

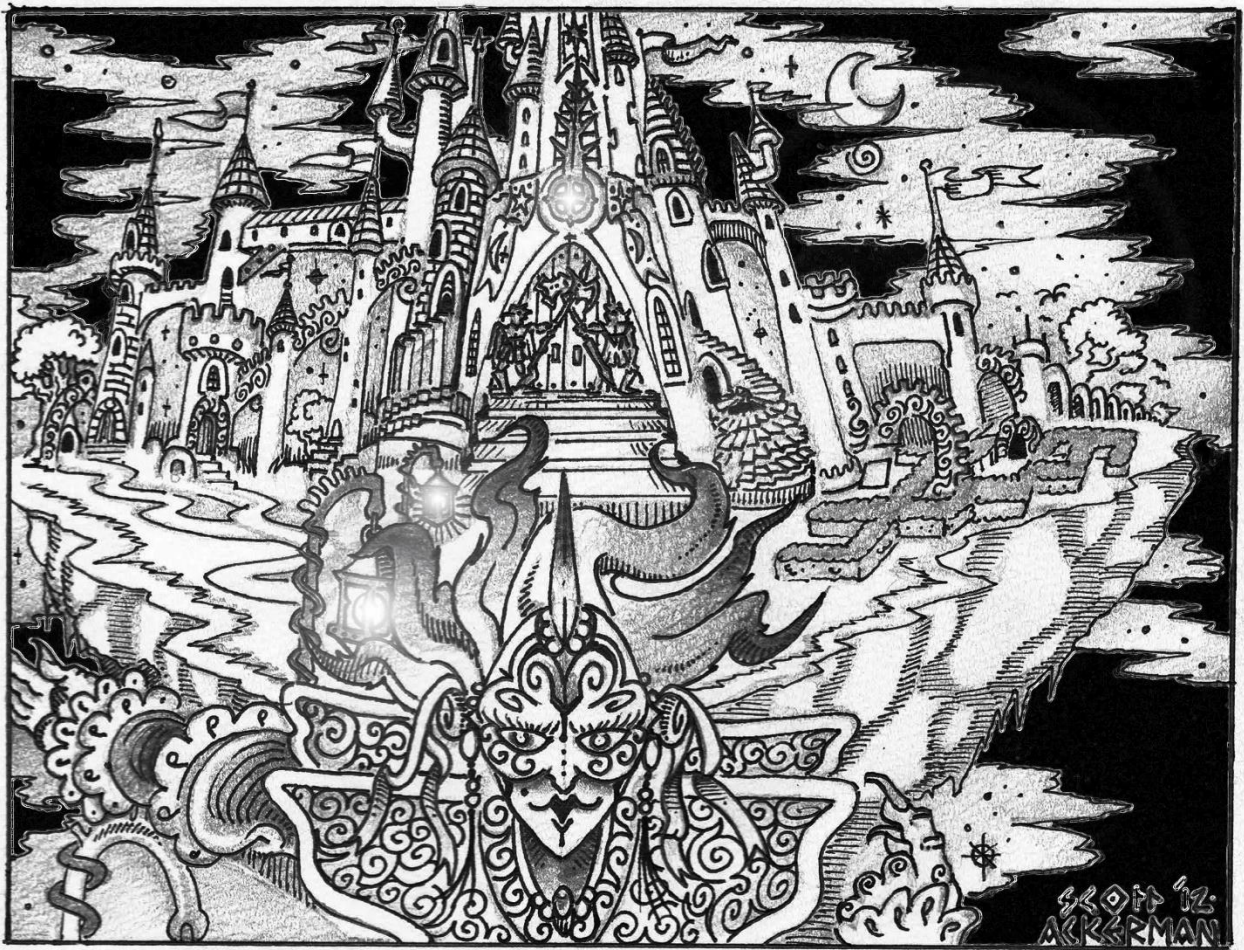
Relics of the Akashics



By Matthew Skail

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LORE OF THE DEAD

Over a thousand years ago, there was a great empire among the stars. Both bright and terrible, the **Akashic Empire** spread its tendrils through hundreds of worlds, crushing native resistance and using their psychic powers to enslave entire races. Led by a humanish race called the Vren, the **Akashics** believed in the existence of the **Akashic Overmind**, a force connecting all sentient species capable of thought. Unfortunately, this did not lead to a sense of community with their fellow species but instead it led to a righteous belief in the superiority of innately psionic races, themselves in particular.

Using their psionics they dominated or overwhelmed planet after planet, allowing those with psionic potential to join as lesser client races and enslaving any worlds without psionic races on them. They stole the technology of the races they conquered and forced their newly 'elevated' slaves to continue develop tools for their psychic overlords.



In time, they developed technology outstripping any rivals. They created Meta-Tech, technology interfacing with their psionic abilities allowing it to perform wonders beyond the understanding of races limited to merely meat and machine interfacing. Performing horrific experiments and abominable procedures on enemies and slave worlds, they advanced their knowledge of life and the capabilities of flesh until it reached levels undreamt of by more sane species.

Eventually their threat was so great the free worlds of the galaxy banded together to stop them. Led by the Knights of the Star and the Void (who had temporarily set aside their own hatred for this greater threat), a desperate war raged across the myriad systems of inhabited space. World Thorns shattered continents, the Eye of the Akashic Mind was unleashed, races were snuffed out by the Seeds of Seymiri.

In the end, the Vren were pushed back as their slaves died or were liberated. Having retreated to their homeworld, surrounded by the capital ships of their enemies, they surrendered. As the Star Knights accepted, the Void Knights refused and unveiled their secret weapon, the Starkiller. Many of the allied ships didn't escape the system before the supernova erased the Vren homeworld and with it what little remained of their race.

This was centuries ago. Though the Vren are long dead (or relegated to 'ghost ship' sightings) many of their creations linger to this day. Some were salvaged and used by the freed slave races. Others linger in dark ruins on barren worlds or floating in derelict space hulks. As antiquities, these items fetch a high price among collectors, museums, scientists, militaries, and especially psionic races and individuals. Though they are nearly impossible to repair or replicate, many continue to try. Luckily (or unluckily?) most of these items are so durable or self-repairing many found today are still at least partially functional.

A party of scavengers could make a pretty credit if they located a cache of operating Vren technology.

All they have to do is survive any remaining defenses left behind by these sadistic beings.



Knowledge from the Overmind

This book is designed for **Referees** primarily to provide player characters with strange and exotic weapons and equipment for them to hunt for and use (or come against). Many of the items in this book are intentionally quite powerful, and **Referees** should tread carefully before putting them in their campaign. What would a group of vengeful players do with a **World Thorn** and its capacity to destroy a continent? The items in this book could also lead to stories about the nature of war and the pursuit of science without any ethical or moral constraints. The galaxy is, as always, yours to explore.

Very few items proved a credit cost. Though these items could be sold on a black market, their value would fluctuate quite wildly based on the item, the world the selling is happening on, and if the buyer can actually use the item (many are keyed to work only for those with psychic abilities). As such, the **Referee** will need to determine the worth in their home campaigns, much like other forms of **Advanced Equipment**.

This guide is written with the rules from *Dys Games' Psionics* in mind. However, where possible, I will attempt to include advice for other potential systems as I might imagine them.

Notes from the Armory

Power Requirements: many of the devices developed by the **Akashic Empire** were designed to react to specific psychic powers. For purposes of mechanics, when a power reacts to a form of a power (such as working for telepaths, or telekinetics), it will work with any psionic character with any degree of such ability. In **Psionics**, this would include either a **Psion** with **Discipline** or **Focus** related to the power requirement. In other systems, it refers to a character who has the ability to perform similar powers, no matter to what degree of competency. As always, the **Referee** has the final say.

When two characters try to take control of the same device mentally, then the more powerful should usually win (a character who can only read thoughts would lose control to someone who can both read and send thoughts, meanwhile two equal telepaths would default to level).

Charges: the ancient power cell technology of the Vren, though advanced, are centuries old. Only a truly skilled scientist, knowledgeable in the history of Vren technology, with an advanced laboratory could hope to succeed without risk to themselves or the equipment. This means scavenging new cells to replace the old ones is usually the only way to use the items after the power cell has expired.

It is possible to attempt a regular recharge of a cell. The character must have some electronics knowledge and pass a **Saving Throw** to succeed. A failure results in the cell losing 1d6 charges from its potential maximum capacity permanently. A roll of 1 indicates the cell explodes or otherwise catastrophically malfunctions. A success indicates the cell is recharged with only a single permanent loss to its potential maximum capacity. A roll of 20 indicates the cell recharges with no loss of storage capacity.

Vren cells typically hold 30 charges, but over the ages they too have decayed so finding cells with less than maximum capacity is quite common. If **Referee** wishes to decide randomly how many charges remain in a cell, they should roll 1d20+10 to see.

Arms of the Infallible Warrior

Astra of Unavoidable Thoughts (Crystal Guns)

Though many races of the galaxy dispensed with slug throwers once laser technology surpassed them, the Vren had a use for weapons with a physical projectile. These elegant looking guns fire a crystal shard impregnated with both nanite based psychic networks and a plasma ignition chemical. In the hands of a non-psychic, these weapons inflict damage as though they are **Laser Guns** or **Laser Rifles**. Pistols hold 10 rounds and rifles usually 20.

In the hands of a telekinetic, however, these weapons exhibit a remarkable ability. Whenever firing a shot, the psychic can roll **To Hit** twice and take the best roll as they telekinetically bend the ammunition to strike a target they would have otherwise missed. They can also shoot around corners and up an over cover with this ability.

Crown of Benevolence (Astra Stone Diadem)

Crowns of Benevolence are clearly misnamed tools of war. Also called **Astra Stone Diadem** for the bright blue crystal in this silver and black metal headpiece, these pieces of jewelry are potent weapons. When worn by a character with telepathic ability, they can attack targets with agonizingly painful bolts of mental energy. The wearer can either choose to inflict pain (the target suffers a -2 to all **To Hit** and **Saving Throws** for 1d6 minutes) or damage (the target suffers 1d6 damage). A target can avoid either of these effects with a **Saving Throw**. Both have a range of 50'.

If the wearer possesses a natural power to inflict pain or damage with their mind, then this device gives the victim a -2 to **Saving Throws** to resist such powers, and the wearer does an additional 1d6 of damage.

Crystal Blades (Nandaka Blades)

The Vren were fascinated by melee combat. A duel between two Vren is a battle between both the body and the mind. Duelists needed to shield their intentions from a foe who could read their body language and their mind. When they encountered other races who could not read their minds, they discovered the perverse cruelty of toying with their opponents.

As their name would imply, these 2'-4' long swords are made of some strange crystalline material, similar to the astra stones. Ubiquitous during the war, and nearly indestructible except through concerted effort, more **Crystal Blades** remain than any other piece of Vren technology. Even non-psychics can use them, though not as effectively. In the hands of a non-psychic they function identically to a **Mono-Blade** (1d6+2 damage, 4 lbs). However, in the hands of a psionic character they reveal their true power. A psionic character instinctively knows how to wield a **Nandaka Blade** they hold as it resonates with their psychic abilities. Any attacks with this blade gain a +1 **To Hit** and **Damage**.

There are many varieties of **Nandaka Blades** and they come in all shapes and sizes, from knives to axes to even spears or double blades. Also, the Vren worked tirelessly on crafting newer and better weapons for their elite, so occasionally it is possible to find one with an additional bonus, from +1 to +3 **To Hit** and **Damage**. Some even provide additional benefits, such as the ability to parry blasts from laser weapons or slice through armor. Some are whispered to hold the consciousness of sacrificed psychics, unholy weapons inhabited by psychic Augmented Intelligences able to use powers on their own. Such artifacts would be valuable nearly beyond measure.

Crystal Blades are common enough even today and they rarely run more than 100 to 200 credits.

Enlightening Rod (Focus Staff)

Like most pieces of Vren technology, this staff is typically a work of art. Beautiful etchings and designs cover the silvery metal and the head is adorned with one or more colorful focusing gem stones. In the hands of a psychic, all powers they use to inflict damage do an additional point of damage per die. Furthermore, all targets of their powers make their **Saving Throws** at a -1 penalty. Some more potent versions of this item inflict a -2 or even -3 penalty, or add a bonus die of damage to any psychic attack.

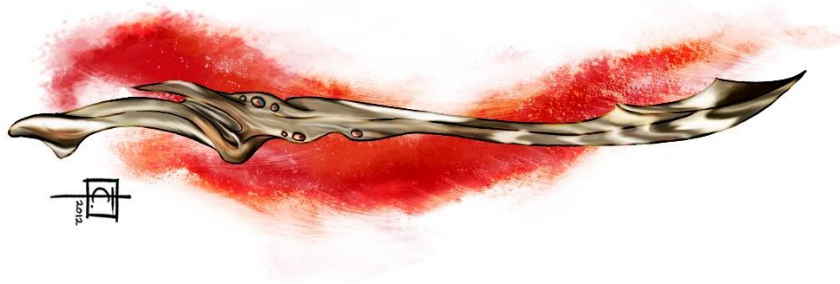
The Five-Fold Irresistible Sword

This white short sword appears made of some kind of ceramic material. Symbols of time and eternity are scribed along its length. Unlike most of the other weapons though, it does have a power cell receptacle and needs a power cell to fully function.

When not charged, the blade is treated as a **Nandaka Blade** with an additional +1 **To Hit** and **Damage** in the hands of a psychic (for a total of +2).

When a psychic wielder activates it, the blade explodes along the paths of destiny as seen by the **Akashic Overmind**. To an outsider it appears as though the wielder is swinging while five or ten phantom blades flicker in and out of existence, seeking a time line where the wielder makes a perfect strike. Each round the blade is activated, a charge is spent. During those rounds, the wielder gains an additional +2 **To Hit** and if they land a successful blow, they inflict maximum damage.

These blades, when found in working order, are highly prized.



Sphere of The Crescent Moon

These silvery soft-ball sized orbs are beautiful but deadly weapons. When linked to a telepath, these weapons float near the character's head. When the psychic is endangered, the sphere responds to its owner's thoughts and lashes out at the danger with crescent shaped energy bursts. The sphere attacks with a +4 **To Hit** and inflicts 1d6+2 damage on a target within 100'. The sphere attacks once a round without using the telepath's action or concentration. Effectively this device grants its user a free attack every round, just using the stats above.

A character can attack the **Sphere** by hitting an **Armor Class** of -2[22]. It has 10 **Hit Points**. It suffers half damage from laser weapons and **Star Swords** thanks to its reflective shell.

Unquenchable Blade (Force Sword)

These weapons appear as nothing of the sort. When the Vren initially entered battle with a new species, the rumor quickly spreads of the Vren's ability to kill with nothing but the wave of a hand. The **Unquenchable Blade** was the source of this belief. This weapon is a ring of black metal with dense psychic focusers. When worn by a telekinetic character, they can create an invisible 'sword' of telekinetic force. This weapon is weightless and inflicts 1d6+2 damage. All attacks are treated as though from behind the target (+2 **To Hit**, ignore shields).

Unyielding Serpent (Force Whip)

These weapons appear as nothing more than slender, silver or black handles with no buttons or other obvious means of activation. When held by a character with any form of telekinetic ability their true nature is revealed. The rod projects an invisible line of force between 10' and 15'. The wielder can then utilize this focused telekinetic energy as a whip to attack and entangle foes. As the whip is invisible, it is incredibly difficult to dodge, meaning the user always strikes as though from behind (+2 **To Hit**, ignore shields). Further, if you roll 4 more than what is needed to hit, you can grapple an opponent's limb or weapon. They can try to pull free by making a **Saving Throw** on their

round, otherwise you can either automatically inflict damage or otherwise control the target's limb to trip or disarm them. The **Force Whip** inflicts 1d6 damage and weighs 2 lbs. As these devices are merely channels for a character's natural telekinetic ability, they neither require proficiency nor power.

PANOPLY OF THE UNYIELDING KINGS

Aegis Irrefutable (Force Shield)

This device is similar to existing energy shields, and some say the modern energy shields were originally developed from the Vren shields. A functioning **Aegis** not only provides a +2 to **Armor Class** versus physical and energy attacks, but in the hands of a telekinetic character, it can be used to deflect missile attacks if the wielder makes a **Saving Throw**. If the **Saving Throw** is successful, the character takes no damage. If they fail, the attacker must still successfully make a **To Hit** roll to do damage to the character.

Karna Suit (Black Battle Mesh)

This shiny black body suit is so light and skin tight it can be worn under normal clothing. The material is embedded with psychic nano-circuitry. When worn by a character with telekinetic abilities, the suit wreaths the wearer with a telekinetic field providing a +1 to **Armor Class** and **Saving Throws** to attacks that can be avoided or dodged. This bonus stacks with any armor they wear over the suit. When worn by a character with the ability to psychically alter their forms, the **Karna Suit** allows them to perfectly imitate the appearance of any humanoid being whose DNA they have touched with the suit (whether by touching the target themselves, or a blood or hair sample, or some other means of procuring the DNA). Finally, when worn by a psychic with any ability to obfuscate their presence, it increases their chance of surprising an opponent by +1.





Neratha Assault Suit (Standard Battle Dress)

The **Neratha Assault Suit** was the most common armor worn by frontline Vren soldiers. It is light and durable, made from high grade polymers and dense crystal inserts. The suit protects as **Medium Armor** but is treated as **Light Armor** in regards to who can use it. It weighs only 20 lbs. Unlike much of their gear, these suits do not actually have a psychic component, meaning anyone can use them to their full benefit. They are sometimes found for anywhere from a 100 credits to 500 credits.

Venka Battle Dress (Meta Battle Suit)

Rarely seen but always feared, the **Venka Battle Dress** was a suit of advanced powered armor. When worn by a non-psychic, this armor merely acts as **Heavy Armor** with a -3 movement penalty, as they are unable to integrate with the suit's nano-circuitry. When worn by a psychic character, their abilities allow them to use the full powers of the **Battle Dress**. For a psychic, this suit is treated as **Light Armor**, though provides protection as **Heavy Armor**. Telekinetic amplifiers lift the wearer and the suit, allowing them to move with great speed, granting a +3 **Movement** and allowing the wearer to leap up to 30' horizontally and 15' vertically. The suit heightens the wearer's connection to the **Akashic Overmind**, granting them a +2 **To**

Hit with any attack, and the ability to see 120' in darkness.

While **Venka Battle Dress** has many advantages, it is not as strong as normal **Powered Armor**. It only provides a +2 to damage in melee combat.

CELESTIAL TREASURES OF THE ASCENDED

Amulet of Silence

Even a naturally telepathic race would occasionally want to speak without prying thinkers listening in. When activated, the **Amulet of Silence** creates a 10' radius field of psychic static making it impossible to use telepathic or divinatory abilities in the radius. A person can neither use powers into or out of the field. Activating the **Amulet** requires a telepath to actually focus on it. It doesn't prohibit them from walking and talking, but the concentration needed prevents fighting or using other psychic abilities.

Astra of Power

The **Astra of Power** are actually a group of items. They are beautiful gem stones of different shapes and colors, typically an inch across in size. To the uninitiated, they simply appear as valuable jewels of an odd color and make. To a psychic, they can feel the stones resonating with their powers when they are only a few feet away. **Astras of Power** are worked into jewelry, such as rings and necklaces, or can float around the head of a psychic gifted with telekinetic ability without using any of their power or concentration.

Trying to grab or stop a floating **Astra** requires an attack roll against an **Armor Class** of -4[23]. If struck to destroy, each stone has 10 **Hit Points**.

Astra of Power have a variety of abilities depending on their make:

- **Awareness:** This **Astra** works for psychics with extra sensory powers. Their psychic abilities improve providing nearly precognitive hyper-awareness. They gain a +1 to surprise rolls to avoid surprise and all their detection powers have their range or area doubled (this stacks with an **Astra of Elongation**).
- **Augmentation:** This **Astra** increases the power of a psychic, granting them an additional use per day of their psychic powers. In systems other than **Psionics** it should allow a free use of one power a day.
- **Defense:** This **Astra** creates a field of psychic static around the wearer, redirectiona their own ambient psionic power. They gain a +1 to **Saving Throws** versus psionics or other effects targeting the wearer's mind.
- **Elongation:** This **Astra** doubles the range of any psychic's powers.
- **Empowerment:** This **Astra** strengthens the potency of a psionic. Any power used by a psionic with one of these **Astra** forces its victims to make **Saving Throws** at a -2 to resist the psychic's powers.
- **Enduring:** This **Astra** doubles the duration of any psychic's powers.
- **Enlightenment:** These **Astra** contain a single psychic power any user will be able to use as though they knew it normally. As long at the **Astra** remains on their possession, the power is treated as one of their own known powers.
- **Eternity:** This **Astra** was highly prized. An early focus of immortality research, once worn for a month this **Astra** halts the aging of any psychic with healing capability. The only downside is they cannot access their healing abilities while doing so. If they do choose to use their healing psionic power, the **Astra** goes dormant for a month.
- **Obfuscation:** For those psychics with abilities to disguise, confuse, or misdirect their targets, this **Astra** increases a wearer's chance of surprise by +1.
- **Sustainment:** To a psychic with healing ability, this **Astra** will allow them to live without food, water, or oxygen.
- **Transformation:** This **Astra** allows psychics with the ability to transform their shape to hold and maintain one transformation per 3 levels without cost to their normal number of psionic uses per day. It takes one hour to re-set a transformation, but otherwise while wearing this device their power has an unlimited duration.

Boots of Grace

These strange metallic boots help focus a telekinetic's ability on their own body. This allows them to bend and reshape the force they project to give them lift and extra speed. It increases a telekinetic's movement by +3. A wearer can 'glide' across the air from a range equal to their telekinesis ability, effectively skate-flying at their ground

movement rate. They can leap 30' straight up and 60' horizontally (assuming they stay within range of their telekinesis).

Crown of Containment

Designed with the same beauty and artistry of all Vren devices, it may be the most beautiful set of 'handcuffs' ever created. A psionic who dons (or is forced to don) this ornate metal band is rendered incapable of using any psionic abilities whatsoever. Further, a powerful mental command prohibits the wearer from willingly removing it. It clamps onto the wearer's head, preventing accidental removal. Only the most powerful psychics can resist a **Crown of Containment** (-8 to **Saving Throw** to remove the crown) and usually there are others there to make certain the **Crown** is refitted immediately.

Golden Drops of Divine Essence

Unlike the **Immortality Elixir**, this powerful combination of nanite technology and psionic power over life, actually can retard aging. This was reserved only for Vren elite and was one of many technologies they perfected to extend their lifespan. The secret to its creation is believed to have died with the Vren, but some historians believe it actually required the sacrifice of other sentient lives. Those who believe this theory say it took roughly 10 living sentient beings to provide a drop of **Divine Essence**. If this were true, it would explain why the Vren were so interested in continuously expanding their empire.

Each drop of **Divine Essence** will cause the drinker to regain a year of their life, up to their racial prime. Vials found tend to have 1d10 drops remaining, though some ancient carrier ships have been discovered with tubes of a 100 drops or more. Such a cargo would be beyond valuable; assuming one does not believe the rumors of how it was created.

Gravatic Suspensors

The true name of these 1" across silver disks is long forgotten. Undoubtedly the Vren called it something elaborate and pretentious, like they did most of their gear. The ubiquity and workaday nature of these objects means many still exist. To use them, a telekinetic must attach them to an object. The suspensor will then resonate the telekinetic's power and lift the object, causing it to float three or four feet off the ground. Though it uses the power of the telekinetic, it requires no concentration or energy on their part. If the object weighs more than 50 lbs, the suspensor will offset 50 lbs and make the object lighter. These were often applied to heavy weapons allowing the user to carry them more effectively.

Immortality Elixir

The Vren were no fools. When they encountered a powerful system too costly to conquer directly, they used other tools to bring them into the fold. The **Immortality Elixir** was one such poisoned chalice they offered new 'allies'. The Vren would approach the world's leadership as friends seeking an alliance. To sweeten the deal, they would offer the leading nobles or diplomats this cocktail of advanced nanite biological adjusters. When consumed, the nanites would work to repair damage caused by age and disease. This effectively reduces the age of the drinker by 10 years, or to racial prime, whichever is less. An elderly senator or world president could take a few of these and be reduced to their prime, and maintain that age, as long as they continued to please their new 'friends'.

Of course there was more to the elixir than they were told.

The elixir embeds psychically responsive nanites in the drinker's brainstem. The nanites project a signal any telepath can sense within the range of their telepathy, even when they are not actively using their powers. This signal indicates the drinker's weakness and vulnerability to telepathy. The drinker suffers a -2 to **Saving Throws** versus psionic abilities to influence their mind, and any telepath (even one who cannot normally exert control over others) can attempt to gain control of the character. This control can either be in the form of subtle suggestions the drinker will consider their own ideas if they fail a **Saving Throw**, or outright body theft in which the telepath controls the drinker's movements and actions so long as they concentrate (and the drinker fails their **Saving Throw**).

If something attacks and neutralizes the nanites somehow, the character will age ten times as quickly until they return to their true age...sometimes with fatal results.

Few today know the dark side effect of this device, and occasionally caches of it are discovered and mistaken for **Golden Drops of Divine Essence**. To many, even those who know it's potential downsides, it is worth any price.

Rod of Righteousness

This elaborate rod was a sign of leadership and authority among the Vren. A telepath holding one of these rods projects an aura of fear and indomitable authority. Any non-psychic who wishes to act against a telepath baring one of these devices must succeed at a **Saving Throw** or else be unable to act against the telepath. A character who has failed a **Saving Throw** cannot try again until an hour has passed. They are not compelled to follow orders, though many weak willed targets will.

Seeds of Seymiri

These innocuous looking seeds and soil fertilizer were another of the many poisoned chalice the Vren offered to races they sought to bring under control without risking their forces in combat. Initially a beneficent gift, the seeds can triple or even quadruple the yield of other crops. The only oddity are small, white spore baring flowers growing along with the crops. These weeds release their spores and spread into the surrounding fields and countryside. Offered to enough farms over a client world, the spores can easily cover a planet in a growing season. So long as the client world continues to act as the Vren desire, the seeds simply continue to increase a planet's harvest yield.

Should a telepath choose to, they can unlock the destructive potential of the seeds with an hour of concentration in a field full of the weeds. These Meta-Tech modified plants will begin to rapidly evolve, absorbing all the plants and material around them. Massive stalks shoot from the fields, some between 9' and 12' tall. These stalks are not just hideous plants, they are deadly predators.

Seymiri

ARMOR CLASS	5 [14]
HIT DICE	3
TOTAL HIT BONUS	+4
ATTACKS	Thorny Maw (1d6+1)
SAVING THROW	16
SPECIAL	Blinding Spray
Movement	6
HDE/XP	2/90

Ground infected by the **Seeds of Seymiri** releases these hideous plant-creatures. Seymiri spawn around 40-50 per acre. They immediately begin to hunt all animal life. Once an hour they can exhale a cloud of caustic spores in a 20' wide and long cone. Any non-seymiri in the cloud must make a **Saving Throw** or be blinded for 1d6 days.

Any field Seymiri sprout from is rendered dead and inert, unable to sustain plant life for years. Even if the plants are destroyed, the planet may well be doomed.

Seymiri respond to telepathic commands and will not attack a psionic creature.

When found, **Seeds of Seymiri** have a 50% chance of being bad and immediately spawning the Seymiri instead of improving crop yield.



World Thorns

These twenty foot long, midnight black obelisks are deadly and feared weapons. **World Thorns** must be dropped from orbit or deliberately planted into the ground to at least half their length. When activated, a **World Thorn** transmits potent shockwaves that harmonize with fault lines, ground stress, and structural weaknesses within a hundred miles. Most cities will collapse in less than an hour, even if they aren't near a fault-line. Sink holes will open and constructions shatter. If set near a major fault line, massive earthquakes will rip through the area tearing cities and even land masses apart.

These doomsday weapons were rarely used, for obvious reasons. The only saving grace is they cannot be armed except by a telepath, meaning many would be tyrant who has managed to somehow locate one of these weapons has been unable to use them. Once activated, another telepath could attempt to disarm the device, by making a **Saving Throw**. A **World Thorn** can be set on a timer for anything from 10 minutes to an hour.

CHARIOTS OF THE GODS

The Vren also applied their advanced technology to newer and better ships than any the galaxy had previously seen. Their navies were often smaller than those of their foes, but far more potent and this almost always gave them the edge over their enemies.

Most **Akashic Empire** ships met their end with the death of their makers. However, occasionally a downed fighter or old museum piece can be restored to working order. Some ships have been found in deep space, drifting in the black void with corpses at the helm. More than one surviving ship has been accused of being 'haunted'. There are rumors that deep in the Outer Rim there are ancient machine factories still maintained by the Augmented Intelligences the Vren tasked with building their war machines. If someone could break into these factories and reprogram the A.I. they could build a navy powerful enough take over their own system.

RAPTOR ASSAULT FIGHTER

ARMOR CLASS 2 [17]

HIT POINTS 25

SHIELD STRENGTH 3 (6)

Movement 15 (18)

TARGETING +2 (+4)

ATTACK 4d6 (Laser Cannons) [pilot-linked]

MODIFICATIONS Faster-Than-Light Drive, Shield Capacitor, Proton Missiles

These small, elegant ships have room for one pilot. The crew compartment has psionic-reactive controls allowing a psychic pilot to integrate with the vehicle as though it's an extension of their own body. A non-psionic pilot can still fly a raptor, but it's not nearly as responsive to their intentions. The statistics listed in parenthesis are used when the ship is flown by a psionic pilot.

VITTHAKAL STAR CRUISER

ARMOR CLASS 3 [16]

HIT POINTS 90

SHIELD STRENGTH 8 (16)

Movement 10 (12)

TARGETING +2 (+4)

ATTACK 4d6 (4 Laser Cannons), Proton Missiles x2 (8d6)

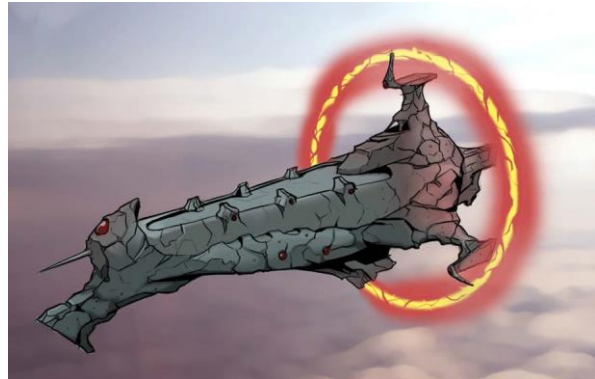
MODIFICATIONS Faster-Than-Light Drive, Shield Capacitor(2), Tractor Beam.

The Vitthakal cruiser is a cross between a cruiser and gunship. This glorious ship made with sweeping spines and towers looks almost like a floating castle or some bizarre crystal formation. As with all Vren ships, there are psychic interfaces on all components. When the ship is piloted or manned by psychic crew, it uses the statistics in parenthesis. The linked systems allow the ship to be flown with only a crew of six, but it can hold up to a hundred passengers or soldiers.

VIMANA WORLD ENDER CLASS JUGGERNAUT

ARMOR CLASS	3 [16]
HIT POINTS	250
SHIELD STRENGTH	25 (40)
<i>Movement</i>	4 (8)
TARGETING	+3 (+6)
ATTACK	Heavy Laser x25 (6d6), Ion Charge x8 (2d6), Psy-Lance, Proton Missile x4 (12d6)
MODIFICATIONS	Automatic Weapons (10), Cloaking Device, Faster-Than-Light Drive, Ion Charge (8), Proton Missiles (4), Tractor Beam (2), Shield Capacitor (3)

The Vimana was one of the most deadly of all known dreadnought class ships. As with all Vren ships, psychic crews piloted the ship and manned the weapons, using the statistics in parenthesis. The automated weapons (typically 10 heavy lasers, 4 ion charges, and 2 proton missiles) use the base stats. In addition, the Vimana bears a spinal mounted weapon called a Psy-Lance. Ten telepaths are required to man and fire this terrible weapon. This 200' wide, five mile long beam, will stun the pilot and crew of any ship caught in its beam for 1d6 rounds unless they pass a ***Saving Throw***. For ships piloted by NPCs, the ***Referee*** should make a single roll. PCs should get their individual saves. Active shields grant a +2 to this ***Saving Throw***.



Appendix

But I don't use psionics in my game! But I'm playing gonzo fantasy and we don't use space ships!

No problem. The items in ***Relics of the Akashics*** can easily be treated as simply advanced super science of some superior alien species. Alternatively, they can be used as magic items.

If your campaign does not use psionics, then there are several options. The easiest is to not have any limitation on using the technology. This makes it equally valuable to all who locate them.

If your campaign uses some other mystic power (such as ***Meditations*** or ***Gifts***) then the technology could be limited to characters possessing those abilities.

Another, very universe dependent, solution would be to have the technology only respond to certain racial DNA. Perhaps it's a racial trait, perhaps it's an unknown secret of a character (group). This makes the technology less useful to the universe at large, but allows for it to be usable by any individual the ***Referee*** needs.

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