

Psychic Power



Players wishing to use a Psychic Power must unlock their Psychic Potential by equipping a token that awakens this latent talent. Currently, CHARMING CROWN, IOUN STONE AMETHYST OVOID, and MEDALLION OF THE THIRD EYE are the only “mind-expanding” tokens, but there may be others in the future. The coach will note on the party card when a character has awakened Psychic Power. 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 listed 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, 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.

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Powers shown in grey cannot be manifested in 2017.

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	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

As of 2017, the only items that can improve what tier of powers you have access to are the 1ST, 2ND, and 3RD 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 could 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. 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

