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SENSE THOUGHTS

Area A sphere with a 10-yard radius centered on a point you can reach

Duration 1 minute

You detect the location of each creature that is within the area and has an Intellect score. Detected creatures cannot become hidden from you. The area moves with you to remain centered on a point you can reach.

telepathy.



SHARE THOUGHTS

Area A sphere with a 10-yard radius centered on a point you can reach

Duration 1 minute

You detect the location of each creature that is within the area and has an Intellect score. Detected creatures cannot become hidden from you. The area moves with you to remain centered on a point you can reach.

telepathy.



MENTAL STATIC

Area A cube, 3 yards on a side, extending from a point within short range

Duration 1 minute or until you become unconscious

Mental static spreads through the area and remains for the duration. Creatures in the area make Intellect, Will, and Perception attack rolls and challenge rolls with 2 banes.

Triggered When a creature makes an attack roll against your Intellect, Will, or Perception, you can use a triggered action to cast this spell. The spell then lasts 1 round.

COMPANION 41

ATTACK 1

telepathy.



MESSAGE

Target One creature you have seen and that is within 100 miles

You transmit a message directly to the target's mind. The message can be up to 25 words long or can be an image of a place, object, or creature you can see. The target receives the message and can transmit a similar message back to you. The target understands the message even if it does not share a language with you.

Sacrifice You can expend a casting of this spell to cast the *share thoughts* spell, even if you have not learned that spell.

telepathy.



MIND STAB

Target One creature that has an Intellect of 5 or higher and that is within medium range

Make an Intellect attack roll against the target's Intellect. On a success, the target takes 1d6 + 6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

Triggered When it's your turn, you can use a triggered action to cast this spell, but the target takes only half damage if you get a success.

telepathy.



READ MINDS

Duration Concentration, up to 1 minute

You hear the thoughts and feel the emotions of creatures within medium range of you for the duration. While affected by the spell, you make Perception challenge rolls with 1 bane due to this psychic noise. Your awareness penetrates barriers—up to 1 yard of wood, 1 foot of rock, or 1 inch of metal. Creatures whose thoughts you hear cannot become hidden from you.

When you concentrate on the spell, you can reach into the mind of one creature within medium range of you. Make an Intellect attack roll against the target's Will. On a success, you learn the foremost thing on the creature's mind, its chief concern, desire, or prevailing emotional state. Each time you get a success on a roll against the same target, you learn additional information you seek, provided that information is in the target's mind.

COMPANION 41

ATTACK 2

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REPULSION

Area A sphere with a 2-yard radius originating from a point you can reach

Duration 1 minute or until you become unconscious

Hostile thoughts spread through the area for the duration. Creatures other than you in the area feel a desire to leave it, and they make attack rolls and challenge rolls with 2 banes. The area moves with you remaining centered on a point you can reach.

telepathy.



EMOTIONAL BARRAGE

Target One creature within medium range

Negative emotions assail the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes dazed for 1 minute. At the end of each round, a target dazed by this effect can make an Intellect challenge roll. A success removes the affliction.

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ERASE PRESENCE

Target Up to five creatures within medium range

Duration 1 minute

Each target must make an Intellect challenge roll. On a failure, the target considers you to be invisible while you are within medium range of it.

COMPANION 41

ATTACK 3

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HUSK

Target One creature within medium range

Make an Intellect attack roll against the target's Will. On a success, the target takes $6d6 + 3$ damage. If the target becomes incapacitated by the damage, it becomes mindless, losing its Intellect score, all professions, and all languages forever.

COMPANION 41

ATTACK 4

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MIND BLAST

Area A cone, 8-yards long, originating from a point you can reach

A wave of telepathic disruption spreads through the area. Each creature in the area that has Health 20 or less dies as its head explodes. If an affected creature has Health 21 or higher, it must make a Will challenge roll, with 1 boon if its Health is 40 or more. On a failure, the creature becomes stunned for $1d3 + 1$ rounds.