Table of Contents

Chapter 1: Introduction **1**
Using This Book 1
Discipline vs. Devotion 1
Godminds and Psionic Nodes 2
Godminds and Gods 2
Psionics and Divinity 2
An Awakening 3
A World without the Divine 3

Chapter 2: Character Options **5**
Feats **5**
Access Psionic Node 5
Additional Psicrystal 7
Channeling Strike 7
Conviction of the Blessed 7
Discipline of the Zealot 7
Disrupting Strike 7
Enervating Feedback 7
Expertise of the Virtuoso 7
Finesse of the Monkey 8
Focused Style 8
Fury of the Storm 8
Hostile Enervation 8
Nature's Consciousness 9
One Pool 9
Rage of the Fallen 9
Reflexes of the Cat 9
Resonating Interference 9
Retort of the Prepared Mind 9
Seething Psyche 10
Servant of the Mind 10
Shared Power 10
Spirit of the Faithful 10
Transfer Power 10
Psionic Powers **11**
Psionic Nodes 11
Psion/Wilder Powers 15
Psion Devotion Powers 15
Psychic Warrior Powers 16
Power Descriptions 16
Psionic Items **25**
Psionic Armor 25
Psionic Weapons 26
New Psicrowns 26
New Universal Items 27
Cursed Items 28
Artifacts 28

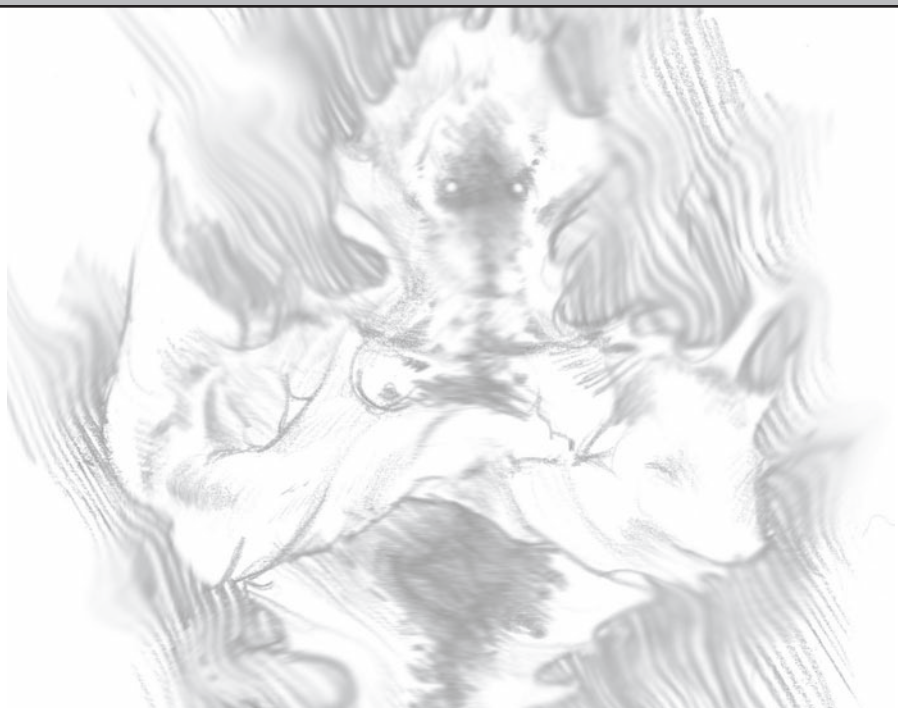
Chapter 3: Organizations and Entities **29**
Psionic Organizations **29**
Faceter's Guild 30
House of Mandreth 30
Kreh'len'shin 32
Kreh Warrior 33
The Night Terrors 34
The Order of Still Water 34
Studen of Still Water 35
Phantasms 36
Godminds **37**
Pantheon of Godminds 37
Aeni 38
Aur'eskin 39
Cynfire 39
Faedreth 40
Hourth 40
Javan 41
Kraegan 42
Nereth 43
Phanos 43
Saurok 44
Veran 44
Zean 45
Conflicting Godminds 45
Godminds and Divine Ranks 45
Places of Contemplation **46**
Sites of Meditation 46
Contemplation Glades 46
Training Squares 47
Imbued Sites 49
Imbued Constructions 49
Imbued Natural Site 50
Phrenic Locations 51
Sentient Regions 52

Chapter 4: Prestige Classes **53**
Cerebris 54
Illusion Crafter 56
Leeching Psyche 59
Primal Thought 62
Spirituel 64
Versatile Blade 66
Wild Savant 69
Yuda of Thought 71

Chapter 5: Psionic Creatures **75**
Ardoroch 75
Dostraugh 76
Ferroplasmic Ooze 77
Fleshthief (Ardjhenmira) 78
Keian 79
Malidrous 80
Mentat 81
Nenngar 88
Phrenic Guardians 89
Crystalline Phrenic Guardian 89
Earthen Phrenic Guardian 90
Flora Phrenic Guardian 92
Proseius 93
Shakam 94

Appendix **95**
Epic Prestige Classes **95**
Epic Feats **97**
Diverging Devotion 97
Epic Overchannel 98
Epic Psychokinetic Illusion 98
Epic Psychokinetic Clone 98
Epic Reactive Illusion 98
Epic Talented 98
Exemplification 98
Mantra Exemplar 98
Open Game License 99

Chapter 1: Introduction



The secrets of the mind and the powers locked within it are mysteries even to the most learned on the subject. Centuries of study have yet to exhaust everything of which the mind is truly capable. The ability to bend the laws of reality with only the power of thought is something many would do just about anything to gain.

The quest to gain this power has resulted in the demise of many a foolhardy adventurer; yet a select few with the talent and inclination have managed to take the ultimate step, transforming into the embodiment of a psionic aspect, becoming a force worthy of worship: a godmind.

Contained within these pages you will find new options for players and GMs alike. New feats, powers, and prestige classes test the limits of what a player is truly capable, while the new organizations, monsters, psionic locations, and psionic items grant the game master new devices for use in plot development.

In addition, this book contains new information on the concept of godminds: psionic entities on a power level akin to a deity. An introduction is given later in this chapter as a way to more easily introduce the godminds into your game.

Some of the new organizations and psionic locations detailed later in this book are location-specific, but feel free to customize the names and places given to easily incorporate this new content into your own games.

Using This Book

This book expands upon the system of 3.5 psionics through the introduction of new feats, powers, items, prestige classes, organizations, psionic creatures, and even psionic locations. In addition, this book will elaborate on the godmind concept originally developed by Bruce R. Cordell in *Hyperconscious: Explorations in Psionics* as a new form of powerful entity for characters to worship and gain new and powerful abilities.

Finally, new material is given for options presented in *Untapped Potential: New Horizons in Psionics* by Brian Dupuis, Greg Jacob, Jeremy Smith, and Michel Fiallo-Perez.

Hyperconscious and *Untapped Potential* are not required for use with this book, but are fully supported by this new material.

Discipline vs. Devotion

Since the release of the Expanded Psionics Handbook, new players are often confused by the use of the term **discipline** to represent two different concepts. The first use describes a subset of powers, while the second use describes a subset of the psion class itself.

To minimize confusion, this book uses the term discipline only to describe subsets of powers. To describe the psion subclasses, the term **devotion** is instead used.

For example, instead of saying "An Egoist may choose

powers from the Egoist discipline list, although he could still choose telepathy discipline powers," it would instead be written as "An Egoist may choose powers from the Egoist **devotion** list, although he could still choose telepathy **discipline** powers."

This change causes no mechanical change. It simply changes the names for the sake of clarity. The only retroactive change is renaming the first-level psion class feature to **devotion**.

Godminds and Psionic Nodes

Originally found in *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell, a godmind is a being of extreme power, on par with the power of a deity. In fact, many less informed believe the two to be the same; they believe a godmind is actually just another god. Yet there are differences that separate the two types of entities.

In some situations, a godmind was once a mortal; a mortal with an overwhelming innate talent for psionics or a mortal who was able to acquire the same level of power over their life, but a mortal nonetheless. The individuals who took the path to elevate their power beyond normal limits eventually became godminds if they were not destroyed in the process. However, not all godminds were originally mortals. Some are beings alien in nature but vast in power, and they have the level of power to be termed godminds.

A pantheon of known godminds is detailed in Chapter 3. Due to the incredibly vast nature of the universe, it is not only possible, but also quite likely that more godminds exist or are developing in power.

Although godminds are equal in scope to typical deities in power, they do not carry the same divine benefits that worshippers of typical deities receive. A cleric or other spellcaster that gains spellcasting ability from a specific deity does not gain such a benefit from worshipping a godmind. Similarly, clerics, paladins, and other classes with the ability to turn or rebuke undead do not gain that ability from worshipping a godmind. While a godmind is immense in scope and power, they do not behave or exist in the same fashion as a standard deity and, as such, are unable to grant these class features.

Those with the ability to manifest powers gain special abilities from their godminds if they choose to embark upon the path of devotion. Through character options, it is possible to gain access to psionic nodes and other special abilities, but the individual needs to have the psionic subtype, typically gained by having a power point reserve, in order to gain any special benefits from following the tenets of a godmind.

Because of the need for a follower to have a power point reserve to receive benefits from the godmind, if the follower ever drops to 0 power points, they lose access to any special abilities granted from following the doctrine of a godmind, such as psionic nodes or class features.

Additionally, many godminds have specific doctrines that are expected of their adherents to follow. These doctrines are outlined in the description of each godmind in Chapter 3. Those who follow a godmind and purposely commit an act that is against the doctrine of their godmind typically lose access to any abilities granted by their godmind. This includes losing access to psionic nodes and any godmind-granted class features. If a follower of a godmind loses their granted abilities, they may seek to make amends through means such as *atonement*.

Godminds and Gods

In a typical campaign, there is usually at least one entity of such vast supremacy as to be considered of god-like power. There may be multiple such entities, such as a pantheon of deities, or a singular entity. These supreme beings may be active in the lives of mortals and shaping the world, or they may be more passive, letting the mortals live their lives without divine intervention.

Into this equation is inserted the concept of godminds with the power typical of deities, given divine ranks and abilities as such. The exact dynamics of the relationships that the godminds and other entities maintain is up to the discretion of the game master. Perhaps only godminds exist, the other deities never having existed or some string of events removing them from the world. Perhaps the standard pantheon of divine beings and the pantheon of godminds co-exist, controlling different spheres of influence, or perhaps there is an active conflict between the different factions of heavenly beings. The choice is yours to incorporate as you see fit.

The godminds presented later in this book are detailed along with their philosophy and the path they took to gain the power to become a godmind. Sample organizations are also given that venerate certain godminds, giving an easy base of believers to use to incorporate these godminds into an existing campaign. Or perhaps the godminds are newly-come to their powers and are still seeking out those to grant them their divine power.

The possibilities of incorporating these beings are only as limited as your imagination.

Psionics and Divinity

As with many other concepts in this game, there are bound to be players who do not embrace the concept of psionic-based deities (in whatever name) or psionic characters who gain their ability through divine entities.

That's ok! However, there is a significant amount of content contained in this book that deals with psionic and divine entities interacting (both deity-level and mortal-level). It is understood that these concepts are not for everyone, but they are included for those who do enjoy this concept and want to continue exploring the possibilities.

If you are one who does not enjoy or subscribe to these concepts, it is advised to avoid the pantheon outlined in

Healing Without Divine Magic

In a world without the touch of the divine, healing magic is limited in availability. The touch of the divine to staunch blood flow, mend wounds, and return life to the deceased is non-existent, which might make your game harsher than you intend.

With such a major aspect of the world missing, it is likely that advances in healing would take place in that vacuum. An herbalist or apothecary might learn to make unguents, potions, poultices, and other concoctions to mend the wounded and heal the sick. Treat these creations as potions of the appropriate cure spells, but maybe a given character can only gain the benefit from a certain quantity of herbal remedies in any given time. This allows you to keep healing available to the players, but not make it a trivial concern.

Chapter 3, the yuda of thought and purified mind prestige classes in Chapter 4, or the keian or mentats in Chapter 5, as these deal directly with this concept.

However, it is recommended to at least consider these different choices. If viewed in the proper manner, psionics and divinity can not only co-exist peacefully, but actually cooperate without feeling uncomfortable.

In the end, the choice is yours to use this material or to exclude it, as it is with the rest of the material presented in this book.

An Awakening

Detailed below is a possible scenario for introducing the new pantheon of godminds detailed later in this book. It can be used to first introduce them or as a way to explain their presence in a new campaign.

A new day dawns over the world, seemingly no different than any that have come before it. Yet, as each creature awakens, something new calls out to it, something spiritual, yet unlike anything the creature has ever experienced.

For some, this calling is a faint tickle in the back of their mind, perhaps the feeling that they're simply forgetting something. For others, it is as if something they have looked for their entire lives is now within reach. Some of those among the world's population, those most in tune with their own minds, stretch out their consciousness and are astounded to discover beings of immense power and knowledge whose own greater consciousnesses are seeking out like-minded individuals.

The world would remember this day as The Awakening, when the psionic beings known as godminds first appeared. Entire factions would arise in the world devoted to these entities; new churches would rise and old churches fall as the upheaval caused by the emergence of the godminds left rippling repercussions.

Those active deities fearing these new-comers would appear to their churches to reaffirm the faith of their worshippers, while older, quieter deities would simply accept the new group along with those already in existence. Jealous, vengeful gods would lash out at the interloping godminds, seeking to protect their domains, while the more peaceful would embrace the arriving pantheon as a welcome addition.

In some worlds, the introduction of the pantheon of godminds outlined in Chapter 3 might entail mighty clashes between the beings of immense power as they strive simply to continue their existence. In other worlds, it may instead mean a nearly seamless emergence of new celestial beings. The specifics are left up to you, as the infinite possibility of deities makes it impossible to truly generalize the introduction of new god-like beings.

A World Without the Divine

Outlined below are recommendations on how to create a truly psionics-only campaign. With the removal of the divine classes such as the cleric, druid, and paladin, the problem of lack of healing can be a major concern for everyone involved. Here are proposed solutions to that problem.

What would your game be like without the divine classes? How would your characters endure without a healing cleric or a druid to summon forth animals to aid in combat? Would you even be able to survive?

You might be surprised at how easy it is to create a game without using any of the divine classes, especially in games that incorporate the society mind class presented in *Untapped Potential: New Horizons in Psionics*. Even that, however, is not strictly necessary.

Through the use of powers such as *vigor*, *empathic transfer*, and *body adjustment*, you can have a dedicated healing character as early as 3rd level with an egoist. Prior to that, potions of *cure light wounds* are able to do the job of a cleric and druid in terms of healing.

An egoist with the right power selection can easily serve as the party's healer and also offer offensive capabilities when his curative powers are not in demand. A society mind can share healing effects across his worldthought network to ensure everyone receives the care they need to survive in the world.

Keep in mind that bards are able to cast *cure light wounds* and therefore, can assist in the creation of potions. In a world without divine classes, such items would be commonplace to fill the void left by such classes.

If you choose to play in this type of scenario, your typical party roles might be filled with the following: a fighter-type (perhaps a soulknife or psychic warrior), a