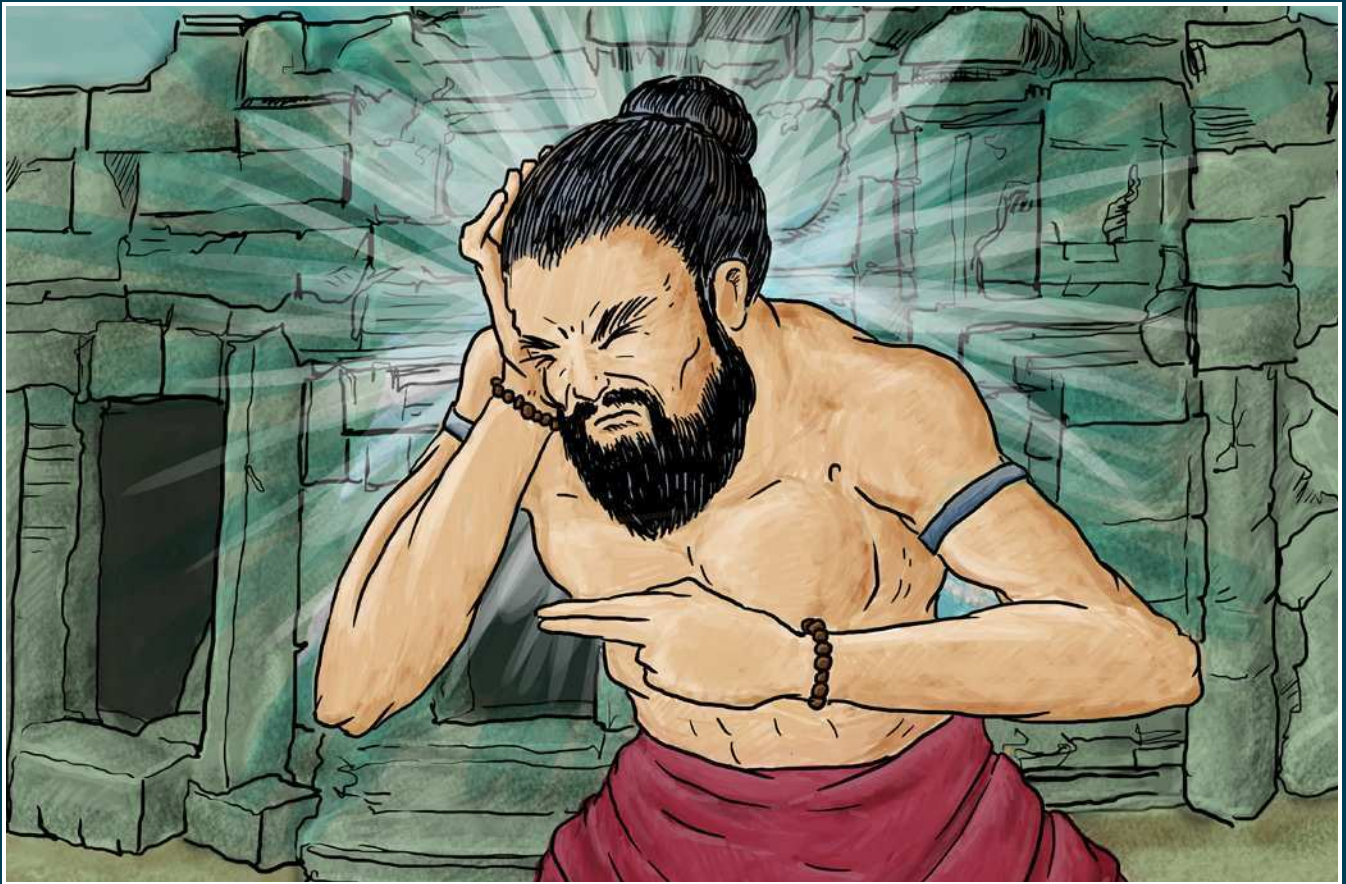


PX1

GAMING ACCESSORY

Old School Adventures™ Accessory PX1

BASIC PSIONICS HANDBOOK



For use with BX/LL Editions
of the Original Fantasy Role-playing Game

by Richard J. LeBlanc, Jr.



NEW BIG DRAGON
GAMES UNLIMITED

**INCLUDES
COMPLETE
PSIONIC
MONSTERS
SECTION**

Old School Adventures™ Accessory PX1

BASIC PSIONICS HANDBOOK

For use with BX/LL-Compatible Rulesets



by Richard J. LeBlanc, Jr.

**With special thanks to Steve Marsh,
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FOREWORD

When psionics was introduced to the original role-playing game, it presented a conglomeration of many source ideas: 1) a mystic character class created by one author, 2) a mental combatant class created by a different author, and 3) a psionic combat system developed by yet another. This original edition of psionics, while quite thorough and richly-detailed, presents a fairly daunting system for acquiring psionics, and pairs this with a complex mechanic for psionic combat (including a formidable set of attack tables). More over, as the original edition of psionics evolved into the advanced edition, the level of detail and depth only grew.

Over the various editions of the “classic” (red/blue) versions of the game, no official attempt was made to include any sort of adaptation of psionics. Perhaps this is because the early versions of psionics used conventions counterintuitive to the streamlined nature of these editions. For many, this conspicuous absence has been noted (not just for these classic editions, but for the retroclones they’ve spawned as well), and a solution has been sought.

The psionics system herein has been designed to fill that void by answering its base need—strip away the complexities of the older psionic systems and replace them with mechanics more familiar to players of classic editions of the game. Furthermore, it presents a set of psionic rules that are simple and adaptable enough to allow DMs of classic editions to utilize those psionic monsters and characters that might otherwise remain relegated to other editions of the game (i.e., original and advanced). Finally, it builds on this foundation to create a supplement comprehensive enough to not only permit the use of psionics, but to also support the development of psionic campaigns.

There’s a wide world of adventure out there, hidden in the minds of the creatures and characters that populate it. It is my sincere hope that this book is your key to unlocking the potential of that wonderful world.

Good gaming!



Richard J. LeBlanc, Jr.
26 October 2015

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Overview

Psionics Is Not Magic

Psionics operate similarly to, but not on the same principles as, magic. Magic draws on sources of power “outside” the spellcaster (i.e., clerics receive energy from their deities, and magic-users call upon arcane powers). Psionics, by comparison, is the power of the unlocked potential of the mind, and its ability to access the fundamental nature of being and the world that stems from it.

Use of the term “Psionist”

Throughout this volume, the term **psionist** is used to refer to any character or creature that possesses psionic abilities, and is capable of using them (including psionic monsters and the psionic character classes introduced herein).

Possession of Psionics by Characters

Unlike older editions, psionics in this system are not determined randomly (with no regard for a character’s class, and little-to-no regard for their race). Instead, to avoid issues of imbalance (e.g., thieves who are better at psionics than thievery), characters with psionics appear here as part and parcel of a new psionic character class—the mystic. While different monsters may possess psionic powers in this system, only characters who are of the mystic class may possess them, even as NPCs. A monk class is also included here, but that class possesses only a limited form of the psionics available to the mystic class.

Intelligence vs. Wisdom in this System

Intelligence is the attribute used in determining resistance to psionic attacks, while Wisdom is the attribute that modifies the strength of psionic attacks. As such, Intelligence and Wisdom provide the following bonuses and/or penalties.

INT	Description	Adjustments
0	not ratable	*
1	non-	*
2	animal	*
3	semi-	-3 on psionic-based saving throws
4-5	low	-2 on psionic-based saving throws
6-8	below average	-1 on psionic-based saving throws
9-12	average	—
13-15	very/highly	+1 on psionic-based saving throws
16-17	exceptional	+2 on psionic-based saving throws
18	genius	+3 on psionic-based saving throws

WIS	Adjustments
13-15	+1 on psionic combat damage rolls
16-17	+2 on psionic combat damage rolls
18	+3 on psionic combat damage rolls

* Creatures of sub-human intelligence (Intelligence ratings of 2 and under) are always immune to all forms of psionic attacks (i.e., all attack modes), but are not necessarily immune from all forms of psionic powers (i.e., psionic disciplines). In these cases, no saving throw is permitted.

Types of Psionic Abilities

Psionic powers are categorized into two different types of abilities: **disciplines** and **modes**. Disciplines include the sub-categories of **major sciences** and **minor devotions**, and represent spell-like powers usable by psionists. Modes are divided into **attack**

modes and **defense modes**, and are used when psionists engage in direct mind-versus-mind combat.

Disciplines

major sciences
minor devotions

Modes

attack modes
defense modes

Psionic Level (PL) & Psionic Strength Points (PSPs)

Like character class levels, **psionic levels** are used to describe the relative strength and capability of a psionically-endowed character. Not unlike characters of a higher experience level, characters of a higher psionic level are relatively stronger than those of a lower psionic level.

Psionic abilities rely on a “reserve” of personal energy known as **psionic strength points (PSPs)** which are used to power all four forms of psionic abilities. When a psionic ability is used, it depletes PSPs from the psionic character’s reserve. Any psionic ability possessed by a psionic character or creature may be used again and again, as long as there are a sufficient number of PSPs remaining, or the psionic character or creature has regenerated a sufficient number of PSPs to use the power.

Similar to the “character time” required for clerics and magic-users to memorize their erased spells, psionic characters and creatures regenerate PSPs with an undisturbed meditative period (usually about an hour) after a full-night (8 hours) of rest.

Psionic Saving Throws

A psionic saving throw represents the chance for the victim of a psionic attack or a psionic discipline to avoid or lessen the effects of the attack mode or the discipline. Saving throws indicated as a “psionic saving throw” are made as a saving throw vs. paralysis modified by the character’s Intelligence adjustment (as outlined above). Saving throws indicated simply as a “saving throw vs. paralysis” (or “save vs. paralysis”) are considered to be physical (and not psionic) saving throws; as such, no Intelligence modifiers should be applied.



Player Character Information: Mystics

Mystics are humans who have tapped into the extra-dimensional energies connected to all living things. Through intense study, focused meditation, and extreme self-discipline, mystics are able to access these energies and put them to use.

The prime requisites for mystics are Intelligence and Wisdom. A mystic who has an Intelligence score or a Wisdom score greater than 12 will earn a 5% bonus on earned experience. A mystic with an Intelligence score of 13 or greater *and* a Wisdom score of 15 or greater will gain a 10% bonus on earned experience.

RESTRICTIONS: Mystics determine their hit points with four-sided dice (d4). They are restricted to wearing nothing more protective than leather armor, and may not carry a shield. Furthermore, the only weapon they may use is a dagger (since they hold a great disdain for weapons, but understand the value of having one). A mystic must have a minimum score of 9 in both Wisdom and Intelligence. Mystics use the same attack table as clerics and thieves, but have their own saving throw table.

SPECIAL ABILITIES: Mystics employ a group of metaphysical abilities known as **psionics**. These abilities are gained through a variety of spiritual and mental practices which focus on unlocking the body's six chakras—points of energy within the body that are connected to the metaphysical energies which enable these abilities. As mystics gain experience and levels, they will begin to unlock the power of additional chakras, gaining access to more abilities. Though mystics may at first seem to be very weak, they will grow to become very powerful over time. In fact, many mystics become so powerful, they are able to travel effortlessly from one dimension to another. Mystics gain 5 PSPs per psionic level.

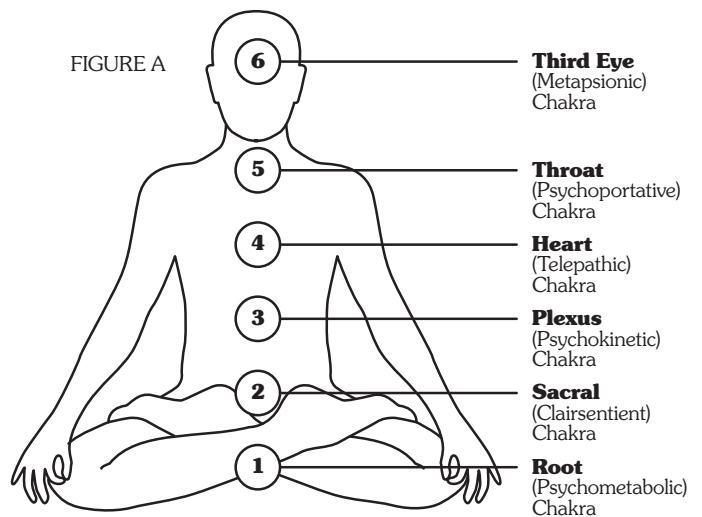
The Seven Chakras

The seven chakras are as follows:

1. The **root (psychometabolic) chakra** provides the mystic power over his or her own body, granting control over its physical aspects.
2. The **sacral (clairsentient) chakra** connects the mystic to knowledge and information, including the past, present, and future.
3. The **plexus (psychokinetic) chakra** supplies the mystic with dominion over different forms of matter, including its movement and its state of being.
4. The **heart (telepathic) chakra** provides the mystic the abilities of communication and thought, including control over emotions and desires.
5. The **throat (psychoportative) chakra** permits the mystic to access other dimensions and allows the mystic to travel through space and time.
6. The **third eye (metapsionic) chakra** is accessible only by a mystic who has accessed the the first five. This chakra is interdisciplinary, and allows the mystic to combine the powers and energies of the other chakras.
7. The **crown (divine) chakra** is accessible only to beings of a divine nature. Its powers are inaccessible to mortal beings (including mystics).

The abilities accessed by each chakra (known as **disciplines**) are divided into two groups: a group of major abilities (known as **sciences**) and a group of minor abilities (known as **devotions**). A mystic may only learn sciences and devotions from a chakra of which he or she has knowledge. Each mystic begins with knowledge of a single chakra, and gains knowledge of additional chakras as the mystic gains experience levels.

Traditionally, mystics access each chakra using a strict hierarchical order (see FIGURE A below), attaining them in the following order: 1) root, 2) sacral, 3) plexus, 4) heart, 5) throat, 6) third eye. The crown (divine) chakra may only be accessed if the mystic transcends mortality and becomes a divine being (see **Seventh Chakra: Crown (Divine)**, p.27). The total number of chakras a mystic knows is based on the mystic's level as outlined in the Mystic Class Information table (p.6). The mystic also attains a number of sciences and devotions with each new level. The sciences and devotions a mystic chooses at any level may come from any chakra they know. For example, at 6th level when the mystic gains knowledge of the plexus chakra, the mystic may choose his or her new devotion gained from the root, sacral or plexus chakras.



Psionic Combat Modes

Psionic combat modes allow the mystic to engage in direct mind-to-mind combat with other creatures. Psionic combat employs five different **attack modes** and five different **defense modes**. The number of attack and defense modes available to the mystic depends on the mystic's level. (Psionic combat is described in more detail in the **Psionic Combat** section beginning on p.28).

ADDITIONAL CHARACTER INFORMATION: Because the mystic professes non-possessiveness as a mantra, a mystic may keep no more treasure than is absolutely necessary for survival (usually less than 10gp). The mystic does, however, still earn experience for treasure (as a percentage of the party's total), but he or she may only transport that treasure until it can be given to those in need, or until it can be given to others in a position to help those that truly need it. Although a mystic is allowed to carry gems and jewels under these conditions, the mystic is never permitted to wear such items under any circumstances.



The relationship between the mystic and magic items is a delicate one, for a mystic is not allowed to own such items, and may generally only use such items in the service of others (rather than themselves). This often requires that the mystic “borrow” such an item from another person, and return the item when need for it has passed. In addition to the use of psionic items (see p.48), mystics are allowed to use magic items permitted to fighters that fall within the mystic’s class restrictions. Furthermore, a mystic is only allowed to use wearable items (e.g., *boots of speed*, or a *ring of protection*) while actively adventuring; consequently, the mystic must meditate for a minimum of 2 turns per day per item worn: 1 turn meditating on the mantra of wisdom (to guide the mystic in its use) and 1 turn meditating on the mantra of non-possessiveness (so the mystic is able to resist forming an attachment to the item).

Upon reaching 9th level, and if so inclined, the mystic may build an **ashram**—a modest and minimally furnished spiritual hermitage, most often constructed in an isolated location. However, because the mystic will never personally possess the required wealth, he or she must be able find persons willing to

fund its construction. Once constructed, the ashram will attract followers, with one neophyte (1st level) or devotee (2nd level) mystic arriving every month to study under the PC (who acts as their master). The number of followers is limited to the mystic’s Charisma score, and the mystic must spend a minimum of 10 hours per week training these followers, or they will leave in search of a new master.

ABOUT MANTRAS

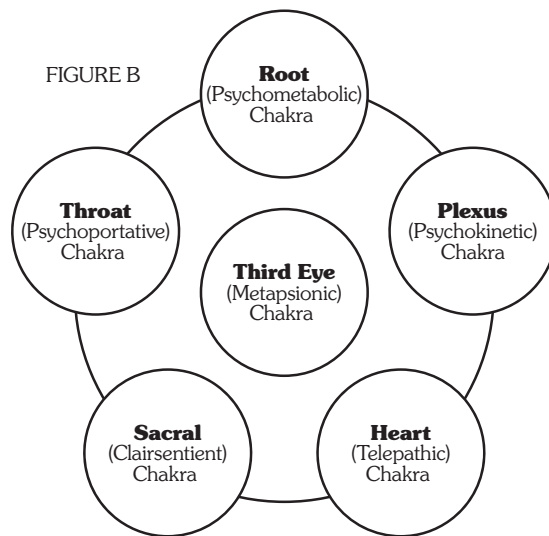
A **mantra** is a syllable, word, phoneme, or group of these, which is repeated frequently, particularly during meditation. Mantras have both psychological and spiritual power, and are absolutely necessary to the mystic’s well-being and growth. They create mental vibrations which allow the mind to experience deeper levels of awareness. There are many different mantras, each of which introduces specific vibrations to the mind, and allows the mystic to focus on particular aspects of being. A mystic’s mantras might include, but are by no means limited to, the following: compassion, truth, non-absolutism, discipline, detachment, reason, and understanding.

OPTIONAL COURSES FOR CHAKRA ATTAINMENT

At the DM’s discretion, players may be allowed to substitute one of the following methods of chakra attainment for the standard method (described above).

Attainment of Additional Chakras by Relationship

Under this methodology, the mystic may choose any of the five standard chakras (root, sacral, plexus, heart, or throat) as his or her first chakra. Thereafter, the mystic may only gain access to a new chakra if it neighbors one currently known (as determined by FIGURE B below). For example, a mystic that chooses the throat chakra as his or her first known chakra, is limited to either the root or sacral chakra as the next chakra he or she may attain. Only after the mystic has knowledge of the five “outer” chakras may the third eye chakra be known.



Wild Attainment of Chakras

Under this methodology, the first five chakras (root, sacral, plexus, heart, throat) may be accessed in any order. However, the third eye (metapsionic) chakra may only be known after the other five.

Mystic Character Class Tables



MYSTIC SAVING THROWS

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Rods/ Spells
1-4	10	11	15	14	15
5-8	8	9	13	12	12
9-12	6	7	11	10	9
13-16	4	5	9	8	7
17-20	2	3	7	6	5

MYSTIC CLASS INFORMATION

Level	Title	Exp. Points	Hit Dice	Total PSPs	Total Chakras	Major Sciences	Minor Devotions	Attack Modes†	Defense Modes†
1	Jiva	0	1d4	5	1	1	3	1	0
2	Chela	2,200	2d4	10	1	1	5	2	1
3	Bhagat	4,400	3d4	15	2	2	7	2	1
4	Sadhu	8,800	4d4	20	2	2	9	3	2
5	Sadhaka	16,600	5d4	25	2	3	10	3	2
6	Siddha	33,000	6d4	30	3	3	11	4	3
7	Swami	66,000	7d4	35	3	4	12	4	3
8	Acharya	125,000	8d4	40	3	4	13	5	4
9	Guru	250,000	9d4	45	4	5	14	5	4
10	Sant	500,000	9d4+1*	50	4	5	15	5	5
11	Satguru	750,000	9d4+2*	55	4	6	16	5	5
12	Satguru (12th)	1,000,000	9d4+3*	60	5	6	17	5	5
13	Satguru (13th)	1,250,000	9d4+4*	65	5	7	18	5	5
14	Satguru (14th)	1,500,000	9d4+5*	70	6	7	19	5	5
15	Satguru (15th)	1,750,000	9d4+6*	75	6	8	20	5	5
16	Satguru (16th)	2,000,000	9d4+7*	80	6	8	21	5	5
17	Satguru (17th)	2,250,000	9d4+8*	85	6	9	22	5	5
18	Satguru (18th)	2,500,000	9d4+9*	90	6	9	23	5	5
19	Satguru (19th)	2,750,000	9d4+10*	95	6	10	24	5	5
20	Satguru (20th)	3,000,000+	9d4+11*	100	6	10	25	5	5

* Constitution adjustments no longer apply. † For use with *Psionic Combat* rules.



Mystic (Psionic) Disciplines by Chakra

First Chakra: Root (Psychometabolic)

MAJOR SCIENCES

1. Animal Affinity
2. Complete Healing
3. Energy Control
4. Etherealness
5. Life Draining
6. Shadow Form
7. Shape Alteration

MINOR DEVOTIONS

1. Absorption
2. Adrenaline Control
3. Biofeedback
4. Body Control
5. Body Equilibrium
6. Body Weaponry
7. Cell Adjustment
8. Chameleon Ability
9. Expansion
10. Mind Over Body
11. Reduction
12. Suspend Animation

Second Chakra: Sacral (Clairsentient)

MAJOR SCIENCES

1. Aura Sight
2. Catacognition
3. Hypercognition
4. Precognition
5. Psionic Divination
6. Psionic True Seeing
7. Sensitivity to
Psychic Impressions

MINOR DEVOTIONS

1. 360° Vision
2. Clairaudience
3. Clairvoyance
4. Danger Sense
5. Detection of Good/Evil
6. Detection of Magic
7. Infravision
8. Know Direction
9. Know Location
10. Object Reading
11. Poison Sense
12. Spirit Sense

Third Chakra: Plexus (Psychokinetic)

MAJOR SCIENCES

1. Create Object
2. Detonate
3. Disintegrate
4. Molecular Manipulation
5. Molecular Rearrangement
6. Project Force
7. Telekinesis

MINOR DEVOTIONS

1. Animate Object
2. Animate Shadow
3. Control Body
4. Control Flames
5. Control Light
6. Control Sound
7. Control Temperature
8. Control Wind
9. Disrupt Invisibility
10. Inertial Barrier
11. Levitation
12. Molecular Agitation

Fourth Chakra: Heart (Telepathic)

MAJOR SCIENCES

1. Mass Domination
2. Mind Bar
3. Mind Link
4. Mind Wipe
5. Probe
6. Speak Any Language
7. Switch Personality

MINOR DEVOTIONS

1. Animal Telepathy
2. Conceal Thoughts
3. Domination
4. Empathy
5. ESP
6. Hypnosis
7. Identity Penetration
8. Invisibility
9. Life Detection
10. Phobia Amplification
11. Synaptic Static
12. Telepathic Projection

Fifth Chakra: Throat (Psychoportative)

MAJOR SCIENCES

1. Banishment
2. Dimension Door
3. Dimension Walk
4. Probability Travel
5. Summon Planar Creature
6. Teleport Other
7. Teleportation

MINOR DEVOTIONS

1. Astral Projection
2. Blink
3. Burst
4. Catfall
5. Dimension Slide
6. Dimension Swap
7. Dissipating Touch
8. Dream Travel
9. Phase Shift
10. Retrieve
11. Time Leap
12. Time/Space Anchor

Sixth Chakra: Third Eye (Metapsionic)

MAJOR SCIENCES

1. Empower
2. Psychic Clone
3. Psychic Surgery
4. Retrospection
5. Schism
6. Splice
7. Ultrablast

MINOR DEVOTIONS

1. Appraise
2. Aura Alteration
3. Cannibalize
4. Convergence
5. Enhancement
6. Magnify
7. Martial Trance
8. Psionic Sense
9. Psychic Drain
10. Receptacle
11. Stasis Field
12. Stretch

Mystic (Psionic) Attack & Defense Modes

Attack Modes

1. Ego Whip
2. Id Insinuation
3. Mind Thrust
4. Psionic Blast
5. Psychic Crush

Defense Modes

1. Intellect Fortress
2. Thought Shield
3. Mental Barrier
4. Mind Blank
5. Tower of Iron Will

Player Character Information: Monks

Monks are disciplined and monastic. While they normally remain cloistered, monks who choose to adventure do so in order to gain spiritual growth and learn lessons that only life beyond the cloister can offer. Therefore, a monk will rarely (if ever) join a party which contains other monks, preferring a party which offers as much diversity as possible.

The prime requisites for monks are Strength and Dexterity. If a monk has a score of 13 or greater in *both* Strength and Dexterity, the character will gain a 5% bonus on earned experience. If the monk's Strength is 13 or greater and his or her Dexterity is 16 or greater, that character will gain a 10% bonus on earned experience.

RESTRICTIONS: Monks determine their hit points with six-sided dice (d6). As monks rely on their own discipline to protect themselves, they may not wear any armor, nor may they carry a shield. Furthermore, monks may not wear any protective magic items (e.g., rings, cloaks, etc.). Monks may use any type of weapon, including those of a magical nature. However, because they desire to focus on honing their own natural abilities of self-weaponry, Monks may not use any other sort of magical item which provides attack or damage bonuses (e.g., **girdles** and **potions of giant strength**). A monk must have a minimum score of 9 in both Wisdom and Dexterity. Monks use the same attack table as fighters, but have their own saving throw table.

SPECIAL ABILITIES: Monks possess a number of special abilities as outlined below.

Body Weaponry: Monks possess an ability similar to the psychometabolic power *body weaponry*. For monks, this ability is non-psionic; instead, it simply allows them to perfect their bodies and what may done with them. This ability is "always on" and has no PSP cost to use it. This provides the monk three distinct advantages as outlined below:

IMPROVED ARMOR CLASS: Although monks may not wear armor, their maneuvering skills grow as they rise in level, providing them natural AC adjustments (through skills like blocking and avoidance). A monk's AC is directly related to his or her level and is outlined on the "Armor Class" column of the Monk Class Information table.

BARE-HANDED MELEE DAMAGE: Monks are skilled at using their bare hands (and feet) in melee, and the damage they do increases with each level gained. Strength adjustments for melee are applied as normal.

ATTACK EQUIVALENCY: The extreme focus of monks allows them, at higher levels, to harm monsters which normally require magical weapons "to hit." This does not mean the monk's hands are magical. It simply means experienced monks have such a profound knowledge of the use of their hands as to be able to strike special creatures which would otherwise be immune to normal weapons (per "Attack Equivalent" column). This ability does not provide attack or damage bonuses. It simply outlines at which level the monk may use his bare hands to strike creatures as noted. This ability is not transferrable to weapons, and applies only to bare-handed attacks.

Psychometabolic Psionics: Through meditation, study, and discipline, monks have learned to unleash their psychometabolic potential by opening the pathways between the mind and the body. As monks rise in level, they gain access to major sciences and minor devotions in the psychometabolic discipline. Because monks dedicate themselves to many different aspects of the physical body, monks earn PSPs at a much more restricted rate than mystics, gaining only 2 PSPs per psionic level.

Rejuvenation: For each day of complete rest of which at least one hour is spent in meditation, the monk regains twice as many hit points as normal (healing 2d3 hit points for that day's rest, rather than the standard 1d3). This is considered to be natural healing, not magical healing.

Expanded Psionic Abilities: Beginning at 7th level, the monk's choice of psionic abilities expands to include a number of additional psionic abilities from the clairvoyant, telepathic and psychoportative disciplines. Beginning at 13th level, the choice expands to include a subset of metapsionic abilities.

<u>7th Level</u>	<u>13th Level</u>
Clairsentient:	Metapsionic:
<i>hypercognition</i> (science)	<i>appraise</i> (devotion)
<i>danger sense</i> (devotion)	<i>cannibalize</i> (devotion)
Telepathic:	<i>enhancement</i> (devotion)
<i>mind bar</i> (science)	<i>magnify</i> (devotion)
<i>conceal thoughts</i> (devotion)	<i>stretch</i> (devotion)
Psychoportative:	
<i>burst</i> (devotion)	
<i>catfall</i> (devotion)	

ADDITIONAL CHARACTER INFORMATION: All material goods acquired by a monk (including money, treasure and magic items) are considered to be the property of the monk's monastery. Should the monk have possession of something that the monastery needs, the abbot of the monastery need only ask for it and the monk must comply.

Beginning at 9th (name) level, a monk may choose to start his or her own cloister. To do so, the monk must petition the Grand Abbot (in charge of the monk's current cloister) to do so. If the Grand Abbot agrees, the original cloister will pay for the construction of the new one, which will remain an offshoot of the original until the monk reaches 13th level. At that point, the monk will become a Greater Master and the cloister may declare its independence. Once independent, a Greater Master may differ his or her teachings from the original cloister, establishing a new "school" of the discipline.

Note Regarding Psionic Combat Mode Vulnerability
For the purposes of psionic combat modes, monks are considered to be psionic individuals. However, monks cannot possess combat modes (as they fall outside the psychometabolic disciplines to which monks have access). This makes monks particularly susceptible to psionic attacks! For DMs running psionic campaigns, this vulnerability should be kept in mind when designing encounters for characters of the monk class.

Monk Character Class Tables



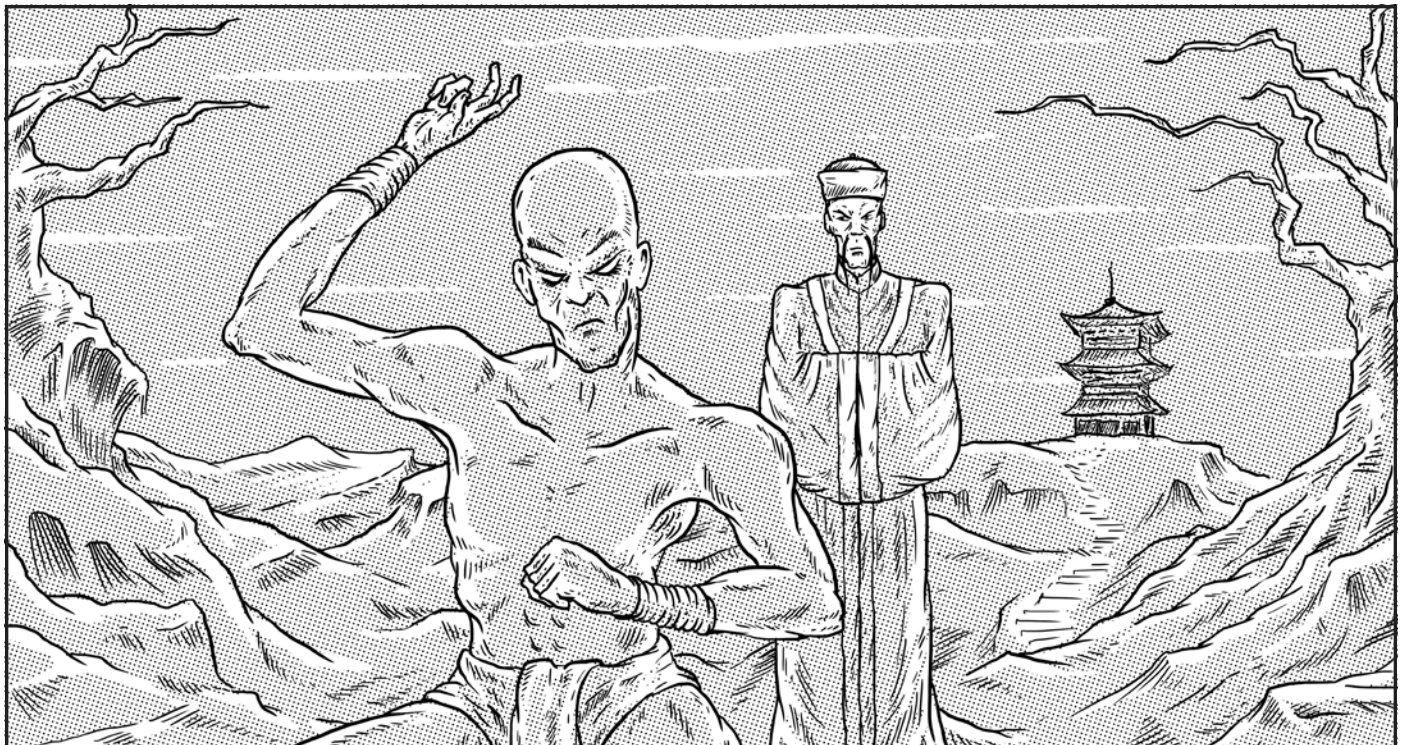
MONK SAVING THROWS

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Rods/ Spells
1-4	11	12	14	13	16
5-8	9	10	12	11	14
9-12	7	8	10	9	12
13-16	5	6	8	7	10

MONK CLASS INFORMATION

Level	Title	Exp. Points	Hit Dice	Body Weaponry			Psionic Abilities		
				Armor Class	Melee Damage	Attack Equivalent	Total PSPs	Major Sci.	Minor Dev.
1	Novice	0	1d6	8	1d4	normal weapon	2	0	1
2	Initiate of Rudiments	2,200	2d6	7	1d6	silver weapon	4	1	2
3	Initiate of Elements	4,400	3d6	6	1d8	silver weapon	6	1	3
4	Initiate of Principles	8,800	4d6	5	2d4	silver weapon	8	1	4
5	Brother	16,600	5d6	4	2d6	+1 weapon	10	2	5
6	Disciple	33,000	6d6	3	2d8	+1 weapon	12	2	6
7	Disciple of Secrets	66,000	7d6	2	3d6	+1 weapon	14	3	7
8	Disciple of Mysteries	125,000	8d6	1	3d8	+2 weapon	16	3	8
9	Master	250,000	9d6	0	3d10	+2 weapon	18	4	9
10	Contemplative Master	500,000	9d6+2*	-1	3d12	+2 weapon	20	4	10
11	Superior Master	750,000	9d6+4*	-1	3d12+2	+3 weapon	22	5	11
12	Grand Master	1,000,000	9d6+6*	-2	3d12+4	+3 weapon	24	5	12
13	Greater Master	1,250,000	9d6+8*	-2	3d12+6	+3 weapon	26	6	13
14	Greater Master (14th)	1,500,000	9d6+10*	-3	3d12+8	+4 weapon	28	6	14
15	Greater Master (15th)	1,750,000	9d6+12*	-3	3d12+10	+4 weapon	30	6	15
16	Greater Master (16th)	2,000,000+	9d6+14*	-4	3d12+12	+5 weapon	32	6	16

* Constitution adjustments no longer apply.



Psionic Disciplines

About Psionic Disciplines

A **discipline** is an ability from the six groups of powers corresponding to the six chakras known by mystics. Each group of disciplines is divided into two sub-groups: a group of major abilities (known as **sciences**) and a group of minor abilities (known as **devotions**). The cost to activate any individual psionic ability requires the expenditure of Psionic Strength Points (PSPs). The costs for initiating these abilities are determined by the group and sub-group to which they belong, as detailed below:

Chakra/Ability Type	PSP Cost	
	Major Science	Minor Devotion
1. Root/Psychometabolic	3	1
2. Sacral/Clairsentient	3	1
3. Plexus/Psychokinetic	3	1
4. Heart/Telepathic	3	1
5. Throat/Psychoportative	3	1
6. Third Eye/Metapsionic	5	2

Unlike spells, psionic disciplines need not be memorized before an adventure begins. The psionic character or creature need only know the desired discipline and have enough PSPs remaining to power its use.

Concentration and Psionic Disciplines

Use of disciplines requires a great deal of focus on the part of the psionicist. Most psionic disciplines require the psionicist's complete concentration only during their first round of use. However, abilities whose durations are noted with an asterisk (*) require the psionicist's complete concentration for the duration

of their use. Failure to maintain concentration on these abilities will immediately cause them to stop functioning, with the full expenditure of PSPs required regardless. Unless otherwise stated in a discipline's description, a psionicist may not perform any other actions (e.g., move, make an attack, drink a potion, etc.) during the first round when a discipline is initiated, or for the entire duration of a discipline that requires concentration.

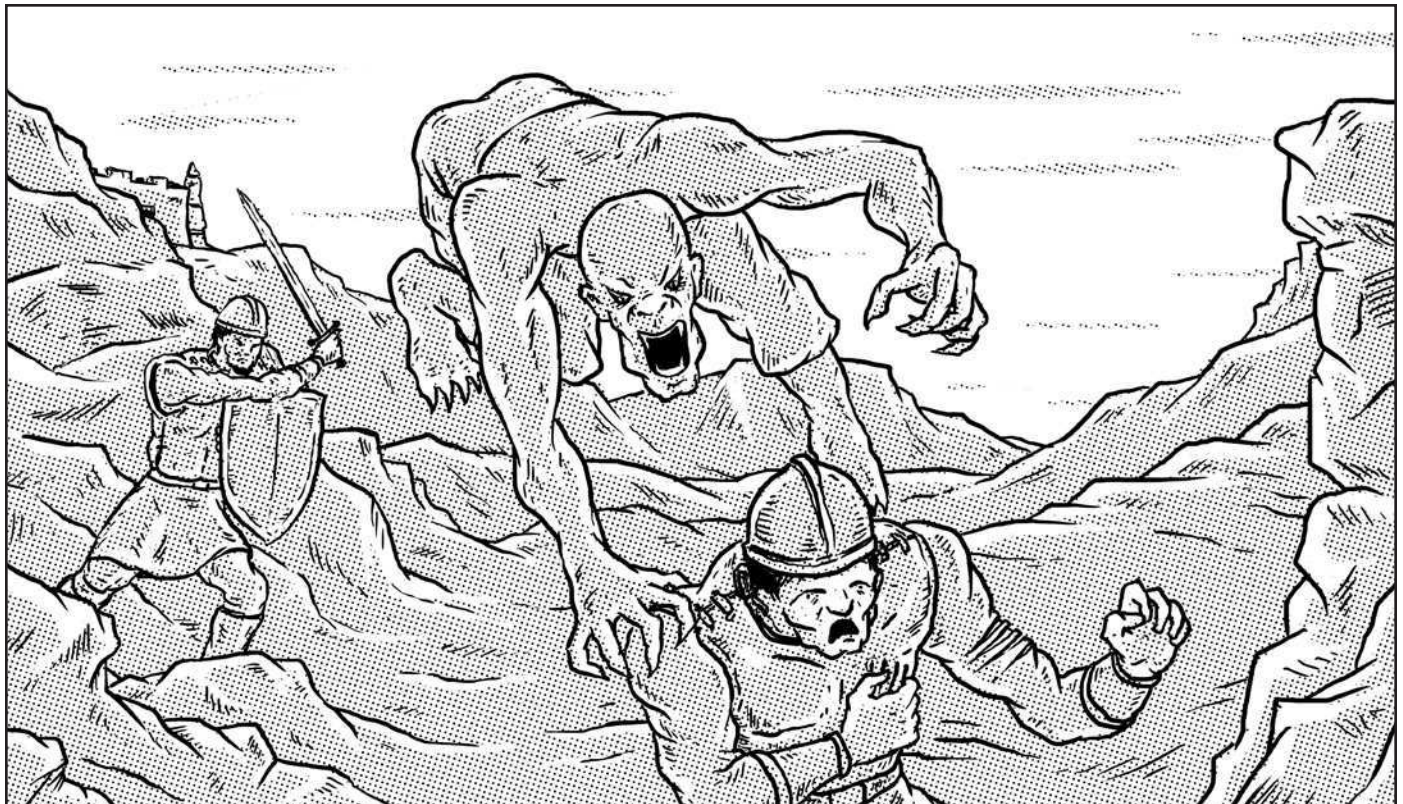
Simultaneous Use of Psionic Abilities

A psionicist may only have a certain number of psionic abilities active at the same time. The total PSP cost for the psionic abilities being used concurrently may not exceed the character's psionic level plus 3 (e.g., a 7th level mystic could concurrently use a number of abilities whose total psionic value does not exceed 10). The PSP cost for a defense mode does not count against this total.

Psionicists may only use 1 ability that requires "concentration" during a single round (e.g., a psionicist could not use an attack mode and the *life draining* discipline at the same time, as the *life draining* discipline requires concentration to maintain it, and each attack mode requires concentration for the round when it is being used).

Loss of Psionic Use at 0 PSPs.

If a psionicist is reduced to 0 PSPs (either as a result of using a discipline, using a combat mode, or taking psionic damage from a psionic attack), all the psionicist's active powers cease immediately (including those of extended duration for which PSPs have already been expended). The exception to this rule is the psionic defense mode *mind blank* (which requires 0 PSPs to activate).



First Chakra: Root (Psychometabolic)

MAJOR SCIENCES

Animal Affinity Range: 0 (psionicist only)
Duration: 6 turns
Area of effect: personal

Forges a psychometabolic affinity with a particular animal form (determined randomly upon learning discipline for first time). The user may claim one of the animal's attributes/abilities when using the power (e.g., the creature's AC, or its attacks and damage, or its movement, etc.). The psionicist will go through a physical transformation appropriate to the attribute/ability (e.g., growing wings or claws). Roll 1d20 when the psionic character gains this discipline for the first time.

roll animal	roll animal
1 ape	11 horse, draft
2 bear, grizzly	12 lion
3 boar	13 panther
4 bull	14 rhinoceros
5 crocodile	15 scorpion, giant
6 dog, war	16 snake, giant constr.
7 eagle, giant	17 shark
8 elephant	18 stag
9 falcon, giant	19 tiger
10 griffon	20 wolf

Complete Healing Range: 0 (psionicist only)
Duration: special*
Area of effect: personal

Allows the psionicist to be completely healed and cured of all ailments, non-magical diseases, and wounds. To accomplish this, the psionicist places him or herself into a deep trance for 24 hours (during which time no PSPs may be recovered). The psionicist will emerge from the trance completely healed and cured, but exhausted, groggy and in need of the full night's rest required for normal PSP recovery meditation. The trance is so deep it cannot be broken unless the psionicist receives 5 or more hit points of damage while in it. If the trance is broken before the required period, the healing attempt will have failed, but the PSPs will have been expended anyway.

Energy Control Range: 0 (psionicist only)
Duration: see below
Area of effect: personal

Allows the psionicist to channel energies aimed at him or her and dissipate them so they become harmless (e.g., cold breath, lightning, a fireball). The psionicist may absorb up to 1 hit die of damage per psionic level. Once the psionicist has absorbed a number of hit dice of energy equal to his or her level, the duration of the ability will end.

Etherealness Range: 0 (psionicist only)
Duration: 3 turns
Area of effect: personal + special

Enables the user to shift his body into an ethereal state, plus an additional 50 coins in weight of equipment per psionic level. The psionicist may shift back and forth at will during the duration, requiring 1 round of concentration to do so.

Life Draining Range: touch
Duration: see below
Area of effect: personal

Permits the user to replace his or her own lost hit points by draining hit points from another character. This is done at a rate of 1d6 points per round. Unwilling targets require a "to hit" roll to touch. A successful "to hit" roll against an unwilling target only provides 1 round of effect, but the target is permitted a psionic saving throw to avoid losing the hit points (but will still require the expenditure of 3 PSPs). A failed "to hit" roll against an unwilling target requires no PSP expenditure.

Shadow Form Range: 0 (psionicist only)
Duration: 3 turns
Area of effect: personal + special

Enables the user to transform his or her body into a living shadow, plus an additional 50 coins in weight of equipment per psionic level. In this shadow form, the psionicist may travel through shadows and darkness at 1/2 his or her normal movement rate, but may not move through areas of open light (which are impassable), nor may the shadow form cause any physical harm or interact with any corporeal objects. This shadow form is only detectable by psionic means, or by use of *true sight*.

Shape Alteration (Metamorphosis) Range: 0 (psionicist only)
Duration: psionic level + 2 turns
Area of effect: personal

Similar to polymorphing, but permits the psionicist to change form into anything with the same approximate mass of his or her body (e.g., an animal, a tree, a mirror, etc.). The psionicist retains his or her normal hit points and "to hit" chances (if applicable) while in this form, but takes on the AC of the new form. Using this ability takes a massive toll on the psionicist. When returning to their normal form, the psionicist must make a saving throw vs. paralysis or fall unconscious for 2d6 turns.

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Absorption Range: touch
Duration: instantaneous
Area of effect: 1 individual

Permanently absorbs a single disease or poison (including magical) from a target individual and transfers it into the body of the psionicist. Once absorbed, the psionicist is required to make the normal saving throw vs. that impurity or suffer its effects.

Adrenaline Control Range: 0 (psionicist only)
Duration: 2 turns
Area of effect: personal

Boosts the psionicist's attributes by 1d6 total points, which may be distributed among Strength, Dexterity, and/or Constitution. Normal bonuses apply for the adjusted attributes while the power is in effect.

Biofeedback Range: 0 (psionicist only)
Duration: 2 turns
Area of effect: personal

By controlling the flow of blood through the body, the psionicist is able to "bleed less" when struck by a weapon, and cushions

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blows against him. This ability reduces the user's AC by 3 for its duration.

Body Control Range: 0 (psionicist only)
Duration: 3 turns
Area of effect: personal

Allows the psionicist to adapt his or her body to hostile environments. Each use requires that the psionicist "key in" to a specific environment (e.g., extreme heat, extreme cold, underwater, an elemental plane, etc.) Provides resistance to the environment only, including the ability to breathe and move normally. It does not provide resistance to attacks of a similar type. For example, it provides protection from an arctic environment, but not from a cone of cold breath attack.

Body Equilibrium Range: 0 (psionicist only)
Duration: 1 turn
Area of effect: personal

Allows the user to adjust their weight and density to correspond to the surrounding environment. For example, this discipline would permit the user to walk on water, quicksand, and mud, or even to featherfall.

Body Weaponry Range: 0 (psionicist only)
Duration: 2 turns
Area of effect: personal

Alters the molecules of the psionicist, allowing the use of his or her body as both weapon and armor. The AC bonus and damage are based on the user's psionic level as outlined below:

psionic level	Armor Class	melee damage
1	8	1d4
2	7	1d6
3	6	1d8
4	5	2d4
5	4	2d6
6	3	3d4
7	2	2d8
8	1	3d6
9	1	3d8
10	0	3d10
11	0	3d12
12	-1	3d12+1
13	-1	3d12+2
14	-2	3d12+3
+1 level	remains at -2	+1 damage pt.

Cell Adjustment Range: touch
Duration: permanent
Area of effect: 1 individual

Enables the psionicist to attune his or her mind to the cells of a target individual and heal 1 hit point per psionic level plus 1 hit point. If the psionicist is at the 5th psionic level or greater, he or she may alternately use this ability to cure non-magical disease. This ability will not cure magical diseases (e.g., lycanthropy or mummy rot). Given the strain this ability places on the body, any given creature may only benefit from its use one time per day.

Chameleon Ability Range: 0 (psionicist only)
Duration: 3 turns
Area of effect: personal

Enables the psionicist to change the coloration and texture of his or her own skin and equipment to match that of nearby objects, including floors and walls. The camouflage happens naturally and automatically (it is not chosen by the psionicist). The chance of remaining undetected is as follows:

motion/movement	chance to go undetected
none (still)	15% per psionic level (99% max.)
1/4 normal movement	10% per psionic level (99% max.)
1/2 normal movement	5% per psionic level (99% max.)
normal movement	2% per psionic level (99% max.)

Expansion Range: 0 (psionicist only)
Duration: 2 turns
Area of effect: personal

Permits the psionicist to increase his or her body in size, accompanied by a proportionate increase in mass and strength.

psionic level	maximum height	melee bonus	throw rocks: distance/damage
1-2	8'	+2	10'/1d6
3-4	10'	+3	20'/2d4
5-6	12'	+3	50'/2d6
7-8	14'	+4	100'/2d8
9-10	16'	+5	150'/3d6
11-12	18'	+6	200'/2d8
13-14	20'	+7	200'/2d10
15-16	22'	+8	200'/4d6
17+	24'	+9	200'/4d8

Melee "to hit" and damage bonus shown is in addition to character's normal bonuses due to Strength (including monk's abilities), and may be applied to attempts to open doors (and the like).

Mind Over Body Range: 0 (psionicist only)
Duration: 1 day
Area of effect: personal

Suppresses the psionicist's body's need for sustenance (food and water) and sleep. Requires an hour of meditation to enact this ability, during which time, no PSPs may be recovered. PSPs may otherwise be recovered by normal means. The number of consecutive days that a psionicist may use this ability is limited to 2 days per psionic level (e.g., a 3rd level mystic may use this ability up to 6 consecutive days).

Reduction Range: 0 (psionicist only)
Duration: 2 turns
Area of effect: personal

Permits the psionicist to decrease his or her body in size, accompanied by proportionate decreases in mass, strength. The psionicist may gain cover from smaller objects than normal and more easily attempt to hide behind such objects. Additionally, allows the psionicist to stow away inside containers that would ordinarily be too small to hold him or her.

psionic level	min. weight	weight/damage reduction	move. rate	AC bonus
1-2	-10%	10%	Normal	±0
3-4	-20%	20%	Normal	±0
5-6	-30%	30%	Normal	±0
7-8	-40%	40%	75%	-1
9-10	-50%	50%	75%	-1
11-12	-60%	60%	50%	-2
13-14	-70%	70%	50%	-2
15-16	-80%	80%	25%	-3
17+	-90%	90%	25%	-3

Any “to hit” bonus gained vs. larger opponents is negated by reduced “to hit” chances from reduced Strength. Damage reduction is always rounded up.

Suspend Animation Range: 0 (psionist only)
Duration: special*
Area of effect: personal

Enables the psionist to bring all life functions to a virtual halt for a “pre-programmed” period of time. The length of time the psionist may suspend animation is up to 1 week per psionic level. During this period, the user needs no air and may be exposed to temperatures as low as 35°F. Requires an uninterrupted hour of meditation to enact this ability, during which time, no PSPs may be recovered. When the pre-set duration has expired, the psionist will awaken. One day of normal activity is required before the psionist may use this ability again.

Second Chakra: Sacral (Clairsentient)

MAJOR SCIENCES

Aura Sight Range: 120’
Duration: 2 turns
Area of effect: personal

The psionist is able to read the auras of creatures, allowing the perception of such information as alignment, experience level, possession of magical abilities, etc. The psionist is able to read up to two auras at a time (as long as they are both within range and in the same line of sight), but discerning only one piece of information per round (e.g., the alignment of 2 target creatures). In general, the psionist will be able to use this ability discretely, but creatures or characters within 20’ may discern that the psionist is “staring,” which may or may not give the psionist away (at DM’s discretion).

Catacognition Range: 30’
Duration: instantaneous
Area of effect: personal

Provides a complete and intensive knowledge of a single subject’s abilities. The target of this ability is allowed a psionic saving throw. If that saving throw is successful, the psionist expends only 1 PSP, but gains only basic information during the attempt (e.g., alignment, experience level, etc.) A failed psionic saving throw by the subject provides the psionist a deep understanding of the

target’s abilities (e.g., HD, types of attacks & damage, magical abilities, spells known, etc.).

Hypercognition Range: 30’
Duration: instantaneous
Area of effect: personal

The psionist is able to make a lightning-fast deduction and/or assessment of a person, place, or object with only the slightest clues, patterns, and memories. This might include the answer to a riddle, the quickest way out of a labyrinth, legends about an object, or a foe’s weaknesses. This ability provides only a single insight to an immediate need (unlike *precognition*, which provides insights to the outcome of a complex plan or course of action). No saving throw is permitted for unwilling targets (as all information gleaned is from “external” information).

Precognition Range: 0 (psionist only)
Duration: 1 turn*
Area of effect: personal

Allows the psionist to evaluate the possible outcomes of an event, undertaking, or course of action (unlike *hypercognition*, which provides insight to an immediate situation). This ability applies only to the relatively near future (i.e., not more than a few hours). There is a 50% base chance +5% chance per psionic level (to a maximum of 95%) that the psionist will see the most likely outcome of the events described. If the attempt succeeds, the DM should roll 1d20 secretly to determine the amount of detail to be revealed. The DM has some liberty in describing the outcome of the events, particularly because precognition offers little in the way of guarantees (e.g., die rolls for initiative, surprise, etc., play a great part in the true outcome of events). If the precognition attempt fails, the psionist will see only snippets of events which may or may not be related to the intended course of action (at the DM’s discretion). Use of this ability requires 1 turn of uninterrupted concentration. Otherwise, the attempt will fail.

Psionic Divination Range: 0 (psionist only)
Duration: see below*
Area of effect: personal

Provides knowledge of the current status of a location, from small (e.g., a clearing in a forest or a room in a dungeon) to large (e.g., an entire forest or castle). The information perceived might include details on flora and fauna in a wilderness location, the purpose of the area, the type of traffic the area sees and at what time of day. The amount of detail is based upon the number of rounds spent reading the location and the total area it encompasses. The total number of rounds that any one psionist may spend reading an area is equal to his or her psionic level. The amount of detail revealed is at the discretion of the DM, based on the time spent reading the location. The psionist need not be present in a location to read it, but clarity of knowledge will be affected by distance from the location.

Psionic True Seeing Range: 120’
Duration: 1 turn
Area of effect: personal

Enables the psionist to see all things visible and invisible to a distance of 120’ including hidden, ethereal, and invisible creatures and objects, as well as hidden and secret doors. Furthermore, it allows the psionist to detect if objects or creatures have been

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disguised or polymorphed (seeing “through” deception, into the truth), and also enables the psionist to “see” the alignment, experience level, and hit dice of creatures and characters.

Sensitivity to Psychic Impressions Range: 60' radius
Duration: see below*
Area of effect: personal

Events which provoke strong emotions and charges of psychic energy leave their impressions on an area (e.g., births, battles, betrayals, marriages, deaths, etc.). This power permits the psionist to gain a sense of a location's history from this psychic residue. The number of events which a psionist may discern from the psychic residue is limited to 1 event per 2 psionic levels, but only one event may be gleaned per round, from the most recent in time backward. The psionist must be present in the location to use this ability, and the psionist must concentrate for the duration of its use.

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360° Vision Range: As normal vision
Duration: 3 turns
Area of effect: personal

Allows the psionist to see in all directions simultaneously, but the psionist incurs a -4 penalty on saves against gaze attacks when using this ability.

Clairaudience Range: 60'
Duration: 3 turns
Area of effect: special

Allows the psionist to “hear through the ears” of a target character or creature within the range of the spell, but need not be in the psionist's sight (e.g., the target character or creature may be standing behind a wall).

Clairvoyance Range: 60'
Duration: 3 turns
Area of effect: special

Allows the psionist to “see through the eyes” of a target character or creature within the range of the spell, but need not be in the psionist's sight (e.g., the target character or creature may be standing behind a wall).

Danger Sense Range: 10'/psionic level
Duration: 6 turns
Area of effect: personal

Enables the psionist to sense (via a tingling in the neck) when a hazard or threat is near.

Detection of Good/Evil Range: 60'
Duration: 2 turns
Area of effect: personal

Enables the psionist to see the auras of creatures within range of the ability, and sense whether those creatures are good or evil (neutral auras will not register). The strength of the “read” is based on the psionic level of the user, with a 20% chance per psionic level of being accurate, to a maximum of 100% (e.g., a 4th level mystic will be accurate 80% of the time).

Detection of Magic Range: 60'
Duration: 2 turns
Area of effect: personal

Similar to the magic-user spell, but operates on a different plane. It enables the psionist to see an aura around any enchanted object, place or creature within range of the ability. Additionally, there is a cumulative 5% chance per psionic level the psionist will be able to tell what type of magic is involved.

Infraision Range: 60'
Duration: 12 turns
Area of effect: personal

Allows the user to “see in the dark” by use of infraision.

Know Direction Range: 0 (psionicist only)
Duration: 12 turns
Area of effect: personal

Allows the psionist to become his or her own “compass,” able to know which direction is north.

Know Location Range: 0 (psionicist only)
Duration: instantaneous
Area of effect: personal

Useful to characters using psychoportation abilities. Provides only a general idea of location, similar to the response to the question, “where am I?” (e.g., “a few miles south of Wolverton Castle,” or “inside the house of Selgrin the sage”). Should the player ask the DM for more details on the location, there is an 80% base chance of more information being helpful, +1% per psionic level (to a maximum of 99%). For example, “Wolverton Castle is at the eastern border of Chrisawn Province.”

Object Reading Range: touch
Duration: see below*
Area of effect: 1 object

Allows the psionist to detect psychic impressions left upon an object, with the amount of detail and the depth of its history based upon the number of rounds spent reading the object. The total number of rounds that any one psionist may read an object is limited to his or her psionic level and requires concentration for the duration.

psionic level	object's history	amount of detail
1	1 week	vague details on use
2	1 month	vague details on last owner
3	6 months	clear details on use
4	1 year	clear details on last owner
5	2 years	vague details on use history
6	5 years	vague details on all owners
7	10 years	clear details on use history
8	50 years	clear details on all owners
9	100 years	vague details on object's origin
10	1,000 years	clear details on object's origin
11	5,000 years	other details at DM's discretion
12	10,000 years	"
13	25,000 years	"
14+	from origin	"

Poison Sense Range: 30'
Duration: 6 turns
Area of effect: personal
Detects poison (including traps, monsters, poisoned characters, etc.) within range of the psionist.

Spirit Sense Range: 30'
Duration: 2 turns
Area of effect: personal
Detects the presence of spirits (including banshees, ghosts, spectres, etc.) within range of the psionist. Will also know if a location is usually haunted or inhabited by this type of presence, even if the spirit is not present at the time.

Third Chakra: Plexus (Psychokinetic)

MAJOR SCIENCES

Create Object Range: 60'
Duration: 1 turn/2 psionic levels
Area of effect: see below
Allows the psionist to create a single solid object by assembling matter from the air. The item must be relatively mundane, with an "apparent value" of no greater than 100 gp per psionic level, and may weigh as much as 10 lbs. per psionic level and occupy as much space as 5 cubic feet per psionic level. The object is detectable as magic (e.g., by *detect magic*), and dissipates at the end of the duration.

Detonate Range: 180'
Duration: instantaneous
Area of effect: 1 target per psionic level
Allows the psionist to take the latent energy inside plants, inanimate objects, and animated undead creatures, harness that energy and cause it to explode. This ability does not affect any of the following: non-corporeal undead that have no material presence (e.g., ghosts), corporeal undead with free will (e.g., wights), and animals (including humans and humanoids). This ability does 1d6 damage per psionic level. Those dice of damage may be distributed among any number of targets within a 10' diameter total (no "to hit" roll necessary). Creatures are allowed a psionic saving throw which, if successful, will halve the damage sustained.

Disintegrate Range: 60'
Duration: instantaneous
Area of effect: 1 target (8 cu. ft.)
Allows the psionist to break down the molecules of an object or creature and scatter them. Anything, except items shielded by a globe of invulnerability or an inertial barrier, are susceptible to the attack. Works against a single target (or an area no greater than 8 cubic feet). The noted portion of an inanimate object will be destroyed automatically, except this ability does not affect magic items. Living creatures (including humans and undead with free will) must make a save vs. death or die (large creatures will be missing 8 cubic feet of their body, which is enough to kill most creatures, regardless of size). The saving throw is modified based on the user's psionic level as outlined below:

psionic level	save vs. death
1-3	+3
4-6	+2
7-9	+1
10-12	±0
13-15	-1
16-18	-2
19+	-3

Molecular Manipulation Range: 30'
Duration: permanent
Area of effect: special

Enables the psionist to alter the molecular arrangement of an item, making it weak, fragile, and easily broken. The item will appear as normal to those viewing it, but the item will be destroyed if handled normally. Manipulated items which are handled delicately have a 1-in-6 chance per round of being destroyed. The higher in psionic level, the greater the material that may be manipulated by the psionist, as outlined below:

psionic level	able to manipulate equivalent of
1	thin cords, strings
2	light rope, leather thong, sinew, thick cord
3	heavy rope, leather straps, thin wires
4	thick wire, 1/12"-thick wooden boards
5	light iron chain, 1/6"-thick wooden boards
6	heavy iron/light steel chain, 1/2"-thick wooden boards
7	stocks/shackles, heavy steel chains, 1"-thick boards
8	1" iron bars, 2"-thick wood/doors
9	2" iron bars, 1" steel bars, 3"-thick wood/doors
10	2"-thick stone walls (opening=man-sized)
11	magic chain mail, magic dagger
12	magic axe, magic mace
13	magic shield, magic flail
14	magic plate, magic sword

Molecular Rearrangement Range: touch
Duration: permanent
Area of effect: special

Allows the psionist to alter the molecules of metals, therefore transmuting them into a different metal. The type of metals able to be affected by the psionist are dependent upon the user's psionic level (as outlined below). The psionist may change the target metal into any other metal he or she is capable of affecting. The amount of material that may be affected is 20 gp in weight per psionic level. The process takes an entire hour of concentration to complete (regardless of the weight of metal being changed). Due to the strenuous nature of using this science, it may only be employed once per month.

psionic level	able to affect the following metals
1-3	gold, lead, other soft metals
4-6	copper, silver, tin, zinc & similar alloys (e.g., brass)
7-9	iron, nickel, platinum & similar alloys (e.g., bronze)
10-12	steel
13	steel alloys
14+	mithril

Project Force Range: 360'
Duration: instantaneous
Area of effect: special (1 target)

Allows the psionist to push, shove, or otherwise force an opponent or object from a distance. Offensively, this ability does 1d6 per two psionic levels, plus a number of points equal to the opponent's AC (a negative AC reduces damage). A saving throw vs. wands will halve the amount of damage sustained. Can be used to open doors, throw levers, trigger traps, etc.

Telekinesis Range: 120'
Duration: 2 rounds/psionic level*
Area of effect: special

Enables the psionist to move an amount of weight through space without touching it. The user is able to move 200 coins in weight per psionic level at a rate of 20/round in any direction. The object(s) moved must remain in sight of the psionist for the duration of this ability's use. Unwilling creatures are not permitted a saving throw.

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Animate Object Range: 180'
Duration: concentration*
Area of effect: 1 object

The psionist is able to make an otherwise inanimate object seem to "come to life" (e.g., make a chair walk, make a tree dance, make a stone waddle, etc.) in a "puppet-like" manner. Objects will make noise appropriate to the material type (e.g., creaking, cracking, etc.), and movement is up to 60' per round. The amount of material that a psionist may animate is 30 lbs. per psionic level (alternately 300 coins or 2 stone per psionic level). The type of material that may be animated is based on the psionist's level as outlined below:

psionic level	material
1	paper/cloth
2	wood
3	clay
4	leather/hide
5	bone/ivory
6	rock/stone
7	soft metals
8	hard metals
9	glass/crystal/gems

If used to attack, the animated object strikes as a club wielded by a 1 HD creature.

Animate Shadow Range: 120'
Duration: 2 turns
Area of effect: 100 sq. ft.

Allows the psionist to manipulate a shadow cast by any object or creature, appearing to give it a "life of its own." The shadow may "separate itself" from the source object or creature, but must remain in two dimensions and may move only across contiguous flat surfaces. The shadow may not attack, but may be used to startle, distract, or otherwise disrupt someone's concentration.

Control Body Range: 180'
Duration: see below*
Area of effect: 1 individual

Allows the psionist to control the body of a target creature, manipulating them in a marionette-like manner. Use of this ability requires concentration, and has a maximum duration in rounds equal to the user's psionic level (or until concentration is broken). The target of this ability gets a psionic saving throw during each round of control. If the victim moves beyond the range of the ability, the effects will cease automatically. If the psionist attempts to have the victim perform an action that will cause him or herself harm (e.g., stabbing self, walking off a cliff, etc.), the target gets an additional saving throw at +2, and makes further saving throws against this ability with a +1 bonus for a duration of 3d6 rounds (against any psionist).

Control Flames Range: 120'
Duration: 2 turns
Area of effect: 10 sq. ft.

Allows the psionist to increase a normal fire's size by 100%, decrease its size by 50%, increase its heat to double damage, or decrease its heat to 1/2 damage (excludes magical flames; e.g., *burning hands* or *fireball*). The fire may be animated to move up to 90' per round, and take on a "form" (e.g., of a person or animal) up to a size of 10 square feet. If the fire is removed from its fuel source, it will only burn for 1 additional round before dying out.

Control Light Range: 90'
Duration: 2 turns
Area of effect: 360 sq. ft.

Allows the psionist to manipulate existing light (but does not allow him or her to create it). Provides the following abilities:

- control shadows, lightening them or darkening them, and enforcing a -20% or +20% modifier (respectively) to a thief's chances to hide shadow
- brighten a light source so much it causes strain on the eyes of those in viewing range, inflicting a -2 "to hit" penalty for the duration
- dim a light source to the approximately darkness of twilight (no "to hit" penalties apply)
- increase or decrease the size of shadows up to 200% or down to 50%, respectively

Control Sound Range: 240'
Duration: 2 turns
Area of effect: n/a

Allows the psionist to take existing sounds and "shape" them into an alternate form. For example, the sound of a man speaking could be made to sound like the squeaking of a mouse or the roar of a lion, or even to be made to sound like different words. The ability also allows for the "layering" of sound, permitting one sound (e.g., the footsteps or singing of a single person) to sound like a few or a multitude (e.g., the marching of soldiers or the singing of a choir, respectively). This ability can also be used to dampen or amplify sound. The psionist is only able to control one (general) sound at a time. There is a chance of failure (i.e., something sounding "not quite right") at a base chance of 15%, minus 1% per psionic level (e.g., a 14th level mystic using this

ability would fail only 1% of the time, while a mystic of level 15 or greater would never fail).

Control Temperature Range: 180'
Duration: 2 rounds/psionic level*
Area of effect: 120' radius

Allows the psionist to raise or lower the temperature of an area (warmer or colder than surrounding temperature) by +/-5 degrees per psionic level. Damage from extreme temperatures (on a failed saving throw vs. breath weapon) is based on the temperature and the time of exposure as outlined below:

temperature	damage/time	save modifier
130°F and over	1d6/round	-4 if wearing metal
110°F to 129°F	1d6/minute	-2 if wearing metal
96°F to 109°F	1d6/turn	-1 if wearing metal
40°F to 95°F	n/a	n/a
0°F to 39°F	1d6/hour	-1 if wearing metal*
-1°F to -19°F	1d6/turn	-2 if wearing metal*
-20°F to -40°F	1d6/minute	-3 if wearing metal*
-41°F and below	1d6/round	-4 if wearing metal*

* immune to damage if clothing provides enough protection

Control Wind Range: 1,200'
Duration: concentration*
Area of effect: 2,400'

Allows the psionist to increase or decrease the speed of existing winds by 5 miles per hour per 2 psionic levels. Additionally, allows the psionist to change the direction of the wind by as much as 15° degrees per psionic level, up to a maximum of 90°. The effects will last as long as the psionist concentrates and remains stationary.

wind speed	effects
25 MPH +	prevents flight for man-sized or smaller
35 MPH +	minor damage to ships and buildings; kicks up dust clouds; prevents flight for all but largest creatures
55 MPH +	prevents flight for all creatures; knocks down trees & wooden buildings; threatens to swamp ships
75 MPH +	equivalent of hurricane-force winds

Disrupt Invisibility Range: see below
Duration: instantaneous
Area of effect: 120' radius

Sends a mental shockwave out in a radius from the psionist and disrupts all invisibility within the ability's effect radius from the user. Any invisibility effects from spells and rings (or like magic) will cease immediately (until re-enacted as normal), but any permanent invisibility effects will cease only for the duration of the ability's use. Those using psionic invisibility are permitted a psionic saving throw to avoid the effects of this ability.

Inertial Barrier Range: 0 (psionist only)
Duration: 1 turn
Area of effect: 10' diameter

Creates a defensive barrier of "elastic" air around the psionist up to a radius of 5', protecting all those within the ability's area

from a multitude of damage types. The effects of the barrier are as follows:

- reduces damage from physical missiles (even those created by magic or with magical bonuses) by a number of points equal to the user's psionic level (e.g., an *inertial barrier* used by a 6th level mystic would reduce damage from incoming attacks by 6 points each)
- provides a +1 bonus per 2 psionic levels to all saving throws vs. breath weapons and similar (e.g., poison gas)
- reduces fire and falling damage by half
- has a 5% chance per psionic level of effectively deflecting other physical forms of damage and attacks (e.g., flasks of oil, sprays of acid, etc.)
- stops movement for the round of any creature attempting to enter the protected area; they may enter the protected area during the next round, at which point the creature also becomes protected

Does not work against the following types of attacks/damage:

- missiles composed of pure magic (e.g., *magic missiles*)
- raw heat or cold
- light or energy (including lightning)
- gaze attacks/weapons

All attacks coming into or going out of the barrier are treated the same (as the barrier makes no distinction between incoming and outgoing attacks).

Levitation Range: 0 (psionist only)
Duration: 1 turn/psionic level
Area of effect: personal

Through a form of "self-telekinesis," provides the psionist the ability to move vertically (but not horizontally) at a rate of 20'/round. The psionist may carry a normal amount of weight. If over-encumbered, levitation speed is slowed to half normal. This ability may not be used upon another creature or person.

Molecular Agitation Range: 120'
Duration: 1 round/psionic level*
Area of effect: 1 item
(5 lbs. per psionic level)

Allows the psionist to excite the molecules of a target and make them move much faster in speed than normal, creating a "heating" effect in a small area of the target. For each cumulative round of effect, greater and greater materials are able to be affected as outlined below:

material	rounds	effect (damage)
paper, straw	1	ignites (1 pt. of damage per cumulative round)
skin	2	blisters (1d4 damage)
	4	burns (1d6 damage/rd.)
water/wine	5	boils (if a relatively small volume)
wood, heavy cloth	6	scorches/smolders
	7	ignites (1d4 damage/rd.)
metal	8	scorches (1d4 damage/rd.)
	10	steel grows soft (1d8 damage/rd.)

Requires the psionist's concentration for the duration.

Fourth Chakra: Heart (Telepathic)

MAJOR SCIENCES

Mass Domination Range: 30'
Duration: 1 round/psionic level*
Area of effect: 4 individuals

Similar to the minor devotion *domination*, but enables the psionist to control up to 4 individuals. A psionist may only dominate creatures with a number of HD/levels equal to or less than the psionist's psionic level (e.g., a 3rd level mystic could control up to 4 targets with 1-3 HD each, but could not dominate any targets with 4HD or more). Upon the initial contact, each target is permitted a psionic saving throw. If the target is forced to do something counter to his or her nature, or which will inflict self harm, control of that target ends immediately. The control lasts for 1 round per psionic level of the individual using the ability. The duration of control is reduced by a number of rounds based on their intelligence as outlined below:

INT	description	modifier
13-15	very/highly	-1 round
16-17	exceptional	-2 round
18	genius	-3 round
19+	supra-genius	-4 round

Use of this ability requires the psionist's concentration for the duration of the ability.

Mind Bar Range: 0 (psionist only)
Duration: 1 day
Area of effect: personal

By constructing a *mind bar*, the body and mind of the psionist become protected from the following:

- attacks that control or dominate (e.g., *charm*, *suggestion*, *fear*, *confusion*, *feeblemind*, *ESP*, *sleep*, *suggestion*, and *magic jar*)
- possession of any sort (e.g., by demons)
- telepathic influence by other psionists (e.g., *domination*, *empathy*, *hypnosis*, *telepathy*)

This ability provides a +1 bonus per psionic level to all saving throws vs. the above effects (whether psionic or magic). Additionally, there is a 10% chance per psionic level above 10th for psionists using this ability to determine the location of any jar or amulet (or similar item) used as part of a possession attempt against him or her.

This ability does not work against psionic attack modes. This ability may be used while astrally projecting or in combination with a defense mode, but may not be used in combination with any other psionic ability.

Mind Link Range: unlimited
Duration: by concentration
Area of effect: 1 individual

Permits the psionist to connect mentally with any intelligent creature (INT of 5 or greater) and enables the two to speak wordlessly. The communication works both directions, but is different from mind reading in that the target individual only sends the

information he or she chooses to transmit. This communication works regardless of the language(s) either speaks.

The distance between the psionist and the target creature affects the chance of failure to establish contact as outlined below. The PSPs required must be expended before determining the success of the ability's use.

distance	chance of failure
line-of-sight	0%
1 mile	5% minus 1%/psionic level
10 miles	10% minus 2%/psionic level
100 miles	30% minus 3%/psionic level
1,000 miles	50% minus 4%/psionic level
10,000 miles	70% minus 5%/psionic level
100,000 miles	90% minus 6%/psionic level

Mind Wipe Range: touch
Duration: permanent
Area of effect: 1 individual

Mind wiping is a targeted form of psychic surgery which attempts to seal off a portion of the target's mind, temporarily lobotomizing it. It doesn't destroy the victim's mind. It simply seals off a portion of it, making it inaccessible. The psionist must first make a successful "to hit" roll in normal combat. If the attack succeeds, the target is permitted a psionic saving throw. If the saving throw fails, the attack has been successful, making the knowledge in that part of the target's mind inaccessible, reducing the target's Intelligence and Wisdom scores by 1 point each. This can affect everything from languages known, to spells which may be cast. This memory loss is permanent unless restored through *psychic surgery*. This ability may cumulatively affect a target down to a minimum Intelligence or Wisdom score of 3.

Probe Range: 10'
Duration: 1 round/psionic level*
Area of effect: 1 individual

While similar to ESP, a *probe* permits the psionist to dig much deeper into a target's subconscious, making all of the target's memories and knowledge accessible to the psionist (on a failed psionic saving throw). Normally, the psionist may have one question answered each round. However, if the question or answer becomes too complicated, the DM may require more than 1 round to complete the action. The target need not be conscious for this ability to work. The use of this ability requires the psionist's concentration for the duration.

Speak Any Language Range: 0 (psionist only)
Duration: 3 turns
Area of effect: as voice carries

Allows the psionist to speak any language (including monster languages, racial languages, and dialects). Only one language may be spoken at a time, although the psionist may be able to understand several languages. However, this ability is only usable in situations that would normally permit conversation. This ability does not permit the psionist to speak with any creature that does not speak, nor does it affect reaction rolls.

Switch Personality Range: touch
Duration: special
Area of effect: 1 individual

Through the use of this ability, the psionist is able to switch minds with a target individual. This puts the mind of the psionist in the body of the target and vice versa. This switch is permanent until the psionist uses this ability again to switch back.

Each body retains its physical abilities (e.g., Strength, Dexterity, Constitution and Charisma scores, hit points, melee bonuses, saves vs. poison, etc.), but each mind takes with it any knowledge or knowledge-based abilities (e.g., Intelligence, Wisdom, “to hit” rolls, saves vs. magic, spell use, etc.).

The switch takes 1 turn to complete and puts an enormous physical strain on each character involved. At the end of the turn of transformation, each character must make a successful saving throw vs. paralysis (based on the body’s physical abilities) or fall into a coma for 1-100 hours.

MINOR DEVOTIONS

Animal Telepathy Range: 120’
Duration: 3 turns
Area of effect: 1 creature

Creates a two-way communication link between the psionist and the target creature. The ability of non-intelligent animals to communicate (at all) will be very limited. Furthermore, the ability does not make animals more intelligent, now will it make them obedient, and it cannot cause undue influence on their actions. It simply facilitates communication between the psionist and the target creature.

psionic level	able to communicate with
1	mammals
3	avians
5	reptiles
7	amphibians
9	fish
11	invertebrates
13	“monstrous” animals
15	plants
17	intelligent molds/fungi

Conceal Thoughts Range: 0 (psionist only)
Duration: 1 turn
Area of effect: personal

Provides the psionist with defense against all abilities which attempt to read or detect the psionist’s thoughts (including magical, psionic, or innate), by providing a +2 bonus to all saving throws when defending against these effects.

Domination Range: 30’
Duration: See below*
Area of effect: 1 individual

Enables a psionist to force someone to do of the psionist’s will. A psionist may only dominate creatures with a number of HD/levels equal to or less than the psionist’s psionic level. Upon the enaction of this ability, the target is permitted a psionic saving throw. If the target is forced to do something counter to his or her nature, or which will inflict self harm, control of that target will end immediately. The control lasts for 6 rounds plus 1 round per psionic level of the individual using the ability. The

duration of control is reduced by a number of rounds based on the intelligence of the target as outlined below:

INT	description	modifier
13-15	very/highly	-1 round
16-17	exceptional	-2 round
18	genius	-3 round
19+	supra-genius	-4 round

Use of this ability requires the psionist’s concentration for the duration of the ability.

Empathy Range: 60’
Duration: 3 turns
Area of effect: 10’ wide path

Permits the psionist to sense the emotions and base desires of any sentient creature within range of the ability’s path (based on the direction psionist is facing) whose mind is not protected or otherwise shielded. Among the emotions and desires that may be detected are friendliness, hatred, rage, uncertainty, loss, confusion, pain, fear, fatigue, hunger, and thirst.

ESP Range: 60’
Duration: 6 turns
Area of effect: 10’ wide path

Permits the psionist to “tune in” to any mind which is not protected or otherwise shielded, and allows the psionist to “hear” the thoughts of such individual creatures within range of the ability’s path (based on the direction psionist is facing). The target’s thoughts may be understood regardless of language spoken, with non-intelligent creatures transmitting “pictures” and/or raw emotions and desires.

Hypnosis Range: 30’
Duration: special
Area of effect: 1 creature per psionic level

Enables the psionist to make a hypnotic suggestion to a number of intended targets. The psionist is able to affect a number creatures equal to his or her psionic level. Only creatures with Intelligence ratings from 7 through 17 are affected. Creatures with an intelligence of 13-17 are permitted a psionic saving throw to avoid the ability’s effects.



1. PSYCHOMETABOLIC • 2. CLAIRENTIENT • 3. PSYCHOKINETIC • 4. TELEPATHIC • **5. PSYCHOPORTATIVE** • 6. METAPSIONIC

Identity Penetration Range: line of sight
 Duration: instantaneous
 Area of effect: 1 individual

Permits the psionist to see beyond disguises, phantasms, polymorphs, etc., and know the true identity of the target. The target is permitted a psionic saving throw to avoid being revealed to the psionist.

Invisibility Range: 180'
 Duration: instantaneous
 Area of effect: 1 creature per psionic level

Similar to standard *invisibility*, but the psionist must make contact with each mind he or she is attempting to deceive. The psionist is able to affect a number creatures equal to his or her psionic level. Each target gets a psionic saving throw to avoid the ability's effects.

Life Detection Range: 0 (personal)
 Duration: 3 turns
 Area of effect: 180' radius

Detects the presence of living/thinking creatures within range of the ability. It provides the psionist with an accurate count of creatures, and a general idea about the size of each creature's mind and relative intelligence, but does not provide the psionist knowledge of any creature's type (e.g., it will not distinguish between a small mammal and a large bird)

Phobia Amplification Range: 120'
 Duration: by concentration*
 Area of effect: 1 individual

Allows the psionist to reach into a target's mind, discover their greatest fear, and amplify it to the point of overwhelming irrationality (convinced the thing feared is ever-present or moments away from happening). The amplified fear will guide every action an affected target makes in an attempt to remove themselves from the danger. The effect lasts only as long as the psionist maintains concentration, and the target remains in range of the ability. Targets are permitted a psionic saving throw to avoid the effects of this ability.

Synaptic Static Range: 0 (personal)
 Duration: 1 round/psionic level
 Area of effect: 5' radius per psionic level

Use of this ability interferes with all psionic activity within the area of effect. The psionist using this devotion (including defense modes). Any psionist attempting to enact a psionic ability or combat mode within this area, or project a psionic ability or combat mode into this area (even partially) must make a psionic saving throw at a penalty of -1 per psionic level of the psionist using synaptic static, or have that ability cease immediately at the full PSP cost.

Prolonged exposure (5 rounds or more) to synaptic static (by both psionic and non-psionic creatures) results in a splitting headache, making affected creatures irritable and distracted for a duration of 1 turn per psionic level of psionist using this ability.

Telepathic Projection Range: 10'/psionic level
 Duration: 1 turn
 Area of effect: 10' wide path

Permits the psionist to transmit an emotion to any sentient creature within range of the ability's path (based on the direction psionist is facing) whose mind is not protected or otherwise shielded. That transmitted emotion will instill a mild amount of that emotion in the target, or heighten the emotion if already present. It cannot radically shift or alter the target's emotions. Any creature caught in the path of this ability may make a psionic saving throw to avoid its effects.

Fifth Chakra: Throat (Psychoportative)

MAJOR SCIENCES

Banishment Range: 10'
 Duration: 1 turn/psionic level
 Area of effect: 10' radius

On a failed psionic saving throw, teleports a target (against its will) to a pocket dimension and holds it there. The pocket dimension is a benign, featureless environment which may be dark or light, or cold or hot, but is harmless (and does not cause injury). When the creature returns from the pocket dimension, it will appear in the same place as when it was banished. If the space to which the creature is returning is occupied, the creature will appear in the closest unoccupied space (determined randomly if necessary). Banished creatures may not return of their own will (regardless of ability) and will only return after the duration expires, or the psionist chooses to cease the banishment (whichever happens first). This ability will only affect a creature with number of HD/levels equal to or less than the psionist's psionic level.



Dimension Door Range: 10'
Duration: 1 round/psionic level
Area of effect: special

Creates a man-sized, extra-dimensional “tunnel.” The entrance portal may be no more than 10' away from the psionist, and the exit may be in any direction from the entrance, not to exceed a distance of 360' from it. Any creature (ally or enemy) may enter the dimension door as long as it remains open, and the door may remain open as long as the psionist wishes, limited to a number of rounds equal to the user's psionic level. Once a dimension door has been opened, neither the entrance or exit of the portal may be moved. If the location of the exit would result in the users of the door ending up in a solid object, the ability will fail automatically (at normal PSP cost).

Dimension Walk Range: 0 (psionist only)
Duration: 1 turn/psionic level
Area of effect: personal

This ability enables the psionist to traverse great distances in relatively short spans of time (approximately 100 miles per hour), by traveling inter-dimensionally.

There is a chance of getting lost while dimension walking, so the journey may take an additional amount of time based on the dimension walker's psionic level and a random roll (1d10) to determine the adjustment to the time taken to travel the intended distance, as outlined below:

psionic level	time adjustment (roll 1d10):					
	1	2-3	4-5	6-7	8-9	10
1	+150%	+100%	+50%	+25%	+10%	±0%
2-4	+100%	+50%	+25%	+10%	±0%	±0%
5-7	+50%	+25%	+10%	±0%	±0%	-10%
8 and up	+25%	±10%	±0%	±0%	-10%	-50%

Probability Travel Range: 0 (psionist only)
Duration: 1 hour
Area of effect: special

Permits the psionist to travel astrally, but the psionist brings his or her corporeal body along. Unlike astral travel (which sends out an astral body connected to the corporeal one by a silvery thread), in *probability travel*, the psionist never leaves his or her physical form (and so, cannot die by having the cord severed). While the Astral Plane itself may not be terribly interesting, it serves to access the outer planes. Travel on the Astral Plane is quite speedy (10 yards per minute per point of Intelligence). The psionist may take one additional (voluntary) guest per 5 psionic levels.

Summon Planar Creature Range: 600'
Duration: special*
Area of effect: 10' radius

Enables the psionist to “reach” into a different plane and “grab” a creature from that plane, teleporting it to the psionist's plane. The number of rounds of concentration required to summon a creature depends on its plane of origin (see below). The cost of summoning a creature from the Astral or Ethereal Planes is 3 PSPs, summoning a creature from the inner planes costs an additional 3 PSPs (or 6 total PSPs), and summoning from the outer planes costs an additional 6 PSPs (or 9 total PSPs). The psionist may control the plane from which the creature is summoned, but

not the creature that appears. Normally, the psionist may make the summoned creature appear anywhere within a range of 600'. However, there is a 15% base chance the creature will appear within 30' (-1% per psionic level). The chance of the summon failing is based on the creature's plane of origin (see table below). The chance of failure is reduced by 5% per psionic level of the summoner (e.g., a 4th level mystic summoning a creature from the Ethereal Plane has a 5% chance of failing). The PSPs for this ability must be expended, even if the summoning attempt fails.

plane of origin	PSP cost	concentration time required	base chance of failure
Ethereal	3	1 round	25%
Astral	3	2 rounds	50%
inner plane	6	3 rounds	75%
outer plane	9	5 rounds	100%

Due to the disorienting effects of the dimension travel, any summoned creature will suffer a 2 point penalty on initiative rolls, combat rolls, and saving throws for 2d4 rounds. Unlike magical summoning, planar summoning offers the psionist no automatic form of control over the creature summoned, nor does it return the summoned creature to its plane of origin. The psionist may attempt to reason with the creature or attempt to control it by other (psionic or magical) means. The summoned creature will not be aware of who actually summoned it (though is likely to become enraged, focusing that rage on the responsible party, if known). To get rid of the creature, the psionist may return it to its home plane using the reversed version of this ability (*dismiss planar creature*), banish it temporarily, kill it, or control it.

Teleport Other Range: 30'
Duration: instantaneous
Area of effect: Individual + special

As *teleportation* (below), except the psionist may transport any creature within a 30' range. Works automatically on willing or unconscious creatures. Conscious creatures teleported against their wills get a psionic saving throw to avoid the effects. If the attempt fails, the PSP cost is expended regardless.

Teleportation Range: 0 (psionist only)
Duration: instantaneous
Area of effect: personal + special

Transports the psionist (and up to a full encumbrance load), to any place with which the psionist is familiar and able to visualize. Success is determined by rolling d% minus the user's psionic level, per the indications outlined below:

knowledge of place	success	too high	too low
intensely familiar	01-95	96-99	00
studied carefully	01-80	81-90	91-00
casual knowledge	01-50	51-75	76-00
has viewed once	01-20	21-60	61-100
has “glimpsed”	01	02-55	56-00

Arriving with “success” results in arriving at ground level as intended. Arriving “too high” results in arriving 1d10x10' above ground level and falling for 1d6 damage per 10' fallen. Arriving “too low” results in arriving 10' below ground level of the intended destination; if this location is solid (e.g., ground or rock), then death is instantaneous for the teleported creature(s).

MINOR DEVOTIONS

Astral Projection

Range: special
 Duration: special
 Area of effect: personal

Through the use of this ability, the psionicist creates an astral body (separate from the physical one) which immediately leaps into the Astral Plane, where it may then travel throughout the Astral Plane. From the Astral Plane, the psionicist may also travel to any plane which directly connects with the Astral Plane, including any point within the Prime Material Plane. The traveler's original body remains in a state of suspended animation during the journey.

The astral traveler is connected to his or her body by a nearly indestructible silvery cord. If the cord is broken, the traveler is killed, both astrally and physically.

Once the astral traveler arrives at a destination outside the Astral Plane, a temporary physical body is formed there, except in the traveler's plane of origin. In this case, the traveler may view the plane in astral form, but may not physically interact with it (including the inability to cast spells into that plane, or use any psionic abilities). When a second body is formed in a different plane, the silvery cord remains invisibly attached to the new body. If the astral body or a temporary physical body are killed, the silvery cord will return to the traveler's physical body, and the traveler's body emerges from suspended animation.

The speed at which the traveler is able to move on the Astral Plane is determined by his or her psionic level as outlined below:

psionic level	maximum movement rate in astral form
1	120'(40')
2	240'(80')
3	480'(160')
4	960'(320')
5	1/2 mile per round
6	1 mile per round
7	2 miles per round
8	4 miles per round
+1 level	double the rate of previous level

Blink

Range: see below
 Duration: instantaneous
 Area of effect: personal

Permits the psionicist very limited teleportation ability, allowing the psionicist (and his or her normal equipment) to quickly move from the Prime Material Plane, to the Ethereal Plane, then back into the Prime Material Plane. This allows the psionicist to reappear up to 5' away per psionic level. Unlike most other psionic abilities, this ability may be used so quickly as to allow the psionicist to also make a melee attack during the same round (but no additional psionic abilities, spells, or ranged attacks may be made).

Burst

Range: 0 (psionicist only)
 Duration: 2 turns
 Area of effect: personal

Enables the psionicist to move an increased speed rate for the duration of the ability. The speed increase is +30'/turn (or +10'/round) per psionic level. Alternately, this ability allows the psionicist to jump upward or downward during a single round to/from heights of 5' per psionic level plus 10'.

Catfall

Range: 0 (psionicist only)
 Duration: special
 Area of effect: personal

Allows the psionicist to adjust position while falling to reduce the amount of damage taken, and land on his or her feet (no matter how far he or she has fallen). The duration of this ability ends when the psionicist lands, reducing the amount of damage taken by 10' per psionic level (e.g., a 4th level mystic may fall up to 40' without taking any damage, but a fall of 50' would result in 1d6 falling damage).

Dimension Slide

Range: touch
 Duration: instantaneous
 Area of effect: see below

Enables the psionicist (and gear) and another creature or item (which the psionicist must be touching) to teleport quickly to any spot within range of sight. Willing creatures need no saving throw. Unwilling creatures require both a successful "to hit" roll by the psionicist, and a failed psionic saving throw by the creature for the ability to be used successfully. If trying to teleport into a solid object, the ability will fail (but PSP expenditure occurs as normal). The size of the creature that may be transported depends on the psionic level of the psionicist as outlined below:

psionic level	size of creature	amount of weight
1	halfling-sized	35 lbs.
2	halfling-sized	75 lbs.
3	dwarf-sized	150 lbs.
4	human-sized	250 lbs.
5	10' tall/long or	500 lbs.
6	15' tall/long	750 lbs.
7	20' tall/long	1,500 lbs.
8	30' tall/long	3,000 lbs.
9	40' tall/long	5,000 lbs.
10	50' tall/long	7,500 lbs.
+1 level	+100'	+7,500 lbs.



Dimension Swap Range: 5' per psionic level + 5'
Duration: instantaneous
Area of effect: see below

Allows the psionicist to “swap” (teleportationally) the positions of the psionicist and an ally (including any carried equipment), or the position of 2 allies (including any carried equipment), within range of the spell. The creature(s) to be swapped must be willing or the ability will fail (and the PSPs expended). This ability will only affect creatures up to ogre-sized.

Dissipating Touch Range: touch
Duration: instantaneous
Area of effect: 1 individual or object

Transports a portion of the person or object being touched into a sort of “astral limbo,” thereby removing a portion of the person or object, and doing 1d6 damage per psionic level. Normal objects get no saving throw. Magic items are immune. Living creatures get a saving throw vs. paralysis for half-damage.

Dream Travel Range: 500'/psionic level
Duration: 1 hour/psionic level
Area of effect: personal

Dream travel permits the psionicist to travel through the Dreamlands. Unlike astral travel, the dream traveler physically enters the Dreamlands, leaving nothing behind. Furthermore, the dream traveler may enter any other plane inhabited by creatures which dream, but this requires crossing into the dreams of others (which can be quite perilous).

Using this ability requires the psionicist to be asleep. Once asleep, the psionicist shapes a dream involving travel from the psionicist’s current location to the desired one. The psionicist may take additional intelligent creatures or characters along on the dream journey, but all of them must be touching (and asleep). The number of additional travelers that may be taken is 1 added traveler per 3 psionic levels.

In the Dreamlands, additional travelers no longer need to be touching the psionicist. Any additional travelers in the Dreamlands that remain within range of this ability will return to the waking world when the duration ends (or the psionicist wakes). Any additional travelers that are beyond the range of this ability when the psionicist returns to the waking world will remain in the dreamlands, powerless to leave, unless the traveler can use this ability, or someone uses this ability to return to the Dreamlands to “rescue” the stranded traveler.

Phase Shift Range: 0 (psionicist only)
Duration: 1 turn
Area of effect: personal

Enables the psionicist to shift (at will for the duration of the ability) back and forth between the Ethereal Plane and the Material Plane. When shifted, the psionicist is impervious to most attacks in the Material Plane, but is susceptible to attacks from other shifted or ethereal creatures. Because the shift is instantaneous, the psionicist may shift in or out of phase (during the psionic phase of the round) and still make another attack for the round (including magical attacks, but not psionic ones).

Retrieve Range: line of sight
Duration: instantaneous
Area of effect: 5 lbs./psionic level

The psionicist is able to teleport directly into his or her hand any (inanimate) object he or she can see. If the object is in the hand of an unwilling opponent, the possessor of the object gets a saving throw vs. wands (to avoid the item being teleported).

Time Leap Range: 0 (psionicist only)
Duration: 1 round/psionic level
Area of effect: personal

Allows the psionicist to leap forward in time, up to a number of rounds in the future equal to his or her psionic level. The psionicist will arrive in the same place, condition, and orientation as when he or she left, as if no time had passed at all. If the space to which the psionicist arrives is occupied, the psionicist will appear in the closest unoccupied space (may be determined randomly if necessary).

Time/Space Anchor Range: 0 (psionicist only)
Duration: 1 round/psionic level
Area of effect: 10' radius

Protects the psionicist and all others within the radius of this ability from unwanted teleportation. This ability does not prevent anyone who chooses to teleport away from inside the protected area. It only protects from teleportation “attacks” into the protected area from outside of it.

Sixth Chakra: Third Eye (Metapsionic)

MAJOR SCIENCES

Empower Range: touch
Duration: see below
Area of effect: 1 item

Allows the psionicist to impart rudimentary intelligence and psionic ability upon an item. Like creating a magic item, creating a psionic one requires an extraordinary amount of time and effort, and there is always the potential for failure. The crafting of a psionic item is subject to the conditions outlined below.

- 1) The psionicist must first procure a new item of exceptional quality (at least 3x the normal cost for an item of that type). The item must never have been used.
- 2) The item must then be prepared to receive psionic power. This takes 1d4 days and requires the expenditure of 5 PSPs per day.
- 3) Next, the item must be “tuned” to a specific discipline. This takes 3d6 days and requires the expenditure 5 PSPs per day. An item may only ever be tuned to a single discipline, but no items may ever be tuned to the *metapsionic* discipline.
- 4) Once an item has been tuned to a particular discipline, the psionicist may begin empowering the item with abilities from that discipline. These abilities must be ones known by the psionicist empowering the device. Each

effect while he or she is of two minds (including attack modes with emotional effects), he or she may make a second saving throw if the first fails. If both saving throws fail, then the schism ends and the psionist is affected normally by the power or ability. If the psionist fails just one saving throw, the schism ends immediately, but the psionist is not subject to the effects of the power or ability.

Because the minds share the same pool of PSPs and hit points, any PSP or hp damage taken from a psionic attack is only taken once—even if both minds fail their save against the attack.

Splice Range: 0 (psionist only)
Duration: 1 rd./level + 1 rd.*
Area of effect: personal

Enables the psionist to simultaneously use two psionic abilities which require concentration (and would, otherwise, not be usable at the same time). During the initial round, the psionist concentrates only on creating the splice. Once created (after the initial round), the effect will last for an additional number of rounds equal to the character's psionic level. During those rounds, the psionist may activate or use in tandem any two psionic abilities requiring concentration, as if they were each being used individually (including combat modes).

The PSP cost of creating the splice is 5 PSPs. The PSP cost of using spliced abilities is based on the normal PSP costs for those abilities. This power does not alter the total psionic value of abilities that a psionist may use during an individual round, including the psionic value of the splice itself (see p.10). The splice ability may never be combined or "overlapped" with another use of the splice ability.

Ultrablast Range: 0 (psionist only)
Duration: 3 rounds* (see below)
Area of effect: 10' radius/
psionic level

Creates a radial blast of psionic force which emanates outward from the psionist and can overwhelm and damage psyches within the blast area. It takes 3 rounds to fully enact this ability, during which time, the psionist may not use any other psionic ability (including defense modes). During the round the blast is expelled (the 3rd round), all characters within the blast radius must make a psionic saving throw or fall unconscious for 2d6 turns. Psionically-endowed creatures who fail the first save must make a second psionic saving throw or lose all psionic power (a



loss which may only be restored with the use of *psychic surgery*). The blast does not affect the psionist who uses it, but there is a 1-in-6 chance any psionist who uses it will fall into a coma for 1d10 days.

MINOR DEVOTIONS

Appraise Range: 0 (psionist only)
Duration: 1-3 turns
Area of effect: personal

Permits the psionist to determine the likelihood of success for a chosen course of action based on the various possibilities and potential outcomes. This ability does not grant the power to see the future, only to predict the likelihood of events. The length of time required to use this ability is at the discretion of the DM, and ranges from 1 to 3 turns, based on the number of factors affecting the course of action, the specificity of the course of action, and the distance into the future that completing the action will take. The DM should reveal (*to his best estimation*) the chance of the outlined course of action succeeding (as a percentage or general likelihood). Factors which are unknown to the character attempting the appraisal, or factors which may change over time, can dramatically affect the actual success of a course of action (regardless of the chance presented by the DM upon a successful appraisal attempt). This ability can only be used once per week. If it is being overused, the DM may choose to only allow it once a month.

Aura Alteration Range: touch
Duration: see below
Area of effect: 1 individual

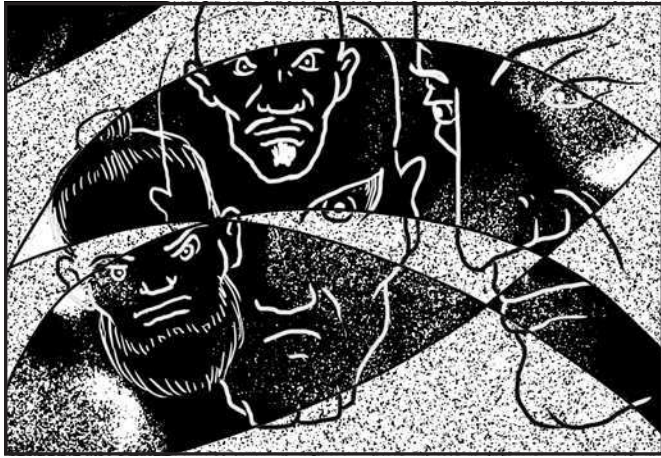
Allows the psionist to affect a willing character or creature in one of two ways: 1) temporarily alter the target's aura to disguise alignment and/or level, or 2) remove a compulsion or charm effect imprinted on the target's aura (e.g., curses, geases, quests, etc.).

Disguise: Allows the psionist to disguise the alignment by one step (e.g., going from lawful to neutral would be one step, but going from lawful to chaotic would be two steps), and/or change the target's level by a number of steps up to 1/2 of the psionist's level. When used as a disguise, the aura alteration will last for a duration of 1 turn per psionic level of the psionist using the ability.

Remove Compulsion: This ability provides the opportunity to remove a curse, geas or quest, or negate any charm effect of 6th level or under, by giving the subject an additional saving throw against the original effect with a +2 bonus. When used in this manner, the effect is instantaneous (based on the success of the additional saving throw).

Cannibalize Range: 0 (psionist only)
Duration: see below
Area of effect: personal

Permits the psionist to convert 1 point of Constitution into 10 PSPs (after the expenditure of PSPs require to use this ability). Any hit point modifications from Constitution are reduced accordingly. Recovering a cannibalized point of Constitution requires 1 full week of rest at home (i.e., adventuring nullifies any recuperation short of that 1 week period).



Convergence Range: 30'
Duration: special
Area of effect: 10' radius

Allows multiple psionics to link their minds, making the connected minds more powerful together than the sum of each mind. There is no limit to the number of psionics that may converge, but each must have this devotion to do so. Once connected, all the PSPs of the group are combined into a single pool from which each linked psionist may draw. Furthermore, any psionic ability known by a single member of the group becomes available to all members of the group (while converged).

Each member of a convergence uses his or her abilities as normal, except that any defense mode used by an individual in the group also applies to all other members of the group. Should a psionic attack be made, the attack penalty most advantageous to the group (based only on the defense modes currently being employed) should be applied to any psionic saving throws or damage rolls from psionic attacks (see **Psionic Combat**, p.28). However, should any psionic attack be successful, any effects from that attack should be applied to *all* participants (e.g., should an attack cause the loss of 7 PSPs, each converged psionist will lose 7 PSPs).

When any participant chooses to leave the convergence, he or she receives an equal percentage of the remaining pool of PSPs, rounded down (e.g., a psionist leaving a group of a four converged minds with 45 PSPs remaining in their pool would take 11 PSPs when he or she left the group). No individual leaving a convergence may have more PSPs than his or her usual maximum (with any extra points being lost).

Enhancement Range: 0 (psionist only)
Duration: 1 turn
Area of effect: personal

Allows the psionist to focus his or her energy on one particular devotion or science, with the effective duration beginning on the following round. Use of the chosen ability is increased by two psionic levels for the duration (or until the psionist is reduced to 0 PSPs), while all of the psionist's other abilities are decreased by one psionic level. The psionist may choose to nullify this ability's effects at any time before the duration expires, and may only choose to enact it again at its normal PSP cost.

Magnify Range: 0 (psionist only)
Duration: special
Area of effect: personal

By combining this ability with another, it doubles the effect of the other psionic discipline (e.g., double damage, double duration, double modifiers, double range, etc.). In addition to the PSP cost required to enact *magnify*, the PSP costs of the companion ability are doubled. The magnification and its companion discipline must be used during the same initial round, with the duration of the magnification being determined by the duration of the companion ability. Use of this ability requires no concentration itself, but concentration is required to enact the companion ability.

Martial Trance Range: 0 (psionist only)
Duration: special
Area of effect: personal

By entering a trance, the psionist prepares himself for use of his psionic abilities (including attack and defense modes), to the exclusion of everything else. It takes 1 round to enact the trance. Once in the trance, all of the psionist's mental abilities, as well as attack modes and defense modes, operate with a +2 psionic level bonus. However, during the trance, any melee attack against the psionist is an automatic hit, does maximum damage, and wakes the psionist from the trance. The trance is rather light, and any blow, shake, or slap (including successful ranged attacks) will "wake" the psionist. Otherwise, the psionist may use this ability as long as he or she chooses to do so.

Psionic Sense Range: 0 (psionist only)
Duration: 3 turns
Area of effect: 240' radius

Enables the psionist to detect the presence of psionic activity (i.e., any expenditure of PSPs, including use of the *mind blank* ability) within the area of effect. It will reveal general information about the location of any and all psionic use during that round within the effective area. However, it will not reveal any information on the type of psionic ability being used, nor will it provide any specific information on the type of psionic creature or the abilities it possesses.

Psychic Drain Range: 30'
Duration: special
Area of effect: Up to 6 minds

Enables the psionist to tap the minds of up to 6 individuals, and drain their personal psychic energy (in the form of Intelligence and Wisdom) in order to augment his or her PSPs. The "hosts" (target subjects) of a *psychic drain* must be sleeping. The psionist then makes contact with the host, putting the host into a trance for 1d6+3 hours. Waking a host from the trance is difficult, and once awakened the host will be disoriented and groggy for one additional hour. While the host is sleeping, the psionist may drain a many or as few Intelligence and/or Wisdom points as the psionist desires, converting them into 5 PSPs for each ability point drained, but must use them within 3 turns, or the psionist will "lose" them. A host will only be harmed if drained below half of his or her normal ability score, based on the result of a 1d20 roll per the table below:

roll	effect on host
1-10	amnesia for 1d6 weeks
11-15	amnesia for 2d6 weeks
16-17	permanent amnesia
18	intelligence reduced to 4; in coma for 1d6 days; save vs. paralysis at end of coma or die
19	intelligence reduced to 3; in coma for 1d12 days; save vs. paralysis each day or die
20	save vs. death or die

Receptacle

Range: touch
Duration: see below
Area of effect: 1 item

Allows the psionist to store PSPs in a special receptacle, then withdraw that energy for use at a later time. When the psionist withdraws PSPs from a receptacle and transfers the points to his or her body, the psionist's PSPs may not exceed his or her normal maximum (with surplus PSPs remaining in the receptacle). These stored PSPs are of particular use when the psionist is running low on PSPs and finds him or herself in immediate need of them. There are two acceptable forms of receptacle for this use: 1) a vessel that has been prepared with the *empower science* (see above), or 2) a gem of great value which has been prepared with the *receptacle devotion*.

Empowering a Vessel: As long as it has been empowered first, almost any type of object may serve as a vessel for storing PSPs. The maximum amount of energy that may be stored in any empowered vessel is one-half the psionist's maximum PSPs at the time the vessel is created. (For more information on vessels and empowering them, see the *empower science* description.)

Preparing a Gem: For each 100 gp value of the gem, it may store 1 PSP (e.g., a gem worth 12,500 gp could store up to 125 PSPs). Preparing a gem takes 1 round per PSP stored, during which time the psionist may do nothing else.

Storing PSPs: Storing PSPs takes 1 round per point stored, during which time the psionist may do nothing else. These points are withdrawn from the psionist's pool of PSPs, with the psionist recovering lost points as normal (like giving blood). Upon completion of the PSP transfer, the psionist must roll his or her psionic level or under on 1d20. If the roll succeeds, all of the PSPs have been successfully stored. If the roll fails, then only half of the PSPs have been successfully stored (even though the psionist expends the full number of PSPs intended). A roll of 20 will always result in failure (no matter the psionist's psionic level). Regardless of the number of receptacles being used, a psionist may never store a total number of PSPs greater than his or her own maximum number of PSPs.

Withdrawing PSPs: Retrieval of PSPs from a container is automatic for the psionist who placed them in the container (and they may not be retrieved by anyone else). The number of points that may be retrieved is limited to the number of points stored in the receptacle, and the psionist's normal maximum PSPs.

Stasis Field

Range: 0 (see below)
Duration: 1 round/psionic level
Area of effect: 10' radius
per 3 levels

Creates a "bubble" around the psionist in which energy is nullified and time slows to a crawl. The stasis field may have any diameter the psionist desires, up to a maximum of 10' per 3 psionic levels. The stasis field appears as a smooth and shimmering globe from the outside, which provides slight resistance to the touch, but allows objects to pass through.

The interior of the stasis field is dim and murky, having one-fourth the brightness of the area outside of it. All magical energy (e.g., *cone of cold*, *fireball*, *magic missile*, etc.) used inside the stasis field will fizzle and fail. Furthermore, time moves at 1/60 the norm (e.g., if an hour passes outside the field, only a minute will have passed inside the field). Movements for characters and creatures inside the field are halved. Missile weapons drift lazily (making them useless, as they "bounce" off intended targets), and even the fastest sword slashes are reduced to graceful arcs.

Once created, if the psionist keeps the stasis field centered on him or herself, it will move with him or her. However, the psionist may transfer the focal point of the stasis field to anything he or she touches, allowing the psionist to leave the stasis field. If the psionist moves farther than 180' feet from the stasis field, he or she will "drag" it with them. To regain control of the stasis field, the psionist must move back inside of it, and touch the object or creature on which the field was centered.

Stretch

Range: 0 (psionist only)
Duration: 1 turn
Area of effect: personal

Use of this ability increases the range of all abilities by 50%, with the effective duration of this ability beginning on the following round. It does not affect any ability with a "personal" area of effect or "0" range. This ability does not affect duration or area of effect. For example, a mystic may use *stretch* to increase the range of *control flames* to 180'; however, it does not alter the speed, damage, or size of the flames.

Seventh Chakra: Crown (Divine)

A seventh chakra exists known as the crown chakra. This chakra connects the physical and the spiritual aspects of an individual, and provides a pathway for the mystic's transition from mortal to immortal being. The crown chakra may only be known by those with knowledge of the first six chakras, and may be attained by a mystic of no less than 20th level, and requires years of solitary reflection and meditation to achieve. Knowledge of the crown chakra offers the possibility of attaining powers which provide the mystic a *very limited* ability to do the following:

- create & change energy
- create & change matter
- create & change thought (including time)

The player and the DM should work together to develop what each ability will and will not do, and the PSP costs associated with each. Given the sheer power these types of powers can wield, it will not be uncommon for many of these abilities to have PSP costs of 25 or more.

Psionic Combat

OVERVIEW

While many of the psionic disciplines in the previous section might be useful in a combat situation, none of them possess the deadliness or directness of psionic combat, especially when used against psionic creatures.

Psionic Combat Modes

There are two kinds of combat modes: attack modes and defense modes. Both kinds draw off the same pool of PSP as other psionic abilities.

Attack modes deal out damage and/or behavioral effects. Both psionic and non-psionic targets of an attack mode must make a psionic saving throw, or suffer the effects of that attack.

Defense modes protect (to a varying degree) against these attacks. They can increase the chance of a successful save, reduce the harmful effects on a failed save, or both.

Psionic combat employs five different attack modes and five different defense modes, each of which is a specialized power. The effectiveness of any attack mode against a target depends upon the defense mode (or lack of defense mode) protecting the target.

<u>Attack Mode</u>	<u>Type</u>	<u>Targets</u>
1. Id Insinuation	telepathic	area
2. Ego Whip	telepathic	individual
3. Mind Thrust	telepathic	individual
4. Psionic Blast	telekinetic	area
5. Psychic Crush	telekinetic	individual

<u>Defense Mode</u>	<u>Type</u>	<u>Protects</u>
1. Mind Blank	telepathic	individual
2. Thought Shield	telepathic	individual
3. Mental Barrier	telepathic	individual
4. Intellect Fortress	telekinetic	area
5. Tower of Iron Will	telekinetic	area

Although they may make use of telepathic and telekinetic energies, the individual modes are not members of either discipline (nor their associated chakras).

Restrictions

Psionic attack modes may be used against both psionic and non-psionic targets. However, psionic targets suffer an additional type of psionic damage not taken by non-psionic characters. Creatures of sub-human intelligence (Intelligence ratings of 2 and under) are always immune to all forms of psionic attacks (i.e., all attack modes), but are not necessarily immune to other psionic powers (i.e., psionic disciplines).

While defense modes might protect against psionic attack modes, psionic defense modes have no effect against psionic disciplines.

Due to the substantial amount of focus required to use attack modes, any character choosing to use one for the round may not move or perform any other action during the same round. Use of psionic defense modes, however, do not affect movement, nor a character's ability to perform other actions during the round. No more than 1 attack mode may be used during a single round,

and no more than 1 defense mode may be used during a single round (unless employing the metapsionic discipline *schism*).

PROCESS FOR PSIONIC COMBAT

Psionic combat takes place in an expanded combat sequence (below). At the top of every round, spellcasters and psionists declare whether they will cast magic or enact psionic abilities for the round. Psionic combatants must inform the DM if they will be employing a psionic attack mode, defense mode, and/or a discipline. During the combat sequence, a character's PSPs are expended at the precise moment they power a psionic ability.

Expanded Combat Sequence

- A. Characters declare spellcasting and psionic use.
- B. Psionic defense modes go into effect.
- C. Each side rolls for initiative.
- D. The side with initiative acts (or both sides act simultaneously if the initiative rolls tie):
 1. Morale checks (if necessary)
 2. Movement
 3. Psionic attacks and disciplines
 4. Missile fire
 5. Magic spells
 6. Melee (hand-to-hand) combat

Using Attack & Defense Modes

Like disciplines, the use of psionic attack and defense modes requires the expense of PSPs to activate them. Unlike disciplines, PSP costs for attack and defense modes are not uniform. The PSP cost for each mode is noted in its description, just to the right of the mode's name. If a psionically-endowed individual chooses to use a psionic attack mode for the round, the psionist may not exceed his or her total psionic value allowed for the round (per p.10). Psionic attack modes require concentration, so therefore may not be used during the same round as any other psionic ability requiring concentration.

Enacting Defense Modes

During an encounter, those choosing to enact a defense mode must do so before initiative is rolled for the round. Individuals who are surprised may not enact a defense mode during a round in which they are surprised, but may do so during any round thereafter. Once a defense mode has been chosen for a round, it may not be changed until the beginning of the next round.

Psionic characters are not required to enact a defense mode during an encounter, nor during any round of a given encounter. This may be by choice, or due to insufficient PSPs. The use of a defense mode is never limited by characters' total psionic value allowed for the round (p.10).

It is suggested that attack modes for NPCs and monsters (run by the DM) be made at random, so that the revelation of a PC's defense mode does not alter the choice of attack modes made by the DM. Additionally, it is suggested that all defense modes employed by NPCs and monsters run by the DM remain secret during the resolution of psionic combat involving the PCs.



Saving Throws vs. Attack Modes

Any time a psionic attack mode is used against a target, the target is allowed a psionic saving throw to avoid the effects of the attack mode. When a defense mode is being used to protect a target against an attack mode, there is a chance that the target's saving throw against that attack mode may be modified. Locate the saving-throw modifier by cross-referencing the attack and defense modes being used on the Modifiers by Attack/Defense Mode table; the upper value of the entry indicates the saving throw modifier.

If a psionic saving throw is successful against an attack mode, then the creature suffers no damage or effects from the attack. Any creature (psionic or non-psionic) that fails its saving throw against a psionic attack mode is considered to be an "affected creature."

The amount and type of damage and/or effect suffered by a creature that fails its save against an attack mode depends upon the following:

- the type of damage and/or effect dealt by the attack mode
- the defense mode (if any) used to protect the affected creature
- whether or not the target is psionic
- whether a psionic target has any remaining PSPs

Attack Mode and Defense Mode Interactions

Any time a target fails a saving throw against an attack mode, but was protected by a defense mode, there is a chance that the

effect of the attack mode may be reduced. Locate the modifier by cross-referencing the attack and defense modes on the Modifiers by Attack/Defense Mode table. The lower value of the entry indicates the effect modifier:

- An indication of "half" means that any hp damage sustained in the attack, and the duration of any effect caused by the attack, are halved.
- An indication of "normal" means that any hp damage sustained in the attack, and the duration of any effect caused by the attack, are rolled as normal.

If no defense mode was in effect when the saving throw failed, all damage and effects are rolled as normal.

Attack Mode Effects on Psionic Combatants

A psionic target that fails its saving throw against an attack mode will suffer the damage and/or effects of that attack mode, modified by the defense mode (if any) used. They will additionally suffer PSP loss from the attack (usually 1d6 PSPs, plus 1 PSP per 2 psionic levels of the attacker). If there is a defense mode in effect, the result of this PSP damage roll is *never* modified by the indication on the Effect by Attack/Defense Mode table. Once a psionic opponent has lost all of his or her PSPs, any additional PSP loss sustained by that character from a psionic attack mode is translated directly into hp loss, in addition to any hp damage already dealt by the attack!

A non-psionic opponent never takes PSP damage from a successful psionic-mode attack, nor do they take additional hp damage due to the lack of PSPs.

PSIONIC ATTACK MODES

Id Insinuation PSP Cost: 4
 Range: 180'
 Duration: instantaneous
 Area of Effect: 10' radius
 around target individual

Id insinuation attempts to unleash the victim's unconscious urges (the id) and pit them against the victim's internalized ideals (the superego). Affected creatures who fail their saving throw must roll 1d4 and react to the indicated emotion indicated below:

Roll	Result
1	<u>Fear</u> : flee to a safe distance
2	<u>Hate</u> : attack nearest creature w/ +1 bonus to morale and saving throws, as well as "to hit" and damage rolls
3	<u>Hopelessness</u> : drop weapon and surrender
4	<u>Rage</u> : drop shield (if carried) and attack as a berserker (+2 "to hit" and never fails morale checks)

The indicated effect will last for 1 round per 2 psionic levels of the attacker plus 1d6 rounds.

Ego Whip PSP Cost: 3
 Range: 90'
 Duration: instantaneous
 Area of Effect: 1 individual

Ego whip assaults the victim's ego with feelings inferiority and worthlessness and removes the will. Affected creatures who fail their saving throw must stand idle (as stunned) for 1 round per 2 psionic levels of the attacker plus 1d6 rounds.

Mind Thrust PSP Cost: 3
 Range: 60'
 Duration: instantaneous
 Area of Effect: 1 individual

A *mind thrust* is a penetrating assault on the synaptic pathways of its target (creating a blur of sensory input). Affected creatures who fail their saving throw are confused (as the MU spell; roll 2d6 and consult the table below) for a duration 1 round per 2 psionic levels of the attacker plus 1d6 rounds.

Roll	Result
2-5	attacks own party
6-8	does nothing
9-12	attacks other party (if present)

Psionic Blast PSP Cost: 5
 Range: 60'
 Duration: instantaneous
 Area of Effect: See below

A *psionic blast* causes the air to ripple with the force of the psionist's mental attack, assailing the minds of all creatures within the area of the ability—a 60'-long cone which is 5' wide at its source and 20' wide at its terminus. Each affected creature in the area of effect takes a number of hit points of damage equal to 1 point per 2 psionic levels of the attacker plus 1d6 points, and is additionally stunned for 1 round per 2 psionic levels of the attacker plus 1d6 rounds. (Though the formula is the same for PSP damage and secondary effects, it is suggested that these be made as separate rolls, and not single roll applied to both.)

Psychic Crush PSP Cost: 6
 Range: 90'
 Duration: instantaneous
 Area of Effect: 1 individual

Psychic crush abruptly and brutally crushes the mental essence of any one creature. Affected creatures take a number of hit points of damage equal to 1 point per psionic level of the attacker plus 1d6 points.



PSIONIC DEFENSE MODES

Mind Blank PSP Cost: 0
 Range: 0' (psionicist only)
 Duration: 1 round
 Area of Effect: 1 individual

Mind blank dampens the neural activity of the mind, making thoughts harder to detect. This provides a +2 bonus against attacks modes that cause behavioral effects (emotion, stun, confusion), and reduces the effect of area attacks. Unlike all other combat modes, *mind blank* costs no PSPs to use.

Thought Shield PSP Cost: 2
 Range: 0' (psionicist only)
 Duration: 1 round
 Area of Effect: 1 individual

Thought shield cloaks the mind in a dreamlike haze. This defense provides a +1 bonus to saving throws against all attack modes, and halves the effect of any attack mode that causes emotion, stun, or confusion effects.

Mental Barrier PSP Cost: 2
 Range: 0' (psionicist only)
 Duration: 1 round
 Area of Effect: 1 individual

Mental barrier creates a wall of repeating, mantra-like thought which exposes the mind only for brief moments. This defense provides a +3 saving throw bonus to area attacks, and halves damage from attack modes that cause hp damage.

Intellect Fortress PSP Cost: 4
 Range: 0' (psionicist only)
 Duration: 1 round
 Area of Effect: 10' radius

Intellect fortress encases the psionicist and those around him or her in a shimmering fortress of telekinetic force. The protection of this defense extends to all minds (friendly, unfriendly, or otherwise) within a 10' radius of its source, and halves the effect of any psionic attack mode.

Tower of Iron Will PSP Cost: 5
 Range: 0' (psionicist only)
 Duration: 1 round
 Area of Effect: 5' radius

Tower of iron will builds a psionic asylum for the psionicist and everyone around him or her, providing a +3 bonus to saves against all psionic attack modes for each person within the protected area. The protection of this mode extends to all minds within a 5' radius of the source.

Modifiers by Attack/Defense Mode

		ATTACK MODE				
		<i>telepathic/ area attack</i>	<i>telepathic/ ind. attack</i>	<i>telepathic/ ind. attack</i>	<i>telekinetic area attack</i>	<i>telekinetic ind. attack</i>
DEFENSE MODE		<u>Id Insinuation</u>	<u>Ego Whip</u>	<u>Mind Thrust</u>	<u>Psionic Blast</u>	<u>Psychic Crush</u>
<i>individual/telepathic: +2 save bonus vs. telepathic attacks; halves effects of area attacks</i>	Mind Blank	$\frac{+2}{\text{half}}$	$\frac{+2}{\text{normal}}$	$\frac{+2}{\text{normal}}$	$\frac{\pm 0}{\text{half}}$	$\frac{\pm 0}{\text{normal}}$
<i>individual/telepathic: +1 save bonus vs. all attacks; halves any telepathic effects</i>	Thought Shield	$\frac{+1}{\text{half}}$	$\frac{+1}{\text{half}}$	$\frac{+1}{\text{half}}$	$\frac{+1}{\text{normal}}$	$\frac{+1}{\text{normal}}$
<i>individual/telepathic: +3 save bonus vs. area attacks; halves any telekinetic damage</i>	Mental Barrier	$\frac{\pm 3}{\text{normal}}$	$\frac{\pm 0}{\text{normal}}$	$\frac{\pm 0}{\text{normal}}$	$\frac{+3}{\text{half}}$	$\frac{\pm 0}{\text{half}}$
<i>area defense (10' radius): halves effects of all attacks (emotional and physical)</i>	Intellect Fortress	$\frac{\pm 0}{\text{half}}$	$\frac{\pm 0}{\text{half}}$	$\frac{\pm 0}{\text{half}}$	$\frac{\pm 0}{\text{half}}$	$\frac{\pm 0}{\text{half}}$
<i>area defense (5' radius): +3 save bonus vs. all attack modes (telepathic or telekinetic)</i>	Tower of Iron Will	$\frac{+3}{\text{normal}}$	$\frac{+3}{\text{normal}}$	$\frac{+3}{\text{normal}}$	$\frac{+3}{\text{normal}}$	$\frac{+3}{\text{normal}}$

top number = modifier to psionic saving throw vs. indicated attack mode;
bottom indication = modifier to effects sustained on failed saving throw vs.
the indicated attack mode

MAGIC ITEMS THAT AFFECT PSIONIC COMBAT

The following magic items provide their users with psionic-like abilities, and each interacts in a specific way with psionic attacks.

Helm of Telepathy: Essentially, this item is “two-way” device (i.e., not only does it receive inbound mental energy, it also sends mental energy out, sometimes enabling the wearer to control the thoughts of a target creature). Therefore, a *helm of telepathy* gives the wearer a chance to “deflect” an incoming attack and “send it back” at the attacker. In addition to a +4 bonus on all psionic saving throws made while wearing a *helm of telepathy*, a successful saving throw by a defender wearing a *helm of telepathy* will create psionic “feedback” which stuns the attacker for 1d6+1 rounds. Furthermore, any saving throw vs. an attack mode employed by a psionist wearing a *helm of telepathy* suffers a -2 penalty.

Medallion of ESP: Unlike a *helm of telepathy*, a *medallion of ESP* is a “one-way” device (i.e., it only allows inbound mental energy, but provides no reciprocal ability to send mental energy out). This makes the wearer more susceptible to incoming psionic attacks, incurring a -4 penalty to all psionic saving throws while wearing this item.

ADDITIONAL PSIONIC SAVING THROW ADJUSTMENTS

wearing helm of telepathy	+4
enraged/fearful/panicked	-1
confused	-2
charmed	-3
using ESP device	-4
feebleminded	-5

PSIONIC SAVING THROW ADJUSTMENTS BY RACE*

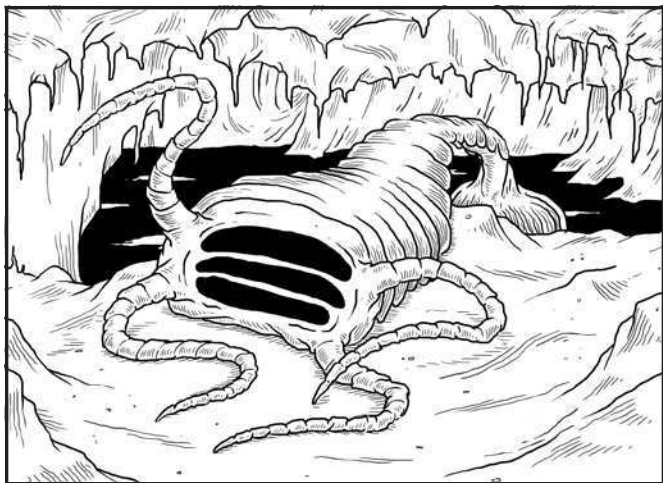
Dwarf	+4
Elf	+2
Gnome	+2
Halfling	+4
Half-elf	+1
Half-orc	-1
Human	±0

* Not be used in editions where race is class. Otherwise optional.



Psionic Monsters

Creature names noted with an asterisk (*) indicated that a magic weapon is required to hit. Psionic abilities noted with asterisk (*) require no PSPs to use and, therefore, may be used at will by the monster/creature.



Aboleth

ARMOR CLASS: 4	NO. APPEARING: 1-4
HIT DICE: 8**	SAVE AS: Fighter:8
MOVE: 30'(10')//180'(60')	MORALE: 10
ATTACKS: 4 tentacles	TREASURE TYPE: F
DAMAGE: 1-6/1-6/ 1-6/1-6	ALIGNMENT: Chaotic

PSIONIC ABILITIES

PSIONIC LEVEL: 10 (50 PSPs)

Attack modes: *ego whip, id insinuation, psychic crush*

Defense modes: *intellect fortress, thought shield, tower of iron will*

Primarily living in subterranean rivers and lakes, aboleths are obscene long-lived aberrations that hold particular disdain for land-going life. They seek to enslave or destroy such beings whenever possible. These amphibious fishlike behemoths weigh about 6,500 lbs., have fish-like bodies, fluke-like tails which propel them through water, and four 10'-long tentacles extending from their heads, used to drag themselves across land. On either side of their blue-green mottled gray bodies, a set of blue-black orifices secrete gray slime. Three large, slit-like vertically-set red eyes span the width of their faces, and the front end of their pink bellies features a large, toothless mouth.

Any creature struck by an aboleth's tentacle must save vs. spells or the skin of the affected creature will transform into a clear slimy membrane in 2-5 rounds. *Cure disease* will stop the transformation if cast before it is complete. Once the transformation is complete, the affected creature must remain moistened with cool fresh water or take 1d12 damage each turn, until cured with a *cure serious wounds* spell.

Three times a day, an aboleth may attempt to enslave a single intelligent creature within a 30' range. The creature must make

a psionic saving throw or be filled with a desire to serve the aboleth. The enslaved creature will carry out the aboleth's wishes (communicated by a form of ESP) to the best of their ability, but will not fight for the aboleth. Affected creatures may make an additional saving throw every 24 hours. Additionally, the enslavement will be broken if the aboleth dies, or if the creature and aboleth are separated by a distance of 1 mile or greater.

Aboleths are capable of creating incredibly realistic visual illusions with auditory components, but must concentrate exclusively on an illusion to maintain it.

Underwater, an aboleth surrounds itself with a one-foot thick mucus cloud. Any creature touching it must save vs. poison or lose the ability to breathe air for 3 hours, but in return gains the ability breathe water (as a *potion of water breathing*) for the same duration. Furthermore, if removed from the water during that time, the affected creature will suffocate in 2d6 rounds. Renewed contact with the mucus and an additional failed save will extend the effect. This ability is used by aboleths to give their slaves the ability to breathe water.

Aqlghoul*

ARMOR CLASS: -4
HIT DICE: 3**
MOVE: 120'(40')
ATTACKS: 2 claws/1 bite
DAMAGE:
1-3 + special (x3)
NO. APPEARING: 1-4 (2-8)
SAVE AS: Fighter:3
MORALE: 9
TREASURE TYPE: B
ALIGNMENT: Chaotic



PSIONIC ABILITIES

PSIONIC LEVEL: 3 (15 PSPs)

Attack modes: *ego whip, mind thrust*

Defense modes: immune to psionic attack modes (see below)

Psychometabolic: S *shape alteration** (see below)

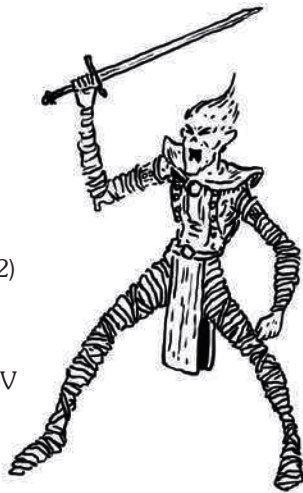
Clairsentient: D *360° vision** (always on), *detection of good** (always on)

Most often found in desert wastes and abandoned areas, these undead shapeshifters crave the consumption of human flesh, taking on a ghoulish form of the person most recently eaten. An aqlghoul may, however, transform at will into a hyena (no PSP cost; all statistics remain the same in hyena form).

As normal ghouls, any successful attack by an aqlghoul causes 2-8 turns of paralysis (except to elves, on a failed saving throw vs. paralysis; removable by *cure light wounds*). Aqlghouls cannot be harmed, influenced or controlled by any psionic ability that requires a psionic saving throw from its target (including psionic attack modes). Otherwise, an aqlghoul saves as indicated by the psionic ability. Additionally, as undead, aqlghouls possess the standard immunities to *sleep, charm, and hold effects*, and are immune to mind-reading of a magical nature.

Astral Gith

ARMOR CLASS: 0
 HIT DICE: 4**
 MOVE: 90'(30')
 ATTACKS: 1
 DAMAGE: 4-13
 or by weapon
 NO. APPEARING: 1-8 (3-12)
 SAVE AS: Magic-user:4
 MORALE: 8
 TREASURE TYPE:
 individual=N, lair=A,I,4V
 ALIGNMENT: Chaotic



PSIONIC ABILITIES

PSIONIC LEVEL: 4 (30 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust, psionic blast, psychic crush*

Defense modes: *intellect fortress, mental barrier, mind blank, thought shield*

Disciplines/sciences/devotions: 2/2/9 (in addition to those abilities noted below)

This race of once-human beings were enslaved millennia ago by the mind threshers. Over time, they continued to strengthen themselves both physically and mentally, finally breaking the yokes of their masters. This past informs what the astral giths have become—a strikingly gaunt race of violent fighters that possess powerful psionic abilities.

In their native Astral Plane, astral giths populate massive castles inhabited by a great number of their fellows. However, an innate ability allows them to travel at will to the Prime Material Plane (as *probability travel*) where they establish small, temporary underground lairs (usually containing no more than four of their number). These cells of astral giths launch raids against both humans and mind threshers (both sworn enemies, though they despise humans only slightly less). Additionally, the astral giths have been engaged in a lengthy war with the limbo giths.

The typical astral gith wears highly-decorated +4 *splint armor* (providing an AC of 0), bears no shield, and carries a *crystal sword*—a +3 *two-handed sword* that, when used in the Astral Plane, has a 5% chance per hit of cutting an opponent's silvery cord (unless the opponent is *mind barred*). In addition to being fearsome warriors and capable psionists, astral giths use spells as a 4th level magic-user.

For every 10 astral giths encountered, there will be an additional astral gith with 5HD, an AC of -1 (from +5 *splint*), saving and using spells as a 5th level magic user, 35 PSPs, a psionic level of 5, and possessing 2 disciplines, 3 sciences, and 10 devotions.

For every 30 astral giths encountered, there will be an additional astral gith with 6HD, an AC of -1 (from +5 *splint*), saving and using spells as a 6th level magic user, 40 PSPs, a psionic level of 6, and possessing 3 disciplines, 3 sciences, and 11 devotions.

If 50 or more astral giths encountered, there will be a leader astral gith with 7HD, an AC of -2 (from +6 *splint*), saving and using spells as a 6th level magic user, 45 PSPs, a psionic level of 7, and possessing 3 disciplines, 4 sciences, and 12 devotions.

Baku

ARMOR CLASS: 3
 HIT DICE: 8+8**
 MOVE: 210'(70')
 ATTACKS: 1 gore
 DAMAGE: 2-12
 NO. APPEARING: 1 (1-4)
 SAVE AS: Fighter:8
 MORALE: 8
 TREASURE TYPE: Nil
 ALIGNMENT: Neutral

PSIONIC ABILITIES

PSIONIC LEVEL: 8 (40 PSPs)

Attack modes: *mind thrust, psychic crush*

Defense modes: *intellect fortress, mind blank*

Psychometabolic: **S)** *etherealness*, shape alteration;*
D) *cell adjustment*

Claisentient: **D)** *detect good/evil*

Telepathic: **S)** *mind link;* **D)** *animal telepathy, conceal thoughts, invisibility*, telempathic projection*

Psychoportative: **S)** *probability travel;* **D)** *dream travel, astral projection**

A baku appears similar to a large hairy tapir, but with a trunk that is slightly elongated, upward curving tusks, and tiger-like paws. The goring butt of a baku does 2-12 points of damage, and its prehensile trunk may be used to grasp and wield simple tools, weapons, or wands.

Though they are natives of the outer planes, baku are often found in the Dreamlands, for they are dream destroyers, feeding on their victims' hopes, dreams, and creativity.

Baku have the ability to become invisible at will; they may even remain invisible while travelling astrally or while ethereal—all functions which they may perform at will (with no PSP cost). A baku generally chooses to observe the world unseen (usually while invisible *and* ethereal). At night, it waits for victims to fall asleep so it may feed upon their dreams. A baku can feed upon the dreams of any individual sleeping creature within a range of 90'. On a failed psionic saving throw, the victim will awake fatigued, and will gain none of the benefits gained from such a period (i.e., natural healing cannot take place, spells cannot



be memorized, etc.). This is considered a mind-affecting ability. For each creature that fails its saving throw, the baku temporarily gains 1d6 PSPs.

Every four rounds, a baku may use its trunk (in lieu of its gore attack) to blare a "fear trumpet." All evil creatures within a 40' radius of this blast take 1-8 points of damage and must make a successful save vs. paralysis or flee in panic for 2 turns.

Brain Mole

ARMOR CLASS: 9
 HIT DICE: 1 point*
 MOVE: 10(3')/30'(10')
 ATTACKS: Nil
 DAMAGE: Nil
 NO. APPEARING: 1-3
 SAVE AS: Normal Man
 MORALE: 5
 TREASURE TYPE: Nil
 ALIGNMENT: Neutral



PSIONIC ABILITIES

PSIONIC LEVEL: 1 (10 PSPs)

Attack modes: *mind thrust*

Defense modes: immune to psionic attack modes

Telepathic: S) *mind link, mind wipe*

Metapsionic: D) *psionic sense (always on)**

These small burrowing animals are almost physically identical to their namesake, but hunger for psionic energy. If a brain mole detects a psionic creature within 30', it will seek out the creature and attempt to "burrow" its way into the creature's mind. On a successful *mind thrust* attack, a brain mole has successfully burrowed into the victim's mind. Beginning on the next round, the brain mole will leech 1d4 PSPs per round from its victim (adding them to its own total), until the victim has been reduced to 0 PSPs or the brain mole is killed. Ironically, the Intelligence of the brain mole makes it immune to all psionic attacks.

Cerebral Parasite

ARMOR CLASS: Nil	NO. APPEARING: 3-12
HIT DICE: Nil**	SAVE AS: Nil
MOVE: Nil	MORALE: Nil
ATTACKS: None	TREASURE TYPE: Nil
DAMAGE: 0	ALIGNMENT: Neutral

PSIONIC ABILITIES

PSIONIC LEVEL: 1 (unlimited PSPs)

Attack modes: *none*

Defense modes: immune to psionic attack modes

Psychometabolic: S) *etherealness*

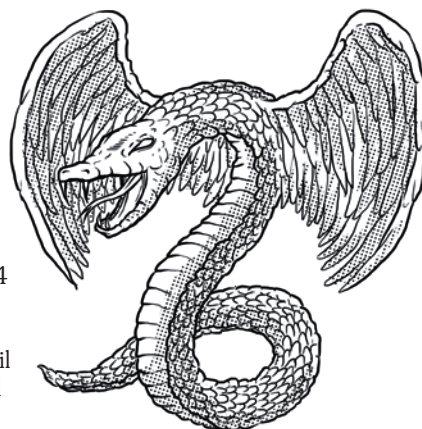
Psychoportative: S) *probability travel*

These tiny parasitic organisms are undetectable to the human eye, and may usually only be detected by examining the aura of an infected creature. Any time a psionic creature comes within 10' of cerebral parasites, the organisms will attack unnoticed

and undetected. Afflicted creatures may not even know they are infected until discovering a deficit of PSPs. Creatures infected with cerebral parasites are limited to using any of their known psionic abilities (including attack and defense modes) only once per day. Furthermore, each time any psionic ability is used, each parasite will drain 1 PSP from its host. For each 5 PSPs drained, it will produce 1 additional cerebral parasite. Cerebral parasites can be killed by using the psionic ability *complete healing* or the cleric spell *cure disease*.

Couatl

ARMOR CLASS: 5
 HIT DICE: 9**
 MOVE: 60'(20)/180(60')
 ATTACKS: 1 bite/
 1 constrict
 DAMAGE:
 1-4+poison/2-8
 NO. APPEARING: 1-4
 SAVE AS: Fighter:9
 MORALE: Nil
 TREASURE TYPE: Nil
 ALIGNMENT: Lawful



PSIONIC ABILITIES

PSIONIC LEVEL: 9 (45 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust, psionic blast, psychic crush*

Defense modes: *intellect fortress, mental barrier, mind blank, thought shield, tower of iron will*

Clairsentient: S) *aura sight; D)* *360° vision, detect good/evil**

Telepathic: S) *mind link; D)* *ESP, invisibility*

Psychoportative: S) *teleportation; D)* *time hop*

These winged serpents generally measure about 12 feet long, have a wingspan of about 15 feet, and weigh about 1,800 pounds. Rarely are they found outside warm, jungle-like regions or flying through the Ether. They are so powerful and intelligent that the inhabitants of their homelands hold them in awe and regard them as divine. Rarely, however, will couatl interfere with human affairs.

The bite of a couatl is poisonous and victims must save vs. poison or die immediately. If a couatl makes a successful "to hit" roll with its bite attack but the poison fails to kill its victim, the couatl may coil around its victim during the same round for an additional 2d4 points of damage for each round it remains constricted.

Couatls are able to *polymorph* themselves up to 3 times per day, assuming the form of any small or medium-sized humanoid. Additionally, they are able to cast spells as a magic-user of 7th level, but may choose their spells from both the magic-user and cleric spell lists.

Couatls speak common, the languages of most serpents, and the languages of many avians. They are also able to communicate telepathically with any creature within 90' with an Intelligence score of 3 or above. The creature contacted can respond to the couatl, should it choose to do so, without need of a common language.

Dragon, Gem

	<u>Crystal</u>	<u>Topaz</u>	<u>Emerald</u>	<u>Sapphire</u>	<u>Amethyst</u>	<u>Ruby</u>
ARMOR CLASS:	2	1	0	-1	-2	-3
HIT DICE:	6**	7**	8**	9**	10**	11**
MOVE:	Normal move: 90'(30'); flying: 240'(80')					
ATTACKS:	2 claws/1 bite each, plus breath weapon					
DAMAGE:	1-4/1-4/2-12	2-5/2-5/2-16	1-6/1-6/3-24	2-7/2-7/3-30	1-8/1-8/4-32	2-8/2-8/6-36
NO. APPEARING:	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)	1-4 (1-4)
SAVE AS:	Fighter:6	Fighter:7	Fighter:8	Fighter:9	Fighter:10	Fighter:11
MORALE:	8	8	9	9	10	10
TREASURE TYPE:	H, Mx2	H, Mx2	H, Mx2	H, Mx2	H, Mx2	H, Mx2
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral

PSIONIC ABILITIES

PSIONIC LEVEL:	6 (30 PSPs)	7 (35 PSPs)	8 (40 PSPs)	9 (45 PSPs)	10 (50 PSPs)	11 (55 PSPs)
Attack modes:	EW	II, MT	II, PB	EW, PB	EW, PB, PC	All
Defense modes:	TW	M-, MB	M-, TW	M-, IF	M-, TS, TW	All
Disc./sci./dev.:	1/1/2	1/1/3	2/2/3	2/2/4	3/3/5	4/4/6
WHERE FOUND:	Mountains	Rocky seacoasts	Dormant volcanos	Deep underground	Isolated highland tarns	Sky (clouds)
BREATH WEAPON:	Dazzling (+ blindness)	Dehydration (+ STR loss)	Wail (+ deaf/unconconscious)	Sonic shriek (+ fear)	Explosive gas (+ fire)	Dazzling/Sonic shriek
RANGE (LxW)/TYPE:	60'x20' cloud	75'x25' cone	120' radius	75'x25' cone	75'x5' stream	See below
CHANCE OF TALKING:	20%	40%	60%	80%	90%	100%
CHANCE OF SLEEPING:	50%	40%	30%	20%	10%	5%
SPELLS BY LEVEL:	3/0/0	4/0/0	3/3/0	4/4/0	3/3/3	4/4/4

Like the standard chromatic species of dragons, gem dragons are reclusive and have a great love of treasure, particularly gems and jewelry. All gem dragons are of neutral alignment—having little care for law or chaos, as long as their treasure is left alone. What truly sets gem dragons apart from their chromatic brethren, however, is their natural capability for psionics.

COLOR: Gem dragons are similar in color to other dragon types. Given the shared geography with their correspondingly-colored counterparts, gem dragons are often mistaken for other breeds of dragon. However, certain light conditions will almost always give away the nature of gem dragons—shimmering in bright sunlight and becoming luminescent in moonlight.

ENTRANCING PERSONALITY: Gem dragons are charismatic and are quite smooth of tongue. Anyone who converses directly with a gem dragon must save vs. spells or become entranced (as the spell *charm person*) for 1 turn. The effect only works one time per target creature per individual dragon.

TALKING: If a gem dragon is capable of speaking, then the dragon will be able to use spells as a magic-user.

PSIONICS: Gem dragons possess a number of psionic disciplines, attack modes, and defense modes operating at a psionic level equal to the dragon's HD. Additionally, all gem dragons have the innate ability to *blink* (as the psionic ability) 6x per day with no PSP cost. All gem dragons are able to use these psionic abilities, regardless of whether or not the dragon can talk or cast spells (psionic abilities do not require speech).

BREATH WEAPONS: All gem dragons possess a breath weapon that has two effects. The primary effect is standard hit point damage, based on half of the dragon's remaining hit points; a saving throw vs. breath weapon will halve the damage. The

secondary effect varies by species. The saving throw for the secondary effect is made independently of the first, regardless of the success or failure of the first saving throw. A gem dragon may use its breath weapon 3x per day.

AGE: The statistics presented above represent a dragon of average size for its type. A dragon's HD may vary by ±3 HD. The number of psionic abilities possessed by a gem dragon with more or fewer HD will not change; however, the psionic level at which they operate, as well as the number of PSPs possessed by the dragon, should reflect the increase or decrease in the dragon's "level" (as represented by HD).

CRYSTAL DRAGONS: The breath weapon of these milky white dragons is a dazzling cloud that, as a secondary effect, blinds for 1d6 turns on a failed saving throw vs. wands. The cloud persists for an additional 1d6 rounds (after it is expelled), and anyone inside the cloud strikes with a -2 "to hit" penalty. Crystal dragons will tend to choose their psionic abilities from the clairsentient discipline.

TOPAZ DRAGONS: The breath weapon of these goldish-orange dragons is a stream of dehydration that, as a secondary effect, drains 1d6 Strength points on a failed saving throw vs. paralysis. Lost Strength points may be recovered at a rate of ½ point per day, but require complete rest for each day of recovery. Creatures whose Strength falls below 3 will fall into a coma (until it increased to 3 or more through rest), and creatures whose Strength is reduced to 0 or below will die. Topaz dragons will tend to choose their psionic abilities from the psychometabolic or psychokinetic disciplines.

EMERALD DRAGONS: The breath weapon of these bright green dragons is a sonic wail that spreads to a 120' diameter from the dragon. Those who fail a secondary saving throw vs. paralysis

are knocked unconscious for 1d6 turns. Those who succeed on the secondary saving throw are deafened for 1d6 turns. Emerald dragons will tend to choose their psionic abilities from the clairsentient and telepathic disciplines.

SAPPHIRE DRAGONS: The breath weapon of these intensely blue dragons is a cone of high-pitched sonic vibration that, as a secondary effect, causes fear (as the spell) on a failed saving throw vs. spells (causing the victims to flee for 2 turns). Sapphire dragons will tend to choose their psionic abilities from the clairsentient and psychokinetic disciplines.

AMETHYST DRAGONS: The breath weapon of these pale purple dragons is an explosive stream of gas that, as a secondary effect, explodes and causes an amount of fire damage equal to half of the dragon's remaining hit points. Amethyst dragons are immune to these explosions (but otherwise susceptible to fire). Amethyst dragons will tend to choose their psionic abilities from the psychometabolic, clairsentient, and telepathic disciplines.

RUBY DRAGONS: These deep red dragons possess two different breath weapons (of which they may only use 1 per round). The first is a dazzling cloud identical to a crystal dragon; the second is a sonic shriek identical to a sapphire dragon. Ruby dragons will always talk and use spells.

Dromite

ARMOR CLASS: 6
 HIT DICE: 1+1**
 MOVE: 150'(50')
 ATTACKS: 1 weapon
 DAMAGE: 1-6 or by weapon
 NO. APPEARING: 3-18 (5-40)
 SAVE AS: Dwarf:1
 MORALE: 7
 TREASURE TYPE: V (or B)
 ALIGNMENT: Neutral



PSIONIC ABILITIES

PSIONIC LEVEL: 1 (5 PSPs)
Attack modes: any 1
Defense modes: nil
Disciplines/sciences/devotions: 1/1/3 (see below)

Dromites are approximately the same size as halflings, and from a distance are often mistaken as such. However, upon closer examination, the difference become apparent, and it is understandable why they are sometimes referred to pejoratively as "bug-men"; dromites have iridescent compound eyes, a pair of antennae extending from their foreheads, and their skin is chitin-covered (like a hardened exoskeleton).

Due to the natural protection of their skin, dromites rarely wear armor, choosing instead to wear a simple harness. If wearing armor, it will most often be leather accompanied by a shield, reducing the dromite's AC to 3. Dromites also receive a -2 AC bonus when attacked by creatures larger than man-sized.

A standard dromite possesses psionic abilities as a first level mystic. Additionally, 1x per day, a dromite is able to manifest a ray of psionic energy with a 90' range that does 1d6+1 on a failed psionic saving throw (no "to hit" roll necessary) against a

single target; this ray costs no PSPs to use, but is considered to be a psionic ability (but not a psionic attack mode).

For every 10 dromites, there will be an additional dromite with 2+2 HD (attacking as a 2 HD monster and saving as a 2nd level dwarf), with psionic abilities as a 2nd level mystic. For every 15 dromites, there will an additional dromite with 3+3 HD (attacking as a 3 HD monster and saving as a 3rd level dwarf) with psionic abilities as a 3rd level mystic, and able to use its energy ray 2x per day. Finally, if there are 30 or more dromites present, there will be a dromite chieftain with 5+5 HD (attacking as a 5 HD monster and saving as a 5th level Dwarf), with psionic abilities as a 5th level mystic, and able to use its energy ray 3x per day.

If a dromite (or dromite lair) possesses a magic item (per the indicated Treasure Type), the magic item will instead be a psionic item (see **Appendix B: Psionic Items**, p.48).

Gray Ooze, Psionic

ARMOR CLASS: 8	NO. APPEARING: 1
HIT DICE: 4*	SAVE AS: Fighter: 2
MOVE: 10'(3')	MORALE: 12
ATTACKS: 1	TREASURE TYPE: Nil
DAMAGE: 2-16	ALIGNMENT: Neutral

PSIONIC ABILITIES

PSIONIC LEVEL: 1 (6 PSPs)
Attack modes: *psychic crush*
Defense modes: see below

These subterranean dwellers resemble wet stone or sedimentary formations, can grow up to 10' in diameter and 6" in thickness, and can weigh as much as 750 pounds. Though they normally have a dim intelligence, if a gray ooze is particularly large, it is able to access its latent psionic abilities. If a psionic power is used within 60' of a psionic gray ooze, it will attack the user with a *psionic crush*. After using this attack, it becomes psionically helpless, and takes 3 hours to fully regenerate all of its PSPs. Due to a psionic ooze's low Intelligence, it attacks as a 1st level psionicist, but has no defense modes and attacks against it are treated as if against a non-psionic individual.

Garuda

ARMOR CLASS: 4
 HIT DICE: 5**
 MOVE: 90'(30')/
 240'(80')
 ATTACKS: 1 wings
 or 2 weapons
 or 2 talons
 DAMAGE: 2-12 or
 1-8/1-8 or 2-16
 NO. APPEARING:
 1-2 (1-6)
 SAVE AS: Mystic:5
 MORALE: 9 (see below)
 TREASURE TYPE: M
 ALIGNMENT: Lawful



PSIONIC ABILITIES

PSIONIC LEVEL: 5 (25 PSPs)

Attack modes: *psionic blast, psychic crush*

Defense modes: *intellect fortress, mental barrier, tower of iron will*

Psychometabolic: **S** *energy control*; **D** *absorption, biofeedback, cell adjustment*

Clairsentient: **S** *aura sight*; **D** *360° vision, detection of good/evil, detection of magic, know direction, poison sense, serpent sense**

Psychokinetic: **D** *disrupt invisibility*

Psychportative: **S** *probability travel*; **D** *blink*

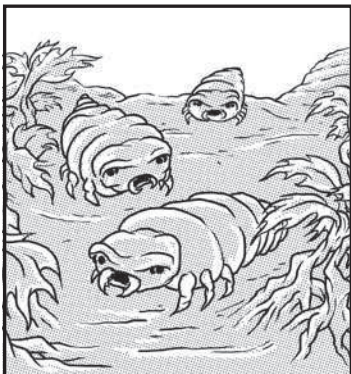
These outer plane natives appear as eagle-like humanoid with golden brown bodies and reddish wings.

Garudas have a hatred of snakes, as well as all snake-like creatures. Against serpentine creatures, a garuda gets a +1 bonus on all “to hit” and damage rolls, and their morale increases to 11. If fighting a naga, the bonus increases to +2, and their morale to 12. Garuda’s have an ability to sense the presence of serpentine creatures within 360’; this ability is always on and costs no PSPs to maintain.

While flying, a garuda may attack with its talons or a weapon. On the ground, a garuda making a physical attack will most often attack simultaneously with 2 dhas (the dha is a sword with a round cross-section grip, and a long, gently curving blade that does 1d8 on a successful “to hit” roll). However, should a garuda find itself unarmed in melee combat, it may beat its wings against its opponent, doing 2d6 points of damage on a successful “to hit” roll.

Hive-Mite

ARMOR CLASS: 7
 HIT DICE: 1+1
 MOVE: 30'(10')
 ATTACKS: 1 bite or special
 DAMAGE: 1-4 or special
 NO. APPEARING: 1-4 (2-8)
 SAVE AS: See below
 MORALE: See below
 TREASURE TYPE: Nil
 ALIGNMENT: Neutral



PSIONIC ABILITIES

PSIONIC LEVEL: See below (5 PSPs per hive-mite)

Attack modes: *id insinuation*

Defense modes: *tower of iron will** (always on)

These two-foot long, maggot-like creatures are typically found in areas of rot, and are particular fond of the rotting flesh of animals.

Any hive-mite within 10’ of another hive-mite automatically shares its mind with that hive-mite. Subsequently, all hive-mites contiguously within a 10’ range of one another share their minds with all of the others in the “chain.”

Solitary hive-mites have a psionic level of 1 (5 PSPs), and may opt to make a psionic attack (with *id insinuation*) during the

round, rather than their standard bite attack. Hive-mites which are sharing their minds have a psionic level equal to the number of hive-mites in the group of shared minds, but collectively get only 1 psionic attack per round (which only one of the mites in the chain may use in lieu of its bite attack). When making a psionic attack with a shared mind, PSPs may be cannibalized from other hive-mites in the chain, deducting the cannibalized PSPs from the reservoir of those hive-mites.

Psionic saving throws for any hive-mite in a chain is made as a fighter equal to the shared mind’s psionic level. Any clairsentient or telepathic ability (psionic, magic, or otherwise), as well as any attack mode, targeted against any hive-mite (or hive-mites) in a chain has a chance to affect the other hive-mites in the chain. Each member of the shared mind must make a successful psionic saving throw or suffer the ability’s/attack’s effects. Hive-mites are always protected by a *tower of iron will* with no PSP cost. Psychometabolic, psychokinetic and psychoporative psionic abilities which target an individual “externally” (e.g., disintegration), affect only the single hive-mite against which the ability is targeted. All other (non-psionic) saving throws are made as a 1st level fighter.

The morale of any hive mite is dependent upon the number of minds being shared as outlined below:

# in chain	Morale
1	7
2-3	8
4-6	9
7-10	10
11+	11

In areas where rot is rampant, colonies of hive-mites can number 50 or more (making them particularly formidable).

Hollyphant

ARMOR CLASS: -4
 HIT DICE: 8+8**
 MOVE: 90'(30')/420'(140')
 ATTACKS: 2 tusks
 DAMAGE: 1-3/1-3
 NO. APPEARING: 1-3
 SAVE AS: Fighter:8
 MORALE: 10
 TREASURE TYPE: Nil
 ALIGNMENT: Neutral



PSIONIC ABILITIES

PSIONIC LEVEL: 8 (50 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust, psionic blast, psychic crush*

Defense modes: *intellect fortress, mental barrier, mind blank, thought shield, tower of iron will*

Disciplines/sciences/devotions: 2/2/4 (see below)

These winged mastodons, native to the upper outer planes, are often used as helpers and messengers by deities (which explains their occasional appearance in the Prime Material Plane). In the Prime Material Plane, there will be from 1-3 hollyphants which will most likely be flying (there is only a 1-in-20 chance they will be on foot). The sight and spirit of a hollyphant engenders a sincere understanding and fondness to all they meet—so much so,

that any lawful creature with an Intelligence of 3 or above that encounters one must save vs. spells with a -3 penalty or offer to assist it on its mission. Neutral creatures of like intelligence must save vs. spells (no penalty) or offer the same help.

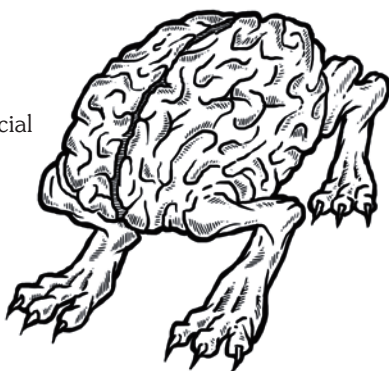
While a hollyphant may attack with its tusks, its psionic abilities and trumpet blasts provide it much more powerful attacks. Three times a day, a hollyphant may use its trunk to blast a powerful trumpeting cone-shaped attack measuring 10' wide at its source, 30' wide at its terminus, and 70' long. This trumpet attack may be used in one of two different ways. First, it may be used similarly to a *horn of blasting*, doing 2d6+6 points of damage to all in its path, and on a failed save vs. spells deafening for 1 turn. Second, the hollyphant may issue a cone of positive energy particles which does 8d8+8 points of damage to undead creatures or creatures from the lower outer planes.

A hollyphant also possesses a number of spell-like abilities. 1x per day it may use the reversed version of *summon planar creature*, immediately dismissing a creature to its plane of origin, unable to return except by summoning or some other means of egress from that plane. It may also use the following abilities 2x per day each: *bless*, *heal*, *cure light wounds*, *know alignment*, and *protection from evil 10' radius* (all as 8th level cleric), and *detect invisible*, *invisibility*, *light*, *flamestrike* (all as 8th level magic-user). It may also *raise dead* 1x per day, and *teleport* (with no error) 1x per day. Hollyphants are automatically able to *detect evil* in a 30' radius, and may become ethereal or astral travel at will. Finally, hollyphants have knowledge of 2 psionic disciplines, 2 sciences, and 4 devotions, none of which will duplicate any of their spell-like abilities.

Hollyphants have golden wings and fur (which appear to glow), ivory-colored tusks, and large, kindly amber-colored eyes.

Intellect Devourer*

ARMOR CLASS: 4
HIT DICE: 6+6**
MOVE: 150'(50')
ATTACKS: 4 claws + special
DAMAGE: 1-4(x4)
NO. APPEARING: 1-2
SAVE AS: Fighter:6
MORALE: 11
TREASURE TYPE: D
ALIGNMENT: Chaotic



PSIONIC ABILITIES

PSIONIC LEVEL: 6 (45 PSPs)

Attack modes: *ego whip*, *id insinuation*

Defense modes: *mind blank*, *thought shield*

Psychometabolic: **S** *energy control*; **D** *body equilibrium*, *expansion*, *reduction*

Telepathic: **D** *domination*, *ESP*, *telempathic projection*

Psychoportative: **D** *astral projection*

Metapsionic: **S** *schism*; **D** *psionic sense** (60' range)

This feared monster appears like a large, glistening, sooty-black brain with four short, clawed legs. They are most often found in dark, dismal wilderness lairs or deep underground. If one of these

creatures detects psionic use (whether from psionic abilities or magic) within 100' (even into the Astral and Ethereal Planes), it will stalk the source (they hide in shadows as a 10th level thief), wait for a chance to catch the psionic user alone, and surprise them.

The intellect devourer attacks by pouncing on its victim and tearing in with its claws, while simultaneously making an *ego whip* or *id insinuation* attack. If the intellect devourer succeeds in killing or rendering helpless a victim, it will reduce itself in size, crawl into the mouth of the victim, devour its brain, and "house" itself in the mindless body. The intellect devourer may then usurp control of the victim, assuming the victim's personality and physical abilities (but not psionic or magical ones). In this guise, the intellect devourer will seek out opportunities to attack and devour others.

These creatures are immune to all forms of charm and control, and a +1 or better weapon is required to hit them. Even in a usurped body, they are driven off by bright light and may be kept at a distance with *protection from evil*. Intellect devourers will flee and seek to save themselves if seriously threatened.

Intellect Seeker

ARMOR CLASS: 5
HIT DICE: 3+3**
MOVE: 90'(30')
ATTACKS: 1 touch
DAMAGE: 2-5 + poison
NO. APPEARING: 1-3
SAVE AS: Fighter:3
MORALE: 6
TREASURE TYPE: M (x1-10)
ALIGNMENT: Chaotic



PSIONIC ABILITIES

PSIONIC LEVEL: 3 (30 PSPs)

Attack modes: *id insinuation*

Defense modes: *mind blank*

Psychometabolic: **S** *energy control*

Telepathic: **D** *phobia amplification*, *telempathic projection*

The intellect seeker is the larval form of the intellect devourer. Their body is smaller, softer, and moist—lacking the hard covering they grow by adulthood. Although their legs are not fully formed (limiting their movement to 90'), they are quite agile jumpers (providing them an AC of 5). Additionally, a flexible 3'-long tendril extends from their tail end. This tendril secretes an alkaline substance that does 1d4+1 on a successful "to hit" roll. Unless the victim of this tendril attack makes a successful saving throw vs. poison, the victim will take another 1d4+1 points of damage the following round.

When the intellect seeker uses its *phobia amplification* ability, it will attempt to make an opponent fearful of fungi (including intellect seekers) or a certain area. It also favors using *telempathic projection* to make the opponent dislike or distrust his or her companions. Intellect seekers do not burrow as the adult form.

It is unsure why, but intellect seekers are particularly attracted to gems, and will choose targets for attack in preference for those wearing or carrying gems.

Ki-Rin

ARMOR CLASS: -5
 HIT DICE: 12**
 MOVE: 90'(30')/180'(60')
 ATTACKS: 2 hooves/1 horn
 DAMAGE: 2-8/2-8/3-18+3
 NO. APPEARING: 1
 SAVE AS: Fighter:12
 MORALE: 11
 TREASURE TYPE: G,I,N
 ALIGNMENT: Lawful



PSIONIC ABILITIES

PSIONIC LEVEL: 9 (40 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust, psionic blast, psychic crush*

Defense modes: *intellect fortress, mental barrier, mind blank, thought shield, tower of iron will*

Disciplines/sciences/devotions: 3/4/6

Each member of this large unicorn-like race of cloud-dwellers has a luminous gold coat, with a tail and mane of darker gold, and its hooves and horn appear golden pink. (Should the skin of the creature remain intact, it is worth 25,000 gp.)

Ki-rins are powerful spellcasters and protectors who roam the skies looking to reward good deeds and punish malefactors. They rarely refuse to aid those in need of protection from chaotic creatures, which is why they are sometimes found as sacred pets (or familiars) in service to lawful deities.

The standard physical attack of a ki-rin comes in the form of its two massive hooves and its magical +3 horn. It can also breathe a stream of magical fire 5' wide and 60' long that does 6d6 (on a failed save vs. breath).

Ki-rin are able to use spells as a 14th level magic-user. They may also do the following 1x per day each: create one day's supply of food for up to 30 people, create one day's supply of water for up to 30 people, create up to 36 cubic feet of permanent soft goods or 16 cubic feet of permanent wooden items, create up to 2,000 coins weight in metal goods (which last for 1d4+1 days), assume *gaseous form* (as potion), *lightning bolt* (as 14th level MU), *control weather* (as 14th level MU), and create an illusion (with audial, olfactory and visual components) which persists until touched or dispelled. Finally, they may walk on water at will, and can always *detect invisibility*.

Limbo Gith

ARMOR CLASS: 4
 HIT DICE: 3**
 MOVE: 120'(40')
 ATTACKS: 1
 DAMAGE: 1-6 or by weapon
 NO. APPEARING: 1-8 (3-12)
 SAVE AS: Magic-user:4
 MORALE: 9
 TREASURE TYPE: A
 ALIGNMENT: Chaotic



PSIONIC ABILITIES

PSIONIC LEVEL: 6 (30 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust, psionic blast, psychic crush*

Defense modes: *intellect fortress, mental barrier, mind blank, thought shield, tower of iron will*

Psychometabolic: **S** *energy control*

Psychoportative: **S** *probability travel*; **D** *astral projection*

Telepathic: **S** *mind bar*

Members of the same original race that spawned the astral giths, limbo giths are slightly physically weaker than their astral counterparts, but more magically resistant. Limbo giths roam the Prime Material Plane where they often engage the astral giths, as the two are locked in an ongoing war.

The limbo giths have formed a truce (albeit an uneasy one) with the mind threshers, who released them from bondage while the astral giths were still struggling for freedom.

Limbo giths tend to be monastic, and wear little-to-no armor, use magically powerful (but unadorned) weapons, and refrain from the excessive use of magic.

For every 10 limbo giths encountered, there will be an additional limbo gith with 4HD, an AC of 3, saving as a 5th level magic user, 35 PSPs, a psionic level of 7, and possessing 3 disciplines, 4 sciences, and 12 devotions.

For every 30 limbo giths encountered, there will be an additional limbo gith with 5HD, an AC of 2, saving as a 7th level magic user, 40 PSPs, a psionic level of 8, and possessing 3 disciplines, 4 sciences, and 13 devotions.

If 50 or more limbo giths encountered, there will be a leader limbo gith with 6HD, an AC of, saving as a 7th level magic user, 45 PSPs, a psionic level of 9, and possessing 3 disciplines, 5 sciences, and 14 devotions.

Mantis-man

ARMOR CLASS: 5
 HIT DICE: 6+3*
 MOVE: 180'(60')
 ATTACKS: 4 claws/1 bite
 or 3 weapons
 DAMAGE: 1-4/1-4/
 1-4/1-4/2-5
 or by weapons
 NO. APPEARING: 2-12
 SAVE AS: Fighter:6
 MORALE: 8
 TREASURE TYPE: M
 ALIGNMENT: Chaotic



PSIONIC ABILITIES

There is a 50% chance that any mantis-man possesses a wild psionic talent (see p.46). If a wild talent is possessed, roll 1d6 on the following table to determine at what psionic level it operates, and how many PSPs the mantis-man possesses:

- 1 = 1st psionic level (min. PSPs required for ability)
 - 2 = 2nd psionic level (min. PSPs required for ability + 1 PSP)
 - 3 = 3rd psionic level (min. PSPs required for ability + 2 PSPs)
 - 4 = 4th psionic level (min. PSPs required for ability + 3 PSPs)
 - 5 = 5th psionic level (min. PSPs required for ability + 4 PSPs)
 - 6 = 6th psionic level (min. PSPs required for ability + 5 PSPs)
- Consider HD as "6+3**" if a wild psionic talent is possessed.

These large, insect-like humanoids are anti-social, preferring to live as small groups in lightless burrows rather than larger tribal organizations. They are carnivorous hunters with a particular fondness for elves as prey.

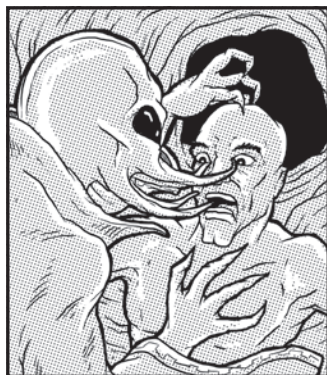
As warriors, mantis-men are formidable. When using weapons, they prefer those of their own design: the gich-ka (a polearm with a blade at each end that can be used as a glaive or a spear, doing 1d6+2 on a successful hit), and the chach-ka (a throwing wedge, doing 1d4+2 on a successful hit). A mantis-man will normally carry about a dozen of these throwing wedges, and each may be thrown up to a distance of 90'. When attacking with these two weapons, the mantis-man may make 1 blade attack and 2 wedge attacks during a single round.

Unarmed, a mantis-man can strike with his 4 clawed appendages (each does 1d4 on a successful hit), and bite with his powerful mandibles (does 1d4+1 points of bite damage, but also causes paralysis for 2d8 rounds on a failed saving throw. vs. paralysis).

Because mantis-men are naturally psionically attuned, they are able to use psionic items, even if they do not possess a wild psionic talent. By comparison, mantis-men fear and avoid magic, and will rarely (if ever) use or possess magic items.

Mind Thresher

ARMOR CLASS: 5
 HIT DICE: 8+4**
 MOVE: 120(40')
 ATTACKS: 4 tentacles
 DAMAGE: 1-2/1-2/1-2/1-2
 NO. APPEARING: 1-4
 SAVE AS: Dwarf:8
 MORALE: 8
 TREASURE TYPE: B,3xI,N,O
 ALIGNMENT: Chaotic



PSIONIC ABILITIES

- PSIONIC LEVEL: 10 (50 PSPs)
- Attack modes:** ego whip, id insinuation
- Defense modes:** mental barrier, mind blank, thought shield
- Psychometabolic: D)** body equilibrium
- Psychokinetic: D)** levitation
- Telepathic: D)** domination
- Psychoportative: S)** probability travel; **D)** astral projection
- Disciplines/sciences/devotions:** 4/5/15 (minus above)

These octopus-headed, big-eyed, pale-skinned humanoids detest sunlight so they are normally only found in deep subterranean places. Four tentacles extend from the mind thresher's lamprey-like mouth. If one of these tentacles successfully strikes during

combat, it will dig into the victim's head in 1d4 melee rounds, pulling its brain out, and killing the creature immediately; the mind thresher devours the brain thereafter. The mind thresher prefers to first stun its victims with its psionic blast.

Mind threshers will immediately flee if an encounter is not going their way, regardless of any companions or treasure being left behind. Mind threshers speak their own language, as well as 4-7 (1d4+3) other arcane tongues (which will include the languages of the astral giths, limbo giths, and zzzahd).

Mind Thresher Noble: Appears a 6-tentacled mind thresher, but with 9+5HD, fighting and saving as a 9th level dwarf, 6 tentacle attacks (doing 1d2 each), a psionic level of 11, 55 PSPs, 4 disciplines, 6 sciences, and 16 devotions.

Mind Thresher Royal: Appears an 8-tentacled mind thresher, but with 10+6HD, fighting and saving as a 10th level dwarf, 8 tentacle attacks (doing 1d2 each), a psionic level of 12, 60 PSPs, 4 disciplines, 6 sciences, and 17 devotions.

Neothelid

ARMOR CLASS: 5
 HIT DICE: 20**
 MOVE: 90'(30')/240'(80')
 ATTACKS: 4 tentacles
 DAMAGE: 13-28(x4) + special
 NO. APPEARING: 1-4
 SAVE AS: Fighter:15
 MORALE: 10
 TREASURE TYPE: D
 ALIGNMENT: Chaotic



PSIONIC ABILITIES

- PSIONIC LEVEL: 20 (60 PSPs)
- Attack modes:** mind thrust, psionic blast, psychic crush
- Defense modes:** mental barrier, mind blank, thought shield
- Clairsentient: D)** clairaudience*, clairvoyance*
- Psychokinetic: S)** telekinesis*
- Telepathic: D)** hypnosis*
- Psychoportative: S)** teleportation*

These tentacle-mouthed worm-like creatures are found only in the deepest reaches of the underworld, and develop from the same tadpole-like larva that grow into mind threshers. Should one of these larva ingest an intelligent creature, its psionic abilities are awakened, and the larva grows (over a period of years) to an immense size. A mature neothelid measures from 60'-100' long and weighs from 30,000-40,000 pounds.

On a successful "to hit" roll, a neolithid tentacle will lodge itself into the victim, dealing 3d6+10 points of damage the first round, and 30 points every round thereafter. If two of these tentacles successfully strike the same victim the neothelid may choose to (automatically) swallow the victim whole. In addition to their tentacle attacks, every four rounds a neothelid may breathe a cone of acid 5' wide at its source, 30' wide at its terminus, and 50' long, doing 14d10 on a failed saving throw vs. breath weapon. Finally, neothelids possess a trace teleport ability to 180', which allows them to trace the destination of any teleportation made from within that range for the previous minute.

Nightspinner

ARMOR CLASS: 5
 HIT DICE: 6**
 MOVE: 90'(30') ((150'(50'))
 ATTACKS: 1 bite
 DAMAGE: 2-8 + poison
 NO. APPEARING:
 1-4 (2-8)
 SAVE AS: Fighter:6
 MORALE: 8
 TREASURE TYPE: C
 ALIGNMENT: Chaotic



PSIONIC ABILITIES

PSIONIC LEVEL: 6 (30 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust*

Defense modes: *mind blank, thought shield*

Clairsentient: **S** *aura sight** (always on)

Psychokinetic: **S** *control light, control temperature*

Telepathic: **D** *conceal thoughts** (always on), *domination, phobia amplification** (fear of spiders)

Psychoportative: **S** *probability travel*; **D** *astral projection, burst, dimension slide, dream travel*

These massive spiders are mottled with purple and black, and have human heads. The name nightspinner is derived from their ability to control temperature and light, which they use most often to make their environments cooler and darker. They are also web-spinners, able to move at a rate of 150'(50') while in the web.

Nightspinners derive great pleasure from breeding fear in their victims. They possess an innate *phobia amplification* ability (requires no PSPs to use) which causes any creature in a 120' radius to have an uncontrollable fear of spiders on a failed psionic saving throw (fleeing for 2 turns). With the aid of its innate *aura sight* ability (requires no PSPs to use), a nightspinner will attempt to attack good/lawful creatures first. The bite of a nightspinner causes death on a failed save vs. poison. Nightspinners wrap the corpses of their victims in webbing to preserve them, drinking their blood later and completely draining 1 human-sized body per day.

It is rumored that more than half of all nightspinners in existence directly serve the Demon Queen of Spiders, from whom all nightspinners are descended. A nightspinner may travel at will between the Material Plane and the Abyss (with no PSP cost, and do so in addition to their psychoportative *probability travel* ability).

Opinicus

ARMOR CLASS: -2
 HIT DICE: 7+7**
 MOVE: 90'(30')/420'(140')
 ATTACKS: 4 claws
 DAMAGE: 1-3/1-3/1-6/1-6
 NO. APPEARING: 1-2
 SAVE AS: Fighter:7
 MORALE: 10
 TREASURE TYPE: A
 ALIGNMENT: Lawful



PSIONIC ABILITIES

PSIONIC LEVEL: 7 (50 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust, psionic blast, psychic crush*

Defense modes: *intellect fortress, mental barrier, mind blank, thought shield, tower of iron will*

These good-willed desert dwellers appear as a mix of camel, eagle, lion, and monkey with prehensile paws. In their natural habitat, they surprise on a roll of 5 (on 1d6), and surprise elsewhere on a roll of 3 (on 1d6). Opinici, on the other hand, are never surprised. Although they are quite friendly and benevolent, they are also mischievous, often using their psionic abilities to play pranks. In combat, an opinicus will normally attack by striking with its foreclaws and raking with its rear claws. They are also able to cast spells and turn undead as 7th level clerics, and may use *dimension door* twice a day. Finally, opinici possess a sparkling gaze ability which appears as a stream of sparkling light beaming from their eyes as a cone 20' long and 10' wide at its terminus. This beam may be used every 10 rounds and does 2d8 points of damage to undead and creatures from the lower outer planes.

Psychic Vampire*

ARMOR CLASS: 2
 HIT DICE: 7-9**
 MOVE: 120'(40')/180'(60')
 ATTACKS: 1 touch + special
 DAMAGE: 1-10 + energy drain
 + PSP drain + paralysis
 NO. APPEARING: 1 (1-3)
 SAVE AS: Fighter:7-9
 MORALE: 11
 TREASURE TYPE: F
 ALIGNMENT: Chaotic



PSIONIC ABILITIES

PSIONIC LEVEL: 7-9 (35-45 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust*

Defense modes: immune to psionic attack modes (see below)

Psychometabolic: **S** *energy control, etherealness**; **D** *chameleon ability*

Clairsentient: **S** *aura sight** (always on); *psionic true seeing*; **D** *infravision** (always on); *detection of good/evil*

Psychokinetic: **S** *project force*; **D** *inertial barrier, levitation*

Telepathic: **S** *mass domination, speak any language*; **D** *domination, hypnosis, identity penetration, invisibility, synaptic static*

Psychoportative: **S** *teleportation** (no error); **D** *burst*

Metapsionic: **D** *psychic drain*

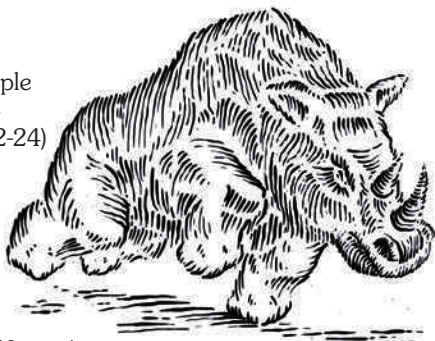
Unlike normal vampires who lust for the blood of the living, psychic vampires feed off the life force of living creatures in the form of psychic energy. The touch of a psychic vampire does 1d10 points of damage, drains 2 levels, and causes paralysis for 1d4 turns (on a failed psionic saving throw). Furthermore, any successful touch attack upon a psionic creature drains 1d6 PSPs, and transfers them to the psychic vampire's PSP reserve.

Should a psionic creature's PSP reserve become depleted, additional PSP drain converts into additional hp loss.

Psychic vampires cannot be harmed, influenced or controlled by any psionic ability that requires a psionic saving throw from its target (including psionic attack modes). Otherwise, a psychic vampire saves as indicated by the psionic ability. Additionally, as undead, psychic vampires possess immunities to *sleep*, *charm*, and *hold* effects, as well as all mind-reading abilities. Psychic vampires can only be hit with magic weapons.

Rho'tha (Woolly White Rhino)

ARMOR CLASS: 3
 HIT DICE: 8
 MOVE: 120'(40')
 ATTACKS: butt or trample
 DAMAGE: 2-12 or 2-24
 NO. APPEARING: 1-4 (2-24)
 SAVE AS: Fighter:8
 MORALE: 10
 TREASURE TYPE: C
 ALIGNMENT: Lawful



PSIONIC ABILITIES

PSIONIC LEVEL: 10 (50 PSPs)

Attack modes: *mind thrust, psionic blast, psychic crush*

Defense modes: *mental barrier, mind blank, thought shield*

Clairsentient: **D** *clairaudience*, clairvoyance**

Psychokinetic: **S** *telekinesis**

Telepathic: **D** *animal telepathy (rhinoceri)**

Psychoportative: **S** *teleportation*; **D** *blink*

Metapsionic: **D** *psionic sense (always on)**

Though they appear as snow white woolly rhinos standing 6' tall at the shoulder, the rho'tha (pronounced *ROH-tchick-chah*) are far from the standard variety of unintelligent planteater. Not only do these creatures have highly developed minds, they are both accomplished psionics and strategically-minded physical combatants.

If 3 or more rho'tha are fighting independently within an area having a diameter of 120' or less, all attacks by the rho'tha (while seeming uncoordinated) will actually be part of telepathically "pre-conceived" formations, providing +1 "to hit" and -1 AC melee bonuses for any rho'tha in the formation area. Any rho'tha may only be part of one formation at a time.

When fighting in greater numbers, rho'tha will work in units (lines of 3 or more rho'tha moving abreast). If a unit charges, a psionic *mass invisibility and silence* forms over the unit, providing it this protection up to a 10' distance from any opponent. This gives the 1st rank a 100% chance for automatic surprise and double trample damage versus all opponents in their path (unless an opponent is using a psionic sense ability, in which case "to hit" and damage rolls are made as normal for that opponent). The chance for each successive rank to do the same is -20% per rank (e.g., 80% for the second rank, 60% for the third rank, and so on). Should terrain permit, rho'tha units will position themselves "in deflade," shielding themselves with natural obstacles (e.g., within a depression on rolling terrain or on the back side of a hill). From this position, they will surprise

on a 5 (on 1d6). Should they lose the surprise and the initiative during the encounter (and should their PSPs allow), the unit will immediately attempt to blink behind their opponents, allowing the rho'tha unit to surprise on a 3 (on 1d6) during the next round. Once engaged, rho'tha units will attempt to flank opponents and position themselves "in enflade" (perpendicular to their opponents' longest axis) in order to maximize the exposure of their *psionic blasts* against those opponents.

Serpent Man

ARMOR CLASS: 4	NO. APPEARING: 2-8 (6-36)
HIT DICE: 5**	SAVE AS: Fighter:5
MOVE: 90'(30')	MORALE: 9
ATTACKS: 1 weapon	TREASURE TYPE: C
DAMAGE: 1-8 or by weapon	ALIGNMENT: Chaotic

PSIONIC ABILITIES

PSIONIC LEVEL: 5 (25 PSPs)

Attack modes: *ego whip, mind thrust*

Defense modes: *intellect fortress, mind blank, thought shield*

Psychometabolic: **S** *animal affinity (snake), shape alteration* (see below)*; **D** *adrenaline control, biofeedback*

Clairsentient: **S** *psionic true seeing*; **D** *infravision, poison sense*

Telepathic: **S** *probe*; **D** *animal telepathy (snakes), conceal thoughts, domination, hypnosis, identity penetration, telepathic projection*

These reptilian creatures are the corrupted descendants of a once-human race whose foul blood produced this degenerate progeny of jungle-dwelling demon worshippers. Serpent men live in subterranean cities constructed in tropical regions.

Serpent men may use their *shape alteration* ability at will (with no PSP cost) and are able to take on one of three different forms: 1) as a human with scaly skin and the head of a snake (their natural form); 2) similar to the first, but as a large serpentine tail from the waist down; and 3) as a doppelganger for any human the serpent man has had chance to observe or *probe*.

Serpent men seek to infiltrate society and control things from behind the scenes. They will use their *probe* ability to gain a deep understanding of a person in a key position, then kill that person, take on their appearance, and replace them.

Though serpent men speak common, their S's are sometimes over-pronounced (an inflection that can give away their true identity while in human form). Additionally, serpent men speak their own language and may converse with any snake or snake-like creature.

Serpent man clerics have 6 HD, and fight, save, and cast spells as 6th level clerics. Serpent man clerics use psionics at the 6th psionic level, have 30 PSPs, and possess the following additional psionic abilities: *empathy, invisibility, mass domination, and synaptic static*.

Serpent man chieftains have 7 HD, and fight and save as 7th level fighters. They use psionics at the 7th psionic level, have 35 PSPs, and possess the following additional psionic abilities: *complete healing, chameleon ability, empathy, invisibility, mass domination, and synaptic static*.



Shedu

Lesser

ARMOR CLASS: 4
 HIT DICE: 9+9**
 MOVE: 120'(40')/240'(80')
 ATTACKS: 2 hooves
 DAMAGE: 1-6/1-6
 NO. APPEARING: 2-8
 SAVE AS: Fighter:9
 MORALE: 11
 TREASURE TYPE: G
 ALIGNMENT: Lawful

Greater

ARMOR CLASS: 2
 HIT DICE: 14+14**
 MOVE: 150'(50')/300'(100')
 ATTACKS: 2 hooves
 DAMAGE: 3-18/3-18
 NO. APPEARING: 1-4
 SAVE AS: Fighter:14
 MORALE: 12
 TREASURE TYPE: Nil
 ALIGNMENT: Lawful

PSIONIC ABILITIES: LESSER SHEDU

PSIONIC LEVEL: 9 (35 PSPs)

Attack modes: ego whip, id insinuation, mind thrust, psionic blast, psychic crush

Defense modes: intellect fortress, mental barrier, mind blank, thought shield, tower of iron will

Disciplines/sciences/devotions: 4/4/13

PSIONIC ABILITIES: GREATER SHEDU

PSIONIC LEVEL: 14 (50 PSPs)

Attack modes: ego whip, id insinuation, mind thrust, psionic blast, psychic crush

Defense modes: intellect fortress, mental barrier, mind blank, thought shield, tower of iron will

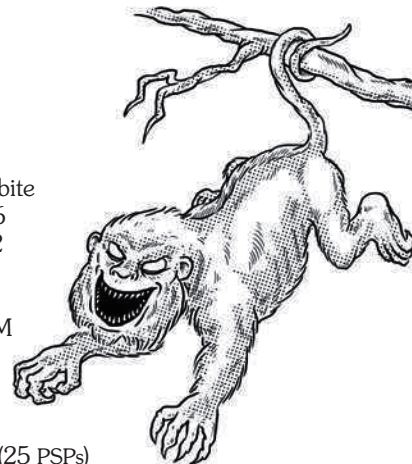
Disciplines/sciences/devotions: 5/12/15

Shedus appear as winged bulls with a bearded human head. These altruistic creatures travel the world assisting other lawful creatures and characters. Though they have powerful hooves which they may use in combat, they prefer the use of psionics. In addition to their other psionic abilities (as noted above), shedus are able to become ethereal at will, travel the Astral and Ethereal Planes at will (with no PSP costs for these three abilities).

Shedus have their own language, and also speak the language of lamias and lammasus, but prefer to communicate with others via a limited form of telepathy (which even allows them to speak with plants).

Sú-monster

ARMOR CLASS: 6
 HIT DICE: 5+5**
 MOVE: 90'(30')
 ATTACKS: 4 claws/1 bite
 DAMAGE: 1-4(x4)/2-6
 NO. APPEARING: 1-12
 SAVE AS: Fighter:5
 MORALE: 7
 TREASURE TYPE: C,M
 ALIGNMENT: Chaotic



PSIONIC ABILITIES

PSIONIC LEVEL: 10 (25 PSPs)

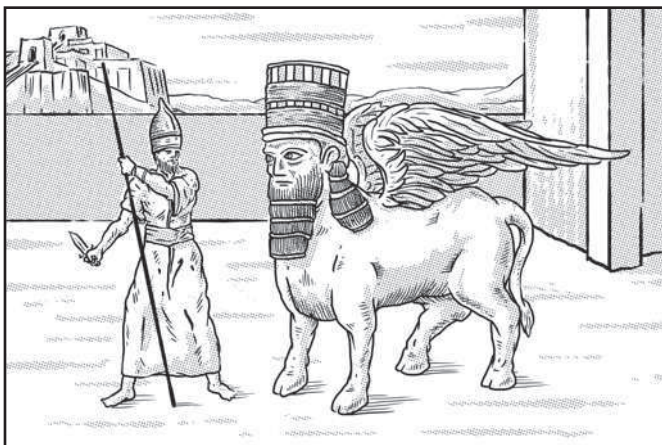
Attack modes: roll 1d6 [1-2=mind thrust, 3-4=psionic blast, 5-6=psychic crush]

Defense modes: immune to psionic attack modes

Psychometabolic: 10% chance = any 1 science + 2 devotions

Metapsionic: D) psionic sense* (always on)

These fierce carnivorous creatures are found in both desolate wilderness and deep dank subterranean areas. The sú-monster (which is also sometimes called the succarath) casts a hideous figure, with its black-furred face being simultaneously leonine and apish, set with large "blank" white eyes, and being framed by a human-like beard. Its muscular body grows narrow at its tail end and is covered with short dirty-gray hair. Its four clawed paws are red in color and, along with its tail, are all prehensile. When hanging from its tail (its favorite way of ambushing prey), a sú-monster may make as many as four claw attacks. Alternately, the sú-monster will dig a deep hole which they

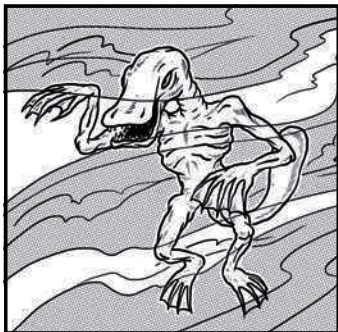


cover with branches in hopes that unwary beasts will fall in so that the sū-monster may swing in from above and attack with its claws.

Each sū-monster is capable of using a single attack mode (determined randomly as outlined above) no more than one time per day, but to a range of 120'.

Thought Eater

ARMOR CLASS: 9
 HIT DICE: 3*
 MOVE: 60'(20')
 ATTACKS: 0
 DAMAGE: Nil
 NO. APPEARING: 1-3
 SAVE AS: See below
 MORALE: 7
 TREASURE TYPE: Nil
 ALIGNMENT: Neutral



These ether-dwellers appear similar to platypi, but are of a sickly gray color, have skeletal bodies and enormous heads, and possess webbed claws which aid them in swimming through the Ether. Though they exist in the Ether, their senses extend into the Prime Material Plane, and they are attracted by psionic use in either the Ethereal or Prime Material Plane (similar to the ability *psionic sense* which is always on, but not as a psionic ability). They may only be attacked by ethereal creatures, and they are easily slain as they have no combat abilities of which to speak. The only power they possess is the ability to feed on psionic and magic energies within a 60' range. They will consume 1d4 PSPs per round from each psionic creature within range, and they will also absorb all magic used at a conversion rate of 1 PSP per spell level (e.g., a 4th level spell would equal a drain of 4 PSPs), nullifying the effects of any spell cast which is consumed. Finally, a thought eater is able to consume the thoughts of all intelligent creatures (in the form of Intelligence rating points). Each intelligence point consumed equals 3 PSPs, and any Intelligence points consumed by the thought eater are permanently lost. Any creature lowered to an Intelligence of 2 will be unable to care for themselves, those with an Intelligence of 1 will fall into a permanent coma, and those reduced to an Intelligence of 0 will die. The thought eater will consume the equivalent of 50 PSPs before it is completely sated. Use of a *mind blank* ability will thwart all efforts by the thought eater, as will devices or magic items which protect against psionic attacks.

Titan

Lesser

ARMOR CLASS: 2
 HIT DICE: 18**
 MOVE: 210'(70')
 ATTACKS: 2 fists
 or 1 weapon
 DAMAGE: 7-42
 NO. APPEARING: 1-2
 SAVE AS: Fighter:17
 MORALE: 11
 TREASURE TYPE: E,5M
 ALIGNMENT: Any

Greater

ARMOR CLASS: -3
 HIT DICE: 22**
 MOVE: 150'(50')
 ATTACKS: 2 fists
 or 1 weapon
 DAMAGE: 8-48
 NO. APPEARING: 1-2
 SAVE AS: Fighter:22
 MORALE: 11
 TREASURE TYPE: A,E,10M
 ALIGNMENT: Any

PSIONIC ABILITIES: LESSER TITAN

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust, psychic crush*

Defense modes: immune to all psionic attack modes

Disciplines/sciences/devotions: 3/4/12

PSIONIC ABILITIES: GREATER TITAN

PSIONIC LEVEL: 11 (50 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust, psychic crush*

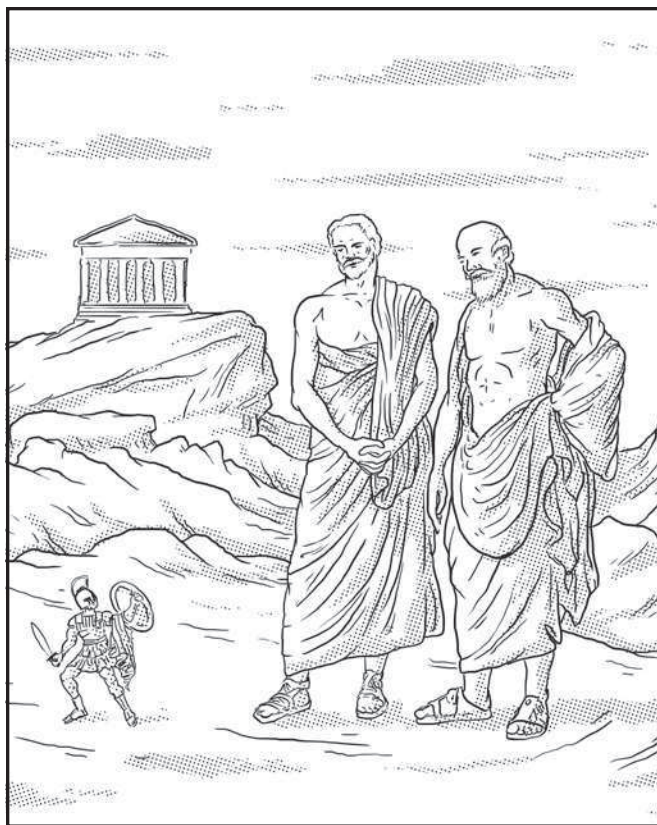
Defense modes: immune to all psionic attack modes

Disciplines/sciences/devotions: 4/6/16

These enormous, powerful, and godly beings appear as attractive humans and are usually dressed in Grecian style robes and/or armor. Though dwellers of a higher plane, they will often visit the Material Plane in search of treasure.

Titans may become invisible at will, and twice a day may *levitate* and/or become *ethereal* (all as magical abilities). Lesser titans are able to use spells as a 10th level magic-user and 7th level cleric; greater titans as a 14th level magic-user and 11th level cleric. The use of *protection from evil* by titans of lawful alignment is twice as powerful as normal, and the use of *protection from good* by titans of chaotic alignment is twice as powerful as normal.

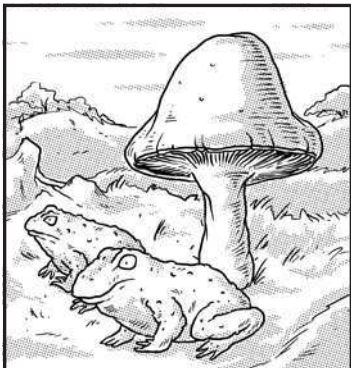
Titans are immune to all psionic attack modes. They also possess psionic abilities per their psionic level (but will never use psionic *levitation*, as it is an innate ability).



Titans speak their own language, the languages of all races of giant, and common. Furthermore, they are on such amicable terms with storm giants there is a 1-in-6 chance any encounter with a titan or group of titans will include a storm giant among their number.

Toadstool, Albino

ARMOR CLASS: 7
 HIT DICE: 3**
 MOVE: 9(3')
 ATTACKS: 1
 DAMAGE: Special (psionics)
 NO. APPEARING: 1-4
 SAVE AS: Fighter:3
 MORALE: 8
 TREASURE TYPE: Nil
 ALIGNMENT: Neutral



PSIONIC ABILITIES

PSIONIC LEVEL: 3 (15 PSPs)
Attack modes: *id insinuation*
Defense modes: *mind blank*
Psychometabolic: **D** *cell adjustment* (self only)
Telepathic: **S** *mass domination*;
D *domination, invisibility*

Albino toadstools are sentient mushrooms most often found in forested areas of temperate climates. In appearance, these 3' tall fungi are similar to gaint straw mushrooms, save for their complete lack of pigmentation.

Albino toadstools possess a unique ability that provides them with complete control (similar to the ability *mass domination*) over any toad or frog within a 60' radius. This effect is automatic, and has no limit on the number of creatures that may be controlled. Furthermore, the ability is always on and has no PSP cost. Additionally, albino toadstools may communicate telepathically at will with any toad or frog (no PSP cost). This does not provide the toad or frog any additional intelligence, but does allow the albino toadstool to understand the limited things the toads or frogs are capable of communicating (e.g., where they've been, what they've seen, etc.)

Any cluster of albino toadstools will almost always (95% chance) be accompanied by 1d12 large toads (AC:7; HD:1+2; MV:60'(20'); AT:1 bite (1-4); SA:NM; MR:7; TT:nil; AL:Neutral). The toads will be under the mental control of one or more of the albino toadstools in the patch. Given that apart from their psionic abilities, albino toadstools possess no physical means of protecting themselves, they often rely on these toad slaves to do their bidding.

While consuming the flesh of an albino toadstool is extremely poisonous, it is also mind-expanding, providing psionic ingesters with additional PSPs. For each 6 cubic inches of albino toadstool consumed, the eater must save vs. poison or die. Psionic survivors of the poison receive 1d6 PSPs at the rate of 1 PSP per round; non-psionic survivors will suffer the effects of *confusion* (as the magic-user spell) for 1d6 turns (or some other mind-altering or hallucinatory effect, at the DM's discretion).

Yellow Mold Colony (Intelligent)

ARMOR CLASS: 9
 HIT DICE: —
 MOVE: 0'(0')
 ATTACKS: 1
 DAMAGE: 1-8
 NO. APPEARING: 1 patch
 SAVE AS: —
 MORALE: Nil
 TREASURE TYPE: Nil
 ALIGNMENT: Neutral

PSIONIC ABILITIES (1-in-6 chance)

PSIONIC LEVEL: 1 (5-25 PSPs)
Attack modes: *id insinuation*
Defense modes: see below

There is a 1-in-6 chance for yellow mold colonies of 300 square feet or greater to possess sentience, even though the colony's collective intelligence is not ratable. If sentient, the yellow mold colony is able to detect the presence of other sentient creatures to a distance of 60', and cast its spores just as far. Furthermore, sentient yellow mold colonies possess psionic abilities, able to use only the *id insinuation* attack mode. Yellow mold colonies are immune to all psionic attack modes unless the attacking psionist is able to speak with plants (e.g., via a potion). As with normal patches of yellow mold, there is a 50% chance that, if handled roughly, it will release a 10' diameter cloud of spores. Those caught in the cloud must make a saving throw vs. poison or die. To restore life to a creature killed by yellow mold, both a *cure disease* and *raise dead* spell must be cast within 24 hours of death.

Zowl

ARMOR CLASS: 0
 HIT DICE: 5+5**
 MOVE: 60'(20')
 ATTACKS: 2 claws/1 beak
 DAMAGE: 1-6/1-6/2-8
 NO. APPEARING: 1-3
 SAVE AS: See below
 MORALE: 11
 TREASURE TYPE: Nil
 ALIGNMENT: Lawful



PSIONIC ABILITIES

PSIONIC LEVEL: 5 (35 PSPs)
Attack modes: *ego whip, id insinuation*
Defense modes: *intellect fortress, mental barrier*
Telepathic: **S** *telempathic projection*; **D** *animal telepathy* (owls), *domination, ESP, hypnosis, phobia amplification*
Psychoportative: **S** *banishment*; **D** *dream travel*

This race of highly-intelligent creatures, which appear as giant owls, consider themselves to be the guardians of the Dreamlands. They are vigilant protectors who wander tirelessly, protecting the Dreamlands and its innocent travelers from malevolent intruders. Always ones to lend their services where needed, zowls are often summoned to protect the bodies of individuals who are dream traveling, and prevent would-be transgressors from entering their home planes. Zowls are immune to all forms of magic, but make all other saving throws as a 5th level fighter.

Appendix A: Wild Psionics

Determining the Presence of Wild Psionics

Under this optional system, any character (or NPC) may possess a psionic talent (or talents). The assumption is that the potential for psionics in characters is not exclusive to those of the mystic class, and may be present in a character of any class, alignment, or race, as long as they have a Wisdom score of 9 or above.

Characters may only check for the possibility of possessing wild psionic abilities upon the following occasions:

- when the character is first created
- when the character’s WIS score increases by 1 pt. (higher than it has ever been)
- the first time the character encounters a psionist able to perform *psychic surgery* on the character (and the psionist attempts to unleash the character’s wild psionic ability)
- at the point when psionics are introduced into the campaign

The base chance to possess wild psionic talent is 1%, with any bonuses to the roll as noted below:

condition	modifier
each INT or WIS score of 18	+3%
each INT or WIS score of 16-17	+2%
each INT or WIS score of 13-15	+1%

For example, a character who has just gained 1 point of Wisdom, and now has a Wisdom of 17 and an Intelligence of 12 has a 3% chance to possess wild psionic talent, and must roll 03 or under on a d%, or else does not possess psionics.

Using Psychic Surgery

At any time, a psionic character with the psychic surgery ability may attempt to unleash/unlock wild psionic talent in a non-psionic PC or NPC. This is a dangerous process that, presents its own set of risks. Before rolling to determine the presence of psionic talent (per the method noted above), any character undergoing psychic surgery to have their wild psionic talent released must roll a d% on the following table (there are no modifiers from the psionic level of the psionic character performing psychic surgery) to determine if there any side effects:

roll	result
01-96	character is undamaged by psychic surgery; however, character must still roll d% to determine the presence of wild psionic talent
97	subject must make saving throw vs. death or have Wisdom permanently reduced by 1d6 points
98	subject must make saving throw vs. death or have Wisdom and Intelligence permanently reduced by 1d6 points each
99	subject must make saving throw vs. death or have Wisdom reduced permanently to 3 and Intelligence reduced by 1d6 points
00	subject must make saving throw vs. death or have Wisdom and Intelligence permanently reduced to a rating of 3 each

Determining Abilities

Once a character has determined that he or she has wild psionic talent, a d20 should be rolled on **Table I** below to determine the type of wild talent (or talents) possessed, then roll against the indicated table on page 47.

I. GENERAL WILD PSIONIC TALENT TYPE

roll	minor devotion subtable
1	Psychometabolic Science (roll 1d8 on A1)
2-3	Psychometabolic Devotion (roll 1d12 on A2)
4	Clairsentient Science (roll 1d8 on B1)
5-6	Clairsentient Devotion (roll 1d12 on B2)
7	Psychokinetic Science (roll 1d8 on C1)
8-9	Psychokinetic Devotion (roll 1d12 on C2)
10	Telepathic Science (roll 1d8 on D1)
11-12	Telepathic Devotion (roll 1d12 on D2)
13	Psychoportative Science (roll 1d8 on E1)
14-15	Psychoportative Devotion (roll 1d12 on E2)
16-17	choose any 2 devotions from the same group (per 1d10 on Table II below)
18	choose 1 science and 1 devotion from the same group (per 1d10 on Table II below)
19	choose any 2 devotions from among the five discipline groups represented on p.47
20	Attack/Defense Mode Combination (roll d% on F)

II. DISCIPLINE GROUP DETERMINATION

roll	psionic abilities
1-2	Psychometabolic Disciplines
3-4	Clairsentient Disciplines
5-6	Psychokinetic Disciplines
7-8	Telepathic Disciplines
9-10	Psychoportative Disciplines

PSPs

Upon gaining a wild psionic talent, the character will gain only the minimum number of PSPs required to use that ability one time. If a character gains more than one wild psionic talent (including an attack/defense mode combination), he or she will only gain the minimum number of PSPs required to use the ability having the greatest PSP cost requirement. Upon the attainment each new level, the character will receive 1 PSP (regardless of the number or type of talents possessed).

Exclusion of Demi-Human Races from Wild Psionics (Optional)

In the original edition of the game, humans were the only playable race permitted to possess psionic abilities; therefore, DMs may choose to exclude all demi-humans from wild psionics in order to keep the spirit of this intention. Later, in the advanced edition of the game, this restriction was changed so dwarves and halflings could possess psionic abilities, but elves could not; DMs may alternately choose to exclude only elves from wild psionics in order to keep the spirit of this later version.

A1. PSYCHOMETABOLIC SCIENCES

roll	major science
1	Animal Affinity
2	Complete Healing
3	Energy Control
4	Etherealness
5	Life Draining
6	Shadow Form
7	Shape Alteration
8	Choose 1

A2. PSYCHOMETABOLIC DEVOTIONS

roll	minor devotion
1	Absorb Disease
2	Adrenaline Control
3	Biofeedback
4	Body Control
5	Body Equilibrium
6	Body Weaponry
7	Cell Adjustment
8	Chameleon Ability
9	Expansion
10	Mind Over Body
11	Reduction
12	Suspend Animation

B1. CLAIRENTIENT SCIENCES

roll	major science
1	Aura Sight
2	Catacognition
3	Hypercognition
4	Precognition
5	Psionic Divination
6	Psionic True Seeing
7	Sensitivity to Psychic Impressions
8	Choose 1

B2. CLAIRENTIENT DEVOTIONS

roll	minor devotion
1	360° Vision
2	Clairaudience
3	Clairvoyance
4	Danger Sense
5	Detection of Good/Evil
6	Detection of Magic
7	Infravision
8	Know Direction
9	Know Location
10	Object Reading
11	Poison Sense
12	Spirit Sense

C1. PSYCHOKINETIC SCIENCES

roll	major science
1	Create Object
2	Detonate
3	Disintegrate
4	Molecular Manipulation
5	Molecular Rearrangement
6	Project Force
7	Telekinesis
8	Choose 1

C2. PSYCHOKINETIC DEVOTIONS

roll	minor devotion
1	Animate Object
2	Animate Shadow
3	Control Body
4	Control Flames
5	Control Light
6	Control Sound
7	Control Temperature
8	Control Wind
9	Disrupt Invisibility
10	Inertial Barrier
11	Levitation
12	Molecular Agitation

D1. TELEPATHIC SCIENCES

roll	major science
1	Mass Domination
2	Mind Bar
3	Mind Link
4	Mind Wipe
5	Probe
6	Speak Any Language
7	Switch Personality
8	Choose 1

D2. TELEPATHIC DEVOTIONS

roll	minor devotion
1	Animal Telepathy
2	Conceal Thoughts
3	Domination
4	Empathy
5	ESP
6	Hypnosis
7	Identity Penetration
8	Invisibility
9	Life Detection
10	Phobia Amplification
11	Synaptic Static
12	Telepathic Projection

E1. PSYCHOPORTIVE SCIENCES

roll	major science
1	Banishment
2	Dimension Door
3	Dimension Walk
4	Probability Travel
5	Summon Planar Creature
6	Teleportation
7	Teleport Other
8	Choose 1

E2. PSYCHOPORTIVE DEVOTIONS

roll	minor devotion
1	Astral Projection
2	Blink
3	Burst
4	Catfall
5	Dimension Slide
6	Dimension Swap
7	Dissipating Touch
8	Dream Travel
9	Phase Shift
10	Retrieve
11	Time Hop
12	Time/Space Anchor

F. ATTACK/DEFENSE MODES

roll	attack mode/defense mode
1-4	Ego Whip/Intellect Fortress
5-8	Ego Whip/Mental Barrier
9-12	Ego Whip/Mind Blank
13-16	Ego Whip/Thought Shield
17-20	Ego Whip/Tower of Iron Will
21-24	Id Insinuation/Intellect Fortress
25-28	Id Insinuation/Mental Barrier
29-32	Id Insinuation/Mind Blank
33-36	Id Insinuation/Thought Shield
37-40	Id Insinuation/Tower of Iron Will
41-44	Mind Thrust/Intellect Fortress
45-48	Mind Thrust/Mental Barrier
49-52	Mind Thrust/Mind Blank
53-56	Mind Thrust/Thought Shield
57-60	Mind Thrust/Tower of Iron Will
61-64	Psionic Blast/Intellect Fortress
65-68	Psionic Blast/Mental Barrier
69-72	Psionic Blast/Mind Blank
73-76	Psionic Blast/Thought Shield
77-80	Psionic Blast/Tower of Iron Will
81-84	Psychic Crush/Intellect Fortress
85-88	Psychic Crush/Mental Barrier
89-92	Psychic Crush/Mind Blank
93-96	Psychic Crush/Thought Shield
97-00	Psychic Crush/Tower of Iron Will

Appendix B: Psionic Items

Power Stones

A **power stone** may be thought of as the psionic version of a scroll. These thumb-sized chunks of crystal possess a barely detectable interior glow (which can only be seen by psionic characters) and store a psionic power (or collection of powers) for future use by a psionic character. A stored power can be used only once, “flushing” the stone after it is used, and manifesting the power in the user as a psionic ability. Power stones are detectable from a distance through use of the *psionic sense* ability.

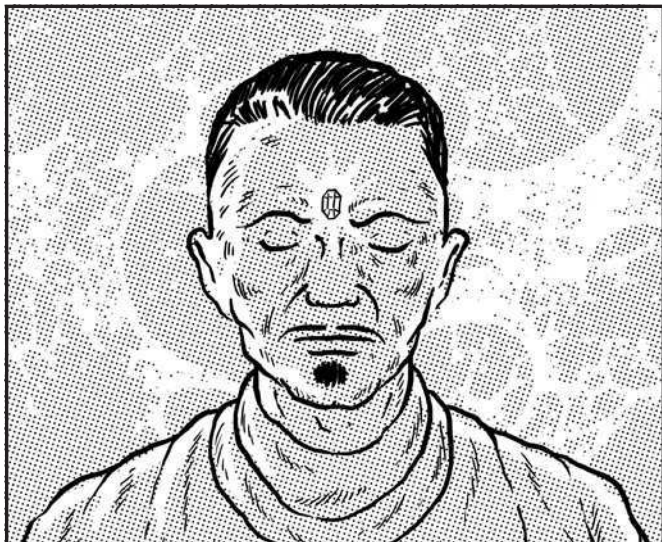
To activate a power stone, the user must first *address* the stone, establishing a mental connection between the character and the ability stored in the stone. This both reveals the type of ability stored, and prepares the stone for use by that psionist.

The time of concentration required by the psionist to address the stone is based on character’s psionic level:

psionic level	time required to address the stone
1-2	6 rounds
3-4	5 rounds
5-6	4 rounds
7-8	3 rounds
9-10	2 rounds
11+	1 round

Once a power stone has been addressed by a psionic character, it may then be used anytime thereafter by that character. A character may not use any stone which they have not personally addressed.

It takes 1 round to activate a power stone (similar to reading a scroll). Using a power stone temporarily transfers the ability to the mind of the user for the duration of the ability (leaving the stone flushed at the end of the round in which it was activated). If no specific level of effect is indicated for the ability in the stone, then it functions only at the psionic level of the character using the stone. If multiple powers are stored in the stone, they will be activated concurrently. Once a stone has been flushed, the glow will fade and the stone will become a standard chunk of crystal.



Mystics (and psionic monsters that may choose their own psionic abilities) may address and use any stone (regardless of whether or not that character or creature already possess the power contained in the stone).

Monks may only address and use power stones for power which are normally afforded them by their psionic level; beginning at first level, they may use any psychometabolic stone; beginning at 7th level they may use stones with the abilities available to them at that level (*hypercognition*, *danger sense*, et al.); at 9th level they use stones with the abilities available to them at that level.

Characters with wild psionic abilities, and intelligent creatures with a limited selection of psionic abilities, may only address and use power stones for abilities which they already possess.

The ability in a power stone may be determined randomly using the **Wild Psionics** tables in **Appendix A** (p.46).

Producing Power Stones. On reaching 9th level, mystics may attempt to make power stones, regardless of whether or not they possess the metapsionic abilities *empower* or *receptacle*. To create a power stone, the mystic must acquire a crystal sufficient to accept the psionic power, and spend time charging the crystal. The mystic may not go adventuring during the time he or she is working on the power stone. Creating a power stone that duplicates a minor devotion from the lower five chakras requires 100 gp* and 1 week per psionic level of the ability stored in the stone. Creating a power stone that duplicates a major devotion from the lower five chakras requires 200 gp* and 2 weeks per psionic level of the ability stored in the stone. Metapsionic powers may not be stored in a power stone. Each power stone may only be charged with a single use. There is a minimum 15% chance that attempting to create a power stone will fail. This check should be made after required time and gp have been expended.

<u>Power Stone Examples</u>	<u>Cost</u>	<u>Time</u>
body control	100 gp	1 week
body weaponry (at 5th level)	500 gp	5 weeks
aura sight	200 gp	2 weeks
molecular manipulation (at 4th level)	800 gp	8 weeks

* Given that mystics rarely keep any treasure for themselves, the creation of power stones will often have to be “sponsored” by another character or a benefactor of the mystic.

Third Eyes

These objects appear as small crystals (always with at least one wide, flat facet) and contain one of a variety of powers. When the psionist uses the proper command thought, the crystal adheres to the center of his or her forehead (the same command thought causes the third eye to disengage). Only one third eye can be worn at a time. A third eye may not be worn or used in conjunction with any other item worn around the head (e.g., a hair crown, gem drop, headband, etc.). Unless otherwise specified, any ability granted by a third eye manifests itself at the same psionic level as the user.

Aware: This kind of third eye provides a heightened awareness of psionic minds attempting to make contact with the user and provides a +1 bonus to all saving throws vs. psionic control and psionic attacks.

Direction: While worn, this *third eye* provides the user the clairsentient ability of *know direction*.

Expose: The wearer of a *third eye expose* always knows when someone is lying directly to him or her.

Hide: The wearer of a *third eye hide* is granted the power to use the telepathic *invisibility* power at will.

Powerthieve: One time per day, a *third eye powerthieve* enables the wearer to borrow one power from a psionic target within 60'. The user of this *third eye* must normally have access to the ability's chakra in order to use the ability, and must have enough PSPs to power the ability. The wearer retains knowledge of the power for up to 6 turns. If the power is not initiated within that time, or if the *third eye* is removed within that time, the ability is lost to the user, and the item's use is spent for the day. Unwilling targets are permitted a save vs. paralysis to avoid the "theft."

Rings

Only one psionic ring may be worn on each hand. If more than that are worn, they will cause a synaptic static in the user's mind. This static prohibits the use of any psionic abilities by the wearer, and forces all of his or her saves vs. psionic powers to be made at -1 per ring worn. These effects can be negated by removing the surplus rings. Any non-psionic character wearing a psionic ring makes all saving throws vs. psionic powers at -1 per psionic ring worn.

Assertiveness: This ring is empowered in such a way that it makes it harder for others to resist the powers of a psionic character wearing it. All saving throws against psionic control abilities used by the wearer are made at -1.

Self-sufficiency: The wearer of this ring needs only half the amount of food and sleep normally required. It does not change the amount of meditation time needed to restore PSPs.

Miscellaneous Items

Because the following item attune themselves mentally to the user, they are considered as psionic items (and not magic items). Therefore, they may be used by any character possessing psionic ability, but will not function for any non-psionic character. Psionic items may be identified by testing the item. Use of a psionic item generally requires the psionist concentrate to activate the item's power, but requires no PSPs to use.

Amulet of Catapsi: This amulet aids the wearer against other psionic characters. Three times per day, the wearer can trigger the *catapsi* power, blanketing a 100' radius in telepathic noise for 1 turn. Each time other psionic characters within this range attempt to use a psionic power, they must make a saving throw vs. paralysis or pay double the normal PSP cost. Lack of sufficient PSPs to cover this cost will cause the ability to fail automatically.

Anklet of Water Walking: This item permits the wearer to walk across water at will.

Armlet of Access: Three times per day, this simple coiled armband provides the wearer an ability similar to the magic-user spell *knock*. The psionist must place his or

her hand on the door or object held, concentrate for 1 round, and then the item will be loosed. This ability will work against magically held doors and portals.

Bracelet of Psionic Detection: This bracelet glows when psionic creatures, characters or items are present within 60'. It is usable three times per day for a duration of 3 turns per use.

Crystal Ball: This is the psionic version of a *crystal ball*. A psionist can use the device to see over virtually any distance to view any place or object. It will work three times a day for a duration of up to 1 turn per use. Psionic abilities may not be used "through" the *crystal ball*. The image will be clearest when viewing familiar objects or areas.

Necklace of Mind Blank: This item is always active, but temporarily ceases to provide defense while a psionist is employing a different psionic defense mode.

Astras

Astras are powerful psionic artifacts presided over by a specific deity, and usable only by those of the mystic class. Most often, astras are created for the purpose of battling specific demons, and have histories which predate many civilizations.

Use of an astra by a mystic requires that the mystic gain knowledge of the artifact (not unlike the way a chakra becomes known to a mystic). This requires that the deity who sponsored the creation of the item telepathically share knowledge of the item, so that the mystic may then know the item directly. This opportunity to know the item will most often be passed to the mystic by a direct psionic connection to the deity.

In addition to the direct knowledge of the item, using the item also requires the mystic know the mantra (a hymn-like incantation) that belongs to the item. Once the deity's power has been invoked by the mantra, the weapon becomes endowed with power, making it impossible to counter through regular means. This mantra need not be given directly to the mystic by the deity. Instead, it may be passed from teacher to pupil, assuming the pupil has proven him or herself. This knowledge will only ever be passed by word-of-mouth or by telepathic means. It will *never* be written down.

Use of an astra will often have a number of specific conditions related to its use (e.g., specific times it may be used, a specific way it must be held, a certain direction which must be faced, a certain place where it may be used, etc.) Violating these conditions, willingly or unknowingly, can often prove fatal to the user. Like an astra's mantra, the conditions on its use need not be passed to the mystic directly from the deity. Additionally, it is allowed for the conditions of an astra's use to be shared through the written word.

Astras will sometimes appear in the form of a sword, arrow, or other weapon which would not normally be allowed to a character of the mystic class. If the mystic has been engaged directly by the deity who created an astra to use that astra, the mystic is granted a reprieve from his or class restrictions in regards to using that astra. Furthermore, the deity may also grant the mystic the ability to use that weapon as a fighter of the same level.

A mystic may not be consigned by a deity for the purpose of creating an astra unless that mystic is of 14th level or higher.

Appendix C: Psionics and Magic

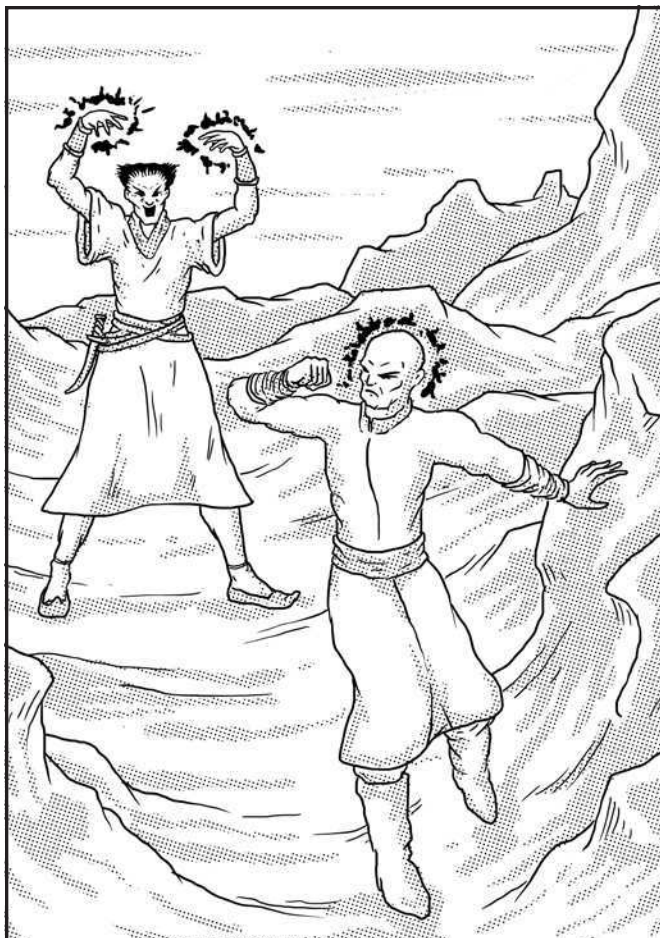
Introduction

It is important to note the distinction between spells and psionics as being completely different forces. While the effects may often be similar, and their domains seem to overlap (e.g., invisibility and teleportation), they are generally like oil and water—they just don't mix; their makeup just doesn't allow this. The following general guidelines are presented to aid the DM in handling the interaction of magic and psionics.

Spells Which Duplicate Psionic Abilities

The following spells and abilities include functions which, when used by a spellcaster or creature with that ability, mimic the use of psionic abilities. Therefore, these abilities (even if enabled through a magic item) will draw the attention of any creature using or possessing psionic sense:

astral projection	enlarge	levitation
blink	ESP	plane shift
charm (any)	feather fall	polymorph (any)
clairaudience	feign death	remove curse
clairvoyance	healing	shape change
curing (any)	heat metal	telepathy
detection (any)	hypnotism	telekinesis
dimension door	invisibility (any)	teleportation



Spell Effects vs. Psionics

Anti-Magic Shell. No effect against psionics.

Detect Charm. Detects telepathic control (e.g., domination).

Detect Invisibility. Detects psionic invisibility, astral travelers, ethereal creatures, and those in shadow form. Does not work on creatures in other dimensions.

Detect Magic. Does not detect psionics.

Dispel Magic. Does not affect psionics.

ESP. Psionics get a saving throw vs. spells at +2. A successful save negates the spell.

Free Action (e.g., *ring of free action*). Overcomes all psionic effects over the character's body, including *domination*.

Globe of Invulnerability (including *Lesser/Minor Globe of Invulnerability*). No effect against psionics.

Phantasms. Any psionics using a psionic power against a phantasm gets an automatic saving throw vs. spells to disbelieve the phantasm.

Magic Jar. psionics get a +2 bonus to their saving throw to avoid possession.

Magic Missile. No effect inside a stasis field.

Mind Blank. Psionics get a saving throw vs. spells against this ability. A successful save allows the psionics to ignore the spell's effects.

Protection from Evil. Reduces the effects of all telepathic disciplines by 2 psionic levels. Additionally prevents all mental control (including *domination*).

Protection from Evil 10' Radius. As protection from evil.

Reincarnation. Unless character is reincarnated as mystic or monk, all psionic abilities are lost. Monks may only retain those psionic abilities normally allowed that class. Those characters that had wild psionics before their reincarnation must re-roll to determine if they possess wild psionics in their new incarnation; if they do, they may choose keep their psionic abilities or start over with a new psionic ability (and starting PSPs).

Spell Immunity. Provides no protection against psionics.

Telekinesis. If opposed by psychokinetic *telekinesis*, the psionics get an additional saving throw to avoid the spell's effects.

Trap the Soul. A psionics trapped using this spell may not use any of his or her psionic abilities. (The body and soul are radically altered in order to trap them magically, denying the psionics access to the physical energy needed to fuel psionic powers.)

Psionics Saves vs. Enchantment/Charm (Optional).

Psionics get a +2 bonus when making any saving throws vs. spells of enchantment/charm.

Stacking Magic and Psionic Effects (Optional).

Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws, etc., but which come from different powers (i.e., from psionics and from magic) do not stack. Use whichever bonus gives the better result.

Appendix D: Phrenic Creatures

Introduction

Seemingly no different from standard examples of their kind, phrenic creatures present unexpected metaphysical powers. For example, a creature may appear as a standard wolf, but in truth its mental capacities may be unlocked, providing it psionic abilities. A phrenic creature's size, appearance, and standard abilities will remain the same as the standard version of that creature. It will, however, gain a number of psionic abilities based on its Hit Dice.

Monsters who naturally possess psionic abilities (e.g., intellect seekers) are not found as phrenic creatures. Phrenic creatures are freaks among their own kind—otherwise normal creatures whose minds are more powerful than those of their fellows. Similarly, creatures who advance by character class are usually not phrenic creatures; they simply take levels (including PSPs) as a character of the mystic class.

Creating A Phrenic Creature

There are three options left to the DM's discretion for creating a phrenic creature: 1) giving the phrenic creature abilities equal to a character of the mystic character class, 2) using the Phrenic Creature Ability Template (Table I), or 3) rolling for the phrenic creature's abilities as wild psionics (Table II).

1. Phrenic Creatures as Mystic Character Class

A phrenic creature based on the mystic class will possess psionics as a mystic of the same level as the creature's Hit Dice. This includes the number of psionic abilities (sciences, devotions, attack modes, defense modes), as well as the number of PSPs, and psionic level.

2. Phrenic Creature Ability Template

A phrenic creature possesses the psionic abilities indicated below, depending on the creature's Hit Dice. The abilities are cumulative. A phrenic creature possesses 3 PSPs per HD, and the creature's psionic level is equal to its HD.

I. PHRENIC CREATURE ABILITY TEMPLATE

HD	Ability	Type (PSP Cost)	Total PSPs
1	<i>danger sense</i>	clairsentient dev. (1)	3
2	<i>inertial barrier</i>	telekinetic dev. (1)	6
3	<i>mind blank</i>	defense mode (0)	9
4	<i>mind thrust</i>	attack mode (3)	12
5	<i>cell adjustment</i>	psychometabolic dev. (1)	15
6	<i>phobia amplification</i>	telepathic dev. (1)	18
7	<i>synaptic static</i>	telepathic dev. (1)	21
8	<i>psionic blast</i>	attack mode (5)	24
9	<i>intellect fortress</i>	defense mode (4)	27
10	<i>psychic crush</i>	attack mode (6)	30
11	<i>domination</i>	telepathic dev. (1)	33
12	<i>mind wipe</i>	telepathic sci. (3)	36
13	<i>body control</i>	psychometabolic dev. (1)	39
14	<i>tower of iron will</i>	defense mode (5)	42
15	<i>blink</i>	psychoportative dev. (1)	45
16	<i>teleportation</i>	psychoportative sci. (3)	48
17	<i>psychic clone</i>	metapsionic sci. (5)	51
18	<i>ultrablast</i>	metapsionic sci. (5)	54

3. Wild Psionics for Phrenic Creatures

A phrenic creature with wild psionics possesses a number of abilities based on their Hit Dice. The creature will gain 1 ability per Hit Die, have a psionic level equal to its Hit Dice, and will have 5 PSPs per Hit Die. Phrenic creatures with wild psionics do not have access to the Metapsionic Discipline.

II. WILD PSIONICS FOR PHRENIC CREATURES

roll	psionic abilities
1-3	1 Psychometabolic Devotion per HD, plus 1 Psychometabolic Science per 3HD
4-6	1 Clairsentient Devotion per HD, plus 1 Clairsentient Science per 3HD
7-9	1 Psychokinetic Devotion per HD, plus 1 Psychokinetic Science per 3HD
10-12	1 Telepathic Devotion per HD, plus 1 Telepathic Science per 3HD
13-15	1 Psychoportative Devotion per HD, plus 1 Psychoportative Science per 3HD
16-18	Access to combat modes as a mystic of a level equal to the creature's HD
17	Access to 2 discipline groups, with a number of sciences, devotions, and combat modes as a mystic of a level equal to the creature's HD
18	Access to 3 discipline groups, with a number of sciences, devotions, and combat modes as a mystic of a level equal to the creature's HD
19	Access to 4 discipline groups, with a number of sciences, devotions, and combat modes as a mystic of a level equal to the creature's HD
20	Access to 5 discipline groups, with a number of sciences, devotions, and combat modes, as a mystic of a level equal to the creature's HD

Note Regarding Psionic Combat Mode Vulnerability

For the purposes of psionic combat modes, phrenic creatures are considered to be psionic individuals (regardless of which method is used to generate them). Those phrenic creatures which do not possess defense modes are still susceptible to psionic attacks as a psionic individual!



Appendix E: Conversions for Monsters from CC1: Creature Compendium

Listings denoted with an asterisk (*) indicate creatures that do not possess psionics as they appear in Old School Adventures™ Accessory CC1: Creature Compendium. Instead, they are presented as optional “add ons” to the monster. Experience rewards should be adjusted accordingly.

Abysmal*

PSIONIC ABILITIES

PSIONIC LEVEL: 8 (40 PSPs)

Attack modes: *id insinuation* (fear only); *mind thrust*

Defense modes: *mind blank*, *mental barrier*

Psychometabolic: **D** *adrenaline control*,
suspend animation

Telepathic: **S** *mass domination*; **D** *phobia amplification*

Cow Demon*

PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes: any 4

Defense modes: any 3

**Chakras/Sciences/
Devotions:** 3/4/12



Mind Hunter

PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes: *id insinuation*

Defense modes: *intellect fortress*, *mental barrier*,
thought shield

Psychometabolic: **S** *energy control*

Telepathic: **S** *mass domination*; **D** *domination*,
hypnosis, *invisibility*

Nightmander*

PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes:
ego whip, *id insinuation*

Defense modes:
intellect fortress, *mental barrier*

Clairsentience: **S** *psionic true seeing*;
D *know location*

Psychoportative: **S** *banishment*, *dimension door*;
D *blink*, *dimension slide*, *time leap*



Psi-Bat

PSIONIC ABILITIES

PSIONIC LEVEL: 10 (50 PSPs)

Attack modes: *ego whip*

Defense modes: *mental barrier*, *mind blank*

Telepathic: **D** *animal telepathy*, *domination*, *invisibility*,
telempathic projection

Qiqirn*

PSIONIC ABILITIES

PSIONIC LEVEL: 3 (15 PSPs)

Attack modes: nil

Defense modes: *mind blank*

Clairsentient: **S** *aura sight*; **D** *danger sense*,
detection of good/evil, *know direction*

Telepathic: **D** *ESP*

Tukkator*

PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes: *mind thrust*, *psychic crush*

Defense modes: *intellect fortress*, *tower of iron will*

Psychometabolism: **S** *complete healing*; **D** *absorption*,
cell adjustment

Psychokinetic: **D** *control flame*, *molecular agitation*

Worm, Sanju*

PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes: *psionic blast*

Defense modes: *mental barrier*, *intellect fortress*

Clairsentience: **S** *psionic true seeing*; **D** *know location*

Psychoportative: **S** *banishment*, *dimension door*;
D *blink*, *dimension slide*, *time leap*



Youree

Youree use psionics as a mystic of a same level equal to their HD (including the number of chakras, sciences, devotions, attack modes, and defense modes). Additionally, they make their saving throws as a mystic of the same level.

A typical youree will have 6 Hit Dice, though youree range from 1 HD to as high as 20 HD or more.

Appendix F: Additional Monster Notes

Undead Immunity to Psionics

Undead are immune to mind-affecting and mind-reading effects of a psionic nature, whether they be disciplines or attack modes. Undead with free will may otherwise make a psionic saving throw when allowed; undead without free will may not.

Creatures Whose Abilities Extend into the Astral and Ethereal Planes

The following creatures have special attacks that extend into the Astral and Ethereal Planes. Any creature that is astrally traveling and fails a saving throw vs. such an attack will die. Any creature in the Ethereal Plane that fails its saving throw vs. such an attack will be turned into ethereal stone (and can only be seen by those able to see into the ethereal).

basilisk
catoblepas
cockatrice
gorgon
medusa

Additionally, cockatrices exist simultaneously in the Material, Astral and Ethereal Planes. Therefore, it is susceptible to an attack made in any of these planes.

Invisible Stalkers

Invisible stalkers are known to move about on both the Astral and Ethereal Planes. They appear dimly on these planes (rather than invisibly, as on the Material Plane), and may therefore be struck more easily.

Psionic Monsters and NPCs from Other Editions/Resources

The use of the term “psionic level” is unique to this system. If including monsters or characters from other systems, it is suggested to convert the creature’s *psionic ability* rating into a psionic level and a number of PSPs as outlined below. However, any references to *level of mastery* from other editions may be converted directly into psionic level. For example, a character possessing a discipline at the “7th level of mastery” in another edition would use that discipline in this system at a psionic level of 7 (i.e., equal to a mystic of 7th level).

Psionic Ability	Suggested Psionic Level	Suggested PSPs
1-15	1	5
16-30	2	10
31-50	3	15
50-75	4	20
76-100	5	25
101-100	6	30
126-150	7	35
151-175	8	40
176-200	9	45
201-250	10	50
251-300	11	55
301-350	12	60
351-400	13	65
401-450	14	75
451-500	15	75
+50	+1	+5

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Psionic Disciplines by Chakra

First Chakra: Root (Psychometabolic)

MAJOR SCIENCES	MINOR DEVOTIONS
1. Animal Affinity	1. Absorption
2. Complete Healing	2. Adrenaline Control
3. Energy Control	3. Biofeedback
4. Etherealness	4. Body Control
5. Life Draining	5. Body Equilibrium
6. Shadow Form	6. Body Weaponry
7. Shape Alteration	7. Cell Adjustment
	8. Chameleon Ability
	9. Expansion
	10. Mind Over Body
	11. Reduction
	12. Suspend Animation

Second Chakra: Sacral (Clairsentient)

MAJOR SCIENCES	MINOR DEVOTIONS
1. Aura Sight	1. 360° Vision
2. Catacognition	2. Clairaudience
3. Hypercognition	3. Clairvoyance
4. Precognition	4. Danger Sense
5. Psionic Divination	5. Detection of Good/Evil
6. Psionic True Seeing	6. Detection of Magic
7. Sensitivity to Psychic Impressions	7. Infravision
	8. Know Direction
	9. Know Location
	10. Object Reading
	11. Poison Sense
	12. Spirit Sense

Third Chakra: Plexus (Psychokinetic)

MAJOR SCIENCES	MINOR DEVOTIONS
1. Create Object	1. Animate Object
2. Detonate	2. Animate Shadow
3. Disintegrate	3. Control Body
4. Molecular Manipulation	4. Control Flames
5. Molecular Rearrangement	5. Control Light
6. Project Force	6. Control Sound
7. Telekinesis	7. Control Temperature
	8. Control Wind
	9. Disrupt Invisibility
	10. Inertial Barrier
	11. Levitation
	12. Molecular Agitation

Fourth Chakra: Heart (Telepathic)

MAJOR SCIENCES	MINOR DEVOTIONS
1. Mass Domination	1. Animal Telepathy
2. Mind Bar	2. Conceal Thoughts
3. Mind Link	3. Domination
4. Mind Wipe	4. Empathy
5. Probe	5. ESP
6. Speak Any Language	6. Hypnosis
7. Switch Personality	7. Identity Penetration
	8. Invisibility
	9. Life Detection
	10. Phobia Amplification
	11. Synaptic Static
	12. Telepathic Projection

Fifth Chakra: Throat (Psychoportative)

MAJOR SCIENCES	MINOR DEVOTIONS
1. Banishment	1. Astral Projection
2. Dimension Door	2. Blink
3. Dimension Walk	3. Burst
4. Probability Travel	4. Catfall
5. Summon Planar Creature	5. Dimension Slide
6. Teleport Other	6. Dimension Swap
7. Teleportation	7. Dissipating Touch
	8. Dream Travel
	9. Phase Shift
	10. Retrieve
	11. Time Leap
	12. Time/Space Anchor

Sixth Chakra: Third Eye (Metapsionic)

MAJOR SCIENCES	MINOR DEVOTIONS
1. Empower	1. Appraise
2. Psychic Clone	2. Aura Alteration
3. Psychic Surgery	3. Cannibalize
4. Retrospection	4. Convergence
5. Schism	5. Enhancement
6. Splice	6. Magnify
7. Ultrablast	7. Martial Trance
	8. Psionic Sense
	9. Psychic Drain
	10. Receptacle
	11. Stasis Field
	12. Stretch

Chakra/Ability Type	PSP Cost	
	Major Science	Minor Devotion
1. Root/Psychometabolic	3	1
2. Sacral/Clairsentient	3	1
3. Plexus/Psychokinetic	3	1
4. Heart/Telepathic	3	1
5. Throat/Psychoportative	3	1
6. Third Eye/Metapsionic	5	2

Psionic Attack & Defense Modes

ATTACK MODES	DEFENSE MODES
1. Ego Whip	1. Mind Blank
2. Id Insinuation	2. Thought Shield
3. Mind Thrust	3. Mental Barrier
4. Psionic Blast	4. Intellect Fortress
5. Psychic Crush	5. Tower of Iron Will

MODIFIERS BY ATTACK/DEFENSE MODE

		ATTACK MODE					
		<i>telepathic/ area attack</i>	<i>telepathic/ ind. attack</i>	<i>telepathic/ ind. attack</i>	<i>telekinetic/ area attack</i>	<i>telekinetic/ ind. attack</i>	
		DEFENSE MODE	Id Insin. (4)	Ego Whip (3)	Mind Thrust (3)	Psionic Blast (5)	Psychic Crush (6)
+2 save bonus vs. telepathic attacks; halves effects of area attacks	<i>individual/telepathic:</i> Mind Blank (0)	+2 half	+2 normal	+2 normal	±0 half	±0 normal	
+1 save bonus vs. all attacks; halves any telepathic effects	<i>individual/telepathic:</i> Thought Shield (2)	+1 half	+1 half	+1 half	+1 normal	+1 normal	
+3 save bonus vs. area attacks; halves any telekinetic damage	<i>individual/telepathic:</i> Mental Barrier (2)	+3 normal	±0 normal	±0 normal	+3 half	±0 half	
area defense (10' radius): halves effects of all attacks (emotional and physical)	Intellect Fortress (4)	±0 half	±0 half	±0 half	±0 half	±0 half	
+3 save bonus vs. all attack modes (telepathic or telekinetic)	<i>area defense (5' radius):</i> Tower of Iron Will (5)	+3 normal	+3 normal	+3 normal	+3 normal	+3 normal	

PSP COSTS BY CHAKRA/ABILITY TYPE

Chakra/Ability Type	PSP Cost	
	Major Science	Minor Devotion
1. Root/Psychometabolic	3	1
2. Sacral/Clairement	3	1
3. Plexus/Psychokinetic	3	1
4. Heart/Telepathic	3	1
5. Throat/Psychoportative	3	1
6. Third Eye/Metapsionic	5	2

MYSTIC SAVING THROWS

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Rods/ Spells
1-4	10	11	15	14	15
5-8	8	9	13	12	12
9-12	6	7	11	10	9
13-16	4	5	9	8	7
17-20	2	3	7	6	5

MONK SAVING THROWS

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Rods/ Spells
1-4	11	12	14	13	16
5-8	9	10	12	11	14
9-12	7	8	10	9	12
13-16	5	6	8	7	10

BONUSES/PENALTIES DUE TO ABILITIES

INT	Description	Adjustments
0	not ratable	immune to psionic attack modes
1	non-	immune to psionic attack modes
2	animal	immune to psionic attack modes
3	semi-	-3 on psionic-based saving throws
4-5	low	-2 on psionic-based saving throws
6-8	below average	-1 on psionic-based saving throws
9-12	average	—
13-15	very/highly	+1 on psionic-based saving throws
16-17	exceptional	+2 on psionic-based saving throws
18	genius	+3 on psionic-based saving throws

WIS	Adjustments
13-15	+1 on psionic combat damage rolls
16-17	+2 on psionic combat damage rolls
18	+3 on psionic combat damage rolls

ADDITIONAL PSIONIC SAVING THROW ADJUSTMENTS

wearing helm of telepathy	+4
enraged/fearful/panicked	-1
confused	-2
charmed	-3
using ESP device	-4
feebleminded	-5

PSIONIC SAVING THROW ADJUSTMENTS BY RACE*

Dwarf	+4
Elf	+2
Gnome	+2
Halfling	+4
Half-elf	+1
Half-orc	-1
Human	±0

* Not be used in editions where race is class.



Unleash the powers of the mind into your campaign! Finally, after 40 years of waiting, there's a psionics system for the classic editions of the world's original fantasy role-playing game. It's simple, intuitive, and provides a gameplay experience that feels at home alongside the original rules of the game. Within this jam-packed 56-page book, you'll find:

- a simple, easy-to-play psionics system, tailor-made for classic versions of the world's first role-playing game
- 2 complete BX/LL character classes—the mystic and the monk—specifically designed to support the system
- support for basic and expert player levels
- an easy-to-use psionic combat system based on the classic attack and defense modes
- complete descriptions for 114 psionic abilities... broken into 6 different chakra/discipline groups... adapted from the best existing resources
- tables for generating wild psionic abilities in non-psionic player classes
- full stats and descriptions for 38 psionic monsters
- tables for generating phrenic creatures
- instructions on converting psionic monsters from other classic editions
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