



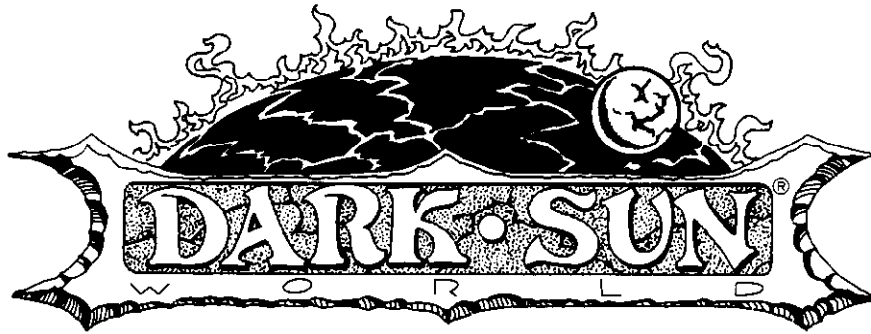
DARK • SUN

W O R L D

Official Game Accessory

The Will and the Way





The Will and the Way

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Introduction

Zeranna looked over the new class of students with an angry scowl. As the school's Master of Psychokinesis, she should have been exempt from such basic instructional duties. She enjoyed working with the advanced students who had selected her discipline as their own, but these children had not even been taught the most basic modes of concentration!

Spoiled young nobles and wealthy merchants, she thought to herself: Well, one must begin somewhere. And their parents' tuition kept the school open. "Good morning, students," she began. "I am Master Zeranna. You will address me as such. Do any of you know why you are here today?"

The class fell silent. The children fidgeted under her gaze.

"You are here to learn how to harness the power of your mind through the Way," Zeranna continued. "All creatures possess the Will—the potential for psionic power—but without schooling in the Way, they will never be able to use their hidden gifts. Some of you will listen and learn. Others of you will spend months here without comprehending a thing I say. The decision is up to you. Now, shall we begin?"

The Will and the Way explores psionics and psionist characters in the DARK SUN campaign setting. In this book you'll find psionist character kits, an expanded psionic combat system, and guidelines for developing new psionic abilities. Dungeon Masters (DMs) will find information about psionics and Athasian society, NPC psionist templates, and discussions of character advancement and research. This book also features more than 60 new psionic powers, with updated power listings and wild talent tables.

Although this product is part of the DARK SUN setting, it is suitable for any campaign with psionics. If this material will be used in game worlds besides Athas, the DM should review the new powers and guidelines before allowing their use.

The Will and the Way refers to material that appears in *The Complete Psionics Handbook*. If you do not have a copy, you should obtain one before you try to incorporate this material into your campaign. This book also assumes the reader has a copy of *Dragon Kings*. If you're not using the psionic powers

and rules for advancement from *Dragon Kings*, some charts and listings may refer to powers unavailable in your campaign.

Psionics on Athas

Psionics are prevalent everywhere in the DARK SUN campaign. Every living creature on Athas will have contact with psionics during its lifetime. Creatures may possess talents that help them to hunt or survive, people with natural talents fill the cities, and even nonpsionic creatures and characters must deal with their psionic counterparts. Those who can't adapt to these conditions will not survive beneath the crimson sun.

All living things are blessed with some psionic potential, even if they do not develop mental powers. This potential is the summation of three characteristics: physical strength, mental strength, and spiritual strength. Only by using all three aspects together can a creature call upon its psionic energies.

Physical strength does not refer to muscle mass or hardiness; a more accurate term would be physical self-awareness. Students of the Way strive to understand their bodies, their limits, and their strengths. Many people are not paragons of physical prowess, but still enjoy an aptitude for psionics simply by recognizing their weaknesses and compensating for them.

Mental strength refers to the one's intellectual strength and mental quickness. As with physical strength, it's not how much the characters possess but how well they use it. People of only average intelligence have achieved mastery of the Way by compensating for their lack of brilliance with perseverance and determination.

Spiritual strength is the summation of strength of will and character. While it is possible for physically weak or mentally weak characters to use psionics, it is very difficult for a weak-willed person to ever proceed far in the study of the Way.

When people learn to use psionics, they're taught to create a nexus—a point in the center of their beings where physical, mental, and spiritual energy can be harnessed. It is the union of these powers that allows psionists to perform the remarkable feats they're capable of.



Introduction

The Will

Athasians use the term “Will” to refer to someone’s innate ability for psionics. A nomad with a wild talent is said to have the Will, while a noble who studies at an academy of the Way but never learns more than the theory of psionics clearly lacks the Will. Without the desire to push oneself, to master the forces within, a person can never learn to use the Way.

To psionicists, Will also refers to reserves of mental strength. Using psionic powers can be strenuous, and the limit of a character’s endurance is his Will. Eventually, even the most powerful of masters becomes exhausted and must rest to replenish his strength. When wounds and exhaustion cloud the vision and the mind swims in delirium, only the greatest masters still possess the Will to continue using their powers.

In game terms, Will is represented by a character’s psionic strength points (PSPs). With time and self-study (rising in level), a character’s psionic strength increases. As psionic strength points are expended, the Will diminishes. Use of psionic powers becomes harder and harder, until finally the energies can’t be summoned again until the character rests.

The Way

The Way is the study of the psionic sciences. Many people may possess the Will, but unless they are schooled in the Way they will never do more than scratch the surface of their potential. The study of the Way is difficult and demanding; not every creature with the Will can learn the Way, but every master of the Way must possess a strong measure of Will.

The Way is very similar to the study of magic. Just as wizards strive to master more advanced and difficult spells, psionicists seek to unlock new and more powerful abilities. Unlike wizardry, there is no single formula that will reproduce an effect of the Way that will work the same for each individual. Students must independently develop the command of their powers.

While many beings can discover the strength of the Will within themselves, most who go on to study the Way require

guidance from a teacher. There are schools of the Way in every city of Athas, and merchant houses and noble families often pay dearly to have their scions educated by the best. Rarely, the academies waive tuition for a promising student of the free classes. Slaves are never formally instructed in the Way.

In addition to the formal schools, there are wandering teachers or tribal elders who take it upon themselves to instruct those who show promise. Even field slaves may be instructed by an older, wiser slave in secret sessions. Most of these tutors can’t provide the quality of training that a formal curriculum can, but some wandering masters are very capable and can provide an unrivaled education in the psionic arts.

Tarandas of Raam

Psionics have been a part of Athasian society for thousands of years. It is almost certain that use of mental power predates the founding of most of the city-states of the Tyr region. The modern culture’s understanding of psionics dates back almost 900 years to a woman known as Tarandas, the Gray Lady.

Tarandas was a member of the Raam’s nobility who displayed potent psionic talents at a very early age. At that time, no formal psionic schools existed. All psionic learning was passed on by the efforts of individual masters who often banded into orders to pursue their own goals. As a young woman, Tarandas quickly rose past the teachings of the masters her family hired and began to develop her own methods of accessing psionic power.

Over the course of her lifetime, Tarandas codified the six disciplines and created the basic structure of learning that is still used by instructors throughout the Tyr region. She rejected the various orders that monopolized psionic power, and she opened an academy where people could study the Way without the mystery and deceit that had been fostered by the orders, who sought to preserve their own power.

It is said that Tarandas ventured beyond mastery of the Way into realms unseen by lesser beings. She vanished 800 years ago, her fate unknown.

Chapter One: Masters of the Way

Although thousands of Athasians command a unique talent, true masters of the Way—or “mindbenders”—are still rare. It takes exceptional ability and dedication to take up the study of the Way, and many do not progress far. Less than one person in one hundred can be considered a true psionist.

Because trained psionists are scarce, they are highly valued by many elements of Athasian society. Unlike defilers and preservers, psionists are free of the taint of magic and need not disguise their calling. They owe no loyalty to the sorcerer-kings, unlike the templars. Even clerics and druids have elemental powers and guarded lands that they must place before all other considerations. Psionists are free of these patrons and responsibilities and may employ their powers as they see fit.

Any psionist willing to sell his services will find there is great demand for someone skilled in the mental arts. Merchant houses, psionic schools, nobles, and templars routinely employ psionists to help them against their enemies. In fact, it is unusual to encounter a psionist who has no patron or employer. They are often seen as troublemakers.

Psionics and Race

Athasian psionists are born of almost every sentient species, including character races and humanoid monsters. In a world where many powerful monsters also share a command of the Way, it is only natural that the intelligent races learned to defend themselves against psionic attack.

Dwarves

Dwarves are among the most numerous of the character races. They are capable of living among humans, but also flourish when left to their own devices. Dwarven craftsmen can be found in every city, and dwarven villages dot the Tablelands.

Most dwarves don't bother with the Way, but those that do become excellent psionists. Their great physical strength and stamina are well-suited to the study of Psychokinesis and Psychometabolism, and the dwarven ability to focus on their studies is unrivaled on Athas.





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Dwarves can pursue a second profession. This is rare, but some choose the path of fighter/psionicist or cleric/psionicist. Dwarf psionicists live among their own kind in dwarven villages, using their skills to protect the villagers from all threats.

Elves

Elf merchants and raiders can be found throughout the deserts of Athas. The swift-moving tribes rarely lay down to sleep in the same place twice. Like dwarves, elves can coexist with humans, and large elven communities (the Elven Markets) can be found in every Athasian city.

Elves rarely have the patience to take up the Way, and elf psionicists are rare. The elven make-up does not include a great deal of persistence, and elven Will is often weaker than that of other races. Despite this, a few elves study the Way to give their tribes one more advantage in battle and trade.

When an elf takes up psionics, he often combines it with a second calling. Fighter/psionicists, thief/psionicists, and some mage/psionicists can be found among the elf tribes. Elves prefer Clairvoyance and Psychokinesis, but their frail Constitutions make Psychometabolism difficult for them to master.

Half-elves

Found wherever the paths of elvenkind and humanity cross, half-elves are loners who truly belong to **neither** race. Most are born and stay in the cities, children of tribes who have temporarily settled in the Elven Warrens. Others follow their elf parents when the tribes begin to roam again.

Half-elves share some of their elf parents' weaknesses, but often take up psionics, as it is a solitary calling. Mastery of the Way provides independence and self-knowledge, traits that half-elves seek to develop. It is more common to find multi-classed psionicists than single-classed psionicists among half-elf students of the Way. The ranger/psionicist is probably the most common half-elf character combination.

Half-elves often study Telepathy, because it augments the remarkable rapport they have with animals. They also make good psychokineticists.

Half-giants

The most powerful warriors on Athas, half-giants are content to dwell in humanity's shadow. Nearly all half-giants are mercenaries, gladiators, or slave soldiers serving in the armies of the sorcerer-kings.

Half-giants are greatly hampered in psionic studies by their limited intellect and weak Will. Many people might assume that a half-giant psionicist is some kind of joke, but this can be a deadly mistake. Exceptional half-giants often study the Way.

While a single-classed half-giant psionicist is almost unheard of, some half-giants study psionics in conjunction with the martial arts. The half-giant's enormous strength and stamina lend themselves to the study of Psychometabolism and Psychoportation. A half-giant fighter using the devotions of adrenalin control or body weaponry becomes a killing machine that can take apart a mekillot bare-handed.

Halflings

Children of the Forest Ridge, halflings are alien to the people of the Tyr region. They are separated from the other peoples by physical, linguistic, and cultural barriers that are difficult to breach. A halfling outside the Forest Ridge is an outcast or wanderer who has turned his back on his people.

Psionics play a vital part in halfling culture. The study of the Way is considered to be honorable and is highly encouraged by halfling society. A complete halfling warrior doesn't rest until his mental skills match his physical talents.

Halflings have a natural aptitude for psionic study. Their traditions of psionic learning are not traced to Tarandas, but are unique to their race and have been handed down from time immemorial. Some people claim that halflings invented the use of the Way.

Halflings are often possessed of a Will far stronger than appearances would indicate. They favor the Telepathic abilities and can be extraordinarily dangerous in psionic combat. A great percentage of halflings share their profession with a study of the Way: ranger/psionicists, druid/psionicists, and thief/psionicists are the most common.



Humans

The most numerous of the peoples of Athas, humans dominate the Tablelands, organized into cities, villages, and wandering tribes. Given the sheer numbers of humans, it isn't surprising that the majority of psionics are human. Lacking the physical advantages of some of the other races, humans are quick to turn to supernatural powers to compensate.

The role of psionics in human society varies greatly from culture to culture. In some places it is regarded as a practice nearly as vile as sorcery, but in most areas psionics are a recognized and accepted part of life. The most powerful creatures on Athas—dragons, avangions, and elemental clerics—are humans who combine the study of the Way with their advancement in another art. Human psionics are very diverse and can specialize in any discipline.

Muls

Bred as slaves, muls are found in the slave pits, arenas, and fields of the great human cities. From early childhood, they are condemned to an existence of heavy labor or bloody arena games. Death is the only escape for many muls. Only a handful of these crossbreeds are born into the ranks of free citizens or slave tribes.

The tough mul constitution lends itself to the study of Psychometabolism, but most muls have difficulty mastering the other disciplines. Since most slave owners take steps to ensure that their property does not get schooled in the Way, it is very rare for a mul to receive any formal training.

When a mul does take up the study of psionics, he usually becomes multiclassed. As with dwarves, fighter/psionics and cleric/psionics are most common among muls.

Thri-kreen

Hunters of the scrub plains and stony barrens, thri-kreen packs roam the Tablelands and the Hinterlands. Like halflings, they are aliens to the culture of the Tablelands. Wandering thri-kreen often visit the "civilized" cities, motivated by the desire to learn more of human society.

Thri-kreen often study of the Way, paying almost as much attention to it as the halflings do. They favor Telepathy and Clairsentience, but have a significant disadvantage when using Telepathic powers against nonthri-kreen subjects; their insect minds don't easily contact the minds of other races.

Thri-kreen possess a powerful, alien Will. It isn't unusual to meet mantis warriors who make the study of the Way their only profession. The natural fighting ability of the thri-kreen can be augmented to frightening levels with the Psychokinetic or Psychometabolic disciplines. Thri-kreen packs almost always include psionic members. The thri-kreen often coordinate psychic and physical attacks as they seek to bring down their prey.

Other Races

Besides the character races, there are many other intelligent beings who make extensive use of psionics. The most prominent are gith, jozhal, nikaal, beastheaded giants, belgoi, and braxat. Racial tendencies are noted in the appropriate MONSTROUS COMPENDIUM® entries, but it is worth noting that not all individuals of these races will conform to the racial averages. Exceptional gith or belgoi are frequently encountered among the raiding tribes of these vile creatures.

Psionics and Society

As noted before, nearly every level of Athasian society is permeated with psionics. Even the humblest slave may possess an unusual talent or ability, while the most powerful enchantments of the sorcerer-monarchs include psionic elements.

Mental powers are used on an everyday basis in Athasian culture. Telepaths allow instantaneous communication across hundreds of miles. Draft animals and slaves are kept under control by psionic overseers. Clairsentients use their visionary powers to forecast the fortunes of kings and peasants, find missing objects, and solve crimes. Psychokineticists and psychometabolists use their potent abilities in all manner of enterprises, both legitimate and otherwise. Many wild talents find a way to harness their special abilities in day-to-day life.



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The Sorcerer-Monarchs

The rulers of the cities of Athas are among the most powerful psionicists on the planet. Only the most powerful of masters may hope to rival a sorcerer-monarch's strength in the Way.

The rulers of Athas are devious in all of their endeavors, and psionics are no exception. Most sorcerer-kings have psionic and magical arsenals designed to bolster their own strengths or to guard against intrusion. At a minimum, the typical sorcerer-monarch has an enormous bank of PSPs stored by means of the receptacle devotion. Most will routinely make use of items such as a *ring of mind shielding* or *helm of telepathy*.

In addition to their own potent abilities, the sorcerer-monarchs often have a retinue of several powerful masters who are sworn to serve them. Some of these retainers were personally schooled by their monarch from an early age and are loyal beyond question. Generally, the sorcerer-kings will not permit a follower to become as skilled in the Way as they are, for fear of one day being bested by a treacherous attack.

The sorcerer-kings are capable of remarkable feats of mental prowess. It is nearly impossible to hide from the personal attention of a sorcerer-monarch, or to resist his terrible Will.

Templars

Most servants of the sorcerer-monarchs rely on the magical power provided by their master, but the most dangerous templars are also students of the Way. In the competitive ranks of the king's bureaucracy, competence in the psionic arts can often mean the difference between survival and failure. A few individuals in the ranks of the templars are not clergymen at all, but instead psionicists who were rewarded with a position.

Templars who wield psionics often use their powers to ferret out the truth about events or crimes. They also turn their powers against their fellows, guarding against plots or pursuing some intrigue against their superiors. It can be assumed that anyone captured by the templars will eventually be subjected to a psionic interrogation. Once a criminal is known to the templars, it is extremely difficult to stay ahead of them when his own thoughts may betray him.

Nobles

Nobles enjoy access to excellent psionic instructors at a very early age. Most are taught the basics of the Way. A greater proportion of nobles are psionicists than any other social class. With the innate advantages of wealth and education, it is surprising that the noble class does not dominate Athasian society completely. The only explanation lies in the decadence of the nobility—many young lords turn a deaf ear to their masters' teachings and view their studies as a waste of time.

Despite the sloth that pervades the Athasian nobility, a number of nobles do succeed in their studies and become formidable psionicists. Agis of Asticles, a noble of Tyr, is an excellent example. Unfortunately, most nobles with psionic ability choose to waste their time and energy in an endless circle of intrigue and backstabbing. The Way is viewed only as one more edge over one's rivals.

The wealthy noble families also employ a number of psionicists. Some are valued advisers and mental bodyguards, rarely found without their masters nearby. Others are nothing more than brutal overseers who watch over the field slaves on the noble plantations.

Merchants

The powerful merchant dynasties of the Tyr region rely on mercenary psionicists to keep watch over family members and assets. With emporiums in every city and caravans scattered across the desert, psionics are a vital means of communication. On a smaller scale, psionicists are used to help guard caravans, control dangerous draftbeasts such as mekillots, and to keep slaves docile until they are sold.

Most merchant dynasties can afford to send their children and most valued agents to the finest psionic academies, much like the nobility does. However, more merchants take the training seriously. The dynasties are not self-perpetuating and must remain competitive to survive. They aggressively seek out any possible advantage and exploit it.

At a minimum, any outpost or caravan will have at least one practicing psionicist nearby to guard the house assets against



psionic attack. Merchant dynasties are very aware of the possibilities of others psionically influencing bargaining, and they take steps to make sure that their agents are defended from mental attack. Adventurers who dream of using domination or awe to convince a merchant to part with a steel sword for a few bits should be warned: a loyal psionist is probably nearby, watching for cheats and scoundrels.

Free Citizens

The free craftsmen and farmers of the cities may be the class least touched by psionics in Athasian society. Potters, smiths, and shopkeepers have little need for mental powers in their day-to-day life. A few may possess wild talents that they put to use in their trade, but most get along without psionics.

Sometimes a wandering master may settle in a city neighborhood, training local children and watching over the area. The psionist keeps an eye on the shopkeepers and their customers, ensuring that no one uses the Way to cheat the proprietors. Thugs and bullies should be careful in guarded neighborhoods; they can suddenly find themselves hailing the nearest templar patrol and confessing their crimes. More than one adventurer has met this fate.

Since the free citizens comprise one of the larger classes of Athasian society, a great number of practicing psionists have their origins in this group. Many psionists are the sons of villagers or the daughters of craftsmen.

Slaves

In most cities of the Tyr region, it is against the law to school any slave in the Way. Teaching a slave to use his psionic potential gives him a weapon far more powerful and subtle than any gladiator's blade. The study of the Way is fruitless for conditioned or brainwashed subjects, so the only slaves able to learn psionics are those beyond their masters' mental control.

Most prosperous slave owners find it necessary to retain the services of several mindbenders to keep their slaves in line. Even a berserk mul can be put back to work by a skilled psionist. These mental overseers are the lowest and most ignoble of

psionists, but they are a crucial part of the slave trade and are well-paid for their efforts.

While most slaves are denied even the least schooling in the Way, a number develop wild talents and a very few blossom into extraordinary psionists. Slaves are very careful to keep their abilities hidden from their masters; those who demonstrate any real power are often put to death on the spot.

Tribesmen

Living beyond the reach of the sorcerer-kings, tribesmen include nomadic herders, hunter-gatherers, slave tribes, and raiders. It is a hard life, and a few accidents or misfortunes can push a tribe to the edge of extinction. Any advantage a tribe can gain, such as elemental magic, sorcery or the use of psionics, can often spell the difference between life and death in the deserts of Athas.

In any good-sized clan, there will be several adults with significant psionic skills. Children are closely watched for signs of psionic potential, and if any show promise they are given the opportunity to study the Way under the tribe's psionic leader. A large and wealthy tribe may have one or more clerics, a preserver or defiler, and several skilled psionists to help overcome adversity and defend against the predators of the deserts.

Psionics and Law

Athasian society has had to deal with the issues of psionics for hundreds of years. Each city-state has its own specific codes of what is permissible and what is not, but generally the following laws will hold true no matter where a psionist goes.

1. Crimes committed by psionic means are punished normally. Killing someone by means of a psychic crush or by using control body to march a victim off a rooftop is still murder, and will be treated as such by most authorities. Using psionics to obstruct investigations, resist arrest, or avoid the agents of the sorcerer-king is a crime, as well.

2. A psionist bears the guilt for any crime committed by someone under his mental control. This is difficult to prove,



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but there have been cases where a psionist has been judged for the crimes of someone he dominated. There have been many more cases where criminals claimed that a mindbender made them break the law. Templars generally scoff at this plea unless some astounding evidence appears to the contrary.

3. **No one may read another's thoughts.** In most cities it is illegal for a psionist to pry into someone's mind without consent. This law is almost impossible to enforce, but it is often used as a general charge against a psionist who has angered the templars. Slaves aren't counted as people under Athasian law, however; slave owners may use any means to keep control of their property.

4. **No one may use the Way to influence another person's thoughts or actions.** This law is almost universal. Using the Way to dominate people or to implant post-hypnotic suggestions is considered the vilest of crimes against a free citizen.

Most telepathic devotions fail under this category, including awe, daydream, aversion, repugnance, and so forth.

5. **No one may use the Way to spy on another.** Using clairaudience or clairvoyance to pry into the privacy of a free citizen is considered a crime. Other means of psionic espionage might include using sight link or sound link through a third party. Again, this is difficult to enforce and even more difficult to prove before the templars.

6. **The summoning or contact of extraplanar powers is considered high treason.** Most city-dwellers take a very dim view of the reckless summoning of fiends or similar planar horrors.

7. **Officers of the court may use psionic interrogations in due process of the law.** If necessary, the templars may summon a master of the Way to get to the bottom of almost any matter. This is usually a last resort by the templars, since even the most oppressive rulers respect their citizens' privacy of thought.



Chapter Two: Psionicists of the Tyr Region

Ardivan drew his ragged cloak over his shoulders and stood, facing the sunrise. The barren hills seemed empty and peaceful at this hour, and soon the nocturnal predators that haunted the badlands would be seeking their dens. It would be a good day to continue his meditations. The master turned back to his camp and began to gather his things.

Suddenly, a shadow fell across him. He whirled and drew his blade in one quick motion. Between him and the sun stood three figures, their features hidden by the cowls of their robes.

Ardivan scowled. "Beware, strangers. I am Ardivan the Black, a master of the Way. If you intend me harm you will be killed."

The first of the figures stepped forward. Deliberately, its cowl was drawn back to reveal the face of a half-elf woman. "And I am Sashaya, Ardivan," she spoke in his mind. "We know of your reputation. In fact, you are the reason we are here."

Ardivan regarded the three with suspicion. "Who are you?"

The half-elf gestured, and the others undid their cowls. "We are the Order, Ardivan the Black, and you will join us in upholding the Balance or be destroyed."

Hundreds of psionic organizations are scattered throughout the Tyr region. Each city hosts schools of all sizes, Villich communities lie hidden in the deserts, and ancient brotherhoods unite masters from across the land. Overshadowing all of these is the Order, a group so secret that few know of its existence.

This chapter provides an overview of psionicists of the Tyr region. This is not an exhaustive listing, and DMs should freely invent schools and characters. DMs may want to withhold some of this information from players.

Balic

Balic is home to an excellent psionic university known as the Cerebran. Andropinis, Dictator of Balic, believes that it is easier to keep track of the psionicists in his city if he sponsors a single training center. The people of Balic are proud of their university and view it as a great accomplishment for their city.

The Cerebran is located on the outskirts of the city, by the shores of the Silt Estuary. It is an impressive collection of majestic marble buildings surrounded by groves of olive trees. The masters of the university believe that the tending of the groves aids young students in developing patience.

Andropinis allows the university to administer itself, and no templars or soldiers are stationed on its grounds. This creates a seething hotbed of revolutionary ideas and conspiracies. Unfortunately, the dictator has thoroughly infiltrated the Cerebran with loyal spies who keep tabs on the most disloyal.

The Cerebran is led by an aging woman known as Iphignea, a powerful telepath referred to as the Speaker of the Cerebran. Iphignea is not pleased by Andropinis's rule, but she feels that the school will run better if the dictator is not angered, so she cultivates an appearance of loyalty.

The Cerebran currently enrolls more than 100 students, but many are young patricians with little interest in the Way.

Iphignea, Speaker of the Cerebran

Human Female Psionicist

16th Level

Lawful Neutral

Str 7 Int 16

Dex 13 Wis 19

Con 12 Cha 15

Hit Points: 39 THAC0: 13

Armor Class: 6 (*ring of protection +4*)

#AT: 1

Damage/Attack: by weapon

Psionics: Telepath Template (see page 52)

PSPs: 239

Iphignea was raised in the noble family of Raxides and, like many of her peers, was sent to the Cerebran to learn psionics at a young age. There, she proved to be unusually gifted. As a young woman she journeyed widely across the Tyr region and had many adventures before returning to Balic. She rejoined the Cerebran and eventually became its Speaker.



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Iphignea is a cold, calculating person who shows little emotion. She polices her campus to make sure that the dictator's templars will not have an excuse to do it for her. Iphignea is likely to turn in fugitives or troublemakers to preserve the university from the sorcerer-king's anger. However, she is no friend of Andropinis and will work to frustrate his goals if she believes that the university will not be endangered by her actions.

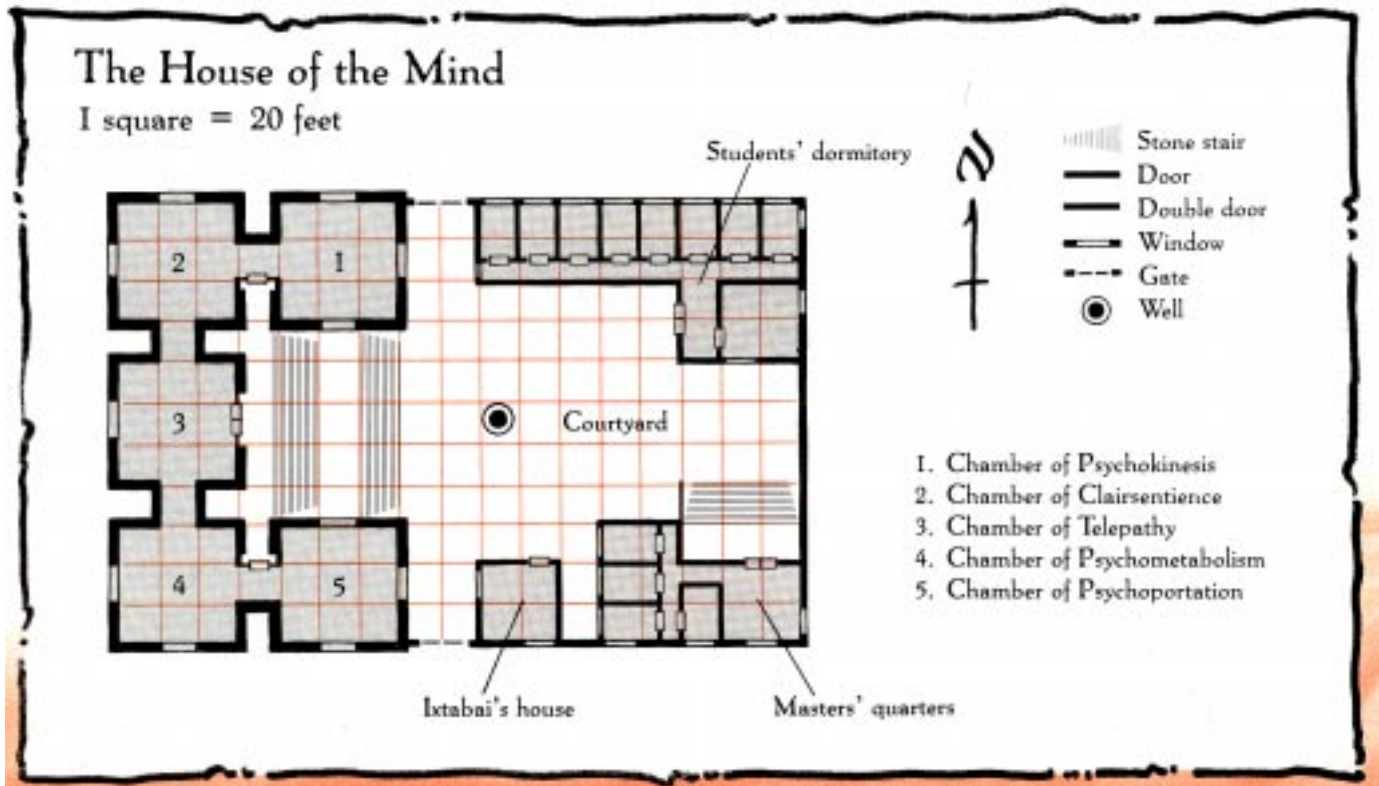
Draj

Tectuktitlay, sorcerer-king of Draj, is known for his intense interest in the Way. He personally supervises the House of the Mind, a psionic academy located in Two Moon City—the walled fortress in the heart of Draj. Every child with promise is taken to the House of the Mind and schooled by Tectuktitlay's mindbenders.

No one knows why the king takes such an interest in tutoring talented students. Some claim that the king is looking for a special and unique talent, others believe that the king wants to make his armies invincible by fielding more psionics than other city-states, and a few whisper that Tectuktitlay is building a priesthood of mindbenders or some dark purpose.

Although Tectuktitlay devotes a good deal of time to the school, he cannot be there constantly. The master of the House of the Mind is an aging psionics known as Ixtabai the Blind. He oversees the day-to-day operation of the House and the routine instruction of the students. Ixtabai is aided by two dozen lesser psionics and several powerful Moon Priests.

More than 200 students are taught at the House of the Mind, but only 15 or so have any real potential. These advanced students frequently receive personal instruction from Tectuktitlay, who trusts high-level training to no one else.



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The House of the Mind is not a forgiving place. The students are driven ruthlessly by the lesser masters, who seek to impress the higher masters by obtaining results quickly. Students are often subjected to severe punishments for minor mistakes, and Tectuktitlay has been known to kill those who disappoint him.

It is against the law to tutor a person in the Way outside of the House of the Mind. A few wandering masters can be found practicing their trade in secret in the poorer hovels of the city, but no other psionic schools exist. One of these masters, Tlotipec, is tied to the city's Veiled Alliance and has accumulated several disciples among the city's slaves and criminals.

Tlotipec the Wise

Human Male Psionicist

10th Level

Lawful Good

Str 15 Int 13

Dex 12 Wis 18

Con 17 Cha 14

Hit Points: 44 THAC0: 16

Armor Class: 5 (*inix leather armor +3*)

No. of Attacks: 1

Damage/Attack: 1d6+3 (*short sword of quickness*)

Psionics: Psychoporter Template (see page 48)

PSPs: 145

Tlotipec grew up as a merchant of House Tsalaxa and had no interest in psionics until he was forced to attend the House of the Mind. The difficult regimen brought his latent powers to the surface, and he emerged as a powerful teleporter. Tlotipec returned and used his skills on his family's behalf for a time, but recently left his house and struck out to work on his own.

Tlotipec has turned his back on greed and slavery and works to make the world a better place. He has become an important ally of the Veiled Alliance in Draj, and he is recruiting talented students from among the poor, the criminal, and the enslaved. He hopes to lead a revolution to depose Tectuktitlay.

Gulg

The people of the Forest City are devoted to cultivating psionicists. When a child shows psionic talent, he is brought to the Seers' Dagada. Once inside, the child's family abandons him, and he assumes a new name among the Seers. Unlike the brutal House of the Mind, the Seers' Dagada is patient and understanding. New students are embraced as family members. Even students who fail to master their powers remain, taking care of the physical work that keeps the dagada running.

The leader is a psionicist named Agafari. Like the tree for which he is named, Agafari is tall and strong, with a deep and meditative nature. Although he disapproves of the Forest Queen's rule, he keeps his mouth shut. The oba would prefer a more malleable leader in the Seers' Dagada, but is satisfied with Agafari's results.

The dagada numbers over 250 people. Half are failed students, and one-quarter are young students. The rest are psionicists of various levels. Many of these are gone for long periods of time, undertaking missions for the queen or journeying among the Seven Cities for their own purposes. Gulg doesn't bar students from going elsewhere, but sending gifted children here is deeply ingrained in its society. Psionicists who practice their skills outside of the dagada are encouraged to live there.

Agafari, Leader of the Seer Dagada

Human Male Psionicist

14th Level

Chaotic Good

Str 17 Int 15

Dex 12 Wis 19

Con 15 Cha 13

Hit Points: 53 THAC0: 14

Armor Class: 10

No. of Attacks: 1

Damage/Attack: 1d6+3 (*short sword of quickness*)

Psionics: Psychometabolist Template (see page 46)

PSPs: 210



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The tall, dignified Agafari speaks rarely and carefully. Born in Gulg, he was raised as the son of a judaga. He did not display his talents until late in his childhood, and therefore remained with his father, learning forest lore long past the time when other psionic children are taken to the Seer's Dagada. Agafari still retreats to the forest to meditate from time to time.

Although he is only in his middle 40s, Agafari is blessed with a preternatural wisdom. He is patient and observant, and he makes no decisions without careful consideration. Agafari is beginning to realize that the oba is nothing but a petty tyrant in disguise, and is giving thought to ways to oppose her rule.

Leodopolus

In the village of North Ledopolus lives one of the most powerful psionicists of the Tyr region—the dwarf Shardivan. Although he is growing old, Shardivan still accepts students. He guides a small school that flourishes in the village, though he is extremely selective in who he agrees to teach.

Although no one in the village knows it, Shardivan is a member of the Order. He retired from active service after the Dragon's Crown incident, but still provides assistance to passing members. Shardivan's current focus is to train his assistant, a half-elf named Terika, to take over the school when he dies.

Shardivan

Dwarf Male Psionicist

26th Level

Neutral Good

Str 14 Int 14

Dex 12 Wis 18

Con 21 Cha 14

Hit Points: 81 THAC0: 11

Armor Class: 8 (*ring of protection +2*)

No. of Attacks: 1

Damage/Attack: 1d6+1 (*bone hand axe +2*)

Psionics: Psychometabolist Template (see page 46)

PSPs: 357

Shardivan is almost 250 years old, and he is nearing the end of his life. He gave up adventuring only a few short years ago and is enjoying retirement. He spends his time working with promising students, trying to pass on what he has learned to the psionicists of yet another generation.

Although he no longer serves the Order, Shardivan has many close friends there and often visits them. He will not get involved in the day-to-day business of Ledopolus, but if the village came under a serious attack, he would help to defend it.

Makla

Cradled in the fiery slopes of the Smoking Crown, a hidden monastery overlooks the Lake of Golden Dreams. This is the home of an ancient society of psionicists known as the Brotherhood of the Mind. The Brotherhood was founded by a noble Nibenese psionicist named Liumakh almost 500 years ago.

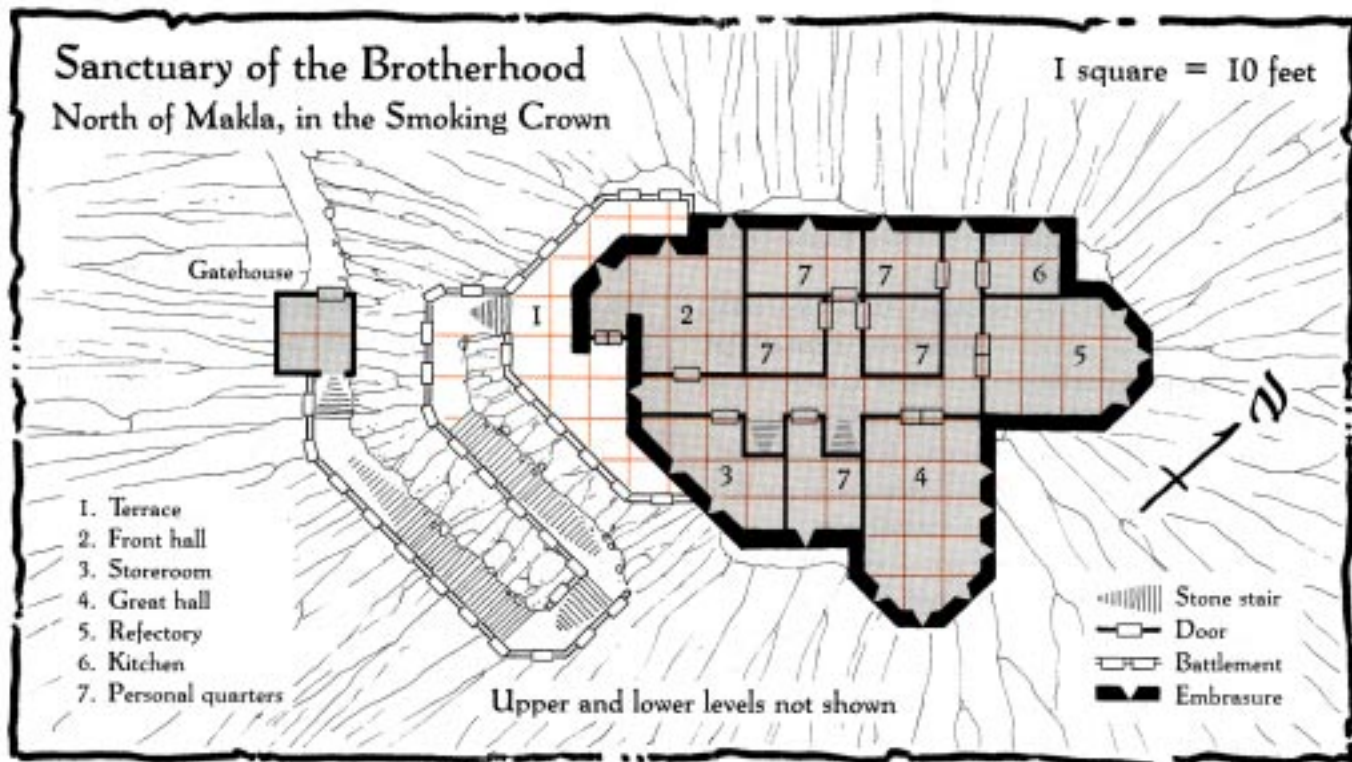
Liumakh was a powerful telepath who dreamed of unseating the Shadow King of Nibenay. He was convinced that a sufficient gathering of psionic power could defeat the tyrant. Unfortunately, the Shadow King learned of his plots, and he and his followers were forced to flee. At that time, Hamanu of Urik was feuding with Nibenay, and he gave them sanctuary.

Liumakh and his followers constantly work to bring down the Shadow King, but they're never able to succeed. In studying his enemy, Liumakh realized the nature of the sorcerer-kings, and his secret order changed its goal to the accumulation of raw power. He planned to destroy the sorcerer-kings and assume his role as the ruler of Athas.

Over the centuries, the Brotherhood's importance has fluctuated. Despite this, not one sorcerer-king has fallen to its plots. The Order closely watches the Brotherhood, but to date it has not achieved a level of power that would require intervention. Hamanu of Urik pretends to ignore them, but he occasionally spies on the Brotherhood to see what they are up to.

Currently, there are 12 members of the Brotherhood. For years, they have been engaged in a quest for ancient texts of psionic enchantments. The Brotherhood is still led by Liu-

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makh, whose unending ambition for power continued after his death. Liumakh's followers are scattered across the Tyr Region.

Liumakh

Human Male Psionicist (Undead)

17th Level

Lawful Evil

Str 16 Int 13

Dex 16 Wis 16

Con 20 Cha 17

Hit Points: 81 THAC0: 12

Armor Class: -4 (4)

No. of Attacks: 1

Damage/Attack: 2d6 plus drain 1d4+1 Wisdom

Psionics: Telepath Template (see page 52)

PSPs: 193

Liumakh is an undead creature similar to a ghost or spectre. In his insubstantial form, he has an Armor Class of -4 but can't use his physical attack. When he becomes solid, it drops to AC 4. Liumakh's touch in this form inflicts 2d6 points of chilling damage and drains 1d4+1 Wisdom. Drained Wisdom returns at the rate of 1 point per day. If a victim is drained to a Wisdom score of 2 or less, Liumakh is able to command him as if he had magically *charmed* the victim. Liumakh is immune to all mind-affecting magic and can only be damaged by +3 or better weapons.

Liumakh is in search of more followers and will try to persuade any intruders in the monastery to join his Brotherhood, particularly if they show any signs of developed psionic abilities. If persuasion fails, Liumakh attempts to use his psionic abilities and Wisdom drain to coerce victims into following his orders.



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Nibenay

Nibenay is home to a variety of schools, colleges, and circles. There are dozens of psionic schools in the city, ranging from tiny gatherings of four or five students in a city park to powerful universities with scores of students. Rivalry between the various institutions is intense, but violence almost never breaks out between the competing factions.

The largest university is the School of Augurs, a powerful organization run by an enterprising dwarf master named Djef. The school supplements its tuition income by hiring out its students for telepathic message service and psychoportive parcel delivery. These services are expensive, but reliable. Djef's ambition and commercialism have driven several students from the School of Augurs to the city's monasteries.

The city also maintains a psionic school within the walls of the Naggaramakam. The academy is part of the Chamber of Air, one of hierarchies that make up the Nibenese government. The Chamber of Air is based in the group of buildings known as the Temple of Thought. The head of the Temple of Thought is Siemhouk, the High Priestess to the Shadow King.

Siemhouk is a young girl who stands at the right hand of Nibenay himself. Despite her youth (she is only 14), she is a 15th-level templar and 14th-level psionicist. Since her duties often require her presence in the Shadow King's court, she leaves the day-to-day administration of the psionic academy to a skilled master named Chagrama.

In recent years, Nibenay has seen revival in its ancient monastic traditions. The monasteries of the Exalted Path and Serene Bliss have grown in power and influence. Elemental clerics and psionicists have gravitated to them. The Exalted Path is especially attractive for psionicists, since the current abbot goes out of his way to recruit young students of the mind.

The Exalted Path is led by Thong Nal, an ancient cleric of air. Unfortunately, he has come under the psionic influence of Kayardi Drasad, a member of the Order posing as an acolyte. Drasad is using Nal to make the Exalted Path monastery into a center for psionic learning under the Order's agenda.

Ogo

The halfling village of Ogo is ruled by Urga-Zoltapl, an accomplished cleric and psionicist. Halflings prefer to pass on their wisdom in a single student-mentor relationship, but halfling psionicists tend to gather at Ogo. At any moment, a number are there, exchanging ideas and information. Most share their race's values; strangers are enemies, non halflings risk their lives in the Forest Ridge. Rarely, though, a visitor may win the halflings' friendship by performing a great service to the forest. Some of these forest-friends are psionicists who remain to study with the masters of Ogo.

The most powerful psionicist in Ogo is Xaxachtel. A member of the Order, he monitors lesser halfling psionicists. The halfling leaders have a fairly good idea of what the Order is and what it is up to, so Xaxachtel makes no secret of his power or agenda. The most accessible halfling psionic master is a young woman named Teranya, a student of sorcery and the Way. Unlike many of her people, she has adventured widely in the Tablelands and knows much of the other races. She enjoys exchanging news with travelers and has occasionally interceded with Urga-Zoltapl to spare adventurers or traders.

Teranya the Rain-bird

Halfling Female Psionicist/Illusionist

13th Level/13th Level

Chaotic Good

Str 10 Int 16

Dex 20 Wis 19

Con 14 Cha 13

Hit Points: 39 THAC0: 14

Armor Class: 3 (*cloak of protection* +3)

No. of Attacks: 1

Damage/Attack: 1d6+3 (*wooden spear* +3)

Psionics: Clairsentient Template (see page 41)

PSPs: 197

Spells: 61st, 62nd, 63rd-, 54th, 55th, 36th (including illusionist bonus)

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Teranya is a cheerful and curious halfling who is a cousin of Urga-Zoltapl, the powerful chieftain of Ogo. She was raised to be a rain-guardian, a halfling trained in both the Way and the arts of illusionary magic. Her insatiable curiosity drove her to leave Ogo to explore the fascinating world around her. After many years of adventuring throughout the Tyr region, she decided to return to her homeland and report her findings to her people.

Teranya enjoys teaching children and is one of the village's principal instructors in the Way. She also accepts more advanced students from time to time. She strongly believes that the time has come for halflings to interact with the world outside the Forest Ridge, but her fellow tribespeople are not so quick to accept change.

Raam

The ancient home of Tarandas's first school, Raam remains one of the leading cities for psionic research. Dozens of small colleges, circles, and orders reside here, studying the works of Tarandas and expanding the knowledge of the Way. A number of these groups are little more than misguided cults, but the largest organizations are making excellent progress.

The most prestigious psionic school in Raam, and possibly the entire Tyr region, is the Psiumarkh. This ancient school is descended directly from the order founded by Tarandas herself more than 300 years ago. For centuries the masters of the Psiumarkh have carefully maintained a policy of strict neutrality, avoiding the petty squabbles and intrigues of the city. This has allowed them to survive the civil wars and oppressive purges that have cycled through the city for decades.

The Psiumarkh is currently led by a Grand Master named Tierard, a wizened old man who sometimes is distracted by strict adherence to propriety and form. The masters of the various disciplines are beginning to maneuver for Tierard's seat, which they believe will become vacant soon.

Another school worth mentioning is the Yellow Monastery. The Yellow Monks form an order devoted to the development





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of telepathic powers. The Monastery has a fair amount of influence in the city and is noted as a symbol of resistance to the rule of Abalach-Re. The monks themselves are completely dedicated to a set of principles, including opposition to slavery, magic of any kind, and gladiatorial games. Students of the Yellow Monastery almost always remain there to become monks instead of moving on to different studies.

Some of the nobles of Raam are interested in psionics, as well. The most noteworthy of these is Maraxes, a charismatic lord who has assembled a small court of mindbenders, clerics, and wizards around himself. Maraxes claims to be opposed to Abalach-Re, but he is secretly under her command and acts as a magnet to attract her enemies to one place. For now, the Great Vizier is content to use Maraxes to gather information, but she may decide to destroy his followers the moment she deems they have become a real threat.

Maraxes, Lord of Darkara

Human Male Psionist

9th Level

Lawful Evil

Str 11 Int 17

Dex 16 Wis 18

Con 11 Cha 15

Hit Points: 35 THAC0: 16

Armor Class: 4 (*leather armor +2*)

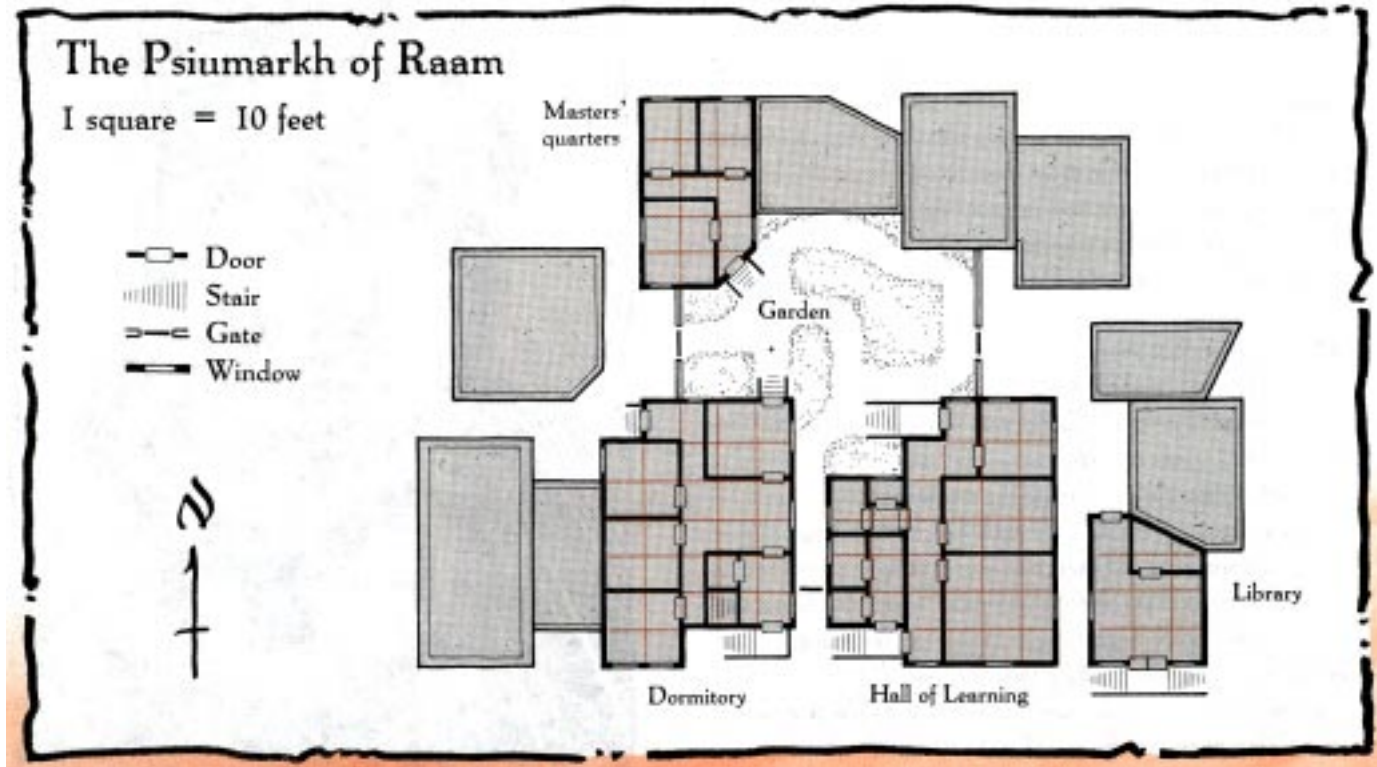
No. of Attacks: 1

Damage/Attack: 1d6+2 (*bone short sword +3*)

Psionics: Psychokineticist Template (see page 43)

PSPs: 132

Maraxes is a prominent noble who openly studies the Way. He is the leader of the Darkara family and can command the loy-



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alty of three or four lesser allied families. He was initially schooled in the prestigious Psionoramh, but left the college under mysterious circumstances 10 years ago.

Maraxes is a handsome and charming fellow who publicly denounces Abalach-Re's rule and tries to bring other nobles into his opposition. Unfortunately, this is a charade. Maraxes is secretly loyal to the Great Vizier and reports to her frequently by mental contact. The Veiled Alliance suspects his double-dealing and rejects his eager invitations.

Tyr

The free city of Tyr is home to one major psionic school, the famous School of Thought, and a number of lesser gatherings. The School of Thought is relatively new to the city; it was founded only 30 years ago by the noble Chessia. Before the School's founding, almost all psionic training in Tyr was handled by individual masters who worked alone. Dozens of these masters still work in and around the city.

While Chessia provides the funding to keep the school open, she does not supervise it herself. The headmistress is a talented, enthusiastic woman named Sycia. She is well liked by faculty and students alike. Sycia is aided by two other masters, a half-elf named Fyrian Wynder and a half-giant known as Crag of the Silt Islands. Advanced students help out by giving basic lessons to beginning students.

Sycia has not been the headmistress for long. Thanik Arkos, the former headmaster, left only two years ago. Thanik's parting was quite unpleasant—he murdered one of the other masters for a magical ring and disappeared. Thanik still lingers in Tyr, and has taken up the study of defiling magic. He plans to make himself the next sorcerer-king of the city.

The most prominent master outside the School of Thought is a battered old mul gladiator named Orosto. He lives in the city's Warrens and tutors any who seek him out, asking no tuition but that his students return the favor to another later on. The mul is supported by the locals of his neighborhood, and in return he watches over the area and keeps the peace.

Orosto the Old

Mul Male Gladiator/Psionicist (dual-classed)

6th Level/8th Level

Lawful Neutral

Str 17 Int 13

Dex 13 Wis 17

Con 19 Cha 10

Hit Points: 68 THAC0: 15

Armor Class: 5 (*studded leather +1, armor optimization*)

No. of Attacks: 1 (3/2 with short sword)

Damage/Attack: 1d6+5 (*bronze short sword +2*)

Psionics: Psychometabolist Template (see page 46)

PSPs: 112

In the days before the Kalak's fall, Orosto was an experienced slave gladiator whose career had scarred him from head to toe. When Kalak was killed, Orosto led the gladiators in a revolt against the guards. Afterward, Orosto swore that he would never fight for another's entertainment again, and he turned his attention to the study of the Way. Orosto uses his formidable mental and physical skills to protect the poor neighborhood he calls home, and he teaches any who come to him.

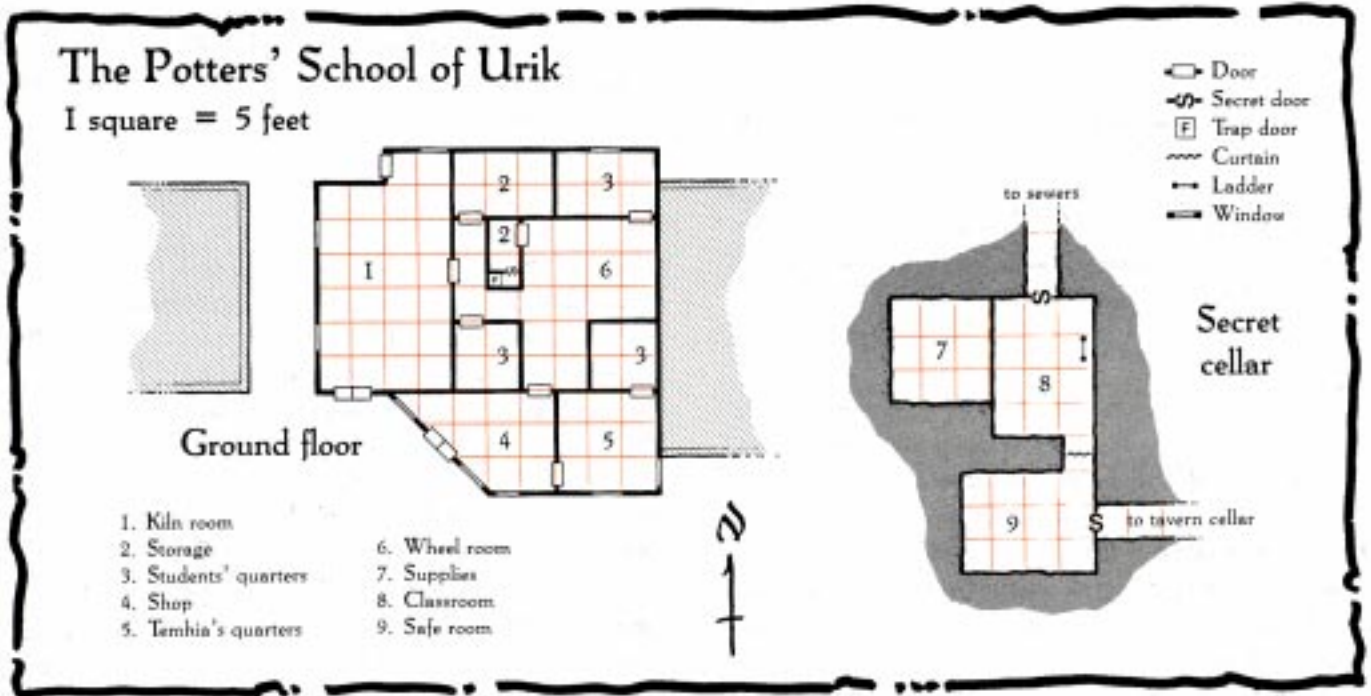
Urik

King Hamanu of Urik has issued standing orders to place any commoner or slave child who shows psionic promise to Destiny's Kingdom for training in the King's Academy. No other psionic schools are permitted to exist within Urik. The brutal regimen of indoctrination and physical hardship proves to be too much for many of the students. Those who fail are returned to their families, but some never fully recover.

The children of templars, nobles, or merchants are exempt from templar conscription and may be trained by private tutors in their own homes. However, all practicing psionicists must register with the templars of the Bureau of Security. In the city of Urik, they are required to shave their skulls and mark their level of achievement with forehead tattoos.



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Although King's Academy graduates aren't required to serve the state, a number enlist as templars or part of the city's army. Psionics are awarded officer rank in both organizations and may be assigned as special agents or aides to important commanders. For example, the High Templar of Games has up to 10 psionics working for him at any given time.

Foreign psionics entering Urik must register with the templars of the gates and display a special ceramic token on their clothing at all times. Violating this law can bring a quick and severe punishment. Psionic crimes are dealt with very harshly in Urik; the perpetrators are mindwiped and then exiled.

Despite this, some psionics still choose to practice their arts in secret. The largest group of these lawbreakers is the Potters' School in the city's Craftsman Quarter. In Urik, pottery making is a valued art; events such as weddings, funerals, and festivals are recorded by the casting and painting of clay urns.

The Potters' School is what it claims to be, and more. In addition to instruction in artwork and claywork, several young psionic masters meet covertly to practice their art and instruct children in ways to hide their talents from Urik's templars. So far, Urik's templars do not suspect.

The Potters' School is supervised by an aging woman named Temhia, one of the greatest clayworkers Urik has ever known. Her masterpieces sell for hundreds of silver pieces each. Temhia is not a psionist and leaves instruction in the Way to a young man named Erriok, one of her more talented former students. He teaches a small circle of about eight children who demonstrate psionic promise.

Erriok is also associated with the city's Veiled Alliance. He works constantly to foil Hamanu's templars and advance the cause of freedom. He understands the value of a good cover and avoids activities that would expose him to the templars.

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Turen Taekad

Half-elf Male Psionicist/Templar

11th Level/11th Level

Neutral Evil

Str 12 Int 16

Dex 10 Wis 19

Con 15 Cha 14

Hit Points: 47 THAC0: 15

Armor Class: 4 (*bracers of defense AC 4*)

No. of Attacks: 1

Damage/Attack: 1d6+3 (*staff of striking*)

Psionics: Telepath Template (see page 52)

PSPs: 169

Spells: 71st, 52nd, 43rd, 44th, 15th (Wisdom adjustments included)

Turen is the son of a minor human, merchant and an elf concubine. He was removed from his home at an early age and forced to attend the King's Academy. This hardened him into a cruel young man with a driving hunger for power.

Upon leaving the Academy, Turen joined the templars. He has risen to hold the post of Special Aide to the High Templar of Security. He monitors all psionic activity in Urik and leads any investigations of psionic crimes. Turen has concentrated his mental powers in arts of combat and domination and has bested many mindbenders in his time. He is still young and quite ambitious and has made many enemies inside and outside the templar priesthood.

Turen knows that someone is concealing gifted children from him, but his investigations have led to dead ends so far. He suspects the Veiled Alliance is somehow involved.

The Order

The Order is a society of high-level psionicists from all over Athas. It exists to ensure that strict neutrality and balance are maintained by masters of the psionic arts. In the Order's view, psionics can be an unbalancing force and must therefore be

monitored carefully. Only those with the wisdom to restrain themselves from interfering in Athasian society can be allowed to continue using mental powers past a certain point.

The Order is composed of psionicists of 21st level and higher. The members follow a common agenda, but rarely try to coordinate efforts. There is one exception to this rule—when the Order decides that a rogue psionicist must be hunted down and destroyed. Members of the Order never speak of the society's existence to anyone except another member or a psionicist being approached concerning membership.

At this time, the Order is suffering the worst internal turmoil in its centuries-long history. Two years ago the leader of the Order, a powerful telepath named Pharistes, subdued the other leaders and launched a campaign of psionic purification across the entire Tyr region. Using a mystical gem known as the *Psionatrix*, he created a psionic suppression field that prevented anyone but members of the Order from using psionics.

Pharistes was defeated by a group of rebels. The *Psionatrix* was destroyed, and the psionic suppression ended. The cost was high—almost half the Order died in a single day of fighting in Pharistes' fortress in the Dragon Crown Mountains.

Since the Dragon's Crown incident, the Order has been very unsure of itself. Its agenda is under review, and policies concerning new members and organizational leadership are still in question. For now, the Order as a whole is defunct, although individual members still try to carry out business as usual.

The senior member of the Order in the Tyr region is a human named Mandalis, who lives in the city of Tyr itself. He is a mediator, or supervisor, of the Order. Five entrants, or low-level members, are assigned to him. The entrants include members in Nibenay, the Forest Ridge, Kled, Altaruk, and the Great Alluvial Sand Wastes.

While Mandalis tries to keep an eye on local happenings, the Order's leaders continue to meet in the ruined fortress of Dasaraches to debate the organization's future. Some of them argue that the Order should disband completely, others believe that the Order should openly declare itself, and still others think that they should return to the old methods.

Chapter Three: Psionicist Character Kits

Students of the Way are diverse characters, each charting his own advancement as he grows in power. Despite this, there are several common backgrounds for Athasian psionicists. These are reflected by character kits, which provide special benefits, hindrances, and role-playing notes on each archetype.

The Dungeon Master is advised to review these character kits before allowing them in play. The DM is the final arbiter of which kits are permitted in a campaign.

All kit descriptions are organized as follows.

Description: This introduces the character and provides a general overview of the kit's background. Special notes on racial or alignment requirements are included here.

Role: The role of a character in the campaign and in the adventuring party is discussed here, plus role-playing advice.

Preferred Disciplines: Some types of psionicists are associated with specific disciplines. In some cases, the preferred discipline mandates the player's selection of a character's primary discipline.

Weapon Proficiencies: Special requirements or options for starting weapons are described here. Required weapons must be selected when the character is first generated, but recommended weapons are optional.

Nonweapon Proficiencies: Bonus proficiencies are assigned to the character without expending any initial nonweapon proficiency slots. Recommended proficiencies are optional, but may reflect the character's background better than other skills.

Equipment: If the character kit has any special considerations for equipment selection, the requirements appear in this section.

Special Benefits: Most of the character kits provide some kind of special benefit or the for psionicist. These benefits are described here.

Special Hindrances: Along with their special benefits, most kits are also hampered by an appropriate hindrance. Special restrictions or penalties for the character are described here.

Wealth Options: This describes the character's starting money, assets, and any special requirements for spending starting funds.

Auditor

The cities of Athas are filled with intrigue, treachery, and double-dealing. In this setting, information is a weapon that may be wielded against one's enemies. The auditor specializes in extracting information through psionic observation or interrogation. Few can keep a secret from her.

The auditor's job description ranges from information broker to psionic assassin. In most cities, the templars have auditors working for them. Other auditors are members of the Veiled Alliance, criminal gangs, or are employed by the merchant dynasties.

Humans are best suited for this kit, since they draw the least attention in urban settings. Elves, half-elves, and dwarves are also appropriate. Auditors may be of any alignment, but most prefer to remain neutral.

Role: An evil auditor can be an excellent nemesis for any adventuring party. She knows where to find the PCs, and even if she is not working directly for the templars she will sell them out for the right price. Armed with formidable psionic abilities, she may be able to coerce surrenders out of the most fanatical characters.

As a member of the adventuring party, the auditor is a vital information contact. Her awareness of the characters and the subtleties of any situation prevents her party from being surprised or distracted in an urban adventure. A few hours of observation can ferret out the most deeply buried secrets.

Auditors are known by different names in each city. The auditors of Tyr's Elven Warrens are usually referred to as sell-minds, while those of Urik are called investigators or mindeyes.

Preferred Disciplines: Auditors must select either Clair sentience or Telepathy as their primary discipline. Psychometabolism and Psychoportation are favored as secondary disciplines for their espionage uses.

Weapon Proficiencies: The auditor is required to be proficient in the dagger, knife, dart, or wrist razor.

Nonweapon Proficiencies: *Bonus* – Disguise, information gathering. Recommended—Etiquette, heraldry, local history, forgery, reading lips.



Equipment: The auditor does her best to blend in with the crowd. Weapons are small and concealable, armor is covered by loose robes or cloaks, and dress and accessories match local custom. If the auditor fails to abide by these considerations, the DM may assess a -1 to -3 reaction check penalty.

Special Benefits: The auditor begins play with 1d3+1 contacts and gains an additional contact whenever she gains a level. Contacts may be merchants, corruptible templars, tavern keepers, agents of the Veiled Alliance, or even beggars or slaves. The DM should carefully develop each one. The contacts are resources the auditor may use to dig up information or get things done.

The PC should be careful of her contacts; once killed or alienated, they are gone forever. The quality of information provided by a contact depends on how the PC treats the character. As a general rule, contacts must be paid 1d6x10 ceramic pieces per level of the contact to produce a specific piece of information or to perform a small favor.

If treated well, contacts may also be able to loan the PC money or equipment, hide her if she's on the run, or track down illegal supplies for her. Once again, the quality of these services depends on how well the PC treats her associates.

Special Hindrances: Trouble follows the auditor. Just as she collects allies and informants, she also collects enemies. Enemies are like contacts in reverse; they sell out the psionicist to anyone who asks, provide assistance for rivals, and may even come hunting for her themselves. Just like a contact, an enemy should be carefully developed by the DM.

An auditor begins play with 1d2 enemies of low level. As time goes by, she will probably make new ones all by herself. Old enemies may grow stronger as the psionicist gains levels. Good choices might include: templars, nobles, merchants, criminals, elves, and other auditors.

The DM should judge when and where enemies show up. Their actions may range from simply spreading nasty rumors about the PC to deadly attempts on her life.

Wealth Options: The auditor begins play with 3d4x30 ceramic pieces.

Beastmaster Psionicist

Domesticated and wild animals are important to Athasian society. Creatures such as mekillots, inixes, and crodlus are vital to warfare, trade, and labor. Exotic creatures like tembo and kirre can be found as guard animals and arena combatants in decadent cities. Nomads revere the creatures of their lands and seek to understand them through the Way.

The beastmaster is a psionicist with an affinity for animals of all kinds. He can calm a raging mekillot with a few soothing words, or turn the most loyal guard creatures to his side. He is an outsider who is more comfortable with his animal charges than with any humanoid companionship.

Humans, dwarves, elves, half-elves, halflings, and thri-kreen may select the beastmaster kit. Thri-kreen have an affinity for insects and insect-like monsters instead of mammalian or reptilian creatures. Beastmasters may be of any alignment; evil beastmasters tend to work through fear and intimidation.

Role: Psionicists who work with animal subjects are valued. Most beastmasters are not natives of the cities, but instead come from small villages or nomadic tribes—a background in which the young psionicist has extensive experience and contact with the animals he understands so well.

Good-aligned beastmasters are defenders of animal rights and carefully weigh the use of their powers. If an animal's life must be disturbed to accomplish the character's goal, the psionicist tries to return the creature to its original situation when finished. Evil beast masters perceive animals as nothing more than tools to be used and then discarded.

Beastmasters are withdrawn and have difficulty dealing with human society. They often make people around them uncomfortable.

Preferred Disciplines: Beastmasters must select Telepathy as their primary discipline. Psychometabolism is favored as a secondary discipline.

Weapon Proficiencies: Since they are often called upon to capture their subjects, beastmasters must take proficiency in the lasso, net, bola, or whip. Other allowed weapons include the dagger, knife, club, spear, short sword, sling, or bow.



Psionicist Character Kits

Nonweapon Proficiencies: *Bonus:* Animal handling, animal lore, animal training. *Recommended:* Tracking, survival, hunting, running, endurance, set snares, riding, rope use, water find.

Equipment: No special requirements.

Special Benefits: Beastmasters enjoy several talents that make their task easier. First of all, they may use the animal empathy ability of the ranger class. If the animal is wild or trained to attack, it receives a saving throw versus rods modified by -1 for every three experience levels the psionicist possesses, just like the ranger ability. Evil beastmasters generally cow animals rather than befriend them, but the effects are identical.

Secondly, the beastmaster receives a +1 bonus to his power score anytime he uses a Telepathic science or devotion against an animal subject. If he is trying to initiate Contact (power score: Wisdom), his power score becomes Wisdom +1.

Beastmasters may learn the warrior proficiencies recommended under "Nonweapon Proficiencies" without paying the one-slot penalty for selecting a proficiency out of group.

Special Hindrances: Beastmasters have difficulty using their Telepathic powers on sentient subjects and suffer a -1 penalty to the power score of any science or devotion used against an intelligent opponent. Secondly, the beastmaster's awkwardness imposes a -2 reaction check penalty when dealing with urban characters. Encounters in a city-state count, but meetings with desert nomads or villagers would not.

Wealth Options: The beastmaster begins play with 3d4 × 30 ceramic pieces.

Mercenary Psionicist

No place on Athas is safe from psionics. Armies and fortresses mean nothing to a master of the Way. To answer the threat of psionic attack, nobles and merchants retain the services of mercenary psionicists to guard against other users of the Way.

The mercenary psionicist serves the highest bidder. Most are reliable and return good service for their wages, but others may betray their employers. Mercenary psionicists are most frequently employed by noble families and merchant dynasties.

Humans, elves, and half-elves are the most common mercenaries. Dwarves and halflings find the exchange of service for ceramic pieces to be unsatisfying.

Role: The mercenary psionicist tends to be a hardened veteran who trusts no one. Idealists don't belong in this line of work. The mercenary is often an outstanding tactician and battle leader, since he is intelligent enough to see what must be done to win and pragmatic enough to do it.

Preferred Disciplines: Fighting mercenaries often specialize in Psychometabolism or Psychokinesis. Guard mercenaries or professional spies often select Clairsentience or Telepathy.

Weapon Proficiencies: *Bonus:* light crossbow or short sword. *Recommended:* dagger, knife, hand axe, scimitar, quabone, wrist razor.

Nonweapon Proficiencies: *Bonus*— Land-based riding and either direction sense or heraldry. *Recommended-Hypnosis,* etiquette, navigation, rejuvenation, weather sense.

Equipment: No special requirements.

Special Benefits: The mercenary psionicist has a skill in high demand. He can approach most caravans, merchants, or nobles and offer them his services. There is a 50% chance they will accept, hiring him at a wage of 5 cp per day per level. This may be modified by the situation and the sales pitch.

A second benefit lies in the mercenary's weapons training. When the character is created, he may select a *weapon of choice*. (This can be an unarmed combat style.) When he attacks with that weapon, he gains a +1 bonus to all attack and damage rolls. Like weapon specialization, this applies to all weapons of that type, not a single, unique weapon.

Special Hindrances: While he is in someone's employ, the mercenary psionicist's life is supposed to be devoted to his employer. He will be called upon to spend at least half of his time watching over his employer's enterprises or accompanying his employer's caravans and troops. If the psionicist ignores this restriction, he'll quickly lose his job.

Mercenary psionicists are weaker in Will than others. The cynicism required of a mercenary is not compatible with the power of belief necessary to master the Way. They gain 1 less



PSP per level than normal, so a mercenary with a Wisdom of 16 gains only 10 PSPs per level rather than 11.

Wealth Options: Mercenaries begin, play with 3d4 × 30 ceramic pieces, plus their choice of a mount, a nonmetal weapon, or a suit of leather armor.

Noble Psionicist

All humans and demihumans have some potential with the Way, but few can afford a tutor. On Athas, learning and study of the mind is often a luxury reserved for the wealthy. The noble psionicist was enrolled in a rigorous training regime by his family when he was young. Many young nobles find the study of their own minds to be unpleasant work, but others stay with their tutors and develop into formidable psionicists.

Noble psionicists may be humans, elves, half-elves, or dwarves, and may be of any alignment open to psionicists.

Role: The noble psionicist is an aberration. His clarity of mind and self-discipline are seldom found among the elite of the Seven Cities. To his family, he is a sword to be wielded against their rivals. As head of the family, the noble psionicist possesses the wisdom and strength of mind to bring great success to the house's ventures. As an adventurer, the noble psionicist often has an agenda mapped out for him by his family. Whether he chooses to follow that agenda is his own business. Until he actually assumes the mantle of leadership, the noble psionicist is free to pursue his own studies.

Preferred Disciplines: Telepathy and Clairsentience are favored for their information-gathering abilities.

Weapon Proficiencies: Rigorous physical training is part of the psionicist's curriculum. The noble gains an extra weapon proficiency slot that may be used to learn martial arts or specialize in punching or wrestling (see "New Nonweapon Proficiencies" in Chapter Four).

Nonweapon Proficiencies: Bonus—Etiquette, heraldry. *Recommended*—Meditative focus, rejuvenation, harness subconscious, dancing, land-based riding, reading/writing.

Equipment: The noble psionicist understands that appear-

ances must be maintained and buys the finest equipment. He must pay 150% to 200% (1d6+14×10%) the normal cost for any clothing or equipment to make it clear he is a person of wealth. If the character refuses to look the part, he will have a hard time convincing others that he is really a noble.

Special Benefits: The noble psionicist begins play a lot of personal wealth. He also has a family, clan, or estate to support him. If he wishes, he can live with his relations, enjoying a life of ease. However, a character who lives off his family will find that his family expects his loyalty in return.

The noble psionicist receives a +3 on reaction checks with any member of his culture who recognizes him as a noble. Many Athasians have no love for the nobility, but they have learned to respect and fear it.

Special Hindrances: As noted above, the noble psionicist must buy the finest gear at 150 to 200% of its listed cost.

If the character is living off his family and using his estate as a home base, his relations are glad to have him around and ask him for favors or support. At least once a week, the character will have to fulfill a family obligation. Obligations may include using his powers to spy on a rival house, touring the house holdings to make sure they are sound, or even attending the king's court as the house representative. The DM is encouraged to use this as a tool to reinforce good role-playing; a PC who uses house assets to equip his friends with steel weapons had better be prepared to pay for it with his time and effort!

Wealth Options: The noble psionicist begins play with 3d4 × 90 cp. He also receives a stipend from his family equal to 10 cp per month per character level.

Psilogist

The psilogist is a student of the Way who has trained extensively in the academies. He benefits from the wisdom of hundreds of great masters. Free to concentrate on his powers, the psilogist has a great understanding of his Will and its uses.

Psilogists may be of any race except halfling or thri-kreen, who possess their own traditions of learning the Way. They



Psionicist Character Kits



must be lawful in alignment and are required to have an Intelligence of 15 or better in addition to normal requirements.

Role: The psiologist believes in the superiority of psionics over any other physical or magical discipline. Anything is possible through the Way, if one possesses sufficient Will. He is a traditionalist who uses techniques proven by time in the acquisition of his powers. Psiologists believe themselves to be superior to other psionicists.

On the other hand, a great portion of the psiologist's air of superiority is warranted. They are the most skillful and powerful of psionicists, achieving levels of mastery that lesser mortals can only dream of attaining.

Preferred Disciplines: Psiologists can use any discipline.

Weapon Proficiencies: Psiologists are allowed to select their weapon proficiencies from the following: dagger, knife, staff, short sword, or sling.

Nonweapon Proficiencies: *Bonus* – Harness subcon-

scious, rejuvenation. *Recommended* – Meditative focus, artistic ability, direction sense, ancient history, healing, religion.

Equipment: Psiologists disdain the use of armor or heavy weapons, believing their art to be sufficient protection. They are limited to the weapons listed above and may not wear armor.

Special Benefits: The psiologist enjoys access to the finest libraries and tutors. His total concentration to his discipline enables him to grow strong in the Will faster than other characters do; he gains 2 additional PSPs every time he gains a level, so a character with a Wisdom of 16 would gain 13 PSPs per level instead of 11.

The psiologist also improves his abilities faster over time. At even-numbered levels (2nd, 4th, 6th, and so on) he may increase his power score in a devotion or science of his choice by +1, as if he had spent another slot on the power.

Last but not least, the psiologist belongs to a school or academy. He may stay there as long as he wishes, and even provide for guests for a short time. (One guest per level/one day per level is appropriate.) The school aids him in general research, developing new abilities, and advancing in level.

Special Hindrances: Since the psiologist disdains the use of physical or magical power, he may not wear armor and may only choose weapons from a limited list. He suffers a -1 attack penalty to reflect his lack of practice with weapons.

Secondly, the psiologist avoids using magical items or magical spells. He may keep one magical weapon, one magical protective device (a *ring* or *cloak protection*, for example), and no more than two miscellaneous magical items such as potions, scrolls, or other items. If the character exceeds this limit, he earns only half the experience for the adventure that he normally would.

This limitation also applies to receiving magical aid in the form of spells. Receiving a beneficial spell (*bless*, *haste*, *cure light wounds*, etc.) during the course of an adventure penalizes the character 10% of his experience earned during that adventure. Multiple infractions can reduce his earned experience by as much as 50%, but no more.

Wealth Options: The psiologist begins play with 3d4 x 30 ceramic pieces.



Sensei

The most powerful characters on Athas combine the study of psionics with the study of another discipline. Dragons study sorcery in conjunction with the Way, while elemental clerics harness the power of their minds to the power of their worship. The sensei combines an intensive physical training program with the Way, seeking to become the perfect weapon.

The sensei are very rare in the Tyr region, since their art is extraordinarily demanding. Few people are even aware that they exist. Each sensei charts his own course in life; there is no organization or school that binds them together. Some may be assassins, others gladiators, and others wandering champions who fight against injustice.

In addition to the normal psionicist requirements, a sensei must have a Dexterity of 15 or better and a Strength of 13 or better. Only humans, muls, and half-elves may become sensei.

Role: Sensei may be the most dangerous character kit in the campaign. They are students of the art of combat, seeking to defeat their foes physically, mentally, and spiritually. They are supremely confident in their abilities and understand their capabilities and limitations exactly. Mere treasure is not enough to win a sensei's service; they only exercise their skills for worthy causes.

In the adventuring party, the sensei is an infiltrator and scout who can strike swiftly to devastating effect. His dedication to self-improvement makes him an unapproachable character who inspires fear in friend and foe alike. There is little room in the sensei's existence for anything but the quest for perfection.

Preferred Disciplines: The sensei must choose Psychometabolism or Psychokinesis as his primary discipline. Psychoportation and Telepathy are preferred choices for secondary disciplines.

Weapon Proficiencies: The sensei gains an extra weapon proficiency, which must be spent to learn martial arts. He may choose his other weapons from the following list: dagger, dart, knife, quarterstaff, spear, gythka, or chatkcha. At least half of all weapons proficiencies must be spent on learning unarmed fighting styles. Refer to "Proficiencies" in Chapter Four.

Nonweapon Proficiencies: *Bonus* – Rejuvenation, tumbling. *Recommended* – Blind-fighting, dancing, direction sense, swimming, healing, juggling, jumping, tightrope walking, endurance, running.

Equipment: The sensei wears no armor, as it hampers his ability to move. He may use any of the weapons listed above.

Special Benefits: The sensei is allowed to study martial arts or unarmed combat. He may continue to specialize in these fields, spending additional proficiency slots to improve his attack and damage rolls. In addition to his unarmed combat ability, the sensei also gains a +1 attack bonus with any weapon he is proficient in to reflect his superb training.

Sensei can also learn the rogue or warrior skills listed under "New Nonweapon Proficiencies" at the normal cost, without paying the one-slot penalty for choosing a proficiency out of the character group. The sensei learns many physical skills in addition to his combat training and psychic advancement.

Special Hindrances: The sensei may not wear armor or use magical devices to improve his Armor Class. He will not use magical weapons, either. The sensei believes in his own ability and disdains the use of such crutches in the practice of his art.

Since he seeks to master both physical and psionic skills, the sensei is not as devoted to pure psionic study as other psionicists are. He suffers a penalty of 1 PSP per level. A sensei with a Wisdom of 16 would gain 10 PSPs per level, rather than the 11 he normally would.

Wealth Options: Sensei care nothing for material wealth. He begins play with 3d4 × 10 ceramic pieces and may never carry more personal treasure than can fit in a small belt pouch.

Tribal Psionicist

The deserts are home to countless nomadic tribes. Some of these wanderers are herders with a flourishing culture and strong values, but others are savage raiders or crude hunter-gatherers. Life in the wastes is hard, and people who live outside the city-states must seize any advantage to survive. The tribal psionicist was raised to defend against the raiders and predators of Athas.



Psionicist Character Kits

Forced to learn the Way as a matter of survival, the tribal psionicist takes many shortcuts in her quest for the power to protect her people. Some of these untutored ones have risen to shake nearby cities, only to disappear a short time later.

Role: The tribal master is a wild card who learns the Way with no formal study. She is a blessing to her people and a terror to their enemies, using her strength to defeat all rivals. Considered a savage by the people of the cities, the tribal psionicist is a complex character with grave responsibilities to live up to. Her entire clan may perish if she fails to defend them.

As an adventurer, the tribal psionicist may be the second psionicist of a tribe, and free to wander. If there is a powerful wizard or cleric who acts as the tribe's shaman, her skills are not desperately needed. However, if she is the only source of paranormal powers for her people, the tribal psionicist will be hard-pressed to find even a few days to go off on an adventure.

Preferred Disciplines: The tribal psionicist can master any discipline, although the most useful powers are Psychokinetic or Psychoportive.

Weapon Proficiencies: *Required*— Choice of blowgun, short bow, club, dagger, dart, hand axe, javelin, knife, sling, or spear. These are the common tribal weapons of Athas, and the tribal psionicist must make her initial weapon choices from this list.

Nonweapon Proficiencies: *Bonus*— Weather sense, fire-building, and survival. *Recommended*— Heat protection, water find, animal handling, direction sense, leatherworking, animal lore, bowyer/fletcher, hunting, tracking

Equipment: The tribal psionicist must spend her starting funds on normal tribal equipment—leather or hide armor, weapons made from bone or stone, and tribal dress and gear.

Special Benefits: The tribal psionicist is free to develop her psionic powers without regard to the established methods of learning the Way. After she chooses her disciplines, sciences, and devotions, she then rolls for an additional wild talent, just like a nonpsionicist character. The wild talent does not count against the allowed number of sciences or devotions she may know, and it doesn't matter if it is in a discipline she does not yet have access to. The normal rules for wild talent PSPs are

used, and the extra PSPs are added directly to her psionic strength total.

If a character rolls a talent that has a prerequisite, she automatically gains the prerequisite power, too. For example, if she rolls domination, she also gains contact and mindlink. The character may gain no more than three extra powers in total, even if she rolls high enough to gain extra wild talents. If the new wild talents or prerequisites duplicate any powers she had already selected, the tribal psionicist gains a special enhancement of that science or devotion.

Enhanced powers gain an automatic +4 to the power score, making them easier to initiate. Plus, they're more likely to have a power score result when initiated; any roll between the original power score and the new power score inclusive will have the power score results. A psionicist with an enhanced power never suffers the ill effects of rolling a 1 on power checks.

Example: Saranda is a tribal psionicist who selects psychokinesis as her primary discipline. One of the powers she selects is ballistic attack. When she checks for her additional wild talent, she happens to roll ballistic attack, which also gives her the prerequisite of telekinesis. Ballistic attack (and telekinesis, too) now become enhanced powers. If Saranda had a Constitution of 14, her normal power score for ballistic attack would be a 12 (Con -2), but it now becomes a -6. Any power score check between 12 and 16 now results in the listed "Power Score" result. Saranda is a serious telekineticist!

Special Hindrances: The tribal psionicist is unfamiliar with many of the common teachings of psionics, including psionic defenses. At 1st level, she begins with the defense mind blank, but after that she must select defenses as she advances in level, using devotion or science slots to acquire them. The defenses are all Telepathic powers, and the usual restrictions for choosing devotions and sciences apply.

Wealth Options: The tribal psionicist rarely begins with more than the clothes on her back. She begins play with only 3d4 × 15 ceramic pieces.

Chapter Four: Proficiencies

Athasian psionics may learn several special proficiencies that are unavailable elsewhere. These skills may be made available in other campaign settings at the DM's discretion. A psionics crossover proficiency groups are General and Psionics. Learning a proficiency from any other group costs one slot more than the listed cost. Several of the character kits discussed in the previous chapter waive this penalty for certain nonweapon proficiencies.

Weapon Proficiencies

All characters are automatically proficient at punching and wrestling, but some psionics kits may be allowed to learn martial arts or to specialize in punching and wrestling. Detailed rules for specialization and martial arts appear in *The Complete Fighter's Handbook*. A psionics may only choose one unarmed combat style to spend extra weapon slots on.

Punching Specialization

If a character spends a weapon proficiency slot to specialize in punching, he gains a +1 to attack and damage rolls, and one additional attack per round. He also gains a +1 table bonus, which may be used to move the result one place up or down.

Wrestling Specialization

If a character spends a weapon proficiency slot to specialize in wrestling, he gains a +1 to attack and damage rolls, and a +1 chart bonus. He gains a +1 damage bonus for continuing holds. The wrestling specialist also gains a +2 bonus to his Strength score for purposes of maintaining a hold.

Martial Arts

Unlike punching and wrestling, a character must spend a proficiency slot to learn martial arts. Using martial arts is just like punching or wrestling—25% of all damage is real, and the rest is temporary. A character with martial arts proficiency must make a successful attack roll and inflicts damage based on the Martial Arts Results Table plus his Strength bonus, if any.

Martial Arts Result Table

Attack Roll*	Martial Arts Maneuver	Damage†	%KO‡
20+	Head Punch	3	15%
13	High Kick	2	10%
18	Vitals Kick	2	8%
17	Vitals Punch	2	5%
16	Head Bash	2	5%
15	Side Kick	1	3%
14	Elbow Shot	1	1%
13	Body Punch	1	2%
12	Low Kick	1	1%
11	Graze	0	1%
10	Body Punch	1	2%
9	Low Kick	1	1%
8	Body Punch	1	2%
7	Knee Shot	1	3%
6	Side Kick	1	5%
5	Head Bash	2	10%
4	Vitals Punch	2	10%
3	Vitals Kick	2	15%
2	High Kick	2	20%
1 or less	Head Punch	3	30%

***Attack Roll** is the unmodified attack roll. If it is a hit, use this entry on the table to determine the result of the attack.

† **Damage** is the amount of punching damage inflicted. This may be modified by Strength or specialization. Only 25% of punching damage is real; the rest is temporary.

‡ **%KO** is the chance of instantly knocking out a humanoid opponent. Thri-kreen and half-giants are immune to instant knock-outs, but can be knocked out by normal damage.

Martial Arts Specialization

Only sensei may specialize in martial arts for one more weapon proficiency slot. The character gains an additional attack per round, a +1 bonus to attack and damage rolls and a +1 table bonus.



Proficiencies



Continuing Specialization

Only sensei may continue to specialize, spending additional weapon proficiency slots to improve their unarmed combat abilities. A character must first specialize in punching, wrestling, or martial arts before adding more slots to continue specializing. He can't continue specializing at 1st level.

For each specialization slot, the sensei gains an additional +1 bonus to attack and damage rolls, and an additional +1 table bonus. When his table bonus reaches +2 or better, he may select any maneuver within the bonus range.

New Nonweapon Proficiencies

Proficiency:	Slots	Ability	Modifier
<i>General:</i>			
Psychic defense	2	Wisdom	- 2
<i>Psionicist:</i>			
Crystal focus	1	Wisdom	- 1
Power manipulation	2	Intelligence	- 4
Psionic lore	1	Intelligence	+ 1
<i>Rogue:</i>			
Information gathering	1	Intelligence	special

Crystal Focus

Many psionicists find that they can achieve a deeper and more productive psionic trance by focusing their meditations on an inanimate object. Crystals and gemstones are the most frequently used foci, because of their clarity and durability. A crystal focus gives the psionicist a +1 bonus on power checks for one particular science or devotion.

To use this proficiency, the psionicist must first attune a crystal to one of his psionic powers. This requires a proficiency check and two hours of meditation. After that, he can use the +1 bonus any time he initiates the power if he has the crystal in contact with his body. A psionicist may only attune one crystal at a time. If he rolls a natural 20 on his power check, the crystal burns out and is destroyed.

The crystal doesn't have to be very valuable—a plain quartz crystal is usually enough to establish focus.



Information Gathering

Some characters have the ability to rapidly gather information from the underworld and the city streets. A character with this proficiency will be aware of any major rumors circulating among the lowlife and commoners of an area. With a successful proficiency check, the character can gather specific information about a person or place.

The roll is modified by the character's reaction adjustment (his Charisma score). If the character uses this skill outside his own territory—in another neighborhood or city-state, for example—he suffers a -3 penalty to his check. In addition, the character must also spend 1d10 ceramic pieces for small bribes, buying drinks, and other such expenses when he uses this skill. If he does not spend the money, he suffers an additional -3 penalty to the proficiency check.

Power Manipulation

Power manipulation is the skill of amplifying a psionic power or devotion. This proficiency can only be used to manipulate powers in the psionist's primary discipline. When the psionist initiates or maintains a psionic power, he may use power manipulation to boost its effects. First he initiates the power with a normal power check. Then he may attempt power manipulation by making a proficiency check. The attempt incurs an additional cost of 5 PSPs, whether he succeeds or fails. If the character makes a successful proficiency check, he achieves the result listed for that devotion's power score.

If the psionist rolls a natural 20 on the proficiency check, he botches the manipulation attempt and suffers the ill effects of rolling a 20 for that devotion's power check.

Psionic Lore

This proficiency represents the study of famous masters of the Way and the methodology of developing mental powers. The character is versed in the standard powers and effects. With a successful proficiency check, the character can identify the general effects of any psionic devotion or science. For example, the character encounters a dwarf walking across a silt basin

without sinking. With a successful check, he can determine that the dwarf is using the Body Equilibrium devotion.

The second benefit of this proficiency is the ability to recognize attack patterns in mental combat. If the character makes a proficiency check with a -4 penalty, he is able to guess which attack and defense modes his opponent will be using that round and select his own modes accordingly. The DM should make this check in secret; if the PC fails the check, randomly decide which powers he thinks his opponent is using.

If two characters with psionic lore engage in mental combat, the character with the highest successful proficiency check is able to read his opponent's intentions. If the proficiency checks are the same, neither character gains any information.

Psychic Defense

Some people are able to develop a rudimentary psionic defense, although they are not psionists. They may be born with exceptionally strong Wills, or they may have met a teacher who instructed them in the basics of psionic self-defense.

When a character with this proficiency is attacked by contact or one of the five telepathic attack modes, he may attempt to defend himself mentally. This must be declared after the attacker has announced his attack, but before he resolves it—the defending character can't wait to see if the attack succeeds.

If the defender makes a successful proficiency check, he manages to prevent contact for that one attack. Each subsequent mental attack provides a cumulative -4 penalty to the proficiency check, so a character who has been attacked three times in one encounter makes his check with a -12 penalty. Unlike a psionist, whose attackers need three tangents to force contact, the general defender is bested the first time his attacker succeeds and he fails his psychic defense roll.

While a character is defending himself psionically, he may move and defend himself normally. However, he may not cast spells or initiate any wild talents. The psychic defender can make melee or missile attacks, but he suffers a -4 penalty to any attack rolls he makes since his attention is divided between his physical surroundings and the mental assault.

Chapter Five: Mental Combat

Turek knelt before Master Sandovas, the instructor who taught students how to defend themselves against the Way. The master was an ageless man with a seamed face and leathery skin. His eyes were cold flecks of granite. "Your studies have gone well, Turek," he said quietly. "You have learned the basics of psychic defense. It is time to practice your lessons."

Turek nodded, his palms wet with sweat. He had known this was coming; he was one of the older students and it was time to begin his final studies before leaving the academy.

Sandovas watched him without expression. Suddenly Turek found his attention ripped away from the patio and the master's physical form being drawn inward. In his mind's eye a glowing sword appeared, poised to strike. "I am the Sword," Sandovas whispered. "I pierce barriers and rend armor."

Turek swallowed nervously and summoned his defense. "I am the Void," he thought over and over again. "I cannot be found, I cannot be harmed."

The Sword lunged forward, driving through the heart of the nothingness that cloaked Turek's presence

Psionic combat is not just a matter of exchanging mind thrusts until a person falls. It's a delicate dance in which the attacker strives to pierce his opponent's defenses. On Athas, this dance has been codified with a set of constructs with which the combatants arm themselves, like gladiators before a match.

The battle occurs in the defender's mindscape, and the various attacks and defenses have tangible forms in this realm. Insinuating attacks seek a point to begin spreading their poison; psychic barrages batter down the victim's defenses with irresistible forces. Psionic combat occurs in a realm of virtual reality; the human mind is incapable of grasping the abstract play of the forces involved and assigns a landscape and symbols to represent the battleground and the weapons used.

The Complete Psionics Handbook

The rules for psionic combat in *The Complete Psionics Handbook* are the accepted rules for the DARK SUN campaign. The use of the material in this chapter is optional.

Constructs and Harbingers

In mental combat, attacker and defender strive to find forms to best their opponent's. The defender assumes the form of an impregnable tower; the attacker takes the shape of a soot, a beast that can destroy any building. The defender responds by changing into a forest in which his psyche cannot be found; the attacker becomes a withering flame to burn the trees away. The various forms are known as *harbingers*, for attack modes, and *constructs*, for defenses.

The use of harbingers and constructs is voluntary. The psionicist need not trouble with the symbology of combat. However, the images are excellent for focusing the mind and can provide significant advantages to those who use them well. If a character uses a construct or harbinger in combat against a foe who does not, the character using the imagery receives a +1 modifier to power score checks in addition to the normal modifiers provided by the Attack Mode vs. Defense Mode Table.

Attack Mode vs. Defense Mode Table

Attacks	Defenses				
	M—	TS	MB	IF	TW
MT	+ 5	- 2	- 4	- 4	- 5
EW	+ 5	0	- 3	- 4	- 3
II	- 3	+ 2	+ 4	- 1	- 3
PsC	+ 1	- 3	- 1	- 3	- 4
PB	+ 2	+ 3	0	- 1	- 2

MT: Mind Thrust

EW: Ego Whip

II: Id Insinuation

PsC: Psychic Crush

PB: Psionic Blast

M—: Mind Blank

TS: Thought Shield

MB: Mental Barrier

IF: Intellect Fortress

TW: Tower of Iron Will

In addition, harbingers and constructs make for a colorful mental battle. Instead of simply rolling dice, the players can imagine their characters taking the forms of unique variations on the standard attacks and defenses.



The tradition of Tarandas recognizes 10 psionic combat modes: mind thrust, ego whip, id insinuation, psychic crush, and psionic blast for attack; and mind blank, thought shield, mental barrier, intellect fortress, and tower of iron will for defense. Each of these modes possesses four common harbingers or constructs, for a total of 40 symbols. Dozens of variations exist, and almost every master of the Way will customize his symbology to reflect his own tastes and strengths and his unique set of abilities

The Harbingers vs. Constructs Table sums up the combat effects of the various symbols. Cross-index the attacker's harbinger with the defender's construct to find the modifier to the attacker's power score check. These modifiers *replace* the modifiers from Table 14 of *The Complete Psionics Handbook*, Attack vs. Defense Modes. (Table 14 is reprinted on page 32 for your convenience.)

Example: Koren is psionically attacked by a gith! Quickly he decides to throw up his mental barrier defense and chooses a construct of pure Will. The gith is attempting to ego whip him, using a harbinger of the Slave. The Will is strong against the Slave's despair. and the gith suffers a -5 penalty to his attack instead of the normal -3 penalty for using ego whip against mental barrier.

A DARK SUN game psionicist begins play as a 3rd-level character with two defense modes. He is allowed to select three constructs between the two defense modes. Each time the character gains a level, he may learn a new construct. If he gains a new defense mode, he automatically gains one construct from that mode in addition to the construct he gains for increasing in level.

When a character learns an attack mode, he automatically gains one harbinger in that mode. He may also learn a new harbinger each time he advances in level, so it is possible to learn two harbingers in one level increase. A character cannot learn a harbinger or a construct for an attack or defense mode he does not know.

The Harbingers

Each symbol used in mental combat is selected for a specific quality of strength that the psionicist wishes to emulate. For example, harbingers of the mind thrust attack are weapons. Harbingers of the ego whip attack are symbolic personalities that signify emotion. Id Insinuation harbingers are horribly venomous creatures, while those representing psychic crush are powerful, irresistible forces. The harbingers of psionic blast are strong, savage animals renowned for their ferocious fighting abilities.

The 20 commonly recognized harbingers used by psionicists on Athas are presented below.

The Sword (Swd): Strong and flexible, the Sword pierces defenses and slashes away deceit.

The Chatkcha (Cht): Swift and graceful, the Chatkcha circumvents defenses to strike its targets.

The Incantation (Inc): The power of the Incantation overwhelms resistance and erodes the will.

The Flame (Fla): Defenses are seared to ash by the pure touch of the Flame.

The Templar (Tmp): Signifying betrayal, the templar can destroy the most powerful mind from within.

The Noble (Nob): Scorn is the noble's weapon. exposing weakness to harsh scrutiny.

The Slave (Sla): Utter despair can defeat those who are too strong to overcome otherwise.

The Dragon (Drg): Grief and horror follow in the Dragon's wake, swallowing the weak and defenseless.

The Wyvern (Wyn): Fierce and dangerous, the wyvern attacks with rage and blinding speed.

The Scorpion (Scp): Relentless in its pursuit of its prey, the scorpion never gives up the attack.

The Crystal Spider (Cry): Beautiful but deadly, the spider's mystic poison can destroy defenses easily.

The Silk Wyrn (Silk): The Silk Wyrn is stealth personified, slithering past defenses to attack.



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Harbingers vs. Constructs Table

Defense Modes

Attack Modes		M –				TS				MB				IF				TW			
		Voi	For	Mud	Rns	Shd	Eun	Arm	Wal	Tru	Wll	Act	Den	Cha	Btl	Dra	Bra	Tow	Ram	Gat	Cra
MT	Swd	+5	+5	+5	+5	-4	0	-2	-2	-4	-2	-6	-4	-2	-6	-6	-2	-4	-6	-4	-6
	Cht	+6	+5	+5	+4	0	-4	-4	0	-2	-2	-6	-6	-4	-2	-4	-6	-6	-3	-8	-3
	Inc	+8	+3	+4	+5	0	-4	0	-4	-6	-6	-2	-2	-4	-4	-2	-6	-3	-6	-5	-6
	Fla	+1	+7	+6	+6	-4	0	-2	-2	-4	-6	-2	-4	-6	-4	-4	-2	-7	-5	-3	-5
EW	Tmp	+3	+7	+6	+4	0	-2	0	+2	-4	-1	-5	-2	-3	-3	-6	-4	0	-3	-3	-6
	Nob	+4	+6	+6	+4	+1	-2	-1	+2	-2	-2	-2	-6	-5	-6	-1	-4	-4	-2	-2	-4
	Sla	+6	+4	+4	+6	-1	+2	+1	-2	-3	-5	-2	-2	-4	-2	-3	-7	-4	-3	-3	-2
	Drg	+7	+3	+4	+6	0	+2	0	-2	-3	-4	-3	-2	-4	-5	-6	-1	-4	-4	-4	0
II	Wyv	-4	-2	-1	-5	+2	0	+2	+4	+4	+6	+3	+3	-3	+1	+1	-3	-4	-3	-3	-2
	Scp	-5	-1	-3	-3	+3	+1	+3	+1	+4	+5	+5	+2	+1	-1	-3	-1	-4	-2	-2	-4
	Cry	0	-4	-5	-3	+2	+4	+2	0	+3	+5	+3	+5	0	-3	-2	+1	-3	-3	-4	-2
	Slk	-3	-5	-3	-1	+1	+3	+1	+3	+5	+3	+2	+6	-2	-1	0	-1	-1	-4	-3	-4
PsC	San	+3	0	+1	0	-1	-4	-2	-5	-1	-1	-2	0	-4	-5	-2	-1	-4	-4	-7	-1
	Mek	0	+2	0	+2	-5	-4	-2	-1	-1	0	-1	-2	-3	-4	-3	-2	-3	-5	-3	-5
	Hor	+1	0	+3	0	-1	-3	-4	-4	0	-3	0	-1	-3	-1	-3	-5	-6	-4	-2	-4
	Bdr	0	+2	0	+2	-5	-1	-4	-2	-2	0	-1	-1	-2	-2	-4	-4	-3	-3	-4	-6
PB	Sot	+3	0	+1	+4	+3	0	+4	+5	0	+2	-1	-1	0	-3	0	-1	-1	-1	-1	-5
	Slt	+2	+4	+2	0	+4	+2	+4	+2	+1	0	0	-1	-1	0	+1	-4	-2	-3	-1	-2
	Kir	+1	+3	+2	+2	+3	+5	+2	+2	+1	0	0	-1	-2	0	-2	0	-3	-2	-3	0
	Tem	+2	+1	+3	+2	+2	+5	+2	13	-2	-2	+1	+3	-1	-1	-3	+1	-2	-2	-3	-1

Cross-index the harbinger against the construct. The result is the modifier to the attacker's power initiation check for that round.

Sand (San): The crushing weight of Sand has covered the green jungles and blue oceans of Athas.

The Mekillot (Mek): Strong and relentless, the mekillot cannot be stopped.

The Silt Horror (Hor): Powerful tentacles can drag even the strongest defender into death and madness.

The Boulder (Bdr): Shattering walls and crushing the weak, the Boulder cannot be stopped.

The So-Ut (Sot): The insane rage of the Rampager sweeps frail human minds before it like dust.

The Sloth (Slt): Slashing claws and relentless tenacity can carve a defense to pieces.

The Kirre (Kir): Graceful and strong, the Kirre fights with honor and skill.

The Tembo (Tem): Malice and guile can defeat skill and honor with ease.



The Constructs

Like harbingers, constructs are images that allow a psionicist to concentrate on his mental defense. Mind blank constructs are landscapes in which the psyche can hide. Thought shield constructs are arms that can parry or confuse blows. Mental barrier constructs are concepts that can fill the mind, while those of intellect fortress are living fortresses. Lastly, tower of iron will constructs are strong places in which the mind can hide.

The 20 common constructs are presented below.

The Void (Voi): Empty of substance, the Void is unassailable and cannot be harmed.

The Forest (For): A wealth of life misdirects the attacker, leading him astray.

The Mudflat (Mud): Liquid mud frustrates the attacker, miring him in featureless terrain.

The Ruins (Rns): Utter anarchy and destruction surrounds the mind with a pathless barrier.

The Shield (Shd): Swiftly moving to block any blow, the Shield is unbreakable.

The Rune (Run): Mystic defense halts the most determined attack with but a word.

The Armor (Arm): Impenetrable protection surrounds the psyche, defeating all assaults.

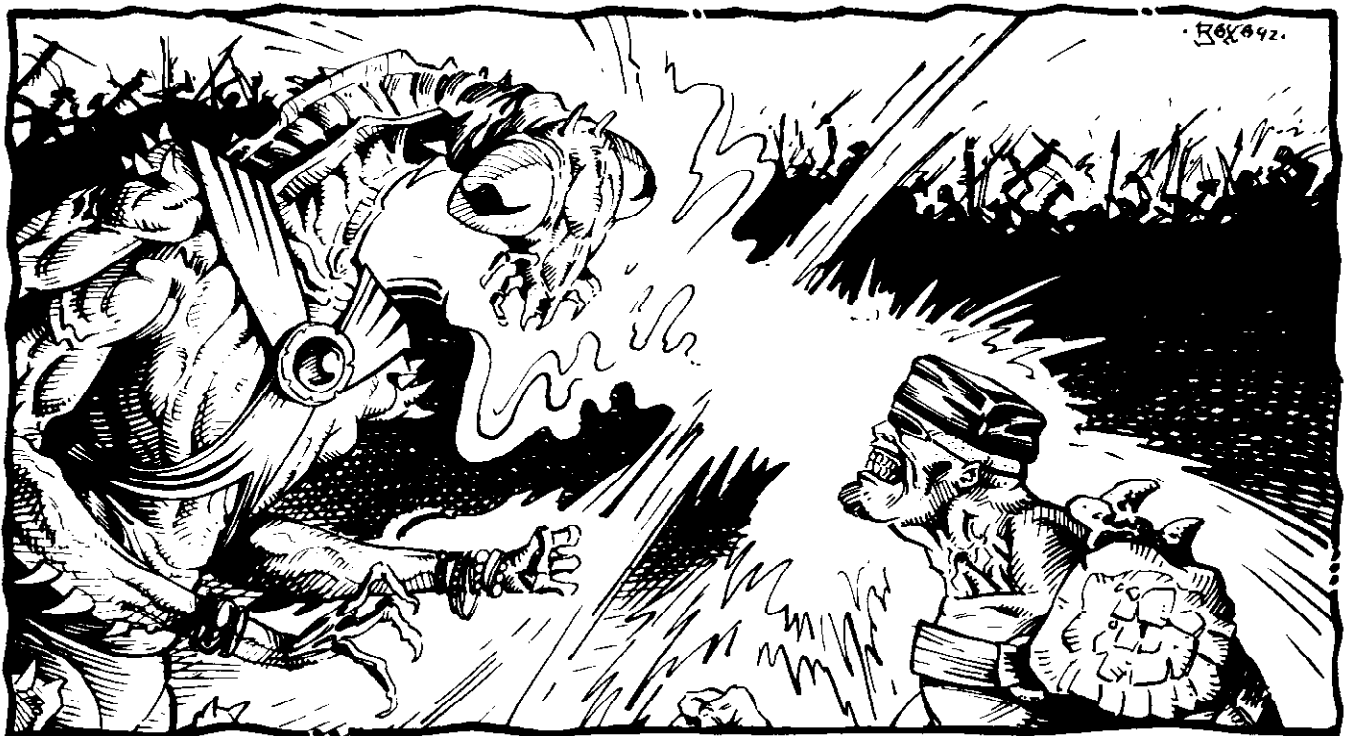
The Wall (Wal): An endless barrier that is continuously renewed as it is destroyed.

The Truth (Tru): Lies and deceit cannot withstand the pure light of the Truth.

The Will (Wll): Not in can overcome one whose Will is truly unbreakable.

Acceptance (Acc): Embracing the attack can often defeat it.

Denial (Den): If the attack does not exist, it cannot harm.





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The Cha'thrang (Cha): Bristling with chitinous spikes, the cha'thrang is impervious to attack.

The Beetle (Btl): A rock-hard carapace surrounds the psyche, deflecting even the strongest blows.

The Drake (Dra): Sheer strength and mass shrug off the most dire wounds.

The Bramble (Bra): Razor-sharp thorns bar the passage of any attacker, guarding the psyche.

The Tower (Tow): Strong and tall, the Tower is unassailable.

The Rampart (Ram): Layers of defense upon defense can trap and destroy any attack.

The Gate (Gat): The path to the mind is barred with locks of steel and gates of stone.

The Crag (Cra): Lonely and strong, the crag resists all attacks.

Psionics in Combat

Note: You may wish to review the rules for telepathic combat in *The Complete Psionics Handbook*, pages 25 through 27.

In telepathic combat, a psionist uses a psionic attack mode to attack another. The attacker and defender must make power checks to initiate their respective attacks or defenses. Whoever makes his power check with the highest roll wins the psychic contest. If the attacker wins, he gains a tangent on the defender. If the defender wins, the attack is foiled.

Remember, a character can use a psionic defense while taking another action in the round—attacking physically, casting a spell, using a magical item, or initiating a psionic power or attack mode of his own. *There can be two simultaneous telepathic combats occurring between two characters!*

An overmatched psionist may decide to defend himself while using his other action to shoot his crossbow at his tormentor, hoping to disrupt his concentration. If a character chooses to attack via the telepathic attack modes, he may make two mental attacks per round.

Another reminder: maintaining a power of any kind does not count as taking an action.

How Do the Defenses Work?

When a psionist comes under psionic attack, he can defend by raising one of the five psionic defenses. In most cases, this can only be done at the beginning of a combat round. There is one exception—the defense mind blank. Mind blank does not need to be initiated, since it costs 0 PSPs to use.

This means that a psionist who was not expecting a psychic attack can always defend with mind blank, regardless of what he has already done during the current round and without affecting whatever he was planning to do.

To raise any other defense in the middle of a round, the psionist must abort his intended action. If he has already done something else, he can't raise any defense except mind blank until the beginning of the next round.

Psionists should strongly consider taking mind blank as their first defense, as it is the only defense that will operate at any time. If a psionist is hit with a mental attack and doesn't have a defense available, the attacker automatically gains a tangent if he succeeds in his power check.

The Combat Round

When psionics are part of the melee round, things can get confusing. The correct sequence of play should be:

1. Players announce what actions their characters intend to take. If psionist has not yet come under psionic attack, he need not raise a defense. The psionist may choose to initiate a power. If he chooses to attack psionically, he states which power he is going to use and selects a harbinger to convey it. If the psionist is under telepathic attack at the beginning of a round, he must also declare what construct he intends to use.

2. Everyone rolls initiative. If a psionist is initiating a power, use the power's Preparation Time as an initiative modifier. At the DM's option, the character's Intelligence functions as a "mental Dexterity." He may use the reaction adjustments from the Dexterity Table for his Intelligence score. A character with an 18 Intelligence has a -3 initiative bonus with psionics.

3. Actions are resolved in initiative order. Psionic powers are initiated whenever they fall in the combat round. If a psion-

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icist without a raised defense comes under telepathic attack, he can raise mind blank and choose a construct. He does not know what attack mode is being used against him; he only knows that he is under attack. He may still take other actions as normal during the round. A character attacking telepathically may make two attacks in a round, but must use the same attack mode and may not change harbingers during the round.

An Example of Psionic Combat

The following example presents a scenario in which Koreth, a 6th-level telepath, and his friend Galek, a ranger, are ambushed by three gith and a 5th-level gith psionicist. Neither party was surprised, and the range is 30 feet.

Round One: The DM decides that the three nonpsionic gith will use their leaping ability to spring into combat, while the psionicist hangs back to use project force on Galek, a big and dangerous-looking fellow. Koreth declares that he will attempt contact against one of the gith. He doesn't realize one of them is psionic and randomly chooses a nonpsionic foe as his target. Galek sets his spear against a charge.

Initiative is rolled. Koreth gets a 4, Galek a 6 (-2 for set for charge, +6 for spear speed factor for a total of 10), and the gith roll an 8 (the chargers attack with claws, for a total of 11; the psionicist goes on 8).

Koreth goes first. His contact Power Score is 18. and he makes it with a roll of 12. The gith is now contacted. Next is the psionicist gith, who successfully tags Galek with his project force. Galek survives the blow, and he gets to go next. He impales a charging gith with his spear, killing it before it can attack. The two survivors of the charge split their attacks against Koreth and Galek. Although Koreth is grazed for minor damage, he has already initiated contact and the wound does not disrupt his concentration.

Round Two: The DM decides that the two gith in melee with the adventurers will stay there, while the last recognizes Koreth as a fellow psionicist and decides to use ballistic attack in an attempt to keep him from initiating any new powers.

Koreth also recognizes the psionic gith, but has an enemy in front of him and decides remove him from the fight with aversion, since the gith's been contacted already. Galek is happy to melee with his gith.

Initiative is rolled; Koreth gets a 5, Galek an 8 (modified to 14), and the gith roll a 4; the psionic gith will go on 4, while the others attack on 7.

The psionic gith goes first, successfully initiating ballistic attack. Fortunately for Koreth, the gith fails his attack roll with the rock and misses. Koreth is next; he initiates aversion against his opponent with a Power Score result. The gith promptly turns and flees for his life! Galek and his opponent attack and miss each other.

Round Three: The DM decides that the gith psionicist will try to attack Koreth, using ego whip with a Dragon harbinger. The monster also raises a mental barrier. The surviving nonpsionic gith continues to melee with Galek, who reciprocates. Koreth declares that he is attacking the gith psionicist with id insinuation, using a Scorpion harbinger.

For initiative, the gith roll a 1, Koreth a 7, and Galek a 9.

The psionic gith goes first. Koreth raises mind blank with the Void construct. The gith's adjusted Power Score is a 20+, while Koreth has a 15 with mind blank. The gith rolls a 4, making his roll, but Koreth rolls an 11 and wins the psychic contest. The gith does not achieve a tangent.

When Koreth's turn comes. the gith throws up a mental barrier with the Denial construct. Koreth gains a +2 bonus to his Power Score, raising it to a 16. The gith defends with a 16. Koreth makes his roll with a 13, but the gith fails his defense roll with a 19. Koreth has one tangent on the gith.

Galek and the second gith continue their battle.

Since both the psionic gith and Koreth are using telepathic attacks, they gain a second attack with each. The gith goes first. Neither psionicist can change attacks, defenses, or harbingers at this point. The gith rolls a 13, while Koreth rolls a 3. The gith gets a tangent on Koreth.

In his own second attack, Koreth rolls a 7, the gith a 5—Koreth achieves his second tangent on the gith.



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Round Four: The DM decides that the psionic gith will change tactics, trying to use project force against Koreth. He intends to use the tower of iron will defense, with the Rampart construct. The other battles Galek. Koreth declares that he will switch to psionic blast and use his Kirre harbinger, while keeping his defense as mind blank with the Void (he's running low on PSPs).

For initiative, the gith roll a 3, Koreth rolls a 6, and Galek a 7.

The psionic gith successfully initiates project force and pounds Koreth for 10 points of damage. Koreth's attacks are spoiled by the telekinetic punch. He is able to maintain his two tangents on the gith, though.

Galek and the second gith are locked in a battle to the death.

Round Five: All parties announce that they will repeat their actions of the previous round.

This time, Koreth wins the initiative by rolling a 1, while the gith roll a 6 and Galek a 3.

Koreth leads off. His Kirre against the Rampart suffers a -2 penalty, modifying his Power Score to 11. When he attacks, he rolls a 3; the gith rolls a 7. Koreth defeats him and achieves the third tangent. The psionic gith succeeds with his project force attack, pounding Koreth for 8 more points of damage. This successful attack spoils Koreth's second telepathic attack for the round, but at least he'll be ready to create havoc next round. Galek finally defeats his opponent, and the gith psionist is left alone on the field of battle with his mind at Koreth's mercy.

The battle concludes in the next round, as the psionic gith tries to flee. Koreth uses domination to subdue his enemy. It was close for a while, but the heroes prevailed!

The DM should take pains to keep up a colorful and exciting narrative to go along with the rolls of the dice and the use of the modifiers when refereeing a fight scene. Instead of saying, "Kirre vs. Rampart-that's a -2 for the attacker," the DM should try something more along the lines of this: "Koreth, in the gith's mind a mighty Rampart looms before you, barring your way. Your Kirre is slowed by the search for a weakness, and you have a -2 penalty to your psionic blast attack."

Using Psionic Power Cards

An easy way to run psionic combat is to use cards summarizing the powers. A full set is provided in the *Deck of Psionic Powers* accessory. If you do not own the official cards, you can easily make up your own using blank index cards.

Leave one side of each card blank, and on the other side record the power's name, power score, PSP cost, and any other information you wish to include. When a player running a psionist character declares that he is initiating a psionic power, he can simply pull out the card and place it face-down on the table. After all psionic powers have been placed on the table, the cards are turned over and combat resumes.

Harbingers and constructs can be handled with a deck of normal playing cards. Each harbinger or construct has a specific card that represents it. These, too, are played face down and revealed at the appropriate time in the round.

Sword: Ace of Hearts

Chatkcha: Ace of Spades

Incantation: Ace of Clubs

Flame: Ace of Diamonds

Templar: 2 of Hearts

Noble: 2 of Spades

Slave: 2 of Clubs

Dragon: 2 of Diamonds

Wyvern: 3 of Hearts

Scorpion: 3 of Spades

Crystal Spider: 3 of Clubs

Silk Wyrn: 3 of Diamonds

Sand: 4 of Hearts

Mekillot: 4 of Spades

Silt Horror: 4 of Clubs

Boulder: 4 of Diamonds

So-ut: 5 of Hearts

Sloth: 5 of Spades

Kirre: 5 of Clubs

Tembo: 5 of Diamonds

Void: 6 of Hearts

Forest: 6 of Spades

Mudflat: 6 of Clubs

Ruins: 6 of Diamonds

Shield: 7 of Hearts

Rune: 7 of Spades

Armor: 7 of Clubs

Wall: 7 of Diamonds

Truth: 8 of Hearts

Will: 8 of Spades

Acceptance: 8 of Clubs

Denial: 8 of Diamonds

Cha'thrang: 9 of Hearts

Beetle: 9 of Spades

Drake: 9 of Clubs

Bramble: 9 of Diamonds

Tower: 10 of Hearts

Rampart: 10 of Spades

Gate: 10 of Clubs

Crag: 10 of Diamonds

Chapter Six: The Disciplines

Athasian psionics recognize six distinct disciplines—Clairsentience, Metapsionics, Psychokinesis, Psychometabolism, Psychoportation, and Telepathy. Each psionist selects a primary discipline to specialize in when first created. It is easy to master one discipline, but only the most powerful masters of the Way ever gain access to more than three or four.

In this chapter, each of the disciplines discussed in detail. Characters specializing in each are examined, and potential uses of the trickier powers are dealt with. Each discipline also contains an NPC Psionist Template which can be used to quickly generate NPC psionists.

Clairsentience

Kerran knelt by Regalla's body in the dark alleyway. The warren-like buildings to either side were crowded with people of the vilest descriptions. Whoever had slain Regalia was blocks away by now, lost in the slums of Urik's Foreign Quarter.

Ignoring the eyes he could feel upon him, Kerran gently removed the knife that had taken Regalia's life. "I will avenge you, my friend," he whispered. Closing her eyes, he called upon the Way and focused upon the knife in his hand.

The jagged bone blade was dripping with Regalla's blood. He looked past that, trying to visualize the hand that had held the blade. His mind's eye cleared and he could see a thick, powerful hand with calluses and scar—a warrior's hand. Concentrating further, he turned his sight, seeking the face of the killer. He saw the grinning face of a tattooed mul.

Kerran stumbled back in horror. "By the Dragon! Xochtel!" He couldn't believe the gladiator was capable of such evil.

Clairsentience is not a powerful discipline, if one defines power as the ability to cause immediate harm to one's foes. It is a subtle and patient art. The clairsentient may be the most capable information gatherer of Athas. He is rarely surprised by any turn of events. With powerful talents for precognition and location, the clairsentient can find almost anything and anticipate the onset of danger.

The Role of Clairsentience

Clairsentient psionists are in great demand throughout Athasian society. They are second only to telepaths in importance to everyday affairs. Nobles, merchant dynasties, templars, and sorcerer-kings use their talents to ferret out enemies and to help determine who to trust or betray.

Generally, any given NPC with sufficient wealth can hire a clairsentient. Powerful noble and sorcerer-monarchs often have a clairsentient psionist as a permanent adviser.

This prevalence of psychic seers has serious implications. Object reading can be used on any piece of evidence left behind at the scene of a crime. Mastermind villains will take advantage of their psychic's precognition to anticipate the PCs' actions. Clairvoyance or environment can be used to spy on the PCs anywhere. An NPC who makes good use of clairsentient reconnaissance can be very difficult to defeat.

Of course, the reverse applies for PC psionists who specialize in Clairsentience. If they are wise, they'll keep tabs on their enemies and check out potential hirelings or employers. The DM may find it nearly impossible to sneak an evil NPC into the party if the PC hit everyone they meet with aura sight.

In an adventuring party, the clairsentient is a tactical liability. He has little combat power and should be kept out of harm's way. The clairsentient is at his best when using his powers to scout ahead of the party and to anticipate traps and ambushes. A well-played clairsentient may provide information of such importance that the party may never miss the extra firepower.

Clairsentients are also known as seers, psychics, mediums, fortune-tellers, and spirit-speakers.

Clairsentient Advancement

The clairsentient enjoys an easy advancement schedule with few prerequisites for his better powers. He can choose almost any power in the discipline early on and select freely from the others as he advances. When the clairsentient psionist is first created, he should choose clairvoyance or clairaudience as his first science. These are the reconnaissance powers of the discipline, and the most useful to a low-level adventurer.



The Disciplines



The clairsentient has access to navigation powers (know direction, know location, and know course) that can guarantee that he'll never be lost in the wastes of Athas. Other useful powers include combat mind, danger sense, see sound, environment, and feel moisture. The new science of detection is a potent addition to the clairsentient's arsenal, as well.

Clairsentient Powers

It is important to remember that clairaudience and clairvoyance can only be used on areas the psionicist has knowledge of. He cannot target his power on "wherever Uldan the mul is at this moment," or on "the sorcerer-king's throne room in Urik" if he has never been there.

Places the psionicist knows include any place he has ever been to himself, any place within his sight now, or any place he can specify. He could use clairvoyance to peek behind a sand

dune, since he can tell from where he is that the sand dune has another side. He could also scan a point "10 miles directly west" or "two miles north of the central square of Urik" if he had ever been to the square. Standing outside a tower, he can make a reasonable guess that there is a room or passageway behind any windows he can see, but he can't know the layout of the tower and use his powers against interior rooms.

However, a psionicist with a lot of PSPs could "visit" an area with clairvoyance. Once inside the tower window with clairvoyance, he can see a small room with a door. Now he may look behind the door, since he knows it exists.

The devotions of feel sound and feel light are of limited usefulness, but see sound negates darkness-based combat penalties for the psionicist, as long as his opponents are making any normal amount of noise. (Incorporeal opponents such as spectres or ghosts don't make noise when they attack!)



The Clairsentient Template

The list of powers below describes a typical advancement scheme for a clairsentient psionist. The DM can use this template to quickly generate a psionist NPC specializing in clairsentience and players can use it as a guide for how they might develop their own characters. Sciences are noted by (S). Recommended secondary and tertiary disciplines are also included. The DM can substitute disciplines or individual powers, so long as the number of sciences and devotions in a discipline are not changed.

Level Powers Gained

- 1 Clairvoyance (S), danger sense, know direction, see magic
- 2 Know location, safe path
- 3 Detection (S), see sound;
PSYCHOMETABOLISM: Displacement
- 4 All-round vision; PSYCHOMETABOLISM:
Chameleon power
- 5 Object reading (S), know course
- 6 TELEPATHY Contact
- 7 Aura sight (S), feel sound
- 8 TELEPATHY ESP
- 9 TELEPATHY Mindlink (S), id insinuation
- 10 PSYCHOMETABOLISM: Dimensional door
- 11 True sight (S), sensitivity to observation
- 12 TELEPATHY Incarnation awareness
- 13 Feel light; TELEPATHY: Probe (S)
- 14 Radial navigation
- 15 Precognition (S); PSYCHOMETABOLISM:
Astral projection
- 16 PSYCHOMETABOLISM: Cell adjustment
- 17 Spirit sense; PSYCHOMETABOLISM:
Teleport (S)
- 18 METAPSIONICS: Intensity
- 19 Poison sense; PSYCHOMETABOLISM:
Metamorphosis (S)
- 20 TELEPATHY Ego whip

Psychokinesis

Drasna needed a distraction. The templar patrol was beating its way down the alley, and in moments they would find her. Shrinking in to the shadows, she concentrated on a bone-handled short sword thrust in to a half-giant's hip sheath. Summoning the Way, she drew the blade from its scabbard with a rasping hiss. While the half-giant gaped in amazement, she sent the sword spinning through the templars' ranks, slashing and thrusting indiscriminately.

The orderly patrol erupted in chaos as the templars ducked and dodged out of the sword's path, cursing and screaming. Drasna permitted herself a cold, small smile. It was working. Then the blade came to a sudden halt, hanging suspended in midair as another mind sought to control its flight. Drasna found herself locked in a battle of will with the templar standing at the back of the patrol. The sword was the prize.

If Clairsentience is the most subtle of the disciplines, then Psychokinesis is the most overt. A wide range of potent attacks make Psychokinesis the most combat-oriented of the six disciplines. Only Psychometabolism rivals it in terms of the ability to deal out physical damage.

The Role of Psychokinesis

Psychokineticists are battlefield psionists who are actively sought out as military auxiliaries. They can be found serving as elite guards for noble houses or merchant dynasties, assisting templar patrols, or as the heavy artillery for savage desert raiders. A powerful psychokineticist is as good as a wizard for creating mayhem in a fight.

In Athasian society, psychokineticists are widely recognized for their firepower. Like the clairsentient, the psychokineticist will never lack for work. However, they rarely are used as advisers; instead, they are enforcers and bodyguards expected to use their talents to destroy the enemies of their employers.

Most noble estates or merchant dynasties have a psychokineticist among their guards. Many nomadic tribes also possess



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one or more psychokineticists among their number—the potent combat abilities of the psychokineticist can often spell the difference between life and death in the desert wastes.

A psychokineticist can be a great addition to an adventuring party. Much like a wizard, he commands formidable offensive and good defensive abilities. A psychokineticist in a low-level party can literally blow away the opposition. At middle or higher levels, the psychokineticist's abilities are not so powerful compared to other characters. At this point, the character should begin to concentrate on acquiring a broad variety of skills from the other disciplines to keep himself useful.

Psychokinetic Advancement

It is essential that the psychokineticist selects telekinesis as his first science. Most of this discipline's sciences and devotions list telekinesis as a prerequisite, and the character will dead-end if he cannot choose these powers until later in his career.

The psychokineticist character should select a good mix of offensive, defensive, and diversionary powers as he advances. While direct-attack powers such as disintegrate, detonate, and ballistic attack are attractive, less offensive powers like create object and levitate can be enormously useful.

The most powerful sciences in this discipline have a large PSP cost and have power scores based on a variety of abilities. The psychokineticist should take a look at his chances to successfully initiate a power and how much of his psionic strength it would consume before selecting it.

Psychokinetic Powers

Special Note: Two psionic powers appearing in *Dragon Kings* were placed in the wrong disciplines. Teleport object is not a Psychokinetic power; it's a Psychoportive devotion with teleport as a prerequisite. Return flight is not a Psychometabolic devotion; it belongs in the discipline of Psychokinesis.

If existing characters have selected these powers, the DM can either ignore this retraction and allow the character to continue play as is or he may allow the psionicist to discard teleport object or return flight and select another power.

You may own a copy of *The Complete Psionics Handbook* that has several important pieces of errata in it. The following Psychokinetic devotions do not require telekinesis as a prerequisite: animate shadow, control light, control sound, molecular agitation, and soften.

Other difficult powers include the following.

Detonate: If used against an opponent's weapons or armor, it is reasonable to assign combat penalties to partially destroyed equipment. A -1 to attack rolls or Armor Class for each 10% destroyed is appropriate. If the item targeted by the psionicist is magical, it gains a saving throw versus disintegration to resist the detonation effect.

Monsters composed of magically animated material, such as golems, are allowed a saving throw versus spells to resist being detonated. If they fail, lose a percentage of their hit points equal to the percentage of their mass that was destroyed by the attack. Creatures that don't get a saving throw (zombies, skeletons, and plant monsters, for example) against this attack take damage in the same way,

Disintegrate: Some Athasian monsters are so huge that they can lose 8 cubic feet of their mass to disintegration and survive. These include the cloud ray, all drakes, the dune trapper, the megapede, and the sand vortex. If these monsters fail their save versus death magic, they are not killed outright but instead sustain 10d10+20 points of damage.

Project Force: No attack roll (other than the power check) is required with this power.

Telekinesis: It is possible to use telekinesis for very fine work such as sewing, writing, or picking a lock. The character attempting to perform the task must be capable of doing the work himself—sewing telekinetically doesn't help if you know nothing about sewing. The psionicist should make a second power check to successfully complete any fine work. In the case of picking a lock, this gives the character an opportunity to roll against his Open Locks percentage.

If a character wants to engage in a tug-o'-war with someone (for example, trying to yank a sword out of a guard's hand) resolve the situation with the normal psychic contest rules,

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using the defender's Strength score against the psychokineticist's power score.

Inertial Barrier: The barrier affects missile fire and movement in both directions. It can stop a spell such as *fireball* or some breath weapons (a red dragon's flames, for example), causing the effect to splash off the surface of the barrier, but does nothing against pure energy attacks like a blue dragon's lightning breath or a *magic missile* spell. The inertial barrier protects against all forms of disintegration, not just psionic disintegration.

Molecular Agitation: Items are not required to make saving throws until they could actually be damaged. For example, a steel sword is not threatened until the fourth round of agitation, but a scroll must make a saving throw after only one round of molecular agitation.

Molecular Manipulation and Soften can be used against body weaponry or flesh armor. However, the subject can negate the effects by allowing the power to drop and then re-initiating it later in the combat.

Compact (from *Dragon Kings*): Most creatures can easily tell if something they are about to eat or drink has been compacted. Even water is obvious, because it weighs 10 times what it should. Most animals will refuse to eat compacted material, since it doesn't feel right, but if they are extremely hungry they may let their appetite overcome their judgment. Sentient creatures may realize that "something's wrong with this pear," but the DM should be the judge of whether or not an NPC views it as a potential hazard.

The Psychokineticist Template

The powers listed below are recommended selections for a character of that level. The DM is free to substitute sciences or devotions as he or she sees fit, but should be careful to observe the rules of acquiring psionic powers. First off, no discipline may have as many sciences or devotions as the character's primary discipline; and second, the character must have at least twice as many devotions as sciences in any given psionic discipline.

Level Powers Gained

- 1 Telekinesis (S), control light, levitation, molecular agitation
- 2 PSYCHOMETABOLISM: Adrenalin control, reduction
- 3 Detonate (S), ballistic attack, inertial barrier
- 4 PSYCHOMETABOLISM: Body equilibrium, chemical simulation
- 5 Control wind; PSYCHOMETABOLISM: Life draining (S)
- 6 PSYCHOPORTATION: Phase
- 7 Disintegrate (S), soften
- 8 PSYCHOPORTATION: Dimension walk
- 9 Control flames; PSYCHOMETABOLISM: Energy containment (S)
- 10 METAPSIONICS: Magnify
- 11 PSYCHOMETABOLISM: Teleport (S), teleport trigger
- 12 PSYCHOMETABOLISM: Double pain
- 13 Create object (S); PSYCHOMETABOLISM: Cell adjustment
- 14 CLAIRSENTIENCE: Radial navigation
- 15 METAPSIONICS: Ultrablast (S), stasis field
- 16 Molecular manipulation
- 17 PSYCHOMETABOLISM: Metamorphosis (S); PSYCHOPORTATION: Dimensional door
- 18 TELEPATHY Contact
- 19 Control body; PSYCHOPORTATION: Probability travel (S)
- 20 CLAIRSENTIENCE: Danger sense

Psychometabolism

Durago waited in the dusty circle, sweat running down his back in a warm trickle. The sun stood at noon; it was time. A round him, the silent villagers parted to admit their champion in to the ring. Looking up, Durago measured his opponent with a penetrating stare.



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The villager was a hulking mul, standing a full head higher than Duragos own six feet and outweighing him by a hundred pounds or more. He could see the cicatrices and scars of the arena rippling on the warrior's oiled skin. The mul advanced with easy confidence, veteran of hundreds of fights to the death. Durago frowned---this would not be easy.

"You should not have challenged me, stranger," the mul hissed. "This is my village, and I make the rules. Leave or die." He drew a glossy, obsidian-bladed short sword and waited.

Durago closed his eyes and called upon the Way. First he armored himself hardening his skin until it was as dense as braxat hide. Then he flooded his body with primal strength. Lastly, he poured his will in to his hands, making them in to steely talons capable of splitting stone. The villagers-and their champion--did not detect Duragos new strength.

Opening his eyes, he smiled and said, "I'm ready."

Psychometabolism offers a wide range of useful powers. With them, a psionic character can fight as well as a fighter, become stealthier than a thief, heal like a cleric, or change shape like a wizard. A well-played psychometabolist may be the most dangerous character of the DARK SUN campaign.

The Role of Psychometabolism

Like Psychokinesis, Psychometabolism is often regarded as a good fighting discipline. Like the psychokineticist, psychometabolists are sought out as bodyguards and agents by the great merchant dynasties and the nobility of Athas.

The psychometabolist takes more personal assignments than a psychokineticist does. Psychometabolism is a good combat discipline, but its powers augment the user's own abilities rather than directly damaging several opponents at once. A psychometabolist must settle for dispatching his foes one by one. They are more valued as bodyguards than artillery pieces.

If not employed as a bodyguard, a psychometabolist may find work as an assassin, scout, or spy. His powers can duplicate or surpass a thief's stealthy abilities. Many psychometabolists remain free of any patrons or employers, working as freelancers.

As an adventurer, the psychometabolist is a powerful and flexible addition to a party. He can stand in as a warrior, a thief, or a cleric for a brief time. However, he is best used as an advance scout. His capabilities for hidden movement and observation are unsurpassed, and he can fight well in a pinch.

Psychometabolic Advancement

Few of the psychometabolist's powers have prerequisites, and he is largely free to advance as he sees fit. He should maintain a mix of offensive, defensive, and other powers as he advances. Because his devotions are so useful, the psychometabolist is under little pressure to select offensive secondary disciplines.

Metamorphosis and animal affinity are excellent sciences to learn early in the psionicist's career, since they combine offense, defense, and movement powers in one selection. Death field is best saved for higher levels when the psionicist can afford to lose enough hit points to seriously damage his enemies.

Adrenalin control, body weaponry, cause decay, double pain, and rigidity are all excellent attack powers and should be considered early on. Catfall, chameleon power, displacement, ectoplasmic form, and flesh armor are all very good defenses. The psionicist also has access to the useful powers of body equilibrium, cell adjustment, heightened senses, mind over body, and reduction.

Psychometabolic Powers

Note: In the *Dragon Kings* hard cover game accessory, the devotion return flight is listed as a Psychometabolic power. It should be considered Psychokinetic. If a character has selected return flight as a Psychometabolic power, the DM may allow it to stand or let the player exchange it for another devotion.

Some powers worth discussing are presented below.

Animal Affinity: Many of the creatures listed in the table that appears in *The Complete Psionics Handbook* (page 50) do not exist on Athas. Use the following table when rolling for an Athasian character's animal affinity.



Animal Affinity Table

1 Ankheg	11 Rasclinn
2 Cha'thrang	12 Razorwing
3 Erdland	13 Scorpion, giant
4 Flailer	14 Silkwyrm
5 Inix	15 Snake, giant*
6 Kirre	16 Spider, giant
7 Lizard, minotaur	17 Tembo
8 Mekillot	18 Tigone
9 Pterrax	19 Wyvern
10 Pulp bee	20 Lion, spotted

*Constrictor or Poison, player's choice.

These monsters can all be found in the DARK SUN boxed set, DARK SUN MONSTROUS COMPENDIUM, or in the *Monstrous Manual*.

Energy Containment: This science is reflexive. Whenever subjected to an energy attack, the psionicist may try to make a power check to avoid the damage. He need not state that he is initiating the power before a round begins. If the psionicist has not yet taken his action in a round when he uses this power, he must abort his intended action to initiate this power.

Metamorphosis: Nonmagical movement powers are included, so a character who changes into a bird can fly, and one who changes into a thri-kreen can leap or dodge missiles. It doesn't confer special powers such as poison, gaze attacks, or weapon immunities. If a character metamorphs into another character race, he uses the generic monster description for that race.

Some forms the character selects may have intrinsic advantages. Changing into a fish or a rock renders the character immune to drowning. The character does not retain any senses not normally associated with his new form, so if he changes into a rock, he won't be able to see or hear. (The character can always feel.) He can decide to keep eyes or ears when he transforms, so that he will be able to know what's going on around him. Of course, eyes or ears on a rock may give away the psionicist's position and may be vulnerable to attacks.





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Adrenalin Control: If used to enhance Constitution, the character may gain temporary bonus hit points. Any damage he suffers is subtracted from these extra hit points first.

When enhancing Strength, count each category of 18 as a point gained. A psionist with a 16 Strength who rolls a 5 would increase to 17 18, 18/01, 18/51, and 18/76—not to 21.

A character may exceed his racial maximums with this power, but takes a risk of injuring himself. When he stops maintaining adrenalin control, he must make a system shock check if he operated beyond the normal maximum for his race in any ability. If he fails, he suffers 1d6 damage from stress and fatigue.

Body Control: Use of this power allows a character to survive in a sandstorm or the Sea of Silt without damage.

Body Equilibrium: The psionist can walk on silt.

Cause Decay: This can be used against an opponent's weapons or armor by making a touch attack roll.

Ectoplasmic Form: A character using this devotion can be struck by magical weapons of a +1 or better enchantment, and by any monster of 4+1 Hit Dice or more. The psionist's equipment must remain ectoplasmic as long as he does. An ectoplasmic character falls as if affected by a *feather fall* spell.

Enhanced Strength: A psionist may enhance his Strength score to his racial maximum.

Flesh Armor: The base Armor Class granted by this power is not cumulative with armor worn—instead, use the better base Armor Class. Dexterity bonuses contribute to the character's new AC, as well as any magical protection that works in conjunction with regular armor, such as a *ring of protection*.

Heightened Senses: A character using this ability may reduce any darkness-based combat modifiers by 2.

Reduction: The psionist's gear is not affected.

Forced Symmetry: Generally, any character who has been injured has sustained 10 to 100% of that damage (d10x10) to one side of his body. For example, Frenla has 30 hit points and has taken 12 points of damage. A d10 roll shows she has sustained 80% to one side and 20% to the other, or 3 points and 3 points respectively. Her total damage can be increased to 18 or decreased to 6 with forced symmetry.

The Psychometabolist Template

The powers listed by each 1 eve are the recommended progression for an NPC psionist. They can also be used as a model for player characters mapping out their advancement from level to level.

As noted before, the DM should feel free to substitute as he or she sees fit. Remember, a character must have twice as many devotions as sciences in any given discipline, and may not have as many sciences or devotions in a secondary or tertiary discipline as he has in his primary discipline.

Level Powers Gained

- 1 Animal affinity (S), accelerate, body equilibrium, chameleon power
- 2 Cell adjustment; TELEPATHY: Contact
- 3 Metamorphosis (S), reduction; TELEPATHY: mind bar
- 4 Adrenalin control, ectoplasmic form
- 5 TELEPATHY Mindlink (S), ego whip
- 6 PSYCHOPORTATION: Dimensional door
- 7 Energy containment (S); TELEPATHY: ESP
- 8 PSYCHOPORTATION: Pocket dimension
- 9 Cause decay; PSYCHOPORTATION: Teleport (S)
- 10 METAPSIONICS: Gird
- 11 Poison simulation (S); METAPSIONICS: Prolong
- 12 Spider touch
- 13 TELEPATHY: Domination (S), id insinuation
- 14 CLAIRENTIENCE: Know location
- 15 Photosynthesis; METAPSIONICS: Empower (S)
- 16 CLAIRENTIENCE: Danger sense
- 17 Regenerate (S); TELEPATHY: Post-hypnotic suggestion
- 18 PSYCHOKINESIS: Control sound
- 19 Mind over body; CLAIRENTIENCE: Clairvoyance (S)
- 20 METAPSIONICS: Convergence



Psychoportation

Arlik crouched behind the boulder, peering down the rocky slope at the raider camp below. Watchfires and sentries surrounded the bandits' home; they were experienced marauders and guarded against any reprisals by their victims. In the center he could see the mekillot-bone cages the captive lay in.

Beside Arlik, a dark figure cleared his throat. "Can you get us in?" asked Sorennok. The mul nervously gripped his sword's hilt and waited for an answer.

Arlik frowned. "It's about 400 yards from here to the supply tents." He paused. "I can do it."

Sorennok nodded and turned to whisper to his warriors. "The mindbender can get us in. Everyone, form a line behind Zaros, there." The slave warriors quietly rose and moved in to position, waiting with weapons bared.

When Arlik thought the warriors were ready, he closed his eyes and called upon the Way. Directly before him, a dim blue portal appeared in midair. Through it he could see the darkened interior of a tent. "Go swiftly," he whispered to Sorennok. "I can't maintain the doorway for long."

The mul clapped his hand on Arlik's shoulder and leaped through, his men following in quiet, deadly succession.

Psychoportation is not often chosen as a primary discipline, but it often comes second. The psychoporter possesses an array of valuable powers that can bypass almost any obstacle and confound any enemies. The psychoporter works with the very fabric of space, time, and reality itself to achieve her goals.

The Role of Psychoportation

True psychoporters are rare. They lack the combat abilities of a psychokineticist or a psychometabolist and are not as good at information gathering as the others. While their powers are expanded considerably in this book, they are still basically good for one thing only: going places.

On Athas, psychoporters mostly work as scouts, messengers, or couriers. Their ability to cover distance fast and avoid trou-

ble makes them very valuable to commanders and merchants. Most large merchant houses have a psychoporter agent who can carry small, valuable parcels without fear of interception. The psychoporter's ability to bypass any normal defense also makes her useful in espionage, burglary, or covert strikes.

A psychoporter can be a valuable addition to an adventuring party. While she won't inflict great amounts of damage, she is fairly safe in a fight, as she is able to get out of harm's way. She's especially useful when used as a long-range scout or to get the party to places they could not reach otherwise. In a melee, the psychoporter should look for an opportunity to attack the enemy from the rear with a teleport or dimensional door.

Psychoportive Advancement

The psychoporter is flexible in her advancement, but should take teleport as her first science since many powers list it as a prerequisite. It's possible to advance without it, but not far.

Almost all psychoportive powers are defensive, but the psionicist should use both tactical and strategic defenses. Dimensional door and teleport are strategic; they get the character out of the fight. Defenses like blink and dimension screen are tactical, since they give one an improved defense.

Attack powers are rare, but several powers can be used creatively to defeat opponents. Teleport object can be used to disarm an enemy, as can phase object. Time shift is also a useful means of attack. Of course, the true utility of a psychoporter lies in her ability to go anywhere at anytime. She is most effective when she uses her powers to bypass fights.

Psychoportive Powers

Many psychoportive powers can be difficult to adjudicate. In most cases, the DM will simply have to make the best call he can. Some of the specific powers include:

Summon Planar Creature: If the DM does not have access to *MC 8, The Outer Planes Appendix*, he is perfectly within his rights to require the psionicist to summon creatures from the elemental planes only. Possible elemental creature summonings would include:



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Air: Elemental (lesser, standard, or greater), invisible stalker, aerial servant, genie (djinn), sylph.

Earth: Elemental, xorn, genie (dao), pech, sandling.

Fire: Elemental, fire snake, salamander, genie (efreet).

Water: Elemental, water weird, genie (marid).

It's assumed that if the psionist reaches one of the Outer Planes, he contacts either the Abyss, Baator (the Nine Hells), Limbo, a generic Lower Plane, or a generic Upper Plane. Note that planar powers can't be summoned with this science.

An asterisk (*) indicates a *Monstrous Manual* entry

The Abyss: Bebilith, bodak, tanar'ri (alu-fiend, babau, balor*, bar-igura, cambion, chasme, dretch, glabrezu, hezrou, manes, marilith*, molydeus, nabassu, nalfeshnee, rutterkin, succubus, vrock).

Baator: Baatezu (abishai*, amnizu, barbazu, cornugon, erinyes, gelugon, hamatula, lemure, nupperibo, osyluth, pit fiend*, spinagon).

Limbo: Githzerai*, slaad (red*, blue*, green, gray).

Upper Planes: Aasimon (agathinon, astral deva, modanic deva, movanic deva, light, planetar), air sentinel, archon (hound, warden, sword, tome), bariaur, lammasu*, adamantite dragon, enheriar, marut, moon dog, noctral, per, phoenix*, warden beast, zoveri.

Lower Planes: Gehreleth (farastu, kelubar, shator), hordling, maelephant, night hag*, nightmare*, vaporighu, yugoloth (arcanaloth, dergholoth, mezzoloth, nycaloth, piscoloth, ultroloth, yagnoloth).

Astral Plane: Githyanki*, aasimon (astral deva, movanic deva), slaad (gray), tanar'ri (nabassu, succubus, glabrezu, vrock), baatezu (amnizu, erinye), githzerai*, lammasu*, shedu*, rakshasa*.

Ethereal Plane: Aasimon (monadic deva), gloomwing*, tenebrous worm*, lammasu*, shedu*, rakshasa*, any elemental or genie.

There are no guarantees with this power. The summoned creature is under no obligation to obey the psionist and will probably be quite angry with him. The psionist uses this power at his own risk.

Dimensional Door: One of the two portals created must appear in front of the psionist, one to four feet from his body. The portal by the psionist is oriented to his body, so that if he is lying on his back, the door is actually a horizontal plane hovering above him. If the psionist is so close to something that the door must appear in a solid object, the power fails.

A psionist can only maintain one dimensional door at a time, so one character can't cage an opponent with such doors. However, two or more psionists can cooperate to place their portals very close together. Remember, one of the portals will have to be right next to the initiating psionist, so placing one next to an enemy may simply bring him right to you.

If a psionist tries to place a dimensional door in a position that will force another character to fall or step through it unwillingly, the victim gets a saving throw versus paralyzation to step around the portal and avoid the trip.

The portal of a dimensional door has only one side. It has no thickness, and from its "back" side it does not exist. This means that a psionist can't use the dimensional portal in front of him to screen missile attacks or to force an enemy in melee with him to be transported. The doorway works in both directions, but each portal only exists on one side.

If the dimensional door is maintained over several rounds, both portals must remain in the exact spot where they first appeared. The psionist can create a set of portals and then move away from the nearer one, as long as he continues to pay the maintenance cost. In a combat situation, up to five characters per round can pass through the door; if the party prepares by lining people up and going in order, as many as 10 per round can use the door.

The Psychoporter Template

The powers listed below are the recommended progression by level for an NPC psionist. The DM should feel free to substitute as he or she sees fit. As always, a character must have twice as many devotions as sciences in any given discipline, and may not have as many sciences or devotions in a secondary or tertiary discipline as he has in his primary discipline.

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Level Powers Gained

- 1 Teleport (S), duo dimension, dimensional door, dimension blade
- 2 Astral projection, time shift
- 3 Teleport other (S), teleport object; TELEPATHY: Contact
- 4 Ethereal traveler; TELEPATHY: Life detection
- 5 TELEPATHY: Mindlink (S), psychic crush
- 6 CLAIRSENTIENCE: Radial navigation
- 7 Summon planar creature (S); TELEPATHY: ESP
- 8 Time dilation
- 9 Summon planar energies (S), phase
- 10 PSYCHOMETABOLISM: Cell adjustment
- 11 CLAIRSENTIENCE: Clairvoyance (S), know location
- 12 Pocket dimension
- 13 TELEPATHY: Domination (S); PSYCHOMETABOLISM: Chameleon power
- 14 PSYCHOKINESIS: Control light
- 15 Spatial distortion; PSYCHOMETABOLISM: Metamorphosis (S)
- 16 TELEPATHY: Post-hypnotic suggestion
- 17 Time travel (S); PSYCHOKINESIS: Soften
- 18 METAPSIONICS: Prolong
- 19 TELEPATHY: Probe (S), ego whip
- 20 Time/space anchor

Telepathy

Varsha waited in the shadows of the tavern, her hood drawn to hide her features. She sipped deliberately at a tankard of cool ale, watching everyone who entered the dusty common room. She was just about to give up her vigil and try to find her mark later when she noticed a tall man with a shaven head enter the room. He wore the black robes of a templar, but his insignia and ceremonial headgear were not in sight. That must be Teristes, she thought. The templar glanced around nervously, and moved to a back table across the room from her.

The templar would be meeting with the rogue defiler Rigante in a few minutes, but it was vital to the Alliance that the package that Teristes carried not fall in to Rigante's hands. At the same time, the templar was not to be killed or even to know that the Veiled Alliance was interfering with his business.

Staring intently at Teristes, Varsha sank back in to the shadows and called upon the Way. She reached out and touched the templar's mind tentatively, seeking any sign of a defense. There was none. Like a carrion bird settling on to its meal, Varsha allowed her consciousness to sink into the templar's mind.

Varsha began to whisper in the templar's thoughts. You do not have the package, she told him. It was not safe to bring it here. You'd better arrange another meeting for tomorrow.

Teristes' mind believed the suggestion instantly. Varsha detected the templar's concern. He was already thinking of a better place to meet! Smiling, Varsha withdrew from his mind.

No secrets are safe from a telepath's attention. Even other psionicists can be overcome by the telepath's mental attacks and defenses. Some consider telepathy to be the psionicist's greatest weapon. Most Athasians are terrified of the telepath's ability to manipulate their very thoughts.

The Role of Telepathy

Telepaths are common in Athasian society. Almost every powerful person employs one or more telepaths to guard against any hostile influences or attacks that may be directed at him. The telepath functions as a bodyguard and a valued adviser who is often the client's right-hand man. Even the sorceremonarchs employ telepaths to watch over their other minions and ensure their continued loyalty to the crown.

Slavery creates an enormous demand for psionic guards capable of quelling any uprising with but a thought. Templar patrols often include a telepath to interrogate witnesses and suspects. The great merchant caravans often require telepathic assistance to keep the mekillots docile and direct them in their work. A telepath will never lack for work, as long as he is willing to perform tasks of overseeing, domination, or animal control.



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Telepaths are also the finest communicators in Athas. With mindlink, a character can instantly contact any person he knows. Merchants make extensive use of this ability, and the master psionist of the house is introduced to every caravan captain or outpost agent in the dynasty.

Diplomacy is another arena in which rapid communications are important. Most city-states don't trust their neighbors enough to make a high-ranking psionist available for direct contact, but the city-states do maintain embassies with each other. Usually, at least one member of the embassy is a skilled psionist who can report news quickly to his sorcerer-king.

In an adventuring party, the telepath is useful. He can eliminate one foe at a time with his mental attacks. However, he's best used to circumvent or confuse defenses by distracting sentries, controlling guards, and so forth. The telepath's most important duty is to guard against enemy telepaths.

Telepathic Advancement

It is critical for the telepath to have mindlink and contact. These are prerequisites for the majority of his abilities. Since one of the telepath's primary duties is to suppress other psionists, he should earn a telepathic attack mode early, too.

The telepath can hold his own in combat with foes subject to his powers, but should select a secondary discipline that will provide him better physical combat abilities. Even at his best, a telepath can be in serious trouble in a brawl against several opponents at the same time. Psychometabolism or Psychoporation are good choices, since they include excellent defenses.

Good powers to learn early on include aversion, ESP, false sensory input, post-hypnotic suggestion, and truthhear. *id* insinuation and ego whip are useful psionic attack modes, since they inflict serious physical penalties upon their targets.

Telepathic Powers

The first printing of *The Complete Psionics Handbook* contained errata in the Telepathy chapter. First, none of the telepathic defense modes have a prerequisite. Second, mindlink is not a prerequisite for the following powers: empathy, ESP, iden-

tity penetration, incarnation awareness, psychic impersonation, and send thoughts. Psychic crush is actually a devotion, and psionic blast is a science. On page 75, the heading for Fate Link is missing. And lastly, ego whip and mind thrust both require contact as a prerequisite.

Any telepathic power listing contact as a prerequisite or an initial cost will only work on a contacted mind. Remember, there are two ways to establish contact: by using the contact power directly or by getting three tangents with one of the telepathic attacks. Psionists are immune to direct contact, and the attacks must be used to force contact with their minds.

The telepathic attack modes can force contact with a nonpsionist's mind, but it still requires three tangents. It is easier and more efficient to simply use contact on these foes instead.

Mindless such as zombies or skeletons are immune to telepathic powers. On worlds other than Athas, all undead are immune to telepathic attacks, an extension of their immunity to *sleep* and *charm* effects. However, the unique undead of Athas are *not* immune to telepathic attacks unless it is specifically stated so. Many Athasian undead command formidable psionic powers and can defend themselves anyway.

Characters asleep or unconscious can be affected by telepathic powers. A sleeping psionist can defend himself with mind blank and will awaken within one round of the attack. Nonpsionists awaken only if their attacker takes some action to make them wake up, such as dominating them and commanding them to wakefulness. Attacking characters in their sleep creates a unique role-playing opportunity, since the attacking telepathist will appear in his victim's dreamscape.

In general, the telepath can decide if his target is aware of his contact. Powers such as invisibility or daydream would be useless if the victim realized his mind was being tampered with. If the psionist chooses to announce his presence, the target realizes that someone is trying to reach him psionically.

Each psionist's mind has a distinct announcement that other psionists can recognize, if they have been contacted by that psionist before. A telepath cannot falsify his signature unless he uses psychic impersonation to mask his identity and



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win unguarded contact with his victim's mind. Nonpsionicists cannot distinguish between contacts of any kind.

Specific abilities and explanations include the following.

Fate Link: The only two damaging effects that can pass through a fate link are the direct loss of hit points and death. Effects such as poisoning, paralyzation, stoning, disease, or unconsciousness cannot. However, if the effect causes a loss of hit points (poison that inflicted 20 points of damage, for example) the hit point loss would be conveyed to the other person.

The fate link power is excellent as an insurance policy. If the psionicist wants to make sure that an NPC isn't sending him to his death, he can use fate link to take the NPC hostage.

Mindwipe: The telepath may use this power to seal off memories, instead of Intelligence or Wisdom. Memories are lost from most recent to most distant. The first round seals off the previous day, the second round the previous week, the third the previous month, the fourth the previous year, and the fifth and subsequent rounds 10 years each. The victim still loses one experience level for each round.

At the psionicist's option, he can try to bar a specific memory or skill (like picking locks or a specific spell). Work of this precision requires a second power check. If the psionicist fails this precision power check, he blots out a month surrounding the event or the most recent use of the skill in question.

Switch Personality: Should one of the two bodies be killed, the personalities don't automatically switch back—the personality that is inhabiting the body which has died dies as well. The second personality will be doomed to eventual death as it weakens in the body that is not its own. Neither personality understands what is happening to its original body.

This science is an excellent tool for espionage and infiltration, but the psionicist should take steps to prevent the possible abuse of his original body while he is inhabiting another.

Contact: As noted above, a telepath may state whether his target is aware or unaware of his contact. Psionicist targets are always aware of the fact that someone is trying to contact them.

As insects, thri-kreen psionicists use a revised contact table based on life orders. A thri-kreen psionicist's modifiers are:

Thri-Kreen Contact Table

Life Order	Contact Score Modifier
Insect	- 1
Other arthropod	- 2
Fish	- 3
Reptile, amphibian	- 4
Bird	- 5
Mammal (including human)	- 6
Monster	- 7
Plant	- 8

Id Insinuation: Victims of this power can still defend themselves against physical attacks and suffer no Armor Class penalties while doing so. However, they can't move, cast spells, take cover, attack with a weapon, or initiate psionic powers.

Post-Hypnotic Suggestion: The effects of this psionic devotion are far less powerful than those of the 3rd-level wizard spell *suggestion*. The victim can't be convinced that her sword is a snake, or that her armor is covered with stinging scorpions. She *can* be convinced that a particular battle is very dangerous and that she should try to withdraw, or that she will require *lots* of water on her next journey. How the victim responds to an effective suggestion is up to the DM, but this shouldn't be an instant-kill power.

Psychic Impersonation: The telepath who uses this power must have met or contacted his borrowed identity in order to be able to portray it realistically. He can use this ability when contacting another psionicist to announce himself as someone else and possibly trick his victim into lowering his mental defenses.

The Telepath Template

The template presented below provides the DM with the complete advancement schedule for a NPC psionicist specializing in telepathy. The DM may substitute powers at his or her discretion. Remember, no other discipline can have as many sciences or devotions as telepathy, and there must be twice as many devotions as sciences in each discipline.

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Level Powers Gained

- 1 Mindlink (S), contact, ESP, id insinuation
- 2 Invisibility; PSYCHOMETABOLISM: Ectoplasmic form
- 3 Domination (S), phobia amplification; PSYCHOMETABOLISM: Adrenalin control
- 4 Ego whip; PSYCHOMETABOLISM: Flesh armor
- 5 Mindwipe (S); PSYCHOMETABOLISM: Cell adjustment
- 6 PSYCHOKINESIS: Magnetize
- 7 Invincible foes; PSYCHOMETABOLISM: Energy containment (S)
- 8 PSYCHOKINESIS: Static discharge
- 9 Sensory suppression; PSYCHOKINESIS: Telekinesis (S)
- 10 PSYCHOPORTATION: Dimensional door
- 11 Ejection (S), psychic crush
- 12 PSYCHOKINESIS: Levitation
- 13 Hallucination (S), aversion
- 14 METAPSIONICS: Martial trance
- 15 PSYCHOMETABOLISM: Animal affinity (S); METAPSIONICS: Convergence
- 16 PSYCHOKINESIS: Inertial barrier
- 17 METAPSIONICS: Psychic surgery (S), splice
- 18 Sight link
- 19 Mindflame (S), mind thrust
- 20 CLAIRSENTIENCE: Know location

Metapsionics

The two masters faced each other on the salt flat, taking each other's measure. For miles around, the landscape was a desolate plain of blinding white. Many men and women would have been hard-pressed to remain standing beneath the unendurable heat, but both of the masters were inured to physical hardship—the result of years of meditation and psionic study.

"There will be no peace between us, Eyal," said the first psionicist. He was a stocky man with a clean-shaven head. A

Balicite toga of white linen hung from his shoulder. "Seranda was my student, and you murdered her."

The other master shrugged. She was a half-elf with arched eyebrows and pale skin. She dressed as a Urikite merchant, although she had been born a slave in Raam. "Seranda was weak. She shouldn't have tried herself against me. If you've come to seek vengeance, get on with it. I'm tired of waiting."

The two locked gazes. Their eyes flashed as their powerful minds engaged in a fierce battle of unseen forces and indomitable wills. For minutes they struggled as the sun crept across the sky and the heat flooded the plain around them. Exhaustion brought a slump to their shoulders. Eyal sagged to one bent knee, while Rethistes' knees weakened. Inside their locked minds, the Balicite's ebon tiger clawed and snapped at Eyal's brazen gladiator. They were too closely matched.

Becoming desperate, Rethistes drew upon a deep reserve of strength and split his mind in to two halves. One continued to fight in the tiger; shape, while the other launched a second attack, streaking into Eyal's mind like a golden comet. Unable to fend off both attacks at once, the Raamite shrieked and collapsed.

Emerging from his trance, Rethistes advanced cautiously on his fallen opponent. Eyal lay sprawled on the ground, her limbs moving feebly, glazed eyes staring into the crimson sun. "Didn't know. . . that could be done." she gasped weakly. "Have . . . mercy."

"You will receive as much mercy as you showed Seranda," Rethistes said darkly, his Will reaching out again.

The study of metapsionics is the rarest and most esoteric of the mental arts. Even on Athas, a world where society is based on psionic powers, metapsionics are poorly-understood. Each of the other five disciplines boasts grand masters who have explored every possible power within that field, but metapsionics has no students who specialize in its mysterious ways. It may be the only discipline that can surprise an Athasian psionicist or strike fear into his heart.



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The Role of Metapsionics

Unlike other disciplines, Metapsionics has no preconceived role in Athasian society. DARK SUN game NPCs know that they can expect telekinetic punches from a psychokineticist, but they have no idea what a mindbender versed in Metapsionics may be capable of. Only the most powerful masters—sorcerer-kings, leaders of psionic schools, or members of the Order—can grasp the full implications of Metapsionic powers.

Metapsionics are usually left alone by lower-level psionicists, regardless of their calling. A typical practitioner of the Way will desire access to powers with more immediate and tangible effects. Most NPCs begin to study Metapsionics only after they have learned the “best” powers from several disciplines to complement their command of their primary discipline.

The psionic academies of the city-states are probably the most common practitioners of Metapsionic powers. The most skillful and learned of the academy masters take up the study of Metapsionics for the sake of knowledge. In some city-states, research into Metapsionics is barred by the sorcerer-king for fear of potential rivals unlocking powers the tyrant can't control. It is rumored that some greater realm of power or stage of existence lies beyond psionics, and that the key to this unimaginable power lies somewhere in the Metapsionic arts.

From an adventuring standpoint, Metapsionics is usually a luxury that a low-level psionicist cannot afford. However, they can drastically multiply the power of certain disciplines. Psychokinesis and Telepathy are particularly dangerous disciplines when augmented by Metapsionic enhancements. The only constant advice that a Metapsionic character should keep in mind is to be creative and imaginative in the use of his special powers.

Metapsionic Advancement

To date, no student of the Way has managed to begin his learning by choosing Metapsionics as his or her primary discipline. It is possible that with the additional powers described later in this book, a character could begin to study Metapsionics. This is not recommended.

Metapsionic Powers

Several of the Metapsionic powers described in *The Complete Psionics Handbook* list “Telepathy” as a prerequisite. Mindlink fills this requirement.

Empower: It is possible to magically *enchant* a psionically empowered item. The item's creator must perform both actions, so a dual- or multiclassed psionicist/wizard of at least 10th/12th level is required. Sorcerer-kings and avangions would certainly qualify. The empowering and enchantment are completely independent of each other, so if one fails the other may still take effect.

Psychic Surgery: Some powers that can be permanently implanted in a character are: domination, fate link, attraction, aversion, awe, daydream, false sensory input, inflict pain, invincible foes, phobia amplification, post-hypnotic suggestion, repugnance, sight link, sound link, taste link, telepathic projection, acceptance, alignment stabilization, beast mastery, focus forgiveness, impossible task, hallucination, suppress fear, sensory suppression, amnesia, and passive contact.

Note that some of these are major game effects—a permanent domination or acceptance is a serious problem for the victim, and PCs should never be allowed to use these on other PCs. The DM should watch for characters who abuse this power and apply appropriate alignment penalties.

Split Personality: If a psionicist has the PSPs to do it, his personalities can split again by initiating this power. This is handled separately for each personality. If the psionicist was maintaining a power or had a girded or spliced power in effect, he decides if one or both personalities inherit its effects.

If a personality uses switch personality, the initiating personality will be transferred to the victim, taking full control, while the victim's personality becomes the second half of the psionicist's mind. They are in contact with each other. The victim can try to assert control over his new body, but must win a psychic contest against the psionicist. The psionicist uses his split personality power score, and the victim uses his level.

Cannibalize: A psionicist can cannibalize the body of a victim he has used switch personality on.



Psychic Drain: A victim of this power must have a combined Intelligence, Wisdom, and Constitution of 30 or greater. Subtract 30 from the combined scores to determine the psionic potential. The percentages described in *The Complete Psionics Handbook* apply to the victim's psionic potential loss. For example, a slave named Serak has an Intelligence of 13, a Wisdom of 15, and a Constitution of 14. The total is 42, so his psionic potential is a 12. Up to 6 points (a total of 60 PSPs) can be drained from Serak with no ill effects.

The psionicist does not have to stop when he exhausts the creature's psionic potential. He can continue until his victim's scores are reduced to 0. The victim must save versus death each time a score is drained to 2 or less or die. Serak can be drained for 33 points, which exhausts 100% of his psionic potential and forces a saving throw versus death. Nine more points can be drained, but each point that reduces an ability

to 2 or less forces Serak to make another saving throw.

Humanoid creatures without scores may be drained at the DM's discretion. Good examples are gith, jozhal, silt runners, or b'rohgs. A monster's psionic potential equals its numerical Intelligence score -10, so a gith of average Intelligence (9-11, average 10) has a psionic potential of 0 and can't be drained.

Receptacle: The psionicist's potential is equal to the number of PSP he began with as a 1st-level character. Take note: an empowered receptacle can hold an enormous number of PSPs! Many high-level psionicists such as members of the Order or sorcerer-kings probably have receptacles of this nature on their person.

Metapsionist Template

Since psionicists cannot select metapsionics as their primary discipline, no template is needed.

Chapter Seven: Meditation and Research

Geryas drifted in the cloudy realm of his own mind, contemplating the sun-like nexus of energy that glowed at the core of his being. He perceived his sentience as a shower of golden sparks that whirled and darted around the nexus, and the various disciplines of the Way as colorful spheres of light that danced and bobbed in the gray vapor. He selected a large scarlet orb-his psychokinetic powers-and concentrated on it.

Geryas's body sat cross-legged on a rocky shelf overlooking the Sea of Silt. His eyes stared blankly ahead. As he touched the red sphere with his consciousness, his body began to levitate, rising from the rocky crag. Without stirring from his lotus position, Geryas began to imagine flight. The golden sparks surrounded the red sphere, exploring it.

When Geryas opened his eyes at last, he was far above the Sea of Silt, the air whistling past his ears as he flew forward. At last, he thought, telekinetic flight.

The psionicists of Athas are constantly searching for better ways to harness their psychic energies. In some cases, they seek to alter the way a familiar power is used. In others, they may try to identify entirely new manifestations. Psionicists attempting psionic research must spend months in deep reflection and meditation, exploring the potential of their minds.

There are several applications of this research. The psionist may attempt to improve some of his ability scores, improve or alter a power he already possesses, tutor himself as he rises in level, develop a new psionic power, or even refine an existing power into a High Science.

The Contemplative Life

A character who undertakes a prolonged meditation exiles himself for weeks or months on end. He seeks a setting where he will not be troubled by the affairs of the world, a place where existence is simple and easily understood. Natives of the city-states often isolate themselves in their homes or academies, avoiding all outside contact and adopting a spartan lifestyle of contemplation and discipline. Characters who grew up out-

side the walls of the cities of Athas often find their best results by journeying into the deserts of the Tablelands.

Students searching for enlightenment believe that meditation consists of several stages. First, the student must test his physical limits through fasting and the acclimatization to physical hardship. The character may subject himself to the full power of Athas's sun or seek to deny himself comfort by resting on stone. There are almost as many ways to discipline the body as there are psionicists beneath the crimson sun.

Second, the student must perform the same kind of deprivation and test of endurance for his intellect. The character seeks to banish unnecessary thoughts, to deny himself the luxuries of conversation or daydreams. Some psionicists use a mantra to focus their minds, while others repeat series of mathematical calculations to bring order and discipline to their minds.

Last, the character must test his spirit. Most students engage in harsh self-examination, questioning their decisions and their morals to prepare themselves for inner study. This can be the most difficult aspect to confront.

When the psionist is ready, he begins his meditations by withdrawing from the world around him. In an urban setting, he finds a quiet room or garden where he can concentrate, uninterrupted by the bustle of the city around him. Students meditating in the wilderness seek out an inaccessible area where they are unlikely to be intruded on by passers-by or eaten by the desert predators who haunt Athas's wastes.

During the meditations, the psionist keeps irregular hours, alternating silent contemplation with attention to the needs of human existence. A student involved in serious meditation may spend as much as 20 hours a day in his trance, sleeping for only two or three hours and pausing to eat and drink only when it becomes absolutely necessary.

Psionicists who meditate in homes or academies often make sure that friends or hirelings screen visitors to prevent interruptions. Characters seeking enlightenment in the deserts have no such luxury, but are rarely set upon by any of Athas's predators—the psionist's harmony with his surroundings tends to discourage attacks by dangerous creatures.

Meditation and Research



Some masters have all but abandoned their outside existences and live in a world of contemplation. They seek to become one with the universe, to abandon the petty cares of humanity for enlightenment. These hermits can be encountered in the deserts, living simply and asking nothing of any person. In some cases, they have achieved a state of harmony resembling a druid's attachment to his guarded lands. Travelers should be careful of disturbing their meditations.

Meditation Requirements

Psionics require nothing more than time and concentration to unlock the secrets of their minds. Despite this, psionic research is still very difficult. A character must be wholly committed to the study of his mind to have any chance of success.

Time

The first requirement is time. Each of the various meditations has a basic time requirement, which may be shortened or lengthened by the psionics' abilities and dedication. The following guidelines apply to any psionic research:

- Any interruption of more than 1 day forces the psionics to start over.
- Each failed progress check adds 10 days to the time of meditation.
- If the psionics is interrupted for any reason on two consecutive days, he must start over.

Interruptions do not include routine activities such as eating, sleeping, or brief conversations. However, any kind of combat, important meeting, or confrontation would be an interruption. For example, if a templar patrol comes to the character's home and interrogates him, it is an interruption. A single templar having a conversation with the character is not.

Progress Checks

Every 10 days, the meditating character must make a progress check to see if she is still on the right track. This is treated as a saving throw versus spells. The psionics' +2 bonus versus

mind-affecting spells does not apply to this saving throw. However, a character may add ability modifiers for high Wisdom, constitution, or Intelligence scores.

Ability Score Modifiers to Progress Checks Table

Ability Score	Bonus	Ability Score	Bonus
16	+1	20	+5
17	+2	21	+6
18	+3	22	+7
19	+4		

The character may also gain bonuses to his progress check saving throw for any of the following:

- +2 bonus if the character has any of the following non-weapon proficiencies: meditative focus, power manipulation, psionic lore, or rejuvenation.
- +2 bonus if the character is instructed by another psionics who has developed the power the character is studying.
- -2 penalty if the character has suffered an interruption during the time of the check.

Any bonuses to the progress check are cumulative. If a character fails a progress check, she must add 10 days to the time of meditation—in effect, she found a dead end and must re-study that portion of her research. If a character fails three consecutive progress checks, she has found the effect she is seeking to be beyond her skills and must wait until she has gained a level until she can try to study that particular effect again.

If the psionics rolls the exact number required for the progress check (after adjustments) she has an inspiration and cuts 10 days from the meditation time.

Location

The psionics must find a good place to meditate or risk failure due to distractions. Wilderness is good, as long as the psionics can be certain no creatures will make a snack out of her. Natural predators tend to ignore a meditating psionics—the character keeps such a low profile that animals don't



notice her. The DM should decide if the circumstances warrant any lessening in the chance of encounters.

If a psionicist can't escape to the wilderness, then the quiet halls of a psionic academy will suffice for prolonged meditation. The masters of the school will usually screen out visitors and actively discourage any outside interruptions for a psionicist meditating in their midst. In addition, the character may be able to ask for guidance from some of the school's masters.

Level Training by Meditation

Psionicists can train themselves to rise in level without the assistance of a higher-level character as an instructor. A character may only attempt this kind of meditation when eligible to rise in level (she has gathered enough experience points to advance to the next level) and is seeking to train herself.

Self-training for level advancement takes a total of 20 days. If the character has access to a tutor who specializes in the same discipline and is at least two levels higher in level than herself, she need not make any progress checks. Otherwise, she can train herself but must make progress checks as normal.

Training to advance a level is the easiest of the meditations, since the character has already accumulated many of the skills she will need later on. After all, she already earned the necessary experience points for the next level. Because of this, she need not start over if she is interrupted and suffers no ill effects from missing three progress checks in a row.

Self-Improvement by Meditation

The wind hissed and curled across the sand, raising eddies of dust that stung Trevana's legs and left a patina of grit on her skin and clothes. Squinting, she looked out over the dunes and then drew a ragged scrap of cloth over her nose and mouth.

"The Sand Wastes are no place for a human, Trevana," said her companion, a mul named Zerik. The warrior had to shout to make herself heard above the wind. "I wouldn't wish a journey across that on a baazrag."

Trevana nodded. "In hardship is possible to grow strong," she replied. "For months now I have felt that it was time to return, to re-examine my self and my life."

Zerik snorted. "Well, be careful," she said, her brow furrowing. "Our tribe will miss your wisdom and skill."

Trevana smiled and turned away. "I'll be back," she said, and then set off into the dusty wasteland.

A psionicist can meditate to explore her own potential and limitations, seeking to become a stronger individual. In game terms, this allows the character to improve an ability score for psionic purposes, possibly increasing her reserve of PSPs and affecting any power scores based on that ability.

Self-improvement meditation is a slow and uncertain process. The base time is 50 days. A character seeking self-improvement will often have to leave a campaign for several adventures.

When the character successfully completes her meditations, she gains one ability point that may be applied to Wisdom, Constitution, or Intelligence *for psionic purposes only*. The psionicist recalculates her PSP total based on the higher score and may refigure any power scores based on that ability. The character's original score is used for all other game purposes.

Example: Trevana is a 6th-level psychokinetic with an Intelligence score of 14, a Wisdom of 17, and a Constitution of 16. She requires 50 days to meditate. When she finishes, she decides to increase her Intelligence to 15, improving all Intelligence-based power scores by one.

A psionicist may not perform this meditation more than once every other experience level, and may not increase an ability by more than 3 points above its normal score.

Modifying Powers by Meditation

Urdu studied the stone wall, his dark eyes impassive. He knew that he could create a small breach by disintegrating a portion of the wall, but the hole would be too small to allow his



allies to storm the desert fort quickly. The dwarf frowned, trying to think of a better way to bring the wall down.

The raiders behind him began to shift and mutter restlessly. "Silence," he ordered. "I'm thinking." The men fell quiet again. Urdan considered the wall again, and it occurred to him that it was heavy enough to collapse under its own weight.

The base, he thought. Instead of blasting a hole through the wall, I'll destroy a narrow strip along the bottom. The wall will topple over by itself. Closing his eyes, he summoned the Way, hoping that he had accurately judged the wall's strength . . .

Many Athasian psionics seek to increase their understanding of powers they have already learned. A familiar devotion can be tailored to create unexpected results or augmented to a higher level of effectiveness. A psionics can modify existing powers through meditation, and even develop new ones.

Modifying powers is difficult and the results are often uncertain. The base meditation time is 80 days.

Before the character attempts to modify an existing power, the player must state what result the character is seeking. The possibilities include: decreasing the power's PSP cost; increasing its range or area of effect; increasing the effect itself; increasing the power score; or altering the way the power works.

Once the player has decided what effect his character is attempting, the DM should assign a difficulty to the task. For example, modifying ballistic attack to increase its range is not very difficult—the character is not tampering with the essential nature of the power. However, modifying molecular manipulation or detonate to affect living tissue is a major enhancement and very hard to do. Difficult modifications entail a penalty of -2 to -8 on each progress check, depending on how difficult the DM decides the modification is.

Decreasing the PSP Cost. A power's initial cost or maintenance cost can be cut by 25% with an easy modification, or both can be cut with a moderate modification. Decreasing the PSP cost of any given power by 50% is a very difficult modification.





Meditation and Research

Example: Urdan wants to be able to disintegrate things more easily, so he researches to cut the initial cost from 40 to 30. This is relatively easy and suffers no progress check penalties.

Increasing Range or Area of Effect. A power's range or area of effect can be increased by 50% with an easy modification, or by 100% with a difficult check. A power with a range of self can be increased to a range of touch (to affect another person) with a difficult check, and a power with a range of touch can be given a range of 10 to Nyards with a very difficult check.

Example: Urdan wants to share the joys of levitation with his friends. He wants to be able to use it on others. The DM rules that this must be initiated by touch, and after that maintained as long as Urdan can keep the target in sight. This is a difficult research with a -2 penalty to progress checks.

Increasing the Effect. The general effect of a power can be increased, too. This could apply to damage inflicted, penalties inflicted on the victim, or duration. For example, a character increasing the effect of ballistic attack could increase the damage inflicted by a projectile to 2d6 instead of 1d6, while a character enhancing ego whip could increase the victim's attack and save penalties from -5 to -8.

It's also possible to increase the power of a devotion's effect. A power such as phobia amplification could be enhanced to the level of a *fear* spell, while post-hypnotic suggestion could be increased to the power level of a *suggestion* spell.

Urdan wants to make his disintegration nastier. Unfortunately, disintegration is disintegration—it can't get any worse than that. He settles for researching his project force attack to increase the damage to 2d6+AC.

Increasing the Power Score. A psionist can attempt to enhance his abilities by raising a particular power score. He can attempt to raise his power score 1, 2, or 3 points with an easy, hard, or very difficult meditation respectively.

The character also gains a special benefit with his modified power: the power score results now apply to both his original and his new power score. If a character had a power score of 14 and then raised it to a 16, he would achieve the results listed under "Power Score" with a power check roll of 14, 15, or 16.

Altering the Way a Power Works. A character may also attempt to change the way one of his psionic talents operates. This requires the DM to make some judgment calls.

Some possibilities might be expanding the uses of a power (for example, allowing chemical simulation to produce bases, oils, or glues as well as acid), altering the sphere of a power's effects (allowing soften to affect a living creature's carapace or bones), or splicing two powers together (perhaps combining detonate and ballistic attack to make exploding missiles).

The DM should be careful about allowing extensive modifications. As a rule of thumb, the more spectacular the change, the harder it is to successfully research the altered power. If a player wants his character to forge an altered power that will completely unbalance the campaign, the DM should exercise his right to say no—or at least rule that the research is very difficult and assign an appropriate penalty to the attempt.

Creating New Psionic Powers

Jorana meditated before the dark waters of the oasis. Her legs crossed before her in the lotus position. Her shaven scalp gleaming in the midday sun. Three weeks ago she had realized that if she was capable of summoning creatures from the elemental planes, she might also be capable of summoning the element itself. Since that day she had been meditating constantly, exploring the possibilities of such an ability.

She concentrated on the water before her, feeling for the tenuous link that joined it to all water everywhere, in the tangible connection to the elemental plane of water. Suddenly, she found it! Gasping in surprise, she felt her mind immersed in cool water that stretched in every direction! Hurriedly, she men tally grabbed a volume of the precious liquid and dragged her consciousness back to her own body.



Jorana awoke from her trance as gallons of water dropped out of nowhere in a sudden deluge, drenching her to the skin. I'll need a bucket next time, she thought with a weary smile.

Some psionicists search for new expressions of their abilities to create more useful effects or to overcome the shortcomings of existing powers. Characters may engage in meditation to develop new psionic powers. Inventing a new power is difficult, and many masters fail because of the time and hardship of such challenging meditation. Creating a new psionic power has a base time of 120 days.

To create a new power, the player should first write up a description of it. Cost, preparation time, area of effect, and range should all be covered. The player should also decide which discipline the proposed power falls into and whether it should be a science or devotion.

Once the player has prepared a new power proposal, the DM should take a long look at it. Is it too powerful? Is there a spell with a similar effect, and if so, how do the two compare? Are there any hidden applications? Will it unbalance the campaign?

If the idea looks well thought out and balanced, the DM should then take it and edit it carefully. The PSP cost may be too low, or the range too great, for what the PC has in mind. Once the DM is satisfied with the power, he should tell the player that he'll allow the character to attempt the research. He should, of course, also point out and explain any modifications he made to the player's proposed power description.

For a character to develop a new power, he or she must have a slot of the appropriate kind open. If the psionicist is trying to create a new Psychometabolic devotion, he must have an empty slot for a devotion, and he must be able to spend it on a Psychometabolic power without violating the normal rules for selecting new powers with level advancement.

In addition, the character suffers a -4 penalty to any progress checks he makes during the meditation if he attempts to develop a new power outside his primary discipline. It is far easier to be a pioneer in your own area of specialization.

The High Sciences

The most powerful psionics of Athas are the High Sciences, a group of abilities that far exceed the normal range of powers. Unlike a lesser science or devotion, the High Sciences cannot be selected by a character when he advances in level. Instead, they must be researched through extensive meditation.

Only single-classed psionicists may attempt to learn a High Science; multiclassed characters cannot achieve the single-minded discipline necessary to master these arts.

High Sciences can be researched as if the character was trying to create a new science, but require a base time of 200 days. The study of a High Science is a way considered to be a difficult enterprise, and the psionicist suffers a -4 on his progress checks through the course of his meditation.

Characters must be at least 10th level to attempt to learn a High Science. No character may ever learn more than one High Science; once they have mastered the High Science for their primary discipline, they cannot try to research another.

The High Sciences are described in detail in Appendix A: New Psionic Powers section of this book. They are presented below.

Cosmic Awareness: The High Science of Clairsentience. The psionicist gains extraordinary powers of perception and detects any change in his surroundings.

Megakinesis: The High Science of Psychokinesis. The character learns to amplify his telekinetic powers a hundred-fold, moving thousands of pounds at once.

Elemental Composition: The High Science of Psychometabolism. The character can assume the form of any element.

Planar Transposition: The High Science of Psychoportation. The psionicist gains complete control over the interfaces of other realities with the Prime Material Plane.

Mass Contact: The High Science of Telepathy. The character learns how to affect dozens or even hundreds of minds at one time with his telepathic powers.

One final note: the High Sciences are completely optional. The DM can rule that such powerful abilities have no place in his or her campaign.

Chapter Eight: Psionic Items

Since psionics are so prevalent on Athas, it is only natural that psionic items are far more common here than elsewhere. Athasians have been creating psionic items to help them master their mental talents for thousands of years. While psionic items are relatively common, they are not as common as magically enchanted devices—few psionists ever become skilled enough to easily create an empowered item.

Creating a psionic item is a much more personal and experimental process than enchanting a magical device. When the psionist finishes his work, he has actually created a new intelligence with its own personality, goals, and capabilities. Most psionists are accordingly cautious about empowering items that may eventually fall into the wrong hands.

Empowering an Item

The basic method for creating a psionic item is to use the Metapsionic science empower to infuse it with psionic energy and talents. Empower is described in detail in *The Complete Psionics Handbook*, so the process will not be repeated here.

When the empowered item is finished, it possesses a minimum Intelligence of 12. It may be capable of communicating with its owner, as described below.

Intelligence Communication Ability

12	Semiempathy; item communicates by tingling or dim feelings
13	Empathy; item transmits feelings
14	Speech, 1 language
15	Speech, 2 languages
16	Speech, 3 languages
17	Speech, 4 languages, and telepathy with its owner only
18	Speech, 5 languages, and telepathy with any creature within 20 feet

An item learns languages as part of the creation process. It can only learn languages the creator knows. Unless otherwise

stated, the item first learns its creator's native tongue. Items can have empathic or telepathic abilities even if not empowered with telepathic powers, if they are sufficiently Intelligent.

If the psionist wishes, he can minimize the item's Intelligence and communication abilities. He can always provide the item with a lower Intelligence than that indicated by the roll after the empower check, but never lower than 12.

Intelligence

What does an intelligent item think about?

First of all, a psionically empowered item has the same alignment as its creator. It will pursue its own goals based on this alignment. An evil-aligned item may betray its current owner by failing to operate or may even try to control its possessor and force him to obey its orders. A good-aligned item may try to convince an evil owner to discard it or refuse to commit evil acts.

Since psionic items are sentient, they can initiate their own powers. A teleporting staff may see its beloved owner in danger of being killed and decide to get him out of harm's way. An evil domination helm may help its owner make up his mind by exercising its powers to influence his actions.

Items tend to pick up personality traits and goals from their creators. If the psionist who empowers an item has a deep-rooted hatred for defilers, the item is likely to make the elimination of defiling magic one of its personal goals. There is always a streak of independence, though; items sometimes take their cues from subconscious desires of their creators and develop personality traits the psionists may not recognize as their own.

Even if an item is only empathic, it is possible to communicate with it by using the power mindlink. Empowered items with no telepathic abilities are considered to be monsters for purposes of contacting them, with a -7 penalty to the initiator's contact roll. However, empowered items with telepathic powers of their own are considered to be fully human for contact purposes.



Ego

Psionic items develop egos like enchanted weapons. The item gains 2 points for each devotion and 3 for each science. Refer to the “Weapon Versus Characters” rules, on page 188 of the *DUNGEON MASTER*® *Guide*. Usually, psionic items are well-disposed toward their creators, since they initially share alignment and personality traits. An item must be deliberately alienated to turn on its creator. The item will tend to be friendly toward those its creator feels friendship for, as well.

The powerful ego of a strongly empowered item makes it dangerous to handle psionic items without knowing who created them and why. Even strong masters of the Way have been overcome by the work of an ancient mindbender. Most empowered items are clever enough to conceal their true purposes and powers until they know their owner’s goals and strengths.

Using Psionic Items

Empowered items are like magical items in that their abilities can be used by anyone. Even characters with no psionic ability at all can use them. Some items have trigger words which their possessor can use to initiate their powers. (Of course, the device may disagree with the user about whether the power is appropriate for the situation, but that’s another issue.)

Psionic items have a PSP total and expend PSPs to initiate their powers. An empowered device begins with 8 PSPs per devotion and 12 per science. In addition, a device can be given extra PSPs if the creator knows the receptacle power. The psionicist can implant a number of extra PSPs equal to his 1st-level total by augmenting the device this way.

The empowered device regains PSPs as though it were resting, recovering 6 PSPs per hour under normal circumstances. If the item is damaged, it regains only 3 PSPs per hour. Items with powers that normally affect the psionicist only (such as teleport) extend these powers to their user if the user has the item on his person. Powers with a range of 0 or of touch must be originated by the touch of the item to its target or subject.

Damaging Psionic Items

Items can be damaged in two ways: physically and psionically. Physical damage can be caused by any force that would normally damage an item of that sort, so a psionically empowered piece of cloth can be pierced, torn, burned, or whatever. If a psionic item is destroyed by physical means, it is ruined.

Psionic devices may attempt item saving throws as if they were enchanted items of the appropriate sort. Generally, an item gains a +1 on its saving throws for every 3 points of ego.

Psionic devices can also be damaged mentally. Since they are intelligent, they are subject to telepathic attacks. Items with access to Telepathy may use any defense modes they have to defend themselves. (This does not include items that only happen to have telepathy as a communication ability.) If an item does not possess a defense mode, it can be attacked psionically as if it were a nonpsionic character.

Obviously, most telepathic effects such as id insinuation, daydream, or invincible foes may not apply. Instead, when a psionic item is contacted and suffers a psionic attack it cannot defend against, it is shut down for a number of hours equal to the level of its attacker. If the attacker is physically touching the item, he effectively dominates it, breaking it to his will.

Selected Psionic Items

By their very nature, psionic items tend to be unique creations with their own personalities and goals. The following devices are described to show what is possible with psionically empowered items.

Periapt of Tierna

Discipline: Psychometabolism

PSPs: 44

Sciences: Complete healing (14)

Devotions: Body control (10), cell adjustment (11), displacement (11), mind over body (15)

Intelligence: 15

Ego: 11

Alignment: Lawful Good



Psionic Items

The *Periapt of Tierna* is a pale green gemstone with a white star in its center. It was created about 200 years ago by a seeress of Raam named Tierna. Tierna wandered widely throughout the Tyr region and believed in aiding any person who needed her help. She created the *Periapt* as a gift for her apprentice Relia, who was unfortunately killed in the desert by raiders soon after leaving Tierna's tutelage. Since that time, the gem has passed from hand to hand across the Tablelands.

The *Periapt* can speak, but only does so if someone nearby is suffering and its owner does not know of its healing abilities. It grieves for Relia and has been saddened by the violence that surrounds it. Most of its owners have been savage bandits or marauders, and the *Periapt* wants to be placed in the hands of a healer to perform its original mission.

Red Crystal of Tyr

Discipline: Clairsentience PSPs: 78
Sciences: Clairvoyance (13), precognition (12),
spirit lore (14)
Devotions: Predestination (14), see ethereal (12),
see magic (14), spirit sense (14)
Intelligence: 17 Ego: 17
Alignment: Lawful Evil

The *Red Crystal of Tyr* is a large, jagged shard of unidentified stone, about the size of a sword hilt. Its facets are razor-sharp and can easily injure a careless handler. The crystal is circled by two bands of copper and suspended from a copper chain. Its creator is not known, but it is suspected that Kalak the sorcerer-king may have created it about three King's Ages ago.

The *Red Crystal* is a vicious thing with a sarcastic, mocking manner. It urges its possessor to do whatever it takes to amass power. It provides its bearer with remarkably accurate knowledge of the future, but delights in showing possible failures and death to its unfortunate owner. The *Crystal* attempts to master any who claim it.

The *Crystal* has been seen from time to time in the city of Tyr for decades. It is thought that a bold thief might have stolen

it from Kalak's treasury only to be driven insane by the *Crystal's* sinister whisperings. As recently as 20 years ago, a High Templar named Kiarnah embarked on a campaign of assassination and terror against his fellows, trying to win Kalak's patronage, on the *Crystal's* urgings. The *Crystal* disappeared during the revolution, but it is thought that it might have been taken to Urik by a fleeing ex-templar.

Agafari Rod

Discipline: Psychokinesis PSPs: 64
Sciences: Telekinesis (13), telekinetic barrier (10)
Devotions: Control flames (15), ballistic attack (11),
deflect (14), inertial barrier (10), levitation (13)
Intelligence: 12 Ego: 16
Alignment: Lawful Neutral

The *Agafari Rod* is a mysterious device crafted by a hermit of the Crescent Forest. It is nearly 3 feet long and carved in the artistic fashion of Gulg, with totem-like creatures climbing its length. A tuft of exotic feathers decorates its head. The *Agafari Rod* is also enchanted as a *club* +2 in addition to its psionic properties.

The crafter of the *Agafari Rod* was a powerful druid known as the Keeper. He fought against the logging crews of Nibenay, and occasionally aided the war parties of Gulg by appearing to tell them where the Nibenese forces were encamped. Eventually, the Keeper so angered the Nibenese that a party of templars was sent to track him down and kill him. Armed with powerful sorcery, they cut a ruined swath through the Keeper's Grove, forcing him to meet them in battle. The Keeper fell, and his weapon was taken back to Nibenay.

About five years after the expedition's return, the *Agafari Rod* was stolen from the High Templar's trophy chamber by a Gulgian slave who used it to kill her during his escape. For more than 20 years, nothing has been seen of the *Rod*, since the slave never appeared in Gulg. However, it's rumored that there's a new Keeper in the forest, and the Nibenese loggers must guard constantly against attacks from the woods.

Appendix A: New Psionic Powers

This appendix introduces more than 60 new psionic sciences and devotions. It should be noted that the Dungeon Master has the right to disallow or modify any powers that he feels might be unbalancing to his campaign.

Each of the power descriptions is organized by discipline and classed as a science or devotion. The descriptions are presented in the following format.

Power Score: This number or less must be rolled on a d20 when the character makes a power check. A character must always make a power check when attempting to initiate a power. If a character's abilities are so high that the adjusted power score is a 20 or higher, the character's power score is lowered to 19, and 20 is considered a normal failure without the optional "20" effects. A roll of 19 is then considered a regular power score roll. If the character has a range of scores which indicate a power score result—just as a tribal psionist's enhanced powers do—this range should be counted downward from 19.

Initial Cost: This is the number of PSPs expended when the power is first used. If the character fails his power check, half of these PSPs are expended. Some telepathic powers list "contact" here. This means that contact must be established with the target before these powers can be used.

Maintenance Cost: The number of PSPs expended per round (or other time unit) to keep the power operating from the previous round. This does not have to be paid in the first round of a power use—the initial cost covers that. Maintaining a power by paying the maintenance cost does not require a power check.

Range: The maximum range from the psionist at which the power can be employed. A range of "touch" means that the psionist must touch his target.

Preparation Time: This is how many rounds the character must spend preparing to use the power. A character cannot initiate other powers during the preparation time, but he can maintain powers that are already in use or raise any psionic defenses he has. Once a power has been prepared, it can be held for one round; if it isn't used after that, it fails with no PSP cost.

Area of Effect: The physical area or number of beings which a power affects. "Personal" means that the psionist may only use the power on himself.

Prerequisites: Other sciences or devotions that a psionist must know before he can learn this power.

Optional Results: Powers have optional results listed for "Power Score" and "20." The former describes what happens when the character rolls his power score for a power check, and the latter when he rolls a natural 20. Both are optional; the DM may tailor the exact results to the situation if so desired.

Clairsentient Sciences

Cosmic Awareness (High Sciences)

Power Score:	Wis -6
Initial Cost:	20
Maintenance Cost:	10/round
Range:	0
Preparation Time:	5
Area of Effect:	varies
Prerequisites:	10th level, clairvoyance, detection, all-round vision

Cosmic awareness is the High Science of Clairsentience and can only be utilized by those powerful few that have dedicated themselves to being able to sense all that they can. It allows a psionist to perceive all things that are occurring within the area of effect. The character is essentially gifted with X-ray vision that extends into the astral and ethereal planes. She sees all inanimate features within the area of effect; she can see what is on the other side of the hill, detect hidden caves, see secret doors and traps, and even detect lodes of unusual minerals or other geological phenomena.

In addition to inanimate objects, the psionist also perceives forces—winds, water currents, or spell effects such as *glyphs of warding*, areas of *reversed gravity*, and so forth.

All living creatures larger than a microbe are perceived. Cosmic awareness *detects invisibility*, *detects evil/good*, and *detects magic* without fail. Illusions are perceived for what they are. Creatures who are *shapechanged* or *polymorphed* are noted and their true forms understood. Ethereal, astral, phased, ectoplasmic, or gaseous creatures are seen as well. Details of the creature's equipment are detected down to the number of gold pieces in their purses.

The character also hears all sounds and detects all smells within the area.

On the first round that this power is used, the psionist perceives everything within a 10-foot radius around her. For each additional round the power is maintained, she may extend her perception radius by another 10 feet.

Before a psionist can select this power, she must engage in research by intense meditation to gain a High Science, as described in Chapter Seven.

Power Score: The psionist begins with an extended perception radius of 30 feet.

20: The psionist is over-whelmed by the amount of information being pumped into her brain and must save versus spells or be struck deaf and blind for 1d4 hours.



New Psionic Powers



Detection

Power Score:	Wis -2
Initial Cost:	15
Maintenance Cost:	G/round
Range:	0
Preparation Time:	1
Area of Effect:	special
Prerequisites:	none

Detection is the art of finding substances or items by their psychic vibrations. It can be used to dows for water, to find lost items, or to prospect for gold. To use this power to locate a substance, the psionicist must have a sample of what he is searching for. To locate an item, he must have seen the item himself or successfully used object reading on its owner.

The initial range is 30 yards, but by maintaining the power the psionicist can expand the radius of the search by 10 yards per round. At first, the character only detects the nearest location of what he is seeking, but by maintaining the power he can detect more sources at the rate of one per round, working from the nearest to the farthest.

Power Score: The character detects all sources within range and also gets a rough idea of their numbers or concentrations.

20: The character imagines a concentration of what he is looking for in a random direction.

Spirit Lore

Power Score:	Int -3
Initial Cost:	30
Maintenance Cost:	8/round
Range:	0
Preparation Time:	3
Area of Effect:	personal
Prerequisites:	spirit sense

Some psionicists are close to the spirits and can gain information from them. Spirit lore is a risky method of learning deeply-hidden secrets or unravelling mysteries. The psionicist must ask very specific questions when using this power; the spirits will never volunteer information and often seek to distort or confuse the truth.

New Psionic Powers



When this power is initiated, the DM should roll the power check in secret. The result of the psionist's power check determines the quality of the information he receives. However, no matter what the result is, the DM should try to be mysterious and vague in his answers. The spirits possess a lot of knowledge about a lot of different things and matters, but they are not omniscient.

Power Check	Result
1-2	The spirit doesn't know the answer and lies
3-4	The spirit knows only part of the answer and embellishes the truth hoping to deceive the psionist
5-6	The spirit doesn't know, but admits its ignorance
7-8	The spirit knows the answer, but tries to disguise the truth in deceptive riddles
9+	The spirit knows the answer to the question and answers truthfully

If the result is a failure, the psionist finds no spirits to contact. The psionist may ask one question per round of the spirit world. A clever character will cross-examine a spirit to determine its truthfulness.

Power Score: A very knowledgeable and helpful spirit is contacted.

20: The psionist contacts a malicious entity that attempts to *magic jar* the psionist out of his body

True Sight

Power Score:	Wis -4
Initial Cost:	15
Maintenance Cost:	9/round
Range:	self
Preparation Time:	0
Area of Effect:	60' path 10' wide
Prerequisites:	clairvoyance

The psionist can pierce any normal or magical obscurement to a range of 60 feet. Creatures or objects that are *invisible* are detected, unless someone is using psionic invisibility against the psionist. The character can pierce illusions and detect anything phased, displaced, or ethereal.

Unlike the clerical spell *true seeing*, the true sight power does not confer the ability to see alignments, enchantments, polymorphed items, or secret doors.

Power Score: The psionist gains the additional powers of the spell true seeing as described above.

20: The psionist sees through everything he looks at and believes that everything is illusionary for 3d6 turns.

Clairsentient Devotions

Bone Reading

Power Score:	Wis -1
Initial Cost:	15
Maintenance Cost:	na
Range:	0
Preparation Time:	1
Area of Effect:	one item
Prerequisites:	object reading

The psionist can use a creature's remains to form an impression of who it was and what it was doing when it perished. Fragments of bone are usually used, but the power works on any corpse or portion of a corpse. The amount of information gained depends on the psionist's power check result:

Power Check	Information Gained
1-2	Deceased's race
3	Deceased's sex
4	Deceased's age
5	Deceased's identity
6	Appearance in life and alignment
7	Date of death
8+	Method of death

The information above is cumulative, so a result of 4 yields the deceased's race, sex, and age. This power is difficult to use on very old remains. The more recently a creature died, the more accurate the reading will be.

Time Since Death	Power Check Penalty
1 day	0
1 week	-1
1 month	-2
1 year	-3
10 years	-4
100 years	-6
1,000 years	-12

Power Score: The psionist is able to view the last 10 minutes of the deceased's life from the departed's point of view.

20: The psionist angers the spirits. The DM should determine the exact effects.



New Psionic Powers

Know Course

Power Score:	Int -2
Initial Cost:	5
Maintenance Cost:	4/hour
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

This power allows the psionicist to hold an accurate course without deviation. To use this devotion, the psionicist must know where he is going. This can be any place he has been before or can reference to a place he has been. For example, if he knows that the village of Kled is 35 miles northeast of Tyr, he can use this power to get to Kled even though he had only been to Tyr before.

The character must also know his current location. Once initiated, the character gets a strong feeling of which way to go. ("Tyr is that way . . .") The character's direction bump continually updates as long as he maintains this power so he is certain to arrive at his destination eventually.

Power Score: The character can retrace his steps as if he had been using radial navigation.

20: The psionicist becomes obsessed with a minor landmark along the way and forgets where he is going.

Safe Path

Power Score:	Wis -4
Initial Cost:	8
Maintenance Cost:	5/round
Range:	special
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	danger sense

This power enables a psionicist to use her danger sense abilities to help guide her steps. By listening for the warning tingle of her danger sense at work, she knows when to duck, when to dodge, and when to move forward. This ability is more tactical than danger sense, provided the character trusts her instincts and moves when she is supposed to.

A character using this ability to attempt a dangerous feat of climbing, balance, or coordination gains a +4 (d20) or +25% (d100) to whatever rolls are required. The character could use this ability to walk blindly across a room she knows to be full of traps and still receive the bonus on her chances to avoid the traps by Dexterity checks or saving throws. In combat, the psionicist gains a -2 bonus to her Armor Class and a +4 bonus to saving throws each round she maintains the power.

Power Score: The character automatically succeeds with her first saving throw or ability check.

20: The character's reactions are mistimed and she suffers penalties equal to the bonuses she would have received had she successfully initiated the power.

See Ethereal

Power Score:	Wis -5
Initial Cost:	4
Maintenance Cost:	2/round
Range:	special
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

By using this power, the character extends his vision to the Border Ethereal with a range of 120 feet. He is able to detect any ethereal characters, objects, or monsters. When the power is in use, the character sees both the Ethereal Plane and the Prime Material Plane simultaneously.

In addition to ethereal creatures, the psionicist can see phased or displaced creatures. Dimension walkers are revealed, and dimensional doors show as bright threads linking two portals. This power is useful when fighting ethereal or phased monsters such as ghosts and phase spiders.

Power Score: The character can see out to the full range of his normal vision.

20: The character can see nothing but gray, swirling vapors for 1d4 hours.

See Magic

Power Score:	Wis -3
Initial Cost:	6
Maintenance Cost:	6/round
Range:	20 feet
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

The psionicist can use this power to perceive wizardly magic, including magical items, effects, and potential. Any enchanted items, scrolls, spellbooks, or potions glow faintly in the psionicist's vision. He can see continuing spell effects such as a fire trap, wall of stone, or even a character under the influence of a *charm person* spell. See magic does not give the user the ability to determine what kind of magic is being used; all he would know is that the item or person radiates magical energy.

New Psionic Powers



If the psionicist passes his power check with a roll of 10 or better, he also can see the spell potential of a magic-using character. A high-level wizard who has used up all of his spells would not have much potential, but one who had not expended any memorized spells would glow very brightly. This ability cannot detect priestly magic of any kind.

Power Score: The character discerns the type of enchantment on an item or area. For example, he can tell that a *fire trap* is a trap of some kind.

20: The psionicist mistakenly believes a random item is highly magical.

Sensitivity to Observation

Power Score:	Wis
Initial Cost:	5
Maintenance Cost:	na
Range:	0
Preparation Time:	0
Area of Effect:	special
Prerequisites:	none

Some characters have the uncanny ability to know when they are being watched. Sensitivity to observation is a devotion that is triggered by the intense attention of another person or creature. Any time the psionicist is under such scrutiny, he may attempt a power check to see if he notices the attention. This power is always active unless consciously suppressed.

A successful power check does not reveal the location of the watcher; it merely confirms the character's suspicion that he is being observed. If the observer is using clairvoyance or clairaudience to monitor the psionicist, the psionicist may attempt to obscure the watcher's scrying by winning a psychic contest against his watcher. If successful, the watcher cannot scry against the psionicist for 1d4 hours.

Since the player will know his character is under observation when called upon to make this check, the DM should occasionally provide false alarms or make the character's power check for him in secret.

Power Score: The character immediately determines the location of his watcher.

20: The character becomes certain that everyone is watching him and borders on paranoia for 1d3 days.

Watcher's Ward

Power Score:	Int -2
Initial Cost:	6
Maintenance Cost:	2/hour
Range:	0
Preparation Time:	1
Area of Effect:	personal
Prerequisites:	none

By using this power, the psionicist attunes herself to her surroundings and becomes extremely sensitive to any disturbances. The area covered can be as small as a single door or as large as a circle 60 feet in radius, centered on the psionicist. If the psionicist moves out of the area after initiating the power, she must re-initiate it if she wants to continue the watcher's ward.

While this power is in effect, the psionicist can't be surprised by the approach of any creature or force. She is instantly aware of any changes in the area, but does not automatically spot the invaders—she only knows that something is coming.

Power Score: The psionicist instantly determines the exact location and type of any intruders.

20: The psionicist believes her watch is flawless, but can actually be surprised normally.

Psychokinetic Sciences

Kinetic Control

Power Score:	Int -3
Initial Cost:	15
Maintenance Cost:	7/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

This is the power of absorbing, storing, and redirecting kinetic energy. Kinetic energy is the energy of motion—the energy contained in the swing of a sword, the fall of a rock, moving water or air, an animal running, or any number of other forms. The psionicist can remove kinetic energy from one object by touch, stopping it instantly, and bestow it on another object immediately or at some point in the future.

While a psionicist maintains this power, he is immune to all physical impacts. A sword slash stops instantly when it touches his skin, arrows drop harmlessly at his feet, and monsters' talons and fangs can't harm him. The psionicist absorbs the damage of the blow and saves it for later use. Note that the psionicist can still be harmed by attacks that inflict their damage by contact, such as the energy-draining touch of an undead creature or the slow crushing attack of a giant python constricting its coils.

Using the stored energy requires the psionicist to make a physical attack. He can deliver any damage he has absorbed previously by touch, punches, or even through a hand-held weapon such as a sword. If he hits his opponent, the absorbed damage is added to any other damage the psionicist causes.



New Psionic Powers

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New Psionic Powers



If the psionist ceases to maintain kinetic control while he still has energy to dissipate, he immediately suffers 2 hit points of damage for every point of absorbed damage he did not expend. (The psionist can make attacks on rocks, cacti, dead foes, or whatever to dissipate this energy. Item saving throws versus normal or crushing blows may apply.)

This power can't be used to absorb damage from a fall. To do so, the psionist would have to absorb his own kinetic energy (in this case, he is the moving object) which is something that the power is not capable of doing. This might be a valid subject for psionic meditation and research, however.

Power Score: Any object struck by the psionist's energy discharge is detonated. Living opponents suffer an additional 1d10 damage.

20: The psionist must save versus spells or detonate an object he is wearing or holding, and suffer 1d10 damage.

Megakinesis (High Science)

Power Score:	Wis -4
Initial Cost:	30+
Maintenance Cost:	15+/round
Range:	60 yards
Preparation Time:	1
Area of Effect:	one object or creature
Prerequisites:	10th level, telekinesis

Megakinesis is simply telekinesis on a truly grand scale. The psionist can perform incredible feats of psychokinesis, moving objects that weigh thousands of pounds with the power of his mind.

The psionist may move an object weighing up to 500 pounds for the initial cost of 30 PSPs and the maintenance cost of 15 PSPs per round. For each 25 pounds of additional weight, the psionist must pay 1 more PSP for the initial cost. The maintenance cost is always one-half of the initial cost. For example, if the psionist decides to pick up a 1500 pound half-giant, the cost will be 80 PSPs in the initial round and 40 PSPs per round thereafter. As you can see, megakinesis can be quite taxing!

Objects levitated by the psionist can be moved at the rate of 60 feet per round—too slow to be used as weapons in combat, although heavy objects can be dropped on top of enemies who aren't paying attention to the psionist. Living creatures picked up by megakinesis get a saving throw versus spells to avoid the effect if they do not wish to be moved around by the psionist.

The psychokineticist may also use these enormous forces to open doors, pin an enemy in place, or bend or break things. For these purposes, he has an effective Strength score that varies with the amount of weight he wants to be able to move.

Initial PSP Cost	Weight	Effective Strength
30	500 lbs	18/00
36	650	19
38	700	20
43	825	21
49	975	22
56	1,150	23
68	1,450	24
80	1,750	25

As noted above, megakinesis is a High Science. A character must engage in months of meditation (see Chapter Seven) before he can select this power as one of his psychokinetic sciences.

Power Score: The psionist only pays half the normal PSP cost for the object he was trying to move.

20: The psionist overtaxes his brain and suffers 2d10 damage. If he fails a saving throw versus death, he falls unconscious for 2d6 days and permanently burns out his megakinesis power.

Telekinetic Barrier

Power Score:	Con -3
Initial Cost:	18
Maintenance Cost:	10/round
Range:	20 yards
Preparation Time:	0
Area of Effect:	special
Prerequisites:	telekinesis, inertial barrier

The telekinetic barrier is an immobile field of mental force that resembles the wizard spell *wall of force*. The psionist creates an invisible barrier of force up to 60 feet in length and 10 feet in height (or any other vertical surface of 600 square feet or less) at a range of up to 20 yards. The psionist may instead create a dome of force with a 10-foot radius, centered on himself.

No physical object or any form of energy can penetrate the barrier, although it is possible to circumvent the barrier by using abilities such as teleport or dimensional door. Magical or psionic disintegration destroys the telekinetic barrier, but the power or spell is cancelled in the process.

The telekinetic barrier is immobile once created. If the psionist moves more than 20 yards from the barrier (outside the power's range), it collapses.

Power Score: The maintenance cost is free for three rounds.

20: An uncontrolled surge of force from the psionist knocks down anyone standing within 10 feet of him.



New Psionic Powers

Telekinetic Flight

Power Score:	Wis -4
Initial Cost:	15
Maintenance Cost:	4/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	telekinesis, levitation

By using this power, the psionist can use her abilities of levitation to fly at a movement rate of 18. She can maneuver horizontally or vertically in any fashion desired, with a maneuverability class of B. Using telekinetic flight requires as much concentration as walking, so the psionist can initiate other powers while flying and she can even attempt physical attacks.

When the psionist fails to maintain the power or runs out of PSPs, she drops like a rock. She would be wise to land before this occurs.

Power Score: The psionist can fly at a rate of 24 with a maneuverability class of A.

20: An abortive attempt at flight hurls the psionist 10-40 (d4x10) feet in a random direction, including straight up.

Psychokinetic Devotions

Cryokinesis

Power Score:	Wis
Initial Cost:	8
Maintenance Cost:	7/round
Range:	30 yards
Preparation Time:	0
Area of Effect:	one object or creature
Prerequisites:	none

Cryokinesis is the opposite of molecular agitation. Instead of increasing the energy of the target's molecules to raise its internal heat, molecular motion is suppressed to lower the object's heat. Objects may freeze, become brittle, crumble, shatter, or explode from extreme drops in temperature. The list below shows some of the possibilities, depending on how long the power is maintained.

One Round: Embers and coals are extinguished, metal becomes cold to the touch, skin becomes clammy, water condenses on object.

Two Rounds: Small fires are reduced to cold embers, bone and chitin become brittle, skin becomes frostbitten (1d3 points of damage), liquids freeze.

Three Rounds: Large fires reduced to embers, metal and wood become brittle, flesh freezes (1d8 points of damage). Damage does not increase after this round, but does continue at the rate of 1d8 per round.

Four Rounds: Stone and obsidian become brittle

Most items are not automatically destroyed by being frozen and then thawing out, but they may become more susceptible to breakage. Armor and weapons that become brittle due to cryokinesis must make saving throws versus crushing blows each time they deliver or receive blows in combat. (Thri-kreen who are struck while their chitin is brittle suffer double damage from any physical blow.)

Power Score: After the first round, the rate of freezing doubles.

20: The psionist inflicts mild hypothermia on himself and suffers 1d4 points of damage.

Deflect

Power Score:	Int
Initial Cost:	4
Maintenance Cost:	na
Range:	60 yards
Preparation Time:	0
Area of Effect:	one weapon
Prerequisites:	telekinesis

This defensive power allows a psionist to deflect a missile in flight or a weapon in mid-swing in order to make it miss its target. He may attempt this on a weapon targeted at himself or someone else. The psionist must have a better initiative than the attacker and hold his action until the attacker actually fires a missile or swings a weapon. If the psionist successfully initiates deflect, the weapon misses its target automatically.

Deflect can be used on any thrown, fired, or hand-held weapon, including giant-thrown boulders or ballista bolts. It has no effect on creatures attacking with their own natural weaponry such as teeth or claws.

Power Score: The defense is involuntary, and the psionist may make a separate attack of his own (psionic or physical) in the same combat round.

20: No effect.

Magnetize

Power Score:	Int -1
Initial Cost:	2+
Maintenance Cost:	na
Range:	30 yards
Preparation Time:	0
Area of Effect:	one object
Prerequisites:	none

New Psionic Powers



A psionicist using magnetize can change the magnetic orientation of a metal object, strongly magnetizing it. The initial cost is 2 PSPs per pound of metal so affected, so a four-pound long sword requires 8 PSPs to magnetize. The item remains magnetized for a number of rounds equal to the psionicist's level before reverting to normal.

The effects of this power are simple: the psionicist can make the item attracted to other metal objects or repelled by other metal objects. Any metal objects within 20 feet of the magnetized object are within its magnetic influence. Metallic creatures gain a saving throw versus spells to avoid being magnetized.

In deciding how magnetism affects an object, remember that a heavier object remains stationary, while a lighter object moves toward or away from it. If a character's short sword is magnetized and his friend standing beside him is wearing plate mail, the short sword will go flying over to stick to the armored fellow—not the other way around. A creature holding or wearing an object under magnetic influence may attempt a Strength check to retain control of the item.

A character wearing metal armor can be immobilized if he fails his Strength check. Other effects are left to the DM's imagination, but small objects such as daggers can reach impressive speeds when attracted or repelled by magnetism.

Power Score: All Strength checks made by opponents to keep control of metal items fail.

20: All metal objects on the psionicist's person are scattered 2-20 (2d10) feet in random directions.

Mass Manipulation

Power Score:	Int -3
Initial Cost:	9
Maintenance Cost:	9/round
Range:	20 yards
Preparation Time:	0
Area of Effect:	one object
Prerequisites:	telekinesis

A psionicist with this devotion can affect the way in which gravity affects an item. The weight of the item can be increased to 200% normal or reduced to 25% normal. The effect remains as long as the psionicist maintains the power.

Creatures that are burdened by extra-heavy armor suffer a -2 penalty to attack rolls and Armor Class and are reduced to ½ of their normal movement. Weapons that are made heavier or lightened suffer a -2 attack penalty and inflict -2 damage.

Light objects can be thrown or fired twice as far as normal. Very heavy objects can be lightened to make them easier to move. Some objects may

be drastically affected by this power—a roof doubled in weight may collapse its supports, while a lightened anchor may not hold any longer. The DM should use his best judgment in deciding the exact effects of any particular mass manipulation.

The more massive the object the power is used upon, the more difficult it is to affect. Apply the following power check modifiers for heavy objects.

Weight of Object	Power Check Penalty
20 lbs or less	0
21 to 50 pounds	- 2
51 to 100 pounds	- 4
101 to 500 pounds	- 6
501 pounds or more	- 8

Power Score: The item can be reduced to 10% of its normal weight or increased to 400% normal.

20: The psionicist increases his own mass exponentially and collapses beneath his own staggering weight. He cannot move or attack for 2d10 turns.

Molecular Bonding

Power Score:	Int -1
Initial Cost:	5
Maintenance Cost:	4/round
Range:	10 yards
Preparation Time:	0
Area of Effect:	6 square inches
Prerequisites:	telekinesis

Molecular bonding allows the psionicist to join two surfaces together at the molecular level. An enemy's boots can be joined to the floor, his sword to its sheath, or the joints of his armor fused together into a useless plug of metal. Molecular bonding can also be used to repair damaged items, joining two shards of a sword together or repairing a broken bowstring. The power does not affect living creatures.

The rate of joining is approximately 6 square inches per round. If used on someone's armor, this will suffice to freeze one joint or fix one boot to the ground. A character immobilized in this fashion can usually wriggle out or tear free in one round, but a character wearing bonded plate mail is probably stuck for quite some time.

Power Score: The rate of bonding increases to 24 square inches per round.

20: The psionicist bonds his own boots to the ground and becomes stuck.



New Psionic Powers

Momentum Theft

Power Score:	Int -2
Initial Cost:	5+
Maintenance Cost:	na
Range:	30 yards
Preparation Time:	0
Area of Effect:	one creature or object
Prerequisites:	kinetic control

This power allows a psionicist to drain a target of its momentum, causing it to stop moving. The stolen momentum is dissipated harmlessly in the ground at the psionicist's feet. Arrows, catapult missiles, and even flying creatures can be halted in mid-air and begin to fall. (Winged creatures can usually break their fall after a drop of 10 to 20 feet, however.)

Creatures walking or fighting are temporarily thrown off-balance and must make a Dexterity check to avoid stumbling and losing their action for the round. A running or charging creature must make a Dexterity check with a -4 penalty or take a running tumble for 1d4 points of damage. The victim is stunned for 1-2 rounds.

If this power is used on a falling character, it stops him instantly—and he begins to fall again. However, since his speed was reduced to 0, falling damage is only counted for the distance he fell after his momentum was neutralized.

It is hard to remove the momentum of heavy and fast-moving objects. The larger and faster an item, the more PSPs it costs to arrest its movement. It requires PSPs to stop a man-sized creature (200 pounds) with a movement rate of 12, which is equal to waking at about four miles per hour. Each doubling of speed or weight costs an additional 5 PSPs, so it costs 25 PSPs to stop a charging half-giant in his tracks.

Power Score: The removal of momentum immobilizes the target for one full round.

20: The psionicist knocks himself sprawling and must save versus death or be stunned 1-3 rounds.

Static Discharge

Power Score:	Int -3
Initial Cost:	5
Maintenance Cost:	5/round
Range:	15 yards
Preparation Time:	0
Area of Effect:	one creature
Prerequisites:	magnetism

A psionicist with this ability can use his control of magnetism to accumulate a charge of static electricity and then discharge it in the form of

violent electrical shocks. The longer the psionicist accumulates the charge, the more damaging the discharge will be; the attack inflicts 1d4+1 points of damage per round of accumulation.

Maintaining this power doesn't count as an attack, but the discharge does. The psionicist must make an attack roll to hit his target, but only magical protections apply—armor and Dexterity do not.

Power Score: Damage increases to 1d6+1 per round and any metal items on the victim are magnetized.

20: The psionicist shocks himself for 1d4 damage and magnetizes any metal items he has on him.

Psychometabolic Sciences

Elemental Composition (High Science)

Power Score:	Con -4
Initial Cost:	24
Maintenance Cost:	3/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	metamorphosis, body weaponry

The High Science of Psychometabolism is elemental composition, the ability to transform oneself into any element. The psionicist can change his body into dense materials such as iron or obsidian, sand or earth, water, or even air. While he is in elemental form, the psionicist gains any natural immunities or vulnerabilities of that element. For example, a sword cut simply can't harm a watery or gaseous body, while iron bodies need not breathe—but they can be rusted.

The psionicist retains his limbs and senses. Very dense bodies (stone or metal) reduce his Armor Class to 0 and give him an effective Strength of 21. Amorphous bodies give him the ability to slither under doors and elongate limbs. Gaseous bodies allow the psionicist to drift with the winds. Normal weapons may be unable to harm some forms, but magical weapons (and monsters capable of striking creatures hit only by magical weapons) can always harm the psionicist, regardless of his form.

The psionicist may change his form once per round without being forced to use an action. If he changes his form a second time, he must forego any other actions for that round.

In addition to the combat abilities of the various forms, the psionicist can always move in the element his body is composed of. For example, by changing to sand he gains the ability to burrow through sand at his normal movement rate. Some elemental bodies may be excellent camouflage; it's hard to see a character made out of nitrogen gas, for example.



Power Score: The psionist gains the combat ability of an elemental of the appropriate type.

20: The psionist botches the transformation and must make a system shock roll or suffer 3d10 points of damage.

Nerve Manipulation

Power Score:	Con -3
Initial Cost:	14
Maintenance Cost:	na
Range:	touch
Preparation Time:	0
Area of Effect:	one creature
Prerequisites:	double pain

This power allows the psionist to do terrible things to the nervous system of another creature. With a touch, he can inflict wracking pain, unconsciousness, or even death. This power works best on creatures of the psionist's own species; there is a -2 penalty to the power check if the psionist uses the power on a creature of a different species, and a -4 penalty if the psionist uses the power on a creature of a different order such as an insect or a mollusk.

The psionist must touch the skin of the victim, which can be a difficult proposition in combat—a normal attack roll to hit the victim is required. If he attacks successfully, the effect on the victim is determined by the psionist's initiation roll.

Power

Check	Result
1-3	Spasms: -2 to victim's attacks and AC for 1d3 rounds
4-5	Pain: -4 penalty to victim's attacks and AC for 1d3 rounds
6-9	Stunning: the victim is stunned and unable to act for 1d4+1 rounds
10-12	Unconsciousness: the victim is out cold for 2d6 full turns
13+	Death: the victim collapses and dies in 1d3 rounds

The victim may attempt a saving throw versus poison to avoid the effects of the psionist's touch. Any of the effects can be neutralized by the application of a *neutralize* poison spell or the successful use of the antidote function of the science poison simulation. If the psionist wishes, he can "pull his punch," using a lesser effect on the victim than that indicated by the power check result.

Power Score: Even if the victim makes his saving throw he is still stunned for 1d2 rounds.

20: The psionist must save versus poison or suffer one of the above effects, determined randomly.





New Psionic Powers

Poison Simulation

Power Score:	Con -2
Initial Cost:	16
Maintenance Cost:	na
Range:	touch
Preparation Time:	1
Area of Effect:	personal
Prerequisites:	chemical simulation

The psychometabolist can use this power to produce natural toxins from her own body. The psionicist can only simulate poisons that she has experienced or tasted herself; if she had survived the sting of a giant scorpion at some point in the past, then she can reproduce the scorpion's venom. (If the psionicist purposely tastes or injects a small amount of poison in order to learn how to simulate it, she suffers half the normal effect and gains a +2 on her saving throws against that dose.)

The psionicist can create the poison in her bloodstream or saliva. If she creates the toxin in her bloodstream, she can nick herself with a blade to get to it. Poisons the psionicist simulates can be used in their normal fashion; contact poisons can be used to poison victims with a touch, injective poisons can be smeared on weapons, and so forth. If the psionicist has an ingestive poison in her bloodstream and is bitten by a monster, that creature is affected normally by the venom.

An attack roll is required to hit an opponent with poisoned spittle or an envenomed blade, and the victim gets a saving throw appropriate to that poison type. A dose of the psionicist's poison remains potent for a number of rounds equal to her level or until it has been applied once.

This ability also has two secondary uses. First, the psionicist also learns how to construct antidotes for poisons she has been exposed to. She gains a +4 on any saving throw against poison, and a +8 bonus on poisons she can manufacture herself. Secondly, the psionicist can produce an antidote to treat someone else if that person has been poisoned with a toxin that the psionicist knows how to create.

Power Score: The poison is concentrated; the victim saves at -2.

20: The psionicist poisons herself for 10-30 points of damage (save versus poison for half damage).

Regenerate

Power Score:	Con -4
Initial Cost:	18
Maintenance Cost:	6/turn
Range:	touch
Preparation Time:	1
Area of Effect:	one creature
Prerequisites:	cell adjustment

With this power the psionicist can repair permanent injuries that natural healing could not restore. Severed limbs can be regrown, blindness or deafness repaired, and even paralyzing injuries to the brain or spinal cord can be healed. The psionicist is capable of healing such injuries in himself as well as in others if the need arises.

Regeneration is a slow and tedious process. It requires one full turn to repair minor damage such as the loss of a finger, a broken bone, or non-destructive loss of eyesight or hearing. Three full turns are required to heal a badly broken, bone or regenerate a mangled hand or foot, and as many as six turns to regenerate an arm severed at the elbow or eyes that were physically destroyed. The DM should use his best judgment in deciding how long it will take to repair any given injury.

Regeneration can be used to repair the damage caused by a disease, but cannot cure a disease. It can also restore lost ability points (Constitution, Dexterity, etc.) that may have been lost to the ravages of disease or injury. Regenerate can't improve a person beyond his original condition, so growing extra arms, for example, is not possible.

Power Score: The healing proceeds twice as fast as would be normally expected.

20: The psionicist suffers 1d12 points of damage but the patient is unaffected.

Psychometabolic Devotions

Accelerate

Power Score:	Con -2
Initial Cost:	10
Maintenance Cost:	10/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

Some psychometabolists are able to drastically alter their own metabolisms, doubling their speed for short periods of time. A character using accelerate is effectively *hasted* for as long as he maintains this power. The psionicist's movement and rate of attack are doubled, and he gains a -2 bonus to initiative rolls while the power is in effect.

Spellcasting and psionics use are not speeded up by this power, although this ability can be used to counter a magical slow effect. After the psionicist stops maintaining accelerate, he must rest for a number of rounds equal to the time he was accelerated, doing nothing but catching his breath. He does not suddenly age a year as the recipient of a haste spell would.

New Psionic Powers



Power Score: The psionist's movement and attacks are tripled, and he automatically strikes first in any melee round.

20: The psionist suffers 1d4 damage and must save versus death or pass out for 3d10 rounds.

Alter Features

Power Score: con -1
Initial Cost: 6
Maintenance Cost: 3/turn
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisites: cell adjustment

This power enables the psionist to alter his appearance by means of a limited control over his facial features. He can change his skin coloration to any normal variation, alter the appearance of his hair, change the color of his eyes, and even adjust the bone structure of his face. The psionist cannot pass for a member of another species.

If the psionist passes his power check with a roll of 10 or better, he can mimic the features of a particular individual well enough to fool anyone who relies on appearance only to identify that person. If he is closely examined, the psionist must make another power check to see if his disguise works.

Power Score: The psionist automatically passes any power checks to protect his disguise.

20: The psionist must save versus polymorph or become stuck in his new features.

Cause Sleep

Power Score: Wis -2
Initial Cost: 3
Maintenance Cost: 2/round
Range: 20 yards
Preparation Time: 0
Area of Effect: one creature
Prerequisites: none

A psionist with this power can cause other people to fall asleep by manipulating their natural rhythms. The victim receives a saving throw versus spells to avoid the effect. If the victim fails the saving throw, he or she remains asleep until awakened by injury, water in the face or violent shaking, or until the psionist ceases to pay the maintenance cost.

The psionist suffers a -2 penalty to his power check if his victim has a reason to be exceptionally wakeful. He also suffers a -2 penalty if

his victim is a monster of some kind. Thri-kreen and other insects can be placed in a temporary state of torpor with this power, but the psionist suffers a -4 penalty on his power check when trying to affect such creatures.

Power Score: The victim does not remember being put to sleep and may continue to sleep naturally after the psionist stops maintaining the power.

20: The psionist falls asleep himself for 2d6 rounds or until awakened.

Photosynthesis

Power Score: Con +1
Initial Cost: 5
Maintenance Cost: 2/turn
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisites: none

A psionist can gain energy and rejuvenation from the energy of the sun by using this power. For each turn that he rests in a sunny area while using photosynthesis, he heals one hit point from any damage he may have sustained. If the psionist maintains photosynthesis for an hour or more, he satisfies his need for one meal that day and only requires half of the water he would normally have to drink.

The psionist must remain still while using the power, or he gains no benefit from it.

Power Score: The psionist completely fills his daily requirement for food and water with one turn of rest while using photosynthesis.

20: The psionist lapses into a light doze and sleeps until roused or darkness falls.

Spider Touch

Power Score: Dex -1
Initial Cost: 4
Maintenance Cost: 2/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

This power allows the psionist to form strong, sticky pads on her fingers and toes. She can use these pads to adhere to almost any natural surface. While she maintains spider touch, the psionist can climb or move across vertical walls and cliffs at her normal movement rate with no fear of falling.



New Psionic Powers

As a secondary effect, the psionist's gripping Strength increases to 20 for purposes of keeping hold of items.

Power Score: The psionist gains spider-like agility and receives a +2 bonus to Dexterity for as long as she maintains the power.

20: The psionist gets stuck to the surface during the climb and cannot release herself.

Psychoportive Sciences

Planar Transposition (High Science)

Power Score:	Int -4
Initial Cost:	65/130
Maintenance Cost:	1/turn
Range:	150 yards
Preparation Time:	6
Area of Effect:	30 foot cube
Prerequisites:	summon planar energies. summon planar creature

Planar transposition is the High Science of Psychoportation. This powerful ability allows the psionist to switch a portion of the Prime Material Plane for a portion of another plane. If the psionist transposes his surroundings with one of the Inner (Elemental) Planes or the Ethereal or Astral Planes, the initial cost is 65 PSPs. If he actually summons a portion of an Outer Plane, the initial cost is 130 PSPs.

The psionist may attempt to switch a larger area than the normal 30-foot by 30-foot cube. For each additional 30-foot cube he attempts to transfer, he suffers a -1 penalty to his power score. The psionist may instead transpose a donut-shaped ring 10 feet in diameter on the inside and 10 feet wide. The transposed planes remain switched for as long as the psionist pays the maintenance cost.

The exact effects of this power are left to the DM, but some guidelines apply. Inanimate objects can be partially transposed, so a castle may be half in the Prime Material Plane with the psionist and half in the Elemental Plane of Fire. However, living creatures are either all in or all out. If a creature wanders away from its transposed area into the new surroundings, it doesn't return when the psionist drops the power. Note that the psionist may accidentally transpose an extraplanar creature when he grabs a chunk of its home plane and brings it to Athas.

The planes are not interrupted by their transposition; a piece of the Elemental Plane of Fire remains a roaring source of heat, transposing the base of a tower will not cause its top to fall, and so on. However, the new surroundings may affect the transposed areas eventually. A portion of Athas sent to the Plane of Magma would return a scorched wasteland.

Some possibilities with planar transposition include: creating a temporary oasis by transposing bare desert for a piece of the Elemental Plane of Water; opening a passage through a mountain by transposing a portion of the Ethereal Plane; sending a tower filled with enemy soldiers to the Abyss for a time (no telling what'll be in it when the tower comes back...); or hiding by surrounding oneself with a donut-shaped area of the Demiplane of Shadow or the Quasielemental Plane of Steam.

As noted above, planar transposition is a High Science. The psionist cannot select this power as part of his normal advancement.

Power Score: The area of effect can be doubled if the psionist desires.

20: The psionist blasts himself into the plane he was trying to transpose.

Summon Planar Energies

Power Score:	Int
Initial Cost:	32
Maintenance Cost:	na
Range:	60 yards
Preparation Time:	1
Area of Effect:	special
Prerequisites:	summon planar creature

Some psionists can use their minds to unlock the alien energies of other planes. A character with this ability can summon energy from the planes and use it to attack her enemies. Some planes are more useful than others for this purpose—the Para-elemental Planes and Quasi-elemental Planes are most useful for summoning harmful energy.

Plane	Attack Type	Damage	Modifier
Fire	Flame	2d8	0
Text	Heat Ray	1d12/1d12	- 2
Magma	Lava	3d8	- 2
Radiance	Incandescent	1d20/1d20	- 4
Lightning	Lightning	3d8	- 4
Salt	Dehydrating	4d4	- 4
Ash	Cold	5d4	- 4
Positive	Energy	3d12	- 6
Negative	Energy	3d12	- 6

Flame attacks fill a 10-foot cube and cause 1d8 additional points of damage in the following round.

Heat rays strike two times, inflicting 1d12 points of damage per hit. They can affect two targets.

Magma affects one target, but inflicts 2d8 points of damage in the following round and 1d8 in the third round.

New Psionic Powers



Incandescent attacks strike twice in a round and can affect one or two targets.

Lightning a creatures in a path 5 feet wide between the psionist and the target.

Dehydrating attacks affect all creatures in a 10 foot cube and affect victims as a *ray of enfeeblement*.

Cold attacks all creatures in a cone 20 feet wide, with its point at the psionist's location.

Energy attacks affect one target. Undead creatures must save versus spells or be destroyed by positive energy attacks, and negative energy attacks cause living creatures to save versus spells or lose a level.

Regardless of the form of energy used, the victim may attempt a saving throw versus spells for half damage. This power is very taxing, and if a psionist attempts to summon planar energies more than twice in a single day, she must save versus spells or fall unconscious for 1d6 turns.

Power Score: The psionist taps a particularly potent source of energy; add one die of damage.

20: The psionist accidentally summons a planar creature native to the plane whose energy she was trying to tap.

Time Travel

Power Score:	Int + special
Initial Cost:	20+
Maintenance Cost:	8/hour
Range:	0
Preparation Time:	8
Area of Effect:	special
Prerequisites:	teleport, time shift

Some psionists can extend their teleportive powers into the time stream and journey to different times. The psionist may jump a day or two into the past or future, or he can attempt a mind-boggling journey across millennia. Generally, the farther a psionist travels in time, the more costly it is to make the trip.

If the psionist also knows the teleport other power, he may attempt to bring along one companion per level for an additional cost of 20 PSPs each. While the psionist is gone, time keeps running in his normal setting—if he spends eight hours in the past, he must return to a point eight hours after the time he left.





New Psionic Powers

Distance	Initial Cost	Power Score Modifier
1 day or less	20	0
1 week	30	-1
1 month	40	-2
1 year	50	-3
10 years	60	-4
100 years	70	-5
1,000 years	80	-6
10,000 years +	100	-8

The Past: In the short term, the psionist may wish to alter recent events by warning someone not to do something that he knows will turn out badly. He may travel back an hour to tell his companions (and his past self) not to storm the fortress, or whatever. The party may get a chance to replay the events in question—but the psionist had better remember to go back and warn himself, even if things do turn out better, otherwise he will never receive the warning.

In the long term, the psionist may try to recover lost information by speaking to people long dead. He may try to kill his enemies by assassinating their forebears. If the character tries to alter history, the DM should decide if he succeeds or fails. Sometimes the character's actions may have unexpected ramifications. For example, by killing Kalak the Tyrant in his youth, the PC may pave the way for an even more terrible despot to arise.

The DM should be guided by two principles: once an event has been changed once, it can never be changed again; and secondly, events tend to have a historical inertia. In other words, things have a way of working themselves out to be the same no matter what the psionist does. The more important the event, the more difficult it is to change it.

The Future: The psionist can journey to the future to see how an action will turn out or to uncover information not available in his own day. Like the past, the future is malleable; even the fact of the psionist's visit changes the course of events in innumerable ways. Once the psionist has glimpsed the future, historical inertia takes over and begins to bend events to follow the revealed timeline. This destiny can only be avoided with great difficulty once it comes into being.

Whatever happens in the past or the future, the DM should use this power to make things more interesting. Ignore or apply paradoxes as desired to make the PC's life more entertaining and to keep the story going.

Power Score: No effect.

20: The psionist must save versus spells or become dislocated in the timestream, landing at a random point in his proposed journey and assuming that as his native time. So, going too far might make for a long road back.

Wormhole	
Power Score:	Int -2
Initial Cost:	24+
Maintenance Cost:	8+
Range:	20 yards
Preparation Time:	1
Area of Effect:	special
Prerequisites:	dimensional door

With this power, a psionist can open a door between two points, no matter how far apart they may happen to be (at least theoretically). It resembles the devotion dimensional door, but on a much larger scale. The psionist must open one end within 20 yards of himself, although the portal may have any orientation and be any size up to 10 feet by 10 feet square. If the psionist wishes to, he can try to make the wormhole larger; each doubling in portal size adds an additional -2 penalty to the power check.

The other end of the wormhole will be of identical size and can be placed at any point the psionist has ever seen. It can also be positioned at any place he can reference from where he currently is—for example, "10 miles east of where I am now"—whether or not he has ever actually been there.

The distance spanned by the wormhole will affect its PSP cost as shown below.

Distance	Initial Cost	Maintenance Cost
100 yards	24	8/round
1,000 yards	36	12/round
10 miles	48	16/round
100 miles	60	20/round
1,000 miles	72	24/round
10,000 miles	100	30/round
Interplanetary	150	50/round

Once created, the wormhole's entrances remain motionless. Anything can pass through, to be instantly transported to the other side. The psionist could conceivably transport an entire army or a mekillot wagon by spending enough PSPs. If an object cannot fit entirely within the wormhole's mouth, it cannot be transported.

If the psionist tries to use this power to transport an unwilling creature, the victim gains a saving throw versus spells to avoid being affected.

Power Score: The maintenance costs are cut in half.

20: The psionist creates a dimensional vortex that transports him 10 to 100 miles in a random (horizontal) direction if he fails a saving throw versus spells.



Psychoportive Devotions

Blink

Power Score:	Int +1
Initial Cost:	7
Maintenance Cost:	3/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	teleport

By using the blink power, the psionicist initiates a series of random, short-range teleportations that make him very hard to hit in combat. Each round, the psionicist will automatically blink once at a randomly determined time in the initiative order; roll 1d10 and note the initiative number of the blink. In order to strike at the psionicist, his opponents must have a better initiative than his blink time.

Each blink carries the psionicist 3d10 feet in a random direction. (Roll 1d8: 1 = straight ahead, 2 = ahead and to the right, 3 = to the right, and so on.) However, the psionicist's blinks will never carry him into a solid object or any kind of danger, such as a fire or cliff-edge.

The psionicist may attempt to strike before he blinks, in which case he must beat his own blink initiative, or he can hold his action until the end of the round.

Power Score: The psionicist will automatically blink away before his enemies can strike at him.

20: A bizarre series of instantaneous blinks leaves the psionicist stunned for 1d4 rounds at a distance of 3d10 feet from his starting location.

Dimension Blade

Power Score:	Con -1
Initial Cost:	6
Maintenance Cost:	5/round
Range:	0
Preparation Time:	0
Area of Effect:	one weapon
Prerequisites:	duo-dimension

A psychoporter can use her control of dimensions to make her sword into an infinitely sharp blade by making it two-dimensional. Almost any hand-held weapon can be altered with this power, even bludgeoning weapons such as hammers or maces. Only jointed, chain, or rope weapons (such as whips, flails, or nunchuks) cannot be made into dimensional blades.

While this power is in effect, the psionicist's weapon ignores any armor worn by the victim. Only Dexterity and magical protection apply. For example, a gladiator with an 18 Dexterity in hide armor is AC 6 instead of AC 2. In the case of monsters, the DM must decide if the creature's Armor Class is due to thick, armor-like hide or natural quickness. In addition, the blade gains a +2 to hit and a +2 to damage rolls.

The dimension blade can also be used to cleanly sever inanimate objects, such as an opponent's weapon, a stone pillar, or the axle of a wagon. Any object struck by a dimension blade must make an item saving throw versus disintegration or be sliced in half.

Power Score: The dimension blade scores double damage in addition to all other benefits.

20: The weapon the psionicist is trying to affect shatters, inflicting 1d4 damage on the psionicist.

Dimensional Screen

Power Score:	Con -3
Initial Cost:	9
Maintenance Cost:	G/round
Range:	0
Preparation Time:	0
Area of Effect:	special
Prerequisites:	dimensional door

This power allows the psionicist to wrap a dimensional door around his body to protect him from his enemies' attacks. The screen is a shimmering cylinder as tall as the psionicist that surrounds him at a range of two feet. Any missile or hand-held weapon that strikes the screen is instantly transported to a corresponding point on the other side—so arrows and spears pass through the space occupied by the psionicist without harming him, or even being impeded in their flight.

The protection of the screen also applies to creatures trying to attack with tooth or claw, or other characters trying to grapple the psionicist. They pass through the screen, emerging on the opposite side. Most forms of energy, such as lightning bolts or flames, will also be diverted by the screen.

The dimensional screen has two limitations. First, the psionicist can't pierce his own screen with any weapon or form of energy (although some psionic powers may be used to mount indirect attacks on opponents outside the screen). Secondly, the screen fails if an object larger than the screen moves into contact with it—so the psionicist can't run through a mountain, or ignore the charge of a raging mekillot.

Clever opponents may find ways to attack the psionicist inside his screen. Magical spells like *charm person*, *sleep*, or *cloudkill* project no energy. Psionic powers also may penetrate the screen, as described above.



New Psionic Powers

Power Score: The psionicist is protected from large objects or creatures by being harmlessly “bounced” away by the dimensional screen.

20: The psionicist is dimensionally doored 30-300 (3d10x10) yards in a random direction and stunned for 1d10 rounds if he fails a save versus spells.

Duo-Dimension

Power Score:	Con -2
Initial Cost:	11
Maintenance Cost:	4/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

With this power a psionicist can alter her own dimensions so that she has height and width, but no depth. She becomes a two-dimensional image that has no thickness; her third dimension is transferred to another plane and remains there as long as she maintains this power. The advantage of this lies in the fact that she simply does not exist if seen from the side, and is thus completely invisible and immune to any attacks from that direction. She can fit through the thinnest cracks by edging sideways, as long as there is vertical clearance for her.

The psionicist can move and attack as normal, and she is not invulnerable—she can be attacked normally by any opponent in front of or behind her. While she is two-dimensional, she suffers double damage from any successful attack.

Power Score: The psionicist’s weapon is affected by the dimension blade power at no additional cost.

20: The psionicist vanishes into a weird pocket dimension for 1d6 rounds.

Phase

Power Score:	Wis -1
Initial Cost:	6
Maintenance Cost:	6/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

This power allows a psionicist to shift his body’s molecules into a different frequency of motion, making him ghostly and transparent to the unphased world around him. The psionicist can walk through solid matter; his enemies’ weapons will pass right through him, and no physical

force or energy can harm him. He can be affected by other phased objects or creatures, though.

A phased character is not affected by gravity. He will retain any falling momentum he has, but when he arrives at the ground he is not harmed. He can move over solid ground at his normal movement rate, over water or quicksand at one-half normal, and through solid matter at one-quarter his normal move. He moves vertically at 10 feet per round. If the character fails to maintain phasing while passing through matter, he takes 3-30 points of damage, falls into a coma for 1-6 hours, and becomes trapped in the Ethereal Plane.

It is difficult to achieve contact with a phased mind. Any psionic attacks suffer a -4 penalty on their power checks, and the psionicist saves at +2 versus any mind-affecting magic or effects. Of course, these same penalties affect the psionicist’s own attacks while phased.

Power Score: The psionicist’s phased movement rate doubles.

20: The psionicist saves versus death at +4 or disintegrates.

Phase Object

Power Score:	Wis -3
Initial Cost:	10+
Maintenance Cost:	5/round
Range:	20 yards
Preparation Time:	0
Area of Effect:	one object
Prerequisites:	phase

With this devotion, the psionicist can extend her phasing powers to an object. A boulder blocking a tunnel can be phased in order to allow passage, an enemy’s sword can be rendered harmless, or a building can be forced to collapse by reducing its supports to an insubstantial form.

The larger an object, the more difficult it is to phase. The rule of thumb is 1 PSP per 10 pounds, with a minimum cost of 10 PSPs. Phasing an object does not harm it. An object being phased cannot be affected by any physical force, but can be affected by other phased objects. A psionicist can use this power on his own sword to make it capable of harming another phased character.

Phased objects retain any momentum they had when they were affected, so a catapult missile will continue in its trajectory—it just won’t do any damage when it strikes its target. Phased objects that were not moving stay where they were.

If the object is being worn or carried by an unwilling subject, the victim may attempt a saving throw versus spells to avoid the effect.

Power Score: The psionicist may disintegrate the item if he so chooses.

20: The psionicist must save versus spells or disintegrate a random piece of his own equipment.

New Psionic Powers



Pocket Dimension

Power Score:	Wis
Initial Cost:	14
Maintenance Cost:	3/turn
Range:	10 yards
Preparation Time:	0
Area of Effect:	special
Prerequisites:	none

This devotion allows a psionist to create a small storage area in extradimensional space. This storage area is a 5-foot cube, and can contain any amount of weight that will fit in the space provided. The storage area is accessed by a glowing doorway or hatch about 2 feet square. The access always stays in the same place relative to the psionist, much like a *Tenser's floating disk* follows a wizard around. The access can be changed in size from fully closed to 5 feet square at will by the psionist.

Any objects placed in the pocket dimension have no weight or bulk; the psionist could carry 1,000 pounds of rock in his belt pouch, if he desired. However, when the psionist ceases to maintain the power, the contents of the pocket dimension appear at the location of the access and drop to the ground. It is possible to damage things by placing a large object in a pocket dimension, putting the access in a tight space, and then ceasing to maintain, the power.

Living creatures in the pocket dimension exhaust the air supply in about 15 minutes; however, the psionist can leave the access partially open to allow air to circulate. The psionist cannot enter his own pocket dimension, but can reach in and retrieve anything inside.

Power Score: The pocket dimension may be up to 10 feet on a side, if the psionist desires.

20: Anything the psionist places in the pouch drifts off into an alien dimension and is lost forever.

Shadow Walk

Power Score:	Con +1
Initial Cost:	9/18
Maintenance Cost:	na
Range:	1,000 yards
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

Shadow walk is a devotion that allows the psionist to use the Demi-plane of Shadow to instantly cross a space between two shadows. The psionist can step into any shadow larger than his own body and teleport to any other shadow in range. If he can see the shadow he is teleporting to,

the cost is 9 PSPs; if he is teleporting blindly to a shadow that he cannot see from his current location, the cost is doubled. All of the psionist's equipment and anything he is carrying is transported as well.

This power is usually ineffective in bright daylight or, very dark nights. It works best in twilight conditions. The psionist may use his own shadow to shadow walk.

Power Score: The psionist may travel to any shadow within two miles.

20: The psionist must save versus spells or accidentally summon 1d4 shadows, who appear from his own shadow and attack him.

Spatial Distortion

Power Score:	Int -4
Initial Cost:	8-t
Maintenance Cost:	4+
Range:	100 yards
Preparation Time:	0
Area of Effect:	special
Prerequisites:	none

A psionist with this power can affect the dimensions of an area, making it larger or smaller than it appears. The base area of effect is a 20 foot cube, but the psionist can affect a larger area by paying an initial cost of 4 PSPs per extra 20 foot cube he wishes to affect. The maintenance cost is always half of the initial cost. The area of effect can be tailored to the surroundings; for example, the base area of effect applied to a 10 foot wide underground passage would affect an 80 foot length of passage.

Within the area of effect, the psionist can choose to make the distance twice or one-half what it should be. In the passage above, he can make it appear to be 40 to 160 feet in length. A chasm could be made smaller, so as to be easily crossable, or greater to act as a defense. A friend's fall could be shortened to cause less damage.

Objects must be either wholly in or wholly out of the area of effect. The transition into the area of effect is unnoticeable.

Power Score: The psionist may alter distances from 25% to 400% normal.

20: The psionist doubles all distances for himself only for 2d4 hours.

Summon Object

Power Score:	Int -4
Initial Cost:	30+
Maintenance Cost:	na
Range:	special
Preparation Time:	0
Area of Effect:	one object
Prerequisites:	teleport object



New Psionic Powers



This devotion allows a psionicist to bring a distant object to him. The item must be a single piece and weigh no more than 100 pounds. Metal is harder to teleport and costs twice as much as normal, while obsidian is very hard to teleport and triples the PSP cost. The actual cost of summon object varies with the distance of the item from the psionicist.

Distance	Initial Cost	Power Score Modifier
10 yards	30	+1
100 yards	35	0
1,000 yards	40	-1
10 miles	50	-3
100 miles	60	-5
1,000 miles	70	-7
10,000 miles	100	-9

The psionicist must be able to either see the object he is teleporting, or he must know exactly where it is. If the psionicist left a steel sword hanging above the fireplace in his home, he can summon the sword—but if someone had moved the sword across the room, he could not summon it unless he used clairvoyance to see where it was.

If the psionicist tries to use this power to remove an object from someone else's person, the victim receives a saving throw versus spells to avoid the effect. Note that any summoned object will appear in the psionicist's hand or on the ground beside him, so it is not possible to use this power to drop boulders on the heads of one's opponents.

Power Score: The psionicist pays only half the PSPs required.

20: The psionicist moves the object from its resting place, but it doesn't show up. It is teleported from its current location a distance equal to its distance from the psionicist, but in a random direction.

Teleport Lock

Power Score:	Int 1
Initial Cost:	8
Maintenance Cost:	2/round
Range:	30 yards
Preparation Time:	0
Area of Effect:	one creature
Prerequisites:	time/space anchor

By using this power, a psionicist can prevent another creature within range from teleporting. All forms of teleportation, both magical and psionic, are blocked by teleport lock. A creature attempting to teleport while under a teleport lock must win a psychic contest against the blocking psionicist, using its teleport score (or level for wizards) against the psionicist's teleport lock score.

New Psionic Powers



In addition to interfering with teleportation, this power also prevents magical or psionic blinking and plane shifting. Teleport lock does not prevent travel by dimensional doors or dimension walk, but does prevent shadow walking.

Power Score: The psionist automatically wins any psychic contests he must fight with this power.

20: The psionist must save versus spells or be dragged along behind the subject when the subject teleports. The psionist suffers 1d8 points of damage and is stunned 2d6 rounds at his new location.

Time Dilation

Power Score:	Int
Initial Cost:	varies
Maintenance Cost:	na
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	time travel

This power allows the psionist to affect the timestream itself, speeding up or slowing down its flow relative to herself. Slowing down the flow of time effectively hastes the psionist, while speeding the time flow *slows* the psionist. The amount of the dilation affects the initial cost of the power, as shown below.

Haste	Slow	Cost	Check Modifier
×2	×1/10	18	3
×3	×1/20	36	-5
×4	×1/50	54	-7

If the psionist hastes herself by slowing down the timestream, she can maintain the power for a number of rounds (her own, not everyone else's) equal to her level. Movement, physical attack rates, and even spellcasting and psionic powers increase as well.

However, any spell or psionic power that leaves the psionist's accelerated timestream (for example, casting *magic missile* at or attempting to contact a nontime-dilated target) stands a chance of being disrupted. Each time the psionist tries to do this, she must make a saving throw versus spells to successfully use her spell or devotion in the normal timestream.

If the psionist slows herself by speeding up the timestream, the power lasts a number of her own turns equal to her level—so a 6th-level psionist with a 1/20 factor of dilation can make 6 of her own turns stretch out for 120 turns (20 hours!) in the outside world. She can end the power at anytime, but her perceptions are slowed so much that she is automati-

tally surprised by any enemy that approaches. Note that the psionist consumes food and water and is affected by things like poison at her own pace, so this power can be used to reduce water consumption to zero or to *slow poison*.

If the psionist is maintaining any other psionic powers, they are paid for only on her subjective rounds. If a psionist was on a ship that sank, she could use levitation and time dilation to hover over the sea until another ship came along, since she is only paying the maintenance cost for levitation in her own creeping time frame.

Power Score: The rate of dilation is increased one step at no additional cost.

20: The psionist fails the dilation and must save versus spells or age 1d10 years.

Time Duplicate

Power Score:	Int -1
Initial Cost:	22
Maintenance Cost:	na
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	time travel

This power allows the psionist to travel forward in time to borrow a future self, bringing it back to aid him in the present and creating a identical duplicate of himself. The psionist only travels a round or two into the future, and creates a strange hiccup in his own existence. The net effect looks something like this:

First Round: The psionist initiates the power. To observers, it looks as if nothing has happened.

Second Round: The psionist's self from round three arrives, so there are now two psionists. Both can act normally during this round, but the future self gains some advantages since he's already lived through this round once and knows what to expect.

Third Round: The psionist journeys back to round two to help himself, so there are *no* psionists here at all during this round.

Fourth Round: The future psionist who was borrowed from round three returns at the same spot and in the same condition he was in when round two ended. The time duplicate has ended.

In the second round, the future self has the option of automatically winning the initiative (since he knows what's going to happen) or holding his attacks until the end of the round. In any event, the future self gains a -4 bonus to Armor Class, +4 bonus to saving throws, and a +2 bonus to any attack rolls he makes.



New Psionic Powers

If the future self is injured or killed, there is no effect on the present psionist, other than the fact that he can cringe in anticipation of the wounds he's going to get and possibly die from. However, any injuries to the present self are immediately duplicated on the person of the future psionist.

Power Score: The future self finds the time to warn the present self of any dangers, so that the present self gains the combat bonuses of the future self.

20: The psionist taps a possible future in which he has been slain in the next round. He must save versus spells or become catatonic for 1d6 hours.

Telepathic Sciences

Hallucination

Power Score:	Int -3
Initial Cost:	contact
Maintenance Cost:	6/round
Range:	100 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisites:	mindlink, contact, false sensory input

This science allows the psionist to project visions or images into the victim's mind. In effect, it is like a psionic *phantasmal force*. The psionist can make his victim believe he is seeing, hearing, or feeling almost anything. The psionist can attack the victim with hallucinatory monsters or spells, deceive the victim by making a company of soldiers resemble a grove of palms, or even make him think that a flagon full of sand actually contains cool, refreshing water.

In general, the rules for adjudicating illusions on pages 84 and 130 of the *Player's Handbook* are appropriate for determining the effects of any hallucinatory effects. If the psionist carefully constructs the hallucination and provides the victim with what he expects to see, the victim may not even receive a saving throw. The physical effects of hallucinations are psychosomatic; the victim may believe he is being mauled by a tembo, but he is not really being harmed physically.

Maintaining a hallucination requires full concentration on the part of the psionist. If he makes a physical attack or initiates another psionic power while maintaining this power, the victim instantly receives a saving throw versus spells with a +4 bonus to break free of the hallucination.

Power Score: The hallucination is so real that the victim suffers a -4 penalty on any saving throws and suffers 20% of any damage as real.

20: The psionist believes his own hallucination for 1d6 rounds.

Mass Contact (High Science)

Power Score:	Wis
Initial Cost:	varies
Maintenance Cost:	1/round/subject
Range:	special
Preparation Time:	0
Area of Effect:	100-yard radius
Prerequisites:	10th level, contact

Mass contact is the High Science of Telepathy. It allows the telepath to establish contact with a number of minds at the same time instead of contacting each subject individually. The range and life order modifiers listed under the description of contact on pages 80-83 of *The Complete Psionics Handbook* all apply normally to mass contact, just as they would to contact.

The cost of mass contact is the sum of the regular contact costs for each subject. The maintenance cost is always 1 PSP per round per subject, but the initial cost varies with the levels of the subjects, as shown on the table below.

Levels or HD	PSPs
1-5	3
6-10	8
11-15	13
16-20	18
21+	25

All minds to be contacted must be within 100 yards of each other, although the range can potentially be thousands of miles by linking distant subjects to even more distant ones. When the psionist uses mass contact, he may choose which minds in the area of effect that he wishes to contact and which he does not. The psionist must roll a power check on each subject and spend the PSPs to contact that person on a one-by-one basis, so mass contact could allow the psionist to attempt dozens of contacts in a single round.

If the DM wishes, the statistical average may be used to save a lot of dice-rolling. If the subjects are 20 identical gith and the psionist has a contact score of 18, he would affect 18 of them.

Once mass contact has been established, the psionist can follow up with any other telepathic power he wants to use, such as invisibility, invincible foes, or id insinuation. The cost of the follow-up power must be paid for each individual that is subjected to it, but the power checks can be statistically averaged as described above. Note that the combination of mass contact and domination is much more effective than using mass domination by itself.



Mass contact is a High Science and cannot be selected as a science without first engaging in intensive meditation and research. See Chapter Seven.

Power Score: All established contacts are maintained for the first four rounds for free.

20: The psionist tries for more minds than he can handle and is unprepared for the psychic backlash from so many subjects at once. He must save versus spells or fall unconscious for 2d4 hours, expending all his PSPs in the process.

Mindflame

Power Score:	Wis -6
Initial Cost:	30
Maintenance Cost:	na
Range:	0
Preparation Time:	0
Area of Effect:	5' by 20' cone (up to 6 creatures)
Prerequisites:	8th level, psychic crush, synaptic static

Some psionists can project a wave of deadly mental force that can destroy lesser intellects. The science of mindflame allows a psionist to attack all creatures in the area of effect with a mental barrage that can incapacitate or even kill its victims. The area affected by the power is a cone 20 feet long and 5 feet wide, with its apex at the psionist. Up to six victims in this area can be affected.

Victims who are psionists can protect themselves against the effects of mindflame by throwing up a simple mind blank or other defense, but any creature that does not know a psionic defense mode can be affected. The effects vary with the victim's level or Hit Dice:

Level or HD	Effect
Less than 1	Comatose for 1d6 days, lose 1d3 points of Intelligence
1 to 2	Unconscious for 2d4 turns, lose 1 point of Intelligence
2+1 to 4	Paralyzed for 1d4 turns
4+1 to 8	Stunned for 2d6 rounds
8 + 1 or more	Dated for 1d3 rounds

Regardless of the effect, the victim is entitled to a saving throw versus death to avoid the effects of the mindflame. Creatures rendered comatose by the mindflame must make a second saving throw versus death or die at the end of their unconsciousness. Creatures rendered unconscious must make a second saving throw or lapse into a coma (without the risk of death).

Stunned creatures may not move, attack, initiate psionic powers, or cast spells, and suffer a -2 penalty to Armor Class. Dazed creatures may move at half normal speed, attack with a -2 penalty, and defend normally. They must make a successful saving throw versus spells to initiate a psionic power or cast a spell.

The effects of the mindflame can be corrected by psychic surgery, a *limited wish*, or a *cure serious wounds* or more powerful healing spell.

Mindflame is exhausting to the psionist; if invoked more than once in a day, the psionist suffers a -4 penalty on his power check. It is also a very dark use of one's *inner strength*, and psionists who maim lesser intelligences will find their alignments moving toward evil.

Power Score: The effects are advanced one category, so creatures of 8+1 Hit Dice or more would be stunned instead of dazed, and so on.

20: The psionist burns out this power and may not attempt mindflame again for 2d8 weeks.

Telepathic Devotions

Amnesia

Power Score:	Wis -2
Initial Cost:	contact
Maintenance Cost:	5/round
Range:	200 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisites:	mindlink, contact

This devotion allows the psionist to interfere with the memory of a contacted creature. As long as amnesia is maintained, the subject is unable to remember anything that occurred prior to the psionist's contact with his mind. The victim does remember events that occur in his amnesiac state, so he can recall conversations or events that have occurred since the amnesia began.

The exact effects of amnesia are left to the DM, but generally the victims remember how to talk, how to walk, how to eat, and other physical skills. Knowledge-based skills such as spellcasting, psionics use, or lock-picking would be temporarily forgotten, but talents such as proficiency with the bow or tumbling would not be.

Making a monster forget everything does not necessarily make it a nice person. General personality traits remain despite the loss of memory.

Power Score: The victim remains an amnesiac for 1d10 days after the psionist ceases to maintain the power, if the psionist wishes.

20: The power backfires, and the psionist becomes amnesiac himself for 2d10 turns.



New Psionic Powers

Passive Contact

Power Score:	Wis 1
Initial Cost:	contact
Maintenance Cost:	1/hour
Range:	touch (unlimited)
Preparation Time:	
Area of Effect:	individual
Prerequisites:	contact, send thoughts

With this power, the psionist can establish a constant yet passive mental link with another character. The subject must be willing, and the psionist must successfully initiate passive contact while the subject is in his presence. After the power has been established, the subject can go anywhere he likes while still maintaining a tenuous link with the psionist.

This link allows the subject to get the psionist's attention by sending out a mental call. The psionist gets a tingle in his mind that lets him know that his passive contact wants his attention. Presumably, the psionist will then respond by trying normal contact and mindlink with the subject to find out what's going on.

Passive contact is useful because it gives the psionists nonpsionic friends a way to get in touch with the psionist when they need his help.

Power Score: The psionist knows if the subject is in trouble, even if the subject hasn't tried to get his attention yet.

20: The psionist believes he has successfully Initiated the power, but the subject will not be able to get his attention.

Plant Mind

Power Score:	Int -4
Initial Cost:	11
Maintenance Cost:	2/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

With this power the psionist attunes her mind to plant life. She gains a better understanding of the plant's existence and can better deal with any intelligent or psionic plants she encounters. Normally, there is a -8 penalty for contact with a plant, but while plant mind is in effect, the psionist does not suffer this penalty. Instead, she has a -8 penalty for contact with nonplant minds.

Plant mind does not allow the psionist to communicate with plants, but it does give her a +2 bonus to her Charisma score when dealing with plants.

Power Score: The psionist is especially well attuned to plant life and gains the benefits of the power for 24 hours without maintenance cost.

20: The psionist slips into a vegetative slumber, remaining rooted to the spot for 2d10 hours.

Sensory Suppression

Power Score:	Int -2
Initial Cost:	contact
Maintenance Cost:	4/round/creature
Range:	100 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisites:	mindlink, contact, invisibility

This devotion allows the psionist to temporarily blind or deafen an opponent by interfering with the brain's reception of sensory information. The victim's eyes or ears still work fine, but the mind cannot process the information. The psionist must individually contact each creature he wants to affect and make a separate power check for each subject.

The victims remain blinded or deafened for as long as the psionist pays the maintenance cost to keep the power going. Blinded characters suffer a penalty of -4 to all attacks, saves, and Armor Class. Deafened characters suffer a -1 penalty, but the penalty could be increased depending on the circumstances. (For example, a character trying to use his blind fighting proficiency to engage a foe in total darkness is very susceptible to being deafened.)

Power Score: The victim loses all sensory information for as long as the psionist maintains the power.

20: The psionist blinds himself for 2d8 rounds.

Suppress Fear

Power core:	Wis +1
Initial Cost:	5
Maintenance Cost:	na
Range:	10 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisites:	none

A psionist can use this power to bolster a character's courage. The psionist can remove any fear effect that is currently affecting a character, automatically dispelling it. This use of suppress fear ends the terror created by the spells cause *fear*, *emotion*, *eyebite*, *fear*, *scare*, *spook*, and *symbol*, as well as the psionic powers of invincible foes and phobia amplification.

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If the psionicist uses this power on a character who has not been frightened yet, the subject gains a temporary bonus of +4 to any morale checks or saving throws against magical or psionic *fear* effects. If the spell or power would not normally allow a saving throw, the psionicist may attempt a second power check to see if his fear suppression defeats the effect anyway. This protection lasts one turn, plus a number of rounds equal to the psionicist's level.

Power Score: The psionicist so emboldens the subject to the point of foolhardiness that he gains a +1 to all attack rolls while the power is in effect.

20: Fear can be a contagious thing. The psionicist is entirely overwhelmed by the victim's panic and flees as if affected by a *fear* spell himself.

Metapsionic Sciences

Subjective Reality

Power Score:	Wis -5
Initial Cost:	35
Maintenance Cost:	7/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	8th level

Belief is a powerful thing. With this power, the psionicist can ignore the reality of an object or category of objects and make them have no existence for him. He could convince himself that an enemy's sword could not harm him—and the sword would simply pass through his body without effect.

The psionicist can only disbelieve inanimate objects or effects with this power, since he finds it impossible to ignore living creatures. Some possible uses of the power include:

- Disbelieving a type of weapon, such as hand-held weapons, bows and crossbows, or hurled weapons. No weapon of that type can harm the psionicist while he maintains the power.
- Disbelieving an entire type of magic, such as priestly or wizardly magic.
- Disbelieving a manifestation of an element, such as a bonfire or a rockslide.
- Disbelieving any one object, regardless of size (large or small), such as a boulder, an enemy's armor, or a magical item in an enemy's possession.

The DM will have to decide what the exact effects of subjective reality are, but in general the disbelieved objects simply do not exist for the psionicist. He cannot be harmed by them, nor can he have any effect on them himself. The psionicist's enemies may be quite baffled by their inability to cut him to pieces or blast him to cinders.

Power Score: The psionicist can alter what he is disbelieving from round to round.

20: The psionicist accidentally creates a whole new reality for himself and must save versus spells or be *plane shifted* to a randomly selected Outer Plane.

Suppress Magic

Power Score:	Con -4
Initial Cost:	30
Maintenance Cost:	1+/round
Range:	0
Preparation Time:	0
Area of Effect:	20 yard radius
Prerequisites:	8th level

Very powerful psionicists can draw upon their command of psychic energy to create a field that dampens magic of all types. Within the field, no spells function, weapons lose their enchantments, creatures with magical attacks or powers (such as a basilisk's gaze) cannot use them, magically animated monsters (animated dead, golems, etc.) stop in their tracks, and magical items do not function.

The field persists only as long as the psionicist maintains it. The base maintenance cost is 1 PSP per round, but each spell level or magical power usage within, the field adds 1 PSP to the maintenance cost. For example, a wizard who throws a *fireball* at a psionicist who is suppressing magic forces the psionicist to pay an extra 3 PSPs for that round's maintenance. Effects without a spell level should be equated to a similar spell. If there is no similar spell, the psionicist pays maintenance PSPs equal to 1 per Hit Die or level of the initiating creature.

This effect will temporarily disrupt enchantments in effect, so a charmed person is temporarily freed, *polymorphed* creatures return to their original form, and so on. Things that were changed by magic but are no longer magical, such as a stone bench that was created by a *stone shape*, do not change in form. A person stoned by a medusa's gaze remains that way. Once the psionicist ceases to maintain the power, all enchantments resume uninterrupted.

Power Score: The psionicist may choose to *dispel* any enchantment in the area as a wizard of the same level casting *dispel magic*.

20: A random magical item on the psionicist's person is permanently drained of all enchantments.



New Psionic Powers



Metapsionic Devotions

Cognitive Trance

Power score:	Int
Initial cost:	4
Maintenance cost:	na
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

A psionist with this power can place himself in a trance that clears his mind for calm and contemplative thought. Anything the psionist sees, hears, or reads while under the mind-sharpening influence of the cognitive trance can be committed to his memory verbatim, for precise recall at a later time.

The player running the psionist character can use this ability to remember detailed instructions or conversations to the word, even if he himself does not remember the exact content. This can come in really

handy when trying to remember detailed instructions to a certain location or the exact wording of a complicated series of intricate passwords. The psionist can also enter the trance to consider any problem, puzzle, or riddle, gaining a +2 bonus on any Intelligence checks to find a solution.

If used for photographic memory, the trance lasts as long as it takes to completely take in all the information to be remembered. If used to solve a puzzle, the trance lasts as long as it takes the psionist to make a single attempt to arrive at a solution for the situation at hand. An extended trance may last for several hours. Entire books may be memorized in this way.

While in cognitive trance, the psionist suffers a -1 penalty to surprise checks. Combat or even conversation of the slightest sort will break the trance.

Power Score: The psionist gains a +4 bonus on any Intelligence checks that are required (for solving puzzles or riddles, for example) for the duration of cognitive trance.

20: The psionist gets a mild headache that lasts for 1d6 turns, ruining any chance of entering such a trance.

New Psionic Powers



Fighting Trance

Power Score:	Wis -1
Initial Cost:	4
Maintenance Cost:	1/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

With this power, the psionicist learns how to focus his attention into a razor-sharp weapon for maximum awareness and effectiveness in combat. His reflexes and agility are increased to their absolute sharpest level, and he is able to unconsciously track all combatants in the immediate area. While fighting trance is in effect, the psionicist reduces any rear attacks to flank attacks, and any flank attacks are treated as if they were frontal attacks instead. The psionicist in fighting trance gains a +1 bonus to all initiative rolls, his Armor Class, all saving throws, and all attack rolls.

The psionicist's focus on his physical actions makes it difficult for him to concentrate on initiating any psionic powers. He suffers a -1 penalty to all power checks he attempts while fighting trance is being maintained.

Power Score: The psionicist is so attuned to his surroundings that his bonuses increase to +2, and no rear or flank attacks can be made against him.

20: The psionicist becomes extremely attuned to his surroundings, so much so, in fact, that he picks up nearly everything and becomes distracted by annoying details, suffering a -1 penalty to all attack rolls for 2d6 rounds.

Iron Will

Power Score:	Wis
Initial Cost:	8
Maintenance Cost:	3/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

A psionicist with this power has the ability to focus his willpower to extraordinary levels, persevering through conditions that would overcome lesser characters. While maintaining this power, the psionicist can temporarily ignore accumulated wounds that would reduce him to 0 hit points or less. Due solely to his mental strength, he can force himself to remain conscious and fully active until reduced to -10 hit points, at

which point he dies, just as anyone else would. Up until that point, though, he can fight and use his powers normally with absolutely no interruption at all except for initiating and maintaining the iron will devotion.

While iron will is in effect, the psionicist does not lose a hit point every round, as per the normal "- 10" rule (see DMG page 75), but he will begin to lose hit points once he ceases to maintain iron will. Smart psionicists will bind their wounds before losing consciousness, or they may never wake up afterward.

The psionicist can also use his iron will to resist losing consciousness or control of himself through other means. If the effect the psionicist is struggling against normally allows a saving throw (a vampire's charm *person* ability or a psionic domination, for example) the psionicist gains a +4 on his saving throw while iron will is in effect. If the effect does not usually allow the victim a saving throw (a *command* or *sleep* spell, for instance), the psionicist gains the chance to attempt a saving throw versus spells with a -4 penalty.

Iron will acts as a reflexive power. It does not have to be maintained at all times in order to be effective. If a situation arises in which the psionicist needs the iron will power, he can drop what he is doing to initiate it. If he has not yet acted in the round, he has the choice of initiating iron will and aborting his intended action or of forgoing iron will to carry out whatever he had originally planned to do. Otherwise, he is forced to wait until the following round to initiate it.

Power Score: The psionicist can survive to -15 hit points or automatically make any saving throws to avoid unconsciousness or control. Once the power is dropped though, if the character still has less than -10 hit points remaining, he will instantly fall over dead. Clever psionicists will make sure to heal their wounds (or have them healed by someone else) beforehand.

20: The power fails to activate.

Probability Manipulation

Power Score:	Int -4
Initial Cost:	10
Maintenance Cost:	na
Range:	special
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	4th level

By initiating this power, the psionicist attempts to tamper with the laws of chance to affect a specific action. If the psionicist succeeds, he gains a bonus of +4 (d20) or +20% (1d100). This can be applied to saving throws, attack rolls, ability checks, thief skills, or spell failure checks. It



New Psionic Powers

cannot be used to affect the initiation of a psionic power. If the psionicist makes no rolls within one turn of initiating the power, he loses his chance.

Luck can be fickle. If a psionicist manipulates probabilities more than once in a day, there is a 50% chance that he suffers a penalty equal to the bonus he was trying to achieve.

Power Score: The psionicist manages to favorably manipulate chance for the next three die rolls.

20: The psionicist fouls up probability and suffers the penalties described above for his next 1d6 rolls.

Psionic Vampirism

Power Score:	Wis -3
Initial Cost:	contact +8
Maintenance Cost:	3/round
Range:	10 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisites:	6th level, psychic drain

Psionic vampirism is the much-feared ability to steal another's psionic strength in order to replenish the psionicist's own. Although it resembles psychic drain, psionic vampirism is different in three important ways: first, PSPs are directly drained; secondly, the victim need not be asleep; and third, the victim need not be humanoid. It only has to have a PSP score. Psionic vampirism is a very painful process, but is not debilitating as psychic drain can be.

To begin draining PSP from the victim, the psionicist must establish contact. Once she has access to the victim's mind, she can begin draining PSPs. The power check for psionic vampirism determines the rate of drain.

Power Check	Rate of Drain
1-2	3 PSPs/round
3-4	5 PSPs/round
5-9	7 PSPs/round
10-12	9 PSPs/round
13-14	11 PSPs/round
15+	15 PSPs/round

Although no permanent damage is caused by this power, it is unpleasant in the extreme and the victim will almost certainly want to fight back. Since the power only works against creatures with a PSP score (psionicists, wild talents, or psionic monsters), the victim is probably not helpless and may know a psionic defense to prevent the necessary contact.

Psionic strength drained by this power returns normally, just as if the

victim had expended those points himself. If a victim is drained to 0 PSPs by psionic vampirism, he must make a saving throw versus death or fall unconscious for 2d6 turns.

Draining a victim of mental energy is usually an evil act, and psionicists who make extensive use of this power will find their alignments gradually twisting toward evil.

Power Score: The psionicist psychic drains the victim at the same time he uses psionic vampirism on him.

20: The psionicist provides his intended victim with full contact into his own mind while severing any contact he had established with the victim.

Psychic Blade

Power Score:	Con -2
Initial Cost:	7
Maintenance Cost:	4+/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	6th level, body weaponry, mind thrust

With this power, the psionicist creates a semi-tangible manifestation of his psychic attack that is shaped like a sword and can be wielded as a weapon in physical combat. Any living creature struck by the psychic blade suffers 1d6 points of damage, plus 1 additional point per extra 2 PSPs the psionicist wishes to spend. The victim must also make a saving throw versus death or be stunned and unable to act for 1d6 rounds. Psychic blade damage is treated as punching damage: 25% is real, and 75% is temporary damage that is recovered within one turn of the end of the encounter.

The psychic blade is an extension of the psionicist's own life energy, and it is treated as a +2 weapon for purposes of striking monsters immune to normal weapons. Because the blade is the psionicist's very life, it conveys special touch attacks back to his own body. Creatures that drain energy levels automatically drain a level from the psionicist each time he strikes them with a psychic blade. Monsters without minds (oozes, slimes, jellies, elementals, and golems) cannot be harmed by the psychic blade.

If the victim has a psionic defense mode operating when struck by the psychic blade, the psionicist must win a psychic contest against the victim for this power to cause any harm.

Power Score: The damage increases to 1d10, and the victim receives a -2 penalty on his saving throw.

20: The psionicist weakens himself in the attempt to create the blade, suffering 1d4 points of damage.

Appendix B: Complete Psionic Powers Index

Powers normal type are from *The Complete Psionics Handbook*. *Italics* are new. *Bold italics* are from *Dragon Kings*.

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Appendix C: Revised Wild Talent Charts

This system of generating wild talents replaces the wild talent tables contained in *The Complete Psionics Handbook*.

To determine your character's wild talent, roll on Table I with a 1d100. This will indicate which discipline your character's wild talent is in. Then make a second 1d100 roll on the indicated table. Your character may receive a bonus prerequisite power for the talent indicated; these are marked by an asterisk (*). A character may only roll three talents, but there is no limit to the total number of powers—talents requiring prerequisites could give the character as many as seven discrete powers.

Table I: Wild Disciplines

Roll	Discipline	Table
01-16	Clairsentience	II
17-35	Psychokinesis	III
36-61	Psychometabolism	IV
62-70	Psychoportation	V
71-94	Telepathy	VI
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Table II: Clairsentience

Roll	Wild Devotion
01-07	All-Round Vision
08-11	Bone Reading*
12-17	Combat Mind
18-25	Danger Sense
26-28	Environment
29-34	Feel Moisture
35	Feel Sound
36	Feel Light
37	Hear Light
37-44	Know Course
44-48	Know Location
49-56	Know Direction

57-60	Poison Sense
61-64	Radial Navigation
65	See Magic
66-68	See Sound
63-70	See Ethereal
71-76	Sensitivity to Observation*
77-78	Spirit Sense
79-81	Watcher's Ward
82-87	Weather Prediction*
88-90	Choose from above
91-94	Roll twice on this table ¹
95-98	Roll again ²
99-00	Roll again ³

¹ Ignore another result of 88 or better.

² Roll one power on this table, and then roll a second wild talent from Table I again. Ignore rolls of 88 or better.

³ Roll one power on this table. Then roll on Table VII until a Clairsentient Science is Indicated. Ignore additional rolls of 88 or better.

Table III: Psychokinesis

Roll	Wild Devotion
01-04	Animate Object*
05-13	Animate Shadow
14-18	Ballistic Attack
19-21	Compact
22-29	Concentrate Water*
30-33	Control Body*
34-39	Control Flames*
40-44	Control Sound
45-49	Control Light
50-52	Control Wind*
53-54	Cryokinesis
55-57	Deflect*
58-66	Levitation*
67-69	Magnetize
70-71	Molecular Bonding
72-76	Molecular Agitation

77-80	Return Flight
81-85	Soften
86-87	Static Discharge*
88-90	Choose from above
91-94	Roll twice on this table ¹
95-98	Roll again ²
99-00	Roll again ³

¹ Ignore another result of 88 or better.

² Roll one power on this table, and then roll a second wild talent from Table I again. Ignore rolls of 88 or better.

³ Roll one power on this table. Then roll on Table VII until a Psychokinetic Science is indicated. Ignore additional rolls of 88 or better.

Table IV: Psychometabolism

Roll	Wild Devotion
01-05	Absorb Disease
06-07	Accelerate
08-09	Adrenalin Control
10	Aging
11-14	Biofeedback
15-16	Body Control
17	Body Weaponry
18-22	Body Equilibrium
23	Carapace
24-28	Catfall
29-30	Cause Decay
31	Cause Sleep
32-39	Cell Adjustment
40-41	Chameleon Power
42-43	Chemical Simulation
44-46	Displacement
47	Double Pain
48-49	Ectoplasmic Form
50-55	Enhanced Strength
56	Expansion
57-61	Flesh Armor
62-65	Graft Weapon

66-69	Heightened Senses
70	Immovability
71-75	Lend Health
76-77	Mind Over Body
78	Pheromone Discharge
79-80	Photosynthesis
81	Reduction
82-84	Share Strength
85-86	Spider Touch
87	Suspend Animation
88-90	Choose from above
91-94	Roll twice on this table ¹
95-98	Roll again ²
99-00	Roll again ³

¹ Ignore another result of 88 or better.

² Roll one power on this table, and then roll a second wild talent from Table I again. Ignore rolls of 88 or better.

³ Roll one power on this table. Then roll on Table VII until a Psychometabolic Science is indicated. Ignore additional rolls of 88 or better.

Table V: Psychoportation

Roll	Wild Devotion
01-05	Astral Projection
06-13	Blink
14-18	Dimension Blade*
19-26	Dimension Walk
27-37	Dimensional Door
38-40	Dream Travel
41-44	Duo-Dimension
45-49	Ethereal Traveler
50-57	Phase
58-59	Phase Object*
60-63	Pocket Dimension
64-69	Shadow Walk
70-71	Spatial Distortion
72-73	Teleport Lock*
74-77	Teleport Object*

Revised Wild Talent Charts



78-81 Time Shift*
 82 Time Duplicate*
 83-87 Time/Space Anchor
 88-90 Choose from above
 91-94 Roll twice on this table¹
 95-98 Roll again²
 99-00 Roll again³

¹ Ignore another result of 88 or better.

² Roll one power on this table, and then roll a second wild talent from Table I again. Ignore rolls of 88 or better.

³ Roll one power on this table. Then roll on Table VII until a Psychoportive Science is indicated. Ignore rolls of 88 or better.

Table VI: Telepathy

Roll	Wild Devotion
01-07	Acceptance
08	Amnesia
09	Attraction*
10	Aversion*
11	Awe*
12-16	Conceal Thoughts
17-18	Daydream*
19-24	Empathy*
25-29	ESP*
30	False Sensory Input*
31-32	Identity Penetration*
33	Impossible Task
34-36	Incarnation Awareness*
37-38	Inflict Pain*
39	Invincible Foes*
40-43	Invisibility*
44-47	Life Detection
48-51	Mind Bar
52-59	Mind Blank
60	Phobia Amplification*
61	Post-Hypnotic Suggestion*
62-64	Psychic Messenger

65 Psychic Impersonation*
 66 Repugnance*
 67-70 Send Thoughts*
 71 Sensory Suppression*
 72-75 Sight Link*
 76-78 Sound Link*
 79-83 Suppress Fear
 84 Synaptic Static*
 85 Taste Link*
 86 Telepathic Projection*
 87 Truthhear*
 88-90 Choose from above
 91-94 Roll twice on this table'
 95-98 Roll again²
 99-00 Roll again³

¹ Ignore another result of 88 or better.

² Roll one power on this table, and then roll a second wild talent from Table I again.

Ignore rolls of 88 or better.
³ Roll one power on this table. Then roll on Table VII until a Telepathic Science is indicated. Ignore rolls of 88 or better.

Table VII: Sciences

Roll	Wild Science
Clairsentient Sciences	
01-02	Aura Sight
03-06	Clairaudience
07-10	Clairvoyance
11-14	Detection
15	Object Reading
16-17	Precognition
18-19	Sensitivity to Psychic Impressions
20	Choose from above

Psychokinetic Sciences

21-22	Detonate*
23-24	Disintegrate*
25-26	Kinetic Control
27	Molecular Rearrangement*
28-29	Project Force*
30-34	Telekinesis
35	Telekinetic Flight*
36	Telekinetic Barrier*
37	Choose from above

Psychometabolic Sciences

38-42	Animal Affinity
43-44	Complete Healing
45	Death Field
46	Energy Containment
47	Life Draining
48-49	Metamorphosis
50	Nerve Manipulation*
51	Poison Simulation*
52	Regenerate*
53-55	Shadow-form
56	Choose from above

Psychoportive Sciences

57-58	Banishment*
59-62	Probability Travel
63	Summon Planar Creature*
64-69	Teleport
70-71	Teleport Other*
72	Time Travel*
73	Wormhole*
74	Choose from above

Telepathic Sciences

75-77	Domination*
78-84	Ejection
85	Fate Link*
86	Hallucination*
87	Mass Domination*
88-92	Mindlink*
93	Mindwipe*
94	Probe*
95	Superior Invisibility*
96	Switch Personality*
97	Choose from above
98-99	Roll again ¹
00	Roll twice on this table ²

¹ Roll one power on this table, and then roll a wild talent starting from Table I again. Ignore additional rolls on this table of 98 or Letter.

² Ignore another result of 98 or better.



Something ancient walks the burning land ...
something deadly rises in the unreachable north ...
something undead stalks the southern passes.

The crimson sun turns darker still,
as sorcerer-kings die, old boundaries crumble,
and the world itself breaks asunder.

It begins in the ruins of Giustenal,
in a place from another age,
in the corpse of a shattered, long-dead city ...

Something evil stirs in the
City by the Silt Sea

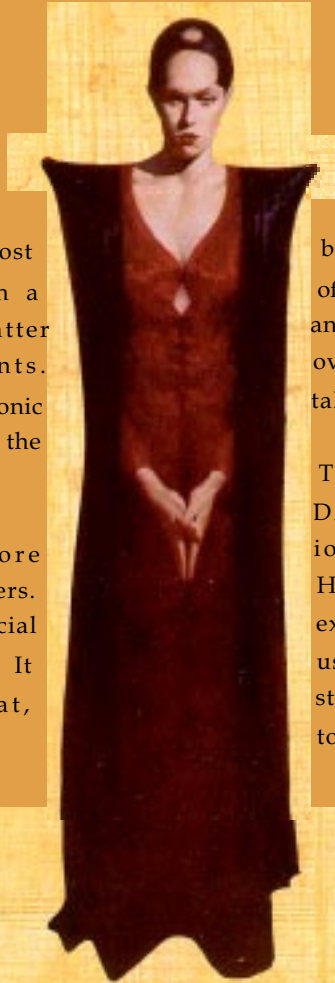
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