

TREASURES OF NEOEXODUS: HELM OF THE COMMUNAL MIND

In 489 BU the Nexus Gateway in Qijom spontaneously opened and a battle from another world spilled over into Exodus. The warriors on one side wore unique helms, completely devoid of visors or eye slits, they provided magical senses to their wearers while shielding them from the primary attack of their quarry: a medusa. These helms were eventually copied and built by the Wyrddancers of the Dominion. In recent years Section Omega took an interest in these helms and acquired one for study. They were able to reproduce the effects using psionics.

HISTORY

Not long after the Battle of the Rain of Blood, peace in the Dominion was momentarily interrupted. The disturbance was brief and touched little beyond its point of origin, but it brought a significant change. Qijom's Nexus Gateway flared to life one dark evening and beings from another world came through. First there came a medusa, which petrified the warriors guarding the Nexus Gateway. Shortly thereafter, a small group of tall, slender humanoids followed, armed with blade and bow and seemingly blind, as their golden helms sported no visor through which to see. A short, confused battle ensued, and the medusa was slain. The victors then surrendered to Dominion forces, as they meant no harm and wished to win their goodwill. They were strangely beautiful aliens, with their elongated ears, dark eyes, and beautifully lilting language: elves. Guards escorted them before the Khagan to tell their tale.

In their distant homeland, an old and exceptionally cruel medusa had preyed upon the elven settlement for many years. She was a cunning creature and avoided the counterattacks the elves staged, or led them into ambushes and created new statues to decorate her lair. In order to end this threat, elven wizards designed six magical helms to protect from the medusa's petrifying gaze, yet allow the wearer to still fight effectively. They were given to six volunteers, who then tracked the medusa to her lair, an ancient ruin. Taken off guard with her greatest offensive maneuver neutralized, the medusa opted to flee. The elves followed their quarry through the ruins, the medusa fleeing into unfamiliar territory. In her retreat, she accidentally activated an ancient magical gate which transported her to the Nexus Gate on Qijom. The elves were unsure where the gate led, but had pledged to destroy the medusa. They chose to follow.



Khagan Al Kasim was impressed by these strange visitors and their tale. He allowed them to stay as his honored guests. He charged his Wyrddancers with finding a way to reopen the gate to their home so they could return. This was eventually accomplished, and in return for his hospitality, the leader of the elven band offered up his magical helm. The Khagan gladly accepted. Eventually spellcasters were able to recreate the helm, a good thing since they are more effective in groups. To this day elite bands of Khalid Asad wear these helms into battle when facing enemies who use abilities or spells that are dependent upon an opponent's sight.

Recently Section Omega learned of the helms. They approached the Dominion for permission to study a set of helms. Having had trouble in the past with spellcasters aiding renegade psychics, they were interested in the helm's ability to negate a certain amount of arcane offense. That was the reasoning they gave, at least, and the Khagan appeared satisfied with it. He granted their request and soon they had effective psionic versions for use by their field agents.

PSIONIC HELM OF THE COMMUNAL MIND

Auras moderate psychometabolism and telepathy;
ML 9th
Slot head; **Price** 74,250 gp; **Weight** 3 lbs.

DESCRIPTION

The psionic version of the *helm of the communal mind* functions in a similar manner to the magic version, with the following exceptions. First, the functions of the helm are not subject to the *silence* spell, but will not function within the area of a *catapsi* effect. Second, the helm only functions for a total of 60 minutes per day. Third, the psionic version of the helm is constructed with a fitting where a cognizance crystal can be affixed. This allows the helm to draw power from the crystal to continue functioning once its daily time has elapsed. While drawing power from a crystal, the helm continues to function for an additional 10 minutes per day for every power point contained in the cognizance crystal.

CONSTRUCTION

Requirements Craft Wondrous Item, *mindlink*, *sense link*, *touchsight*; **Cost** 37,125 gp

HELM OF THE COMMUNAL MIND

Auras moderate divination and transmutation; **CL** 9th
Slot head; **Price** 86,400 gp; **Weight** 3 lbs.

DESCRIPTION

When worn, this helm completely blocks vision, protecting the wearer from gaze attacks, visual illusions, or offensive spells that only work on sighted creatures—such as *color spray*. The helm of the communal mind grants the wearer blindsight in a 60 ft. radius. Furthermore, the helm can be attuned with up to five others of its type. One helm can be attuned to another by physical contact as a full round action. A maximum of six helms of the communal mind can be attuned in such a way (requiring a total of 5 rounds). Helms remain attuned until the wearer attempts to attune to another beyond the first five, at which point the first helm of the five attuned is detuned. When attuned, the wearer of one helm can “see” the 60 ft. area around every other attuned helm, and is aware of its position in relation to the wearer’s own position, even if the other wearer is more than 60 feet away. Therefore it is possible for the wearer of a helm to fire a ranged weapon or cast a spell at a target within 60 feet of the wearer of an attuned helm as if he had line of sight to the target. However, if another helm wearer’s range of blindsight does not touch or overlap then any intervening area is unseen, allowing the possibility of cover or obstruction. With the shared sensory information from other attuned helms, the wearer receives a +1 dodge bonus to AC and a +1 bonus to initiative checks for every other helm attuned to his own who is involved in the same combat, up to a maximum of +5. The helm of the communal mind can function for up to 90 minutes a day, and those minutes do not need to be consecutive, but must be used in blocks of 10 minutes at a time. Activating or deactivating the helm is a standard action, and donning or removing the helm is a move action. If a *silence* spell is cast upon the helm’s wearer or if he enters the spell’s area of effect, all benefits of the helm are suppressed until he leaves the area or the spell ends.

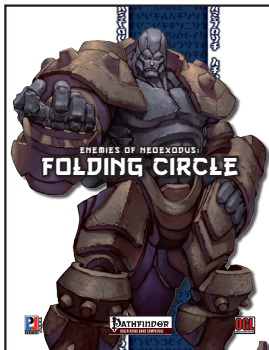
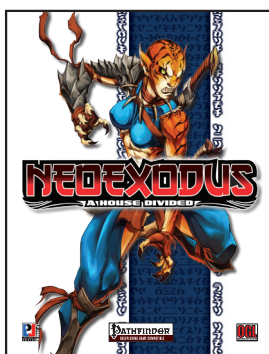
CONSTRUCTION

Requirements Craft Wondrous Item, *echolocation*, *share senses*, *telepathic bond*, creator must have a familiar; **Cost** 43,200 gp

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same combat up to a maximum of +5. The helm of the command mind can function for up to 90 minutes a day, and those minutes do not need to be consecutive, but it must be used in blocks of 10 minutes at a time. Activating or deactivating the helm is a standard action, and donning or removing the helm is a move action. If a silence spell is cast upon the helm's wearer or if he enters the spell's area of effect, all benefits of the helm are suppressed until he leaves the area or the spell ends.

Requirements Craft Wondrous Item, echolocation, share senses, telepathic bond, creator must have a familiar; **Cost** 43,200 gp

Item Description	Unit	Quantity	Unit Price	Total Price
1. Laborer	Day	10	100	1000
2. Carpenter	Day	5	150	750
3. Material (Cement)	Bag	200	5	1000
4. Material (Brick)	1000s	10	100	1000
5. Material (Sand)	Cum	5	200	1000
6. Material (Gravel)	Cum	3	300	900
7. Material (Steel)	kg	500	20	10000
8. Material (Paint)	Liter	100	10	1000
9. Material (Plaster)	Sq. Meter	100	10	1000
10. Material (Roofing)	Sq. Meter	50	20	1000
11. Material (Flooring)	Sq. Meter	100	10	1000
12. Material (Wallpaper)	Sq. Meter	50	20	1000
13. Material (Furniture)	Unit	10	100	1000
14. Material (Appliances)	Unit	5	200	1000
15. Material (Electronics)	Unit	10	100	1000
16. Material (Clothing)	Unit	100	10	1000
17. Material (Food)	Unit	1000	1	1000
18. Material (Medicine)	Unit	100	10	1000
19. Material (Transportation)	Unit	10	100	1000
20. Material (Communication)	Unit	100	10	1000
21. Material (Education)	Unit	1000	1	1000
22. Material (Healthcare)	Unit	100	10	1000
23. Material (Recreation)	Unit	100	10	1000
24. Material (Utilities)	Unit	1000	1	1000
25. Material (Miscellaneous)	Unit	1000	1	1000

Notes:

Item Code

Auras moderate psychometabolism and telepathy; **ML** 9th

Slot head; Price 74,250 qp; Weight 3 lbs.

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