bloodline powers, and how dark-kin bloodline powers work.

Caller in Darkness

Dirigo 24, 617 I.C.

We had not yet recovered from our ordeal against the Soul-Riven Wanderer, as my good friend Alaric val'Ishi had called the horror, when we were set upon by another undead horror. This one, its voices wailing in madness, took the lives of three companions. I shall never forget that day, nor the terrible price we paid in order to survive.

A caller in darkness is an incorporeal creature composed of the minds of dozens of victims who died together in terror. It seeks to draw others into its fear-wracked, hellish existence.

Advancement: 12-22 HD (Large); 23-33 HD (Huge)

Environment: Underground or Wastelands

Organization: Solitary

Treasure: None

Caller in Darkness

CR: 9

CE Large Undead (Entropic, Incorporeal, Psionic)

HD: 11d12 (92 hp)**BAB:** +5 **Grapple:** -- **Space:** 10 ft.**Initiative:** +7 **Trip:** -- **Reach:** 10 ft.**Speed:** 30 ft., fly 60 ft. (good) **Aura:** Unnatural Aura**AC:** 14 (-1 size, +3 Dex, +2 deflection)**Touch:** 14 **Flat-Footed:** 11**Immunity:** Undead Traits, Incorporeal Traits **DR:** --**Resistance:** -- **PR:** --**Attack:** Incorporeal touch +7 melee (2d6, 20/x2)**Attack:** 4 incorporeal touches +7 melee (2d6, 20/x2)**SA:** Psi-like Abilities, steal essence**Saves:** Fort +3 Ref +6 Will +9**Abilities:** Str -- Dex 16 (+3) Con --

Int 14 (+2) Wis 14 (+2) Cha 15 (+2)

Languages: Low Coryani (when it does speak, if ever)**SQ:** Incorporeal traits, undead traits, unnatural aura, vulnerability to sunlight**Senses:** Darkvision 60 ft.**Skills:** Hide +9, Intimidate +12, Knowledge (psionics) +12, Listen +14, Psicraft +12, Search +12, Sense Motive +12, Spot +14**Feats:** Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse

Psi-Like Abilities: At will—clairvoyant sense, concussion blast (two targets, 3d6*), detect psionics, ego block (1d6+5, DC 16*), mind thrust (7d10, DC 16*); 3/day—death urge (DC 16), psychic crush (DC 13**), psionic suggestion (three targets, DC 14*); 1/day—co-opt concentration (DC 18). Manifest level 7th. The save DCs are Charisma-based.

*Includes augmentation for the caller's manifest level.

**Includes the inherent +4 save adjustment described in the power.

Steal Essence (Su): Any living, intelligent creature slain by a caller in darkness's touch attack is mentally absorbed into the monster's consciousness. (The physical body of the victim remains intact). Stealing a victim's essence is a free action; it grants the caller 12 temporary hit points, and a permanent new screaming face appears within its cloud.

A caller in darkness can also steal the essence of living, intelligent creatures within 30 feet that are paralyzed or sleeping, or that are helpless due to having a mental ability score reduced to 0. Doing so is a standard action that provokes attacks of opportunity. The victim dies, and the caller gains 12 temporary hit points.

Incorporeal Traits: A caller in darkness is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. The creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Undead Traits: A caller in darkness is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. It has darkvision out to 60 feet.

Unnatural Aura (Su): Animals can sense the unnatural presence of a caller in darkness. Any animal within 30 feet must make a DC 17 Will save or become panicked until it is no longer within 30 feet of the caller in darkness. A panicked creature that is cornered begins cowering. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Callers in darkness are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it. A caller caught in sunlight cannot attack and can take only a single move action or standard action each turn, but not both (nor can it take full-round actions).

Cerebrilith

Lampyrus 17, 577 I.C.

This pleasant spring day was chilly, but otherwise not unusual. We were accompanying several squads of Tir Betoq on a patrol near the Wall of the Gods. They remarked to me, as we walked, that despite the seemingly impenetrable nature of the wall, some infernals still found ways through, around or otherwise out of the Sealed Lands beyond the Wall. To this, many of them smirked, before one jibed that if such rare infernals did not escape then they, the Tir Betoq, would have nothing on which to practice their war-craft.

A cerebrilith is a hulking infernal composed largely of brain. While it does have some talent at physical combat, it relies more heavily upon its telepathic attacks. These creatures are typically found on their own when outside the Sealed Lands, and within the Sealed Lands they can be found in large gangs.

While not specifically associated with any of the Infernal Lords within the Sealed Lands, scholars have surmised that they either once worked, or still do work, for Caneturec.

Cerebriliths favor telepathic attacks, usually beginning a battle by launching a furious barrage of *ego block* and *id insinuation* attacks. In melee, cerebriliths often use their Concentration skill to gain psionic focus, so that they can use Psionic Fist or Unavoidable Strike (the latter in conjunction with Power Attack).



A cerebrilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Advancement: 10-18 HD (Large); 19-27 HD (Huge)

Environment: Any land

Organization: Solitary or gang (2-4)

Treasure: Standard

CR: 10

Cerebrilith

CE Large Outsider/Infernal (Bound or Unbound, Chaotic, Evil, Extraplanar or Native, Psionic, Tainted)

HD: 9d8+63 (117 hp)

BAB: +9 **Grapple:** +19 **Space:** 10 ft.

Initiative: +1 **Trip:** +6 **Reach:** 10 ft.

Speed: 30 ft. **Aura:** Evil

AC: 25 (-1 size, +1 Dex, +15 deflection)

Touch: 10 **Flat-Footed:** 24

Immunity: Electricity, poison, outsider traits **DR:** 10/good

Resistance: Acid 10, cold 10, fire 10 **PR:** 20

Attack: Bite +14 melee (1d8+6, 20/x2)

Attack: Bite +14 melee (1d8+6, 20/x2) and 2 claws +9 melee (1d6+3, 20/x2)

SA: Psi-like Abilities, spell-like abilities, summon infernal

Saves: Fort +13 Ref +7 Will +10

Abilities: Str 22 (+6) Dex 13 (+1) Con 25 (+7)

Int 15 (+2) Wis 18 (+4) Cha 21 (+5)

Languages: Telepathy (100 ft.)

SQ: Outsider traits

Senses: Darkvision 60 ft.

Skills: Concentration +17, Hide +7, Knowledge (arcane) +12, Knowledge (psionics) +12, Knowledge (the planes) +12, Listen +22, Move Silently +11, Psicraft +12, Search +12, Sense Motive +14, Spot +22

Feats: Power Attack, Psionic Meditation, Psionic Fist, Unavoidable Strike, Wild Talent ^B

Psi-Like Abilities: At will—brain lock (any nonmindless, DC 17*), detect psionics, ego block (1d6+5, DC 19*), id insinuation (four targets, DC 20*), mind trap (5 rounds*); 3/day—psionic dominate (24 hours, DC 20*), ectoplasmic form, mind probe (DC 20); 1/day—mind thrust (9d10, DC 20*). Manifest level 9th. The save DCs are Charisma-based.

*Includes augmentation for the cerebrilith's manifester level.

Spell-Like Abilities: At will—deeper darkness, desecrate, detect good, dispel good (DC 20), greater teleport (self plus 50 pounds of objects only), magic circle against good (DC 18), unholy blight (DC 19) ^{AB}. Caster level 9th. The save DCs are Charisma-based.

Summon Infernal (Sp): Once per day a cerebrilith can attempt to summon 4d6 dretches or another cerebrilith with a 35% chance of success. This ability is equivalent to a 4th-level spell.

Outsider Traits: A cerebrilith cannot be raised, reincarnated or resurrected (though a limited wish, wish, miracle, or true resurrection spell can restore life). It has darkvision out to 60 feet.

Skills: Cerebriliths have a +8 racial bonus on Listen and Spot checks.

Couatl

A couatl is a brilliantly-plumed, feathered serpent. While they are mentioned occasionally in mythic stories of Onara, a living couatl has never been seen. What happened to these majestic creatures is unknown to scholars. A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds.

A couatl uses its *detect thoughts* ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.

Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Environment: Unknown

Organization: Solitary, pair or flight (3-6)

Treasure: Standard

Crysmal

Numen 12, 608 I.C.

We continue to explore these strange and wondrous caverns. We have found all manner of bizarre animals and vermin. However, one of the least dangerous but definitively odd creatures we have come across was a colony of living crystals. Pale green, and slow-moving, these creatures paid little enough attention to us, seemingly content to wander about almost aimlessly within an area of caverns.

CR: 10

Couatl

LG Large Outsider (Native, Psionic)

HD:	9d8+18 (72 hp)				
BAB:	+9	Grapple:	+17	Space:	10 ft.
Initiative:	+7	Trip:	+4	Reach:	5 ft.
Speed:	20 ft., fly 60 ft. (good)			Aura:	--
AC:	21 (-1 size, +3 Dex, +9 deflection)				
Touch:	12	Flat-Footed:	18		
Immunity:	--		DR:	--	
Resistance:	--		PR:	--	
Attack:	Bite +12 melee (1d3+6 plus poison, 20/x2)				
SA:	Constrict 2d8+6, improved grab, poison, psi-like abilities, spells				
Saves:	Fort	+8	Ref	+9	Will +10
Abilities:	Str	18 (+4)	Dex	16 (+3)	Con 14 (+2)
	Int	17 (+3)	Wis	19 (+4)	Cha 17 (+3)

Languages: Telepathy (90 ft.)

SQ: Outsider traits, ethereal jaunt

Senses: Darkvision 60 ft.

Skills: Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)

Feats: Dodge, Empower Spell, Eschew Materials^B, Hover, Improved Initiative

Constrict (Ex): A couatl deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str. The save DC is Constitution-based.

Psi-Like Abilities: At will—aura sight, cloud mind (DC 15), detect psionics, read thoughts (DC 15); 3/day—mental barrier (2 rounds*), psionic plane shift, thought shield (power resistance 19*). Manifester level 9th. The save DCs are Charisma-based.

*Includes augmentation for the psionic couatl's manifester level.

Spells: A couatl casts spells as a 9th-level sorcerer.

It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4; save DC 13 + spell level): 0—cure minor wounds, daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance; 1st—endure elements, mage armor, protection from chaos, true strike, wind wall; 2nd—cure moderate wounds, eagle's splendor, scorching ray, silence; 3rd—gaseous form, magic circle against evil, summon monster III; 4th—charm monster, freedom of movement.

Ethereal Jaunt (Su): This ability works like the ethereal jaunt spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed.

A crysmal is a small conglomerate of crystals, and the occasional piece of stone, that has a limited intelligence. The typical crysmal roughly resembles a scorpion, having 8 legs, a stinger and a mandible set where a mouth would be if they ate. While mildly dangerous, they are generally passive and will only attack if provoked; however, anyone who thinks it wise to provoke a crysmal will soon learn the folly of that action, as the entire colony will rise to join the fight. When not moving, a crysmal typically rejoins the colony, a collection ranging from a few to many dozen crysmals. A colony looks nothing like a crysmal itself, for it is basically a jumbled pile of crysmals that remains motionless unless aroused.

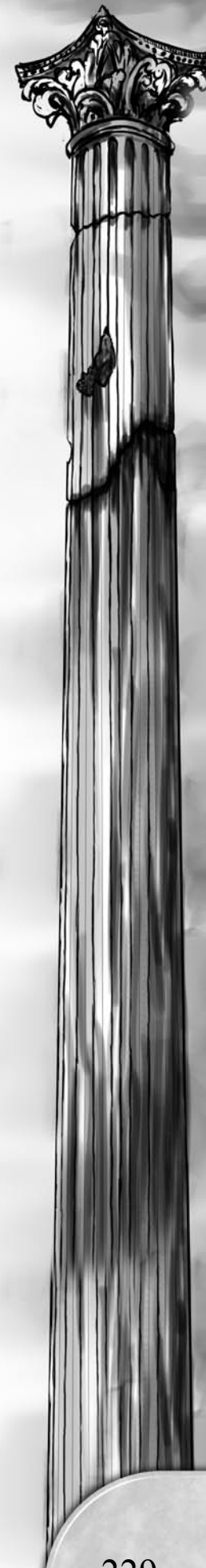
Crysmals reproduce by transforming normal minerals into juvenile crysmals; they can use either gems, semi-precious gems, or stones with high metal concentrations, typically gold or silver ore-laden rock. To create a juvenile crysmal requires 25 gp worth of such materials.

Advancement: 7-12 HD (Medium); 13-18 HD (Large)

Environment: Underground

Organization: Solitary, Group (2-4), Colony (5-36)

Treasure: Double goods (gems only)



Enskoral

Pallidus 4, 588 I.C.

The Leesien-Kaal Forest is massive, yet, we have heard rumors from the local creatures of massive ruins within its interior, and thus we push deeper into the depths of this ancient forest. We have, for the past few days, noticed several dog-like creatures following us, yet, they have not made any sound nor have they attacked us.

We have attempted to discourage them from following us. Yet, Lankorl, a friend of mine who is traveling with us for the moment, assures me that we are better with these creatures around us. He claims they have been keeping far worse at bay.

The Enskoral are native to the Leesien-Kaal Forest, an ancient forest documented only in Darius Gracchi's journal. He makes no reference to where the forest might be, and scholars have yet to locate any forest in the known lands that matches his descriptions.

Regardless, his text makes it clear that the Enskoral will join a party of travelers and protect them; why they choose to do so is not known. If pressed into combat, the Enskoral will use their powerful bite and varied psionic abilities to rend their foes.

It is known that the Enskoral are intelligent, and they can, at their choice, act on requests and commands from those they are protecting. However, the one command that they either do not understand, or always choose to not obey, is any command that would direct them to leave their chosen charges. However, most travelers quickly realize that the Enskoral are truly serving to protect their wards from far more horrifying and dangerous creatures. Why those creatures would ignore anything the Enskoral are protecting isn't known.

Advancement: 6-10 HD (Medium); 11-16 HD (Large)

Environment: Any Forest

Organization: Solitary, Pair or Pack (3-6)

Treasure: None

Crysmal

CR: 3

LN Small Elemental (Earth, Psionic)

HD:	6d8+6 (45 hp)								
BAB:	+4	Grapple:	+2	Space:	5 ft.				
Initiative:	+2	Trip:	+6	Reach:	5 ft.				
Speed:	30 ft., burrow 20 ft.							Aura:	--
AC:	21 (+1 size, +2 Dex, +8 natural)								
Touch:	13	Flat-Footed:	19						
Immunity:	Fire, cold, elemental traits			DR:	5/bludgeoning				
Resistance:	Electricity 15			PR:	--				
Attack:	Sting +7 melee (1d3+3, 20/x2)								
SA:	Psi-like abilities								
Saves:	Fort	+8	Ref	+6	Will	+2			
Abilities:	Str	15	(+2)	Dex	14	(+2)	Con	12	(+1)
	Int	6	(-2)	Wis	10		Cha	14	(+2)
Languages:	Ancient Altharin (understand only)								
SQ:	Elemental traits								
Senses:	Darkvision 60 ft.								
Skills:	Appraise +9, Climb +5, Jump +5, Listen +2, Spot +10								
Feats:	Alertness, Great Fortitude, Lightning Reflexes								
Psi-Like Abilities:	At will—control object, control sound, detect psionics, empty mind, mind thrust (2d10, DC 13*); 3/day—psionic dimension door. Manifest level 2nd. The save DCs are Charisma-based.								
	*Includes augmentation for the crysmal's manifest level.								
Skills:	Crysimals have a +8 racial bonus on Appraise checks and Spot checks.								

Enskoral

CR: 4

N or NG Medium Magical Beast (Psionic)

HD:	5d10+15 (56 hp)								
BAB:	+5	Grapple:	+7	Space:	5 ft.				
Initiative:	+2	Trip:	+6	Reach:	5 ft.				
Speed:	40 ft.							Aura:	--
AC:	20 (+2 Dex, +2 natural, +6 inertial armor)								
Touch:	12	Flat-Footed:	18						
Immunity:	--			DR:	--				
Resistance:	Cold 5 and fire 5			PR:	10				
Attack:	Bite +7 melee (1d8+3, 20/x2)								
SA:	Psi-like abilities, guardian								
Saves:	Fort	+7	Ref	+6	Will	+3			
Abilities:	Str	15	(+2)	Dex	14	(+2)	Con	17	(+3)
	Int	6	(-2)	Wis	13	(+1)	Cha	11	
Languages:	Khitani (understand only), Eloran (understand only)								
SQ:	--								
Senses:	Darkvision 60 ft., low-light vision, scent								
Skills:	Climb +4, Hide +6, Intimidate +3, Listen +6, Spot +6, Survival +1*								
Feats:	Alertness, Improved Natural Attack (bite), Track ^B								

Psi-Like Abilities: At will—burst, inertial armor (+6 armor bonus*); 3/day—defensive precognition (+2 insight bonus to AC and saves*), offensive precognition (+3 insight bonus to damage rolls*); 1/day—aversion (duration 6 hours; DC 13*). Manifest level 5th. The save DCs are Charisma-based.

*Includes augmentation for the Enskoral's manifest level.

Guardian (Ex): When an Enskoral chooses to protect a creature, or collection of creatures, it gains a +2 deflection bonus to Armor Class, and a +5 insight bonus to Intimidate checks. The Enskoral retains these bonuses for as long as it is dedicating itself to protecting the chosen creatures. This ability automatically activates when applicable.

Skills: Enskoral have a +2 racial bonus on Climb checks, a +4 racial bonus on Hide checks, and a +4 racial bonus to Survival when tracking by scent.

Folugub

The Elder Elorii Lobsang created the Suomar, a group of elite Elorii warriors who hunt down and destroy psionic foes. However, she is also responsible for other acts -- acts that have garnered her the enmity of the Council of Seremas. One of these acts was the creation, using Ssethregoran Bio-Engineering, of the Folugub, a quadruped creature that is part ant-eater, and part slug (of sorts).

A Folugub, as noted above, is a quadruped and its dull-grey hide is covered in a light dusting of hair. It uses its elongated snout and special tongue to lap at crystals, which it consumes by liquefying

them. Lobsang intended to use these creatures to destroy the resonance crystals that so many psionically active creatures use as additional sources of power. Fortunately for some, she was imprisoned before she could do so. However, her creations lived on after her, and have since profligated in the deep subterranean caverns.

Advancement: 5-6 HD (Medium); 7-14 HD (Large)

Environment: Underground

Organization: Solitary or pair

Treasure: None

Folugub

N Medium Aberration (Ssethric*)

HD:	4d8+12 (41 hp)				
BAB:	+3	Grapple:	+3	Space:	5 ft.
Initiative:	+3	Trip:	+4	Reach:	5 ft.
Speed:	40 ft.				
AC:	18 (+3 Dex, +5 natural)				
Touch:	13	Flat-Footed:	15		
Immunity:	--				
Resistance:	--				
Attack:	Tongue +6 melee touch (liquefy crystal)				
Attack:	Tongue +6 melee touch (liquefy crystal) and Bite +1 melee (2d4, 20/x2)				
SA:	Liquefy crystal				
Saves:	Fort	+4	Ref	+4	Will +5
Abilities:	Str	10	Dex	17 (+3)	Con 17 (+3)
	Int	2 (-4)	Wis	13 (+1)	Cha 11
Languages:	None				
SQ:	Ssethric Taint				
Senses:	Darkvision 60 ft., scent				
Skills:	Listen +6, Move Silently +4, Spot +6				
Feats:	Alertness, Weapon Finesse				

Liquefy Crystal (Ex): A folugub that makes a successful touch attack with its tongue causes the target crystal to change phase, turning immediately from solid to liquid and becoming worthless. The touch can destroy up to a 5-foot cube of crystal instantly. Magic or psionic items made of crystal (including crystalline armor and weapons) must succeed on a DC 19 Reflex save or be liquefied. The save DC is Constitution-based and includes a +4 racial modifier. A crystalline weapon that deals damage to a folugub becomes liquefied immediately.

Ssethric Taint (Ex): A Folugub only have a 50% chance of being affected adversely by attacks that specifically target (or have increased effect against) Ssethric creatures. For example, a Ssethric-Bane weapon only has a 50% chance on each hit of dealing extra damage to a Folugub.

Gray Glutton

CR: 2 Numen 19, 608 I.C.

These caverns seem endless, it has been days since we last saw any daylight, and some of us are starting to think that perhaps we should turn back. Regardless, the group has decided to press onwards and continue our exploration; they have been swayed by Teru Verus, one of the scholars who travels with us. Today ended on a note of danger, as Freyan val Tensen was attacked by a hulking, ravaging beast that seemed bent on eating him, whatever the cost to itself. We did manage to defeat it, but not before it exhaled some sort of gas over a group of us; oddly none of us except Freyan seemed affected, and he was only complaining of a mild headache for a few minutes.

Massive, hulking muscles ripple beneath the dull-grey, stone-colored hide of a grey glutton. These creatures, whose origins are a mystery, live to consume psionic energy, despite not being able to use psionics themselves. They will hunt, pursue, and otherwise molest psionic creatures for days in their quest to consume them.

A gray glutton has little-to-no sense of self-preservation, and will attack a group with psionic capability without any regard for the odds of its success. These creatures have been known to attack groups that have only psionic items in their possession; it would appear that the faintest trace of psionic energy draws their ravenous attention.

Advancement: 10-20 HD (Huge); 21-27 HD (Gargantuan)

Environment: Underground

Organization: Solitary, pair or pack (3-5)

Treasure: None



il'Huan

Libidine 4, 607 I.C.

Today we discovered the entrance to some ancient tunnels under the Blessed Lands and have decided to investigate. The first several chambers were empty; however, the tenth chamber we came upon was filled with ancient fossils. These fossils of chitin-covered

creatures bore no resemblance to anything we had seen before. However, Arant val'Mehan, a trusted traveling companion, was able to discern through his various esoteric connections, that these ancient remains before us were il'Huan. I do not know what these il'Huan were, but they must have been fierce fighters, for what we can see of their remains lie some nine to ten feet long.

Gray Glutton

N Huge Magical Beast

HD:	9d10+36 (63 hp)									
BAB:	+9	Grapple:			+25	Space:		15 ft.		
Initiative:	-1	Trip:			+8	Reach:		10 ft.		
Speed:	40 ft.									
AC:	20 (-2 size, -1 Dex, +13 natural)									
Touch:	7	Flat-Footed:			20					
Immunity:	--									
Resistance:	--									
DR:	--									
PR:	20									
Attack:	Bite +15 melee (2d8+8, 20/x2)									
Attack:	Bite +15 melee (2d8+8, 20/x2) and 2 claws +10 melee (2d6+4, 20/x2)									
SA:	Null psionic exhalation									
Saves:	Fort	+10	Ref	+5	Will	+7				
Abilities:	Str	27	(+8)	Dex	9	(-1)	Con	19	(+4)	
	Int	2	(-4)	Wis	15	(+2)	Cha	20	(+5)	
Languages:	None									
SQ:	--									
Senses:	Darkvision 60 ft., low-light vision, scent									
Skills:	Jump +14, Listen +7, Spot +3									
Feats:	Closed Mind, Hostile Mind, Iron Will, Psionic Hole, Track ^B									

Null Psionic Exhalation (Su): As a free action, a gray glutton can breathe forth a cloud of pale blue translucent gas into an adjacent 10-foot cube. The gas is psionically poisonous; the initial damage is 1d4 power points, and the secondary damage is 3d4 power points (Fortitude DC 18 negates). Affected psionic characters and creatures subtract the lost power points from their reserves. This attack does not actually count as poison.

The save DC is Constitution-based.

Once a gray glutton has used its exhalation, it must wait 4 rounds before it can exhale again. A gray glutton that grows to Gargantuan size increases the above damage to 1d6 and the secondary damage to 3d6.

il'Huan

LN Large Monstrous Humanoid (Psionic)

HD:	6d8+18 (57 hp)									
BAB:	+6	Grapple:			+15	Space:		10 ft.		
Initiative:	+1	Trip:			+5	Reach:		10 ft.		
Speed:	30 ft.									
AC:	19 (-1 size, +1 Dex, +9 natural)									
Touch:	10	Flat-Footed:			18 (see Hive Mind)					
Immunity:	--									
Resistance:	--									
DR:	--									
PR:	--									
Attack:	Claw +11 melee (1d6+5, 20/x2)									
Attack:	Spear stalk +10 melee (1d8+5, 20/x2)									
Attack:	2 claws +11 melee (1d6+5, 20/x2) and 2 spear stalks +5 melee (1d8+5, 20/x2) and bite +5 melee (2d6+2, 20/x2)									
SA:	Rend (2d6+7), Psi-like Abilities, Inherent Psionics									
Saves:	Fort	+5	Ref	+6	Will	+9				
Abilities:	Str	20	(+5)	Dex	12	(+1)	Con	16	(+3)	
	Int	18	(+4)	Wis	14	(+2)	Cha	15	(+2)	
Languages:	Unknown									
SQ:	Hive Mind, We Are One									
Senses:	Darkvision 60 ft.									
Skills:	Autohypnosis +11, Concentration +12, Intimidate +11, Listen +13, Search +13, Spot +13									
Feats:	Alertness ^B , Iron Will, Up the Walls, Weapon Focus (claw)									

CR: 7

I have spent some time inspecting these fossils, and it has disturbed me. These creatures are like nothing we have seen or faced today, and they seem strange and frightening. Regardless, we have decided to press onwards and leave this ancient battle and its echoes to the silence of these caverns.

The il'Huan are one of the twelve ancient races that the Elorii destroyed (or so they believed). It was recently learned, at the Battle of Enebyrn, that the il'Huan were not destroyed, and indeed have evolved since their earlier days. Despite the narrow victory for the combined Coryani forces and the ensuring destruction of that il'Huan hive, it is rumored that there are others still present across Onara. The il'Huan society is a mystery to scholars, although conjecture holds that as an insectile race they must follow a hierarchical structure with a solitary ruling figure.

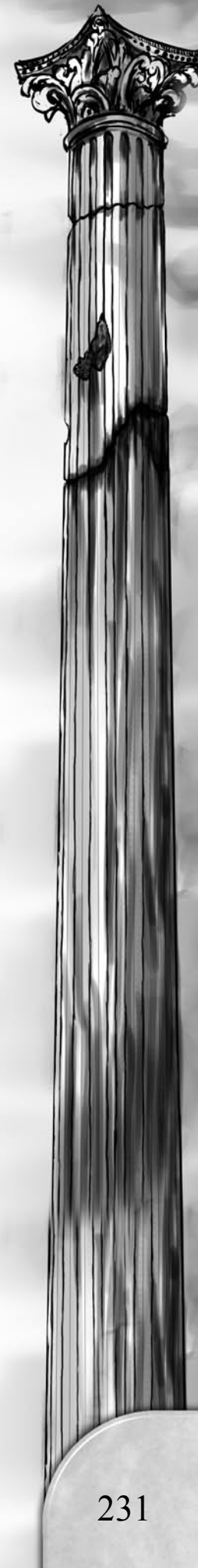
The il'Huan are a nine- to ten-foot-tall insectoid race, their body protected by a hard carapace of chitin. When pressed for combat they make equal use of their strong claws and spear stalks, while also making good use of the natural psionic abilities. It is also unusual to find a solitary il'Huan, for these creatures can normally be found in small groups, all linked to others courtesy of their Hive Mind.

Advancement: By character class (usually psion or psychic warrior)

Environment: Underground

Organization: Pair, or Troup (3-6)

Treasure: Standard





Rend (Ex): If an il'Huan hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 points of damage.

Hive Mind (Ex): All il'Huan within a 50 miles of each other are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No il'Huan in a group is considered flanked unless all of them are.

We Are One (Su): As a full-round action, any il'Huan may create a network of psionic energy which shields all other il'Huan within 60 feet (no two il'Huan in a specific network may be more than 60 feet apart). The network has the following benefits and drawbacks. A network must contain at least two il'Huan, if any given network is ever reduced to fewer than two il'Huan it is immediately ended (see below for the consequences of ending the network).

- **Hit Point Pool:** All the il'Huan within the network pool their hit points together. None of the il'Huan within the network fall unconscious until the hit point pool has been reduced to below 0 hit points. Any healing performed on any member of the network replenishes the hit point pool.

- **One Mind:** The mind's of the il'Huan are also merged into a single entity, thus when any member of the network is targeted with a mind-affecting spell (or power or special ability; referred to generally as spell below), this spell affects all members of the network.

Roll a single saving throw for the network, using the highest Will save amongst all members of the network. This save receives a bonus equal to the number of entities within the network. All members of the network are affected by the resulting effects of the spell (see below for specific clarifications).

There are several important rules that govern this network, they are outlined below.

- An il'Huan can only be a member of a single network at any given time.

- The entity mind controls the actions of each member of the network; however, for the purposes of initiative and order of action during combat, each individual member of the network should activate on their own initiative. Do not give the entity mind its own initiative, since its actions and controls are reflected in the actions of the members of the network.

- The entity mind may remove any member of the network when it desires to. This is represented by that member of the network severing itself from the network as a standard action (see below for the effects of being removed from the network). This option cannot be used on a network of only two individuals.

- The entity mind may dissolve the entire network when it desires to. This is represented by one member of the network spending a full-round action dissolving the network. Treat each member of the network as if they had left the network.

- Any member of the network that enters an antimagic field or a null psionics field are considered to have left the network (see below for details of leaving the network).

When a spell, that is mind-affecting, affects the network, the exact result is determined by the effect of the spell. The options are detailed below.

- Effects that deal damage, whether hit points or ability damage, are applied to a single member of the network. The individual to whom the effects are applied is determined by the entity mind. Hit point damage is dealt to the hit point pool.

- Effects that do not deal damage have their effects applied to each member of the network, keeping in mind that each member of the network may only be affected once by any given spell. Recall that the entity mind may eject members of the network when it needs to; as part of ejecting a member from a network, the entity mind may also send the effects of one or more mind-affecting effects with the departing member (see below for more details).

When a member leaves or is ejected from the network there are several things to consider.

- Any time an il'Huan leaves the network it gains a portion of the hit points that remain in the hit point pool. To determine the number of hit points it receives, divide the hit points in the pool evenly between all members of the network and the departing il'Huan. Give the departing il'Huan its even share.

The hit points that remain in the pool cannot exceed the combined maximum hit points of all remaining members of the pool. If there are excess hit points, then they must be granted to the departing member.

The hit points granted to the departing member cannot exceed its normal maximum hit points, if there are excess then they remain in the hit point pool.

If both of the above cases are true, then treat the excess hit points as temporary hit points and leave them in the hit point pool.

- Any time an il'Huan leaves the network the entity mind may send the entire effects of one or more mind-affecting effects. The departing il'Huan continues to gain the benefits and suffer the penalties of whatever mind-affecting effects that the entity mind decides to grant to it. Those effects no longer effect the network.

- Any time the network is disbanded, any active mind-affecting effects must be partitioned in the above manner between the il'Huan who were members of the network.

When the network is formed, all currently active mind-affecting effects on the members of the new network are immediately ended (regardless of being beneficial or maleficious).

Inherent Psionics (Ps): An il'Huan manifests powers as a 4th level psychic warrior.

Psi-like Abilities (Ps): 3/day—concussion blast (2d6 damage*), concealing amorpha; 1/day—sprint. Manifest level 6.

*Includes augmentation for the il'Huan's manifest level.

Psionic Powers

Manifester Level: 4th

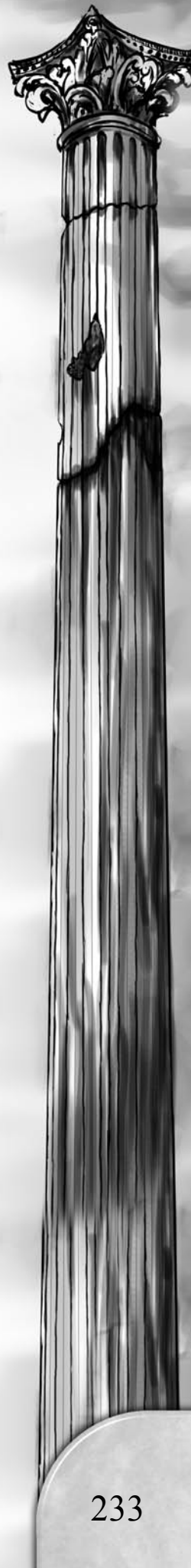
Power Save DC: 12 + spell level

Power Point Reserve: 9

Powers Known: (default set)

1st-Level: biofeedback, empty mind, inertial armor

2nd-Level: body adjustment



Intellect Devourer

Numen 27, 608 I.C.

We were attacked today by a horde of small squat creatures, each resembling a centipede with sharp claws on each leg. We eventually discouraged them from attacking us, and discovered that Wethien, a follower of Saluwe, was able to keep them at bay with a simple magical spell. What fortuitous luck that was, for the next day the few we'd not destroyed returned with another horde to try again.

While dangerous, these creatures were pathetic when their weakness is known. They could but fumble around us, without being able to touch us courtesy of our magic circle spell.

Intellect Devourers resemble centipedes, armored and covered in a thin film of putrescent mucus. They are surprisingly nimble for their size, and are easy to miss amongst the rock that they share a similar coloration with. These creatures do not so much as have an appetite for brains, as needing to devour brains (and hence possess the creature) in order to communicate with any creature but their own kind.

Advancement: 7-8 HD (Small); 9-15 HD (Medium); 16-18 HD (Large)

Environment: Underground

Organization: Solitary or horde (2-12)

Treasure: ½ coins; double goods; standard items

Intellect Devourer

CR: 7

CE Small Aberration (Entropic, Evil, Psionic)

HD:	6d8+15 (54 hp)								
BAB:	+4	Grapple:	+1	Space:	5 ft.				
Initiative:	+5	Trip:	+5	Reach:	5 ft.				
Speed:	40 ft.								
AC:	21 (+1 size, +5 Dex, +5 natural)								
Touch:	16	Flat-Footed:	16						
Immunity:	Fire			DR:	10/adamantine				
Resistance:	Electricity 15			PR:	23				
Attack:	Claw +6 melee (1d3+1, 20/x2)								
Attack:	4 claws +6 melee (1d3+1, 20/x2)								
SA:	Body thief, psi-like abilities								
Saves:	Fort	+4	Ref	+7	Will	+6			
Abilities:	Str	13	(+1)	Dex	21	(+5)	Con	15	(+2)
	Int	12	(+1)	Wis	12	(+1)	Cha	14	(+2)
Languages:	Low Coryani (must possess body to speak)								
SQ:	Vulnerability to protection from evil								
Senses:	Blindsight 60 ft.								
Skills:	Bluff +15, Concentration +11 (+15 when manifesting defensively), Hide +14, Listen +14, Move Silently +16								
Feats:	Combat Manifestation, Toughness, Up the Walls, Wild Talent ^B								

Body Thief (Su): When an intellect devourer overcomes a lone victim, it consumes the victim's brain and enters the skull. As a full-round action that provokes attacks of opportunity, the devourer can merge its form with that of a helpless or dead creature of Small size or larger. The devourer cannot merge its body with that of a creature immune to extra damage from critical hits.

When an intellect devourer completes its merging, it psionically consumes the brain of the victim (which kills it if it is not already dead). The devourer can exit the body at any time as a standard action, bursting the victim's skull and resuming its normal form.

After consuming its victim's brain, an intellect devourer can instead choose to animate the body for up to seven days as if it were the victim's original brain. The devourer retains its hit points, saving throws, and mental ability scores, as well as its psi-like abilities. It assumes the physical qualities and ability scores of the victim, as if it had used polymorph to assume the victim's form. As long as the intellect devourer occupies the body, it knows the languages spoken by the victim and very basic information about the victim's identity and personality, but none of the victim's specific memories or knowledge.

Psi-Like Abilities: At will—cloud mind, compression, detect psionics, ego block (1d6+3, DC 16*), empty mind (+5 on Will saves*), id insinuation (three targets, DC 16*); 3/day—body adjustment (2d12*), intellect fortress, painful strike. Manifest level 7th.

The save DCs are Charisma-based.

*Includes augmentation for the intellect devourer's manifest level.

Blindsight (Ex): An intellect devourer can use nonvisual means to ascertain all foes within 60 feet as a sighted creature would.

Vulnerability to Protection from Evil (Ex): An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a protection from evil spell.

Skills: Intellect devourers have a +8 racial bonus on Bluff checks, useful for passing off the possessed body as the original. They also have a +8 racial bonus on Move Silently checks and Listen checks.

Kraael

Coruscus 6, 583 I.C.

In the distance to the west are the wastelands that are reputed to border the mythical lands of Dar Zhan Vor. Today we discovered some type of strange outpost, built entirely within a single crystal. The outpost rose above the surrounding lands, and would afford anyone standing within it an excellent vantage point. However, when we attempted to ascend and utilize this vantage point, several pieces of the crystal detached and began to attack us. These golems, for they were constructs of some type, were difficult to destroy; yet, in the end they were destroyed. The view from the vantage was excellent, affording us the opportunity to scout the way ahead.

Kraael are guardian constructs fashioned from solid crystal. They are absolutely mindless in their devotion to whatever task they are set to, often remaining motionless for years until such a time as their services

are required. These creatures have only been discovered along the borders of the area known as Dar Zhan Vor, although it is not known who created them, or why. This has led some to speculate that the denizens of Dar Zhan Vor created these creatures.

Construction

A Kraael's body is constructed from massive blocks of quartz crystal with a total weight of at least 5,000 pounds and costing at least 8,000 gp. Assembling the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check.

ML 16th; Craft Psionic Construct, *bend reality, dispel psionics, fabricate, mind seed*, manifester must be at least 16th level; Price 150,000 gp; Cost 79,000 gp + 5,680 XP.

Advancement: 16-21 HD (Large); 22-45 HD (Huge)

Environment: Any (near Dar Zhan Vor)

Organization: Squad (3-4)

Treasure: None

Kraael

CR: 12

N Large Construct

HD: 15d10+30 (132 hp)

BAB: +11 **Grapple:** +25 **Space:** 10 ft.

Initiative: +0 **Trip:** +10 **Reach:** 10 ft.

Speed: 20 ft. **Aura:** --

AC: 28 (-1 size, +19 natural)

Touch: 9 **Flat-Footed:** 28

Immunity: -- **DR:** 10/adamantine

Resistance: -- **PR:** *

Attack: Slam +20 melee (2d10+10, 20/x2)

Attack: 2 slams +20 melee (2d10+10, 20/x2)

SA: Dispel psionics

Saves: Fort +5 Ref +5 Will +5

Abilities: Str 31 (+10) Dex 10 Con — —

Int — — Wis 11 Cha 1 (-5)

Languages: Unknown

SQ: Construct traits, immunity to psionics

Senses: Darkvision 60 ft., low-light vision

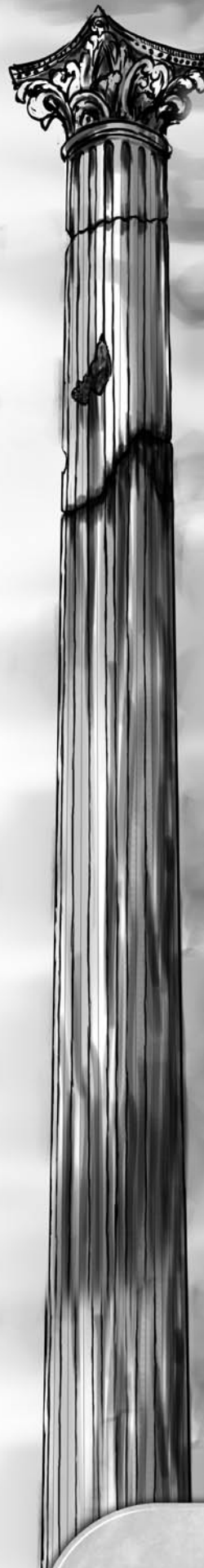
Skills: —

Feats: —

Dispel Psionics (Su): A kraael can use dispel psionics as a free action once per round. The effect is as an area dispel in a 30-foot-radius burst. The dispel check is 1d20+10.

Construct Traits: A kraael has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Immunity to Psionics (Ex): Kraaels completely resist psionic effects that are subject to power resistance.



Neothelid

Anguis 9, 612 I.C.

We passed the trail of a massive creature today; its passage marked by the gouges in the rock and the film of slime and mucus it left behind. Given the sheer size of the tunnel through which this creature had moved, it must have been at least twenty feet in diameter, its length impossible to determine other than a guess at well over two-hundred feet long. Regardless of its true size, we were all thankful that we did not encounter this creature. Lately we have been beset by ravaging hordes of voracious creatures that refuse to die; yet more of the group has elected to turn back, only to find that they will have to walk to the surface as our magi are unable to use their magical transport spells in these tunnels.

A Neothelid is a massively gargantuan worm-like creature that exists solely to consume. Its faint

resemblance to a Voiceless One, in as much that it possesses four tentacles that extend forward from its mouth area, has led some scholars to speculate that a Neothelid is actually the ultimate evolution and growth of a Voiceless One. Whether that is true or not is unproven, and not likely to ever be proven.

Some have also conjectured that the Neothelid are an evolutionary failure on the path to the Voiceless Ones. Regardless of their true relationship to the Voiceless Ones, a Neothelid is a force to be feared, even when not fully grown. A mature Neothelid weighs in at tens of thousands of pounds, and is many hundreds of feet long.

Advancement: 26-45 HD (Colossal); 46-60 HD (Colossal+)

Environment: Underground

Organization: Solitary

Treasure: Standard

Neothelid

CR: 15

LE Gargantuan Aberration (Entropic, Psionic)

HD:	25d8+200 (334 hp)								
BAB:	+18	Grapple:	+40	Space:	30 ft.				
Initiative:	+2	Trip:	+30	Reach:	30 ft.				
Speed:	20 ft., burrow 5 ft.			Aura:	--				
AC:	28 (-4 size, -2 Dex, +24 natural)								
Touch:	16	Flat-Footed:	28						
Immunity:	--			DR:	5/-				
Resistance:	--			PR:	25				
Attack:	Tentacle rake +24 melee (2d6+10, 19-20/x2)								
Attack:	4 tentacle rakes +24 melee (2d6+10, 19-20/x2)								
SA:	Breath weapon, improved grab, psi-like abilities, swallow whole								
Saves:	Fort	+16	Ref	+6	Will	+16			
Abilities:	Str	30	(+10)	Dex	7	(-2)	Con	27	(+8)
	Int	16	(+3)	Wis	15	(+2)	Cha	20	(+5)
Languages:	Unknown								
SQ:	--								
Senses:	Blindsight 100 ft.								
Skills:	Climb +28, Knowledge (Psionics) +31, Listen +30, Psicraft +31, Spot +30								
Feats:	Cleave, Improved Critical (Tentacle Rake), Improved Initiative, Power Attack, Psionic Endowment, Psionic Fist, Psionic Meditation, Speed of Thought, Wild Talent								

Breath Weapon (Su): Cone of acid 50 feet long, once every 1d4 rounds; damage 14d10 acid, Reflex half DC 30. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a neothelid must hit a creature with two tentacles during the same attack. If it gets a hold, it automatically deals tentacle damage and can attempt to swallow the foe.

Psi-Like Abilities: At will—body equilibrium, psionic charm (all targets, duration 15 days, DC 21*), clairvoyant sense, psionic levitate, read thoughts (DC 17*), psionic suggestion (seven targets, DC 17*), telekinetic force (500 lb., DC 18*), telekinetic maneuver (+4 bonus, DC 19*), telekinetic thrust (500 lb., DC 18*), psionic teleport, trace teleport, truevenom (DC 19); 3/day—mind thrust (15d10, DC 23*), psychic thrust (6d6, DC 16**). Manifest level 15th. The save DCs are Charisma-based.

*Includes augmentation for the neothelid's manifest level.

**Includes the inherent +4 save adjustment described in the power.

Swallow Whole (Ex): A neothelid can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+15 points of crushing damage plus 2d6 points of acid damage per round from stomach secretions. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the stomach (AC 22). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A neothelid's interior can hold 1 Huge, 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Blindsight (Ex): A neothelid can use nonvisual means to ascertain all foes within 100 feet as a sighted creature would.

Obnu-il

Numen 10, 608 I.C.

While exploring the caverns under the Blessed Lands, I have come across an unusual and new creature. At first I thought I had discovered a new enclave of dwarves; however, it became apparent that something was wrong with these dwarves. After a few days, my mind began to rebel against what I now know is their ability to cloud the perceptions of those around them.

I have called these creatures the Obnu-il, due to their resemblance to the ancient fossilized il'Huan that we have previously uncovered. I have no knowledge of what the creatures may call themselves, however, travelers who encounter them should beware of their strange ability to mask themselves.

It is unfortunate that I did not have the opportunity to ascertain the un-masked form of these creatures, for I am certain that it would be of great interest to the scholars of Coryan and Altheria.

The Obnu-il are strange creatures, with the ability to cleverly disguise their normal forms. When not disguised, the Obnu-il appear as insectile creatures with strangely-hinged limbs. They are known, now, to be servants of the Silence.

As insectile creatures, the Obnu-il exist within a rigidly partitioned society in which insurrection and disloyalty are unknown. When the Silence makes use of the Obnu-il, it typically does so in squads of four to six individuals, each with a variety of talents. These squads are always led by one specific Obnu-il, usually one with levels in the Thrallherd prestige class.

When they are forced to enter combat, which occurs but rarely if the Obnu-il are careful, they make heavy use of their Field of Entropy attack and their preternatural psionics.

Advancement: By character class (usually psion or psychic warrior)

Environment: Any

Organization: Group (4-6)

Treasure: Standard

Obnu-il

CR: 5

NE Medium Aberration (Entropic, Psionic)

HD: 4d8+8 (37 hp)

BAB: +3 **Grapple:** +5 **Space:** 5 ft.

Initiative: +2 **Trip:** +2 **Reach:** 5 ft.

Speed: 30 ft. **Aura:** --

AC: 14 (+2 Dex, +2 natural)

Touch: 12 **Flat-Footed:** 12

Immunity: -- **DR:** --

Resistance: -- **PR:** 10+HD (14)

Attack: Slam +5 melee (1d6+2, 20/x2)

Attack: 2 slams +5 melee (1d6+2, 20/x2)

SA: Field of Entropy, Entropic Rot, Cloud Perceptions, Preternatural Psionics

Saves: Fort +3 Ref +3 Will +6

Abilities: Str 14 (+2) Dex 14 (+2) Con 14 (+2)

Int 19 (+4) Wis 14 (+2) Cha 12 (+1)

Languages: Unknown

SQ: Hinged Limbs

Senses: Darkvision 60 ft., Low-Light Vision

Skills: Bluff +8, Disguise +20, Escape Artist +9, Gather Information +10, Knowledge (Local) +13, Psicraft +11

Feats: Combat Expertise, Improved Disarm, Skill Focus (Disguise)^B

Field of Entropy (Ex): An Obnu-il may unleash a burst of entropy around itself, in a 10 foot radius, twice per day. This burst deals 1d3 points of entropic damage to all non-Entropic creatures within the radius of effect. Creatures that are damaged by this effect must make a DC 13 Fortitude save or suffer from Entropic Rot. This save DC is Charisma-based.

Entropic Rot (Ex): A creature that is suffering from entropic rot must make a DC 13 Fortitude save each round or suffer 1d3 points of entropic damage. A successful save ends this effect. This save DC is Charisma-based.

Cloud Perceptions (Ps): An Obnu-il has the ability to cloud the perceptions of its foes. All opponents who are within 60 ft. receive a -5 penalty to Listen and Spot checks. A successful DC 16 Will save negates this effect for one hour. This save DC is Intelligence-based. This ability uses preternatural psionics and may not be detected save by methods that can detect preternatural psionics. The Obnu-il may choose to suspend or resume this field as a free action.

Preternatural Psionics (Ps): An Obnu-il manifests powers as a 1st level telepath. These powers are all manifested as preternatural psionics and may only be detected by methods that can detect preternatural psionics.

Hinged Limbs (Ex): The limbs of the Obnu-il are hinged differently than humans. Due to their unusual physiology, they receive a +10 circumstance bonus to Escape Artist checks made to escape bonds tied by creatures that are unaware of their unique physiology. A DC 20 Heal check allows other creatures to identify their unique physiology.

Power Resistance (Su): An Obnu-il has Power Resistance equal to 10 + Hit Dice.

Skills: An Obnu-il receives a +5 racial bonus on Disguise checks.

Preternatural Psionic Powers

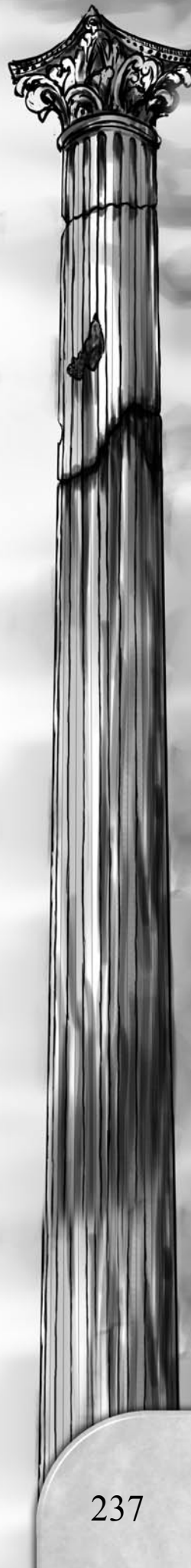
Manifester Level: 1st

Power Save DC: 14 + spell level

Power Point Reserve: 4

Powers Known: (default set)

1st-Level: demoralize, inertial armor, mindlink, telepathic projection



Phthistic

CE Large Monstrous Humanoid (Psionic)

HD:	6d8+30 (69 hp)					
BAB:	+6	Grapple:	+16	Space:	10 ft.	
Initiative:	+5	Trip:	+6	Reach:	10 ft.	
Speed:	30 ft.			Aura:	--	
AC:	18 (-1 size, +1 Dex, +8 natural)					
Touch:	10	Flat-footed:	17			
Immunity:	--			DR:	5/magic	
Resistance:	Cold 10			PR:	--	
Attack:	Claw +11 melee (1d6+6, 20/x2)					
Attack:	2 claws +11 melee (1d6+6, 20/x2) and Bite +6 melee (1d6+3 plus mind feed, 20/x2)					
SA:	Mind feed, psi-like abilities					
Saves:	Fort	+9	Ref	+6	Will	+8
Abilities:	Str	23 (+6)	Dex	12 (+1)	Con	21 (+5)
	Int	10	Wis	16 (+3)	Cha	16 (+3)

Languages: Low Coryani
SQ: Regeneration 5
Senses: Darkvision 60 ft., scent
Skills: Listen +11, Move Silently +7, Spot +11
Feats: Alertness, Great Fortitude, Improved Initiative
Mind Feed (Ex): A phthistic that hits with its bite attack deals 1d4 points of Intelligence damage. If this effect reduces the opponent's Intelligence score to 0, the ability damage becomes ability drain.
Psi-Like Abilities: 3/day—brain lock (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 15*), dimension slide, ego block (1d6+6, DC 15*), mental barrier, mind thrust (ML 4th, 4d10, DC 15*), skate; 1/day—body adjustment (heal 1d12*), catapsi (DC 18). Manifester level 6th. The save DCs are Charisma-based.
 *Includes augmentation for the phthistic's manifester level.

Regeneration (Ex): Fire and acid deal normal damage to a phthistic.

Phrenic Creature (Template)

The Silence has many creatures of its own devising that it utilizes; however, it also has the ability to corrupt other creatures, warping them to its will. Those creatures are collectively known as Phrenic creatures.

Creating a Phrenic Creature

“Phrenic” is an inherited template that can be added to any nonmindless creature that does not already have the psionic subtype (referred to hereafter as the “base creature”). A phrenic creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type does not change, unless it is an animal (in which case it becomes a magical beast [augmented animal]). It gains the entropic and psionic subtypes.

Psi-Like Abilities (Sp): A phrenic creature possesses the psi-like abilities indicated below, depending on its Hit Dice. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Manifester level is equal to the creature's HD. The save DCs for a phrenic creature's psi-like abilities are Charisma-based. These abilities are preternatural psionic effects.

CR: 6

HD Abilities

1–2	3/day— <i>defensive precognition</i> ; 1/day— <i>force screen</i>
3–4	3/day— <i>empty mind</i> , <i>mind thrust</i>
5–6	1/day— <i>body adjustment</i> , <i>brain lock</i>
7–8	1/day— <i>aversion</i> , <i>blast</i>
9–10	3/day— <i>intellect fortress</i> ; 1/day— <i>psychic crush</i>
11–12	1/day— <i>psionic dominate</i>
13–14	1/day— <i>energy current</i> , <i>tower of iron will</i>
15–16	3/day— <i>psionic teleport</i>
17–18	1/day— <i>fission</i>
19–20	1/day— <i>ultrablast</i>

Special Qualities: A phrenic creature has all of the special qualities of the base creature, plus the following special qualities:

Naturally Psionic: A phrenic creature gains 1 bonus power point.

Power Resistance (Ex): A phrenic creature has power resistance equal to its Hit Dice +10.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +4.

Feats: A phrenic creature can take entropic and psionic feats, if it meets the prerequisites for such feats.

Challenge Rating: Up to 5 HD, same as base creature +1; 6–10 HD, same as base creature +2; 11+ HD, same as base creature +3.

Level Adjustment: Same as base creature +2.

Phthistic

When a particularly powerful psionically active Val dies, a lingering echo of their power will sometimes remain. The apparition, known to scholars as a Phthistic, is usually about twice the size of the person it represents, and they are violent and spiteful, lashing out at any living creature that approaches them.

Scholars have attempted to study which such echoes remain, and if they exist for other races that utilize psionics. Their results have been confusing and inconclusive at best. The only consensus that has been reached is that these creatures are dangerous, and should be destroyed on sight, not studied.

Someone who knew the creature after which a Phthistic is modeled can note the resemblance with a DC 25 Spot check.

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Environment: Any

Organization: Solitary or Gang (2-4)

Treasure: Standard



Psicrystal

Jorval was scared, he had managed to slip from the slave pens, and was almost out of the city. He hadn't heard any hue or cry, nor any running guards, so things were going well for him. It was then he noticed the crystal on the ground near the city gates. Pale pink, and roughly the size of his thumb, he couldn't resist grabbing it. Then it sprouted legs, and did something do him so he couldn't move. Jorval was once again a slave.

Some manifesters can create small, sometimes mobile, crystals that act as splinter personalities. These crystals are collectively known as psicrystals. They come in all shapes and colors, but always approximately thumb-sized (sometimes larger, sometimes smaller). A

manifester can choose the shape, size and color of his or her psicrystal when it is first formed, and once this choice is made it cannot be undone.

The psicrystal shown below is an example of one such crystal, and is that of a 1st level manifesters. A psicrystal's characteristics depend on its master. Its Hit Dice are equal to its master's Hit Dice (counting only levels in psion or wilder), its hit points are equal to half of its master's, and its saving throw bonuses are the same as its master's.

Advancement: None

Environment: Any

Organization: Solitary

Treasure: None

Psicrystal

CR: -

?? Diminutive Construct

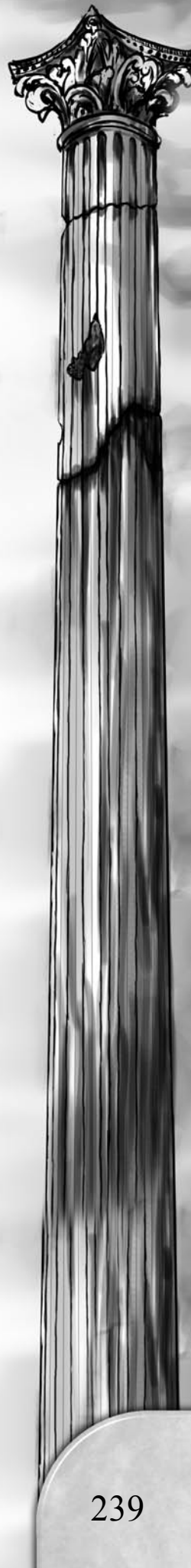
HD:	As master's HD (hp ½ master's hp)							
BAB:	+0	Grapple:	-17	Space:	1 ft.			
Initiative:	+2	Trip:	-5	Reach:	0 ft.			
Speed:	30 ft., climb 20 ft. *			Aura:	--			
AC:	16 (+4 size, +2 Dex)*							
Touch:	16	Flat-Footed:	14					
Immunity:	--			DR:	Hardness 8			
Resistance:	--			PR:	--			
Attack:	--							
SA:	--							
Saves:	As master's saves							
Abilities:	Str	1* (-5)	Dex	15* (+2)	Con	--	--	
	Int	6 (-2)	Wis	10	Cha	10		
Languages:	Telepathic link							
SQ:	Construct traits, psicrystal granted abilities (improved evasion, personality, self-propulsion, share powers, sighted, telepathic link)							
Senses:	--							
Skills:	Climb +14*, Listen +6, Move Silently +6, Search +2, Spot +6							
Feats:	Alertness							

* with Self-Propulsion ability activated.

Construct Traits: A psicrystal has immunity to poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Psicrystals do not have the usual construct traits of darkvision and low-light vision.

Psicrystal Granted Abilities: The psicrystal described here has the special abilities of self-propulsion, alertness, improved evasion, share powers, telepathic link, sighted, and personality (If its master chooses not to activate the self-propulsion ability, the psicrystal reverts to a speed of 0 feet and has no Strength score and no Dexterity score.)

Skills: A psicrystal (with its self-propulsion ability activated) uses its Dexterity modifier instead of its Strength modifier on Climb checks. It has a +8 racial bonus on Climb checks and can always choose to take 10, even if rushed or threatened.



Puppeteer

There is no mention in Darius Gracchi's journal of what may be one of the most insidious creatures that was created by the Voiceless Ones. Scholars have conjectured in recent years that perhaps the reason that he never mentions discovering one, despite his companions having all talked about them, is that he himself may have been controlled by one such creature up until he met his demise. The creature that he never mentions is known as a puppeteer for its ability to control and manipulate other creatures. If he was in fact controlled by such a creature, then all of his writings are suspect, due to the creature's influence and manipulation.

A puppeteer is a small worm-like creature that attaches itself to the spinal column of a host creature. There it parasitically feeds upon the host, while slowly poisoning the host's mind; allowing the puppeteer to first whisper thoughts, and later assume complete control of the host's actions.

Puppeteers cannot normally communicate; however, they can use the vocal cords of a host creature to communicate, if they desire to, and assuming they have sufficient control to do so.

Advancement: None

Environment: Underground

Organization: Solitary or swarm (2-8)

Treasure: None

Puppeteer

CR: 1

LE Fine Magical Beast (Entropic, Psionic)

HD: 1/4d10 (2 hp)

BAB: +1 **Grapple:** -20 **Space:** ½ ft.

Initiative: +2 **Trip:** -5 **Reach:** 0 ft.

Speed: 5 ft. **Aura:** --

AC: 20 (+8 size, +2 Dex)

Touch: 20 **Flat-Footed:** 18

Immunity: -- **DR:** --

Resistance: -- **PR:** --

Attack: Bite +4 melee (1d2-5, 20/x2)

SA: Enthral, psi-like abilities

Saves: Fort +2 Ref +4 Will +5

Abilities: Str 1 (-5) Dex 15 (+2) Con 11
Int 14 (+2) Wis 16 (+3) Cha 14 (+2)

Languages: Unknown, telepathy (20 ft.)

SQ: Host protection, hide mind

Senses: Blindsight 60 ft.

Skills: Hide +22, Listen +7, Sense Motive +7, Spot +7

Feats: Iron Will

Enthral (Ex): If a puppeteer is in physical contact with a person it has charmed (the puppeteer establishes a physical hold by means of slender infiltrating tendrils), the subject acts as if dominated. (Puppeteers often seek to charm victims first and then "ask" to be picked up.) So long as the puppeteer remains in contact with the victim, the domination remains in effect, even if a check would normally indicate that the effect is broken.

Psi-Like Abilities: 3/day— detect psionics, mental barrier, psionic charm (DC 13). Manifest level 1st. The save DCs are Charisma-based.

Blindsight (Ex): A puppeteer can ascertain creatures by nonvisual means within 60 feet.

Hide Mind (Su): A puppeteer cannot be identified as psionic by divination spells or clairsentience powers.

Host Protection (Ex): A puppeteer in control of a host is treated as an attended magic item for the purpose of making saving throws, even if the puppeteer is specifically targeted. A puppeteer that is attached to its host is treated as a creature in a grapple for the purpose of striking at the puppeteer instead of the host (but the host is not considered grappled in turn).

Telepathy (Su): A puppeteer can communicate telepathically with any creature within 20 feet that has a language.

Sansho

During the nearly forgotten past, the Ssethregoran Empire, then known as the Empire of Yhasremore, encountered a race of short barbaric creatures with elongated skulls. Their resemblance to the *pinkskins* earned them the nickname of halflings. Over a period of a few years, the Ssanu eradicated these dangerous creatures, but not before learning to extract their ability to perform psionics and implant it in themselves.

The Sansho operated as a collection of tight, maternally run tribes. The females held the balance of power in the encampments, while the males controlled when and where a conflict would occur. It was not uncommon for rival tribes to have skirmishes every few days during the fall and winter, while the spring and summer were relegated to harvesting and collecting food for the next winter. When the Sansho were beset

by the Ssethregorans, there may have been an attempt to unite the tribes, but all surviving records indicate that such a tactic, while useful, would have failed even if the unification had occurred. The Sansho never had the military might necessary to stop the relentless armies of Yhasremore.

When attacked a Sansho will often respond using as powerful a damaging effect as it can. With the typical Sansho this is a *mind thrust* attack.

Advancement: By character class (usually psychic warrior)

Environment: Any

Organization: Solitary, pair or tribe (3-15)

Treasure: Standard

Sansho

CR: 3

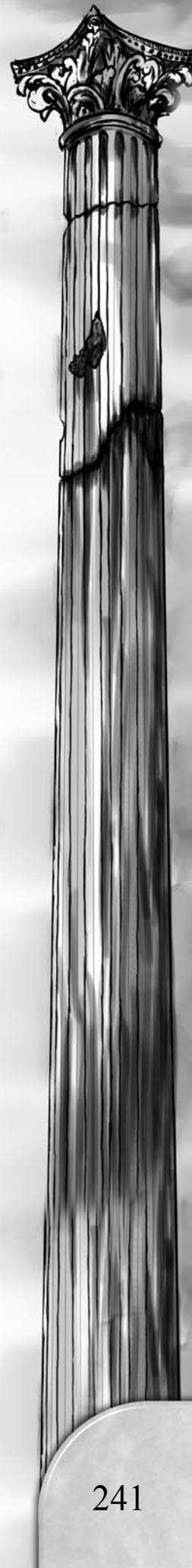
CN Small Monstrous Humanoid (Psionic)

HD:	4d8+12 (10 hp)				
BAB:	+4	Grapple:	+2	Space:	5 ft.
Initiative:	+2	Trip:	+2	Reach:	5 ft.
Speed:	30 ft.		Aura:	--	
AC:	15 (+1 size, +2 Dex, +2 natural)				
Touch:	13	Flat-Footed:	13		
Immunity:	--		DR:	--	
Resistance:	--		PR:	--	
Attack:	Bite +7 melee (1d6+2, 20/x2)				
Attack:	Bite +7 melee (1d6+2, 20/x2) and 2 claws +2 melee (1d4+1, 20/x2)				
SA:	Psionics				
Saves:	Fort	+4	Ref	+6	Will +5
Abilities:	Str	14 (+2)	Dex	15 (+2)	Con 17 (+3)
	Int	14 (+2)	Wis	13 (+1)	Cha 13 (+1)
Languages:	Unknown				
SQ:	--				
Senses:	Darkvision 60 ft.				
Skills:	Concentration +8, Hide +11, Intimidate +6, Move Silently +7, Psicraft +6, Survival +5				
Feats:					

Psi-Like Abilities: 3/day—concealing amorpha, mental barrier, mind thrust (3d10, DC 13*), sprint; 1/day—vigor (+15 hp*). Manifester level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the Sansho's manifester level.

Psionic Powers: A Sansho manifests powers as a 1st level psychic warrior. A Sansho gains 4 bonus power points each day, in addition to any granted by a high ability score. Typical Psychic Warrior Powers Known (power points 5; save DC 12 + power level): 1st—metaphysical claw. Manifester level 1st. The save DCs are Intelligence-based.



Soul-Riven Wanderer

Dirigo 22, 617 I.C.

Having finally escaped from the strange caverns of wondrous creatures beneath the Blessed Lands, my team and I returned to the surface. After spending several weeks in the First City and environs recovering and once again learning the pleasures and delights of civilization we struck out for home across the Blessed Lands.

The intermittent dust-storms and the other strange weather of the Blessed Lands were not seen during our journey. However, despite our apparent good luck in that regard, most of my remaining companions were slain by our sole encounter with a creature upon the dust-ridden plains.

It came upon us in the dead of night, a walking corpse enclosed in a tracery of virulent yellow energy. It had the form and movement of a man; yet, it responded to none of our attempts at speech and instead strove to destroy us. Alaric val'Ishi, my longtime and trusted companion, was gravely disturbed when he came to realize that Beltine had no sway over this undead horror, for it had no soul that drove its wanderings like other undead do.

Thus, after we finally managed to drive the unnatural life from it, Alaric named it a Soul-Riven Wanderer and the name remained. I can only hope that these creatures are few and far between for it cost us terribly to defeat this one.

Most corporeal undead creatures that walk Onara are created by binding the soul to the body. However, a Soul-Riven Wanderer is a corporeal undead creature that is not created in this manner. Rather, it is an undead creature whose soul is consumed by the Silence; in return the Silence occupies and powers this fell creature.

The only Soul-Riven Wanderers that have been encountered have only ever been encountered as solitary creatures, and their purpose for wandering is unknown. Similarly, the exact process that the Silence uses to create these creatures is not known. Regardless of their purpose, it is known that these creatures will attack living creatures on sight and they are extremely dangerous foes.

A Soul-Riven Wanderer will make use of its extensive psionic powers to bolster its moderate melee combat abilities. Similarly, it will make use of its Entropic Shield ability to hamper the ability of its foes to damage or destroy it.

Advancement: 19-27 HD (Medium), 28-36 HD (Large)

Environment: Wastelands

Organization: Solitary

Treasure: Half-Standard (plus as above)

CR: 18

Soul-Riven Wanderer

NE Medium Undead (Entropic, Psionic)

HD: 18d12 (141 hp)

BAB: +9 **Grapple:** +12 **Space:** 5 ft.

Initiative: +3 **Trip:** +3 **Reach:** 5 ft.

Speed: 30 ft. **Aura:** --

AC: 37 (+3 Dex, +15 natural, +9 armor)

Touch: 13 **Flat-Footed:** 25

Immunity: Undead Immunities **DR:** 10/adamantine

Resistance: Acid, Cold, Electricity, Fire and Sonic 20 **PR:** 23

Attack: Longsword +16 melee (1d8+6 plus wounding, 19-20/x2)

Attack: Longsword +16/11/6 melee (1d8+6 plus wounding, 19-20/x2)

Attack: Longsword +14/9/4 melee (1d8+6 plus wounding, 19-20/x2) and shortsword +14/9/4 melee (1d6+4, 17-20/x2)

SA: Entropic Focus, Psi-like Abilities

Saves: Fort +6 Ref +9 Will +13

Abilities: Str 16 (+3) Dex 17 (+3) Con --

Int 15 (+2) Wis 14 (+2) Cha 17 (+3)

Languages: Unknown

SQ: Undead Traits, Entropic Shield

Senses: Darkvision 60 ft.

Skills: Concentration +21, Intimidate +24, Knowledge (Psionics) +25, Psicraft +25

Feats: Combat Expertise, Dodge, Greater Psionic Weapon, Greater Two-Weapon Fighting^B, Mobility, Psionic Weapon, Spring Attack, Weapon Focus (longsword)^B, Weapon Focus (shortsword)^B, Whirlwind Attack

Items: +3 Wounding Longsword, +3 Keen Shortsword, +4 Breastplate

Entropic Focus (Su): A Soul-Riven Wanderer can hold within itself a reserve of entropic power. This reserve may be used four times each day in several ways. The Soul-Riven Wanderer may expend two of these uses to duplicate the expenditure of a psionic focus.

Alternatively, it may use its entropic foci to power other abilities, such as the Entropic Shield ability.

Psi-like Abilities (Ps): All of the following psi-like abilities are preternatural in nature. 3/day—wall of entropy; 1/day—entropic leech (18d6, DC 22*). Manifest level 18th. The save DCs are Charisma-based.

*Includes augmentation for the Soul Riven Wanderer's manifester level.

Entropic Shield (Su): As a swift action, a Soul-Riven Wanderer may expend one entropic focus to create a constantly shifting field of swirling entropic energy that shields the creature. This energy field grants a +8 shield bonus to Armor Class, and 50% concealment. The energy field lasts for 5 minutes; multiple uses of this ability do not stack.

Attacks made using a Gladius of Light (see *Forged in Magic: Revised and Expanded*) ignore the concealment and shield bonus granted by this ability.

Ssanu

Vires 28, 596 I.C.

We joined with a patrol from the Altherian Shining Patrol today; such bravery these poor souls have to patrol the borders of Altheria and keep their country safe from the depredations of the Ssethregoran Empire. It was lucky for both us and them that we met today, for it was that evening that the Ssethregorans set upon us. It was only later, after a difficult battle, that we learned that it was unusual for a Ssanu to be leading a raiding party.

Even more unusual, the Ssanu was capable of using psionic attacks and powers against us. Fortunately, several members of the patrol were also psions, and were able to counter its attacks.

The Ssanu, former masters of the Ssethregoran Empire, are tall serpentine humanoid with two humanoid arms and the lower body of a giant serpent. Their heads are triangular and snake-like, reminiscent of that of a massive viper. Ssanu's bodies glisten in the sunlight,

the light reflecting off of the myriad of fine scales that cover their forms; their eyes, like golden orbs, glow when exposed to ambient light. Ssanu have long agile fingers adept at weaving the most complicated spells, while their voices are soft and supple. Ssanu represent the pinnacle of reptilian evolution upon the face of Onara. They are the noble elite of the Ssethregoran Empire, imposing their will upon all other subjects except for the most powerful Nagas, and even those fell creatures grant a grudging respect to the power of a Ssanu. The average Ssanu lives two hundred years, stands about 7 feet tall and weighs around 300 pounds.

A Ssanu with 12 or more racial Hit Dice is an Ancient Ssanu. An Ancient Ssanu may use all of its spell-like abilities three times each day.

Advancement: 8-10 HD (Medium); 9-15 HD (Large)

Environment: Any

Organization: Solitary, Pair or Raid Group (3-9)

Treasure: Standard

Ssanu

CR: 4

LE Medium Monstrous Humanoid (Psionic, Ssethric)

HD: 7d8+7 (51 hp)

BAB: +7 **Grapple:** +9 **Space:** 5 ft.

Initiative: +7 **Trip:** +6 **Reach:** 5 ft.

Speed: 40 ft., swim 30 ft. **Aura:** --

AC: 17 (+3 Dex, +4 natural)

Touch: 13 **Flat-Footed:** 14

Immunity: Poison **DR:** --

Resistance: -- **PR:** --

Attack: Scimitar +9 melee (1d8+3, 18-20/x2)

Attack: Bite +9 melee (1d8+2 plus poison, 20/x2)

Attack: Scimitar +9 melee (1d8+3, 18-20/x2) and bite +4 melee (1d8+1 plus poison, 20/x2)

Attack: Bite +9 melee (1d8+2 plus poison, 20/x2) and scimitar +4 melee (1d8+2, 18-20/x2)

SA: Hypnotic gaze, poison, psi-like abilities

Saves: Fort +3 Ref +8 Will +6

Abilities: Str 14 (+2) Dex 16 (+3) Con 12 (+1)

Int 18 (+4) Wis 12 (+1) Cha 16 (+3)

Languages: Ssethric, any 3 others

SQ: Fast healing 1, lordship and domination

Senses: Darkvision 60 ft., scent

Skills: Bluff +10, Craft (alchemy) +5, Diplomacy +10, Disguise +5, Hide +10, Intimidate +10, Knowledge (Psionics) +10, Listen +10, Move Silently +10, Spot +10, Sense Motive +5, Sleight of Hand +5

Feats: Alertness, Improved Initiative, Improved Natural Attack (bite)

Hypnotic Gaze (Su): Gaze attack, 30 foot range, hypnotism (Will DC 16 negates), 5th level caster. The save DC is Charisma-based.

Poison (Ex): A Ssanu's bite paralyzes an opponent, before killing it. Fortitude DC 14, initial damage 2d6 Dexterity, secondary damage 1d6 Constitution. The save DC is Constitution-based.

Psi-like Abilities: A Ssanu has a number of psi-like abilities. 1/day—false sensory input (2 targets within 15 ft of each other, DC 16*), psionic charm (animal, giant, humanoid, magical beast or monstrous humanoid, 7 day duration, DC 17*), psionic daze (daze creature of up to 10 HD, DC 14*). Manifest level for these effects is equal to the Ssanu's racial Hit Dice, default is 7. The save DC's are Charisma-based.

* Includes augmentation to the Ssanu's base racial Hit Dice.

Fast Healing (Ex): A Ssanu heals quickly, and easily. It heals 1 damage each round; if the Ssanu has suffered both lethal and non-lethal damage, then it heals 1 of each type each round.

Lordship and Domination (Ex): As the first children of Kassegore, the Ssanu have power over all of Kassegore's other creations. A Ssanu gains a +2 inherent bonus to the saving throw DC of all spells, spell-like abilities, powers, psi-like abilities, supernatural abilities and extraordinary abilities when using them against any Ssethric creature or any reptile.

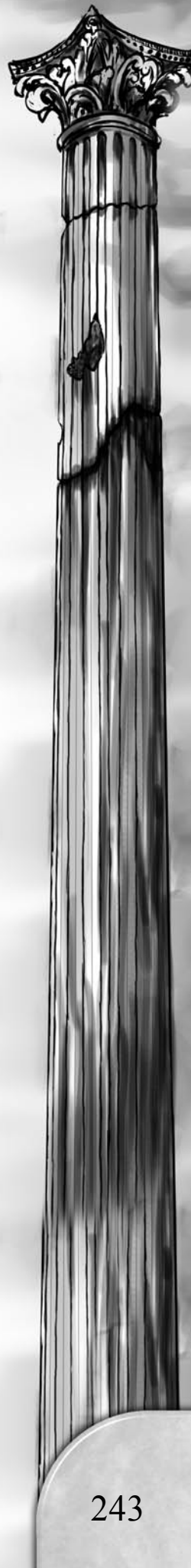
Poison Immunity (Ex): Ssanu are immune to all natural poisons.

Thought Eater*Anima 1, 585 I.C.*

Today we set off on an excursion to the Ethereal Plane, a favor for a good friend of mine who needs a disturbance there investigated. The Ethereal is a bizarre place of fragmented imagery, and creatures that are twisted representations of what you find at home on Onara. Even more telling, there are creatures that seem to have no basis in any life I've seen thus far on Onara.

Of note are the native denizens of the Ethereal, a selection of creatures that prey upon stray thoughts that seep into the Ethereal. While not particularly dangerous, the smaller of these creatures are more annoyance than danger. Their elder cousins, those are rightly to be feared.

A thought eater is the smaller of the native denizens of the Ethereal plane, appearing as a mist-shrouded hound, of sorts. These creatures live to consume the thoughts of creatures; indeed, their only form of true nourishment is the thoughts of others. Furthermore, a thought eater quickly grows weak when it leaves the Ethereal plane; if it spends 10 continuous rounds outside the Ethereal plane it immediately falls dead and dissipates into nothingness.

Advancement: 4-6 HD (Small)**Environment:** Ethereal Plane**Organization:** Solitary or Group (2-4)**Treasure:** None**Thought Eater****CR: 2**

N Small Aberration (Extraplanar*, Psionic) * Thought eaters are extraplanar

HD: 3d8 (24 hp) when found outside the Ethereal Plane.**BAB:** +2 **Grapple:** -1 **Space:** 5 ft.**Initiative:** +8 **Trip:** +5 **Reach:** 5 ft.**Speed:** 40 ft. **Aura:** --**AC:** 17 (+1 size, +4 Dex, +2 natural)**Touch:** 15 **Flat-Footed:** 13**Immunity:** -- **DR:** --**Resistance:** -- **PR:** --**Attack:** +4 melee touch (eat thoughts)**SA:** Eat thoughts, psi-like abilities**Saves:** Fort +1 Ref +5 Will +4**Abilities:** Str 12 (+1) Dex 18 (+4) Con 11

Int 7 (-2) Wis 12 (+1) Cha 14 (+2)

Languages: Unknown**SQ:** Ethereal jaunt**Senses:** Darkvision 60 ft.**Skills:** Hide +10, Listen +5, Spot +5**Feats:** Alertness, Improved Initiative

Eat Thoughts (Su): A thought eater can drain psionic power points with a successful melee touch attack. Each touch drains 6 power points from the opponent (or fewer, if the opponent has fewer than 6 points remaining). Against a nonpsionic creature or a psionic creature that currently has no power points, this touch attack instead deals 1 point of Intelligence damage, which provides nourishment equivalent to 6 power points. A thought eater requires 12 power points per day to survive but will gorge itself on weak prey.

Psi-Like Abilities: At will—detect psionics, distract (DC 13), precognition, psionic daze (DC 13*); 3/day—thought shield.

Manifest level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the thought eater's manifester level.

Ethereal Jaunt (Su): A thought eater can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the psionic ethereal jaunt power.

Thought Slayer

A thought slayer is the larger native denizen of the Ethereal Plane, and is considerably more dangerous than their smaller relatives. Not only is the creature of a significantly larger size, but it is able to remain alive longer outside the Ethereal Plane. Furthermore, instead of slowly draining away the thoughts of a victim, a thought slayer can consume the entire mind at once, destroying its victim in the process.

A thought slayer appears as a massive, hulking creature composed and surrounded by mist. Some have compared a thought slayer to a great bear, and the comparison is not without merit. A provoked thought slayer, or one with an ill-temper, can tear most people to shreds in seconds, not to mention their ability, similar to that of their smaller cousins, to consume the mind of creatures. Most creatures never face a

thought slayer more than once, and that is usually because they are dead after the first encounter. There are others, Darius Gracchi's group amongst them, who are known to have successfully battled small groups of thought slayers. Rumors persist that an expeditionary team from Coryan once faced down a thought slayer hunting party, although these rumors have never been substantiated.

A thought slayer can spend a maximum of 10 continuous minutes outside the Ethereal Plane before dying and dissolving into nothingness.

Advancement: 15-28 HD (Huge)

Environment: Ethereal Plane

Organization: Solitary, Pack (2-4) or Hunting Party (2-4 plus 2-6 Thought Eaters)

Treasure: Standard

Thought Slayer

CR: 13

CN Huge Aberration (Extraplanar*, Psionic)

*Thought slayers are extraplanar when found outside the Ethereal Plane.

HD: 14d8+70 (149 hp)

BAB: +10 **Grapple:** +26 **Space:** 15 ft.

Initiative: +1 **Trip:** +12 **Reach:** 15 ft.

Speed: 50 ft. **Aura:** --

AC: 23 (-1 size, +1 Dex, +14 natural)

Touch: 10 **Flat-Footed:** 22

Immunity: -- **DR:** --

Resistance: -- **PR:** 21

Attack: Bite +17 melee (3d6+12, 20/x2)

SA: Mind-consuming gaze, psi-like abilities

Saves: Fort +11 Ref +5 Will +10

Abilities: Str 26 (+8) Dex 13 (+1) Con 21 (+5)

Int 7 (-2) Wis 12 (+1) Cha 15 (+2)

Languages: Unknown

SQ: Ethereal jaunt

Senses: Darkvision 60 ft.

Skills: Climb +12, Jump +20, Listen +7, Spot +8

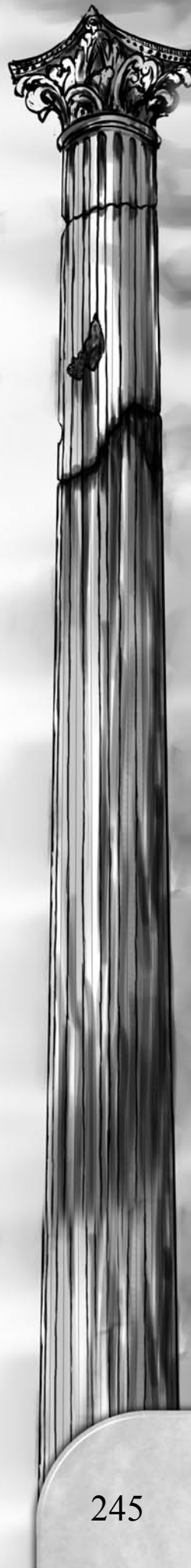
Feats: Alertness, Cleave, Great Fortitude, Power Attack, Weapon Focus (bite)

Mind-Consuming Gaze (Su): Instantly kill (by draining the mind away), range 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based. This is considered a mind-affecting death effect. If a thought slayer's gaze is met indirectly (such as through a mirror or a reflection in water), the opponent does not die on a failed save but instead is dazed for 14 rounds. This otherwise is a gaze effect.

The gaze cannot affect creatures on the Material Plane while the thought slayer remains ethereal, but it can affect ethereal creatures while the thought slayer is on the Material Plane.

Psi-Like Abilities: At will—brain lock (any nonmindless, DC 14*), chameleon, detect psionics, distract (DC 13); 3/day—body adjustment (5d12*), mental barrier (+6 AC, 2 rounds*), mind trap (10 rounds*), precognition, wall walker; 1/day—escape detection. Manifest level 14th. The save DCs are Charisma-based.

Ethereal Jaunt (Su): A thought slayer can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the psionic ethereal jaunt power.



Tle'raahn

Records from the First Imperium of Man, an empire that spanned a large portion of Onara and extended across the planes, speak of a creature known as the Tle'raahn. This creature was reportedly eradicated by the First Imperium; documents state that this was done due to its dangerous ability to shift forward through time with its prey, isolating and devouring its meal in that manner.

The exact planes that this creature inhabited are not documented, nor is it ever explicitly stated that all such creatures were destroyed. Given the peculiarities of fate, it is likely that at least some of these creatures were able to survive, perhaps by time-shifting forward so far that they escaped the First Imperium hunters.

There are documents that speak of a type of greater Tle'raahn, with the ability to shift through time with greater acumen than the standard Tle'raahn. The documents seem to suggest that such a creature is capable of shifting days into the future with its prey, making it virtually impossible to track and save someone who is captured by such beasts.

A Tle'raahn looks something like a cross between a rhinoceros and a baboon, except that it has eight limbs; four that it uses as arms, and four that it uses as legs.

Advancement: 9-15 HD (Large)

Environment: Any

Organization: Solitary

Treasure: Standard

Tle'raahn

CR: 4

?E Large Aberration (Psionic)

HD:	8d8+16 (65 hp)								
BAB:	+6	Grapple:	+11	Space:	10 ft.				
Initiative:	+7	Trip:	+5	Reach:	10 ft.				
Speed:	40 ft.			Aura:	--				
AC:	15 (-1 size, +3 Dex, +3 natural)								
Touch:	12	Flat-Footed:	12						
Immunity:	--			DR:	--				
Resistance:	--			PR:	--				
Attack:	Claw +6 melee (1d6+1, 20/x2)								
Attack:	4 claws +6 melee (1d6+1, 20/x2) and bite +1 melee (1d8, 20/x2) and horn +1 melee (1d4, 20/x2)								
SA:	Improved grab, psi-like abilities, time shift								
Saves:	Fort	+4	Ref	+5	Will	+7			
Abilities:	Str	13	(+1)	Dex	17	(+3)	Con	14	(+2)
	Int	7	(-2)	Wis	12	(+1)	Cha	14	(+2)
Languages:	None								
SQ:	--								
Senses:	Darkvision 60 ft.								
Skills:	Listen +7, Spot +7, Tumble +6								
Feats:	Alertness, Dodge, Improved Initiative								

Improved Grab (Ex): To use this ability, a Tle'raahn must hit a creature of Large size or smaller with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and uses its time shift ability.

Psi-Like Abilities: At will—chameleon, distract (DC 13), psionic dimension door, psionic levitate, wall walker; 3/ day—mental barrier. Manifest level 8th. The save DC is Charisma-based.

Time Shift (Su): If a Tle'raahn successfully grapples a Large or smaller creature, it latches onto the opponent's body and shifts 7 minutes forward in time as a free action. Observers (if any) see the Tle'raahn and its prey disappear in a shimmer, then reappear 7 minutes later in exactly the orientation and condition they left. For the Tle'raahn and its prey, no time passes at all. The victim must succeed on a Will save (DC 16) or be dazed for 1 round from temporal disorientation. The ability is otherwise identical to time hop manifested by an 8th-level manifester.

Udooroot

Doctus 7, 577 I.C.

Today, our guides, a pair of youths from the Vanomir family, told us of a plant nearby that all the Yhing-hir avoided. Being the inquisitive group that we are, we decided to cautiously take a look. It was massive; six great, noxious-smelling 'flowers' sprouted from a gnarled mass of root. The area that surrounded the plant was dead, the ground ruined by the slow-rotting detritus that surrounded this foul plant.

Nidimeaous, a devoted follower of Saluwe, declared this plant a blight upon the land and exacted from us an oath to destroy it.

Udooroots are thankfully an extremely rare plant; sufficiently rare that at any given time there are no more than five or six known to exist. The plants are

easy to destroy when immature; however, they are extremely difficult to detect before they grow their crowns, which resemble flowers. Before growing their first crowns, the plant exists entirely below ground.

An Udooroot can only be killed if you dig up or otherwise expose the root of the plant and destroy it. The root itself can be destroyed by hacking it apart, burning it, or obliterating it. However, that task is immeasurably easier if the crowns of the Udooroot are destroyed first.

Advancement: 7-16 HD (Huge); 17-24 HD (Gargantuan)

Environment: Warm plains

Organization: Solitary

Treasure: 20% coins; 50% goods; 50% items

Udooroot

CR: 5

N Huge Plant (Psionic)

HD:	6d8+18 (57 hp)					
BAB:	+4	Grapple:	--	Space:	15 ft.	
Initiative:	+0	Trip:	--	Reach:	10 ft.	
Speed:	0 ft.					
AC:	11 (-2 size, -5 Dex, +8 natural)					
Touch:	3	Flat-Footed:	11	Aura:	--	
Immunity:	Electricity			DR:	--	
Resistance:	Cold 10, fire 10			PR:	--	
Attack:	--					
SA:	Double manifest, psi-like abilities					
Saves:	Fort	+8	Ref	+4	Will	+5
Abilities:	Str	--	Dex	--	Con	16 (+3)
	Int	4 (-3)	Wis	13 (+1)	Cha	14 (+2)
Languages:	--					
SQ:	Plant traits, root traits, crowns					
Senses:	Blindsight 60 ft.					
Skills:	Listen +10					
Feats:	Iron Will, Lightning Reflexes					

Double Manifest (Ex): An udooroot senses its surroundings and manifests its psi-like abilities through its crowns. It can manifest two psi-like abilities per round, as long as it has at least two crowns remaining.

Psi-Like Abilities: At will—energy stun (electricity, 2d6, DC 15*), false sensory input (DC 15), id insinuation (two targets, DC 15*), mind thrust (ML 4th, 4d10, DC 14*), telekinetic force (275 lb., DC 15*), thought shield (power resistance 16*); 3/day—astral construct (3rd level*, **), body adjustment, mental barrier.

Manifester level 6th. The save DCs are Charisma-based.

An udooroot can use its body adjustment power to repair damage to one of its crowns, as long as the crown has not been severed or destroyed.

*Includes augmentation for the udooroot's manifest level.

** An Udooroot may only have one Astral Construct active at once.

Blindsight (Ex): An udooroot can ascertain all foes by nonvisual means within 60 feet. If its crowns are destroyed, it can no longer perceive its surroundings.

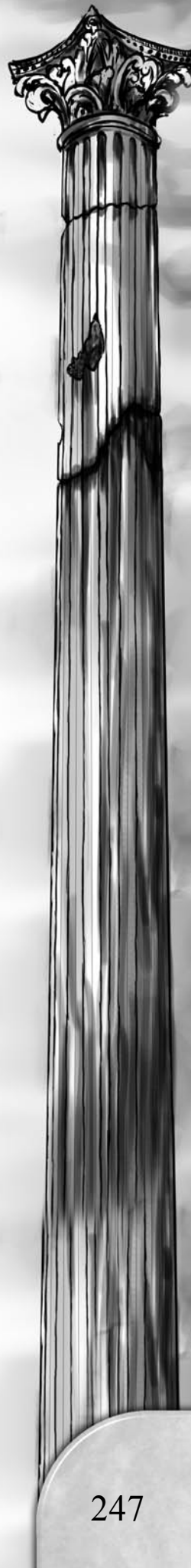
Plant Traits: An udooroot is immune to poison, sleep, paralysis, stunning, polymorphing, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.

Root Traits: An Udooroot is immune to damage until the root has been revealed. This can be done by physically digging down to the root, which lies 5 ft. below the surface, or by using spells such as move earth to magically move the covering. Until such a time, treat the Udooroot as having full cover when being attacked (either physically or magically); it suffers no penalties when attacking and opponents are not granted full cover from the Udooroot by this earthen covering.

Crowns: An Udooroot that is undamaged has six crowns. These crowns are what the Udooroot uses to deliver its psi-like abilities, and also to sense its surroundings. Each crown has hardness of 5 and 7 hit points, and should be treated as a medium-size attended object. The crowns may be severed using Sunder attempts, the Udooroot can attempt to avoid such attacks, but only receives its Base Attack Bonus to the opposed roll.

A crown with 0 hit points immediately dies and can no longer be used to deliver attacks or sense surroundings. The Udooroot regrows a destroyed crown in one month; it may regrow as many crowns at once as needed.

As an Udooroot advances, its crowns become stronger. A crown's hit points equal to the Udooroot's Hit Dice +1. An Udooroot that is Gargantuan size has crowns with hardness 10.



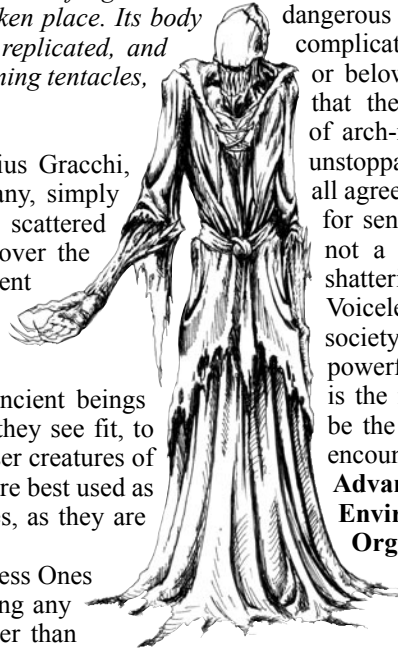
Voiceless One

Foedus 5, 617 I.C.

I have felt a calling, a voice whispering to my mind imploring me to return to the caverns beneath the Blessed Lands. I took leave of my companions, and have slowly made my way back. Here I stand at the entrance during one of my infrequent lucid periods. I know that I am done, as my time has long-since passed and in a few minutes I will walk to my doom.

The voices get stronger, sibilant whispers calling me forward into the darkness. I am afraid; yet, I know that I must appear to be following their instructions. I must discover what manner of creature this is and warn my fellow man.

At last, I must be close for the pain is nearly unbearable. Yet, I must hold on. A mere glimpse I have of a shrouded form, weaving in and out of sight in the lurid illumination of this god-forsaken place. Its body sinuous and graceful, its motions replicated, and followed moments later by its glistening tentacles, its eyes



It is there that the journal of Darius Gracchi, explorer, scholar, and friend to many, simply ends. The journal, or rather a few scattered pieces of it, has been discovered over the years since his demise. Each fragment is pored over by scholars before being carefully stored in the Grand Library of Tralia.

The Voiceless Ones are ancient beings of power who use their minds, as they see fit, to control, corrupt and destroy the lesser creatures of the world. These ancient creatures are best used as the true schemers behind the scenes, as they are master manipulators.

If you are not using Voiceless Ones in your game, then consider allowing any race of creatures who have a longer than normal lifespan, who also excel at manipulation

and control to use any of the materials in this book that are normally limited to Voiceless Ones.

For a race so seemingly entwined behind the scenes of just about every major event in modern and ancient history, the Voiceless Ones are unknown to the majority of the sentient peoples upon Onara. Only those in positions of power, conspiracy theorists, the unlucky or the brave have any inkling that this threat even exists.

In the oldest and most obscure texts possessed by the Dwarves there is a small passage mentioning a race of “vermin and parasites that long dogged the steps of their ancient foes throughout their journey through the stars. Silent in word and deed, the maddening gibbering of their thoughts told only of conquest and servitude to Oblivion.”

What is known is that these creatures are extremely dangerous and possess a highly advanced and complicated civilization that rivals any above or below the surface of Arcanis. Some claim that they wield arcane powers rivaling that of arch-mages, while others say that they are unstoppable juggernauts of the battlefield. What all agree upon is that they have a repulsive taste for sentient brains and that, while they make not a sound, to the Awakened, their mind shattering screams are unending. Voiceless Ones exist in a biological caste society, with each stratum successively more powerful than the one below it. Listed here is the most common and hence suspected to be the least powerful, of the Voiceless Ones encountered in the Lavender Way.

Advancement: By character class

Environment: Lavender Way

Organization: Solitary, Pair, Scouting Band (3-6) or Raid (10-30)

Treasure: Standard

CR: 11

Sample Voiceless One

NE Medium Aberration (Entropic, Psionic)

HD:	12d8+48+8 (125 hp)					
BAB:	+8	Grapple:	+10	Space:	5 ft.	
Initiative:	+4	Trip:	+2	Reach:	5 ft.	
Speed:	30 ft. (40 ft. with focus), <i>levitate</i>			Aura:	--	
AC:	22 (+4 Dex, +8 natural)					
Touch:	14	Flat-Footed:	18			
Immunity:	Compulsion effects			DR:	5/bludgeoning	
Resistance:	Acid 5, Cold 5, Electricity 5, Fire 5			PR:	21	
Attack:	Bite +12/+7 melee (1d8+2, 20/x3) and 2 claws +7 melee (1d4+1, 20/x2)					
Attack:	Longbow +12/+7 ranged (1d8, 20/x3, 100 ft. range)					
SA:	Razor Maw, Consumption, Mental Anguish, Psionic Manifesting					
Saves:	Fort	+8	Ref	+8	Will	+12
Abilities:	Str	14 (+2)	Dex	18 (+4)	Con	18 (+4)
	Int	19 (+4)	Wis	19 (+4)	Cha	19 (+4)
Languages:	Telepathy 100 ft.					
SQ:	Natural Levitation, Hardened Mind					
Senses:	Blindsense 60 ft., Darkvision 60 ft., Low-light Vision					
Skills:	Balance +6, Bluff +16, Concentration +14, Craft (any one) +11, Diplomacy +20, Hide +11, Intimidate +10, Jump +4, Knowledge (any one) +11, Knowledge (psionics) +17, Move Silently +11, Psicraft +17, Search +11, Sense Motive +15, Tumble +12					
Feats:	Combat Expertise, Combat Manifesting, Dodge, Psionic Body ^B , Psionic Fist, Speed of Thought, Weapon Finesse ^B , Wild Talent ^B					

Sample Voiceless One

CR: 11

Razor Maw (Ex): The mouth of a Voiceless One is surrounded by dozens of extremely sharp teeth and filled with writhing, barbed tentacles. The bite attack of a Voiceless One, which represents a combination of attacks made using its teeth and tentacles, deals damage as if the creature were one size larger, threatens a critical on a natural 20, and has a x3 critical multiplier.

Furthermore, a Voiceless One is particularly efficient at biting, when required. A Voiceless One can make iterative attacks with its bite attack when taking a full-attack action.

Consumption (Ex): A Voiceless One feeds from the brain tissues of sentient living creatures. A Voiceless One that performs a coup-de-grace on a sentient living creature (any creature with a normal Intelligence score of at least 6) can consume its brain as part of the action, assuming the coup-de-grace kills the creature (a creature that has been dead less than three rounds can still be affected by this ability). A creature whose brain is consumed by a Voiceless One can only be restored to life by a *true resurrection*, as this process damages and often destroys the soul of the target creature.

Consuming a brain grants the Voiceless One one of the following benefits (chosen each time a brain is consumed):

- Restore 1 point of ability damage per 2 Hit Dice of the consumed creature.
- Restore 1 point of ability burn per 6 Hit Dice of the consumed creature.
- Gain 5 temporary hit points per Hit Dice of the consumed creature.

Mental Anguish (Su): A Voiceless One cannot, or does not speak verbally. However, it does have an advanced form of telepathy (with a range of 100 ft.). Yet, the unquiet mind of a Voiceless One is fathomless to most creatures.

Any psionically active creature that does not have the Entropic subtype that falls within range of the Voiceless One's telepathy hears a constant, anguished screaming. This screaming, beyond simply informing of their presence, is also a distraction. Creatures that are affected by this ability must make a DC 25 Concentration check to manifest powers, or regain a psionic focus. Finally, the first time each day that a creature is affected by this ability, they automatically lose their psionic focus.

This is a preternatural psionic ability, only preternatural psionic powers and effects can protect against this ability.

Psionic Manifesting: A Voiceless One manifests powers as a 9th level psion. Some Voiceless Ones have the ability to cast spells as a 9th level sorcerer, or as a 9th level druid. There are three sample lists presented below, one for each of the options.

Voiceless Ones who cast as a sorcerer or as a druid should replace Knowledge (Psionics) and Psicraft on the above skill list with Knowledge (Arcana) and Spellcraft. Also, replace the Combat Manifesting feat listed above with the Combat Casting feat.

Regardless of the above option that is chosen, the Voiceless One retains the Psionic subtype due to its inherent preternatural psionic abilities.

Natural Levitation (Su): A Voiceless One can use the *psionic levitate* power on itself at will as a free action (ML 10). This is a preternatural psionic ability, use of this ability does not provoke attacks of opportunity, although movement initiated through the use of this ability can still provoke attacks of opportunity.

Hardened Mind (Ex): The mind of a Voiceless One is hardened against damage and manipulation. A Voiceless One gains a +4 bonus to saves against all effects with the compulsion subtype. This bonus is always equal to 1/3 the Voiceless One's Hit Dice.

Furthermore, a Voiceless One has DR 3/- against damage done to its mental ability scores. This damage reduction is always equal to 1/4 the Voiceless One's Hit Dice.

Blindsense (Ex): The heightened mental abilities of the Voiceless One give it an enhanced ability to sense its surroundings. A Voiceless One has blindsense with a 60 foot radius. This ability does not rely on any physical senses.

Skills: A Voiceless One has a +4 racial bonus to Bluff, Diplomacy, Intimidate, Knowledge (see below), Psicraft (or Spellcraft, see below), and Sense Motive.

The racial bonus to Knowledge is granted to the skill that applies to the type of manifesting or spellcasting ability the Voiceless One has. So either to Knowledge (Psionics), as chosen above, or Knowledge (Arcana). The same distinction applies to Psicraft versus Spellcraft.

Sample Psion Power List:

Power Points: 90 + 2 (Wild Talent feat)

Power Save DC: DC 14 + power level

Powers Known:

1st: *deceleration, inertial armor, mental static, mind thrust, vigor*

2nd: *body equilibrium, concealing amorpha, id insinuation, sustenance*

3rd: *body adjustment, dispel psionics, eradicate invisibility, psionic blast*

4th: *death urge, empathic feedback, psionic freedom of movement, telekinetic maneuver*

5th: *decelerate arcana, synaptic shock*

Sample Sorcerer Spell List:

Spell Save DC: DC 14 + spell level

Spells per Day: 6 / 7 / 7 / 7 / 5

Spells Known:

0th: *arcane mark, daze, detect magic, mage hand, read magic, ray of frost, resistance, touch of fatigue*

1st: *color spray, expeditious retreat, mage armor, magic missile, shield*

2nd: *blur, false life, glitterdust, scorching ray*

3rd: *dispel magic, haste, hold person*

4th: *black tentacles, enervation*

Sample Druid Spell List:

Spell Save DC: DC 14 + spell level

Spells Prepared:

0th: *create water, detect magic, flare, know direction, read magic, resistance*

1st: *entangle, faerie fire, longstrider, produce flame x2*

2nd: *barkskin, bull's strength, flame blade, heat metal, soften earth and stone*

3rd: *call lightning, greater magic fang, meld into stone, wind wall*

4th: *air walk, flame strike, rusting grasp*

5th: *wall of thorns*

Appendix I: Spells

The spells that follow are included because in the world of Arcanis these spells replace the normal alignment-based spells that are commonly used by many monsters.

Arcanis Alignment-Based Spell Equivalences

New Spell	Replaced Spells ¹	Specific Equivalent
Aura of Faith	<i>cloak of chaos</i>	Aura of Faith [Chaotic]
	<i>holy aura</i>	Aura of Faith [Good]
	<i>shield of law</i>	Aura of Faith [Lawful]
	<i>unholy aura</i>	Aura of Faith [Evil]
Divine Smite	<i>chaos hammer</i>	Divine Smite [Chaos]
	<i>holy smite</i>	Divine Smite [Good]
	<i>order's wrath</i>	Divine Smite [Lawful]
	<i>unholy blight</i>	Divine Smite [Evil]
Divine Word	<i>blasphemy</i>	Divine Word [Evil]
	<i>dictum</i>	Divine Word [Law]
	<i>holy word</i>	Divine Word [Good]
	<i>word of chaos</i>	Divine Word [Chaos]

¹ These spells can all be found in *Core Rulebook I*.

New Spell Descriptor: To better represent the nature of magic in Arcanis, a new descriptor [Alignment-Keyed] is used to represent all of the alignment descriptors from *Core Rulebook I*. Alignment-Keyed is a fluid descriptor. As the name implies, it represents a component of the caster's alignment. This can be Chaotic, Evil, Good, or Lawful. Most of the time, the caster gets to choose which component of her alignment will be used to key the spell. For example, a chaotic evil character could cast an Alignment-Keyed spell as either a Chaotic spell or as an Evil spell. Characters that are neutral along one axis (Good-Evil or Chaotic-Lawful) may not use that axis for casting Alignment-Keyed spells. True neutral characters cannot cast spells with the [Alignment-Keyed] descriptor at all unless the spell description specifically states otherwise.

Rumors persist of casters who can key spells to match their auras precisely along both axes with interesting effects.

Aura of Faith

Abjuration [Alignment-Keyed]

Level: Holy 8, Honor 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 feet

Targets: One creature/level in a 20-foot-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by creatures of an opposed alignment, and causing creatures of an opposed alignment to suffer ill effects when they strike the subjects.

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that will be the key for this spell at the moment you cast the spell. For example, if you are lawful good, you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

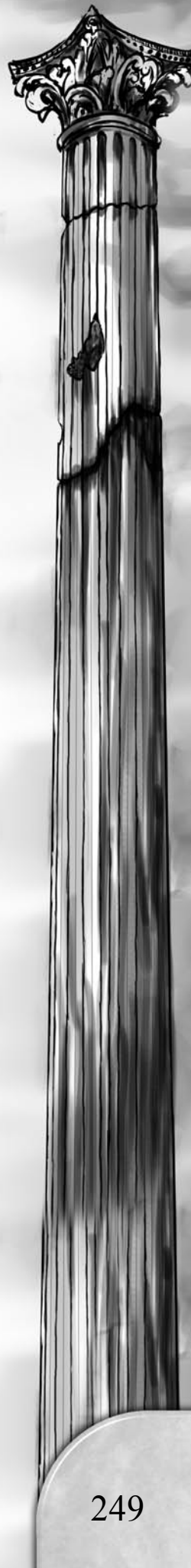
On the effect table, "X" represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of "Neutral X" means that a creature suffers the spell's effects if it is neutral good, true neutral, or neutral evil. An entry of "X Good" means that a creature suffers the spell's effects if it is lawful good, neutral good, or chaotic good. A creature whose alignment is not diametrically opposed to the key alignment is unaffected by this spell, except as noted below.

Key Alignment	Affected Foes	Secondary Effect
Chaotic	Lawful X	Confused 1 round, as <i>confusion</i>
Evil	X Good	1d6 points of Strength damage
Good	X Evil	Blinded, as <i>blindness/deafness</i>
Lawful	Chaotic X	Slowed 1 round, as <i>slow</i>

This abjuration has four effects:

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on all of its saving throws. This benefit applies against all attacks, not just against attacks by creatures of the diametrically opposed alignment.
- Second, each warded creature gains spell resistance 25 against all spells with the opposed alignment descriptor and all spells cast by creatures of the diametrically opposed alignment.
- Third, the abjuration blocks possession and mental influence, just as *protection from evil* does. This benefit applies regardless of the alignment of the creature that is attempting to possess or mentally influence a subject.
- Finally, if a creature of the diametrically opposed alignment succeeds on a melee attack against a warded creature, the offending attacker suffers the listed secondary effect (Fortitude save negates, but against this spell's save DC).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.



Brain Spider*Divination [Mind-Affecting]***Level:** Cleric 8**Components:** V, S, M, DF**Casting Time:** 1 round**Range:** Long (400 feet + 40 feet/level)**Targets:** Up to eight living creatures**Duration:** 1 minute/level**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- Individual trains of thought in whatever order you desire.
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level.
- A study of the thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider* spell. Treat this portion of the spell as *Enchantment [Mind-Affecting]* for the purposes of immunities and resistances. Success on this saving throw does not negate the other effects of the *brain spider* spell for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings. Language is not a barrier, and you need not personally know the beings. The spell cannot reach those who make a successful Will save. *Material Component:* A spider of any size or kind. It can be dead, but must still have all eight legs.

Divine Smite*Evocation [Alignment-Keyed]***Level:** Holy 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** 20-foot radius burst**Duration:** Instantaneous**Saving Throw:** Will partial; see text**Spell Resistance:** Yes

You draw down divine power to smite your enemies. This spell's alignment descriptor is keyed to the descriptor you chose for the Holy domain. Only creatures whose alignment differs from yours along the chosen axis are affected. For example, if you cast this spell as a Good spell, only evil and neutral creatures are harmed by it. True neutral characters cannot cast this spell.

On the effect table, "X" represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of "Neutral

X" means that a creature suffers partial effects if it is neutral good, true neutral, or neutral evil. An entry of "X Good" means that a creature suffers the full effects if it is lawful good, neutral good, or chaotic good. A creature that matches the key alignment component is completely immune to this spell's effects.

Key Alignment	Full Effects	Partial Effects	Secondary Effect
Chaotic	Lawful X	Neutral X	Slowed 1d6 rounds
Evil	X Good	X Neutral	Sickened 1d4 rounds
Good	X Evil	X Neutral	Blinded 1 round
Lawful	Chaotic X	Neutral X	Dazed 1 round

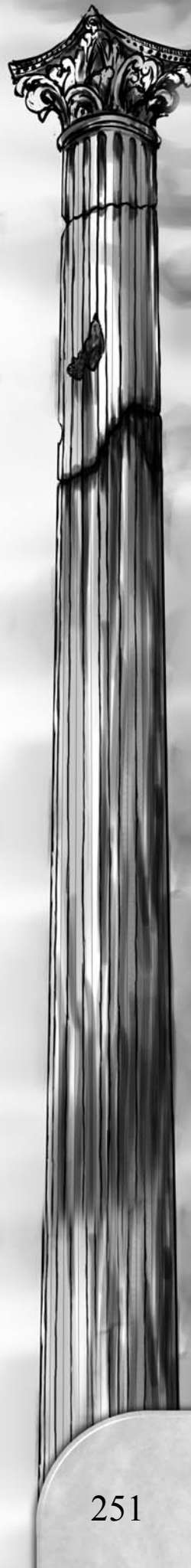
Full Effects: The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each creature in the area that suffers its full effects. Outsiders instead take 1d6 points of damage per caster level (maximum 10d6). All creatures that suffer the spell's full effects also suffer the listed secondary effect. A successful Will saving throw reduces damage to half and negates the secondary effect completely.

Partial Effects: The spell deals only half damage to creatures that suffer partial effects and they do not suffer the secondary effect at all. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Divine Word*Evocation [Alignment-Keyed, Sonic]***Level:** Clr 7, Holy 7**Components:** V**Casting Time:** 1 standard action**Range:** 40 feet**Area:** Creatures of an opposed alignment in a 40-foot-radius spread centered on you**Duration:** Instantaneous**Saving Throw:** None or Will negates; see text**Spell Resistance:** Yes

You speak a single word of divine power. Any creature whose alignment is diametrically opposed to yours within the area that hears the *divine word* suffers the following ill effects. The effects of this spell are cumulative and concurrent. Any creature whose Hit Dice are equal to or lower than your caster level receives no saving throw against these effects; any creature whose Hit Dice are greater than your caster level receives a Will save to negate the effects. The effects are based on the alignment descriptor you choose when you cast the spell, and not on the subject creature's alignment.

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that will be the key for this spell at the moment you cast the spell. For example, if you are lawful good, you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral



Divine Word

Creature's HD	Chaotic Effect	Evil Effect	Good Effect	Lawful Effect
16 or more	Deafened	Dazed	Deafened	Deafened
11-15	Stunned, deafened	Weakened, dazed	Blinded, deafened	Slowed, deafened
6-10	Confused, stunned, deafened	Paralyzed, weakened, dazed	Paralyzed, blinded, deafened	Paralyzed, slowed, deafened
5 or below	Killed, confused, stunned, deafened	Killed, paralyzed, weakened, dazed	Killed, paralyzed, blinded, deafened	Killed, paralyzed, slowed, deafened

characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

Confused: The creature is confused, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting compulsion effect.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Slowed: The creature is slowed, as by the *slow* spell, for 2d4 rounds.

Stunned: The creature is stunned for 1 round.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, extraplanar creatures of the diametrically opposed alignment within the area of effect are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the divine word. The banishment effect allows a Will save (at a -4 penalty) to negate.

Dweomer of Transference

Evocation

Level: Cleric 4, Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 minute

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

Target: One willing psionic creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell, you form a radiating corona around the head of a psionic ally, and convert some of your spells into psionic power points. When you finish casting *dweomer of transference*, a red-orange glow surrounds the psionic creature's head. For the duration of the spell, any spells cast at the subject don't have their usual effect, instead converting themselves harmlessly into psionic energy that the subject can use as energy for psionic powers. You can cast any spell you like at the subject, even area spells, effect spells, and spells for whom the subject would ordinarily not be a legitimate target. The spells don't do anything other than provide the subject with power points, but you must still cast

them normally, obeying the component and range requirements listed in the description of each spell.

For each spell you cast into the *dweomer of transference*, the psionic creature gets temporary power points, according to the following table. The transference isn't perfectly efficient. The temporary power points acquired through a *dweomer of transference* dissipate after 1 hour if they haven't already been spent.

Only spells that you cast at the creature are absorbed in this manner; spells from other sources affect the creature normally.

The power points granted by this spell cannot be used to manifest preternatural powers or create preternatural effects.

Spell Level	Power Points Acquired	Spell Level	Power Points Acquired
0	0	5th	8
1st	1	6th	10
2nd	2	7th	12
3rd	4	8th	14
4th	6	9th	16

Glossolalia

Evocation [Sonic, Mind-Affecting]

Level: Bard 2

Components: V

Casting Time: 1 standard action

Range: 60 feet

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You utter shrieks of nonsense and gibberish that thinking creatures find distracting and confusing. The spell affects only creatures with Intelligence scores of 3 or higher. Any such creatures within the spell's area must succeed on Fortitude saves or be stunned for one round (if they have Intelligence scores of 20 or higher), dazed for one round (if they have Intelligence scores between 10 and 19), or shaken for one round (if they have Intelligence scores between 3 and 9).

In addition, a creature within the spell's area loses any psionic focus it might have had and takes a -4 penalty on Concentration checks for one round. These effects happen whether or not the creature succeeded on its save.

Mental Pinnacle*Transmutation***Level:** Sorcerer/Wizard 6**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 round/level

For a brief time, you achieve the mental dominance of a powerful psion, able to lash out at enemies using only the power of your mind. You revel in your new mental powers to the point that you disdain using spells, even in the form of effects from magic items. You gain a +4 enhancement bonus to Intelligence and Wisdom, 3 power points per caster level, and access to the following powers.

- **Mind Thrust^A:** Deal 1d10 damage.
- **Ego Block^A:** Grant a 1d6+3 penalty to Cha and daze for 1 round.
- **Psionic Blast^A:** Stun creatures in 30-ft. cone for 1 round.
- **Id Insinuation:** Swift tendrils of thought disrupt and confuse your target.
- **Psychic Crush^A:** Brutally crush subject's mental essence, reducing subject to -1 hit points.

You manifest the powers as a psion of your caster level does, creating displays as described in each power's description. You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if those spells were no longer on your class list. For the duration of this spell, you use magic items and psionic items as if you were a psion with only the five powers given above on your class list.

Any unspent power points dissipate when the spell ends.

Material Component: A *potion of fox's cunning*, which you drink (its effect is overridden by the effect of this spell).

Probe Thoughts*Divination [Mind-Affecting]***Level:** Sorcerer/Wizard 6**Components:** V, S**Casting Time:** 1 minute**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One living creature**Duration:** Concentration**Saving Throw:** Will negates; see text**Spell Resistance:** Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *probe thoughts* spell to wake after each question.

Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions

telepathically, and the answers to those questions are imparted directly to your mind. You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Psychic Turmoil*Abjuration***Level:** Cleric 5, Sorcerer/Wizard 5**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Close (25 feet + 5 feet/2 levels)**Area:** 40-foot-radius emanation centered on a point in space**Duration:** 1 round/level**Saving Throw:** Will partial; see text**Spell Resistance:** Yes

With this spell, you create an invisible field that leeches away the power points of psionic characters standing within the emanation. Nonpsionic characters are unaffected.

When the spell is cast and at the beginning of each of your subsequent turns, psionic creatures within the area of the *psychic turmoil* lose one power point per manifester level they have. Characters who succeed on a Will save when they first come into contact with the emanation lose only half as many power points (round down) each round. Characters get only one save attempt against any particular *psychic turmoil* effect, even if they leave the spell's area and later return.

Material Component: Five playing cards, which are torn in half when the spell is cast.

Psychic Turmoil, Greater*Abjuration***Level:** Cleric 7, Sorcerer/Wizard 7**Duration:** 1 round/level

As *psychic turmoil*, except you gain one temporary hit point for each power point the spell takes from a psionic creature. The temporary hit points last for one hour.

Telepathic Bond, Lesser*Divination [Mind-Affecting]***Level:** Cleric 3, Sorcerer/Wizard 3**Components:** V, S**Casting Time:** 1 standard action**Range:** 30 ft.**Targets:** You and one willing creature within 30 ft.**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

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Cogito Ergo Vos Morior

I Think, Therefore You Die

In the end times, a Silent enemy will arise, and in its wake it shall bring oblivion. This the Gods of Man have seen, and this the Other has told to the Goddess Belisarda. Guided by the vision of Larissa, Oracle of the Gods, the Gods of Man commanded their vassals, the noble Valinor, to infuse the favored bloodlines of humanity with the very power of divinity. The peculiar magic of divine beings is called Psionics, and so armed the children of men shall arise to defend Arcanis for defeat brings with it the end of all things.

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