

# OLD-SCHOOL PSIONICS



**BY CHARLES RICE**

This product uses the OSRIC™ System.

The OSRIC™ system text can be found at <http://knights-n-knaves.com/osric/>.

# **Old-School Psionics**

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# Introduction

Welcome to Old School Psionics! This book is a bit like the old “What If” comic, in that I wind back the clock to the days of 1<sup>st</sup> edition and take psionics in a different direction. This is not an attempt on my part to denigrate those rules but my belief is that if you like them you’re probably using them. On the other hand, if you wanted something that handled psionics a bit differently, then this is the product for you.

## Psychic Characters

### New Character Classes

#### Mentalist

The mentalist is a master of psychic ability, honing the powers of his mind to a razor’s edge. What he uses those abilities for varies from mentalist to mentalist, though adventuring and exploration are common pursuits.

#### The Mentalist Character

**Minimum Scores:** Str 3, Dex 6, Int 6,

Wis 9, Con 6, Cha 6

**Hit Die Type:** d4 (max 11)

**Alignment:** Any

**Experience Bonus:** None

**Armor/Shield Permitted:** None

**Weapons Permitted:** Dagger, dart, oil, staff

**Weapon Proficiencies:** 1+1 per 5 levels

**Penalty to hit for non-proficiency:** -5

**Weapon Specialization:** NA

#### Mentalist Class Abilities

At 1<sup>st</sup> level the mentalist selects three of the four psychic disciplines. These are the abilities he will be able to use throughout his career. The fourth discipline will be closed to the mentalist forever, lying outside his ability.

In a minor discipline, a mentalist can use abilities of fourth level and below.

#### *Psychic power*

A mentalist can use any power at any time, provided two criteria are met: the mentalist must have sufficient

psionic strength points to activate the ability and the mentalist must be high enough level to use the ability.

Psychic abilities cost strength points to activate based on their level as follows: 1<sup>st</sup> (1), 2<sup>nd</sup> (3), 3<sup>rd</sup> (6), 4<sup>th</sup> (10), 5<sup>th</sup> (15), 6<sup>th</sup> (21) and 7<sup>th</sup> (28).

A psychic can use abilities based on his level as follows: 1<sup>st</sup> level ability (any), 2<sup>nd</sup> level ability (4<sup>th</sup> level), 3<sup>rd</sup> level ability (6<sup>th</sup> level), 4<sup>th</sup> level ability (8<sup>th</sup> level), 5<sup>th</sup> level ability (10<sup>th</sup> level), 6<sup>th</sup> level ability (12<sup>th</sup> level), 7<sup>th</sup> level ability (14<sup>th</sup> level).

A mentalist can only use abilities 4<sup>th</sup> level and above in major disciplines. The mentalist starts out with only minor disciplines but can upgrade these to major disciplines 8<sup>th</sup>, 12<sup>th</sup> and 16<sup>th</sup> levels.

#### Advanced Abilities

**Psychic Craft:** At 7<sup>th</sup> level the mentalist gains the ability to create power stones, imparting an ability he can use into a resonance stone for use at a later time. A resonance stone can be enchanted any number of times, but the power within it must be used before it can be enchanted again.

While imparting an ability into a resonance stone is as easy as activating the ability while concentrating on the stone, these stones are extremely rare and often found in the possession of powerful psychics such as the Unseen Masters, or in caves where Aboleths spawn in great numbers.

At 11<sup>th</sup> level the mentalist can actually imprint a personality onto a magic weapon, resulting in one of his most sought-after but also most controversial powers: the ability to create intelligent weapons. This process often results in the death of the individual being imprinted, though volunteers for the process are not hard to come by, since many see it as a form of immortality.

The weapon itself must already be enchanted and the mentalist must touch both the imprint and the weapon for a period of no less than 24 hours. At the end of this time, the individual being imprinted makes a saving throw vs. death. If this saving throw is successful, the weapon might still be imprinted. Roll on the sword intelligence table and abide by the result. If the weapon is not made intelligent (75% chance), it never can be.

If the individual being imprinted fails this saving throw, he dies instantly and an “echo” of his personal-



ity is imprinted on the weapon. Roll 1d20 and add the result to 79, comparing the result against the sword intelligence table, for a range of 80-99.

**Major Disciplines:** At levels 8, 12 and 16 the mentalist can upgrade one of his minor disciplines into a major discipline. A mentalist can only use abilities of 4<sup>th</sup> level and higher in major disciplines.

**Astral Traveler:** At 11<sup>th</sup> level the mentalist can leave his physical body behind and enter the astral plane. This ability functions as the 7<sup>th</sup> level cleric spell Astral Spell.

**Planeswalker:** At 20<sup>th</sup> level the mentalist can physically transport himself and his companions (up to six) to an alternate plane of existence directly, provided the mentalist has been to that plane before (usually discovered by exploring gateways to other planes found on the astral plane).

## Mentalist Saving Throws and To-hit Table

Mentalists use the saving throw and to-hit table of the Magic-User class.

## “Wild” Talents

Sometimes an individual of any class can possess psychic abilities. This is extremely rare and there is never more than a 1% chance of such an individual possessing a psychic ability. Game masters may not wish to have wild talents in their campaign so ask before rolling to determine if your character is a wild talent.

Even if a character is not determined to be a wild talent during character generation, there are further chances for psychic abilities to manifest. Every time the character dies and is brought back to life, another roll for wild psychic abilities may be made.

If a character is determined to have psychic abilities, the game master selects one ability appropriate to the character’s level, meaning an ability the character could use if he were a mentalist of his level. For example, an 8<sup>th</sup> level character would gain one ability of 4<sup>th</sup> level or below.

## Mentalist Level Advancement

Level	Base Experience Required	Hit Dice (d4)	Notes	Psychic Strength Points (PSPs)
1st	0	1	Minor Disciplines	1
2nd	1,500	2		3
3rd	3,000	3		6
4th	6,300	4		10
5th	13,000	5		15
6th	26,000	6		21
7th	65,000	7	Psychic Craft	28
8th	110,000	8	Major Discipline	36
9th	300,000	9		45
10th	600,000	10		55
11th	900,000	11	Astral Traveler	66
12th	1,200,000	11+1*	Major Discipline	78
13th	1,500,000	11+2		91
14th	1,800,000	11+3		105
15th	2,100,000	11+4		120
16th	2,400,000	11+5	Major Discipline	136
17th	2,700,000	11+6		153
18th	3,000,000	11+7		171
19th	3,300,000	11+8		200
20th	3,600,000	11+9	Planeswalker	220**

\* Constitution-based adjustments no longer apply

\*\*Maximum PSPs

Each level beyond 20<sup>th</sup> requires 300,000 additional experience points and gains 1 hp

The game master can determine the ability gained randomly, or choose one appropriate to the character's profession. For example a Cleric might gain a psychic healing ability, while a Fighter might gain a telekinetic attack power.

A wild talent has enough psychic strength points to use the ability once per day and gains one-fourth that amount every time he gains a level. So a character with access to a 4<sup>th</sup> level ability would have 10 PSPs and would gain 5 more every two levels.

## Powers of the Mind

There are four psychic disciplines: clairsentience, empathy, telepathy and telekinesis. Mentalists can master three of these four disciplines, while the fourth is always forbidden to them.

### Psychic Disciplines

#### Clairsentience

Clairsentience is the psychic ability to see the future. While this is the most widely claimed psychic ability among charlatans (followed closely by psychic healing abilities), true prophets are rare and powerful individuals.

##### Level 1

*Combat Prescience*  
Comprehend Languages  
Detect Magic  
Detect Invisibility

##### Level 2

Blindness  
*Combat Awareness I*  
Know Alignment  
Locate Object

##### Level 3

Clairaudience  
Clairvoyance  
*Combat Awareness II*  
Dispel Illusion

##### Level 4

*Danger Sense I*  
Divination  
Speak with Dead  
Tongues

##### Level 5

Contact Other Plane  
*Sensory Overload*  
True Seeing

##### Level 6

*Danger Sense II*  
Find the Path  
Legend Lore

##### Level 7

Alter Reality  
*Foresight*  
Vision

### Empathy

Empathy is the ability to detect and influence emotions. Since emotions have a profound influence on the body, triggering physical changes and being fed by them in turn, this ability also imparts the ability to influence the physical form, especially where it intersects with emotion. For example, by affecting the intersection of pain between the body and the mind, this discipline grants many healing abilities.

##### Level 1

Cure Light Wounds  
*Empathic Link*  
Friends  
Remove Fear

##### Level 2

*Empathic Healing I*  
Scare  
Strength

##### Level 3

*Empathic Bond I*  
Fear  
Suggestion

##### Level 4

Dispel Exhaustion  
Emotion  
*Empathic Bond II*

##### Level 5

Cure Serious Wounds  
*Empathic Healing II*  
*Id Insinuation*

**Level 6**

Cure Critical Wounds  
*Empathic Healing III*  
 Mass Suggestion

**Level 7**

*Legacy of Pain*  
*Soul Bond*

**Telepathy**

Telepathy is the ability to read and control minds directly through the power of thought. Along with telekinisis this is one of the iconic psychic disciplines.

**Level 1**

Command  
 Hypnotism  
 Sleep

**Level 2**

Charm Person or Mammal  
 ESP  
 Invisibility

**Level 3**

Hold Animal  
 Hold Person  
*Psychic Knife*

**Level 4**

Charm Monster  
*Dominate I*  
 Tongues

**Level 5**

*Dominate II*  
*Ego Whip*  
 Hold Monster

**Level 6**

*Fortress of the Super-Ego*  
*Psychic Blade*  
*Psychic Transference*

**Level 7**

Astral Spell  
*Collective Unconscious*  
*Puppeteer*

**Telekinesis****Level 1**

Entangle  
 Jump  
 Push  
 Shield

**Level 2**

*Bounding Step*  
*Dancing Weapon I*  
 Levitate

**Level 3**

Fly  
 Protection from Normal Missiles  
*Telekinetic Hammer*

**Level 4**

*Dancing Weapon II*  
 Fumble  
*Soaring Flight*

**Level 5**

*Mass Flight*  
*Protection from Slashing and Piercing*  
 Telekinesis

**Level 6**

Blade Barrier  
*Dancing Weapon III*  
*Telekinetic Vise*

**Level 7**

Earthquake  
 Reverse Gravity  
*Telekinetic Chokehold*

**Psychic Abilities****Bounding Step****Telekinesis****Level:** Mentalist 2**Range:** Self**Duration:** 1 round per level**Area of Effect:** Personal**Activation Time:** 2 segments**Saving Throw:** None

Once per round for the duration of this ability the caster may jump 30 ft. in any direction. The caster's unpredictable movements grant a +2 bonus to AC for the duration.

## Collective Unconscious

### Telepathy

**Level:** Mentalist 7

**Range:** Self

**Duration:** 1 round per level

**Area of Effect:** Personal

**Activation Time:** 7 segments

**Saving Throw:** None

This ability allows the mentalist to tap into the collective unconscious, a vast well of awareness shared by every sentient being in the world (some say every sentient in the mentalist's plane of existence).

How this consciousness came into being and what it is are matters that are hotly debated by mentalists everywhere. Those mentalists of a religious persuasion believe this ability is actually touching the mind of a god or gods, much as the Commune spell does.

Others believe all minds are connected through the innate, dormant abilities shared by almost all sentient beings, since every race has shown at least a minimal level of psychic ability. Other mentalists believe the astral plane connects all living beings and binds them together. Perhaps the most radical theory of all, first proposed by the elven mentalist Kitрил is that the astral plane *is* the collective unconscious.

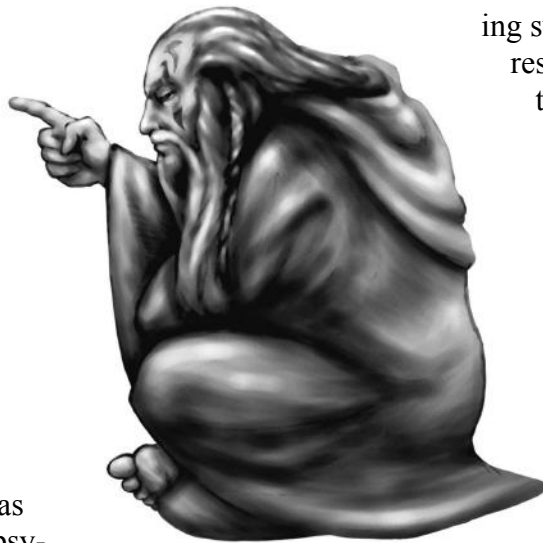
While the *how* of this ability remains mysterious, the *what* is easier to quantify: the mentalist is able to temporarily tap any one ability he wishes. For example a mentalist could temporarily gain the combat abilities of a Fighter of his level, or the ability to cast any spell of 7<sup>th</sup> level or lower.

There are three important factors with regards to this ability: first, the mentalist can only tap a single ability at a time. For example, while the mentalist might be able to learn the combat expertise of a Fighter of his level, this would not grant him any additional weapon proficiencies, meaning the mentalist would be limited to his normal weapon choices or suffer a non-proficiency penalty, though the mentalist would use the Fighter's non-proficiency penalty while this ability was active.

Similarly, a mentalist could gain a single thief skill for the duration of this ability but only one. He would have to choose between hiding in shadows or moving silently.

The second limiting factor is the odd way that this ability interacts with spellcasting. While the mentalist can use this ability to gain the ability cast any single spell of 7<sup>th</sup> level or below, doing so immediately ends the spell, "burning out" the remainder of its duration. The ability duration still counts though, so if the mentalist does not use the selected spell before the ability's duration expires, he "forgets" it.

Finally, use of this ability carries some significant risks to the mentalist and experiencing such a vast sea of consciousness has resulted in madness in the past. Each time this ability is used there is a base 10% chance (a roll of 10 or less on d%) of the mentalist going insane for 1-10 weeks. The form of this insanity is up to the game master. For example, the mentalist might be overwhelmed and sit drooling, staring at the wall for the duration of his insanity. The worst possible result, occurring when a 1 is rolled on d% is that the caster's body is possessed by some formless consciousness floating in the collective unconscious.



### Combat Awareness I

#### Clairsentience

**Level:** Mentalist 2

**Range:** Caster

**Duration:** 1 round

**Area of Effect:** Caster

**Activation Time:** 2 segments

**Saving Throw:** None

This power lets you know where your target will be a split second before you attack. After using this power, you gain a +2 bonus on your next attack roll.

### Combat Awareness II

#### Clairsentience

**Level:** Mentalist 3

**Range:** Caster

**Duration:** 4 rounds

**Area of Effect:** Caster

**Activation Time:** 3 segments

**Saving Throw:** None

This power lets you know where your target will be a split second before you attack. After using this power, you gain a +2 bonus on your attack rolls for the next 4 rounds.

### **Combat Prescience**

#### **Clairsentience**

**Level:** Mentalist 1

**Range:** Caster

**Duration:** 1 round

**Area of Effect:** Caster

**Activation Time:** 1 segment

**Saving Throw:** None

This power grants a supernatural awareness of a target's vulnerable areas, increasing the damage inflicted by a successful melee attack. After using this power, if your next melee attack roll is successful, you inflict +2 additional damage per level to your target. If the attack modified by this ability is a miss, this ability is wasted.

### **Dancing Weapon I**

#### **Telekinesis**

**Level:** Mentalist 2

**Range:** Touch

**Duration:** 1 round per level

**Area of Effect:** 1 weapon

**Activation Time:** 2 segments

**Saving Throw:** None

To use this ability the caster must touch a weapon that is not currently held by another (the caster must hold the weapon still, concentrating intently for the entire activation time). The weapon then springs into the air and the caster designates a target that is attacked once per round for the duration of this ability.

This special weapon attack does not take any of the caster's concentration, though the ability ends if either the caster or the designated target is killed. The attack uses the mentalist's normal to-hit matrix and receives no bonus to hit or damage unless the weapon is magical, in which case the standard modifiers apply.

Any weapon can be the subject of this ability, even if it is one the caster does not know how to use (weapon proficiency and weapon specialization are meaningless for purposes of this ability).

### **Dancing Weapon II**

#### **Telekinesis**

**Level:** Mentalist 4

**Range:** Touch

**Duration:** 1 round per level

**Area of Effect:** 1 or 2 weapons

**Activation Time:** 4 segments

**Saving Throw:** None

To use this ability the caster must touch one or two weapons that are not currently held by another (the caster must hold the weapons still, concentrating intently for the entire activation time). The weapons then spring into the air and the caster designates a target or targets that are attacked once per round for the duration of this ability.

This special weapon attack does not take any of the caster's concentration, though the ability ends if either the caster or the designated target is killed. The attack uses the mentalist's normal to-hit matrix though if this ability is used on only one weapon it gains a +4 bonus on all attack rolls.

The weapon(s) also receive a +4 damage bonus from high strength (though no to-hit bonus is gained from strength). This damage bonus is gained whether one or two weapons are selected. The weapon also benefits from its enchantments, if any.

Any weapon can be the subject of this ability, even if it is one the caster does not know how to use (weapon proficiency and weapon specialization are meaningless for purposes of this ability).

### **Dancing Weapon III**

#### **Telekinesis**

**Level:** Mentalist 6

**Range:** Touch

**Duration:** 1 round per level

**Area of Effect:** 1-3 weapons

**Activation Time:** 6 segments

**Saving Throw:** None

To use this ability the caster must touch one to three weapons that are not currently held by another (the caster must hold the weapons still, concentrating intently for the entire activation time). The weapons then spring into the air and the caster designates a target or targets that are attacked once per round for the duration of this ability.

This special weapon attack does not take any of the caster's concentration, though the ability ends if either the caster or the designated target is killed. The attack uses the mentalist's normal to-hit matrix though if this

ability is used on only one weapon it gains a +6 bonus on all attack rolls.

The weapon(s) also receive a +6 damage bonus from high strength (though no to-hit bonus is gained from this strength). This damage bonus is gained whether one or more weapons are selected. The weapon also benefits from its enchantments, if any.

Any weapon can be the subject of this ability, even if it is one the caster does not know how to use (weapon proficiency and weapon specialization are meaningless for purposes of this ability).

### **Danger Sense I Clairsentience**

**Level:** Mentalist 4

**Range:** Caster

**Duration:** 1 round per level

**Area of Effect:** Caster

**Activation Time:** 4 segments

**Saving Throw:** None

You “feel” where your opponent will attack a split second before he does. This power grants you a +2 bonus to armor class for 1 round per level.

### **Danger Sense II Clairsentience**

**Level:** Mentalist 5

**Range:** Caster

**Duration:** 1-4 rounds

**Area of Effect:** Caster

**Activation Time:** 5 segments

**Saving Throw:** None

You see the next 1-4 rounds in the future. Since the distance in the future is so short, you can see with perfect clarity. Any physical attack made against you during this time automatically fails. You gain a +4 bonus all saving throws during this same period. Finally, you cannot be surprised during this period.

### **Dominate I Telepathy**

**Level:** Mentalist 4

**Range:** 100 ft.

**Duration:** 1 hour per level

**Area of Effect:** 1 humanoid

**Activation Time:** 4 segments

**Saving Throw:** Negates

This ability allows the mentalist to assume direct control over his target’s mind, directing the body through

telepathic commands. The dominated person is aware of what his body is doing but it helpless to stop it. The mentalist must decide whether he will direct his own body or that of the target on a round by round basis but once this ability has successfully taken hold, the mentalist can resume control at any time.

This ability does not grant the mentalist access to any abilities his target possesses, meaning controlling a magic-user would not grant access to spells and even if it did, the mentalist lacks the skill and training to cast them. If the mentalist forces the target to attack, she uses the target’s physical ability score modifiers but her regular to-hit matrix. For example a mentalist controlling a Fighter would not use the Fighter to-hit matrix but might benefit from a high Strength score.

This ability will only affect persons, meaning the character races as well as humanoids (as defined in chapter 5 of the OSRIC core rules) with a base HD of 1.

### **Dominate II Telepathy**

**Level:** Mentalist 5

**Range:** 125 ft.

**Duration:** 1 day per level

**Area of Effect:** 1 or more creatures

**Activation Time:** 5 segments

**Saving Throw:** Negates

This ability functions as Dominate except: it will work on any sentient creature or animal, not just humanoids; it can affect multiple targets, so long as their total hit dice/levels do not exceed the mentalist’s level.

Unlike Dominate, the mentalist does not need to directly control a target but can send a mental command (requiring a full round) that the target will perform until the mentalist gives a new command. So a mentalist could take control of 4 targets, and over the course of 4 rounds order each to attack a specific target, then begin taking other actions as she saw fit. The dominated targets would attack their chosen target even after it was dead, until given a new command by the mentalist or until the end of the ability’s duration.

### **Ego Whip Telepathy**

**Level:** Mentalist 5

**Range:** 50 ft. plus 10 ft. per level

**Duration:** 2 rounds per level

**Area of Effect:** 1 creature

**Activation Time:** 5 segments

**Saving Throw:** Negates

This ability directly attacks the ego, the “executive” center of the brain that controls perception. By temporarily stunning this area of the target’s consciousness, the mentalist renders him much more vulnerable to psychic manipulation or control for the duration of this ability.

While affected by Ego Whip, the target suffers a penalty to all saving throws to resist mental compulsion and/or illusions equal to one-half the mentalist’s level, rounded down. So a 20<sup>th</sup> level mentalist would inflict a –10 penalty to saving throws against these effects.

The target of this ability receives a saving throw vs. spells, which negates this effect if successful.

### **Empathic Bond I Empathy**

**Level:** Mentalist 3

**Range:** Touch

**Duration:** 1 hour

**Area of Effect:** Creature touched

**Activation Time:** 3 segments

**Saving Throw:** None

You forge a link with the target by touch. If the target of this ability is unwilling a successful attack roll is required.

This ability allows you to determine the target’s location, emotional state and physical health for the duration.

Although a touch is required to establish an empathic link, it can be maintained at any range thereafter, so long as both subjects remain on the same plane of existence.

Once during the duration of this spell you can share your energy with the target, suffering the damage from an attack instead of your target.

### **Empathic Bond II Empathy**

**Level:** Mentalist 4

**Range:** Touch

**Duration:** 1 hour

**Area of Effect:** Creature touched

**Activation Time:** 4 segments

**Saving Throw:** None

You forge a link with the target by touch. If the target of this ability is unwilling a successful attack roll is required.

This ability allows you to determine the target’s location, emotional state and physical health for the duration.

Although a touch is required to establish an empathic link, it can be maintained at any range thereafter, so long as both subjects remain on the same plane of existence.

For the duration of this spell, all damage is divided equally between the caster and his target. If one of the subjects of this spell dies, the spell is terminated and 5d6 psychic damage is inflicted on the surviving character.

### **Empathic Healing I Empathy**

**Level:** Mentalist 2

**Range:** Touch

**Duration:** Instantaneous

**Area of Effect:** Creature touched

**Activation Time:** 2 segments

**Saving Throw:** None

By forging a link with your target you are able to share her pain, transferring your life energy to heal the target, while suffering a like amount of damage.

You can choose how much damage is healed by this ability, up to a maximum of 3 hit points per level, or damage sufficient to kill you, whichever is lower.

### **Empathic Healing II Empathy**

**Level:** Mentalist 5

**Range:** Touch

**Duration:** Instantaneous

**Area of Effect:** Creature touched

**Activation Time:** 5 segments

**Saving Throw:** None

By forging a link with your target you are able to share her pain, transferring your life energy to heal the target. You suffer 2 points of damage for every 3 points healed.

You can choose how much damage is healed by this ability, up to a maximum of 3 hit points per level, or damage sufficient to kill you, whichever is lower.

### **Empathic Healing II**

#### **Empathy**

**Level:** Mentalist 5

**Range:** Touch

**Duration:** Instantaneous

**Area of Effect:** Creature touched

**Activation Time:** 5 segments

**Saving Throw:** None

By forging a link with your target you are able to share her pain, transferring your life energy to heal the target. You suffer 2 points of damage for every 3 points healed.

You can choose how much damage is healed by this ability, up to a maximum of 3 hit points per level, or damage sufficient to kill you, whichever is lower.

### **Empathic Healing III**

#### **Empathy**

**Level:** Mentalist 6

**Range:** Touch

**Duration:** Instantaneous

**Area of Effect:** Creature touched

**Activation Time:** 6 segments

**Saving Throw:** None

By forging a link with your target you are able to share her pain, transferring your life energy to heal the target. You suffer 1 point of damage for every 3 points healed.

You can choose how much damage is healed by this ability, up to a maximum of 3 hit points per level, or damage sufficient to kill you, whichever is lower.

### **Empathic Link**

#### **Empathy**

**Level:** Mentalist 1

**Range:** Touch

**Duration:** 1 hour

**Area of Effect:** Creature touched

**Activation Time:** 1 segment

**Saving Throw:** None (attack roll required if target is unwilling)

You forge a link with the target by touch. If the target of this ability is unwilling a successful attack roll is required.

This ability allows you to determine the target's location, emotional state and physical health for the duration.

Although a touch is required to establish an empathic link, it can be maintained at any range thereafter, so long as both subjects remain on the same plane of existence.

### **Foresight**

#### **Clairsentience**

**Level:** Mentalist 7

**Range:** Caster

**Duration:** 1-4 rounds or 2-8 rounds or 3-12 rounds

**Area of Effect:** Caster

**Activation Time:** 7 segments

**Saving Throw:** None

You see into the future. The further in the future you decide to look, the less accurate your information, since time moves like a river and the slightest deviation to anything *anywhere* can slightly alter events, especially in something as chaotic as combat.

If you forecast 1-4 rounds in the future, any physical attack made against you automatically fails and you gain a +4 bonus on all saving throws.

If you forecast 2-8 rounds in the future, any successful physical attack made against you has a 50% chance of being treated as a miss and you gain a +2 bonus to all saving throws.

If you forecast 3-12 rounds in the future, any successful physical attack made against you has a 25% chance of being treated as a miss and you gain a +1 bonus to all saving throws.

### **Fortress of the Super-Ego**

#### **Telepathy**

**Level:** Mentalist 6

**Range:** Self

**Duration:** 1 round per level

**Area of Effect:** 10 ft. radius

**Activation Time:** 6 segments

**Saving Throw:** None

The mentalist calls on the ultimate “order center” of his psyche to protect his mind and his companions’ minds from mental influence. For the duration of this ability the mentalist is immune to all psychic, charm, mind control and/or illusion effects of 5<sup>th</sup> level or lower. For abilities that are not assigned a spell level, such as the natural charm ability of vampires, the mentalist is immune to all innate effects launched by a creature of lower hit dice/level than his own.

All allies in a 10 ft. radius gain a +4 bonus to all saving throws against illusion, psychic abilities or mind influencing effects for the duration of this ability.

### **Id Insinuation**

#### **Empathy**

**Level:** Mentalist 5

**Range:** 0

**Duration:** 1 round per level

**Area of Effect:** Cone 5 ft long per level, 1 ft. radius at base per level

**Activation Time:** 5 segments

**Saving Throw:** Negates

Everyone in the affected area that fails a saving throw vs. spells has their instinctive mind go crazy, overwhelming all conscious, organized thought. Out of combat, a target affected by this spell will seek to eat and sleep above all else or perhaps seek out an amorous encounter.

In combat, this ability sends the target’s fight or flight response into overdrive. Every time a target affected by this ability suffers damage, she must make a saving throw vs. spells with a penalty equal to the damage inflicted, or run away at top speed, away from the source of the damage. The target of this ability still determines where they run, meaning they will not run headlong over a cliff but they must move away from whatever injured them for at least one round, or huddle in fear if there is nowhere to run, taking no actions.

If the campaign uses morale or a similar system for opponents, a morale check can be made rather than a saving throw vs. spell at the discretion of the game master.

### **Legacy of Pain**

#### **Empathy**

**Level:** Mentalist 7

**Range:** 50 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1-3 creatures

**Activation Time:** 7 segments

**Saving Throw:** Half

This spell forces a target to relive the pain of past injuries. This ability only affects sentient creatures able to feel pain, meaning it does not affect golems, oozes or “lesser” undead such as zombies but will affect greater undead such as vampires and liches.

When this spell is cast the mentalist chooses how many targets he wishes to affect up to a maximum of three. These targets do not need to be adjacent though all three must be within the range of the spell.

If one target is chosen, that target suffers 20d6 damage; two targets suffer 10d6 each; three targets suffer 5d6 each. All targets of this ability receive a saving throw vs. spells for one-half damage.

### **Mass Flight**

#### **Telekinesis**

**Level:** Mentalist 5

**Range:** Self

**Duration:** 6 turns/level + 1-6 turns

**Area of Effect:** 30 ft. radius

**Activation Time:** 5 segments

**Saving Throw:** None

This spell is identical to the 3<sup>rd</sup> level spell Flight, except that the caster can grant flight to one ally per level in a 30 ft. radius. The game master rolls the 1-6 turn variable duration secretly.

### **Protection from Slashing and Piercing**

#### **Telekinesis**

**Level:** Mentalist 5

**Range:** Self

**Duration:** 1 round per level

**Area of Effect:** Caster

**Activation Time:** 5 segments

**Saving Throw:** None

At 10<sup>th</sup> level this ability protects the mentalist from slashing and piercing attacks inflicted by normal weapons. At 15<sup>th</sup>-19<sup>th</sup> levels this ability protects against +1 enchanted weapons and at 20<sup>th</sup> level and above +2 enchanted weapons.

Weapons with an enchantment of +3 or greater and bludgeoning weapons always inflict normal damage.

### **Psychic Blade**

#### **Telepathy**

**Level:** Mentalist 6

**Range:** 70 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 or 2 creatures

**Activation Time:** 6 segments

**Saving Throw:** Half

The mentalist lashes out with his power and directly attacks the psyche of his target, which must be alive and have a consciousness somewhat close to humanity (so this power does not affect oozes or golems). This power inflicts 1d6 points of damage per level of the mentalist to a single target or 1d6 per 2 levels (rounded down) to two targets. Targets of this spell also suffer a -4 penalty on attack rolls for 1-4 rounds due to disorientation.

Targets who succeed at a saving throw vs. spells suffer one-half damage and are not disoriented.

### **Psychic Knife**

#### **Telepathy**

**Level:** Mentalist 3

**Range:** 40 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 creature

**Activation Time:** 3 segments

**Saving Throw:** Half

The mentalist lashes out with his power and directly attacks the psyche of his target, which must be alive and have a consciousness somewhat close to humanity (so this power does not affect oozes or golems). This power inflicts 1d4 points of damage per level of the mentalist. Targets of this spell also suffer a -4 penalty on attack rolls for 1-4 rounds due to disorientation.

Targets who succeed at a saving throw vs. spells suffer one-half damage and are not disoriented.

### **Psychic Transference**

#### **Telepathy**

**Level:** Mentalist 6

**Range:** Touch

**Duration:** Indefinite

**Area of Effect:** 1 creature

**Activation Time:** 6 segments

**Saving Throw:** None

On a successful touch (requiring an attack roll if the target is unwilling) the mentalist transfers his consciousness into the body of his target. The "host" is still in her original body but has no control. Likewise the mentalist's body falls limp and helpless for the duration of his control.

If the host body is killed, the mentalist is immediately returned to his original body but suffers 10d6

points of psychic feedback damage from the dying brain as he departs.

If the mentalist's body is killed while he controls the host, the two consciousnesses (the target and the mentalist) engage in a battle of wills, each rolling a saving throw vs. spells each day to determine who is in control of the host body. For example, if the host made a successful saving throw but the mentalist failed, then the host would regain control of his body temporarily. In the case that both saving throws are successful, the mentalist retains control for that day.

The duration of this spell is indefinite. The mentalist can regain control over his body at any time but in doing so he permanently relinquishes control over the host.

While in control of the host body the mentalist uses the physical ability scores of the host and his normal mental ability scores. He has access to none of the host's abilities or training but does retain access to all of his psychic powers.

The mentalist normally has no idea about the status of his body and whether or not it is in danger. However the Empathic Bond abilities can be employed on the mentalist's body, allowing him to constantly monitor its status.

### **Puppeteer**

#### **Telepathy**

**Level:** Mentalist 7

**Range:** 80 ft. plus 20 ft. per level

**Duration:** Permanent

**Area of Effect:** 1 creature

**Activation Time:** 7 segments

**Saving Throw:** Negates

This ability functions as Dominate II except it can only affect a single creature of hit dice equal to or less than the mentalist's level. Also, there is a -4 penalty on the saving throw to resist this ability. Finally, if the target fails its saving throw against this ability, the effect is permanent until one of the following happens: the effect is dispelled through use of a Limited Wish (this ability is too powerful for a Dispel Magic to affect it); the target dies; the caster dies; the caster voluntarily relinquishes control over the target.

### **Sensory Overload**

#### **Clairsentience**

**Level:** Mentalist 6

**Range:** 10 ft./level

**Duration:** Permanent or 1 round per level

**Area of Effect:** 40 ft. by 40 ft. square

**Activation Time:** 6 segments

**Saving Throw:** Negates

You open the doors of perception wide, flooding the senses of your opponents. Everyone in the area of effect must make a saving throw vs. spells or be struck blind, a saving throw vs. spells or be struck deaf and a saving throw vs. spells or be confused (as the spell).

The blindness and deafness caused by this spell are permanent, while the confusion lasts for one round per level.

### **Soaring Flight**

#### **Telekinesis**

**Level:** Mentalist 4

**Range:** Self

**Duration:** 6 turns per level + 2-12 turns

**Area of Effect:** Caster

**Activation Time:** 4 segments

**Saving Throw:** None

This ability allows the mentalist to fly at a speed of 240 ft. per round with perfect agility for the duration. The game master rolls the variable time at the end of this ability secretly.

Due to the extremely maneuverability of this ability, the caster gains a +2 bonus to AC while airborne. The caster also gains a +2 bonus to melee attack and damage rolls while this ability is in effect.

### **Soul Bond**

#### **Empathy**

**Level:** Mentalist 7

**Range:** Touch

**Duration:** 1 hour per level

**Area of Effect:** Creature touched

**Activation Time:** 7 segments

**Saving Throw:** None

This ability allows a target and his pain to suffer together, deciding who will suffer damage when either is injured and dividing the pain as they wish. For example, if the mentalist suffers 10 points of damage, he and the target could choose for the mentalist to suffer 3 points and the target to suffer 7.

If the caster and his target cannot agree (often the case when this is cast on an unwilling target) then the damage is divided equally.

This ability also forges an empathic bond between the mentalist and his target, as described in the abilities Empathic Bond I and II.

### **Telekinetic Chokehold**

#### **Telekinesis**

**Level:** Mentalist 7

**Range:** 200 ft.

**Duration:** 4 rounds

**Area of Effect:** 1 target

**Activation Time:** 7 segments

**Saving Throw:** Half

This ability places a telekinetic vise around the neck of a target, cutting off its air supply and killing it. The target of this ability must make a saving throw vs. death or die instantly. If this save is successful, the target is affected as if by the Telekinetic Vise ability.

### **Telekinetic Hammer**

#### **Telekinesis**

**Level:** Mentalist 3

**Range:** 40 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Activation Time:** 3 segments

**Saving Throw:** Half

The target of this ability suffers 1d6 points of damage per level of the mentalist. A saving throw vs. spells reduces the damage by one-half.

If the target of this spell fails her saving throw there is a 5% chance per level of the mentalist that the target will be knocked prone and will drop any held weapon (check separate for each instance).

### **Telekinetic Vise**

#### **Telekinesis**

**Level:** Mentalist 6

**Range:** 150 ft.

**Duration:** 4 rounds

**Area of Effect:** 1 target

**Activation Time:** 6 segments

**Saving Throw:** Half

This ability slowly crushes the target in a vise of pure mental energy. In the first round this ability inflicts 1d6 points of damage, in the second round 3d6 damage, 6d6 in the third round, and 10d6 in round four. Each round the target makes a saving throw vs. spells to reduce the damage inflicted by one-half.

## **Psychic Magic Items**

### **Power Stone (Mentalist)**

A power stone is a resonance stone that already has an ability embedded in it and serves as the psychic equivalent of a spell scroll. A mentalist can identify the power stored in a crystal by touch and unleash the power with a mental thought. If the ability is from a discipline the mentalist does not have access to, or if the ability is more powerful than one the character can use, there is a 5% chance per ability level of a mishap when the ability is used.

### **Resonance Stone (Mentalist)**

A resonance stone is an “empty” power stone. A mentalist of 7<sup>th</sup> level or higher can embed an ability in a resonance stone for later use.

## **Psychic Monsters**

### **Aboleth**

**Frequency:** Very Rare

**No. Encountered:** 1 or 1-4

**Size:** Huge (20 ft. longer or more)

**Move:** 60 ft., Swim 180 ft.

**AC:** 2

**Hit Dice:** 8+4

**Attacks:** 4

**Damage:** 1d6/1d6/1d6/1d6

**Special Attacks:** Psychic abilities (see below), Slime, Mucus

**Special Defenses:** None

**Magic Resistance:** Standard

**Lair Probability:** 75%

**Intelligence:** Genius

**Alignment:** Lawful Evil

**Level/XP:** 1,600 + 12/hp

Aboleths are a bizarre creation of the Unseen Masters, who used them to store and transmit information from enclave to enclave and to educate their young. Centuries ago they rebelled against their creators, driving them from their underground kingdoms and into the Astral plane.

Aboleths are master telepaths and have the psychic abilities of a 12<sup>th</sup> level mentalist, though they are only able to draw abilities from the telepathy discipline. They possess 78 PSPs and use Telepathy abilities of 6<sup>th</sup> level and below.

Aboleth lairs will contain 1-4 adults and 2-8 hatchlings, which have one-half the hit dice and psychic ability of an adult. These lairs are always underground

and semi-aquatic and there is a 50% for 2-12 resonance stones to be present in the breeding pool.

### **Brain Mole**

**Frequency:** Very Rare

**No. Encountered:** 3-8

**Size:** Tiny

**Move:** 30 ft.

**AC:** 6

**Hit Dice:** 1-1

**Attacks:** 1

**Damage:** 1d2

**Special Attacks:** Psychic powers, psychic leech, psychic conversion

**Special Defenses:** None

**Magic Resistance:** Standard

**Lair Probability:** 20%

**Intelligence:** Animal

**Alignment:** Neutral

**Level/XP:** 55 + 1/hp

These creatures are nearly blind but have developed psychic abilities to aid in navigation. They can also feed on psychic energy and prefer this to other forms of sustenance, though they can survive on insects and other small prey under duress.

Brain Moles possess the Clairsentience abilities of a 2<sup>nd</sup> level Mentalist.

They also possess the unique ability to drain the PSPs of a target. Each round the Brain Mole can drain 1d4 PSPs from a target. Any drained PSPs first go to replenish the Brain Mole's psychic strength and after that are used to heal the Brain Mole, a power called psychic conversion.

### **Doppelganger**

**Frequency:** Very rare

**No. Encountered:** 3-12

**Size:** Medium

**Move:** 90 ft.

**AC:** 5

**Hit Dice:** 4

**Attacks:** 1

**Damage:** 1-12

**Special Attacks:** Stealth (surprises on 1-4 on d6), psychic abilities

**Special Defenses:** See below

**Magic Resistance:** See below

**Lair Probability:** 20%

**Intelligence:** Very

**Alignment:** Neutral  
**Level/XP:** 425 + 3/hp

Doppelgangers were created by the Unseen Masters to serve as spies and assassins, in order to maintain their Astral kingdom and prevent another uprising of their slaves, as happened underground. Inevitably some of these creatures escaped to the prime material plane and began to form their own society, based around loosely related clans.

Here, they live unseen among humanoids, continuing to ply the trade they are uniquely suited to, this time serving the highest bidder rather than their creator. They have an obsession with secrecy bordering on paranoia and will go to great lengths to recover the bodies of their dead or other proof of their existence, living in constant dread that their Unseen Masters will send more of their kind to return them home.

They call this conflict the *Clandestine War*.

Doppelgangers possess the Telepathy abilities of an 8<sup>th</sup> level Mentalist and are able to use the ESP ability at will with no cost in PSPs.

Their magic resistance is standard, though they save as 10<sup>th</sup> level Fighters.

### **Duergar**

**Frequency:** Rare  
**No. Encountered:** 1-10  
**Size:** Small  
**Move:** 60 ft.  
**AC:** 4  
**Hit Dice:** 1  
**Attacks:** 1  
**Damage:** 1-8 or by weapon  
**Special Attacks:** Psychic abilities  
**Special Defenses:** Save at 4 levels higher than normal

**Magic Resistance:** As above  
**Lair Probability:** 20%  
**Intelligence:** Very  
**Alignment:** Lawful Evil  
**Level/XP:** 65 + 1/hp

Duergar were once dwarves bred for psychic ability by the Unseen Masters. This slave race cooperated with the Aboleths in throwing off their yoke. While they remain slaves, it seems they prefer the Aboleths to the cruelty of the Unseen Masters.

Duergar possess the saving throw bonuses of standard dwarves, along with infravision.

They do not possess stone sense and gain no ability score bonuses or penalties. They gain a +1 bonus to attack rolls against doppelgangers.

They are capable of multi-classing as Fighter/Mentalists and have no level limit for the Mentalist class. Their maximum Fighter level is 4.

### **Men, Astral (Astral Wanderer)**

**Frequency:** Rare (Common near Astral Plane cities)  
**No. Encountered:** 10d10  
**Size:** Medium  
**Move:** 120 ft. (180 ft. in the Astral Plane)  
**AC:** By armor  
**Hit Dice:** 1d6 hp  
**Attacks:** 1  
**Damage:** By weapon or psychic ability  
**Special Attacks:** None  
**Special Defenses:** None  
**Magic Resistance:** Standard  
**Lair Probability:** 20%  
**Intelligence:** Average to very  
**Alignment:** Lawful Evil (any Chaotic)  
**Level/XP:** Varies



Humans have an amazing capacity to adapt to the strangest environments, which combines with their fertility to make them the most common race not only on the prime material planes but also on other planes. The Astral Plane, that great crossroads of the planes, contains more humans than any plane other than the myriad prime material planes.

The Unseen Masters are partly responsible for the large numbers of men on the Astral Plane and have raised them and carefully nurtured their psychic abilities. While their fertility is a great boon to their masters, they have proven just as rebellious as the Aboleth and Duergar and many humans have broken free from their slavery. These free folk, the Astral Wanderers, fight a desperate resistance movement to drive the Unseen Masters from the Astral Plane.

The great cities of the Astral Plane teem with life of all kinds but especially men, who serve as the footsoldiers and servants of their Unseen Masters. The numbers encountered above assume a group is encountered outside the settlements of the Astral Plane, on some dark mission for their inscrutable overlords.

Most Astral men possess only one psychic ability: the ability to move on the Astral Plane as if their Intelligence score was 18, allowing them to fly at 180 ft. per round. While this gives them a great advantage against other creatures, they otherwise fight normally using weapons and armor (though obviously ranged weapons are preferred to take advantage of their mobility).

There will always be Mentalists with large groups of Astral men. Consult the chart below to determine the exact number and level.

For every 20 Astral men: 1 additional 3<sup>rd</sup> level Mentalist.

For every 30 Astral men: 1 additional 4<sup>th</sup> level Mentalist.

For every 40 Astral men: 1 additional 5<sup>th</sup> level Mentalist.

For every 50 Astral men: 1 additional 6<sup>th</sup> level Mentalist.

Astral men are led by a high-level Mentalist (8<sup>th</sup> to 10<sup>th</sup> level), a second in command (7<sup>th</sup> level Mentalist) and 2-20 guards (2<sup>nd</sup> level Mentalists).

There is a percentage chance equal to the number of Astral men (so if there are 60 Astral men a 60%

chance) of a master at arms to be present, a Fighter levels 9-12 (8+1d4). If a master at arms is present he will take precedence over the second in command and lead the group if the leader is killed.

There is a percentage chance equal to half the number of Astral men (so if there are 60 Astral men a 30% chance) for a Cleric to be with the group, level 7-10 (6+1d4).

**Astral Wanderer:** These free spirits have broken away from their Unseen Masters and live outside their rule. Chaotic Evil wanderers delight in upsetting the rigid order imposed on the Astral Plane by the Unseen Masters and waste their freedom raping and pillaging any poor souls they encounter. Chaotic Neutral wanderers seek the depths of the Astral void, reveling in their freedom but otherwise desiring only the company of their own kind. Chaotic Good wanderers form the backbone of an active resistance movement that seeks to free the many slaves of the Unseen Masters and seeks their eventual overthrow.

### **Intellect Devourer**

**Frequency:** Very rare

**No. Encountered:** 1 or 2-4

**Size:** Small

**Move:** 90 ft.

**AC:** -1

**Hit Dice:** 6

**Attacks:** 4

**Damage:** 1d4/1d4/1d4/1d4

**Special Attacks:** Body thief

**Special Defenses:** +2 weapon to hit

**Magic Resistance:** Standard

**Lair Probability:** 25%

**Intelligence:** Average

**Alignment:** Chaotic Evil

**Level/XP:** 400 + 6/hp

No one is quite sure where these loathsome creatures came from but they are found underground on the prime material plane and throughout the outer planes. They are particularly numerous on the Astral Plane, though there is debate on whether they are found there because they originate there, or if they are passing through the crossroads of the planes.

When Intellect Devourers come across a recently dead body (7 days or less) they crawl into the skull and consume the brain, then control the body like a puppeteer controls a marionette. In the process of consuming the

brain they gain limited access to the dead victim's memories and try to stay with the victim's associates for protection. In combat situations they will do everything possible to shield their new host but are craft enough to not appear openly cowardly while doing so.

Approximate seven days after death, the body's processes begin to break down, at which time the Intellect Devourer will abandon its host and seek a new one, dramatically bursting forth from the skull, exploding it in the process.

In addition to the ability to control the bodies of the dead, Intellect Devourers possess all the abilities of a 6<sup>th</sup> level Mentalist, which they can use while in possession of a host body.

### Unseen Masters

**Frequency:** Very Rare

**No. Encountered:** 1 or 1-4

**Size:** Medium

**Move:** 120 ft. (240 ft. in the Astral Plane)

**AC:** 2

**Hit Dice:** 9+4

**Attacks:** 3

**Damage:** 1-4/1-4/1-6

**Special Attacks:** Psychic abilities

**Special Defenses:** None

**Magic Resistance:** 50%

**Lair Probability:** 30%

**Intelligence:** Super-Genius

**Alignment:** Lawful Evil

**Level/XP:** 1,400 + 12/hp

The Unseen Masters are a famously secretive, xenophobic race that uses their psychic abilities to mask their appearance from others, rendering their faces a formless blur. They are masters of using magic and psionics to manipulate other races physically to suit their needs, and bend them to their will, making slaves of entire races of their own creation. They are believed to have created the aboleths, duergar and doppelgangers, races they use to control vast areas of the Astral Plane. Like everything about this race, their ultimate goals are unknown.

Unseen masters have the psychic abilities of a 12<sup>th</sup> level Mentalist.

## The Nexus Campaign

The Nexus campaign takes place entirely in the Astral Plane, in a city called Nexus. This city, as its name suggests, is a planar crossroads, with visitors from all the planes of existence passing through.

Walking the streets of Nexus one might encounter a merchant selling rare spices from a hellish desert world locked in eternal war, or a group of demons on their way to one of the prime planes to harvest souls for their master.

The city itself is built on a huge mountain of earth and rock. While there are many such "asteroids" floating in the Astral sea, Nexus is the only one whose location is permanently fixed.

Nexus is also home to bizarre and barely understood gateways, which open randomly on the outer planes, the inner planes and a myriad of "prime" planes. These features make Nexus a beacon of commerce, diplomacy and intrigue.

The upper regions of Nexus are the oldest inhabited areas of the city and are the most vulnerable to attack from Astral denizens and are thus inhabited by the lowest rungs of society. Just below the surface are the vital mercantile sections of the city. Protected from the surface, but close enough to react quickly to new arrivals, these areas are a hotbed of activity.

Deeper down are the newer, richer areas of the city and finally, in newly dug chambers are the areas controlled by the Unseen Masters. These areas are heavily patrolled and checks for identification are common. The penalty for being down here without the permission of the Unseen Masters is death.



The ruthless Unseen Masters and their servants, the Duergar, Dopplegangers and men, ruthlessly gained control over the city shortly after their arrival over thirty years ago. The players are part of a resistance movement against them, seeking to oust the Unseen Masters and return freedom to the city.

## Movement on the astral plane

Characters can move in three dimensions on the Astral Plane by force of thought, “flying” with perfect maneuverability. Rather than moving according to their size and encumbrance level, a character on the Astral Plane moves 10x his Intelligence score per round in feet. So a character with a 10 Intelligence score could move 100 ft. per round even if he was a dwarf in plate mail.

## Nexus random encounters

Encounters in Nexus fall into three basic varieties: creatures native to the Astral Plane, creatures visiting the city (or trapped or summoned to it) and creatures who are just passing through.

d%	Monster Encountered	#
01-02	Unseen Master	1-4
03-04	Intellect Devourer	2-4
05-07	NPC Party	Varies
08-11	Duergar	1-10
12-15	Ogre Mage	1-6
16-20	Demon, Babau	1-3
21-25	Sphinx, Hieraco-	1
26-30	Spider, Phase	1
31-40	Men, Astral	10-100
41-50	Men, Astral Wanderers	10-100
51-60	Devil, Manalishi	2-20
61-70	Demon, Class A	1-3
71-75	Will-o-the-wisp	1-3
76-80	Devil, Bone Devil	1-2
81-85	Planar Gateway (see below)	1
86-89	Demon, Demonette	1
90-93	Succubus	1
94-96	Demon, Demoniac	1
97-98	Brain Mole	1-4
99-00	Doppleganger	1-4

## Planar Gateways

Another feature of Nexus, and where the city gets its name, are the gateways that appear randomly throughout the city. These are doorways to other worlds and you never know where the doorways lead, or how long they will last, until you step through and see what’s on the other side. No one knows who created the gateways but their appearance in and around the vast mountain of rock, the only permanent feature in the Astral sea, which otherwise constantly changes, leaves little doubt but that they were artificially constructed by some being or beings of immense power, possibly the gods themselves.

The destination of planar gateways is strictly the province of the game master, who will use them as plot devices within the ongoing campaign.

Once a gate has appeared, it stays in that location and stays tied to one plane, for a period of 1-12 hours. Once word of a new gateway has spread denizens of Nexus will begin to investigate the area to see where the gate goes and what opportunities that creates within the span of 1-12 hours. In other words, by the time word gets around the gate might already be gone. This opens up opportunities of its own and many thieves will camp out the area around a gate to prey on the curious.

A Mentalist has a 5% chance per level of summoning a gate and a 10% chance per level of “tuning” an open gate onto the plane of her choice. There is always a 1% chance of failure to correctly tune a gate and often a gate will *seem* to be properly tuned, only to lead to a slightly different plane.

A Mentalist can attempt to summon a gate once per 24 hours and can attempt to tune a gate once per hour. The duration of a gate is still randomly determined at 1-12 hours.

### Alternate Primes

While the inner and outer planes are common destination for Nexus gateways, there are also numerous “prime” planes, home to demi-humans and humanoids. These planes make excellent adventure destinations for low and mid-level PCs. The ones described below are by no means the only possible destinations.

### Earth

This world is of particular interest to the Unseen Masters and any Nexus gateways to this world attract their attention quickly (within 1-4 hours). Technologically, the world is comparable to most Prime planes, populated with numerous petty kingdoms that war among themselves using sword and shield in a manner very familiar to most visitors.

But somehow, Earth is a world that has developed without any magic or psychic abilities at all. As always, the reason for the Unseen Masters' intense interest in Earth is unclear. Perhaps they wish to understand how this one Prime plane, unique among the myriad of planes thus far encountered, could develop with no supernatural forces at all. More likely, they see this as a world ripe for easy conquest.

### **Hell World**

A powerful demon prince conquered this world over 300 years ago and since then has been remaking the world to his tastes. Demons of all kinds are frightfully common here and even the flora and fauna have begun to take on abyssal characteristics.

### **Lost World**

For whatever reason this world developed along different lines than most. Humans and demi-humans are primitive savages in a world dominated by enormous reptiles and giant apes. Even less understood, travelers to this alternate prime also encounter strange men from different time periods of Earth history, such as lost Roman legions from Earth's past. Why this plane would have a special connection with Earth, a world otherwise devoid of magic is not understood.

### **Mirror World**

This world seems remarkably like the world the PCs are from except it is a world of opposites. The PCs are powerful figures in this world, of an opposite alignment from their counterparts. Thus, if the PCs are a fledgling good group, they will find themselves powerful, influential figures on this world but evil to the core.

Even more chilling, this world diverged within the lifetimes of the PCs, who really *were* fledgling adventurers striving to make the world a better place at one point. If the PCs want to know what went "wrong", they might try to find themselves and ask. They might find sympathy, a helping hand, or a force of evil that believes he did the right thing anyway, who encour-

ages a PC to follow in his footsteps for an end that justifies any means.

### **The World of Arkara**

An artifact of immense power causes all gates to this plane to open into a "waiting room" of the Lord Chancellor's Tower in the Jadakan Academy of Magic. Here visitors will be treated politely and fed, while they are asked detailed questions about their plane of origin. Belligerent guests are evicted back through the gate or killed.



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