

INTRODUCTION

Presented below are a variety of new materials for use in psionic games. Central to these new rules is the concept of the Dreamscape, a plane of existence created by and home to the dreams and nightmares of all creatures. A brief introduction to the Dreamscape is presented, as well as a new base class, a variety of new feats and powers, a new prestige class, and new psionic items and creatures, all with ties to the Dreamscape. For the full details, see *The Mind Unveiled: Dreamscape*, available for free.

THE DREAMSCAPE



All intelligent creatures have the potential to awaken latent psychic powers, but for a time, this power went unnoticed and untouched – laying hidden in the subconscious of all creatures. These subconscious minds after centuries pooled together and became a repository for the enormous latent psychic energies, including dreams and nightmares.

When the Dreamscape formed many thousand of years ago, it sprang into being from the combined subconscious thoughts of mortal creatures. As the pooled subconscious minds had once been, the Dreamscape became the home of the dreams and hopes of all mortal, and some immortal, creatures.

When a mortal creature sleeps, it forms a psychic connection to this realm of dreams, allowing some of the constantly changing dreamstuff to solidify, formed by the unspoken intentions and will of the dreamer. Sometimes, when the dreamer has great psychic potential, the places and creatures formed by these dreams remain even after the dreamer has awakened, giving them freedom to roam the Dreamscape. Some find the psychic energy they crave by devouring the minds of dreamers or feeding off the fear generated by assaulting a dream, while others fade away to be forgotten.

Regardless of how they first sprang into being, those who feed upon fear and insecurity have risen to power in the Dreamscape, calling themselves the Tash qael, meaning First Dreams in their own language. These creatures, whose continued existence depends upon the suffering of millions, view the dreaming lands as their own hunting grounds, where they are free to feed off mere mortals.

Here, in this malleable land of merciless nightmares and endless potential, adventurers can find

the reason behind a loved one's sudden madness or treasures that would have been lost forever had it not been for the dreams and imaginations of the countless mortals. Events that occurred millenia ago can be relived and paradises can be founded by those who have the strength of mind and soul. These are lands that open up anything one can dream off, but only to those who are brave enough to leave the waking world behind and wander into their own dreams.

NEW BASE CLASS

Presented below is a new psionic base class. Like all base classes, it can be played from first character level, or entered later via multiclassing. This new base class, the morphean, plays the role of preying on the fears of others.

MORPHEAN

There are some people who, when faced with a nightmare, relish the fear, finding a deep connection to the very essence of their souls. A few of these people have a psionic potential which flares into existence as they try to come to terms with the nightmares and the dualistic feelings of their fear. This psionic potential can be turned into a weapon with the right training or the right circumstances, allowing these individuals to channel their intense fear into others, acting as a weapon which tears at the mind and soul, relaying this pain unto their corporeal body. Through their potential and the connection they have with their subconscious, morpheans can utilize this mental bridge not only to channel their own fears into the subconsciousness of others, but also to manifest powers.

Her mastery over the subconscious mind allows her a terrible insight into how the minds of others work, finally becoming able to utilize this understanding to lock onto their minds and funnel her soul-shattering fear directly into their body and soul. Over time she comes to realize that her open connection to the Dreamscape not only allows her basic manifestation, but that it slowly transforms her physical form. As her mastery of her mind and the Dreamscape horrors continues, she learns how to shed her fleshy form to become a Nightmare incarnate, finally transforming into a qael.

These abilities make the morphean the perfect

THE MIND UNVEILED

hunter, either hunting down escaped criminals or villains on the run to deliver their final judgement or as silent, invisible assassins, striking down those who are unfortunate to make powerful enemies. In a group of adventurers, she provides versatility by virtue of her psionic powers, her touch of fear and mindlock abilities which allow her to immobilize and even slay opponents even while having a keen eye for traps and tactical situations arising. They sometimes work alone, but prefer the defense a group of like-minded individuals provide, especially when the zealous hunter of evil is straying dangerously outside the law to take down her victims.

MAKING A MORPHEAN

The morphean isn't a true tank or warrior character, relying more on their supernatural ability to rend the minds of her enemies rather than a brutal frontline onslaught. She also has the advantage of being able to move quietly, to set up for a surprise attack on her enemies and these things are important to keep in mind. The morphean can't take a beating in combat and should be ready to dart in to unleash her terrors in close combat and fall back to repeat the same course later. Once she gains in power, she can mindlock her enemies, allowing her to channel her fearsome abilities through an invasive telepathic link with her victims. This is one of the abilities which has spawned the legends of people dying in their sleep or from fear, their hair turning white, as well as being the ability which has kept the morphean unknown from the general populace for so long. But with the stirring of the qael and the coming of the Nameless Fears, people are beginning to wonder even as this in turn leads to more morpheans being trained.

In addition to their supernatural abilities, the morpheans also have a unique insight into what motivates and channels the fears which reside within all mortal creatures - they can often utilize this knowledge to their advantage, either in a combat situation when they manage to unsettle a foe or in social situations when their whispered promises of pain can suffice to open almost any door. Once they learn

how to assume the nightmare form, they can slip through any keyhole as well as become the very manifestation of an enemy's innermost fears, able to shock them into submission.

Abilities: The morphean's Intelligence determines her bonus power points per day and how hard her terrors are to resist, but it is her Charisma score which determines how hard her powers are to resist, how powerful powers she can learn and how many terrors she has available each day. This makes these two attributes the most important to a morphean, but as a character which will likely face a good deal of combat Dexterity and Constitution allow her to survive longer in combat since a high Dexterity allows her to sidestep attacks, act first as well as capitalize on her already high Reflex saves. Even while being a combatant, Strength isn't as important, as her primary source of damage is usually her touch of fear class ability or her terrors.

Races: Those most likely to become morpheans



A morphean is intimately in touch with her own fears