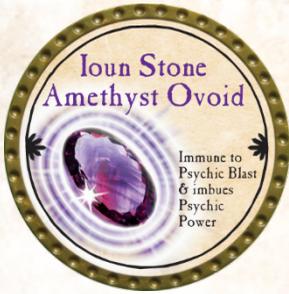


Psychic Power



A new avenue of True Dungeon fun opened to players in 2015 with the release of the Ultra Rare token IOUN STONE AMETHYST OVOID.

That token has two powers. First, it makes its user immune to the *psychic blast* attack that monsters like Mind Flayers and Intellect Devourers can deploy. Second, it unlocks its owner's Psychic Potential.

Players wishing to use a Psychic Power must unlock their Psychic Potential by equipping an IOUN STONE AMETHYST OVOID (or another future token that unlocks Psychic Potential) before the start of their adventure. The coach will note on the party card when a character has Psychic Potential. Each player will then add up the number of unique Teeth of Cavadar tokens they have equipped. During the adventure, the player may choose to activate one of the Psychic Powers below, so long as the player has enough unique Teeth of Cavadar equipped to qualify for that Power's tier. Without any Teeth equipped, only *cell repair* may be used. A Psychic Power can only affect the individual who manifests it.

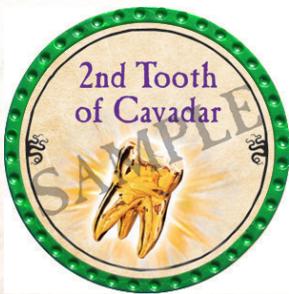
Under no circumstances may more than one Psychic Power be used per person per adventure. Equipping more Teeth does not grant you additional manifestations of powers, it grants you access to a higher tier's power. E.g., if you had three Teeth equipped (not possible until 2017), you would have access to the tier 3 power and 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*
0	Cell Repair	Heal 4 HP (once)	instant
1	Adjust Mass	Walk on water as if it were solid ground	full room
2	Control Mass	Greatly slow your fall(s) for no damage	full room
3	ESP	Monsters cannot Surprise you	full room
4	Planar Vision	Ignore the 50% miss chance when attacking incorporeal targets	full room
5	Mind Shield	Negate the effects of a failed Will saving throw (once)	instant
6	Energy Adjustment	Negate 5 points of Cold, Fire, Shock, or Sonic damage (once)	instant
7	Energy Control	Negate 10 points of Cold, Fire, Shock, or Sonic damage (once)	instant
8	Astral Projection	Gain access to special event [†]	n/a

*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



As of 2016, the only items that are available to improve what tier of powers you have access to are the Ultra Rare tokens 1ST TOOTH OF CAVADAR and 2ND TOOTH OF CAVADAR. A Cavadar tooth token 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 may equip 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, and starting in 2021 all seven Teeth can be combined to make a powerful Eldritch token that will provide access to the highest tier of Psychic Powers as well as other benefits.