



The Will and the Way

Credits

Design: L. Richard Baker III
Editing: Matt Forbeck
Copy Editing: Bill Slavicsek
Project Coordination: Dori Jean Hein
Cover Art: Robb Ruppel
Interior Art: Tom Baxa
Graphics Coordination: Sarah Feggstad
Art Coordination: Peggy Cooper
Cartography: Diesel
Typography: Nancy J. Kerkstra

Special Thanks to Steve Winter and Tim Beach

TSR, Inc.
POB 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ADVANCED DUNGEONS & DRAGONS, AD&D, DUNGEON MASTER, DARK SUN, and
MONSTROUS COMPENDIUM are registered trademarks owned by TSR, Inc.

The TSR logo is a trademark owned by TSR, Inc.

All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc.
Random House and its affiliate companies have worldwide distribution rights in the book trade for English-language products of TSR, Inc.
Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.

This product is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material
or artwork contained herein is prohibited without the express written permission of TSR, Inc.

Copyright © 1994 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

Table of Contents

Introduction	3	Chapter Six: The Disciplines	39
Psionics on Athas	3	Clairsentience	39
The Will	4	Psychokinesis	41
The Way	4	Psychometabolism	43
Tarandas of Raam	4	Psychoportation	47
Chapter One: Masters of the Way	5	Telepathy	49
Psionics and Race	5	Metapsionics	53
Psionics and Society	7	Chapter Seven: Meditation and Research	56
Psionics and Law	9	The Contemplative Life	56
Chapter Two: Psionicists of the Tyr Region	11	Meditation Requirements	57
Balic	11	Level Training by Meditation	58
Draj	12	Self-Improvement by Meditation	58
Gulg	13	Modifying Powers by Meditation	58
Ledopolus	14	Creating New Psionic Powers	60
Makla	14	The High Sciences	61
Nibenay	16	Chapter Eight: Psionic Items	62
Ogo	16	Empowering an Item	62
Raam	17	Intelligence	62
Tyr	19	Ego	63
Urik	19	Using Psionic Items	63
The Order	21	Damaging Psionic Items	63
Chapter Three: Psionicist Character Kits	22	Selected Psionic Items	63
Auditor	22	Appendix A: New Psionic Powers	65
Beastmaster	23	Clairsentient Sciences	65
Mercenary Psionicist	24	Clairsentient Devotions	67
Noble Psionicist	25	Psychokinetic Sciences	69
Psiologist	25	Psychokinetic Devotions	72
Sensei	27	Psychometabolic Sciences	74
Tribal Psionicist	27	Psychometabolic Devotions	76
Chapter Four: Proficiencies	29	Psychoportive Sciences	78
Weapon Proficiencies	29	Psychoportive Devotions	81
New Nonweapon Proficiencies	30	Telepathic Sciences	86
Chapter Five: Mental Combat	32	Telepathic Devotions	87
Constructs and Harbingers	32	Metapsionic Sciences	89
The Harbingers	33	Metapsionic Devotions	90
The Constructs	35	Appendix B: Complete Psionic Powers Index	93
Psionics in Combat	36	Appendix C: Revised Wild Talent Tables	94
An Example of Psionic Combat	37		
Using Psionic Power Cards	38		

Introduction

Zeranna looked over the new class of students with an angry scowl. As the school's Master of Psychokinesis, she should have been exempt from such basic instructional duties. She enjoyed working with the advanced students who had selected her discipline as their own, but these children had not even been taught the most basic modes of concentration!

Spoiled young nobles and wealthy merchants, she thought to herself. Well, one must begin somewhere. And their parents' tuition kept the school open. "Good morning, students," she began. "I am Master Zeranna. You will address me as such. Do any of you know why you are here today?"

The class fell silent. The children fidgeted under her gaze.

"You are here to learn how to harness the power of your mind through the Way," Zeranna continued. "All creatures possess the Will—the potential for psionic power—but without schooling in the Way, they will never be able to use their hidden gifts. Some of you will listen and learn. Others of you will spend months here without comprehending a thing I say. The decision is up to you. Now, shall we begin?"

The Will and the Way explores psionics and psionist characters in the DARK SUN® campaign setting. In this book you'll find psionist character kits, an expanded psionic combat system, and guidelines for developing new psionic abilities. Dungeon Masters (DMs) will find information about psionics and Athasian society, NPC psionist templates, and discussions of character advancement and research. This book also features more than 60 new psionic powers, with updated power listings and wild talent tables.

Although this product is part of the DARK SUN setting, it is suitable for any campaign with psionics. If this material will be used in game worlds besides Athas, the DM should review the new powers and guidelines before allowing their use.

The Will and the Way refers to material that appears in *The Complete Psionics Handbook*. If you do not have a copy, you should obtain one before you try to incorporate this material into your campaign. This book also assumes the reader has a copy of *Dragon Kings*. If you're not using the psionic powers

and rules for advancement from *Dragon Kings*, some charts and listings may refer to powers unavailable in your campaign.

Psionics on Athas

Psionics are prevalent everywhere in the DARK SUN campaign. Every living creature on Athas will have contact with psionics during its lifetime. Creatures may possess talents that help them to hunt or survive, people with natural talents fill the cities, and even nonpsionic creatures and characters must deal with their psionic counterparts. Those who can't adapt to these conditions will not survive beneath the crimson sun.

All living things are blessed with some psionic potential, even if they do not develop mental powers. This potential is the summation of three characteristics: physical strength, mental strength, and spiritual strength. Only by using all three aspects together can a creature call upon its psionic energies.

Physical strength does not refer to muscle mass or hardness; a more accurate term would be physical self-awareness. Students of the Way strive to understand their bodies, their limits, and their strengths. Many people are not paragons of physical prowess, but still enjoy an aptitude for psionics simply by recognizing their weaknesses and compensating for them.

Mental strength refers to the one's intellectual strength and mental quickness. As with physical strength, it's not how much the characters possess but how well they use it. People of only average intelligence have achieved mastery of the Way by compensating for their lack of brilliance with perseverance and determination.

Spiritual strength is the summation of strength of will and character. While it is possible for physically weak or mentally weak characters to use psionics, it is very difficult for a weak-willed person to ever proceed far in the study of the Way.

When people learn to use psionics, they're taught to create a nexus—a point in the center of their beings where physical, mental, and spiritual energy can be harnessed. It is the union of these powers that allows psionists to perform the remarkable feats they're capable of.



Introduction

The Will

Athasians use the term “Will” to refer to someone’s innate ability for psionics. A nomad with a wild talent is said to have the Will, while a noble who studies at an academy of the Way but never learns more than the theory of psionics clearly lacks the Will. Without the desire to push oneself, to master the forces within, a person can never learn to use the Way.

To psionicists, Will also refers to reserves of mental strength. Using psionic powers can be strenuous, and the limit of a character’s endurance is his Will. Eventually, even the most powerful of masters becomes exhausted and must rest to replenish his strength. When wounds and exhaustion cloud the vision and the mind swims in delirium, only the greatest masters still possess the Will to continue using their powers.

In game terms, Will is represented by a character’s psionic strength points (PSPs). With time and self-study (rising in level), a character’s psionic strength increases. As psionic strength points are expended, the Will diminishes. Use of psionic powers becomes harder and harder, until finally the energies can’t be summoned again until the character rests.

The Way

The Way is the study of the psionic sciences. Many people may possess the Will, but unless they are schooled in the Way they will never do more than scratch the surface of their potential. The study of the Way is difficult and demanding; not every creature with the Will can learn the Way, but every master of the Way must possess a strong measure of Will.

The Way is very similar to the study of magic. Just as wizards strive to master more advanced and difficult spells, psionicists seek to unlock new and more powerful abilities. Unlike wizardry, there is no single formula that will reproduce an effect of the Way that will work the same for each individual. Students must independently develop the command of their powers.

While many beings can discover the strength of the Will within themselves, most who go on to study the Way require

guidance from a teacher. There are schools of the Way in every city of Athas, and merchant houses and noble families often pay dearly to have their scions educated by the best. Rarely, the academies waive tuition for a promising student of the free classes. Slaves are never formally instructed in the Way.

In addition to the formal schools, there are wandering teachers or tribal elders who take it upon themselves to instruct those who show promise. Even field slaves may be instructed by an older, wiser slave in secret sessions. Most of these tutors can’t provide the quality of training that a formal curriculum can, but some wandering masters are very capable and can provide an unrivaled education in the psionic arts.

Tarandas of Raam

Psionics have been a part of Athasian society for thousands of years. It is almost certain that use of mental power predates the founding of most of the city-states of the Tyr region. The modern culture’s understanding of psionics dates back almost 900 years to a woman known as Tarandas, the Gray Lady.

Tarandas was a member of the Raam’s nobility who displayed potent psionic talents at a very early age. At that time, no formal psionic schools existed. All psionic learning was passed on by the efforts of individual masters who often banded into orders to pursue their own goals. As a young woman, Tarandas quickly rose past the teachings of the masters her family hired and began to develop her own methods of accessing psionic power.

Over the course of her lifetime, Tarandas codified the six disciplines and created the basic structure of learning that is still used by instructors throughout the Tyr region. She rejected the various orders that monopolized psionic power, and she opened an academy where people could study the Way without the mystery and deceit that had been fostered by the orders, who sought to preserve their own power.

It is said that Tarandas ventured beyond mastery of the Way into realms unseen by lesser beings. She vanished 800 years ago, her fate unknown.

Chapter One: Masters of the Way

Although thousands of Athasians command a unique talent, true masters of the Way—or “mindbenders”—are still rare. It takes exceptional ability and dedication to take up the study of the Way, and many do not progress far. Less than one person in one hundred can be considered a true psionician.

Because trained psionicians are scarce, they are highly valued by many elements of Athasian society. Unlike defilers and preservers, psionicians are free of the taint of magic and need not disguise their calling. They owe no loyalty to the sorcerer-kings, unlike the templars. Even clerics and druids have elemental powers and guarded lands that they must place before all other considerations. Psionicians are free of these patrons and responsibilities and may employ their powers as they see fit.

Any psionician willing to sell his services will find there is great demand for someone skilled in the mental arts. Merchant houses, psionic schools, nobles, and templars routinely employ psionicians to help them against their enemies. In fact, it is unusual to encounter a psionician who has no patron or employer. They are often seen as troublemakers.

Psionics and Race

Athasian psionicians are born of almost every sentient species, including character races and humanoid monsters. In a world where many powerful monsters also share a command of the Way, it is only natural that the intelligent races learned to defend themselves against psionic attack.

Dwarves

Dwarves are among the most numerous of the character races. They are capable of living among humans, but also flourish when left to their own devices. Dwarven craftsmen can be found in every city, and dwarven villages dot the Tablelands.

Most dwarves don't bother with the Way, but those that do become excellent psionicians. Their great physical strength and stamina are well-suited to the study of Psychokinesis and Psychometabolism, and the dwarven ability to focus on their studies is unrivaled on Athas.





Masters of the Way

Dwarves can pursue a second profession. This is rare, but some choose the path of fighter/psionicist or cleric/psionicist. Dwarf psionicists live among their own kind in dwarven villages, using their skills to protect the villagers from all threats.

Elves

Elf merchants and raiders can be found throughout the deserts of Athas. The swift-moving tribes rarely lay down to sleep in the same place twice. Like dwarves, elves can coexist with humans, and large elven communities (the Elven Markets) can be found in every Athasian city.

Elves rarely have the patience to take up the Way, and elf psionicists are rare. The elven make-up does not include a great deal of persistence, and elven Will is often weaker than that of other races. Despite this, a few elves study the Way to give their tribes one more advantage in battle and trade.

When an elf takes up psionics, he often combines it with a second calling. Fighter/psionicists, thief/psionicists, and some mage/psionicists can be found among the elf tribes. Elves prefer Clairvoyance and Psychokinesis, but their frail Constitutions make Psychometabolism difficult for them to master.

Half-elves

Found wherever the paths of elvenkind and humanity cross, half-elves are loners who truly belong to neither race. Most are born and stay in the cities, children of tribes who have temporarily settled in the Elven Warrens. Others follow their elf parents when the tribes begin to roam again.

Half-elves share some of their elf parents' weaknesses, but often take up psionics, as it is a solitary calling. Mastery of the Way provides independence and self-knowledge, traits that half-elves seek to develop. It is more common to find multi-classed psionicists than single-classed psionicists among half-elf students of the Way. The ranger/psionicist is probably the most common half-elf character combination.

Half-elves often study Telepathy, because it augments the remarkable rapport they have with animals. They also make good psychokineticists.

Half-giants

The most powerful warriors on Athas, half-giants are content to dwell in humanity's shadow. Nearly all half-giants are mercenaries, gladiators, or slave soldiers serving in the armies of the sorcerer-kings.

Half-giants are greatly hampered in psionic studies by their limited intellect and weak Will. Many people might assume that a half-giant psionicist is some kind of joke, but this can be a deadly mistake. Exceptional half-giants often study the Way.

While a single-classed half-giant psionicist is almost unheard of, some half-giants study psionics in conjunction with the martial arts. The half-giant's enormous strength and stamina lend themselves to the study of Psychometabolism and Psychportation. A half-giant fighter using the devotions of adrenaline control or body weaponry becomes a killing machine that can take apart a mekillot bare-handed.

Halflings

Children of the Forest Ridge, halflings are alien to the people of the Tyr region. They are separated from the other peoples by physical, linguistic, and cultural barriers that are difficult to breach. A halfling outside the Forest Ridge is an outcast or wanderer who has turned his back on his people.

Psionics play a vital part in halfling culture. The study of the Way is considered to be honorable and is highly encouraged by halfling society. A complete halfling warrior doesn't rest until his mental skills match his physical talents.

Halflings have a natural aptitude for psionic study. Their traditions of psionic learning are not traced to Tarandas, but are unique to their race and have been handed down from time immemorial. Some people claim that halflings invented the use of the Way.

Halflings are often possessed of a Will far stronger than appearances would indicate. They favor the Telepathic abilities and can be extraordinarily dangerous in psionic combat. A great percentage of halflings share their profession with a study of the Way: ranger/psionicists, druid/psionicists, and thief/psionicists are the most common.