

MindBlast!

Villains Augmented



Yth'Sevech Deep Terror



ULTIMATE
PSIONICS
COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Villains Augmented

Yth'Sevech

the Deep Terror

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**ULTIMATE
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ROLEPLAYING GAME COMPATIBLE**

YthSevech

Deep Terror

This sickly-looking fish creature emits an almost palpable sense of dread. Its ropey tentacles lash with deceptive power and speed.

DEEP TERROR

CR 12

XP 19,200

Aboleth dread 7 (Pathfinder RPG Bestiary 8)

NE Huge aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +21

Aura fear (10 ft.), mucus cloud (DC 19)

DEFENSE

AC 27, touch 12, flat-footed 24 (+4 armor, +1 deflection, +2 dexterity, +1 dodge, +11 natural, -2 size)

hp 164 (15d8+97)

Fort +12, **Ref** +14, **Will** +19

Immune fear

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +19 (1d6+9)

Space 15 ft.; **Reach** 15 ft.

Special Attacks devastating touch (1d6+11), slime

Spell-Like Abilities (CL 16th; concentration +23)

At will—*hypnotic pattern* (DC 19), *illusory wall* (DC 21), *mirage arcana* (DC 22), *persistent image* (DC 22), *programmed image* (DC 23), *project image* (DC 23), *veil* (DC 23)

3/day—*dominate monster* (DC 28)

Dread Powers Known (power points 40, ML 7th; concentration +14)

3rd—*ectoplasmic form*

2nd—*id insinuation* (DC 19), *strength of my enemy*, *thought shield*

1st—*biofeedback*, *lingering touch*, *untouchable aura* (DC 18)

0 (at will)—*create sound*, *unearthly terror* (DC 17)

STATISTICS

Str 24, **Dex** 14, **Con** 20, **Int** 17, **Wis** 17, **Cha** 24

Base Atk +11; **CMB** +17; **CMD** 34 (can't be tripped)

Feats Ability Focus (dominate monster), Disciple Of Fear, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (tentacle)

Skills Bluff +25, Escape Artist +18, Intimidate +28, Knowledge (History) +18, Perception +21, Spellcraft +21, Stealth +9, Swim +31

Languages Aboleth, Aklo, Aquan, Undercommon

SQ aura of fear, channel terror, fearsome insight, terror (chase terror, incite fear (DC 22), invigorating fear)

Gear chain shirt, *amulet of mighty fists* +2, *cloak of resistance* +3, *headband of alluring charisma* +2, *ring of protection* +1

SPECIAL ABILITIES


Aura of Fear (Su) At 3rd level, a dread radiates a palpably daunting aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of a dread with this ability. This ability functions only while the dread remains conscious, not if she is unconscious or dead.

Channel Terror (Su) Channel Terror (Su): At 3rd level, the dread learns how to channel her terrors through any melee weapon she is holding or through her devastating touch class feature, even if using devastating touch as a ranged attack (such as through the mind-lock terror). If channeling a terror through a weapon, it does not gain the benefits of the devastating touch ability.

Devastating Touch (Su) A dread is able to channel psionic energy from fear and nightmares into a touch that causes pain. To use this ability, a dread must make a melee touch attack as a standard action on a living target. If the attack hits, it deals 1d6 points of damage plus 1 point per class level. The dread does not add his Strength modifier to the damage of this attack.

Fearsome Insight Insight bonus to Intimidate equal to ½ level.

Terror (14/day) (Su) Beginning at 2nd level, a dread learns to harness the power of fear in a variety of ways called terrors. Using a terror is a swift action. Some terrors are channelled through her devastating touch class feature.



These terrors charge a dread's touch (and later her weapon) until her next successful attack that round.

Some terrors can be augmented by spending power points, similar to manifesting powers, to increase their effect. When augmenting her terrors with power points, the dread cannot spend more power points than her manifester level on any single use of a terror.

A dread can use her terrors a total number of times per day equal to her dread level + her Charisma modifier.

Chase Terror Whenever an adjacent foe that is shaken, frightened, or panicked attempts to take a 5-foot step away from the dread, the dread can, as an immediate action, take a 5-foot step so long as the dread ends up adjacent to the foe that triggered this ability.

Incite Fear The dread's next successful attack incites fear in her target. The target must make a Will saving throw (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or become shaken for 1d4 rounds. This is a mind-affecting fear effect.

Invigorating Fear If the dread's reduces an enemy to 0 or fewer hit points this round, she gains temporary hit points equal to her Charisma modifier.

The small seaside community of Averbroom has long worshipped a wrathful and fearsome sea god, an ancient entity known locally as Deep Terror. When the first-born child of any family in town reaches their 18th birthday, they are brought to the end of a long pier of the seaside church of the ominous deity and, after a ritual ensuring the town's survival, the youth is cast into the sea. All of the townsfolk then typically turn and leave rather than watch the tentacles emerge from inky depths to drag the hapless victim to an aquatic grave.

The few times that a stubborn parent has tried to withhold their offspring from this aquatic fate, the town has been plagued by horrific events as folk are driven mad, walls seem to drip with terrible slimes and the streets themselves become a twisted, night-

mare landscape. When the youth has been relinquished (or the family slain as punishment), these plagues vanish almost immediately, returning Averbroom to its docile existence.

The truth of Averbroom's god and its curse is a somewhat withered, but especially terrifying specimen of the aboleth species, Yth'Sevch. He has survived for generations living off the small seaside community, accepting their sacrifices to ensure a rich supply of skum servants and guards to work his will. In addition to the usual illusory powers of a standard aboleth, Yth'Sevch has unusual psychic powers of terror and confusion, and is deceptively strong given its frail appearance. It lashes out with terribly powerful tentacles, dragging victims to their doom if they do not succumb to its illusions and mental assaults.

Deep Terror's long-term plans are shrouded in mystery, as it accumulates skum followers, building an undersea mockery of the town above, both of which it lords over as a god. Some of its followers, both above and below, fear that the god has gone mad—they fear that Deep Terror has a network of duplicate settlements, each providing victims, giving Averbroom a deeper and far more disturbing purpose than any of its locals have imagined.



Appendix

Psionic Powers

BIOFEEDBACK

Discipline psychometabolism

Level dread 1, gifted blade 1, psion/wilder 2, psychic warrior 1, vitalist 1

Display Material and visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 min./level (D)

Power Points dread 1, gifted blade 1, psion/wilder 3, psychic warrior 1, vitalist 1

You can toughen your body against wounds, lessening their impact. For the duration of this power, you gain damage reduction 2/–.

Augment For every 3 additional power points you spend, your damage reduction increases by 1.

CREATE SOUND

Discipline Metacreativity (Creation) [Sonic]

Level cryptic 0, dread 0, psion/wilder 0

Display Auditory; see text

Manifesting Time 1 standard action

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

Effect Sounds; see text

Duration 1 round/level (D)

Saving Throw None; **Power Resistance** No

Power Points psionic focus or 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 manifester 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 dragon'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**.

Augment If you expend your psionic focus while manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

ECTOPLASMIC FORM

Discipline Psychometabolism; **Level:** Dread 3, egoist 3, psychic warrior 3

Display Olfactory

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 min./level (D)

Power Points 5

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/psionics, 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).

1D INSINUATION

Discipline telepathy (compulsion) [mind-affecting]

Level dread 2, psion/wilder 2

Display Auditory

Manifesting Time 1 standard action

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

Target One creature

Duration Concentration + 1 round

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

Power Points 3

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 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 the 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 another target of the power.

LINGERING TOUCH

Discipline psychometabolism

Level Dread 1

Display Visual

Manifesting Time 1 swift action

Range personal

Target you

Duration 1 round

Power Points 1

You charge your ability to channel fear and terror into your enemies, making it linger within them. Any devastating touch attacks made during the duration of this power linger for an additional round, automatically dealing damage the following round. Any additional damage or affect applied to the devastating touch is not repeated.

Augment For every 2 additional power points spent, this power lasts an additional round.

STRENGTH OF MY ENEMY

Discipline psychometabolism

Level dread 2, psychic warrior 2, tactician 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 +8), and you gain only the highest total.

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

For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2.

If you spend 6 additional power points, you can manifest this power as a swift action.

THOUGHT SHIELD

Discipline telepathy [mind-affecting]

Level dread 2, gifted blade 2, psion/wilder 2, psychic warrior 2, tactician 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.

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.

UNEARTHLY TERROR

Discipline Telepathy [Fear, Mind-Affecting, Network]

Level Dread 0, psion/wilder 0, tactician 0

Display Mental

Manifesting Time 1 standard action

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

Target One creature

Duration 1 round/level

Saving Throw Will negates or Will partial (see text);

Power Resistance Yes

Power Points Psionic focus or 1

You form a mental bond between yourself and an enemy, and use that bond to bombard their mind with horrifying images and incite fear. Targets of this power who fail their saving throws are shaken for the duration of the power.

Augment You may augment this power in one or more of the following ways.

1. If you spend 4 additional power points, creatures that fail their save become frightened for the duration and those that succeed are considered shaken.
2. If you spend 8 additional power points, creatures that fail their saves become panicked for the duration, and those that succeed are shaken.
3. For every 2 additional power points you spend (including those spent on the above augment options) increase the save DC by 1.

UNTOUCHABLE AURA

Discipline Telepathy [Fear, Mind-Affecting];
Level: Dread 1

Display Visual, Mental

Manifesting Time 1 move action

Range Aura

Target you

Duration 1 round/lvl.

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

Power Points 1

You manifest an aura of nightmares around you which reacts to anyone trying to attack you in melee, forcing the assailant's worst nightmares to consume their thoughts.

Anyone trying to make a melee attack against you must succeed on a Will save or lose their attack action as they recoil in fear from the images inside their mind. If the save succeeds, the opponent can attack normally and is unaffected by that manifestation of the power. Power Resistance applies at the same time as a Will save.

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

1. If you expend your psionic focus, the manifesting time becomes 1 immediate action instead.
2. For every additional power point you spend, this power lasts for 1 additional round.
3. If you spend 4 additional power points, this power affects anyone trying to attack you, regardless of how (any targeted powers or spells, melee or ranged).

In addition, for every 2 power points spent on the above augmentations, the save DC increases by 1.

Psionic Feat

DISCIPLE OF FEAR (PSIONIC)

You have studied the intricacies of terror and fear, being able to use this knowledge to further your own powers beyond what would normally be available for you.

Prerequisites: Devastating touch class feature, terrors class feature.

Benefit: For the purpose of your devastating touch and terror class features, your effective class level increases by 4. This benefit can't increase your effective class level to higher than your Hit Dice. However, even if

you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of other classes, you might be able to apply the rest of the bonus. This feat does not affect your terrors known or give you further uses of your terrors, but increases it for the purposes of augmentation and save DC's.

A Psionic Primer

If this is your first introduction to psionics, some of the terms used may be unfamiliar.

Manifest—to cause a psionic power to take effect; the psionic equivalent of casting a spell.

Power—the psionic equivalent of a spell. Generally, any effect that affects magic works equally well on psionics, such as spell resistance or a null magic field.

Manifester level (ML)—the psionic equivalent of caster level. This affects many variable aspects of powers, though not all powers automatically scale with manifest level. See individual power descriptions for details of what freely scales in a given power and what effects cost extra power points.

Power point reserve (PP)—a pool of points used to manifest a psionic power. In general, a character cannot spend more points on a power than his manifest level.

Psi-like abilities (Ps)—much like spell-like abilities, these are psionic powers innate to a creature. A manifest level is given for each, which controls its variable effects, just like a spell-like ability. In addition, the creature is treated as if it had spent a number of power points equal to its manifest level, allowing it to modify the power as per its description.

Psionic subtype—a creature with a power point reserve or psi-like abilities. A psionic creature can gain psionic focus.

Psionic focus—a psionically imbued state of mind. Some abilities can only be used when a character has psionic focus, other abilities require you to expend psionic focus. Gaining psionic focus is a full-round action that provokes attacks of opportunity.

For a complete description of psionic terms and rules, please see *Ultimate Psionics* by Dreamscarred Press.

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