



IF THOUGHTS TM COULD KILL

A PSIONICS
ACCESSORY/ADVENTURE
by
BRUCE R. CORDELL

IF THOUGHTS COULD KILL



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IF THOUGHTS COULD KILL

A psionics sourcebook and adventure for 10th-level characters

BY BRUCE R. CORDELL

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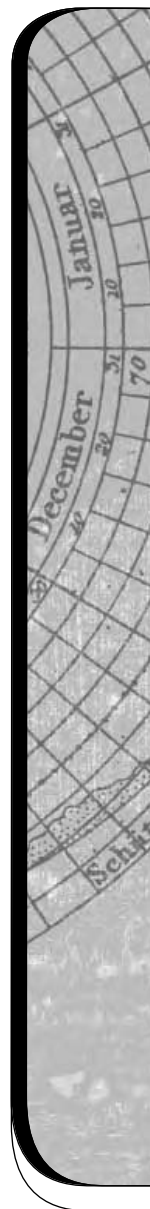
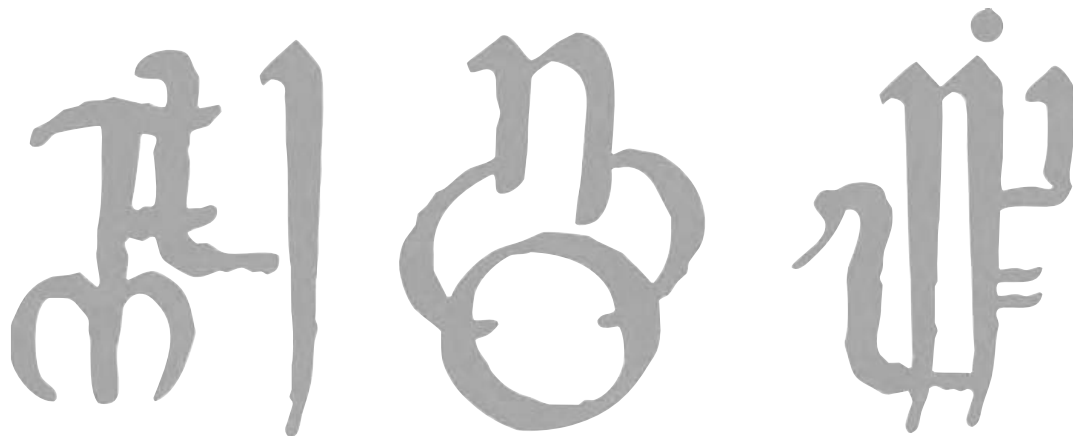
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Introduction

In If Thoughts Could Kill, player characters (PCs) foil arcane killers, are invited to join a prestigious psionic organization, fight a psionic lich, recover a great artifact, and finally safeguard a new psionic paradigm—or prevent it from being born.

If *Thoughts Could Kill* is designed for a party of four 10th-level characters who should advance through 11th level during play and possibly reach 12th level by the conclusion. Parties that begin play at 9th or 11th level also can expect a reasonable challenge.

In *If Thoughts Could Kill*, a dagger (†) indicates a power, feat, or item introduced in this book. Otherwise, all references to powers, spells, feats, and other rules come from the *Expanded Psionics Handbook* and the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, DMG, and MM.

Throughout this adventure, boldface passages provide player information. Sidebars contain important details for you, the DM. Information on nonplayer characters (NPCs) and monsters appears where the creatures are first encountered; see Chapter Three: New Creatures, the MM, and the *Expanded Psionics Handbook* for full NPC and monster statistics.

This book is a new edition of the previously published version of *If Thoughts Could Kill*. In this edition, we have updated the material to conform to the v. 3.5 revision of the core rules and the *Expanded Psionics Handbook* and corrected a few typos. Some variant rules from the previous edition of *If Thoughts Could Kill*, such as the power scaling and secondary disciplines rules, were removed from this new edition, because the issues they addressed in the original d20 psionics system were fixed in the *Expanded Psionics Handbook*. These outdated variants are no longer necessary or desirable for the new psionics environment.

Bonus source material and ideas to augment the information in *If Thoughts Could Kill* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at the following address: <www.montecook.com/mpress__TCK.html>.

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ADVENTURE BACKGROUND

The Colorless Lodge is an exclusive organization of psionic individuals. Its members know of an artifact called the Crystal Consciousness, which has the power to reshape the nature of psionic power everywhere: Each time it awakes, the artifact can create a new psionic discipline to take the place of one of the current six. To do this, it needs the help of the six psionically talented individuals who hear its call.

When this call—a vision known as the “Waking Event”—points to the imminent revival of the Crystal Consciousness, the Lodge takes action, seeking the six psionic individuals who, according to prophecy, are the keys to unlock the power of the Crystal Consciousness and reshape the psionic world.

About the Author

Born in Watertown, South Dakota, **Bruce R. Cordell** earned a degree in Environmental, Population, and Organismic Biology from the University of Colorado. While working as a research associate in process chemistry he learned to synthesize DNA, but he could not resist the call of game design.

In 1995 he abandoned science for a designer position at TSR, now Wizards of the Coast. His many design credits include the *Psionics Handbook*, *The Sunless Citadel*, *Heart of Nightfang Spire*, *Expanded Psionics Handbook*, and the *Origins Award*-winning *Return to the Tomb of Horrors*. He won the 2002 EN World d20 System Award for Best Adventure for his first Malhavoc psionics title, *If Thoughts Could Kill*, as well as the 2003 EN World d20 System Silver Award for Best Electronic Product for *Mindscapes*.

Bruce lives in Seattle, Washington, with his wife Dee and their dog and five cats. He recently completed his second novel. Visit his website at <www.brucecordell.com>.

About the Illustrators

Cover and interior artist **Kieran Yanner** has always been interested in art, roleplaying games, and the fantasy/sci-fi genre. Taking example from such artists as Jim Lee, Tony DiTerlizzi, and Brom, Kieran began shaping his art style long before he ever thought he would actually become a professional illustrator. From *Decipher* to Malhavoc Press, *White Wolf* to *Dream Pod 9*, Kieran has produced hundreds of illustrations for the roleplaying industry and continues to do so.

Toren “MacBin” Atkinson is known by night as the lead singer of the Cthulhu rock band, *The Darkest of the Hillside Thickets*, but by day he collects Saturday morning cartoons and draws monsters for money. You've seen his work in the award-winning books *Delta Green* and *Death in Freeport*.

His illustrations also appear in Monte Cook's *Arcana Unearthed*, *Book of Eldritch Might II: Songs and Souls of Power*, and *Skreyn's Register: The Bonds of Magic*.

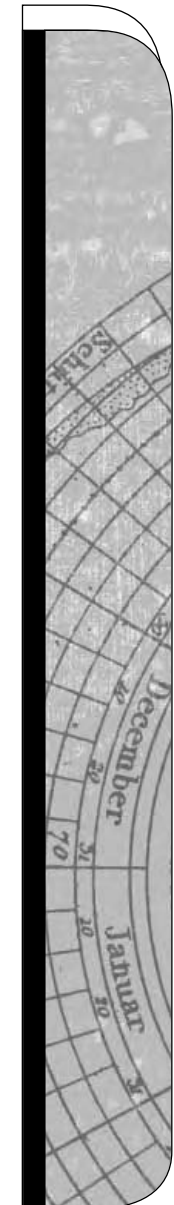
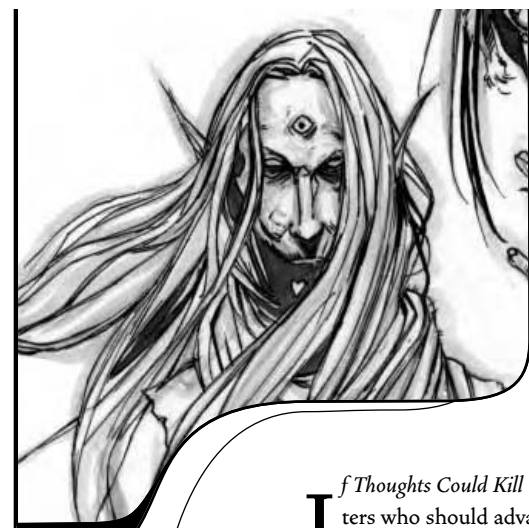
You can see more of his art as well as his game design in the *Spaceship Zero* roleplaying game.

Cartographer **Rob Lee** has created maps for *Anger of Angels*, *The Banewarrens*, and *Book of Eldritch Might III: The Nexus* from Malhavoc Press, plus many other d20 products. A graphic designer by day, Rob received the EN World d20 System Award for Best Cartography in 2002.

Malhavoc Press

Malhavoc Press is game designer Monte Cook's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products such as *The Book of Eldritch Might* exhibit the mastery of the d20 System rules that only one of its original designers can offer.

Current titles are available to purchase in either print or e-Book (PDF) format at <www.montecook.com>. Look for *Mindscapes*, a psionics classbook and bestiary designed by Bruce R. Cordell featuring more prestige classes, powers, feats, and a psionic combat system.



A few other psionic groups know of the Waking Event as well. One of them is led by a psionic lich called Tulmercy, who seeks to do away with a current psionic discipline and replace it with one more suited to death and necromancy.

The other group with knowledge of the Waking Event is not obviously psionic at all, but a band of arcane spellcasters collectively called Ravers. Threatened by the mere existence of psionics, they hunt psionic individuals. Now they desire to find and destroy the Crystal Consciousness, hoping that in doing so they can severely limit psionic power throughout the entire cosmos. At least, that is their purported aim. In truth their leader, Ellyn of the Wands, is not what she seems. Her goals for the Crystal Consciousness are far different than what the rest of the Ravers believe.

The six psionic individuals who receive the Waking Event vision have the ability to unlock the power of the Crystal Consciousness and choose whether a new discipline shall be born—and if so, what discipline it will replace. These characters are known as the Six Who Choose, or simply as the artifact's Chosen. As fate would have it, one of the PCs numbers among the Chosen. (If no one in the party is psionically inclined, an NPC acquaintance can serve as one of the Six.)

ADVENTURE SUMMARY

The PCs either have one or more psionic party members or else they know a psion (you can arrange this behind the scenes, if necessary). Either way, they learn of the Waking Event when one of their number—or a friend, mentor, or other acquaintance—experiences the Waking Event vision and is revealed to be one of the Six. And so the Colorless Lodge, Tulmercy and his undead psionic followers, the Ravers, and eventually the Crystal Consciousness itself all take an interest in your player characters.

The events of the adventure may take place in this order:

Vision: A vision—the Waking Event—enthalls a PC (or a psionic friend of the group).

Ravers: Not long thereafter, the character afflicted with the vision is attacked by Ravers.

Colorless Lodge: Clues that the murderous Ravers left behind lead the party to the headquarters of the Colorless Lodge. The Lodge invites them to become members or simply join their quest to understand the great event about to unfold. The PCs discover much with the aid of Colorless Lodge resources and come up with a plan to bring before the Crystal Consciousness.

The Rave: Enterprising player characters may backtrack the Ravers to their base to deal with them. Otherwise, the Ravers find them later.

Taphos: If the PCs choose, they can find Tulmercy; otherwise, the psionic lich and his minions find them later.

Vault of the Azure Emperor: The characters discover the resting place of the Crystal Consciousness. They converge with rival psionic groups, explore the waking dungeon, and attempt to steer the birth of a new psionic discipline.

CHARACTER HOOKS

The primary hook below involves your players to a greater degree than the alternates do.

Primary Hook: A vision of singular intensity, the Waking Event, alerts psionic individuals the world over that something strange is going on. See Chapter One, Scene 1: Vision.

Alternate Hook: If you decide a PC is not one of the Six Who Choose (if, for instance, no one in the party is psionic), a friend can fill that role. Also see Chapter One, Scene 1: Vision.

Alternate Hook: PCs who don't know any psionic characters are contacted by Zelestine Thurass, a member of the Colorless Lodge, to undertake a mission. See Chapter One, Scene 3: Colorless Lodge.

The Waking Event

The primary hook on the previous page is designed to be the most exciting way to bring your players into this adventure, though the alternative hooks also serve.

Note that Scenes 2 through 5 of this chapter may occur in any order, depending on chance, your preferences, and the choices of the player characters.

SCENE 1: VISION

To begin the adventure, one of the psionic PCs has a vision. Should the group contain more than one psionic character, you should select the one you'd prefer to receive the vision. If you'd rather not cast a party member as one of the Six Who Choose, see the "NPC Receives Vision" sidebar.

The vision occurs in whatever location you prefer within your campaign, be it at a city tavern, along some country road, or in a dungeon's fastness. It takes place at a time you specify, day or night, regardless of whether the PC you choose to receive the vision is sleeping or awake. For best effect, select a time and place where all or most of the characters are together and involved in some unrelated activity, such as during a meal or on a trip to the market.

THE VISION

Treat the vision as a 9th-level mind-affecting power that grants a Will save (DC 34) to ignore. If successfully ignored, the vision passes to the next closest psionic creature (who in turn becomes one of the Chosen). The PC who receives the vision stands wide eyed and slack jawed for 3 full rounds, unaware of her surroundings (treat as dazed; duration 3 rounds).

The overpowering nature of this vision is undeniable:

A cerulean sea of crystal stretches away in every direction. Above, thunderheads charge across the night sky, flashing and rumbling. The sea remains calm for another heartbeat, then glows dimly. Gradually it brightens until all the sea, from horizon to horizon, blazes. But brighter still is a point of burning intensity rising from the deep. Brighter and brighter it shines as it comes closer and closer to the surface. It is too brilliant to make out its shape against the light. As the object threatens to break the surface of the now-roiling crystal sea, a voice of heartbreaking clarity speaks:

"I awaken. Find me. You are One Who Will Choose."

The vision dissolves as *something* breaks the surface....

AFTER THE VISION

After the vision your players might choose to do nothing and wait to see if any follow-up occurs. In this case, proceed to Scene 2: Ravers.

PCs perplexed enough to seek the reason behind the vision and discover who might have sent it have access to clairsentient psionic powers (and possibly divinatory spells). The *psionic divination* power (or *divination* spell) is initially the most informative. If used directly after the vision, the answer is surprisingly long:

"Six are chosen. The Crystal Consciousness wakes. The Colorless seek no change, the lich promotes death, while Ravers prefer destruction."

GATHERING INFORMATION

PCs can follow up on these answers during Scene 3: The Colorless Lodge, by asking the Lodge elders many questions. Alternatively, the PCs can attempt to gain answers on their own, using a combination of Knowledge skill checks, powers, and/or spells.

Otherwise, *psionic divination*, *precognition*, and similar powers and/or spells initially direct PCs as follows: "The Colorless, with their shared minds, know much." See Scene 3, room A4. *Psionic divination* yields the following information:

The Lich: "The lich's mental powers hold death at bay."

Ravers: "They who seek the mind's downfall know not their own mind."

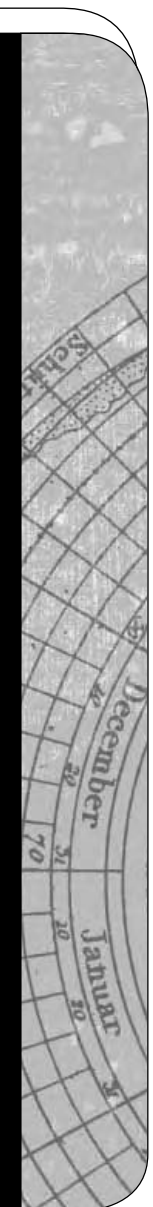
Introducing Psionics

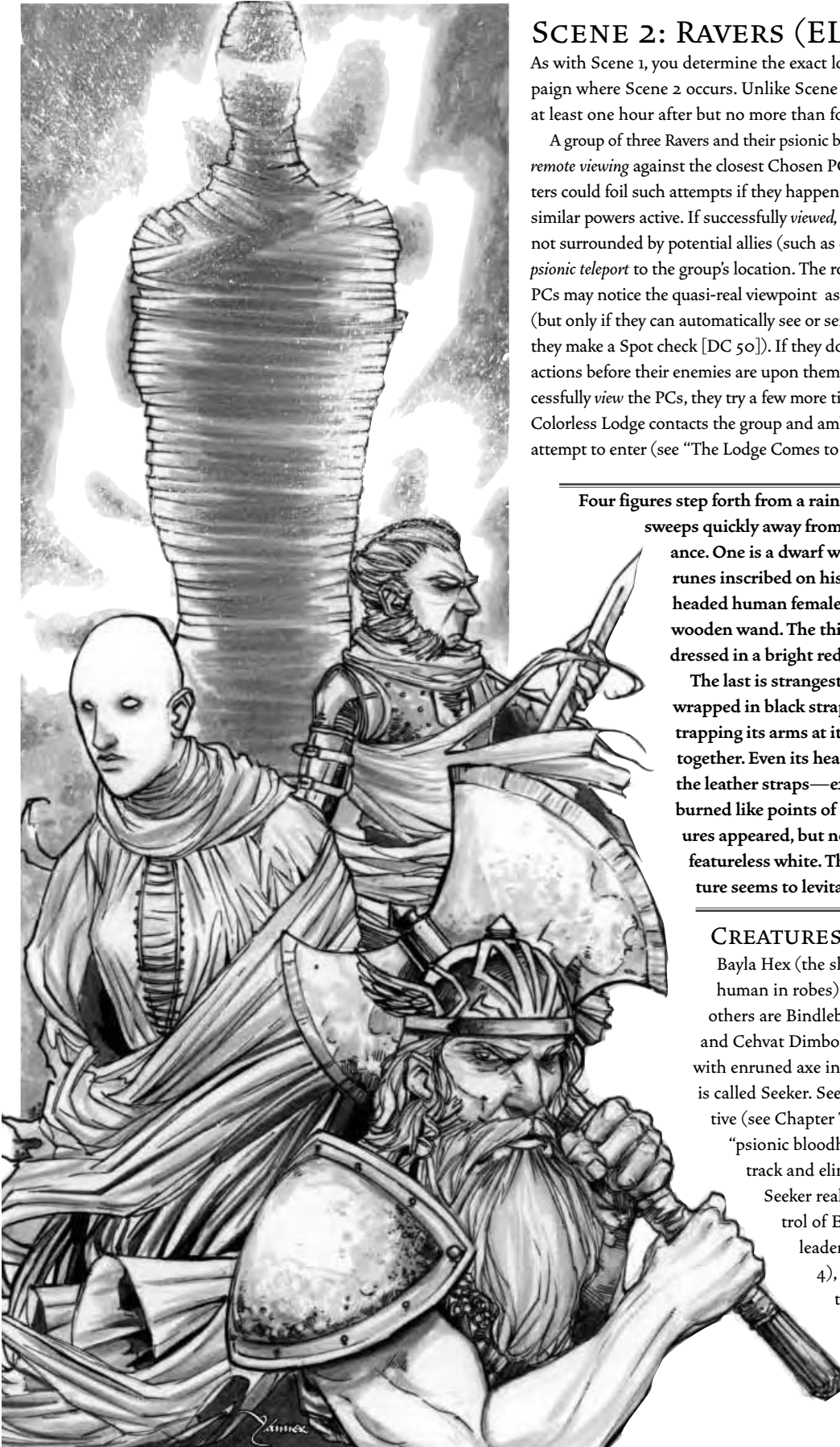
If you haven't previously used psionics rules in your campaign but you'd like to start, select a PC with an interest in psionics to receive the vision. The PC gains the vision as she first multiclassed into a psionic character class.

NPC Receives Vision

If you prefer, no PC receives the vision (especially if none of them are psionic or interested in multiclassing into a psionic class). Instead, choose an NPC acquaintance of the PCs to experience the vision. The acquaintance must have at least one level in a psionic class.

In this case, the adventure begins when the PCs receive this message from their friend: "I NEED to talk with you. Please come see me NOW!" Their psionic friend uses the missive power. Proceed to Scene 2: Ravers.





SCENE 2: RAVERS (EL 12)

As with Scene 1, you determine the exact location within your campaign where Scene 2 occurs. Unlike Scene 1, however, choose a time at least one hour after but no more than four hours after the vision.

A group of three Ravers and their psionic bloodhound first attempt *remote viewing* against the closest Chosen PC, though the player characters could foil such attempts if they happen to have *escape detection* or similar powers active. If successfully *viewed*, and assuming the PCs are not surrounded by potential allies (such as city guards), the Ravers *psionic teleport* to the group's location. The round prior to the attack, the PCs may notice the quasi-real viewpoint associated with *remote viewing* (but only if they can automatically see or sense invisible creatures, or if they make a Spot check [DC 50]). If they do, they may take 1 round of actions before their enemies are upon them. If the Ravers do not successfully *view* the PCs, they try a few more times, then wait until the Colorless Lodge contacts the group and ambushes them as they attempt to enter (see "The Lodge Comes to You" sidebar).

Four figures step forth from a rainbow flash of light that sweeps quickly away from the point of their appearance. One is a dwarf with obviously arcane runes inscribed on his axe. Another is a shaven-headed human female in gray robes holding a wooden wand. The third is a male gnome, dressed in a bright red cloak and black leathers.

The last is strangest of all: A humanoid figure wrapped in black straps that cover it completely, trapping its arms at its sides and forcing its legs together. Even its head is entirely wrapped in the leather straps—except for its eyes. They burned like points of silver fire just as the figures appeared, but now return to a bloated, featureless white. The leather-wrapped creature seems to levitate under its own power.

CREATURES

Bayla Hex (the shaven-headed female human in robes) leads this Raver team. The others are Bindlebuck, a gnome illusionist, and Cehvat Dimbold, the dwarven fighter with enruned axe in hand. The wrapped figure is called Seeker. Seeker is a mind grub collective (see Chapter Three), one of three such "psionic bloodhounds" the Ravers use to track and eliminate psionic creatures.

Seeker really remains under the control of Ellyn of the Wands (the leader of the Ravers; see Scene 4), but for now is commanded to follow Bayla's dictates.

The Ravers appear and attack.

Bayla Hex: Female human Wiz9; CR 9; Medium humanoid; HD 9d4+12; hp 40; Init +3; Spd 30 feet; AC 20 with *mage armor*, 50% miss chance with *displacement* (touch 18, flat-footed 14); Base Atk/Grp +4/+5; Atk/Full Atk +5 melee (1d6+1, quarterstaff); SA Spells; SQ Raven familiar; AL NE; SV Fort +5, Ref +7, Will +11; Str 12, Dex 14 (16), Con 13, Int 18, Wis 14, Cha 13.

Skills and Feats: Concentration +10, Craft (alchemy) +13, Knowledge (arcana) +16, Knowledge (psionics) +16, Listen +7, Scry +16, Search +7, Spellcraft +16, Spot +7; Alertness (if familiar is within arm's reach), Craft Wand, Iron Will, Scribe Scroll, Spell Focus (Evocation), Toughness.

Wizard Spells Prepared: (5/6/6/5/4/2; base DC = 14 + spell level): 0—*dancing lights**, *detect magic*, *mage hand*, *read magic*, *resistance*; 1st—*magic missile** (4), *magic weapon*, *ray of enfeeblement*; 2nd—*detect thoughts*, *endure elements*, *invisibility*, *levitate*, *misdirection*, *shatter**; 3rd—*fly*, *greater magic weapon*, *haste*, *hold person*, *lightning bolt** (2); 4th—*dimension door*, *dimensional anchor*, *enervation*, *ice storm**; 5th—*cone of cold**, *dominate person*.

Possessions: Scrolls of *fireball* (9th-level caster), *displacement*, and *summon monster IX*; *potions of cure serious wounds* (2), +2 *amulet of natural armor*, +1 *cloak of resistance*, +2 *ring of protection*, *wand of lightning* (9th-level caster, 25 charges), *wand of mage armor* (7 charges), note from Ellyn.

* *Evocation base DC = 16 + spell level*

Bindlebuck: Male gnome Wiz8 (illusionist); CR 8; Small humanoid; HD 8d4+35; hp 57; Init +2; Spd 20 feet; AC 19 with *mage armor* (touch 13, flat-footed 18); Base Atk/Grp +4/+0; Atk/Full Atk +5 melee (1d6, quarterstaff); SA Spells; SQ Toad familiar, gnome traits; AL NE; SV Fort +5, Ref +4, Will +9; Str 10, Dex 14, Con 18, Int 17, Wis 12, Cha 10.

Skills and Feats: Concentration +15, Knowledge (arcana) +14, Knowledge (psionics) +8, Scry +7, Spellcraft +9; Alertness (if familiar is within arm's reach), Combat Casting, Iron Will, Scribe Scroll, Spell Penetration, Toughness.

Wizard Spells Prepared: (5/6/5/5/3; base DC = 13 + spell level) 0—*daze*, *detect magic*, *ghost sound*, *read magic*, *resistance*; 1st—*charm person*, *color spray* (2), *expeditious retreat*, *feather fall*, *hypnotism*, *mage armor*; 2nd—*blindness/deafness*, *blur*, *hypnotic pattern*, *Mel's acid arrow*, *mirror image*; 3rd—*dispel magic*, *lightning bolt*, *major image*, *slow*, *suggestion*; 4th—*greater invisibility*, *phantasmal killer*, *polymorph*. Specialty: Illusion; Banned: Divination, Necromancy.

Possessions: Scrolls of *dispel magic*, *fly*, *charm monster*, *fireball* (8th-level caster), *summon monster IV* (2); *potions of cure serious wounds* (2), +1 *bracers of armor*, +1 *ring of protection*, *wand of magic missile* (4 missiles per charge; 21 charges).

Cehvat Dimbold: Male dwarf Rgr8; CR 8; Medium humanoid; HD 8d8+38; hp 77; Init +3; Spd 20 feet; AC 18 (touch 13, flat-footed 15); Base Atk/Grp +8/+11; Atk +14 melee (1d8+5/×3, +2 *battleaxe*); Full Atk +12/ +7 melee (1d8+5/×3, +2 *battleaxe*), +10/+5 offhand melee (1d6+2/×3, +1 *handaxe*); SQ Dwarf traits, favored enemy humans, favored enemy elves, combat style: Two-Weapon Fighting, Improved Two-Weapon Fighting, woodland stride, swift tracker, animal companion (currently absent); AL N; SV Fort +10, Ref +5, Will +4;

Str 17, Dex 16, Con 19, Int 12, Wis 14, Cha 8.

Skills and Feats: Craft (metalworking) +3, Craft (stoneworking) +3, Handle Animal +4, Knowledge (nature) +12, Listen +13, Move Silently +14, Search +12, Spot +13, Survival +13; Endurance^b, Toughness (2), Track, Weapon Focus (battleaxe).

Ranger Spells Prepared: (2/1; base DC = 12 + spell level) 1st—*entanglement*, *resist elements*; 2nd—*cure light wounds*.

Possessions: +2 *battleaxe*, +1 *handaxe*, +1 *chain shirt*.

Seeker: Mind grub collective bloodhound; hp 44; see mind grub collective statistics in Chapter Three: New Creatures.

TACTICS

Seeker used *psionic teleport* to get itself and the other Ravers to the PCs' location. The Ravers cast their preparatory spells (noted in their stat blocks) prior to arrival. The first round Bayla leads off with a *fireball*, Bindlebuck follows with a *phantasmal killer*, and Seeker unleashes a *mind blast* then moves as far back as possible. Finally Cehvat, holding his action if necessary to go last, finishes with a charge, wielding his battleaxe.

During the rest of the fight, Cehvat continues in melee while Bayla and Bindlebuck cast targeted spells. Seeker begins to pepper PCs with *mind thrusts*, though it does spend one action using *psionic dominate* on one party member who might be amenable, such as a fighter or other low-Will PC.

Important: If Seeker suffers direct damage, it *psionic teleports* out on its next action, attempting to bring as many of the Ravers with it as possible (but it leaves behind those it cannot reach). Likewise, if Bayla realizes they are worsted, she calls a retreat, yelling for Seeker to get them out.

A Chosen NPC

If you've decided to allow an NPC to receive the vision (see previous sidebar), Scene 2 takes place right after the characters meet their psionic NPC friend—assuming they answer their friend's call for assistance. This may mean that the Raver attack occurs more than four hours after the vision, but that is okay. The Ravers attempt to slay the Chosen NPC, then eradicate the body so it cannot be resurrected.

If you prefer, you can open the adventure with the PCs finding their friend murdered. In either case, clues left behind by the Raver attack may lead the party to the Colorless Lodge (see Scene 3: The Colorless Lodge).

TREASURE

See the equipment noted for each NPC for this encounter's available treasure.

DEVELOPMENT

The PCs have the first opportunity to discover what's going on in the aftermath of this conflict. If they overcome even one of their attackers, a search of the Raver's belongings brings to light the message below. If any of the Ravers are put to the question, the party can get similar information from them verbally (or telepathically, if applicable).

A letter in an envelope found on any one of the attackers (or fallen from a satchel and left behind if all the Ravers escape) reads as follows:

"Bayla,

"Our time is now. Too long have we arcane spellcasters tolerated the upstart arts of mental empowerment. Psionics is a vile corruption of the mind, and it must be eliminated in all its forms. So, too, must we destroy all creatures who call upon psionic powers.

"Something important has happened. The Waking Event. You don't need to know the particulars, but know this: We have an opportunity to cripple all the arts of psionic manifestation, everywhere.

"Seeker will lead you and identify the targets I've selected. Despite the creature's heritage, it serves us well. Sometimes you must fight evil with evil, though it burns the hand.

"There are Six targets. These are the Six Who Choose. Kill them all. Kill your targets, and we have a chance to destabilize psionic powers forever!

"Once you have eliminated these

Chosen, we will turn our sights to the Colorless Lodge, our most potent and evil enemy. If we take out the Lodge, the lich will be easy. I will provide other Raver reinforcements as necessary for your efforts, or elect a new team leader altogether if you fail. Do not fail.

"E.W."

The Lodge Comes to You

If the PCs have a hard time following up on the name "Colorless Lodge," or if they become sidetracked tracking down the Ravers (or if the Ravers never find the PCs to give them a clue), eventually the Lodge sends a message to them. Send a message only if the players seem to have exhausted their own resources first.

If the Lodge contacts the PCs in this fashion, the group hears from someone named Zelestine Thurass, one of the order's elders (see room A4). She invites them to the Lodge headquarters where, she promises, "Much will be explained."

The letter (or the interrogation that reveals the same information) introduces several details the PCs can follow up on in Scene 3: Colorless Lodge, which provides background the group needs to unravel the plot. Even if they do not first encounter the Lodge, the PCs can gain some of the information noted there using their own skills, powers, and/or spells to research the situation.

Should any of Bayla's team members escape alive, the PCs can be sure of meeting them in later encounters with Ravers, reinforcing whatever Ravers are already slated for that encounter.

If the PCs capture and successfully question a Raver, they may also learn the location of the Raver refuge, as well as E.W.'s true name: Ellyn of the Wands. Though she protects herself from casual *scrying* or *remote viewing* with *escape detection*, the PCs could eventually break through this shield or potentially force a captured Raver to reveal the location personally. In this case, see Scene 4: The Rave.

Note: The bloodhounds possess a unique ability to use their *remote viewing* power to track down any of the Six Who Choose. See their stats in Chapter Three for details.

SCENE 3: COLORLESS LODGE

Following the Raver attack of the previous scene, the PCs gain a valuable clue: the name "Colorless Lodge." A Knowledge (psionics) check (DC 20), a Knowledge (local) check (DC 25), or a Gather Information check (DC 25) reveals that the Colorless Lodge is the name of a guild of psionic practitioners who have a headquarters in the city. (Select a city from your own campaign, possibly the very city where your party is based, or one more distant; at 10th level, your PCs should have access to *teleport* either psionically or magically.) One thing is sure, the Colorless Lodge is secretive, and nonmembers don't know too much about it. The skill check reveals the street name of the Lodge headquarters.

The Lodge headquarters appears as a single-story marble dome with many crystalline skylights. It has a few basement levels, but most of the Lodge lies completely off plane in a privately created demiplane. See Map A: Colorless Lodge. Only part of the Lodge is shown on the map.

OUTSIDE THE LODGE

The smoothly polished white marble dome outside, some 50 feet in diameter, is strangely enigmatic, quiet, and completely ignored by casual passers-by. Crystalline skylights high up on the dome apparently let in the light. Obsidian double doors provide the single entry.

Unless the Lodge is under attack or otherwise in trouble, the outside doors usually remain unlocked. (When locked,

an Open Lock check [DC 40] defeats the amazingly good mechanism). If they knock, the PCs find themselves greeted by an astral construct, which opens the door for them.

A1. ENTRY (EL 11)

Two large creatures stand on either end of this 30-foot-long, 10-foot-wide space tiled in white marble. The creatures, each 9 feet tall and flanking another set of obsidian doors, seem pale to the point of partial translucency—they have the aspect of shapes carved from some particularly yielding substance. Both sport unicornlike horns as well as a sense of reserved power.

CREATURES

The two guardians are stabilized astral constructs (using the power *stabilize construct*; see Chapter Four for more information on this new power). They possess the ability to see invisible (and ethereal) creatures and can open the otherwise locked doors leading to room A2.

The constructs let pass any peaceable creature who requests a conference with the Colorless Lodge. The constructs, more intelligent than normal for such creatures, are “programmed” with the descriptions and names of known enemies of the Colorless Lodge, but the PCs (hopefully) do not activate their defensive nature.

Stable Astral Constructs 7th Level (2): hp 101, SA Menu C (blindsight); see *Expanded Psionics Handbook*.

TACTICS

The astral constructs attack belligerent individuals or those obviously up to no good. One takes a free action to give warning through the *persistent correspond†* power (see Chapter Four) it shares with Paepheton the elder (see room A4). A warning to Paepheton of an attack soon puts the whole Lodge on alert; in such cases, the Door in room A2 is closed from A3.

A2. MARBLE DOME

The obsidian double doors to this chamber are locked with an amazingly good lock (DC 40 to Open Lock). A stabilized construct may unlock it, however (see room A1).

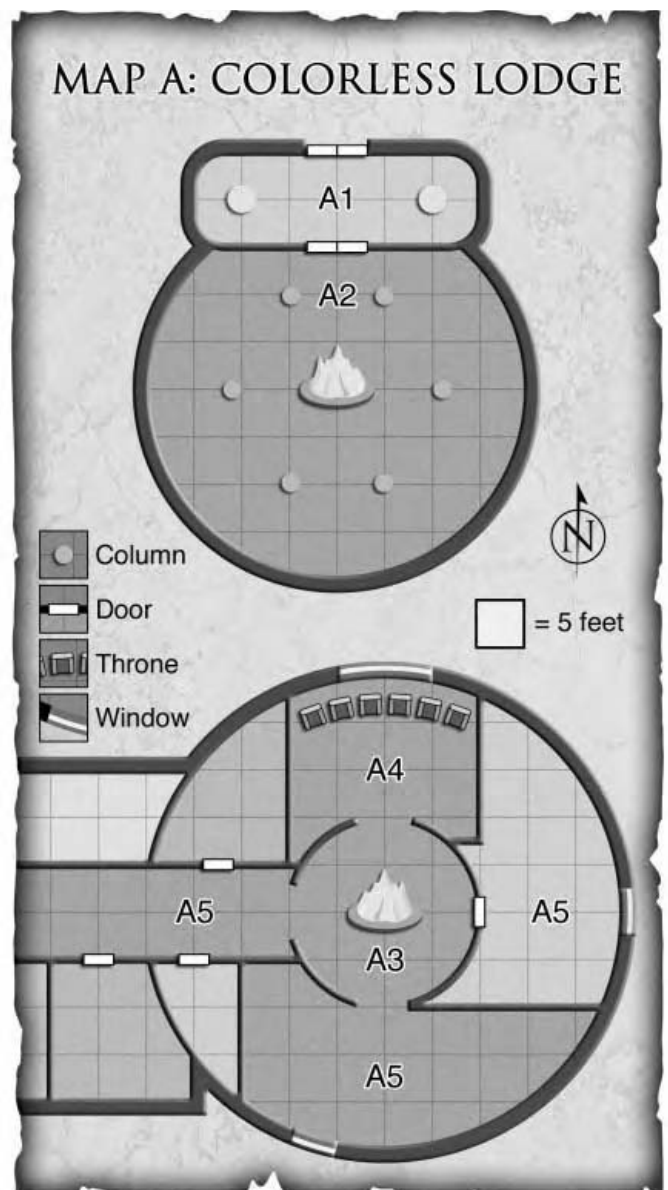
This domed chamber is utterly quiet and peaceful. Polished marble tiles the floor and the curved dome, its smoothness broken by six equally spaced pillars around the periphery, multicolored skylights above, and a massive natural crystal in the center of the floor. The skylights are apparently constructed so that available outside light always falls onto the central crystal.

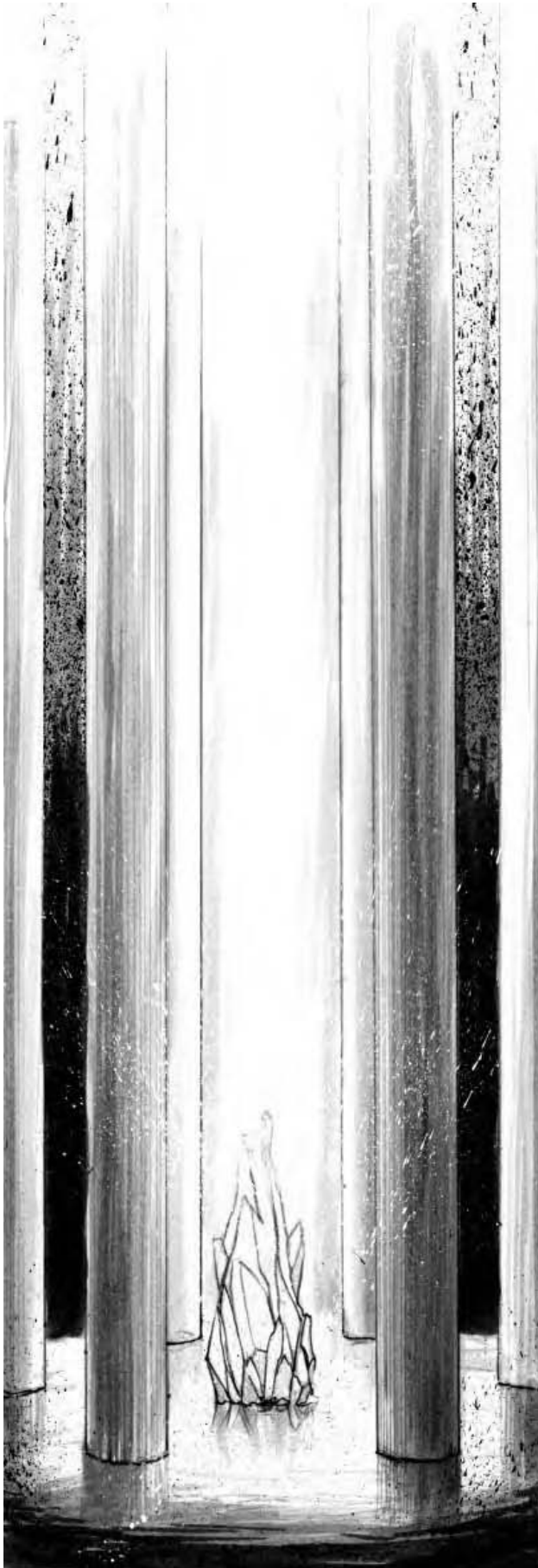
The crystal outcropping is 10 feet in diameter and 10 feet tall. Called the Door, it serves as the single direct point of contact between the structure’s two parts—the dome on this plane, and the rest of the Lodge on a private demiplane. To access the Door, a creature simply walks up and “into” the crystal. Walking out the other side, travelers find themselves in another chamber (room A3). It is not immediately apparent that any planar travel has occurred at all. Sound and psionic/magical effects are not transferred in this fashion.

If the Lodge is on alert, its elders can close the Door from the other side, rendering the crystal on this side powerless, though those in room A3 can still pass through to A2.

A3. OTHERSIDE

A crystal outcropping grows up from the floor of a circular room tiled in pale, almost translucent stone. The room is open to the north, south, and west, and a normal oak door stands closed on the curved east wall.





Normally, at least one of the Lodge elders remains on duty in room A4, occupying one of the seats described there. When anything comes through the Door from A2, a bell-like tone sounds through rooms A3, A4, and A5, alerting everyone in those chambers that company has arrived.

Thus, under normal circumstances, the elder on duty in A4 looks up from the study of papers, squinting. This middle-aged human man has white hair and a grizzled beard. He calls unfamiliar visitors into the chamber:

“Be welcome, visitors. You stand in the Lodge of the Colorless. Come forward, and tell me the reason for your visit.”

If the PCs become regular visitors, they may come and go as they please without notice from the elder on duty.

A4. CHAMBER OF COUNCIL (EL VARIES)

Tiny pinpricks of radiance float lazily throughout this chamber, casting varicolored light over it. The floor is covered with luxuriant fur. Six large seats, thronelike in their elegance, are arranged near the far wall. Each is carved slightly differently, depicting psionic symbols and tracteries. The window on the wall behind the thrones reveals a landscape of wide plains of scarlet grass under a greenish sky.

This chamber serves many uses. Primarily, it is the meeting chamber of the six Lodge elders. However, visitors are also greeted (and screened) here as well. Nonpsionic individuals often pass through as friends, so PCs who do not practice the mental arts receive all the courtesies of their psionic companions.

CREATURES

Paepheton the elder prefers to sit alone in the council chamber, meditating on the view out the window—thus, despite his senior status, he often serves as the Lodge greeter. Paepheton invites the PCs to have a seat on the comfortable, furred floor and explain their visit.

After Paepheton learns why they have come, he uses the *persistent correspond*† power to inform the other Lodge elders that one of the Six Who Choose has arrived. It doesn’t take more than a minute for all the elders to assemble (some *psionic teleport* to their thronelike seats the very next round). The elders are all colorless adepts; see Chapter Five for more on this new prestige class.

As one Lodge elder enters, a woman named Zelestine, both she and the Chosen PC (or NPC) give a start. Both immediately become aware that the other is one of the Six

Who Choose (a Chosen always recognizes another Chosen when in each other's presence, to a distance of 30 feet).

Zelestine Thurass: Female Psychic Warrior 9/Colorless Adept 1; CR 12; Medium Outsider; HD 8d8+27 plus 1d4+3; hp 74; Init +3; Spd 20 feet (with armor penalty); AC 22 (touch 13, flat-footed 19); Base Atk/Grp +6/+10; Atk +14 melee (2d6+9, +3 *greatsword*) or +9 ranged (1d8, composite crossbow); Full Atk +14/+9 melee (2d6+9, +3 *greatsword*) or +9/+4 ranged (1d8, composite crossbow); SA Manifest powers, psi-like abilities, power sharing I (colorless adept ability); SQ Racial traits, darkvision 60 feet, power resistance 15; AL N; SV Fort +9, Ref +5, Will +4; Str 18, Dex 17, Con 17, Int 11, Wis 15, Cha 12.

Skills and Feats: Autohypnosis +8, Concentration +11, Knowledge (psionics) +10; Deep Impact, Greater Psionic Weapon, Psionic Meditation, Psionic Weapon, Sequester Power†, Unconditional Power, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Psionic Powers Discovered: (3/3/3/1; power points 40) 1st—*biofeedback*, *offensive precognition*, *vigor*; 2nd—*animal affinity*, *psionic levitate*, *thought shield*; 3rd—*evade burst*, *psionic keen edge*, *vampiric blade*; 4th—*psionic freedom of movement*.

Racial Traits: Zelestine is a member of a mysterious extraplanar psionic race with these special abilities: darkvision 60 feet, power resistance 15, psi-like abilities (see below), naturally psionic (3 racial power points, already figured above).

Psi-Like Abilities: 3/day—*concealing amorpha*, *far hand*, *psionic daze*, *psionic dimension door*, *telekinetic thrust*; 1/day—*psionic plane shift*. Manifest level 5th. Save DCs are Charisma based.

Possessions: +3 *greatsword*, +3 *breastplate*, +1 *amulet of natural armor*, *psionic tattoo of body adjustment*.

Paepheton: Male human Psion 5 (telepath)/Colorless Adept 7; hp 48; no additional stats provided.

Vrin Ukaash: Male human Psion 7 (seer)/Colorless Adept 4; hp 45; no additional stats provided.

Gorah the Grim: Female half-orc Psion 5 (egoist)/Colorless Adept 7; hp 51; no additional stats provided.

Luindel: Male half-elf Psion 9 (nomad)/Colorless Adept 4; hp 52; no additional stats provided.

Tracamthenes: Female gnome Psion 6 (kineticist)/Colorless Adept 7; hp 75; no additional stats provided.

TACTICS

Presumably, the PCs are not here to start a fight, but if a battle beckons, the Lodge elders call the 18 other psionic characters and entities currently in residence. The reinforcements include two 4th-level telepaths, two 6th-level shapers, four 8th-level psychic warriors, five 6th-level seer/3rd-level colorless adepts, and five 6th-level egoist/4th-level colorless adepts (of various races). See Chapter Five for more on the colorless adept prestige class.

The Lodge elders represent the highest-level members of the Colorless Lodge currently in residence (higher-level members prefer not to retain duties in the Lodge proper). The Lodge usually has additional members in residence, but their current assignments take them elsewhere, following up on leads concerning the Crystal Consciousness' reawakening.

Colorless Lodge Features

An in-place dungeon feature of the telepathy discipline (manifested at the 20th level of effect) suffuses the entire Lodge—both on this plane and on the connected private demiplane—with a nondetection effect.

The marble dome itself (room A2) is protected with an additional in-place dungeon feature of the psychoporation discipline (manifested at the 20th level of effect). The dome enjoys an effect akin to divert teleport, returning those who teleport, travel ethereally, or attempt to phase into it to room A1 instead.

DEVELOPMENT

The Lodge elders are happy to answer the PCs' questions on topics related to their organization, but they focus their own inquiries on the group's knowledge of the Waking Event. Zelestine Thurass personally answers most of the party's questions. For this discussion, refer to the following bulleted points (read or paraphrase in response to player character questions):

- “This is the Colorless Lodge. We are a guild of psionic individuals who believe that the psionic unity of many provides more opportunities and greater powers for all who partake. To this end, we teach our members many unique powers and feats; those who've completed our prestigious training regimen take the title 'colorless adept.' The Colorless Lodge opens its membership to psionic individuals and remains friendly to nonpsionicists who are friendly to it. Our name refers to certain psionic powers unique to members of our order.” (See Chapter Five for details on colorless rain and colorless fire.)
- “The Crystal Consciousness awakes and sends visions to the Six Who Choose. According to our records, the Crystal Consciousness is a physical concentration of the collective unconscious of all psionic entities everywhere. Supposedly, the Crystal sleeps away the epochs, but awakens occasionally. Each time it awakens, a new

psionic discipline is born. All the current disciplines were created in this fashion. And, according to legend, each current psionic discipline exists only at the expense of an earlier abandoned and forgotten one.”

Joining the Colorless Lodge

The Colorless Lodge is a well-established guild of psionic individuals. Here, members meditate upon psionics, research new powers, and share known powers. (More details about the order appear under the colorless adept prestige class in Chapter Five.)

Dues are 30 gp per month. A new member must appear physically in the Lodge at least once every six months to accept special commissions handed down by the Lodge elders, if any.

Benefits: *Psionic individuals who join the Colorless Lodge may pick up the associated colorless adept prestige class. Other benefits include lodging, social contacts, and a chance to be on the forefront of all things psionic.*

Leadership: *Six Lodge elders are elected by the total membership once every eight years. Adepts can decline elder status if elected; some of the highest-level colorless adepts have done so.*

Location: *The Colorless Lodge has a private demiplane, created with the genesis power. Members and visitors may access it through a few specially created and guarded Doors from other planes.*

digm. Thus, we seek the other Chosen, hoping to reach a consensus. So far no further visions have provided additional insight into the location of the Crystal.”

- “With your arrival, we now know Five out of Six. I’m One, plus you, and the Third is a psionic lich named Tulmercy. Sadly, we’ve confirmed that Tulmercy has permanently killed Two of the other Six. So, that still leaves unaccounted for One of the Six, whose identity we cannot discover.”
- “Tulmercy seeks to kill all the other Six, leaving only himself to find the Crystal Consciousness. He does not seek consensus—he wants to be the only one in the position to choose a new discipline and destroy a current one. As he is undead, we fear the worst and devote ourselves to stopping him. We are having difficulty pinning Tulmercy down to a specific location, but we hope to track him down soon.”
- “The other major player in the race to find the Crystal Consciousness is a guild of arcane spellcasters, collectively referred to as ‘Ravers.’ The Ravers do not intend to direct the birth of a new psionic discipline. Bigots all, they seek

- “As foretold by prophecy, the Crystal picks six creatures each time it wakes, the Six Who Choose. Each of the Six is always psionic, and each potentially possesses the seed of a completely novel psionic discipline! The Six are drawn to the location of the Crystal Consciousness. If all are in agreement, a new discipline will be born, and a current discipline will perish!”

- “Because I, Zelestine, am one of the Six Who Choose, the Lodge knows about the Waking Event firsthand. The Lodge wants to be—or rather, we feel we absolutely *need* to be—at the helm for the birth of a new psionic para-

to find and crush the Crystal, hoping to weaken—and possibly eradicate—what they view as ‘upstart mental powers of the mind.’ The Ravers follow the loremaster Ellyn of the Wands.”

- “We have kept tabs on Ellyn as much as possible since she started her misguided group. She disappeared a while back, but has appeared again of late. Now, she prefers to target psionic individuals, not psionic monsters, which previously had been her chief target. She knows about the Crystal Consciousness, so we think she *may* have the last of the Six held captive. Again, we are not certain where her headquarters is located, but we hope to track it down soon.”
- “All Chosen should expect a second vision, an invitation, revealing the location of the Crystal. Then, all who are left alive can gather there. From the time they receive the invitation, the Six have only 31 days to form a consensus. Failing that, any of the Chosen assembled around the Crystal can decide what to do, but the choice must be unanimous. Tulmercy and the Ravers seek to kill all the other Chosen and make their own choice. The Lodge would rather no choice be made at all—we prefer the current scheme of things. That is the consensus we urge.”

INVITATION

Once they’ve answered the PCs’ immediate questions, the elders appeal to the party to join forces with them:

“Among you is One of the Six Who Choose. You have the power to change the future. Join us in our efforts to find and safeguard the last of the Six. Join us as we seek to stamp out Tulmercy, and yes, even the Ravers, lest their actions spawn horror—or worse, result in the destruction of the Crystal Consciousness. What say you?”

Player characters who agree to join the mission are made to feel welcome and offered guest rooms and access to their order’s library. The elders don’t press PCs unwilling to join the Lodge on its mission. However, they do not allow them access to Lodge resources.

CONTINUING THE ADVENTURE

See the beginnings of Scene 4: The Rave and Scene 5: Taphos. In the meantime, psionic PCs can join the Lodge, if desired (see sidebar). Regardless of what the PCs do, those of the Six Who Choose who remain alive receive another vision exactly 10 days after the first; see Scene 6: Second Vision.

Currently, the Colorless Lodge has five other teams assigned to track down additional information regarding the Crystal Consciousness (some of those have come into contact with Tulmercy’s and Ellyn’s secondary teams). Thus,

despite the gravity of the situation, only Zelestine can accompany the PCs personally on their continuing adventure. As far as the Lodge is concerned, they need to cover all their bases. Once the location of the Crystal Consciousness is actually revealed, only a few non-Chosen may accompany each of the Six to the location; Zelestine's presence—if she survives earlier encounters—should allow all nonpsionicists in the group to continue on the mission.

AD HOC XP

Despite the fact that no combat occurs during the main part of the scene, award the PCs experience points as if they had overcome an EL 10 encounter once they have interacted peaceably with the Colorless Lodge.

A5. THE GREATER LODGE

Besides the chambers shown on Map A: Colorless Lodge and described above, the physical Lodge contains a large library, a common use room, a commissary (and associated food cellars below), several guest rooms, private rooms for members who choose to live at the Lodge, an armory, locked cells for prisoners, and other interesting and useful chambers. The Lodge is built on a demiplane (created with the *genesis* power) that is currently almost a mile in radius and growing at a rate of 2 feet per year.

SCENE 4: THE RAVE

Once the PCs learn of Ellyn of the Wands and know a little bit about her, they may try to locate her and her Raver Base. The task becomes a bit of a challenge since, unbeknownst to the party, Ellyn was killed some weeks ago by a mind grub collective (see Chapter Three) who just happens to be the final one of the Six Who Choose. The mind grub collective now poses as Ellyn, using its *metamorphosis* psionic power, as well as its Disguise and Bluff skills, to fool the other Ravers and use them in its attempts to manipulate the Crystal Consciousness.

To determine her whereabouts, the PCs may try to use *remote viewing* or *scry* on “Ellyn,” using Bayla's letter from Scene 1 or information from the Raver prisoners as the anchor for the attempt. (Using the letter adds a +5 bonus to the check.)

Note: As the letter is actually from the mind grub collective posing as Ellyn, and because this same creature sent the Ravers out on their mission against the party, the imposter serves as the requisite connection for a *scry/remote viewing* attempt; the real Ellyn had nothing to do

Raver Base Features

The stone walls of the Ravers' headquarters are 2 feet thick (hardness 8, 360 hit points). Its doors are made of strong oak (hardness 5, 20 hit points, break DC 23).



with the attack, so despite what the PCs believe, they are not really scrying her. (However, if they try to *scry* or *remote view* Ellyn based on older information concerning her—such as if they knew her previously—then the attempt fails, as the real Ellyn is dead).

The mind grub collective posing as Ellyn daily manifests *escape detection*, which requires the *viewing* PC to make an opposed manifester level check against Ellyn before the actual *remote viewing* check can be made—the DC for the player's check is 23. PCs may have to make multiple attempts to *remote view* her. However, persistent PCs eventually can *remote view* Ellyn in her refuge (see room B1), gaining enough visual information to *teleport* in. Less motivated PCs won't find the Raver base, but don't worry—if the group does not deal with Ellyn and all "her" cronies at the base, they show up in Chapter Two, room D7, hot on the trail of the Crystal Consciousness.

The Raver headquarters is located in a single-story stone building outside a large city of your choice (perhaps the same city that houses the Door to the Colorless Lodge; see Scene 3). From outside, it looks like an unassuming gray structure on a low hill, with no windows; see Map B: Raver Base. Only part of the base's ground floor is shown on the map—the DM can expand the space to include basement levels, if desired.

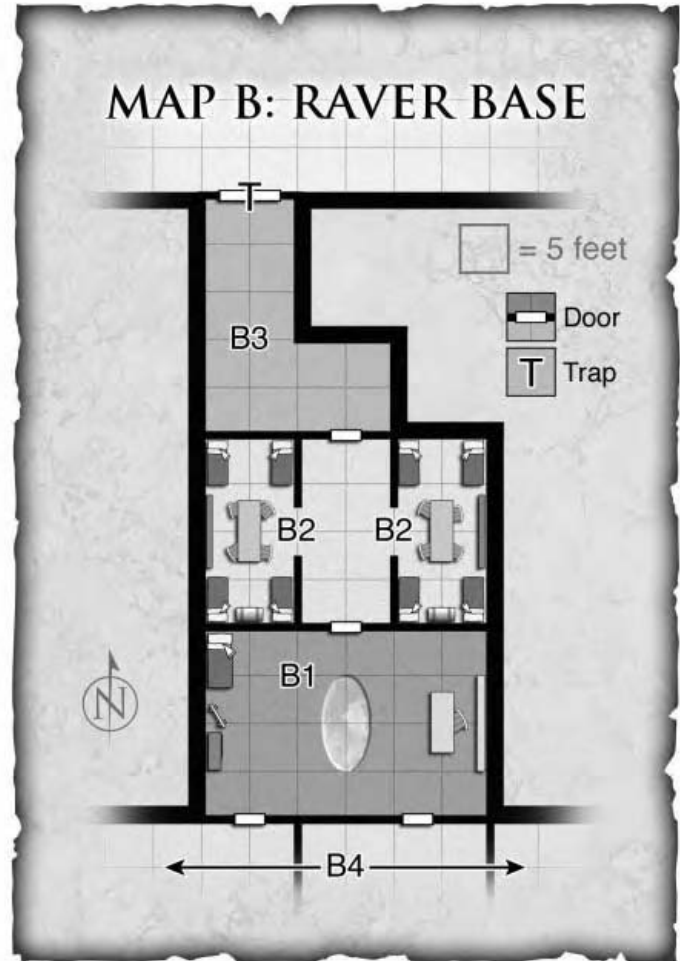
B1. ELLYN'S SANCTUM (EL 11)

Arcane runes scribed on the floor, dully glowing, form a great circle. The eastern side of the chamber holds a low table cluttered, almost haphazardly, with alchemical equipment and stacks of lettered parchment. Behind it is a bookcase stuffed with dusty tomes. The western portion of the room contains a simple cot, wardrobe, and mirror. The central section of the chamber holds a low pool of briny water. Two doors stand on the southern side of the chamber.

This is Ellyn's sanctum—or it was before she was slain and replaced with a mind grub collective. The "new" Ellyn is responsible for the changes to the room that include the wide low pool. It is supposedly for the recently subjugated bloodhound mind grub collectives, but Ellyn rests there herself when no Ravers are present. For simplicity's sake, this scene continues to refer to Ellyn as female, even when her true monstrous identity has been discovered.

CREATURES

PCs who finally manage to *remote view*, *scry*, or sneak to this point unobserved note that two leather-wrapped mind grub collectives are lounging in the pool (three, if the original



bloodhound, Seeker, survived Scene 2). Ellyn, apparently a human woman in red robes, reads through the many books in the library. ("Ellyn" finds it an interesting way to pass the time, waiting for the next vision to direct her to the resting place of the Crystal Consciousness.)

Ellyn the mind grub collective uses her Disguise and Bluff skills in conjunction with her *metamorphosis* power to appear as the real Ellyn—she always takes 10 on her Disguise check, so the Spot check DC necessary upon first meeting her is 31 (*metamorphosis* also grants a +10 bonus). Ellyn has either *dominated* or slain former members who knew her well.

Non-Raver visitors are in for a fight.

"Ellyn" the mind grub collective: hp 71; otherwise as mind grub collective statistics in Chapter Three: New Creatures.

Bloodhound mind grub collectives (2 or 3): hp 44; otherwise as mind grub collective statistics in Chapter Three: New Creatures.

Note: The bloodhounds possess a unique ability to use their *remote viewing* power to track down any of the Six Who Choose. Ellyn gave each a drop of “her” blood, which provides each bloodhound with the connection it needs to use *remote viewing* on the nearest Chosen with a DC of 15 on its check.

TACTICS

Ellyn’s preferred tactic is first to allow the bloodhounds to use *mind blast*. Then she uses *energy ray (electricity)*, next allowing Bayla and Bindlebuck (waiting in the rooms marked B2 if they survived Scene 2) to cast their area and targeted spells, after which the Raver ranger, Cehvat, runs up into the melee. Ellyn continues to use *energy ray (electricity)* round to round—she wants to carry on with her ruse, so she pretends to cast a “lightning” spell. The first time she does so, PCs with Psicraft can make a check (DC 21) to see that Ellyn is actually manifesting a psionic power but pretending to cast a spell.

A fight here draws reinforcements, if any remain, from the rooms keyed to B2 (see “Development,” below).

Ellyn fights until she has lost more than 50 percent of her hit points, at which time she attempts to *psionic teleport* out—surviving bloodhound mind grub collectives go with her. If Ellyn is incapacitated, surviving bloodhounds attempt to retrieve and *psionic teleport* her out, planning to revive her later. Should this occur, Ellyn goes to ground in a secret location safe from *remote viewing*. She sends out no more Raver teams, simply waiting to receive the last vision from the Crystal Consciousness. (This is the preferred, but by no means assured, outcome of this fight.)

DEVELOPMENT

If the PCs arrive at the Raver base via the front door, room B3, their fight with the guardian there alerts Ellyn, the mind grub collectives here, and the wizards and ranger in B2 (or as many of Bayla’s original force survived the fight in Scene 2). These forces immediately enter room B1 and prepare for a conflict. Likewise, if the PCs *teleport* directly into B1, the forces in B2 enter 2 rounds later, ready to fight.

If the PCs penetrate Ellyn’s disguise and point out her deception to the Raver reinforcements, the NPCs get additional Spot checks to see through her charade, but at a –2 penalty because they don’t want to believe. Those that see the truth stop fighting the party, though they do not join in the fight against Ellyn—they do not like psionic characters (or psionics-lovers) any better than they did before, so instead they simply leave.

Should the group capture Ellyn (despite her best efforts to flee so she can make her appearance in Chapter Two) and

successfully interrogate her, she indicates she is one of the Six Who Choose. Using the power of the psionic-hating Ravers, she hoped to slay all the other Chosen in order to have free rein to choose her own new discipline when she finds the Crystal Consciousness. (Her goal is to do away with the current discipline of telepathy and replace it with a virtual duplicate, save that mind grub collectives of the psion [telepath] class manifest all powers at a cost equal to their standard power point cost minus 1.)

TREASURE

Besides any equipment the NPCs might carry, the books on magical knowledge stocking Ellyn’s shelves are worth a total of 200 gp (unfortunately, the mind grub collective playing Ellyn torched her spellbook). A secret floor in the wardrobe (Search, DC 20) reveals a locked chest (Open Lock, DC 30), which holds a *wand of blindness* (22 charges), a *wand of lightning bolt* (20 charges), a *wand of web* (24 charges), and a *wand of cat’s grace* (30 charges), plus four pearls worth 100 gp apiece, and a bit of brain tissue encased in glass, clearly of mind grub collective manufacture (treat as a *cognizance crystal 3*, currently empty of all power points).

B2. RAVERS (EL 10)

Two rooms on the map are keyed to this entry.

Four cots, a long table, a bookshelf, and one large chest comprise the contents of this room.

CREATURES

One of these rooms is Bayla’s, while the other holds Bindlebuck and Cehvat. If Bayla and her crew survived their attack on the PCs during Scene 2, they are here (all except the original bloodhound from Scene 2, Seeker, who is in room B1 enjoying the pool). At the first sign of conflict, they retreat to B1, even if there is a fight going on in room B3. See Scene 2 for Bayla’s, Bindlebuck’s, and Cehvat’s full stats, if necessary.

Bayla Hex: Female human Wiz9; hp 40; AC 20, 50% miss chance with *displacement*; SA Spells.

Bindlebuck: Male gnome Wiz8 (illusionist); AC 19; hp 57; SA Spells.

Cehvat Dimbold: Male dwarf Rgr8; hp 77; AC 18; Full Atk +12/+7 melee (1d8+5/×3, +2 *battleaxe*), +10/+5 offhand melee (1d6+2/×3, +1 *handaxe*); SA Spells.

TREASURE

In addition to the equipment each NPC wears, a search through the rooms keyed to B2 yields a spellbook in one of the chests. The volume contains the following spells: *animate rope*, *bull's strength*, *cat's grace*, *charm person*, *dispel magic*, *fireball*, *fly*, *glitterdust*, *identify*, *invisibility*, *invisibility sphere*, *lightning bolt*, *mage armor*, *Mel's acid arrow*, *protection from energy*, *shield*, *sleep*, *suggestion*, *summon monster I*, *true strike*, and *web*.

"Traveling" spellbooks are also discovered for both Bayla and Bindleback; they are scribed with the spells they have prepared (see their stat blocks in Scene 2).

B3. ENTRANCE (EL 12)

The main doors to the exterior of the base are locked with an average lock (Open Lock, DC 25, to pick) and a fire trap.

Fire Trap: CR 5; 20-foot-radius sphere or hemisphere (5d6 fire); Reflex save avoids (DC 15); Search (DC 31); Disable Device (DC 25).

This narrow stone hallway is obstructed by a reddish crystal outcropping with a suspiciously humanoid shape.

CREATURES

Though called a psion-killer, the crystal golem in this chamber attacks any creature that enters, unless "Ellyn" has given it special instructions to let the individual pass.

Psion-Killer: AC 28, hp 112; Full Atk 2 slams +20 melee (2d10+10); SA *Dispel psionics*; SQ Psionics immunity, construct traits, DR 10/adamantine (or DR 30/+2); see *Expanded Psionics Handbook*.

TACTICS

Like most constructs, psion-killers are unsubtle and continue to batter their foes long after they are dead, unless a more lively foe presents itself. Unless you are using the "Psionics Is Different" variant rule (see *Expanded Psionics Handbook*, Chapter Four), the psion-killer's once-per-round *dispel psionics* ability also affects magic.

DEVELOPMENT

The sound of conflict here alerts the Ravers in the rooms marked B2 and Ellyn in B1. All the NPCs in rooms B2 and B1 gather in B1 and prepare for a fight.

B4. ALL THE REST

The rest of the Raver base contains a few more storage chambers filled with extra food, a simple commissary/kitchen, and a common room where inspirational speakers

decry psionics. Nothing of any particular import can be found in these chambers, though you may sketch them out if desired.

SCENE 5: TAPHOS

Once the PCs learn of Tulmercy the psionic lich and discover a little bit about him, they can attempt to *remote view* or *scry* him. Tulmercy daily manifests *escape detection*, which means that even prior to the *remote viewing* check, the *viewing* character must make a successful manifester level check against DC 25—a difficult task for 10th- to 12th-level characters, though not impossible with several attempts. Still, there is a significant chance that the group will not succeed in identifying Tulmercy in his Taphos. Don't worry—Tulmercy and his undead beast-base show up later (see Chapter Two, room D17).

The Taphos is a psionically animate skeleton of a dire bear whose skull and rib cage are bigger on the inside than out. (See Map C: The Taphos.) The Taphos is mobile—thus Tulmercy and his immediate minions move from place to place as necessary. Currently, the Taphos rests in the midst of a blasted desert, where once a titanic struggle was waged. The field was never cleared of bodies, and hundreds of years later only sand and a few stone columns mark the battlefield. The specific location of this ancient site is your choice, though if you desire, you can geographically place it some 60 miles from the city containing the Door to the Colorless Lodge. (This distance lets groups without the ability to *teleport* reach Tulmercy after just a few days of travel.)

TAPHOS EXTERIOR (EL 14)

A ghostly undead beast moves with uncanny grace. The creature stands 15 feet high, 20 feet long, and 10 feet wide—it appears to be the animated skeleton of some terrible bearlike monstrosity. Its ribs are fused or mortared together, while ominous lights move independently within its dark eye sockets.

This beast is the Taphos, which Tulmercy has psionically animated from the corpse of a Huge dire bear, then further refitted on the inside to create a mobile base. The Taphos, still a creature in its own right, remains loyal to Tulmercy. Despite the hollow spaces it harbors, the psionic lich cannot *psionic teleport* into the Taphos (because you cannot teleport into another creature). However, he can command the Taphos to open its mouth wide, forming a convenient "passage" to room C1 in its skull.

CREATURES

The Taphos is mobile, but the PCs have managed to find it at rest (or it has found them, if this encounter occurs during Chapter Two, in the Vault of the Azure Emperor). The Taphos attacks intruders on sight, and by doing so, alerts its occupants to trouble. The Taphos' scent ability allows it to note invisible opponents.

The Taphos: CR 9; Huge undead (psianimate huge ursine skeleton); HD 17d12; hp 110; Init +0; Spd 50 feet; AC 18 (touch 8, flat-footed 18); Base Atk/Grp +8/+30; Atk/Full Atk +22 melee (2d6+14, 2 claws); Space/Reach 20 feet/10 feet (Face/Reach 10 feet × 20 feet/10 feet); SA Improved grab; SQ Scent, undead traits, hollow and bigger on the inside than out; AL N; SV Fort +5, Ref +5, Will +11; Str 39, Dex 11, Con —, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide –8, Listen +13, Spot +13, Swim +22.

TACTICS

The Taphos fights opponents normally, using its claws, bite, and Improved Grab ability. At the same time, Tulmercy (see his stats under “Creatures”) mans one of the eye sockets and Ugo Bork—a psionic goblin (psionic goblins are called “blues”)—mans the other eye socket at all times.

It takes Tulmercy a round to secure himself in the right-hand eye socket once combat

begins. Ugo uses her ranged *dorje of energy bolt (fire)* every round against exterior foes she can spy. Likewise, while all foes remain outside the Taphos, Tulmercy uses his psionic powers to good effect, as noted below.

If Tulmercy has any advance warning of the party's arrival, he takes the time to manifest his “battle preparations” (see “Creatures”). His first manifestation at the PCs outside the eyehole is an augmented *concussion blast* (for a cost of 12 power points, dealing 6d6 points of force damage), followed by more of the same if the first succeeds. He may manifest *concussion blast* against the player characters' main melee attacker.

After Ugo's and Tulmercy's first attacks, the PCs know that creatures inhabit the interior of the Taphos. The party may try to gain entry themselves. PCs who attempt to fly or climb in through an eye socket draw an attack of opportunity from the Taphos each round; it gains a +2 circumstance bonus to this attack. PCs who attempt to climb up onto the Taphos' exterior must first make a successful melee touch attack, then a Climb check against DC 20—the DC is higher than might be expected because the Taphos is moving. Climbers also draw an attack of opportunity.

If one or more PCs gain entry, a two-front combat ensues simultaneously—on the outside and on the inside. If any player character gains entry, Tulmercy disengages from his eye socket and personally menaces the intruders; see room C1.



C1. SKULL SPACE (EL 14)

This chamber is carved from the interior skull of an enormous dire bear—but it is 100 percent larger on the interior than it looks on the outside. Two windows, each 2-1/2 feet wide—the eye sockets of the dire bear—provide a perfect platform for observation of the outside environment. Small leather strips with handles dangle from the ceiling every 5 feet. Mesh-net shelves, bulging with all manner of items, cover the curved bone walls. Opposite the eye-socket windows, an iron ladder pokes up out of a circular hole in the floor.

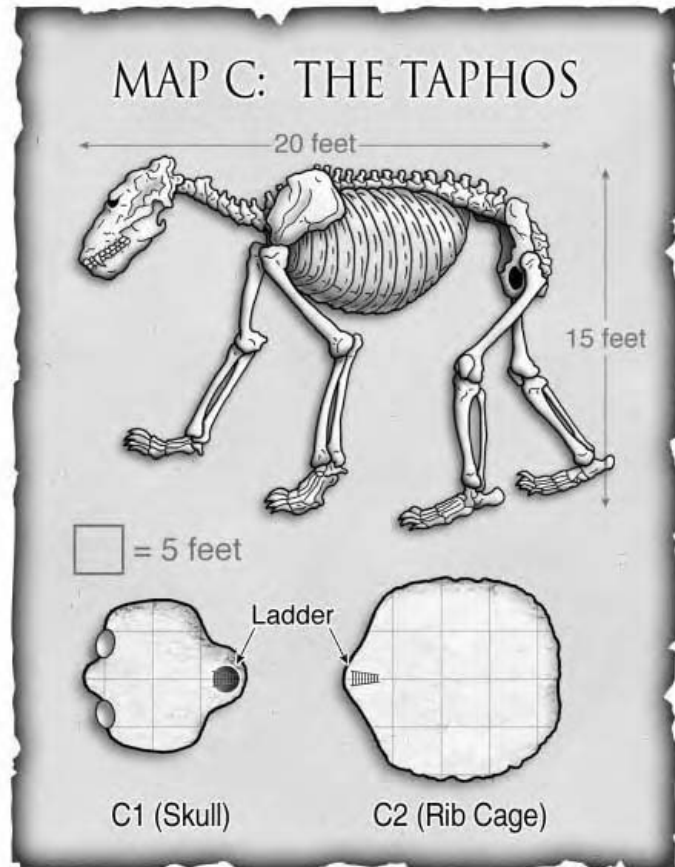
This is Tulmercy's primary sanctum, from which he directs the Taphos, meditates on his schemes, and researches psionic powers that manipulate negative energies. Because the movement of the Taphos can be jarring, the leather straps make convenient handholds. Likewise, the shelving made of netting keeps the various implements stored in this chamber (see "Treasure") from flying about. Because of his undead status, Tulmercy never sleeps or even reposes—thus the lack of such simple items as chairs, beds, and tables.

CREATURES

Ugo Bork always mans the left-hand eye socket. Tulmercy is also usually found in this chamber, holding a leather strap to steady himself, deep in meditation. Tulmercy is a psionic lich (see Chapter Three). He appears much as he did in life: a dark-skinned man with tightly braided dreadlocks reaching halfway down his back. His skin appears oddly flushed, however, and his eyes have become permanent silver lamps of glowing psionic power. Psionic tattoos are webbed over most of his visible skin. Tulmercy defends himself if he (or the Taphos) is attacked.

If the party finds him in the Vault of the Azure Emperor (see Chapter Two), he stays on the offensive. He also likely has his "battle preparations" active.

Tulmercy: Psionic lich Psion 12 (shaper); CR 14; Medium undead; HD 12d12; hp 84; Init +3; Spd 30 feet; AC 15 (touch 13, flat-footed 12); Base Atk/Grp +6/+9; Atk +6 melee touch (1d8+5 + life drain); Full Atk +6/+11 melee touch (1d8+5 + life drain); SA Life-draining touch, arcane spell bane, manifests psionic powers; SQ Lich power point boost (figured), turn resistance +4, power resistance 17, fast healing 3, undead traits, immune to cold, electricity, polymorph effects, DR 15/piercing and magic (or 15/+1); AL NE; SV Fort +4, Ref +7, Will +10; Str 8, Dex 16, Con —, Int 18 (22), Wis 14, Cha 18.



Skills and Feats: Bluff +10, Concentration +15, Hide +11, Listen +17, Move Silently +11, Knowledge (religion) +21, Knowledge (psionics) +21, Psicraft +21, Search +10, Sense Motive +10, Spot +18; Craft Universal Item, Creature Capacitor†, Maximize Power, Narrow Mind, Overchannel, Psionic Meditation, Psionic Talent, Scribe Psionic Tattoo, Transcend Limits†.

Psionic Powers Discovered: (5/4/4/4/3; save DC 6 + power level; power points 176): 1st—*astral construct, chrysalis†, detect psionics, inertial armor, minor creation-psionic*; 2nd—*concussion blast, concealing amorphia, mass missile, psionic repair damage*; 3rd—*ectoplasmic cocoon, dismiss ectoplasm, eradicate invisibility, share pain-forced*; 4th—*correspond, divination-psionic, quintessence, trace teleport*; 5th—*catapsi, hail of crystals, psychic crush, true seeing-psionic*; 6th—*crystallize, overland flight-psionic, psianimate dead†*.

Life-Draining Touch (Su): Any living creature the lich touches as a melee touch attack sustains 2 points of temporary Constitution damage (4 on a critical hit)—the lich gains drained points as extra psionic power points on a 1-per-1 basis.

Arcane Spell Bane (Su): The bane of arcane magic, the mere presence of a psionic lich interferes with arcane spellcast-

ing. Any arcane spell cast within 30 feet of a psionic lich requires a successful Concentration check, or the spell is lost. The Concentration check is against DC 10 + half the lich's HD + lich's Charisma modifier. Even if the standard option of psionics and magic affecting each other is being used, this effect interferes only with arcane spells (not psionics, other spell-like abilities, divine spells, etc.).

Possessions: *Psicrystal* (Sage), +4 *headband of intellect*, *crystal capacitor 15*, *ring of psionic teleport†*, *dorje of escape detection* (35 charges). Psionic tattoos of: *brain lock*, *chrysalis†*, *dispel psionics*, *psionic identify*, *psionic suggestion*, *read thoughts*, *thicken skin*.

Tulmercy's Battle Preparations: Tulmercy manifests inertial armor (augmented to provide a +9 AC bonus, by spending 11 pp) *chrysalis†* from a *psionic tattoo* (DR 3/—), *concealing amorpha* (granting 20 percent miss chance for 3 pp), *psionic true seeing* (see invisible, illusions, etc., for 9 pp). His modified stats are as follows:

AC (20 percent miss chance) 24 (touch 17, flat-footed 21); DR 15/piercing and magic (or 10/+5) (if bypassed, then DR 3/—); remaining power points: 153.

Ugo Bork: Female psionic goblin (blue) Psion 8 (kineticist); CR 8; Small humanoid; HD 8d4+8; hp 30; Init +2; Spd 30 feet; AC 17 (touch 13, flat-footed 15); Base Atk/Grp +4/+1; Atk/Full Atk +5 melee (1d8+1, shortspear); SA Psionic creature, manifests psionic powers; SQ Blue traits; AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 14, Con 13, Int 17, Wis 8, Cha 10.

Skills and Feats: Autohypnosis +0, Concentration +11, Knowledge (psionics) +13, Psicraft +13, Continual Power†, Narrow Mind, Psionic Meditation, Psionic Talent, Sequester Power†.

Psionic Powers Discovered: (5/4/4/4; save DC 13 + power level; power points 73) 1st—*energy ray*, *control object*, *far hand*, *inertial armor*, *vigor*; 2nd—*control air*, *energy missile*, *cloud mind*, *concussion blast*; 3rd—*body adjustment*, *dispel psionics*, *energy cone*, *mental barrier*; 4th—*control body*, *energy ball*, *inertial barrier*, *power leech*.

Possessions: *Cognizance crystal 5* (not figured above), *dorje of energy bolt* (5th-level manifester), *psionic tattoos of body adjustment* (2), *power stone of energy cone*, +1 *cloak of resistance* (not figured above).

Blue Traits: Darkvision 60 feet, naturally psionic (1 additional power point, figured above); +4 racial bonus to Move Silently and Ride checks.

TACTICS

Tulmercy mans the right-hand eye socket in the event of an attack from the exterior of the Taphos (see above). If an

enemy gains entry, he concentrates on the invader(s), using his *psionic tattoo of brain lock* on his foes or a *psionic suggestion* to “go away from here as far and as fast as you can, using your most potent form of transport.”

Also, should any creature invade this “room,” 1 round later ghaunts begin to swarm up the neck hole in the rear of the chamber from room C2. The reinforcements enter only while there is room in C1 to hold them. (A total of six ghaunts are in room C2.) To avoid being trapped by invaders within a dead or dying Taphos, Tulmercy and his minions can slide out the mouth and continue the battle outside their base.

Tulmercy fights to the death—after all, he's a psionic lich, and unless someone finds and destroys his phylactery, he'll be back. If he is slain, Tulmercy faces the PCs again in room D17 of the Vault of the Azure Emperor (see Chapter Two), perhaps even with the aid of the Taphos. (Should the Taphos fall in battle, the lich will *re-psianimate†* it as soon as he can.)

Tulmercy's phylactery, which takes the form of a diamond ring, is worn on the hand of an anonymous corpse entombed in a mausoleum halfway around the world, below a city called Vastown. Not even Tulmercy knows for sure where it lies, as he had a minion (whom he later irrevocably killed) hide it.

TREASURE

In addition to the equipment noted for Tulmercy, several clay jars stowed in the mesh webbing on the walls contain crystals of various types and sizes. All told: 10 rock crystals worth 50 gp each, two rose quartz crystals valued at 60 gp each, and two star rose quartz crystals worth 500 gp each.

DEVELOPMENT

Tulmercy is not shy about indicating that he is one of the Six Who Choose. Like the Ravers, he hopes to slay all the other Chosen in order to have free rein to choose a new discipline himself when he finds the Crystal Consciousness. His goal is to create a discipline of psionic necromancy! (See “Rules for a New Discipline” in the Conclusion of Chapter Two for more on psychonecromancy.)

Taphos Features

The Taphos, an animated skeleton of a Huge dire bear, can be destroyed by dropping it to 0 or fewer hit points. Due to special psionic powers used on the creature's interior, its head and chest are bigger on the inside than on the outside, making those spaces habitable.

Creatures inside the skull of the Taphos (room C1) can see and act through the eye sockets, thereby gaining cover (+4 cover bonus to AC, +2 cover bonus to Reflex saving throws) against creatures outside. Those in the chest cavity of the Taphos (room C2) cannot see out from between the ribs, or act from between them, because Tulmercy has filled the spaces between the ribs with bone mortar.

C2. BELLY OF THE BEAST (EL 7)

An abominable stink pollutes the air. A dank space, accessible by a rusted iron ladder down a throatlike cavity, is filled knee-high with humanoid corpses in various stages of decay. Most of the corpses have been fed upon.

In this chamber Tulmercy keeps “spare parts” for his psionic experimentation on the animating effects of negative energy. Like room C1, C2 is bigger on the inside than on the outside. Both room C2 and the “neck” cavity leading to it are closed-off spaces—Tulmercy used bone mortar to fill in gaps between bones and ribs; for all intents and purposes, the bone mortar and bones of the Taphos are the same creature.

CREATURES

This room also normally holds six free-willed ghastrs. Though not controlled by Tulmercy, they generally do his bidding, finding him an exceptional provider of food and excitement.

Ghastrs (6): hp 29; AC 17; Full Atk Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)
SA Ghoul fever, paralysis, stench; darkvision 60 feet, undead traits, +2 turn resistance; see MM.

TACTICS

Usually PCs encounter these creatures first as reinforcements in room C1. If a fight occurs first down here, however, Tulmercy and Ugo Bork leave C1 and join the fight 1 round after the combat begins.

SCENE 6: SECOND VISION

The Chosen who remain alive have a second vision. It occurs either: a) 10 days after the first or, b) whenever you feel the time is right (after the PCs have dealt with all or most of the prior five scenes of Chapter One).

THE VISION

Like the first one, treat this vision as a 9th-level mind-affecting power that grants a Will save (DC 34) to ignore. If successfully ignored, the vision passes to the next closest psionic creature (who becomes one of the Chosen in place of the original character). The PC who receives the vision stands wide eyed and slack jawed for 3 full rounds, unaware of the surroundings (treat as dazed; duration 3 rounds).

The vision:

A roiling sea of empyrean liquid stretches away in every direction. Mighty arcs of violet lightning, flung from the depths of looming clouds, constantly stab the crystal ocean. All the sea glows as if it had swallowed the sun. From the waves, a voice of piercing beauty speaks.

“You are One Who Will Choose. You are late in finding me. Seek me below the Palace of the Azure Emperor. The Vault, sealed for so long, is now open. That which slept... awakens.”

The vision dissolves as *something* breaks the surface....

The overpowering nature of the vision is undeniable.

After the vision, your players know something they probably didn't know before: The Crystal Consciousness is hidden in the Vault of the Azure Emperor.

Chapter Two contains important information about the Vault and how the PCs can find and travel to it.

Vault of the Azure Emperor

At some point during Chapter One (usually during Scene 6), the party learns the location of the Crystal Consciousness: It is in the Vault of the Azure Emperor. Likely this is a name that no PC or NPC runs into on a daily basis; however, the players have easy options to discover the location and history of the Azure Emperor's vault.

A Knowledge (history) check DC 15 (or an Intelligence check of DC 15, or even a Gather Information check of DC 20) reveals the location of the Palace of the Azure Emperor in the Badlands, a region of tortured earth and bare stone far to the west. The Palace was destroyed long ago, but its ruins are marked on some maps of the region. A Knowledge (history) check (DC 23) or Knowledge (psionics) check (DC 20) reveals that the "Azure Emperor" was a psion of great power who lived an age long past, best known for bequeathing the discipline of metacreativity to the world. He was said to wield an unbelievable artifact, though no record remains of what it may have been. Though he lived a long, long life, when he finally died his seat of power fell into ruin. Neither he nor his artifact, nor members of his court, were ever seen again.

Divination (either psionic or arcane/divine) on the subject of the Azure Emperor reveals the following information:

"The Emperor seeks to guard forever his cosmic key in his vault impenetrable."

LOCATING THE PALACE

It is up to you, the DM, to find a suitable location for the Badlands and the ruins of the Palace. Before now, these ruins seemed of little import to surrounding communities (if there are any), so feel free to place them anywhere convenient.

Player characters may travel to the location using their most effective methods, including mundane, psionic, or magical means.

Note: Keep track of the elapsed time between when the PCs receive the second vision and when they finally arrive at the ruined Palace. Depending on how long they take, Ellyn and Tulmercy might arrive before them (if either still survives from Chapter One).

The cross-section on the next page shows the shaft leading down into the Vault, which is detailed in Map D: Vault of the Azure Emperor. It's important that each of the Six Who Choose take no more than four non-Chosen into the Vault. Anyone beyond this total cannot see or otherwise perceive the shaft leading into the Vault and cannot gain entry this way (see "Into the Vault").

INTO THE VAULT

Broken lines of eroded stone reveal the foundation of a structure razed long ago. Now, only a few half-walls, crumbling columns, and enigmatic piles of rubble remain. Near the very center of the ruin, a 10-foot-square opening leads down into darkness. The opening is square, clean, and—unlike the surrounding ruins—appears recent.

When the second vision arrived, the Crystal Consciousness overcame the age-old seal protecting the Vault. At that moment, the shaft leading down to room D1 appeared.

The shaft is smooth, composed of polished granite blocks shot through with crystalline impurities (DC 25 to climb). Those who climb, fly, or otherwise descend the shaft find themselves in room D1. Victims of a fall from the top suffer 10d6 points of damage.

If it takes the PCs more than two hours to reach the site of the shaft, Tulmercy and Ellyn precede them (if either survived). In this case, those with the Track

feat can make a Survival check (DC 15) to note two fresh sets of footprints: 1) a single human-sized booted footprint (Ellyn), and/or 2) very large skeletal claw prints (the Taphos, newly re-psianimated, if necessary). If the party arrives first, there are no tracks—Ellyn and Tulmercy show up after the group has descended and follow them down. In either case, the party will find both adversaries in the rooms noted in this chapter.

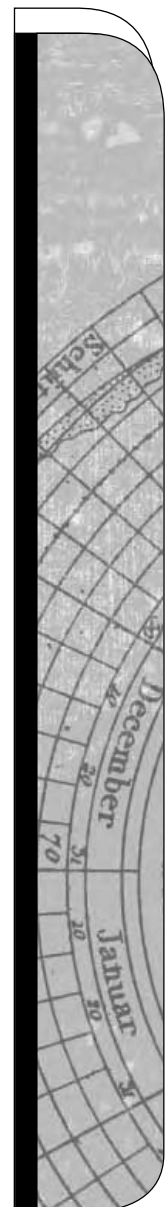
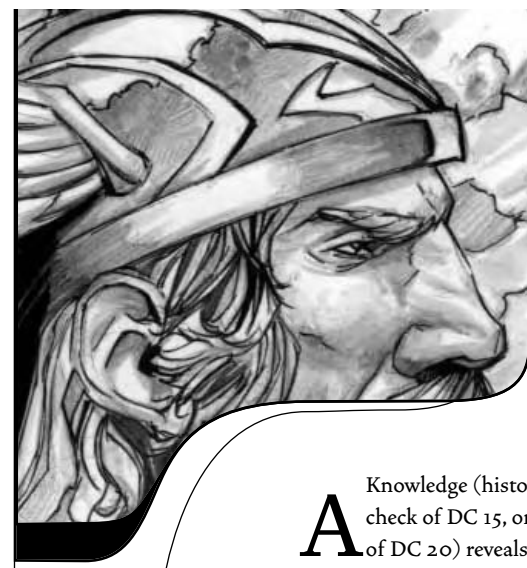
If desired, you can make the actions of Ellyn and Tulmercy more dynamic—arrange for encounters anywhere within the Vault, or even here at the shaft. For instance, in a cruel ploy, Tulmercy might wait until the PCs meet the neothelid in

Vault Features

Unless noted otherwise, the Vault of the Azure Emperor is constructed of granite blocks shot through with varicolored crystal veins. Currently, the stone is not especially resistant to teleportation or ethereal travel; however, no exterior clue indicates that room D20 and its contents are associated with room D3.

The Crystal Consciousness in room D20 is an object, so many powers that might find a creature (remote viewing or metafaculty) prove ineffective. Locate object reveals only the center of room D3, not the direction toward room D20.

The Vault's stone doors muffle sound. Thus—except where noted—the noise of conflicts in one chamber do not carry to adjacent chambers when the doors are closed.



room D3, then launch an ambush while the group is weakened from the fight. For “her” part, Ellyn might use the power of one of her surviving bloodhounds to monitor the party, watching for a rest period, at which point she could attack the characters while they are at their most vulnerable. Such interaction is yours to engineer. Otherwise, the PCs encounter their old foes as noted in this chapter.

D1. SHAFT NADIR

Sand and stony debris litter the floor of this 10-foot-square space, apparently freshly rained down from above. Strange glyphs are scribed into the floor and into the circular set of stone double doors to the south.

The psionic seal that once held these doors immovable is gone. Despite the debris, the stone of the construction seems almost freshly laid. The glyphs are decorative with no deeper meaning.

D2. APPROACH

A flight of stairs descends 10 feet to another set of circular stone double doors scribed with ambiguous symbols.

Nothing deters entrance to room D3. A Psicraft check (DC 15) allows a character to recognize the symbols as ancient signs used to focus personal meditation.

D3. CHAMBER OF ACTIVATION (EL 13)

Expectation hangs in the air of this 50-foot-square room like an electric charge. The chamber is built of crystal-veined granite blocks. Seven circular stone doors give off the chamber: three on the west wall, three on the east, plus the set of double doors back to the shaft.

Six metallic discs, each 2 feet in diameter, are set flush into the floor along the north wall, each one spaced equidistant from those closest to it. Every disc is set with a darkened crystal.

The chamber’s most impressive feature is the 30-foot-square section composed of a gemlike substance in the center of the floor. The blurred outline of a colossal worm or slug lies entombed within, unmoving.

The Azure Emperor achieved what few can ever hope—he ushered the metacreativity discipline into existence using the power of the Crystal Consciousness. But, he knew that one day far hence, the Crystal would awaken again and allow others the opportunity to undo his own grand discipline. Unwilling to consign metacreativity to history, he built an elaborate vault to store the Crystal Consciousness. He arranged to hide the Vault, making it as unfindable and unreachable as he could devise.

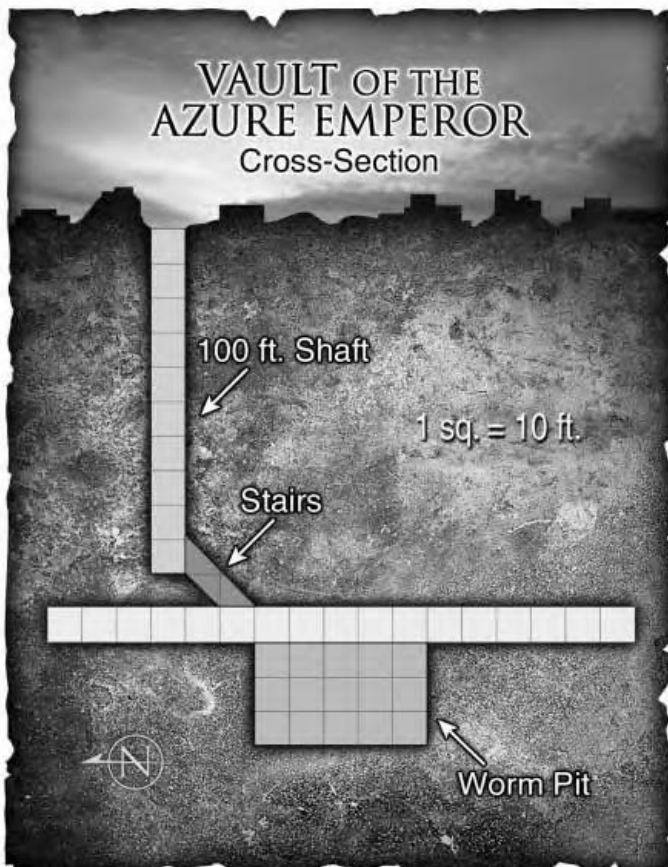
Still, the Azure Emperor knew that the Crystal, once reawakened, would have the power to set aside many of his protections and even call its new Chosen to itself. Thus, he lined the Vault with traps and creatures frozen in time, keyed to awaken with the Crystal Consciousness. In this way, he hoped to deter the Six Who Choose of a faraway future age.

Now is that time, and this room contains the Emperor’s most significant defense of the Crystal Consciousness. Each of the six metal discs inset with crystals near the northern wall lights up when its associated shrine in room D6, D9, D11, D15, D17, or D19 is appropriately activated. When all six are activated, the 30-foot-square translucent section of the “floor” disappears, revealing a 30-foot-deep pit where a terrible creature now wakes.

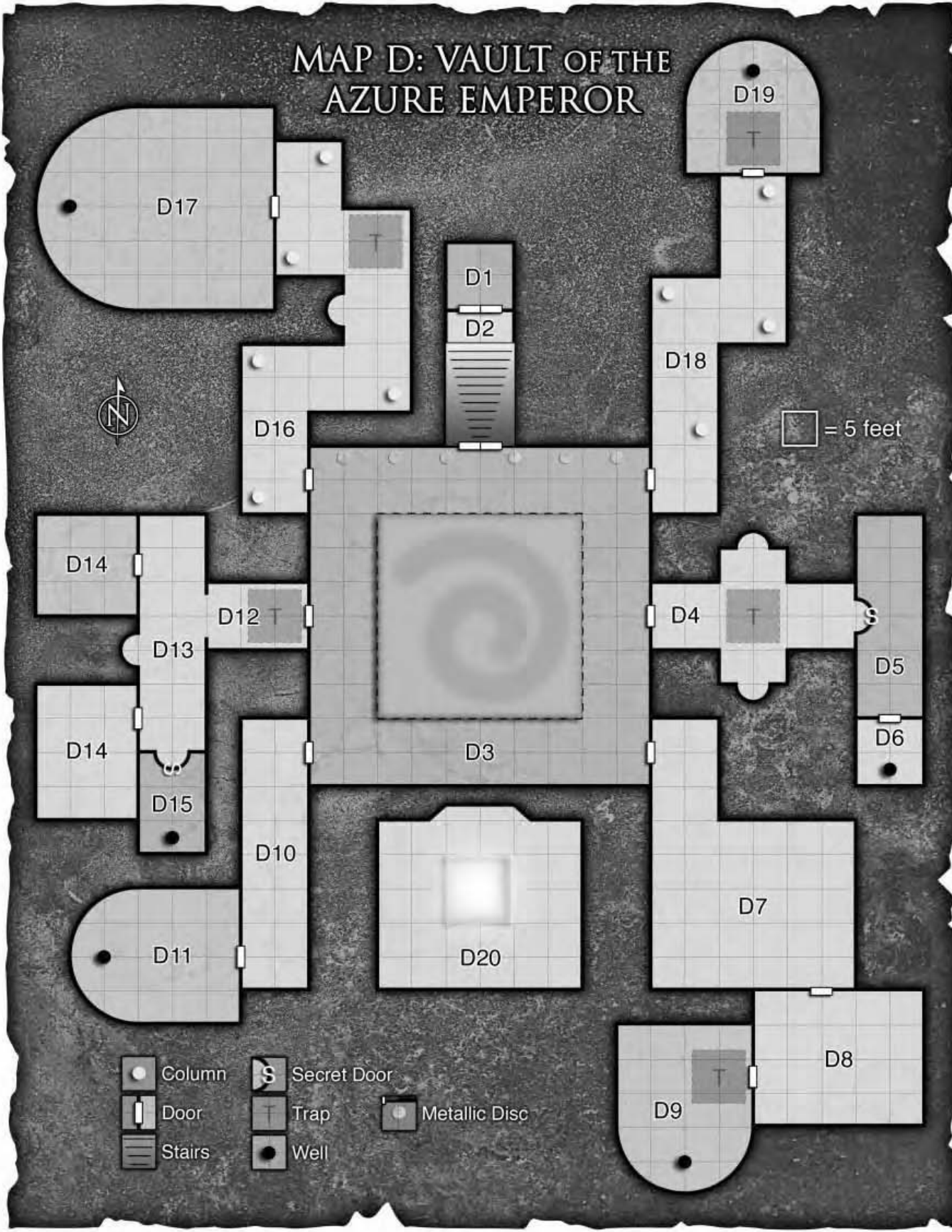
CREATURE

An abomination known as a neothelid lies trapped but perfectly preserved in a stable, crystalline block of solidified time (like *quintessence*, but far more stable). While the solidified time lasts, the block remains impenetrable to all energies, travel, or other tampering. The PCs are likely to move through this room several times without having to bother about the neothelid.

However, when the solidified block shatters (leaving only a litter of crystal-like shards and dust to rain down into the pit), the neothelid within attacks all creatures it can see on



MAP D: VAULT OF THE AZURE EMPEROR



□ = 5 feet

-  Column
-  Door
-  Stairs
-  Secret Door
-  Trap
-  Well
-  Metallic Disc



the “ledge” surrounding its pit. The neothelid fights to the death, under a compulsion imparted long ago. Hopefully, the characters recognize the terrible threat the shape in the floor represents and prepare accordingly before they activate the final shrine. (It’s fine to offer the players hints to this effect if they seem prepared to ignore the shape.)

If the neothelid is slain, or if it departs the pit (under its own power or at the behest of another), the section of wall between this room and D20 fades into nonexistence 3 rounds later.

Note: The neothelid encased in time is a bit weaker than a standard neothelid, as reflected in the following brief stats:

Neothelid: hp 312, AC 28, Full Atk 4 tentacle rakes +24 melee (2d6+10/19–20); SA Breath weapon, improved grab, psi-like abilities, swallow whole; SQ Blindsight 100 feet, DR 5/—, power resistance 25.

Possessions: *Psionic tattoos of body adjustment* (2); see *Expanded Psionics Handbook*.

TACTICS

The neothelid may be in a position to ambush/get a surprise partial action against PCs who activate the last of the discipline shrines and then return to this chamber. Generally, the neothelid prefers to use its breath weapon every 1d4 rounds if

it can get at least two characters simultaneously. (It is especially happy to get a surprise action against its foes while they are still in one of the connecting corridors [D4 or D12], even if it needs to reopen all the doors connecting onto this chamber with its tentacles.) Otherwise, it uses its incredible 25-foot reach to make its terrible melee attacks, swallowing foes whole, one after another. It has two *body adjustment* psionic tattoos scribed on its hide, which it uses to regain 3d6 hit points the first two times its hit point total falls below 40.

TREASURE

A litter of gold and gems covers the floor of the neothelid’s pit. The treasure includes 2,123 gp, a *power stone of psychic surgery*, a *power stone of temporal acceleration*, a *power stone of concussion blast* augmented fully by a 14th-level psion, a *power stone of graft weapon*, and an astral construct augmented fully by an 8th-level manifester (four charges).

D4. COURT REMNANTS (EL 10)

This hallway contains three small alcoves—one at the far end, and two at the center of the hall on either side of the corridor. Each alcove holds an urn inscribed with symbols.

The urns contain the ashes of former trusted members of the Azure Emperor's court. The symbols represent the names of those interred, in a language no longer commonly used. (The names are Thansatrol, Morstal, and Bokanathol.) A trap (below) takes up the central 10-foot-square section of the floor, and a secret door in the alcove on the eastern end of the hall opens into room D5. Once located (Search, DC 22), the secret door opens to a push.

Poisoned Spiked Pit Trap: CR 10; mechanical; location trigger (shown on map as a 10-foot-square floor section, but each 5-foot-square floor section drops away independently); manual reset; Reflex save (DC 20) avoids; 50 feet deep (5d6 points of damage, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 points of damage plus poison each); multiple targets (first target in each of four adjacent squares); poison (purple worm poison, Fortitude save [DC 24] resists, 1d6 Str/1d6 Str); Search (DC 16); Disable Device (DC 25).

A successful Search check (DC 20) along the bottom of the trap brings to light a tiny bag containing a *power stone of time hop*.

Springing the trap makes a good deal of noise, which overcomes the natural sound-dampening quality of the granite walls. The racket alerts nearby creatures, such as the demons in room D5.

D5. DEMONS (EL 14)

It's possible that the moment the PCs open the secret door, one of them becomes subject to a *psionic dominate* attack by the cerebrilith here.

A litter of sparkling dust and a few tiny shards of some crystal-like substance are scattered about the floor of the chamber.

As in other portions of the Vault, the Azure Emperor locked guardian creatures in time here to await the next age's Chosen. The litter of crystalline dust is evidence that creatures in this chamber are free.

CREATURES

A cerebrilith was released from frozen time a few rounds after all the remaining Chosen received the second vision. While under a compulsion to remain on guard, it summons dretches for food as necessary. It attacks intruders.

Cerebrilith: hp 103; AC 25; Full Attack: Bite +14 melee (1d8+6) and 2 claws +9 melee (1d6+3); SA Psi-like abilities, spell-like abilities, summon demon; SQ DR 10/good (or 20/+2), darkvision 60 feet, immunity to electricity and poison, outsider traits, psionic traits, resistance to acid 10, cold 10, and fire 10, power resistance 20, telepathy 100 feet; see *Expanded Psionics Handbook*.

Possessions: *Skin of the claw*; see *Expanded Psionics Handbook*.

TACTICS

The cerebrilith is alerted to intruders by the sound of the trap being set off in room D4—as soon as that or some other loud noise by the PCs in room D4 alerts it, it attempts to summon another cerebrilith (35 percent chance). If either creature has the time, they each cast *magic circle against good* (+2 bonus to Armor Class and saves against good foes) and manifest *mind trap*. When combat begins, the original cerebrilith leads off with a *psionic dominate* and orders any foe it affects to attack former compatriots. On succeeding rounds it alternates between *brain lock* and melee attacks.

TREASURE

The only loot available here is the original cerebrilith's *skin of the claw*; the creature wears it despite the fact that it gains no benefit from doing so (only psychic warriors benefit by wearing a *skin of the claw*).

D6. PSYCHOMETABOLISM SHRINE

The small chamber holds a well, 2 feet in diameter and filled with clear, glowing liquid. The stylized, silhouetted image of a bear seems embedded in the liquid.

The Azure Emperor chose the bear symbol to represent psychometabolism. Any psionic individual or creature who drinks from the well gains a +4 enhancement bonus to Intelligence and a +4 enhancement bonus to Strength for 24 hours. Once affected by the well, a creature can gain no further benefit from it. The liquid loses all efficacy if removed from the chamber. The well automatically refills from an unseen source if drawn down.

If any of the Six Who Choose drink from the shrine (or touch the image held within it), they gain the benefit; however the image flashes with a burst of white light, then disappears. Simultaneously, the inset crystal of the metal disc closest to the western wall in room D3 begins to glow with the same symbol. Once the image flees, the shrine loses all further efficacy.

D7. REFUGEES IN TIME AND SPACE

(EL VARIES)

A mosaic of blue, green, orange, and purple tiles covers the walls, depicting decorative swirls, circles, and curves. A litter of sparkling dust and a few tiny shards of some crystal-like substance are scattered about the granite floor. Piles of dust around the room reveal furnishings that rotted away long ago.

The guardians in this chamber were released from frozen time soon after the second vision.

CREATURES

Assuming Ellyn survived Chapter One and you haven't engineered an encounter of your own, she is here, along with two bloodhounds and a psion-killer. If here, she has already found and dealt with the guardians in this chamber: two kuresh psions. (Kureshim are a new PC race described in Chapter Three). Their bodies lie spread out on the floor, their possessions looted by Ellyn and her crew.

If Ellyn is not here, the kureshim are alive and well. Driven by a deeply implanted imperative, these impossibly thin humanoid with three eyes attack the PCs.

"Ellyn": hp 71; otherwise as mind grub collective statistics in Chapter Three: New Creatures.

Bloodhound mind grub collectives (2): hp 44; otherwise as mind grub collective statistics in Chapter Three: New Creatures.

Note: The bloodhounds possess a unique ability to use their *remote viewing* power to track down any of the Six Who Choose. Ellyn gave each a drop of "her" blood, which provides each bloodhound with the connection it needs to *remote view* the nearest Chosen with a DC of 15 on its check.

Psion-Killer: AC 28, hp 112; Full Atk 2 slams +20 melee (2d10+10); SA *Dispel psionics*; SQ Psionics immunity, construct traits, DR 10/adamantine (or 30/+2); see *Expanded Psionics Handbook*.

OR

Kureshim (2): Psion 10 (kineticist); CR 10; Medium humanoid; HD 10d4+10+16; hp 51 each; Init +1; Spd 30 feet; AC 19 (touch 11, flat-footed 18); Base Atk/Grp +5/+5; Atk/Full Atk +5 melee (1d6, quarterstaff); SA Manifest psionic powers; SQ Kuresh traits, low-light vision; AL N; SV Fort +6, Ref +5, Will +10; Str 11, Dex 13, Con 12, Int 17, Wis 14, Cha 11.

Skills and Feats: Autohypnosis +15, Concentration +14, Intimidate +13, Knowledge (psionics) +16, Psicraft +16, Spot +4, Search +4, Sense Motive +4; Empower Power, Extend Power, Narrow Mind, Power Penetration, Psionic Body, Psionic Endowment, Psionic Meditation, Unconditional Power.

Psionic Powers Discovered: (5/4/4/4/4; save DC 14* + power level; power points 103) 1st—*conceal thoughts, control object, daze-psionic, energy ray, defensive precognition*; 2nd—*biofeedback, energy missile, cloud mind, sustenance*; 3rd—*body adjustment, dispel psionics, energy cone, energy retort*; 4th—

correspond, inertial barrier, personality parasite, wall of ectoplasm; 5th—*energy current, psychic crush, shatter mind blank, true seeing-psionic*.

Possessions (each): *Psicrystal* (Hero; +2 to Fortitude saves, figured), +4 bracers of armor, *cognizance crystal 9* (not figured).
* Includes DC boost from *Psionic Endowment feat*—requires that psionic focus be expended.

TACTICS

Ellyn and her crew (two bloodhounds and a psion-killer) converge on the PCs. The psion-killer wades into combat, while the bloodhounds begin with *mind blasts*, after which they attempt to grab a single PC in melee with grublike "hands" that emerge from their wrappings. Ellyn uses *psionic dominate* to gain an advantage.

If the two kureshim wait here instead of Ellyn, one attacks with *energy current*, the other with *dispel psionics* (which works on magic using the standard option). On succeeding rounds, they attempt to use *psychic crush, personality parasite*, and more *energy currents*.

TREASURE

See the possessions of the antagonists. If Ellyn is here, she carries the kureshim's equipment as well as her own.

D8. VACANT (EL 14)

Nothing but dust and a litter of crystal-like shards graces this wide, empty room.

Appearances can be deceiving.

CREATURES

Another kuresh, named Rulwar, was recently released from frozen time. Rulwar, a monk/psychic warrior, is just as caught up in the imperative to guard the Crystal Consciousness as every other creature in the Vault, and thus he remains unseen using *cloud mind*. However, he first addresses newcomers, and may answer a few questions, before the inevitable combat. He speaks a variant of the Common tongue, though with a very strong and archaic accent.

- "Hold, thieves. Remove yourselves, and you will not feel Rulwar's flurry of raging fists. This Vault is sacred to the memory of the Azure Emperor, and he suffers no despoilment of its treasures."
- "Many who served the Emperor while he lived have rafted down the centuries on a buffer of timelessness. We return now, who knows how many centuries later (though to me it seems but seconds) to defend the Crystal Consciousness."
- "I am a kuresh. My people, the kureshim, hail from a place so removed from this, it may as well be another

plane. That world, a companion of your own, was blasted from its old path during a terrible event ages before even the time of the Azure Emperor. It would not surprise me if you have not seen others like me, since the greater part of my race, if not dead, exists on a world bereft of its one-time sister planet and even the warmth-giving sun. Still, a few of us likely wander unnoticed yet today.”

- “If you swear on the Six Disciplines, and on all you hold sacred, that you intend to preserve the current disciplines and not discard any that now exist, I shall forgo summoning forth my power and instead let you pass. I may even aid you when you finally discover the Crystal Consciousness. More help or information than this, I cannot promise.”

True to his word, Rulwar lets pass PCs who convince him they mean to safeguard the current mix of psionic disciplines. Untruthful characters must make Bluff checks opposed by Rulwar’s Sense Motive checks.

Rulwar: Monk 5/Psionic Warrior 9; CR 14; Medium humanoid; HD 5d8+5 plus 9d8+9 plus 18; hp 95; Init +2; Spd 50 feet; AC 19 (touch 18, flat-footed 17); Base Atk/Grp +9/+13; Atk +14 melee (2d6+4, *claws of the beast*); Full Atk +13/+13/+13/+8 melee (2d6+4, *claws of the beast*, or 2d6+4d6+4 on first hit if expending focus on Greater Psionic Fist); SA Flurry of blows, *ki* strike +1; SQ Evasion, purity of body, slow fall 20 feet, still mind; AL LN; SV Fort +14, Ref +12, Will +13; Str 18, Dex 14, Con 12, Int 10, Wis 17, Cha 8.

Skills and Feats: Autohypnosis +12, Balance +12, Climb +12, Concentration +10, Hide +10, Jump +14, Tumble +12; Dodge, Ghost Attack, Greater Psionic Fist, Mobility, Narrow Focus, Psionic Body (figured), Psionic Charge, Psionic Fist, Psionic Meditation, Speed of Thought (figured), Stunning Fist, Unavoidable Strike, Weapon Focus (unarmed strike).

Psionic Powers Discovered: (3/3/3; save DC 13 + power level; power points 36): 1st—*claws of the beast*, *force screen*, *inertial armor*; 2nd—*psionic lion’s charge*, *thought shield*, *wall walker*; 3rd—*claws of the vampire*, *escape detection*, *greater concealing amorpha*.

Possessions: *Psicrystal* (Observant; +2 Spot bonus), *belt of giant strength +4*, *ring of protection +3*, *psionic tattoos of haste (2)*, *painful touch*, and *levitate*.

Rulwar’s Battle Preparations: Rulwar manifests *inertial armor* (+4 armor bonus) and *force screen* (+4 shield bonus), brining his Armor Class to 27. He also manifests *greater concealing amorpha*, giving himself complete concealment. It goes without saying that he manifests *claws of the beast*. He attempts to expend his psionic focus round to round with Greater Psionic Fist. He may also use the Unavoidable Strike



feat if he cannot otherwise hit (melee attack resolves as touch attack). After a few rounds, he may also manifest *claws of the vampire* to heal back damage dealt him by his foes.

TACTICS

Unless they reach a truce, Rulwar engages the party in melee. He attempts to manifest as many of his battle preparations as he can prior to entering combat (although since most of his powers are swift actions, this is not mandatory). Don’t forget—he’ll also use his monk’s stunning fist ability in conjunction with each strike.

D9. PSYCHOPORTATION SHRINE (EL 4)

The small chamber holds a well, 2 feet in diameter and filled with clear, glowing liquid. The stylized, silhouetted image of wings seems embedded in the liquid.

Just beyond the doorway lies a trap in the floor:

Wall Scythe Trap: CR 4; mechanical; location trigger (see map—any who tread upon the area marked by the trap are subject to the scythe attack); automatic reset; Atk +20 melee (2d4+8/×4, scythe); Search (DC 21); Disable Device (DC 18).

Wings are the symbol the Azure Emperor chose to stand for psychoporation. Any psionic individual or creature who drinks from the well gains a +4 enhancement bonus to Intelligence and a +4 enhancement bonus to Dexterity for 24 hours. Once affected by the well, a creature can gain no further benefit from it. The liquid loses all efficacy if removed from the chamber. The well automatically refills from an unseen source if drawn down.

If any of the Six Who Choose drink from the shrine (or touch the image held within it), they gain the benefit; however the image flashes with a burst of white light, then disappears. Simultaneously, the inset crystal of the metal disc second closest to the western wall in room D3 begins to glow with the same symbol. Once the image flees, the shrine loses all further efficacy.

D10. APPROACH OF WARNING

The walls of this long corridor are carved on either side with the relief images of hundreds of humanoid faces.

The faces represent all those who served the Azure Emperor. The reliefs include representatives of all the common races as well as kureshim, lizard people, goblins, and a few other monstrous races.

D11. PSYCHOKINESIS SHRINE (EL 12)

The chamber appears to be filled with a swirling vortex of mist in which dozens of ghostly faces silently scream. Through the mist is visible a well, 2 feet in diameter and filled with clear, glowing liquid. The stylized, silhouetted image of a lightning bolt seems embedded in the liquid.

The Azure Emperor chose a lightning bolt as the symbol for psychokinesis. Any psionic individual or creature who drinks from the well gains a +4 enhancement bonus to Intelligence and a +4 enhancement bonus to Constitution for 24 hours. Once affected by the well, a creature can gain no further benefit from it. The liquid loses all efficacy if removed from the chamber. The well automatically refills from an unseen source if drawn down.

If any of the Six Who Choose drink from the shrine (or touch the image held within it), they gain the benefit; however the image flashes with a burst of white light, then disappears. Simultaneously, the inset crystal of the metal disc third from the western wall in room D3 begins to glow with the same symbol. Once the image flees, the shrine loses all further efficacy.

CREATURES

Entombed in this chamber are three callers in darkness, victims of the Azure Emperor's displeasure who all died together. Long starved of living minds, they seek to draw other creatures into their appalling collective. Because they are incorporeal, their misty forms are partly merged, so they are not immediately distinguishable as three separate creatures.

Callers in Darkness (3): hp 71 each; AC 14, incorporeal; Full Atk 4 incorporeal touches +7 melee (2d6); SA Steal essence, psi-like abilities; SQ Undead, incorporeal, unnatural aura, vulnerability to sunlight; see *Expanded Psionics Handbook*.

D12. HOT THROUGHWAY (EL 4)

This short hallway opens onto a T-intersection.

Just beyond the doorway lies a trap in the floor:

Energy Cone (Fire) Trap: CR 4; psionic device; proximity trigger (when a creature stands or flies through the area indicated on the map, it becomes subject to the *energy cone* power; the area of the power is a 60-foot cone and may affect creatures beyond the trigger area); automatic reset; psionic power effect (*energy cone*, 5d6+5 fire, Reflex save [DC 14] for half); Search (DC 28); Disable Device (DC 28).

D13. HAUNTED HALL

The granite of this hall is shredded by scratches, etches, and furrows sliced into the stone. Granite dust and chunks of rock lie thick underfoot, the debris of the relentless scratched claw marks. An alcove near the center of the western wall and one at the southern end of the hallway each hold the broken shards of a clay urn.

The undead psionic creatures known as duncharaths (see Chapter Three) have sliced this stone corridor to ribbons by their movements over the centuries. When the PCs first enter the corridor, the duncharaths are in their respective rooms (both keyed to rooms marked D14). Player characters with the Track feat can make a Survival check (DC 15) to note strange tracks in the rock dust that bear some similarity to those a very large spider might make, though the legs of whatever made these tracks are more numerous and differently situated than they would be on a spider's body.

Sound travels especially well through this corridor, so creatures in the rooms marked D12, D13, D14, and D15 can hear battle noise coming from any chamber connected to this hall, despite the granite walls. The alcove to the south holds a secret door to room D15 (Search, DC 22, to find).

D14. DUNCHARATHS (EL 12)

Two rooms on Map D are keyed to this entry. Thus, with four in each chamber, there are a total of eight duncharaths.

The stonework of this chamber has been sliced to a rubble of sand and small stones that covers the floor.

CREATURES

Being undead has allowed the creatures called duncharaths to weather the years, though they are quite mad. Their occasional movements on their bone-tipped “legs” have damaged the stonework here and in the nearby corridor. Only the imperative laid down long ago by the Azure Emperor keeps them from wandering off or surrendering their necromantic life force to the ages. They attack any creature that enters their chamber (and see “Development” below).

Duncharaths (4 per room): hp 91 each; AC 21; Full Atk +12 melee (1d6+6, 2 slams) and +7 melee (1d4+2, 6 claws); SA Psi-like abilities; SQ Undead, darkvision 60 feet; see Chapter Three: New Creatures.

TACTICS

Duncharaths physically attack en masse, save for one that holds back to manifest its psionic powers. If possible, it first attempts to cut some portion of the party off from the others with *wall of ectoplasm*. It continues to attempt to cut off PCs, wizards, or other threats as necessary with this power until it has exhausted its uses for the day; then it joins in the melee. Another may break off to use its powers the same way.

DEVELOPMENT

If battle takes place in one of the rooms keyed to D14, the duncharaths in the other room (if not already dealt with) enter the D13 hallway on the next round and join the battle.

If the PCs bypass these rooms altogether, the creatures are summoned when they disturb

the shrine in room D15. Should that occur, the duncharaths enter D13 on the following round, ready for combat.

TREASURE

Only the northern room keyed to this entry contains any treasure. In the rock dust lies a large, sealed urn (Search, DC 18 to find). The urn contains 350 pp, five deep green spinel gems (500 gp each), and a psionic item: *third eye conceal*.

D15. METACREATIVITY SHRINE

This chamber is accessible via a secret door from D13.

The small chamber holds a well, 2 feet in diameter and filled with clear, glowing liquid. The stylized, silhouetted image of three parallel straight lines seems embedded in the liquid.

The Azure Emperor selected three straight parallel lines to symbolize metacreativity. Any psionic individual or creature who drinks from the well gains a +6 enhancement bonus to Intelligence for 24 hours. Once affected by the well, a creature can gain no further benefit from it. The liquid loses all efficacy if removed from the chamber. The well automatically refills from an unseen source if drawn down.

If any of the Six Who Choose drink from the shrine (or touch the image held within it), they gain the benefit; however, the image flashes with a burst of white light, then disappears. Simultaneously, the inset crystal of the metal disc third closest to the eastern wall in room D3 begins to glow with the same symbol. Once the image flees, the shrine loses all further efficacy.

DEVELOPMENT

If the duncharaths in D14 have not been dealt with, activating this shrine immediately alerts them; on the following round the duncharaths from both rooms keyed to D14 enter the D13 corridor and begin to hunt for intruders.

D16. GUARDED APPROACH (EL VARIES)

The appearance of this winding hallway differs depending on whether Tulmercy and his Taphos survived Chapter One and penetrated the Vault. If Tulmercy arrived prior to the party, the hallway appears as noted below (and, after they’ve spent some time in the Vault and have passed through room D3 a few times, the PCs notice that the Clairsentience Shrine [D17] is activated).

Shards of crystal litter the floor, as if several large mirrors had shattered. The bodies of nightmarish creatures lie torn and rent amid the crystal litter.



If the PCs are the first ones down this particular corridor, or if they dealt permanently with Tulmercy earlier (unlikely, considering the difficulty of finding and destroying his hidden phylactery), the hallway appears as follows:

The crystal-shot granite of this corridor is pristine. Columns of blurred crystal are situated here and there down the hallway. A blurred form of a nightmarish creature seems trapped within each one.

The creatures trapped outside of time are phthistics. No force can affect or release them save for the predetermined trigger—the entry into the shrine in room D17. In the case of the first description above, Tulmercy did just this, dealing handily with the released phthistics. He now rests a bit in room D17.

CREATURES

If Tulmercy is not here, the phthistics remain in their time tombs until a creature enters room D17 by any fashion. At that point, the frozen time trapping each phthistic shatters, and the intruders are attacked. The phthistics know enough to avoid the trapped area two-thirds of the way down the hall (see below) but may lure PCs over the area. (If Tulmercy is here, his Taphos avoids the trap by stepping over it.)

Fusillade of Spears Trap: CR 6; mechanical; proximity trigger (anyone entering the area marked on the map becomes a target for the trap); repair reset (trap holds a total of 100 spears); +21 ranged (1d8, spear); multiple targets (fires 1d6 spears/round at each target in a 10-foot-square area); Search (DC 26); Disable Device (DC 20).

Phthistics (5): hp 57 each; AC 18; Full Atk 2 claws +11 melee (1d6+6) and bite +6 melee (1d6+3 plus mind feed); SA Psi-like abilities; SA Psionics, mind feed; SQ DR 10/magic (or 10/+1), darkvision 60 feet, regeneration 5, resistance to cold 10, scent; see *Expanded Psionics Handbook*.

TACTICS

One phthistic stands back and attempts to use *brain lock*, another alternates attacking with *ego whip* and *mind thrust*, while the other three enter melee. As noted before, they attempt to draw the party into a charge across the trapped section of the hallway, if possible.

D17. CLAIRENTIENCE SHRINE (EL VARIES)

The chamber holds a well, 2 feet in diameter and filled with clear, glowing liquid. The stylized, silhouetted image of an eye seems embedded in the liquid.

Note: If Tulmercy is here, he activated the shrine prior to the player characters' entry, and the well is dark, its symbol fled. Tulmercy remains here for a time, resting after his battle with the phthistics of room D16; the PCs encounter him here, unless you have engineered an earlier (or later) encounter.

The Azure Emperor has selected an eye to represent clairsentience. Any psionic individual or creature who drinks from the well gains a +4 enhancement bonus to Intelligence and a +4 enhancement bonus to Wisdom for 24 hours. Once affected by the well, a creature can gain no further benefit from it. The liquid loses all efficacy if removed from the chamber. The well automatically refills from an unseen source if drawn down.

If any of the Six Who Choose drink from the shrine (or touch the image held within it, as Tulmercy must), they gain the benefit; however the image flashes with a burst of white light, then disappears. Simultaneously, the inset crystal of the metal disc second closest to the eastern wall in room D3 begins to glow with the same symbol. Once the image flees, the shrine loses all further efficacy.

CREATURES

Assuming Tulmercy survived and you haven't engineered an encounter of your own, he is here along with his Taphos (*repsianimated*? if necessary) and any of his former servants that also survived. If here, he has recently activated this shrine. (PCs can discover that the crystal-disc second closest to the eastern wall in room D3 is now alight with its symbol.)

See Chapter One: Scene 5, if necessary, for the full stats of the creatures in this company not previously slain.

The Taphos: hp 110; AC 18; Full Atk +22 melee (2d6+14, 2 claws); Space/Reach 20 feet/10 feet (Face/Reach 10 feet × 20 feet/10 feet); SA Improved grab; SQ Scent, undead traits, hollow and bigger on the inside than out.

Tulmercy: Psionic lich: Psion 12 (shaper); hp 84; AC 15; Full Atk +6/+1 melee touch (1d8+5 + life drain, touch attack); SA Life-draining touch, arcane spell bane, manifests psionic powers; SQ Lich power point boost (figured), turn resistance +4, power resistance 17, fast healing 3, undead traits, immune to cold, electricity, polymorph effects, DR 15/piercing and magic (or 15/+1).

Ugo Bork: Female psionic goblin (blue) Psion 8 (kineticist); hp 30; AC 17; SA Psionic creature, manifests psionic powers; SQ Blue traits.

Ghasts (6): hp 29; AC 17; Full Atk Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis) SA Ghoul fever, paralysis, stench; Darkvision 60 feet, undead traits, +2 turn resistance; see MM.

TACTICS

Should the characters encounter Tulmercy here, the Taphos sneaks up behind them from D16 (it had been exploring the Vault) and attacks while they are occupied with the psionic lich. A successful Listen check (opposed by the Taphos' Move Silently check, using its Dexterity of 11) alerts the party to the danger. See Chapter One: Scene 5 for other tactics the psionic lich uses in concert with his Huge undead "steed."

D18. OPHIDIAN HALL (EL 11)

The crystal-shot granite of this corridor is pristine. Columns of translucent crystal stand here and there along the hallway. A blurred form of a creature with snakelike hair and humanoid attributes seems trapped within each.

CREATURES

Four medusas of ancient heritage are time locked in the hallway in the locations shown on the map. They resist all attempts to release them from their imprisonment. Should any creature enter room D19 by any means, the medusas' crystalline encasements shatter, releasing them to the standard time stream.

The medusas are here to guard the Vault, and they attack all creatures they can find that are not associated with the Vault. They know about the trap in room D19 and move around it if they rush that room.



Medusas (4): hp 33, 37, 45, 48; AC 15; Full Atk +9/+4 ranged (1d6+1/×3, +1 *shortbow*); or +6/+1 melee (1d4/19–20, dagger) and snakes +3 melee (1d4 plus poison); SA Petrifying gaze, poison; see MM.

TACTICS

The medusas set up an ambush for those returning from room D19. If possible, they wait until all the player characters are in room D18 before turning their petrifying gaze on the group.

TREASURE

Each medusa carries a +1 *shortbow* and 20 arrows.

D19. TELEPATHY SHRINE (EL 6)

The chamber holds a well, 2 feet in diameter and filled with clear, glowing liquid. The stylized, silhouetted image of three parallel wavy lines seems embedded in the liquid.

Just beyond the doorway lies a trap in the floor:

Whirling Poison Blades: CR 6; mechanical; location trigger (see map—any who tread upon the 10-foot-square marked area are subject to the blades' attack); automatic reset; Atk +10 melee (1d4+4/19–20/×2, dagger plus poison); poison (purple worm poison, Fortitude save [DC 24] resists, 1d6 Str/1d6 Str); multiple targets (attacks one target in each of four 5-foot squares shown on map); Search (DC 20); Disable Device (DC 20).

The Azure Emperor has chosen the symbol of three parallel wavy lines to represent telepathy. Any psionic individual or creature who drinks from the well gains a +6 enhancement bonus to Charisma for 24 hours. Once affected by the well, a creature can gain no further benefit from it. The liquid loses all efficacy if removed from the chamber. The well automatically refills from an unseen source if drawn down.

If any of the Six Who Choose drink from the shrine (or touch the image held within it), they gain the benefit; however the image flashes with a burst of white light, then disappears. Simultaneously, the inset crystal of the metal disc closest to the eastern wall in room D3 begins to glow with the same symbol. Once the image flees, the shrine loses all further efficacy.

D20. VAULT OF THE CRYSTAL CONSCIOUSNESS (EL 15)

The wall between rooms D3 and D20 fades into nonexistence if the neothelid in D3 is dispatched.

This chamber is apparently built from blocks of obsidian, though veins of viridescent crystal run through them. A translucent, crystal-like block holds a great blaze of light, shining forth from an amulet held in the center of the block like a fly in amber.

If the PCs somehow locate and enter this chamber through psionic or magical means prior to the destruction of the neothelid, the wall between rooms D3 and D20 fades away, and the neothelid is released to attack those in this chamber (see the description for room D3). Additionally, any creatures the PCs have not previously dealt with elsewhere in the Vault are released into the standard time stream now, arriving on the scene 2 rounds later, ready to take the fight to the intruders.

If Rulwar the kuresh offered the group his aid in room D8, he should be with the characters at this point.

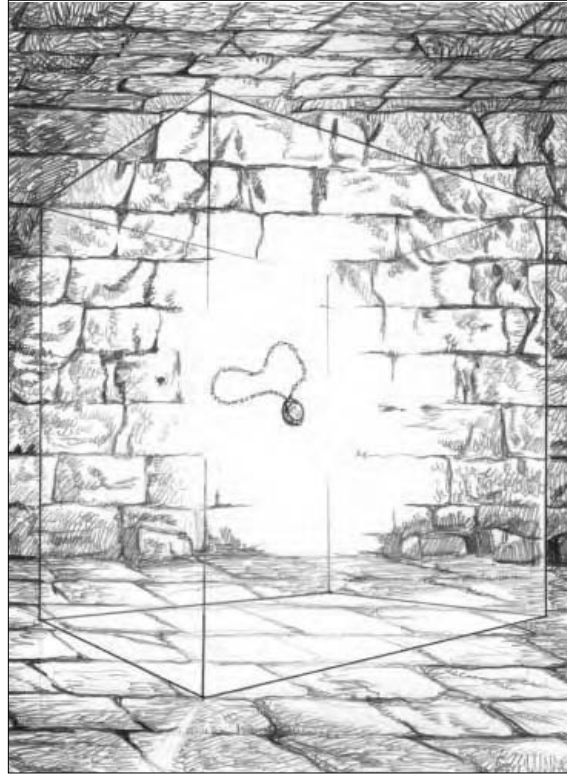
THE CRYSTAL CONSCIOUSNESS

The amulet in the crystal block is the current physical manifestation of the Crystal Consciousness. Though it is encased in the crystalline material evident whenever the Azure Emperor locked away something in time, the Crystal was able to supercede time itself to send its visions and open up the Vault enough to allow the party access.

The PCs have only to strike the hardened time-space around the crystal (either physically or with a psionic power) to shatter it. However, when they do so, the Azure Emperor's last defense kicks in: When the physical portion of the Crystal Consciousness re-enters the time stream, the Azure Emperor is wrenched out of a stasis field (into which he'd placed himself in an age long ago). To those viewing, it seems as if the figure of a very old man appears within the block as it shatters, wearing the amulet which previously hung there. With him comes one astral construct (level 7). Each of the man's movements is echoed by fainter and fainter phantom images of himself, as if several *mirror images* were consolidated but partially out of sync.

CREATURES

If the PCs have still not managed to deal with Ellyn or Tulmercy, this is the NPCs' final chance to take the player characters out before they obtain the Crystal Consciousness—though, they may watch the battle between the PCs and the Azure Emperor for a bit, to see if they shouldn't first deal with that new threat. The Azure Emperor—the powerful psion from prehistory was not as dead as rumors claimed!—is freed from stasis to appear with the amulet of the Crystal Consciousness around his neck; one level 7 astral construct appears with him. He knows he has only to slay any assembled Chosen to safe-



guard the current disciplines for another age. He addresses the group (using a free action) in an archaic version of Common:

“Though the Crystal Consciousness has chosen you, I do not. I have been called up the centuries to destroy those who would tamper with the six disciplines. I am the Azure Emperor, and I am your death.”

Changing the Emperor's Attitude: Needless to say, the Azure Emperor attacks. If Rulwar accompanies the PCs as an ally, he attempts to convince the Emperor that they also seek to maintain the current disciplines. If the characters refrain from combat but instead attempt to alter the Emperor's attitude by explaining that they also wish to preserve the current balance, he might not continue to press his attack. The Emperor's initial attitude is Unfriendly. If the PCs can make him Friendly with a Charisma or Diplomacy check (DC 25), then the combat ends (treat as if they have successfully overcome the threat). Of course, if the PCs are lying, they must first successfully Bluff the wily Azure Emperor (opposed by his Sense Motive check).

Once the group has overcome the Emperor, through peaceful means or battle, he and his construct fade away, leaving the Vault forever—or perhaps only until the next Waking Event....

Azure Emperor: Male human Psion 15 (shaper); CR 15; Medium humanoid; HD 15d4+15+22; hp 76; Init +1; Spd 30 feet; AC 22, 20% miss chance with *probability cloak* (touch 11, flat-footed 19); Base Atk/Grp +7/+8; Atk/Full Atk +8/+3 melee (1d6+1, quarterstaff); SA Manifest psionic powers; AL N; SV Fort +6, Ref +6, Will +11; Str 13, Dex 13, Con 12, Int 18 (22), Wis 14, Cha 14.

Skills and Feats: Bluff +20, Concentration +19, Knowledge (history) +9, Knowledge (psionics) +24, Psicraft +24, Sense Motive +13, Spot +11; Boost Construct, Craft Dorje, Empower Power, Expanded Knowledge (*schism*), Greater Psionic Endowment (figured), Narrow Mind, Psycrystal Affinity, Psionic Body (figured), Psionic Endowment (figured), Psionic Meditation, Scribe Tattoo.

Psionic Powers Discovered: (5/4/4/4/4/3/3/1; save DC 8 + power level; power points 240) 1st—*astral construct*, *defensive precognition*, *detect psionics*, *energy ray*, *inertial armor*; 2nd—*biofeedback*, *knock-psionic*, *psionic repair damage*, *tongues-psionic*; 3rd—*ectoplasmic cocoon*, *greater concealing amorpha*, *mental barrier*, *mind trap*; 4th—*energy adaptation*, *quintessence*, *schism*, *telekinetic maneuver*; 5th—*hail of crystals*, *plane shift-psionic*, *shatter mind blank*, *true seeing-psionic*; 6th—*crystallize*, *psionic disintegrate*, *temporal acceleration*; 7th—*ectoplasmic cocoon-mass*, *energy wave*, *energy conversion*; 8th—*true metabolism*.

Possessions: *Psycrystal* (Sympathetic; +2 Sense Motive); +4 *headband of intellect* (figured), *cloak of probability*†, *dorje of astral construct* created by 13th-level manifester (12 charges), +2 *ring of protection*, +5 *bracers of armor*, *amulet of Crystal Consciousness*†, *power stone of id cascade*†, *power stone of mindquake*†.

Astral Construct “Shadowless Guardian of the Vault”, Level 7: hp 101, AC 27, Full Atk 2 slams melee (1d8+12); SQ Blind-sight (extra Menu C choice from Emperor’s Boost Construct feat), natural invisibility (Menu C choice), construct traits, DR 10/magic (or 10/+3), darkvision 60 feet, low-light vision; see *Expanded Psionics Handbook*.

TACTICS

When the Azure Emperor returns, he manifests *schism*. His *cloak of probability*† is already active (thus the phantom images). He uses up all the dice rerolls the cloak grants him, as necessary, since he does not care to save them for later. He uses his free standard action each round granted by *schism* to manifest either *psionic disintegrate* or *hail of crystals*—he also tries to make use of *temporal acceleration*. He uses his normal full-round action to manifest another Shadowless Guardian of the Vault (the same type each time with the stats noted above). But first he may use a few of the limited use/day powers of the Crystal Consciousness (see Chapter Four).

He defends the Crystal Consciousness to his dying breath. When he fades away, the amulet of the Crystal Consciousness remains in the chamber, as do his other items, including his cloak and dorje.

DEVELOPMENT

If any of the Six Who Choose manage to get their hands on the Crystal Consciousness, a third and last vision is bequeathed upon them, and any other of the Chosen within the Vault:

A turbulent sea of blazing liquid recedes to every horizon. A point of illumination breaks the surface. It’s brighter than the sun, brighter than anything you’ve ever seen or heretofore imagined. A voice speaks:

“The Chosen must now Choose. Consensus is required. Choose now the discipline to eradicate, and the new discipline that shall replace it, born of this moment in time from the subconscious energy of every living psionic creature. Or, choose wisdom: Perseverance will safeguard the current disciplines for another age.”

If more than one of the original Six Who Choose remains in the Vault, they must all now mentally and/or vocally call forth their decision. If the group fails to reach a consensus within an hour, the Crystal Consciousness takes it as a decision for perseverance. A consensus for perseverance results in the same consequences as no consensus.

If a PC or an NPC decides to institute a new discipline, that character must also decide which discipline to displace in favor of the new one. See the “A New Discipline?” section under “Conclusions,” below.

When a decision is reached, the Crystal Consciousness intones, “The choice is made,” with a mental voice heard suddenly by every psionic creature everywhere. If the group has chosen a new discipline, its effects propagate to every corner of the world—or, if you prefer, to every corner of the entire multiverse that contains your world. Regardless of the choice made, the Crystal Consciousness becomes inert, though it continues to bestow all the abilities noted under its description in Chapter Four.

AD HOC XP

If the PCs manage to complete the adventure by choosing either perseverance or a new discipline, reward them an additional 100 percent of the experience points they otherwise gain for this final encounter.

CONCLUSIONS

Depending on the actions of the player characters, this adventure has several possible conclusions.

FAILURE

If the PCs are overcome by any of the threats along the way, they may abdicate their decision-making role to Ellyn or Tulmercy. Of course, if they deal with these two but fall to some other threat within the Vault of the Azure Emperor, then no new discipline is created, and life for the rest of the world continues much as it did before.

SUCCESS

If the characters prevail, then neither Ellyn the mind grub collective nor Tulmercy is in a position to impart a new discipline to the world. Instead, the PCs may do what their rivals could not. Refer to the “A New Discipline?” section below if this comes to pass. Should it later become known that they created a new order of psionic mastery (which displaced a discipline beloved by many psionic characters), the world may thank them—or revile them.

In the end, the heroes have taken part in a cycle of the mind that extends to the very beginning of time. Their contribution to the cycle that governs the arts of the mind surely will remain one of the most significant events of their careers.

A NEW DISCIPLINE?

If the Chosen cannot reach a consensus within one hour of the final vision, then the results are the same as if they had chosen perseverance, and the current disciplines are preserved. Consider consensus reached if only a single Chosen character remains in the Vault (by fair means or foul), or if two or more Chosen agree on a new discipline.

If they choose a new discipline, they next must decide which discipline shall die. For instance, if Tulmercy creates a psychonecromancy discipline, he seeks to destroy meta-creativity.

DEACTIVATED DISCIPLINE

Psionic characters whose primary discipline has been deactivated do not lose access to any of the powers they’ve already learned. However, any new powers they choose, if they continue in a psionic class, must come from the new discipline. Some powers of the previous discipline may also become part of the new one (for instance, *psianimate dead†* is part of meta-creativity, but it would also be part of psychonecromancy, if instituted).

Though they retain their old powers, treat these psions as if their primary discipline were now the new one created with the Crystal Consciousness. Psions who begin their careers after this event cannot choose the deactivated discipline as their primary discipline, but may select the new one, or any other one.

Psychic warrior powers that are also part of the deactivated discipline remain unaffected—psychic warriors continue to choose their powers normally.

Variant: It may be better for your campaign if you do not deactivate any psionic discipline. In this case both co-exist. Psionic characters can choose from among seven disciplines, and they have a choice the next time they gain a level: Continue in their old discipline, or begin with the new one. Once they make their decision, it cannot be unmade. If they choose to switch, use the rules described above for the switching psionic character; in this scenario, the old discipline still exists for others, however.

NEW DISCIPLINE

There are two possibilities for new types of disciplines:

- 1) Replace a discipline with a virtual duplicate, save that some race (or even broader designation, such as Type) can manifest the powers of that discipline at a cost equal to 1 less than the standard cost (minimum 1 power point). For instance, if Ellyn manages to create “her” mind grub collective-favoring telepathy discipline, the powers on the list do not change. However, mind grub collectives who take a psionic class now manifest those powers at a power point cost equal to 1 less than normal (minimum 1 power point).
- 2) Create an entirely new discipline. This option requires some work if the PCs entertain such ambition—it is not something they can undertake lightly, or quickly. If the party chooses this route, the consequences of the new discipline unfold slowly, which allows you, as the DM, and the PCs, to create the new paradigm together.

A discipline groups powers from 0 to 9th level according to a particular theme. A new discipline also possesses a list of select powers that only psions who choose it as a primary discipline can select to learn. For example, the psychoporation discipline covers the “transportation” theme. Powers unlike in other ways remain part of this discipline insofar as they deal with space and time. Thus, if you were to create the Aerial discipline, powers like *psionic fly* that already exist under psychoporation would be found on it. Choose powers that already exist in the game (plus any powers newly minted and especially made for the new discipline—you may have to poach some powers from arcane or divine spells if you are in a pinch) to group under the theme of the new discipline and inscribe them to a list. Choose at least one of those powers per level to put on the new discipline’s select list—fewer is better. When you’ve finished, you’ve created a new discipline. If you want powers that belong to other active disciplines, go ahead and put them on the list—those powers are now considered part of both disciplines.

As an example, the next page presents the psychonecromancy discipline, which Tulmercy would implement (replacing meta-creativity).

1st Level

demoralize
 disable
 dissipating touch
 energy ray
 entangling ectoplasm
 Select list power: psionic chill touch

Chill Touch, Psionic

Psychonecromancy
Level: Psychonecromancer 1
Display: Audible
Manifesting Time: One standard action
Range: None
Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates; see text

Power Resistance: Yes

Power Points: 1

As chill touch, except as noted here.
Augment: For every additional 2 power points you spend, this power's damage increases by 1d6. For each extra 2d6 points of damage, this power's save DC and your manifester level (for the purpose of overcoming power resistance) increase by 1.

2nd Level

aversion
 biofeedback
 cloud mind
 recall agony
 share pain
 Select list power: psionic ghoul touch

Ghoul Touch, Psionic

Psychonecromancy
Level: Psychonecromancer 2
Display: None
Manifesting Time: One standard action
Range: Touch
Target: Living humanoid touched
Duration: 1d6+2 rounds
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 3

As ghoul touch, except as noted here.
Augment: For every 2 additional power points you spend, this power's save DC and your manifester level (for the purpose of overcoming power resistance) increase by 1.

3rd Level

claws of the vampire
 crisis of breath
 ectoplasmic form
 escape detection
 Select list power: psionic halt undead

Halt Undead, Psionic

Psychonecromancy
Level: Psychonecromancer 3
Display: Audible
Manifesting Time: One standard action
Range: Medium (100 feet + 10 feet/level)
Targets: Up to three undead creatures, no two of which can be more than 30 feet apart
Duration: 1 round/level
Saving Throw: Will negates (see text)
Power Resistance: Yes
Power Points: 5

As halt undead, except as noted here.
Augment: For every 2 additional power points you spend, this power's save DC and your manifester level (for the purpose of overcoming power resistance) increase by 1.

4th Level

death urge
 empathic feedback
 mindwipe
 psychic vampire

Select list power: psionic animate dead

Animate Dead, Psionic

Psychonecromancy [Evil]
Level: Psychonecromancer 4
Display: Audible, Visual
Manifesting Time: One standard action
Range: Touch
Targets: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 7, XP
 As animate dead, except as noted here.
XP Cost: 5 XP per HD of undead animated.

5th Level

catapsi
 ectoplasmic shambler
 fiery discorporation
 leech field
 psianimate dead
 Select list power: psionic symbol of pain

Symbol of Pain, Psionic

Psychonecromancy [Evil]
Level: Psychonecromancer 5
Display: Visual
Manifesting Time: 10 minutes
Range: 0 feet; see text
Effect: One symbol
Duration: See text
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 9, XP
 As symbol of pain, except as noted here.
XP Cost: 100 XP
Augment: For every 2 additional power points you spend, this power's save DC and your manifester level (for the purpose of overcoming power resistance) increase by 1.

6th Level

cloud mind, mass
 fuse flesh
 remote view trap
 suspend life
 Select list power: psionic circle of death

Circle of Death, Psionic

Psychonecromancy [Death]
Level: Psychonecromancer 6
Display: Audible, Visual
Manifesting Time: One standard action
Range: Medium (100 feet + 10 feet/level)
Area: Several living creatures within a 40-foot-radius burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 11, XP
 A psionic circle of death snuffs out the life force of living creatures, killing them instantly. The power slays 11d4 HD worth of living creatures. Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 HD or more can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.
XP Cost: 100 XP.

Augment: For every 2 additional power points you spend, you can affect another d4 HD worth of living creatures. For each 2d4 additional creatures you affect with this power, the DC and your manifester level (for the purpose of overcoming power resistance) increase by 1.

7th Level

crisis of life
 insanity
 psionic ethereal jaunt
 reddopsi
 Select list power: psionic control undead

Control Undead, Psionic

Psychonecromancy
Level: Psychonecromancer 7
Display: Audible
Manifesting Time: One standard action
Range: Close (25 feet + 5 feet/2 levels)
Targets: Several undead creatures, no two of which can be more than 30 feet apart
Duration: One minute/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 13

This power enables you to command 26 HD of undead creatures for a short time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible (in the area of a silence effect, for instance), the controlled undead do not attack you. When the duration lapses, the subjects revert to their normal behavior. Intelligent undead creatures remember that you controlled them.

Augment: For every 2 additional power points you spend, you can affect another 2 HD worth of undead creatures. For each 4 HD of additional undead you affect, the DC and your manifester level (for the purpose of overcoming power resistance) increase by 1.

8th Level

mind seed
 recall death
 shadow body
 Select list power: psionic symbol of death

Symbol of Death, Psionic

Psychonecromancy [Evil]
Level: Psychonecromancer 8
Display: Visual
Manifesting Time: 10 minutes
Range: 0 feet; see text
Effect: One symbol
Duration: See text
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 5, XP
 As symbol of death, except as noted here.
XP Cost: 500 XP
Augment: For every 2 additional power points you spend, this power's save DC and your manifester level (for the purpose of overcoming power resistance) increase by 1.

9th Level

apopsi
 assimilate
 true mind switch
 Select list power: psionic soul bind

Soul Bind, Psionic

Psychonecromancy
Level: Psychonecromancer 9
Display: Mental, Visual
Manifesting Time: One standard action
Range: Close (25 feet + 5 feet/2 levels)
Target: Corpse
Duration: Permanent
Saving Throw: Will negates
Power Resistance: No
Power Points: 17, psicrystal required

You draw the soul from a newly dead body and imprison it in your psicrystal. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in your psicrystal, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or wish. Only if you specifically command it from your psicrystal or if someone destroys the psicrystal can the soul be freed, but it remains dead.

Your psicrystal can bind a number of souls equal to your manifester level. Binding a soul has no effect on your psicrystal's other abilities; however, the bound soul can be questioned once per day as the speak with dead spell.

New Creatures

The rules in this section all appeared for the first time in the adventure in Part I. Now that you've seen how NPCs can utilize the new prestige class, monster template, feats, items, and powers in this chapter to their advantage, you can implement them for your own player characters or in your home psionics campaign.

This chapter provides a description of the two new monsters, one new creature template, and one new race found in the adventure: the psionic lich, the duncharath, the kuresh, and the mind grub collective.

PSIONIC LICH: NEW TEMPLATE

Psionic liches are undead psionics users—usually psions, but sometimes psionic monsters—who have interred their mentality into the necrotic tissue of their once-living bodies, thus preserving their existence indefinitely.

A psionic lich appears in some ways as it did in life: Its flesh remains pliant, soft, and warm to the touch. However, it has no heart, and no blood flows through its veins—it is psionic power that animates the flesh. If you cut a psionic lich, its veins are empty of blood, though stray sparks of power flash briefly. Its eyes are always completely silvered and glowing with a faint radiance. A psionic lich wears clothing for simple modesty or disguise, not to protect it from the environment. Thus, many wear only simple leggings, tunics, and sandals, if that.

Psionic liches speak Common plus any other languages they knew in life.

CREATING A PSIONIC LICH

“Psionic lich” is a template you can add to any aberration, dragon, giant, humanoid, magical beast, monstrous humanoid, or outsider (referred to hereafter as the “base creature”), provided it can create the required phylactery (see “The Psionic Lich’s Phylactery” on the next page). Following the transformation, the creature’s type changes to “undead.” It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the base creature’s

AC: The psionic lich has +2 natural armor or the base creature’s natural armor, whichever is better.

Damage: Creatures without natural weapons gain a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures. Creatures with natural attacks can use their natural weaponry or the touch attack, as they prefer.

Special Attacks: A psionic lich retains all the base creature’s special attacks and also gains those listed below. Saves have a DC of 10 + half the lich’s HD + the lich’s Charisma modifier unless noted otherwise.

Life-Draining Touch (Su): Any living creature the lich touches as a melee touch attack sustains 2 points of temporary Constitution damage (4 on a critical hit)—the lich gains drained points as extra psionic power points on a 1-per-1 basis.

Arcane Spell Bane (Su): The bane of arcane magic, the mere presence of a psionic lich interferes with arcane spellcasting. Any arcane spell cast within 30 feet of a psionic lich requires a successful Concentration check, or the spell is lost. The Concentration check is against a DC of 10 + half the lich’s HD + the lich’s Charisma modifier. Even if the standard option of psionics and magic affecting each other is being used, this effect interferes only with arcane spells (not psionics, other spell-like abilities, divine spells, etc.).

Powers: The psionic lich can manifest any power it could manifest while alive.

Special Qualities: A psionic lich retains all the base creature’s special qualities and those listed below, plus it also gains the undead type.

Power Point Boost (Ex): When first transforming itself into a psionic lich, the character receives a one-time addition of power points to its power point total equal to its current total manifest level. Thus, a 12th-level psion who becomes a psionic lich has an additional 12 power points more than it otherwise would have had.

Turn Resistance (Ex): A psionic lich has +4 turn resistance.

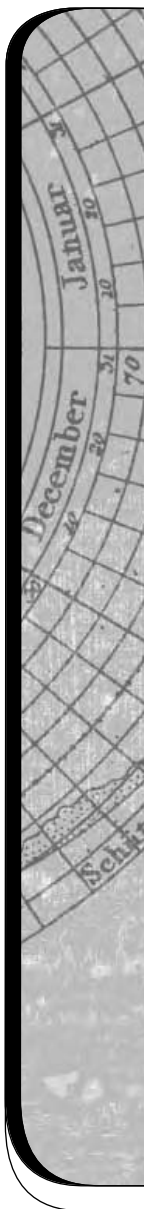
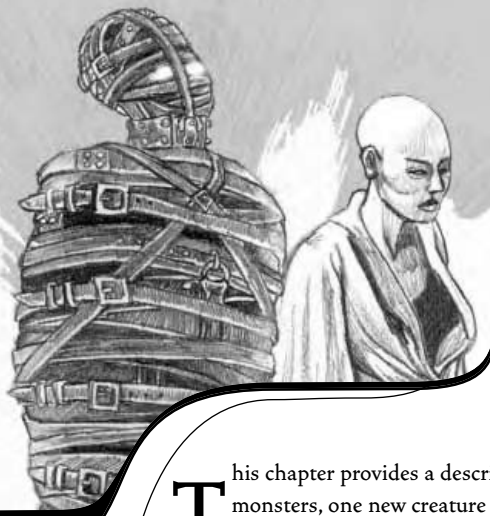
Power Resistance (Su): A psionic lich has power resistance equal to its manifest level +5.

Fast Healing (Su): A psionic lich’s undead body is constantly revitalized by the psionic energy coursing through it, granting it Fast Healing 3.

Immunities (Ex): Psionic liches are immune to cold, electricity, and polymorph attacks.

Damage Reduction (Su): A psionic lich’s undead body is tough, giving it damage reduction 15/piercing and magic (or DR 15/+1). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Saves: Same as the base creature’s



Abilities: A psionic lich gains +2 to Intelligence, Wisdom, and Charisma, but being undead, it has no Constitution score.

Skills: A psionic lich receives a +8 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise its skills are the same as the base creature's.

Feats: Same as the base creature's

Environment: Any

Organization: Solitary

Challenge Rating: Same as the base creature's + 2

Treasure: Standard coins; double goods; double items

Alignment: Any evil

Advancement: By character class

PSIONIC LICH CHARACTERS

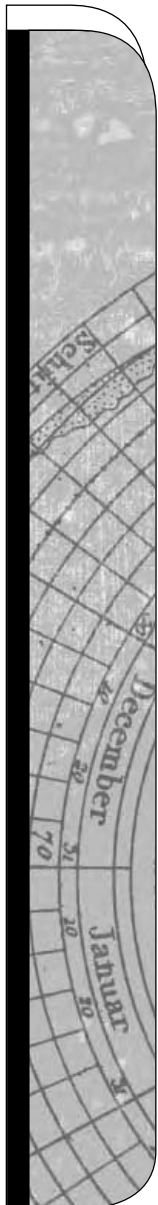
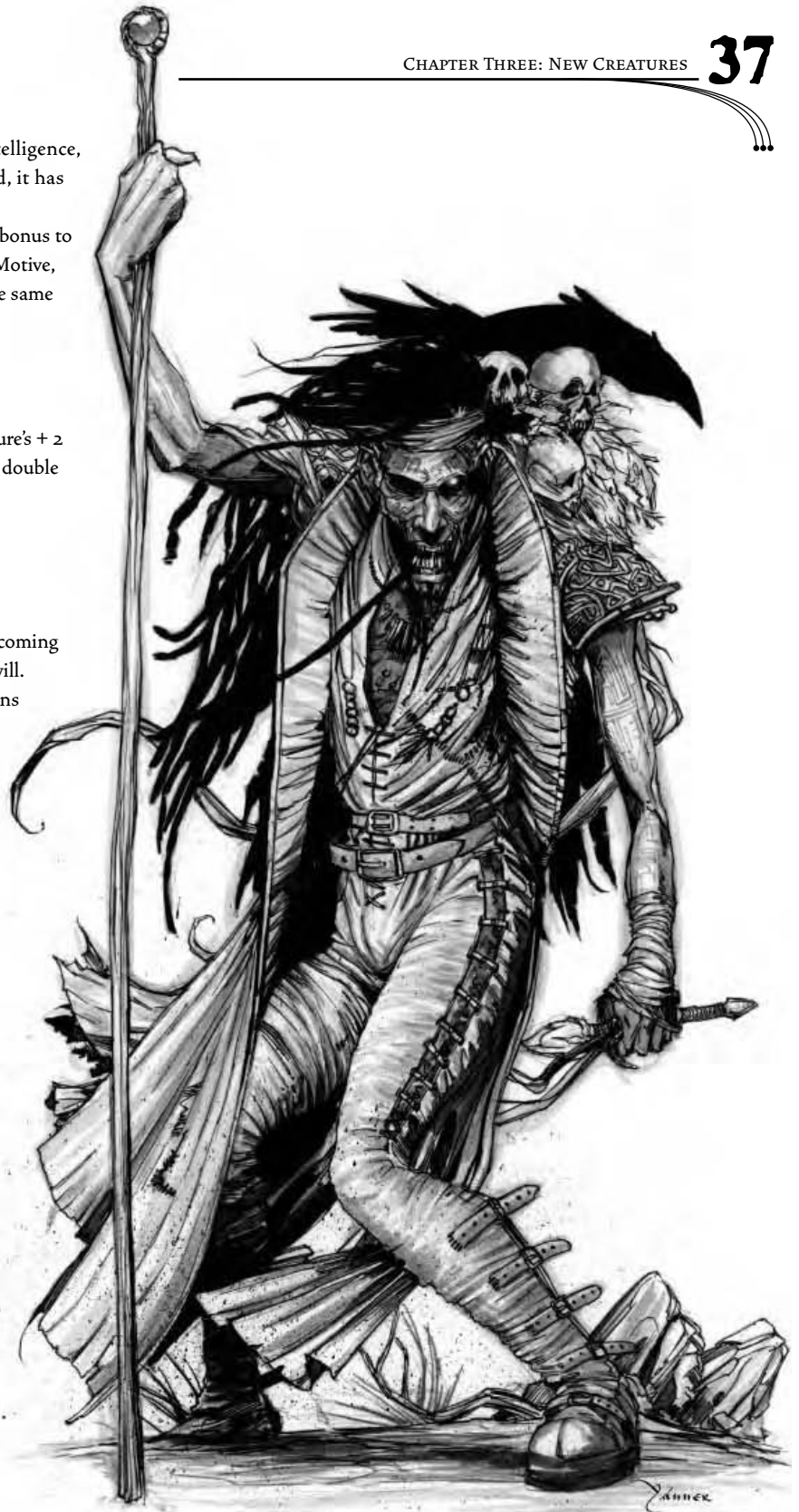
Characters can undertake the process of becoming a psionic lich only through their own free will. Following the transformation, the lich retains all the class abilities it had in life.

THE PSIONIC LICH'S PHYLACTERY

An integral part of becoming a lich is creating a psionic phylactery in which the creature affixes its life force to the mortal coil. Unless the phylactery is located and destroyed, a psionic lich reappears 1d10 days after its apparent death in an area adjacent to its phylactery.

Each psionic lich must make its own phylactery, which requires the Craft Universal Item feat. The character must be a psion of at least 11th level (or be able to manifest at least one 6th-level power and have at least 11 HD). The phylactery costs 120,000 gp and 4,800 XP to create and has a manifester level equal to that of its creator at the time of creation.

Psionic phylacteries often take the form of costly gemstones set into rings, amulets, or other adornments. A close look at such items reveals an inner glow, and phylacteries always detect as psionic powers in operation. The gemstone is Fine and has a hardness rating of 20, 40 hit points, and a break DC of 40.



DUNCHARATH: NEW MONSTER

Medium Undead (Psionic)

Hit Dice: 14d12 (91 hp)

Initiative: +5

Speed: 40 feet (8 squares), climb 20 feet

AC: 21 (+1 Dexterity, +10 natural), touch 11, flat-footed 20

Base Attack/Grapple: +7/+13

Attack: Slam +13 melee (1d8+6)

Full Attack: 2 slams +13 melee (1d8+6) and 6 claws
+11 melee (1d4+3)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Psi-like abilities, mode check +9*,
resting mode Brain Hammer +0*

Special Qualities: Undead, darkvision 60 feet

Saves: Fort +4, Ref +7, Will +9

Abilities: Str 22, Dex 12, Con —, Int 10, Wis 10, Cha 11

Skills: Climb +14, Hide +18, Listen +19, Move Silently +18,
Spot +19

Feats: Alertness, Improved Initiative, Improved Natural
Attack, Lightning Reflexes, Multiattack

Environment: Any land and underground

Organization: Solitary, pair, or nest (2d4)

Challenge Rating: 8

Treasure: Standard

Alignment: Any evil

Advancement: 15–21 HD (Medium); 22–28 HD (Large);
29–35 HD (Gargantuan)

Level Adjustment: —

* Used in the mindscape psionic combat system; see Mindscapes.

This creature looks like an aborted cross between a maggot and a human. It has no legs, but it does have vestigial arms. Its most notable and terrible physical feature is its terrifyingly overdeveloped spine and ribs, both of which have broken out of the dead skin. The ribs are particularly awful in that they serve it as legs, as if a many-legged spider. Its eyes, like most psionic creatures, blaze with power.

Duncharaths are the warped skeletal remains of evil psionic individuals or creatures who perish using their mental powers toward diabolical ends.

COMBAT

Duncharaths attack by slamming their enemies with their slender but strong arms and with the clawlike ends of their horribly articulated ribs. When appearing in groups of two or more, one duncharath uses its psionic powers against the PCs each round, while the others enter melee.

Psi-Like Abilities: At will 3/day—*psionic dimension door*, *psionic dimensional anchor*, *wall of ectoplasm*. Manifester level 10th. Save DCs are Charisma based.

Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, death effects, mind-affecting effects; not subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain; no Constitution score, thus immune to any effect requiring a Fortitude save (unless it affects objects). An undead manifestor or spellcaster uses its Charisma modifier when making Concentration checks. See MM for additional details on the undead.



KURESH: NEW PC RACE

Kureshim are intelligent and forward-thinking survivors. Kureshim individuals make their way across the land, often a step ahead of their enemies. Other races react to these wanderers with suspicion or curiosity. An individual kureshim might be a hidden crusader for the repressed or a bitter enemy of civilization bent on revenge. Regardless, kureshim are ingenious and inventive.

Personality: Kureshim prefer deep thoughts to rash action. They are notoriously creative. Trusting to their luck, they dare deeds others fear to emulate.

Kureshim often seek relics of their vanished home (see below). As such, an individual kureshim is often proud to show off bits of strangely scribed pottery, small statues, odd jewelry, and other bits they claim originated on their own world.

Physical Description: Kureshim stand about 6 feet tall and usually weigh between 110 and 130 lbs.—by the standards of other races, they are naturally exceptionally thin. Their skin is brownish, their hair red and straight. They have blue, gray, or even silvery eyes. Their most astonishing feature is a third eye set in the center of their forehead. Their ears are pointed on top. Many Kureshim wear their hair short, and the men often grow short and carefully groomed beards. They like to wear simple, comfortable, and practical clothes, though they are not shy about displaying items of wealth, such as jeweled belts or costly necklaces. A kureshim reaches adulthood in his middle teens and generally lives into the beginning of his second century.

Relations: Kureshim feel outcast and as such are often a bit stiff in mixed racial company. Still, they attempt to fit into a community of humans, dwarves, elves, or gnomes by making themselves as inconspicuous as possible, but well-regarded when they are noticed.

Alignment: Kureshim tend to be chaotic but not overly so. They like to “give their luck a try” (a chaotic trait), but prefer to do so within the confines of a larger, well-thought-out plan.

Kureshim Lands: Kureshim have no lands of their own, though they lay claim to an entire world lost to some only partly-remembered catastrophe. They claim their world was a companion planet to this one. Though it is now lost to the outer darkness, they hope it exists somewhere yet. Present-day kureshim are few and descend from the original survivors of that catastrophe. Now wanderers all, they live in the lands of other races. Kureshim sometimes form traveling mercenary bands, selling their skills as suits their mood.

Religion: Most kureshim tend to be nonreligious, feeling that their god abandoned them. Those that still profess a faith worship a deity called Nyrocamaz (LN), god of the mind, the Lord of Insight. His symbol is three eyes. He is associated with the domains of Law, Luck, and Protection.

Language: Kureshim speak and write in Common, though rumors claim they once possessed their own spoken language and unique script.

Names: A kureshim has a given name and, rarely, a designator (such as “The Silent One”). Family names are never conferred.



Male Names: Amogh, Charan, Gagen, Ishwar, Janak, Lokesh, Mandar, Pavan, Rupak, Rulwar, and Vandan.

Female Names: Amchala, Ankita, Indula, Jayani, Kamala, Lavanya, Mamata, Nilima, and Ruljula.

Adventurers: Kureshim, young and old alike, seek always to discover more of their heritage. Thus, they are perfect adventuring companions, willing to leave no stone untouched or side corridor of a buried ruin unexplored.

KURESHIM RACIAL TRAITS

- **Medium:** As Medium creatures, kureshim have no special bonuses or penalties due to their size.
- **Kuresh base speed** is 30 feet.
- **Low-Light Vision:** Kureshim can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **+2 racial bonus** on Spot, Search, and Sense Motive checks: Kureshim are sure-eyed.
- **+1 luck bonus** on all saving throws: Kureshim prove surprisingly lucky.
- **+2 racial bonus** on saving throws against any mind-affecting psionic power (but not arcane or divine spells): Kureshim are naturally resistant to psionic attacks on the mind (This bonus stacks with the kuresh's +1 luck bonus to saving throws in general.)
- **Naturally Psionic:** Kureshim gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- **One extra psionic or metapsionic feat** at 1st level: Kureshim are quick to master the specialized tasks associated with psionic power. They may not take feats for which they have not met the prerequisites. Kureshim attribute this gift to their third eye.
- **Automatic Languages:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic).
- **Favored Class:** Psion. A multiclass kuresh's psion class does not count when determining whether he suffers an XP penalty for multiclassing (see "XP for Multiclass Characters" in the *Player's Handbook*). Kureshim have long mastered the mental arts, and the vocation of psion comes naturally to them.

Note: Kureshim can wear the psionic items known as *third eyes*; when they do so, it appears as if the item replaces the kuresh's natural third eye, though in fact the kuresh can remove and replace the item normally without harm or obscurement of his natural third eye.

MIND GRUB COLLECTIVE: NEW MONSTER

Medium Aberration (Psionic)

Hit Dice: 8d8+8 (44 hp)

Initiative: +6

Speed: 30 feet (6 squares)

AC: 15 (+2 Dexterity, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +6/+7

Attack: Slam +8 melee (1d4+1)

Full Attack: 2 slams +8 melee (1d4+1)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: *Mind blast*, improved grab, engulf, psionic powers

Special Qualities: Blindsight 60 feet, spell resistance 25, telepathy 100 feet

Saves: Fort +3, Ref +4, Will +9

Abilities: Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17

Skills: Bluff +11, Concentration +11, Diplomacy +7,

Disguise +11, Intimidate +9, Knowledge (any) +12,

Listen +11, Move Silently +10, Sense Motive +7, Spot +11

Feats: Combat Manifestation, Improved Initiative, Weapon Finesse

Environment: Underground

Organization: Solitary, pair, or sect (6–10)

Challenge Rating: 8

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +7

This sodden, leather-wrapped humanoid smells of the sea. But the creature is no undead mummy—or if it is, it is infested by hundreds of grubs whose motions squirm and writhe beneath the filthy wrappings.

Mind grub collectives are truly bizarre aberrations whose mere existence disturbs the sane.

The mind grub collective is as it is named—a mass of grubs worming through a slush of salty ooze. Individually the grubs are mere harmless vermin, but together they are a sentient entity, a single psionic mind formed of hundreds of tiny grubs. A collective keeps its form through psionic adhesion and metacreative tweaking of the ooze its grubs inhabit within its wrappings. The tightly wound leather straps covering a single collective are more important for hiding its true form, although the protection to armor isn't negligible. Often a mind grub collective displays two glowing eyes in its "head" but this is merely for show—it senses its world with its blindsight ability.

Some hypothesize that individual grubs are an immature form of some as-yet unnamed (or unrecognized) creature.

However, while collected and united as a single mind, a mind grub collective cares not for its past, but only for its future as a living psionic mind.

A mind grub collective can telepathically speak to any creature within 100 feet that has a language (it can't audibly speak, as the collective has no mouth).

COMBAT

Mind grub collectives prefer to use their psionic abilities first, beginning with *mind blast*, since that costs them no power points. Sometimes the creatures use their engulf ability in combat if the opportunity presents itself, though normally they use the ability only to feed.

Mind Blast (Ps): This psionic attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 17) or be stunned for 3d4 rounds. The save DC is Charisma based. This ability is the equivalent of a 4th-level power.

Psionic Powers: A mind grub collective manifests powers as a psion (but a mind grub collective can choose any discipline list power!) of 9th level. The save DCs are Intelligence based.

Typical Psion Powers Known (power points 90, save DC 14 + power level): 1st—*defensive precognition, detect psionics, energy*

ray, mind thrust (DC 15*), *psionic charm* (DC 15*); 2nd—*body equilibrium, ego whip* (DC 16*), *id insinuation* (DC 16*), *psionic levitate, psionic suggestion* (DC 16*), *read thoughts* (DC 16*); 3rd—*body adjustment, dispel psionics, mental barrier*; 4th—*intellect fortress, metamorphosis, psionic dominate* (DC 18*); 5th—*mind probe* (DC 19*), *psionic teleport*.

*Power can be augmented.

Improved Grab (Ex): To use this ability, the mind grub collective must hit a creature equal to or smaller than its own size with its slam attack. On a successful hit it gets a hold with grublike “hands” that emerge from its wrappings.

Engulf (Ex): A mind grub collective that maintains its hold (with appropriate grapple checks) for two consecutive rounds can attempt to engulf its opponent on the beginning of its third turn: With a final successful grapple check, it automatically engulfs the opponent's body through a wide opening in its wrappings, instantly killing that creature as the collective's individual grubs go into a feeding frenzy. This power is useless against constructs, elementals, oozes, plants, and undead. The mind grub collective is noticeably obese following the engulfing of another Medium foe. After it has engulfed an opponent, a mind grub collective may not use this power again for one hour.



Feats, Items, and Powers

This section provides descriptions of four new psionic feats, eight new powers, and four new items introduced in the adventure in Part I.

NEW FEATS

The following feats, while introduced in the adventure by NPCs, also are available to PCs.

CONTINUAL POWER (METAPSIONIC)

You can manifest a power that repeats its effect each round while you maintain concentration.

Prerequisites: Any other metapsionic feat

Benefit: While you maintain your psionic focus, you can use this feat on any power that specifies a single target, has a range greater than touch, and deals damage. Powers that do not deal damage, or powers that deal damage only as a side effect cannot be used with this feat. When you use this feat on a power, the damage dice of the power equals its standard value minus two dice. However, for every round you can maintain concentration, you manifest the power at your foe (or a new foe in range) again, without any additional power point cost. The power's saving throw and power resistance requirements, if any, are resolved normally each round. You can maintain concentration for a maximum number of rounds equal to your manifester level. If you break concentration, or are forced to break concentration (see rules for Concentration in the *Player's Handbook*), the power also ends.

A continual power costs a number of power points equal to its standard cost + 4. If used with an augmented power, the power is augmented only on the first round of manifestation.

CREATURE CAPACITOR (PSIONIC)

You can store part of your daily unused power points per day.

Prerequisites: Psionic Talent

Benefit: You can store additional power points in your own body, treating yourself in some ways as a *cognizance crystal*. Unlike a standard *cognizance crystal*, you can store a number of power points equal to your effective manifester level. All other rules for using a *cognizance crystal* apply.

For instance, an 11th-level psion can store up to 11 power points, while a 4th-level psion could store only 4.

SEQUESTER POWER (PSIONIC)

You get additional power points per day for every power you sequester.

Prerequisites: Psionic Talent, manifester level 3rd

Benefit: After each day's period of rest and concentration required to recharge your power points, you can also choose to sequester one or more powers you know. When you sequester a power, you lose the use of it for the day. At the same time, you gain a bonus to your power point total for the day equal to the power point cost of the power(s) you sequestered. Sequestered powers automatically return at the beginning of the following day, at which time you can choose to sequester the same powers, different powers, or no powers.

You cannot choose to sequester a power if it is the only power of your discipline that you know for a given level. You cannot choose to sequester so many powers that your new power point total would exceed your normal power point total by more than 50 percent.

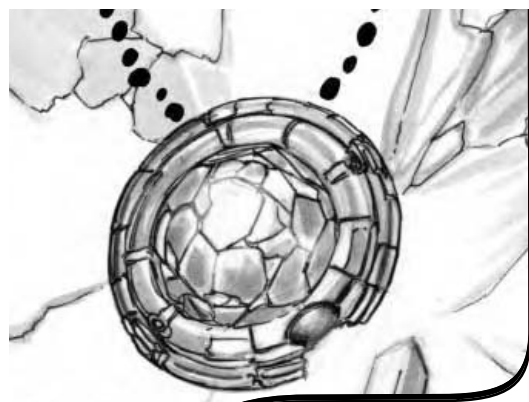
TRANSCEND LIMITS (PSIONIC)

You can boost your powers beyond their normal limits with metapsionic feats.

Prerequisites: Overchannel, manifester level 3rd

Benefit: This feat allows you to accelerate the schedule by which you increase your effective manifester level when using Overchannel, but you suffer more for this ability. While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 5th level, you can choose to increase your effective manifester level by two, but you take 5d8 points of damage. At 12th level, you can increase your effective manifester level by three, but you take 9d8 points of damage. At 17th level you can increase your effective manifester level by four, but you take 15d8 points of damage.

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



NEW FEATS

Feat Name	Type	Prerequisites
Continual Power	Metapsionic	Any other metapsionic feat
Creature Capacitor	Psionic	Psionic Talent
Sequester Power	Psionic	Psionic Talent, manifester level 3rd
Transcend Limits	Psionic	Overchannel, manifester level 3rd

Normal: Your manifester level is equal to your total levels in classes that manifest powers. If using Overchannel normally, the increased manifester levels come at 8th and 15th level.

NEW ITEMS

Cloak of Probability: This flowing cape of mottled red affects its wearer as the psionic power *probability mantle* once per day, as if manifested by an 11th-level manifester.

Moderate psychoportation; ML 11th; Craft Universal Item, *probability mantle*; Price 26,400 gp

Ring of Psionic Teleport: This obsidian band allows the user to manifest *psionic teleport* once per day. This ring has a special property—in the hands of Tulmercy the psionic lich (see Chapter One), it allows him to exceed his maximum load if he uses the ring to teleport himself, the Taphos, and all the Taphos' contents. If worn by any other character, once per day that character can exceed his maximum load by $\times 5$ when using *psionic teleport*.

Strong psychoportation; ML 12th; Craft Universal Item, *psionic teleport*; Price 28,800 gp

Third Eye of Continual Power: This item appears as a small, flat crystal. With the proper command thought, it adheres to the wearer's forehead. A *third eye of continual power* confers the Continual Power† feat on its wearer (see "New Feats"), allowing the character to use the feat once per day.

Strong psychometabolism; ML 15th; Craft Universal Item, Continual Power, *bend reality*; Price 48,000 gp

Crystal Consciousness (major artifact): One account claims that the *Crystal Consciousness* is the remnant mind of a god from another cosmology trapped in our own multiverse long ago (or perhaps even the kureshim's lost god). Another account describes the *Crystal Consciousness* as the physical manifestation of the collective unconscious of every psionic creature everywhere. Whatever the truth of the matter, the object is a potent force that wakes once every 5,000 years. With each Waking Event it has the power to alter the very disciplines on which psionic power is based, though it does so only at the bidding of up to six psionic creatures chosen on each new cycle of waking (as described in Part I).

The rest of the time, the *Crystal Consciousness* remains quiescent, though it has great "residual" powers that a wielder may call upon:

Malleable Form: The *Crystal Consciousness* takes the form of any one "chakra" item as desired by its wielder (headband, hat, helmet, pair of eye lenses, psionic third eye, goggles, cloak, cape, mantle, amulet, brooch, medallion, necklace, periapt, scarab, robe, psychoactive skin, vest, vestment, shirt, pair of bracers or bracelets, pair of gloves or gauntlets, ring, belt, or pair of boots).

Various Powers: The wielder can use various powers from the artifact as if the item were a power trigger item. At will—*catfall, detect psionics, far hand, missive*; 3/day—*astral construct, burst, control object, destiny dissonance, psionic charm, thicken skin*; 2/day—*animal affinity, dimension swap, energy missile, object reading, psionic repair damage, read thoughts*; 1/day—*inertial barrier, true metabolism, ultrablast*; 1/week—*reality revision* (requires expenditure of XP, if any).

NEW POWERS

Player characters may learn any of the following powers, which were introduced by various NPCs in the adventure in Part I.

POWER LIST

1ST-LEVEL PSION/WILDER POWER

Chrysalis^A. You gain damage reduction 1/—.

4TH-LEVEL PSION/WILDER POWER

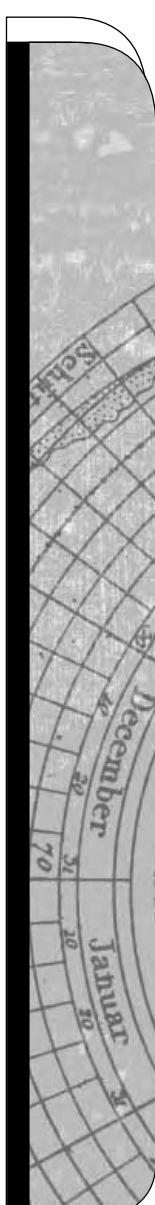
Double Dimension^X. You make a space bigger on the inside than on the outside.

5TH-LEVEL PSION/WILDER POWER

Correspond, Persistent. You engage in ongoing mental conversation with subject.

9TH-LEVEL PSION/WILDER POWER

Id Cascade^A. You instantly kill an intelligent creature.



8TH-LEVEL PSION/WILDER POWER

Mindquake^A. You deal 15d6 points of damage to creatures in the area.

6TH-LEVEL PSION/WILDER POWER

Probability Mantle^A. You gain partial concealment and can reroll once.

5TH-LEVEL PSION/WILDER POWER

Psianimate Dead. You create undead under your mental command.

SHAPER (METACREATIVITY) DISCIPLINE POWER

8 Stabilize Construct^{XG}. Astral construct remains to serve you.

1ST-LEVEL PSYCHIC WARRIOR POWER

Chrysalis^A. You gain damage reduction 1/—.

POWER DESCRIPTIONS**CHRYSALIS**

Metacreativity

Level: Psion/Wilder 1, Psychic Warrior 1

Display: Visible (see text)

Manifesting Time: One standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You create a crystalline coating around the subject like a second layer of skin. The *chrysalis* grants resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 1/—. (It ignores the first point of damage each time it takes any, regardless of the attack's enhancement bonus; magical attacks bypass the reduction.) Once the *chrysalis* has prevented a total of 10 points of damage per manifester level (maximum 150 points), it is discharged.

Augment: For each 4 additional power points you spend on this power, the damage reduction increases by +1/—.

CORRESPOND, PERSISTENT

Telepathy [Mind-Affecting]

Level: Psion/Wilder 5

Display: Mental

Manifestation Time: One standard action

Range: See text

Targets: One creature with an Intelligence score of 3 or higher

Duration: One day/level or until utilized

Saving Throw: None

Power Resistance: No

Power Points: 9

You forge a passive mental link with a creature. From now on (until the duration expires), either you or the creature to whom you forged the link can initiate a purely mental conversation, no matter how far removed either of you are from the other; even planar boundaries do not enforce a limit. Once either one of you establishes active conversation, each of you can exchange 25 words or less once per round for 1d4 rounds. Once an active conversation has occurred, the power ends.

Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

DOUBLE DIMENSION

Metacreativity

Level: Psion/Wilder 4

Display: Olfactory

Manifesting Time: 10 minutes

Range: Close (24 feet + 5 feet/2 levels)

Area: Up to one 10-foot cube/2 levels

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 8, XP Cost

You make a space bigger on the inside than on the outside. You double either the length, width, or height dimension of a bounded space (any space with some sort of floor, ceiling, and four walls), if the additional space does not exceed the maximum area allowed by the power. Though one internal dimension doubles, the external size of the space is not affected. You can only double the length, width, or height of a space that is already at least 5 feet square. You cannot double a dimension of a space that is already doubled or otherwise psionically or magically maintained (such as the interior of a *bag of holding*).

For instance, an 8th-level manifester could double the width of a space 15 feet long, 10 feet tall, and 10 feet wide to make its new interior dimensions 15 feet long, 10 feet tall, and 20 feet wide—in all, the manifester added only three 10-foot cubes of space, well within the maximum allowable area. If the space had been 25 feet wide, the manifester couldn't have doubled the width.

XP Cost: 250 XP per additional 10-foot cube of space created

ID CASCADE

Telepathy [Death, Mind-Affecting]

Level: Psion/Wilder 9**Display:** Mental**Manifesting Time:** One standard action**Range:** Close (25 feet + 5 feet/2 levels)**Targets:** One sentient creature/round**Duration:** Concentration (see Augment)**Saving Throw:** Fortitude negates**Power Resistance:** Yes**Power Points:** 17

You induce a mental death spiral in a creature that possesses intelligence, killing it instantly.

Augment: For each successive round beyond the first that you continue to concentrate and pay an additional 5 power points, you eradicate one additional creature's subconscious complex, killing it. You can target a new creature each round during which you maintain unbroken concentration and pay additional power points, even if one of the previous targets makes its saving throw.

On successive rounds you can target again a creature who made its saving throw. Each time you target the same creature on a subsequent round and pay an additional 5 power points, the creature receives a cumulative -2 circumstance penalty to its saving throw. Thus, if the same creature is targeted for 3 rounds, its saving throw on the third round is assessed a -4 circumstance penalty. If you shift to a new creature on a subsequent round (as you would do if the previous creature succumbed), saving throw penalties start again at zero.

MINDQUAKE

Psychokinesis [Force]

Level: Psion/Wilder 8**Display:** Audible (see text)**Manifesting Time:** One standard action**Range:** 20 feet**Area:** All creatures within a 20-foot-radius burst centered on you**Duration:** Concentration (up to 10 rounds)**Saving Throw:** None**Power Resistance:** Yes**Power Points:** 15

A turbulent current of psychokinetic force spreads out in all directions from the point of origin, dealing 15d6 points of damage to nearby creatures, accompanied by thunderlike rumbling.

Augment: For each successive round beyond the first that you continue to concentrate and pay an additional 1 power point, you inflict an additional 10d6 points of damage to nearby creatures.

PROBABILITY MANTLE

Psychoportation

Level: Psion/Wilder 6**Display:** Audible**Manifesting Time:** One standard action**Range:** Personal**Duration:** 1 round/level**Saving Throw:** None (harmless)**Power Resistance:** No**Power Points:** 11

You place yourself in a state of unresolved probability. You are trailed by several faint reflections of yourself, slightly out of phase with your own movements—these are echoes of possible probabilities.

While the duration lasts, the images create a blurring effect that grants you partial concealment (20 percent miss chance)—since these images are all potentially equally “real,” *true seeing* and similar effects cannot pierce the concealment. More importantly, while the duration lasts you may reroll one dice roll you have just made each round (be it an attack, a saving throw, or some other in-game roll—for instance, you cannot reroll a poor Hit Dice roll when you gain a new level). You must take the result of the reroll, even if it's worse than the original roll. You do not have to make any rerolls if satisfied with your normal rolls, but you cannot store up unused rerolls.

Augment: For each 2 additional power points you pay past the end of the stated duration, the power lasts one additional round.

PSIANIMATE DEAD

Metacreativity [Evil]

Level: Psion/Wilder 5**Display:** Audible**Manifesting Time:** One standard action**Range:** Touch**Targets:** One or more corporeal corpses touched**Duration:** Instantaneous**Saving Throw:** None**Power Resistance:** No**Power Points:** 9

This power turns the bones or bodies of a dead creature into an undead version of its former self, one with powers that outpace undead creatures that are merely animated with arcane or divine energy (see below). The *psianimated* undead creature follows your mental commands to the best of its ability (you can mentally command the undead you *psianimated* if within 50 feet of them, even if you do not have line of sight, though the undead cannot communicate with you). The undead remain *psianimated* until they are destroyed. (A

destroyed *psianimated* undead creature can be *psianimated* again, if time permits and if its destruction has left sufficient body parts to work with.)

Unlike standard undead, *psianimated* undead remain animate only so long as you have a power point reserve of at least 1 point. When you go below 1, no matter how far away you are or how many planes removed from your creation, the *psianimated* undead that you've created and controlled become inert. When your power point reserve climbs to 1 or higher, your *psianimated* undead return to normal, assuming they haven't been destroyed in the meantime.

Regardless of the type of undead, you cannot use a single manifestation of *psianimate dead* to animate more HD of undead than twice your manifester level with a single use of this power. The undead creature you *psianimate* retains all its extraordinary abilities, but not its supernatural or spell-like abilities. The undead creature loses all class abilities, if any. The *psianimated* creature retains all its ability scores, except for its Constitution (which undead do not possess). The *psianimated* creature gains the undead type.

The undead creature you *psianimate* remains under your control indefinitely. However, no matter how many times you use this power (or similar powers or spells), you can control only 4 HD worth of undead creatures per manifester level. If you exceed this number, all the newly *psianimated* undead creatures fall under your control, but any excess undead from previous manifestations become inert (you choose which creatures become inert). *Psianimated* undead rendered inert in this fashion must be animated again with this power, if you desire their service once more.

STABILIZE CONSTRUCT

Metacreativity

Level: Shaper 8

Display: Material

Manifestation Time: See text

Range: Close (25 feet + 5 feet/2 levels)

Target: One personally crafted astral construct

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15, gp cost, XP Cost

You impress a portion of your psyche into an astral construct that you have manifested using the *astral construct* power.

After creating an astral construct, you must manifest this power before it normally “evaporates” back into the Astral Plane (the first manifestation anchors the construct—while it is anchored, it remains inactive and unresponsive to stim-

uli). Stabilizing an astral construct requires one week of meditation per level of the construct (thus, a 9th-level astral construct, created with *astral construct IX*, requires a little more than two months of daily meditation). Daily meditation means eight hours per day, during which time this power must be manifested once per HD of the astral construct to be stabilized. When not meditating, you must rest and may perform no other activities except personal maintenance. Additional costs for special ingredients and XP are noted below.

Once a portion of your mentality is fully implanted, the construct does not “evaporate” back into the Astral Plane; it becomes your personal servant. Despite having a fraction of your Intelligence score (one-fourth, rounded down), the *stabilized* astral construct does nothing without orders from you. Incapable of strategy or tactics, it follows instructions explicitly. You can command your stabilized construct if within 60 feet of it, as long as it can see and hear you. If uncommanded, the stabilized construct follows its last instructions, though if attacked it returns the attack. You can give your stabilized construct simple commands to govern it until you return.

Gold Piece Cost: 3,000 gp per Hit Die of the astral construct to be stabilized in crystal essences and other special but obtainable ingredients. (These materials cannot be fabricated with other uses of metacreativity powers.)

XP Cost: 120 XP per Hit Die of the astral construct to be stabilized.

The Colorless Adept

A Colorless Adept is a psionic individual who belongs to a select guild called the Colorless Lodge. Colorless Adepts value psionic lore and the accumulated psionic powers of all members, sharing knowledge of their powers among each other. Colorless Adepts truly tap the mind's potential because they forge mental pathways that connect one adept to another, regardless of physical distance.

Nonpsionic characters gain little benefit from becoming a colorless adept—in fact, the prerequisites make it unlikely they can ever do so. Psions have by far the most to gain when joining the order, though psychic warriors also find it useful to expand their repertoire of powers (though at the expense of higher Hit Dice and their bonus feats, the choice is difficult; few psychic warriors gain more than a couple levels). Some psionic creatures also qualify for the prestige class and can benefit from the abilities the class confers.

An adventuring party might encounter colorless adept NPCs in almost any otherwise standard psionic encounter. Thus, characters could meet members of this class anywhere adventure beckons and psionic beings congregate.

Hit Die: d4

REQUIREMENTS

To qualify to become a colorless adept, a character must fulfill all the following criteria (plus see also “Joining the Colorless Lodge” in Chapter One: Scene 3).

Knowledge (Psionics): 8 ranks
Feats: Two psionic or metapsionic feats, one of which is Sequester Power†
Manifesting: Ability to manifest psionic powers of 2nd level or higher
Special: Prospective members must accept special commissions from Colorless Lodge elders to continue to enjoy the power sharing ability

CLASS SKILLS

The colorless adept class skills (and the key ability for each skill) are Autohypnosis (Int), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (any, taken individually) (Int), Profession (any) (Wis), Psicraft (Int), and Spot (Wis). See new skills and expanded uses of existing skills in Chapter Three of the *Expanded Psionics Handbook*. See Chapter Four of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the colorless adept prestige class.

Weapon and Armor Proficiency: Colorless adepts gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). He does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/6th-level colorless adept has a character level of 13th and a manifester level of 12th.

THE COLORLESS ADEPT

Class Level	Base		Reflex Save	Will Save	Mode *	Special	Powers Known
	Attack Bonus	Fortitude Save					
1	+0	+0	+0	+2	+0	Power sharing I	+1 level of existing class
2	+1	+0	+0	+3	+0	—	+1 level of existing class
3	+1	+1	+1	+3	+1	—	+1 level of existing class
4	+2	+1	+1	+4	+1	Power sharing II	+1 level of existing class
5	+2	+1	+1	+4	+1	Colorless fire, bonus feat	—
6	+3	+2	+2	+5	+2	—	+1 level of existing class
7	+3	+2	+2	+5	+2	Power sharing III	+1 level of existing class
8	+4	+2	+2	+6	+2	—	+1 level of existing class
9	+4	+3	+3	+6	+3	—	+1 level of existing class
10	+5	+3	+3	+7	+3	Colorless rain, bonus feat	—

* Used in the mindscape psionic combat system; see Mindscapes.

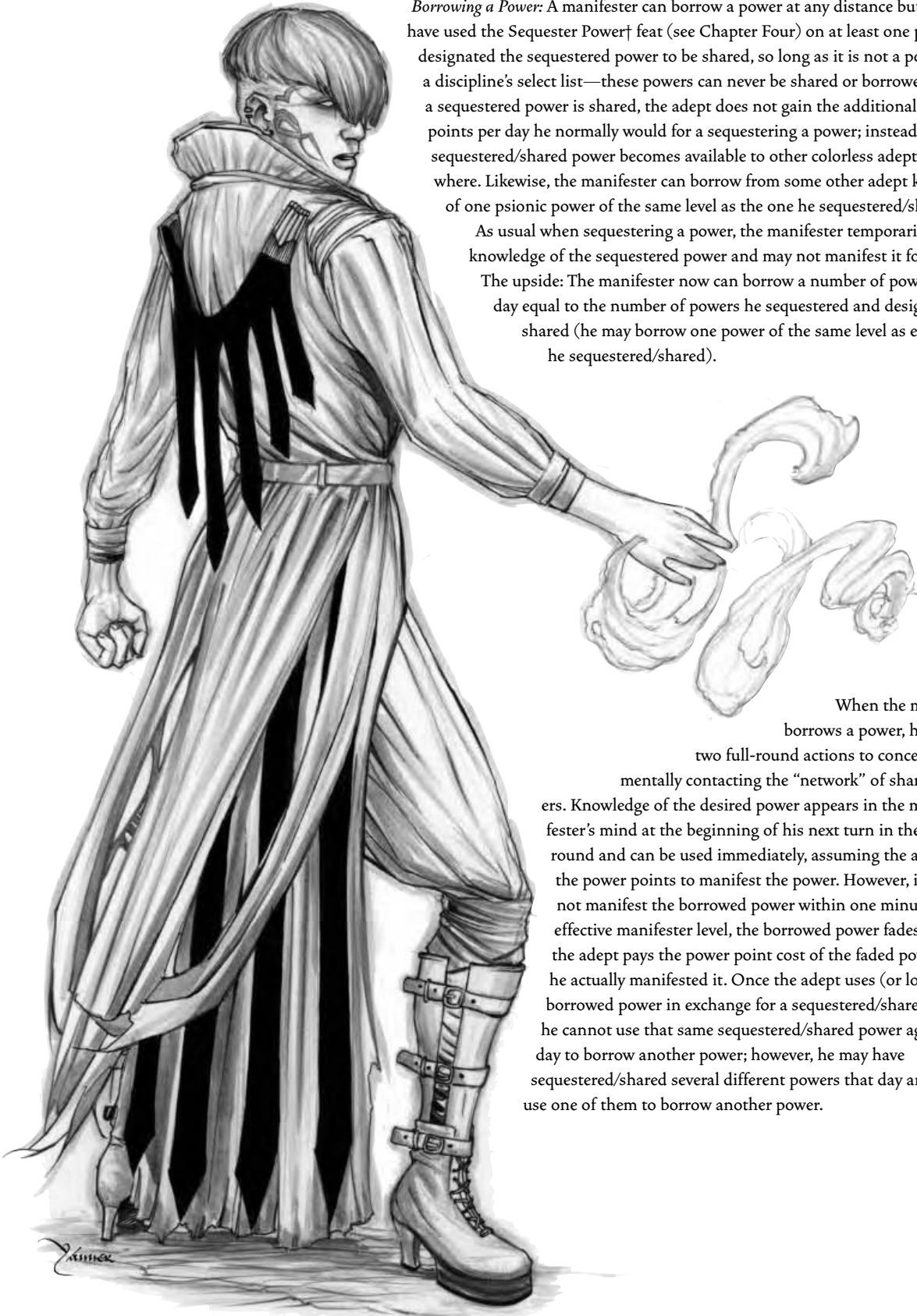
So, powers he manifests that have level-dependent parameters are manifest as if the character were 12th level.

Power Sharing (Ps): Beginning at 1st level, colorless adepts can share knowledge of powers, mind to mind. In all the multiverse, the hundreds of colorless adepts of every level assure that almost any power is available for the sharing, except for discipline powers from each discipline's select list. The range of available powers increases at levels 4 and 7.

Borrowing a Power: A manifester can borrow a power at any distance but he must have used the Sequester Power† feat (see Chapter Four) on at least one power and designated the sequestered power to be shared, so long as it is not a power from a discipline's select list—these powers can never be shared or borrowed. When a sequestered power is shared, the adept does not gain the additional power points per day he normally would for a sequestering a power; instead, the sequestered/shared power becomes available to other colorless adepts everywhere. Likewise, the manifester can borrow from some other adept knowledge of one psionic power of the same level as the one he sequestered/shared.

As usual when sequestering a power, the manifester temporarily loses knowledge of the sequestered power and may not manifest it for the day.

The upside: The manifester now can borrow a number of powers per day equal to the number of powers he sequestered and designated as shared (he may borrow one power of the same level as each power he sequestered/shared).



When the manifester borrows a power, he takes two full-round actions to concentrate on mentally contacting the “network” of shared powers. Knowledge of the desired power appears in the manifester’s mind at the beginning of his next turn in the third round and can be used immediately, assuming the adept has the power points to manifest the power. However, if he does not manifest the borrowed power within one minute per effective manifester level, the borrowed power fades. Worse, the adept pays the power point cost of the faded power as if he actually manifested it. Once the adept uses (or loses) a borrowed power in exchange for a sequestered/shared power, he cannot use that same sequestered/shared power again that day to borrow another power; however, he may have sequestered/shared several different powers that day and can use one of them to borrow another power.

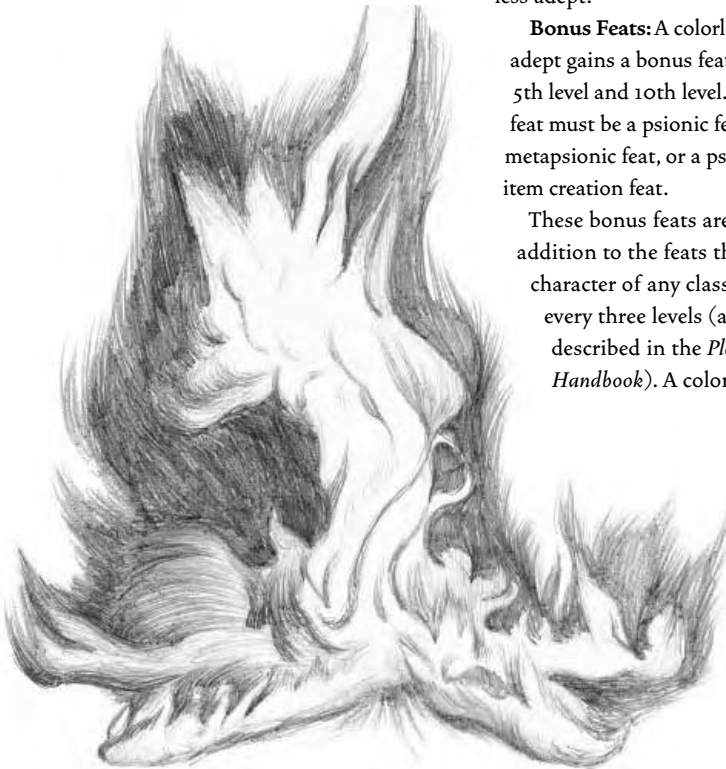
Despite a power's temporary presence in the manifestor's mind, he cannot learn it, nor make a psionic item with it. Of course, he can learn the power later as a normal part of gaining a new level.

Power Availability: There are three stages of power sharing. An adept first joining the Colorless Lodge gains power sharing I privileges, which allow him to share and borrow psionic powers of 1st to 3rd level. Power sharing II allows 4th- to 6th-level powers, and power sharing III grants 7th- to 9th-level powers.

Colorless adepts whose other primary class is psion can use the power sharing "network" to borrow any power on the psion/wilder power list in the *Expanded Psionics Handbook*, as well as any additional powers designated by the DM. Adepts whose other primary class is psychic warrior can use the "network" to borrow any power on the psychic warrior power list, as well as others the DM designates. Psychic warriors rarely gain more than seven levels of the colorless adept prestige class, because power sharing III provides them no additional benefits (there are no psychic warrior powers higher than 6th level)—in fact, most psychic warriors seem happy to take only the initial level of colorless adept.

Bonus Feats: A colorless adept gains a bonus feat at 5th level and 10th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels (as described in the *Player's Handbook*). A colorless



adept is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

Colorless Fire (Ps): At 5th level, the colorless adept can direct colorless energy at foes. The colorless adept draws unstable ectoplasm from the Astral Plane; the damage dealt has no energy descriptor and affects anything that can be affected by a psi-like ability (PR/SR applies). Colorless fire deals 10d6 points of damage to all creatures within the 20-foot-radius spread the adept designates within a range of 600 feet (the adept must be able to see the target area or a portion of it). Reflex saves (DC 17 + adept's Intelligence modifier) are allowed for half damage. Unattended objects also take damage.

An adept can freely manifest colorless fire a number of times per day equal to his class level minus 2. Once the adept has used all free manifestations for a day, he can no longer use colorless fire as a normal power (it has no level or power point cost—thus it cannot be augmented).

Colorless Rain (Ps): At 10th level, the colorless adept can direct a storm of colorless energy at foes; the attack has no energy descriptor and affects anything that can be affected by a psi-like ability (PR/SR applies). Colorless rain deals 20d6 points of damage to all creatures within the 40-foot-radius spread the adept designates within a range of 800 feet (the adept must be able to see the target area or a portion of it). Reflex saves (DC 23 + adept's Intelligence modifier) are allowed for half damage. Unattended objects also take damage.

An adept can freely manifest colorless rain a number of times per day equal to his class level minus 5. Once the adept has used all free manifestations for a day, he can no longer use colorless rain as a normal power (it has no level or power point cost—thus it cannot be augmented).

Psionic Prestige Class Variants

Even with the release of the *Expanded Psionics Handbook*, there are a few prestige classes that still could benefit from a variant—for balance or merely for something different. Let's give it a whirl for the metamind, the pyrokineticist, and the blade manifester (a prestige class for the *Expanded Psionics Handbook* soulknife).

METAMIND

The metamind prestige class description appears in Chapter Six: Prestige Classes of the *Expanded Psionics Handbook*.

Hit Die: d4

REQUIREMENTS

To qualify to become a metamind, a character must fulfill all the following criteria.

Knowledge (Psionics): 8 ranks

Psicraft: 4 ranks

Feat: Psicrystal Affinity

Manifesting: Able to manifest 2nd-level powers

CLASS SKILLS

The metamind's class skills are Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Knowledge (psionics), and Psicraft (Int).

See new skills and expanded uses of existing skills in Chapter Three of the *Expanded Psionics Handbook*. See Chapter Four of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier.

CLASS FEATURES

All of the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency with any new weapon or armor.

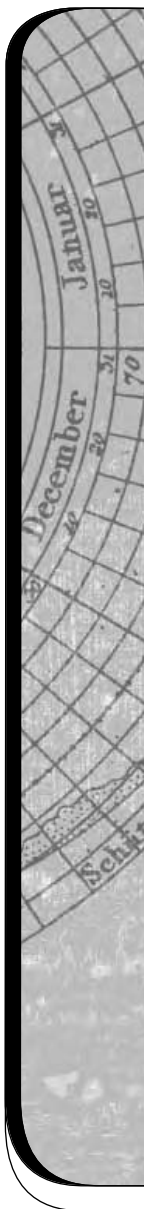
Powers Known: At every level, a metamind gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining power points per day, powers known, and manifester level.

THE METAMIND

Class Level	Base				Mode		Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus			
1	+0	+0	+0	+2	+2	Cognizance psicrystal 5, sequestration 2	+1 level of existing class	
2	+1	+0	+0	+3	+2	Sequestration 3	+1 level of existing class	
3	+1	+1	+1	+3	+3	Cognizance psicrystal 7, sequestration 4	+1 level of existing class	
4	+2	+1	+1	+4	+3	Sequestration 5	+1 level of existing class	
5	+2	+1	+1	+4	+4	Cognizance psicrystal 9, sequestration 6	+1 level of existing class	
6	+3	+2	+2	+5	+5	Sequestration 7	—	
7	+3	+2	+2	+5	+5	Cognizance psicrystal 11, sequestration 8	+1 level of existing class	
8	+4	+2	+2	+6	+6	Sequestration 9	—	
9	+4	+3	+3	+6	+6	Cognizance psicrystal 13, sequestration 10	+1 level of existing class	
10	+5	+3	+3	+7	+7	Font of power, sequestration 11	—	

* Used in the *mindscape psionic combat system*; see *Mindscape*s.



Cognizance Psicrystal (Ex): At 1st level, a metamind masters the trick of storing excess power points in a psicrystal. The psicrystal is now treated as a *cognizance crystal* capable of storing 5 power points, in addition to its psicrystal abilities.

At every odd-numbered level, a metamind becomes able to store an additional 2 power points in his psicrystal, to a maximum of 13 points at 9th level.

Sequestration (Ex): The metamind is required to sequester two powers at first level. When a power is sequestered, the character loses the use of it, in this case permanently. On the upside, the character gains a bonus to power points equal to the power point cost of the sequestered powers. For instance, a 1st-level metamind might choose two 1st-level powers to sequester, *empty mind* and *ecto protection*. While this adds only 2 additional power points to the metamind's power point total, the character remains leery at this point of sequestering higher-level powers, which would have added a higher number of power points to the character's power point total. Thus, metaminds have more power points than is normal for their manifester level, but they know fewer powers than an equal-level psion. Any power may be sequestered, even discipline powers of the character's select discipline list. Once it's sequestered, the metamind loses knowledge of that power and may never learn it in the future.

As the metamind gains levels, the number of enforced sequestrations also increases, as shown on the class table on the previous page.

Font of Power (Ps): A 10th-level metamind can act as a living *cognizance crystal*, producing seemingly endless power points once per day, for up to one minute. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his power point reserve. He finds the power points he needs welling up within his own body.

If a metamind using this ability enters a *metaconcert*, his power point reserve is accessed normally for the purpose of his contributing to the pool.

BLADE MANIFESTER

Rare individuals are able to hone the totality of their psionic talent into a razor-sharp blade composed of pure will. These paragons of physical combat are often so focused on realizing the full power of their mind blade that they care little for developing traditional powers of the mind. While many see this as a purity, others eventually come to find it a limitation.

A blade manifester is a soulfighter who is adept at both physical combat with the blade of his mind's desire and at

enhancing his already considerable skill by manifesting psionic powers.

Hit Die: d8

REQUIREMENTS

To qualify to become a blade manifester, a character must fulfill all the following criteria.

Class Abilities: Mind blade, shape mind blade

Ability Score: Wisdom 15

CLASS SKILLS

The blade manifester's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (any) (Int), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Tumble (Dex).

See new skills and expanded uses of existing skills in Chapter Three of the *Expanded Psionics Handbook*. See Chapter Four of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier

CLASS FEATURES

All the following are class features of the blade manifester.

Weapon and Armor Proficiency: Blade manifesters gain no new proficiencies.

Power Points/Day: A blade manifester's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on the blade manifester class table on the next page. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points in the *Expanded Psionics Handbook*). His race may also provide bonus power points per day, as may certain feats and items.

Pyrokineticist Variant Options

The pyrokineticist prestige class description appears in Chapter Six: *Prestige Classes of the Expanded Psionics Handbook*. This sidebar provides some alternatives for the class.

Mindsight Psionic Combat Mode

Check Progression: Average

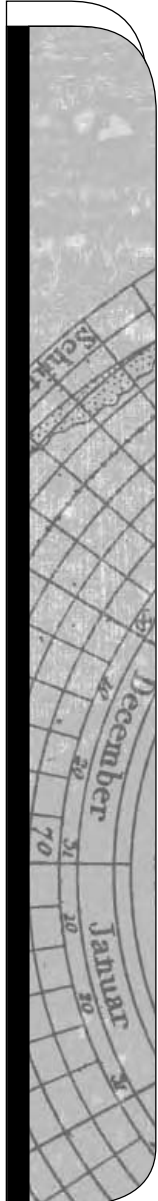
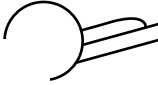
Hit Die: d10

The pyrokineticist's requirements, class skills, and class features remain as described in the *Expanded Psionics Handbook*, except for the following modification to the class table:

THE PYROKINETICIST

Class Level	Base Attack Bonus
1st	+1
2nd	+2
3rd	+3
4th	+4
5th	+5
6th	+6
7th	+7
8th	+8
9th	+9
10th	+10

* Used in mindscape psionic combat; see *Mindscaapes*.



THE BLADE MANIFESTER

Class Level	Base		Mode*				Special	Power Points/Day	Powers Known	Max. Power Level Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus					
1	+0	+0	+2	+0	+0	—	1	1	1st	
2	+1	+0	+3	+0	+0	Student of the mind blade	2	2	1st	
3	+2	+1	+3	+1	+1	Student of the mind blade	3	3	1st	
4	+3	+1	+4	+1	+1	—	5	4	2nd	
5	+3	+1	+4	+1	+1	Student of the mind blade	7	5	2nd	
6	+4	+2	+5	+2	+2	Student of the mind blade	11	6	2nd	
7	+5	+2	+5	+2	+2	—	15	7	3rd	
8	+6	+2	+6	+2	+2	Student of the mind blade	19	8	3rd	
9	+6	+3	+6	+3	+3	Student of the mind blade	23	9	3rd	
10	+7	+3	+7	+3	+3	Student of the mind blade	27	10	4th	

* Used in the *mindscape psionic combat system*; see *Mindscales*.

Powers Known: Blade manifesters use the same power list as psychic warriors. A blade manifester begins play knowing one psychic warrior power of your choice. Each time he achieves a new level, he unlocks the knowledge of a new power. A blade manifester can manifest any power that has a power point cost equal to or lower than his manifester level.

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

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

Maximum Power Level Known: A blade manifester begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers—for example, a 4th-level blade manifester can learn powers of 2nd level or lower, a 7th-level blade manifester can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a blade manifester must have a Wisdom score of at least 10 + the power's level. For example, a blade manifester with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Student of the Blade: At the levels shown on the class table, a blade manifester gains the class features of a soulknife found in the special column on the soulknife's class table as if he had also gained a level in soulknife. He does not, however, gain any other benefit a soulknife character would have gained (d10 HD, good Will saving throw, uninterrupted base attack bonus, etc).

The blade manifester always gains only the next higher level of special class features. For instance, a 5th-level soulknife/2nd-level blade manifester gains the special class features of a 6th-level soulknife.

If the character later leaves the blade manifester class and returns to the straight soulknife class, his soulknife special class features progression is unchanged and requires some bookwork to track. For instance, if a 5th-level soulknife/4th-level blade manifester decides to take his next level as a straight soulknife, he would have the special class features of an 8th-level soulknife, even though his straight soulknife class level would be 6th.



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