

Psychic Power



Players wishing to use a Psychic Power must unlock their Psychic Potential by equipping a token that awakens this latent talent. In 2015, IOUN STONE AMETHYST OVOID was the only “mind-expanding” token, but since then there have been others. The coach will note on the party card when a character has awakened Psychic Power. If a player possesses at least one of the Teeth of Cavadar (ToC) tokens, the player will then add up the number of unique ToC tokens they have equipped. During the adventure, the player may choose to activate one of the Psychic Powers listed below, so long as the player has enough unique ToC equipped to qualify for that Power’s tier. Without any ToC equipped, only *cell repair* may be used. A Psychic Power can only affect the individual who manifests it.

Only one Psychic Power may be used per person per adventure. Equipping more ToC does not grant you additional manifestations of powers, it grants you access to a higher tier’s power. E.g., if you had three ToC equipped, you would have access to the tier 3 power, thus you could manifest *ESP*, or *control mass*, or *adjust mass*, or *cell repair*; not all four, not three, not two.

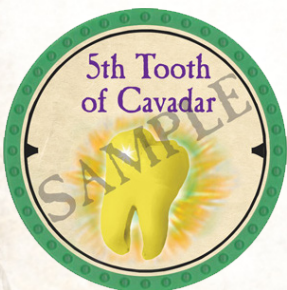
Power Tier	Power	Description (no more than one power from this list may be used)	Duration*	1 st Year Available
0	Cell Repair	Heal 4 HP (once)	instant	2015
1	Adjust Mass	Walk on water as if it were solid ground	full room	2015
2	Control Mass	Greatly slow your fall(s) for no damage	full room	2016
3	ESP	Monsters cannot Surprise you. If the DM tells you you’re Surprised, this retroactively negates it.	full room	2017
4	Planar Vision	Ignore the 50% miss chance when attacking incorporeal targets	full room	2018
5	Mind Shield	Negate the effects of a failed Will saving throw (once)	instant	2019
6	Energy Adjustment	Negate 5 points of Cold, Fire, Shock, or Sonic damage (once)	instant	2020
7	Energy Control	Negate 10 points of Cold, Fire, Shock, or Sonic damage (once)	instant	2021
8	Astral Projection	Gain access to special event [†]	n/a	2021

*All Psychic Powers require a Free Action to activate.

[†]Details to be announced at a later date. This will be a very cool one-time event held in 2021.

How to Access Higher Power Psychic Tiers

The only items that can improve what tier of powers you have access to are the various TOOTH OF CAVADAR tokens. A ToC is a free bonus given to all token collectors for each \$1K in token purchases they make during each token cycle—typically November through October. Like nearly all tokens, you may not equip more than one same-named token. E.g., in 2016 you could have equipped the 1st and 2nd Tooth tokens (and gain access to *control mass*), but not more than one 1st Tooth nor more than one 2nd Tooth.



Every year from 2015–2021, a new Tooth of Cavadar token will be made available to \$1K token collectors. Starting in 2021, all seven Teeth will be able to be combined to make a powerful Eldritch token that will provide access to the highest tier of Psychic Powers as well as other benefits