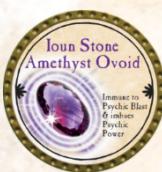


# Psychic Power



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 totals 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.

By default, 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 have three ToC equipped, you 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*	1st 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 <b>your</b> Surprise.	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 <sup>†</sup>	n/a	2022

\*All Psychic Powers require a Free Action to activate.

<sup>†</sup>Details to be announced at a later date. This will be a very cool one-time event held in 2022—as long as in-person events are safe to attend at that time.

## How to Access Higher Psychic Power Tiers

As of 2021, the only items that can improve what tier of powers you have access to are the 1ST – 7TH TOOTH OF CAVADAR tokens. A ToC is a free bonus given to all token collectors for each \$1K in token purchases made 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 1<sup>st</sup> and 2<sup>nd</sup> Tooth tokens (and gain access to *control mass*), but not more than one 1<sup>st</sup> Tooth nor more than one 2<sup>nd</sup> Tooth.

Every year from 2015–2021, a new TOOTH OF CAVADAR token was made available to token buyers. Now that all seven teeth have been released, they can be transmuted into the SKULL OF CAVADAR, a powerful Eldritch token that provides access to all tiers of Psychic Powers as well as other benefits.

