

UNITY ECHOER

Unity Echoer **Level 21 Artillery**
Medium Natural Humanoid (psionic), human

Initiative: +15 **Perception** +21
HP 150; **Bloodied** 75 **Psisight** 10 (see below)
AC 33; **Fortitude** 32; **Reflex** 32; **Will** 34
Speed 6
Resist 15 psionic; **Vulnerable** 15 thunder

Traits

Psisight

The unity echoer can sense any thinking, conscious creature within 10 of them as if they were seeing them, and ignores cover and concealment when making attack rolls against them (but not total cover or total concealment). The unity echoer cannot be flanked.

Standard Actions

Ⓣ Telekinetic Reverberation ✦ At-Will

Attack: Melee Basic 1 (one creature) +26 vs Fortitude
Hit: 2d6+6 force damage. Either the target chooses to move one square away from the echoer as a free action, or the echoer can repeat the attack. The attack can be repeated twice
Miss: The echoer takes 2d6+6 force damage.

↻ Empathic Focus ✦ At-Will

Attack: Ranged Basic 10 (one creature) +26 vs Will
Hit: 4d6+6 psychic damage, +1d6 psychic damage for each creature adjacent to the target, to a maximum of +4d6.

✦ Empathic Pulse ✦ Recharge

Attack: Area burst 1 within 10 (all enemies in burst) +26 vs Reflex
Hit: 2d6+6 psychic damage, +1d6 damage per creature in the area of the attack, including the target, after all attacks have been rolled, but before damage is dealt, to a maximum of +6d6.
Miss: The target can shift 3 as an immediate interrupt, but they must leave the zone with the shift if they use it.
Recharge: An ally the echoer can sense is reduced to 0 hit points.

Triggered Actions

Shared Suffering ✦ Encounter

Trigger: An ally the echoer can see or sense suffers ongoing damage.
Effect: An enemy the echoer can see or sense suffers ongoing psychic damage of the same amount (save ends).

Skills Arcana +20, Diplomacy +20, Insight +21
Str 18 (+14); **Dex** 20 (+15); **Wis** 23 (+16)
Con 20 (+15); **Int** 20 (+15); **Cha** 21 (+15)

Alignment Good **Languages** Common

The unity is a mysterious secret society of powerful psionicists about which little is known. They have influence over many other organizations, and usually work behind the scenes, but when forced into battle, they deploy elite battle-psis such as the echoers. When engaged in such struggles, the unity calls fourth it's echoers to act as advisors and assistants to those they are influencing in service of their goals, or to support others of the unity creed in an concentrated assault. Whether fighting with allies or brethren, the echoer is a powerful psion who arts are known as the echoing techniques.

Put simply, these techniques allows the echoer to exploit the psychic resonance between thinking beings, setting up 'echoes' of psionic power between the minds and emotions of those engaged in the battle. These echoes are like ripples of psychic trauma, sharpened by the pain, anger, and fear of the in the battle, which reflect back and fourth between different creatures, allowing the echoer to channel powerful psionic assaults against the minds of their targets.

The echoer can use these attacks to strike at a single target, buffeting them with the psychic feedback of those nearby, or in a larger area, which contains a psionic pulse within an area of space, allowing it to ricochet around the area, amplified by each minds it collides with. When pressed, the echoer can manifest a telekinetic force pulse, which can force back enemies near at hand, and if an ally is subjected to severe pain and trauma, they can link the pain to the mind of a foe, giving them a taste of their own medicine.

The echoer is a formidable foe, their techniques as exotic and mysterious as the secret society who's directives they enforce.

Lore

Arcana DC 22: All the info in the introduction.

Arcana DC 27: Hints on the unity's local agenda, and their stake in the battle taking place.

For use with the 4th Edition

DUNGEONS & DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

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*I KNOW WHAT YOU'RE THINKING, AND
YES, THESE GUYS ARE CREEPY AS HELL*

TACTICS

The Unity Echoer is support artillery that works best supporting a group of melee combatants. They gain damage boosts for firing into groups, and although these groups need not include allies, the best way to ensure that the echoer has a good damage output is to have allies on the front line in the battle, striking at the target and focusing damage on them. Their burst power can be recharged several times, but once again, it performs under par unless well targeted into a group. It is possible to buffer the echoer with minions to aid it in boosting it's attacks, but if working to a normal xp budget, the enemy can rob the echoer of it's minions very quickly.

Both the burst and the echoer's melee attack come with significant downsides on a miss, so they should be used sparingly. For this reason, allies are once again essential, to give the echoer better attack rolls through their powers, and to capitalize on the resulting damage. For instance, an ally flanking a foe who attacks the echoer in melee will not only give a bonus to the attack roll, but can deliver an opportunity attack if the target is forced away by the attacks. Allies in the area of an empathic pulse enhance the damage just by being there, and can capitalize on the weakness of whichever foe ends up worst off due to the damage.

The echoer can also turn ongoing damage back on their foes, ensuring that hit point attrition in the battle retains some parity. The echoer and their allies are still vulnerable to the greatest bane of all monsters- lockdown- and for this reason, an echoer is at their best with a leader on their side, or other allies who can shrug off effects like daze, stun, weaken, immobilize, or slow. Other members of the unity might offer aid on this front, but otherwise, the echoer and their allies are best off focusing on taking enemies down quickly- after all, each time a creature goes down in battle, the echoer channels their trauma into another empathic pulse.

Perhaps most notable is the outcome of a battle against an echoer- if defeated by an echoer and their allies, the heroes will not be slain or mistreated in the...conventional sense. However, taken into the deepest enclaves of the unity, they must struggle against a far more terrifying threat- the loss of self, as the unity seeks to reshape their minds in deep visions-wars within their subconscious.

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Encounters

The Unity is a utopian psionic order, which believes that the sharing of thoughts and emotions between thinking beings will result in a golden age of harmony and peace. While their goals may be noble, their methods often bring them into conflict with those who believe in the rights of individuals, and the value of free will. While the unity operates mainly in secret, covertly manipulating events behind the scenes, they are occasionally forced to confront their foes directly, and this is where the echoers and other elite battle psions are used.

The Unity claim they wish peace and order for all thinking creatures, but they have few qualms about the tactics they use to progress towards this goal- it helps that they need not shed blood to defeat their foes, or spend money or time creating alliances- the power of the mind raises them above such venal matters. Of course, these methods, and the nature of the utopia they envision, could easily earn the ire of heroes and adventurers, who often have a more traditional- or individualistic view of concepts like peace, order, and freedom.

The unity seem genuinely compassionate- they fund orphanages and feed the hungry, they hunt down and neutralize threats to the communities they oversee, act as mediators, peacemakers, healers and teachers, and display a shocking level of compassion and respect for even their most bitter foes. But the use their psionic powers with little concern for the privacy or even free will of those they interact with, nudging or forcing the minds of those around them in the direction they feel will aid the pursuit of peace through unity.

If challenged, they claim to act with absolute compassion, and that they 'redirect' the minds of creatures around them only when it is necessary to do so- would one prefer they allow an abusive husband to continue their assaults on their family, or instead, drag them to jail, leaving that family shattered? Is a hostile humanoid to be slain, their tribe slaughtered on the battlefield, when they can instead be 'rebuilt' into more peaceful creatures? The unity do not reject principles of the sort heroes might champion against them, but they see little but barbarism in ideals which value freedom above life, or free will above peace and harmony.