The Mind’s Eye

Merk: Alt som står merket med 3,0 må godkjennes (og sannsynligvis endres litt) av DM før det kan bli brukt. Alt som står merket med 3,0->3,5 er oppgradert til DND 3.5. Alt som står merket med 3,0->3,5 G er godkjent av begge dm’er og kan brukes fritt.
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Core Class

Psychic Rogue Alternative Psionic Class (v.3.5)

By Scott Brocius and Mark A. Jindra

Designers’ Notes: When we started working on a psionic version of the core rogue, our goal was simply to add the ability to manifest psionic powers to the rogue and in return remove a few things that would help balance it. After initial testing, we decided to add a little more psionic flavor to the class in the hopes that we would have a decent psionic alternative, with a distinct flavor, that was balanced with the core rogue.

Adventures: Unlike their nonpsionic cousins, psychic rogues have discovered their innate talent for psionics and how to best put it to use in their chosen way of life. Understandably they follow a slightly different path that forgoes some of the standards of typical rogue training in favor of developing their psionic prowess.

Characteristics: While skilled in stealthy movement and other arts requiring subtlety, the psychic rogue also depends on his psionic abilities to deal with whatever the world brings his way. Those attracted to the ways of stealth and darkness may find the psychic rogue an attractive choice. Their use of psionic powers also attracts those who have a wish to enhance their mental abilities. The combination of his skills and psionic powers make for a dangerous foe, so those who claim any psychic rogue as an enemy had best watch out for unusual tactics.

Alignment: As with rogues, psychic rogues look for the next opportunity and do not often hold tight to specific ideals. As a result, psychic rogues can be of any of alignment.

Religion: Diversity is one of the keys to the psychic rogue, so while common choices of worship include Olidammara (god of thieves) or Nerull (god of death), these choices are but a small percentage of the actual variety of deities worshiped by psychic rogues. In fact, some psychic rogues choose not to worship a deity at all.

Background: Psychic rogues can learn their skills in a variety of ways. Some work with organizations that utilize the skills of psychic rogues during the course of their activities. In this case, the psychic rogue can learn skills while working with a mentor or from a series of mentors. Others learn their skills while on the streets of a city where psionic powers are not uncommon. Again, a mentor or series of tutors may provide the skills a psychic rogue possesses. In any case, psychic rogues prefer not to tout their skills to the public at large given the nature of their skillset.

Races: Psychic rogues are commonly humans, duergar, elans, elves, halflings, gnomes, xephs, or half-elves. Dwarves, githzerai, half-giants, maenads, thri-kreen, and half-orcs are rarely psychic rogues, but sometimes one will feel drawn to the class.

Other Classes: Psychic rogues, like rogues, work well with those who can serve as distractions or who can provide a buffer in combat, such as a soulknife, psychic warrior, or fighter. Other psionic characters and arcane or divine casters may complement the powers of the psychic rogue. They prefer to stay away from those who have obvious problems with stealthy methods, such as paladins and clerics. At times, they dislike dealing with large groups due to the sheer numbers, and sometimes they find themselves irritated at another group member's inability to move a bit more quietly in situations that call for silence.

Role: Because the psychic rogue has access to psionic powers, he can bolster his own abilities. Depending on the skills and focus the psychic rogue chooses to follow in this class, this could make the character great at conning others, superb at gathering information, or excellent at moving through a dungeon without being noticed. In combat, the psychic rogue has a few options for both attacking personally (though usually opportunistically) or with psionic capability. This makes the psychic rogue quite adaptable to a variety of situations. His ability to detect and disable traps can also assist a party as a whole in moving through an area controlled by an enemy that has no qualms about placing deathly obstacles in the way.

Game Rule Information

Abilities: As with the rogue, psychic rogues find Dexterity to be of high importance on their chosen path both for the ability to gain extra protection and due to the skills they favor. Also, Intelligence provides the psychic rogue with more skill points to spread among his skills, and high scores in both Intelligence and Wisdom assist with other skills psychic rogues find useful.

Alignment: Any.
Hit Die: d6.

Class Skills
The psychic rogue’s class skills (and the key ability for each skill) are Appraise (Int), Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features
All the following are class features of the psychic rogue.

Weapon and Armor Proficiency: Psychic rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Psychic rogues are proficient with light armor, but not with shields.

Power Points/Day: A psychic rogue’s ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psychic Rogue. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points).
His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic rogue gains no power points for his class level, but he gains bonus power points (if he is entitled to any) and can manifest the single power he knows with those power points.

Powers Known: A psychic rogue begins play knowing one psychic rogue power of your choice. With the exception of 4th, 8th, 12th, 16th, and 20th levels, each time he achieves a new level, he unlocks the knowledge of a new power. Choose the powers known from the psychic rogue power list. (Exception: The feats Expanded Knowledge and Epic Expanded Knowledge do allow a psychic rogue to learn powers from the lists of other classes.) A psychic rogue can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a psychic rogue can manifest in a day is limited only by his daily power points. A psychic rogue begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers. To learn or manifest a power, a psychic rogue must have an Intelligence score of at least 10 + the power’s level.

Sneak Attack: If a psychic rogue can catch an opponent when she cannot defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, the psychic rogue’s attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the psychic rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every three psychic rogue levels thereafter. Should the psychic rogue score a critical hit with a sneak attack, this extra damage is not multiplied.
Ranged attacks can count as sneak attacks only if the target is within 30 feet.
With a sap (blackjack) or an unarmed strike, a psychic rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon to execute a sneak attack.
A psychic rogue can sneak attack only living creatures with discernible anatomies – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The psychic rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A psychic...
rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Trapfinding:** Psychic rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic or psionic trap has a DC of 25 + the level of the spell or power used to create it. Psychic rogues can use the Disable Device skill to disarm magic and psionic traps. Magic and psionic traps generally have a DC of 25 + the level of the spell or power used to create them. A psychic rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

**Evasion (Ex):** At 2nd level and higher, a psychic rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the psychic rogue is wearing light armor or no armor. A helpless psychic rogue does not gain the benefit of evasion.

**Danger Sense (Su):** At 5th level, a psychic rogue gains the ability to augment his ability to sense danger. When active, this ability grants the psychic rogue the effects of the danger sense power. This ability is active as long as the psychic rogue maintains psionic focus. At 7th level, the psychic rogue's danger sense ability gains the effects of a single augmentation and he is granted the effects of the uncanny dodge ability. While his danger sense ability is active, the psychic rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a psychic rogue already has uncanny dodge from a different class (a psychic rogue with at least two levels of barbarian, for example), he automatically gains improved uncanny dodge (see below) instead. At 9th level, he gains a second augmentation and is granted the effects of the improved uncanny dodge ability. While his danger sense ability is active, the psychic rogue cannot be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Special Abilities:** On attaining 11th level, and at every three levels thereafter (14th, 17th, and 20th), a psychic rogue gains a special ability of his choice from among the following options.

- **Blind Spot (Ps):** The psychic rogue can use this ability once per day. While in effect, the psychic rogue can attempt to make himself completely undetectable to any single creature as if manifesting the cloud mind power with a manifester level equal to his psychic rogue level. If the target creature fails its save, the psychic rogue can remain hidden as long as he maintains concentration on this ability.
- **Decoy (Ps):** Once a day, the psychic rogue can create an illusionary duplicate of himself. The illusion functions as a project image spell with a caster level equal to his psychic rogue level, except that it lasts as long as he maintains concentration, to a maximum of 1 round per caster level.
- **Enhanced Sneak Attack (Su):** When the psychic rogue has psionic focus, he adds psionic damage to his sneak attacks. This ability increases his sneak attack damage by +1d6. (For example, an 11th-level psychic rogue would deal +5d6 damage with a sneak attack instead of +4d6). This ability may be selected up to three times.
- **Improved Evasion (Ex):** This ability works like evasion, except that while the psychic rogue still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless psychic rogue does not gain the benefit of improved evasion.
- **Mind Cripple (Su):** A psychic rogue with this ability has learned to focus psychic energy into his sneak attacks, which disrupts the mental capability of his foe. An opponent damaged by one of his sneak attacks also takes 2 points of Intelligence damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.
**Shadow Jump (Ps):** The psychic rogue gains the ability to travel between shadows. This ability works like the psionic dimension door power with a manifester level equal to his psychic rogue level, except as follows: The transport must begin and end in an area with at least some shadow. A psychic rogue can jump up to a total of 60 feet each day in this way; this can be a single jump of 60 feet or he can split the total distance he can jump each day among many jumps, but each one, no matter how small, counts as a 10-foot jump. The psychic rogue can select this ability up to three times and he adds 60 feet to the daily total each time he selects it. The psychic rogue can expend his psionic focus to use this ability as a move action.

**Skill Mastery:** The psychic rogue becomes so certain in the use of specific skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A psychic rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

**Slippery Mind (Ex):** This ability represents the psychic rogue’s ability to wriggle free from magical or psionic effects that would otherwise control or compel him. If a psychic rogue with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same Difficulty Class. He gets only this one extra chance to succeed on his saving throw.

**Feat:** A psychic rogue can gain a bonus feat in place of a special ability.

### Table: The Psychic Rogue

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<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
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*The psychic rogue gains no power points from his class at 1st level. However, he does add any bonus power points he gains from a high Intelligence score, his race, and feats or other sources to his reserve. She can use these points (if any) to manifest his powers.*
**Psychic Rogue Power List**

**1st Level**
- Astral Traveler
- Attraction
- Bolt
- Burst
- Catfall
- Compression
- Conceal Thoughts
- Control Light
- Create Sound
- Déjà Vu
- Detect Psionics
- Detect Secret Doors, Psionic
- Detect Snares and Pits, Psionic
- Dimensional Pocket
- Disable

**2nd Level**
- Animal Affinity
- Aversion
- Body Equilibrium
- Chameleon
- Cloud Mind
- Concealing Amorpha
- Control Object
- Control Sound
- Darkvision, Psionic
- Detect Hostile Intent
- Feat Leech
- Find Traps, Psionic
- Knock, Psionic
- Levitate, Psionic
- Object Reading

**3rd Level**
- Body Adjustment
- Body Purification
- Concealing Amorpha, Greater
- Control Air
- Dimension Slide
- Escape Detection
- Hustle

**4th Level**
- Keen Edge, Psionic
- Mental Barrier
- Microkinesis
- Telekinetic Force
- Ubiquitous Vision

**5th Level**
- Correspond
- Dimension Door, Psionic
- Distract
- Elfsight
- Empathy
- Empty Mind
- Entangling Ectoplasm
- Far Hand
- Float
- Force Screen
- Know Direction and Location
- My Light
- Precognition, Defensive
- Precognition, Offensive
- Prescience, Offensive
- Sense Link
- Skate
- Vigor
- Read Thoughts
- Sustenance
- Thought Shield
- Tongues, Psionic
- Wall Walker
- Freedom of Movement, Psionic
- Steadfast Perception
- Telekinetic Maneuver
- Wall of Ectoplasm

**6th Level**
- Adapt Body
- Feather Weight
- Power Resistance
- Remote Viewing
- Retrieve
- True Seeing, Psionic
Prestige Classes

Arch Psion 3.0

"Even the mighty archmage bows to me . . ."

Many believe that the highest art is magic, and those who do often follow the path of the arcane arts. Others believe that unlocking the mysteries of the mind is truly the highest art. The arch psion is the most advanced practitioner of the psionic arts, and she bends powers in ways unavailable to other manifesters. The arch psion gains the ability to alter powers remarkably, but she sacrifices some of her psionic capability to master these psionic secrets.

**Hit Die:** d4.

**Requirements**

To qualify to become an arch psion, a character must fulfill the following criteria.

**Manifesting:** Ability to manifest a 7th-level power, knowledge of 4th-level or higher powers from at least 3 psionic disciplines.

**Skills:** Knowledge (psionics) 15 ranks, Psicraft 15 ranks.

**Feats:** Skill Focus (Psicraft), Psionic Focus in two psionic disciplines.

**Class Skills:** The arch psion's class skills are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Psicraft (Int), Remote View (Int).

**Skill Points at Each Level:** 2 + Int modifier

**Class Features**

All the following are class features of the arch psion prestige class.

**Weapon and Armor Proficiency:** An arch psion gains no proficiency in any armor or weapons, though she retains any knowledge gained from former classes.

**Power Points:** Arch psions gain power points per day as though they gained a level of psion. These power points are added to the characters' previous totals. Arch psions gain bonus power points based on the key ability score for their primary ability. If a character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** Arch psions discover powers each level as though they gained a level of psion.

Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

**Psionic Combat:** Arch psions do not discover any new psionic combat modes. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Arch psion levels count toward the level of psion for determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Arch psion levels count toward the level of psion for determining the number of free manifestations per day or 0-level powers.

**High Psionics:** The arch psion discovers secrets unknown to lesser psions. She gains the ability to select a special ability from among the following by permanently decreasing her daily power points total. The number of power points that are lost are listed below. For example, a 15th-level psion with a primary attribute score of 18 would normally have 116 power points for the day. A character with 14 levels of psion and a level of arch psion who chooses the psionic reach ability permanently loses 11 power points, leaving her with only 105.

**Extra Power:** The arch psion can learn one additional power of any level up to one level lower than the highest-level power she can currently manifest. They learn extra powers from their class power list. The arch psion can select this ability more than once. The permanent power point loss for this ability equals the cost to manifest the selected power.

**Innate Psionics:** The arch psion can select one of her known powers and permanently prepare it as an innate spell-like ability that she can manifest for free twice per day. The arch psion does not need to expend any power points to manifest this power, although a power that costs XP to manifest still does. The arch psion can manifest the power by paying power points as normal.

The arch psion can alter innate powers with the use of metapsionic feats. She must pay the appropriate amount of power points, and the power spent cannot exceed the arch psionic character's metapsionic cap.
The arch psion can select this ability more than once. Each time she selects this ability, she can select a new power or extend the amount of free uses of an existing innate power by two. This ability causes the character to permanently lose 11 power points.

**Mastery of Power Negation:** An arch psion that knows the negate psionics power can select to alter it so that it can be used to counter spells and powers as dispel magic. When the arch psion successfully counters a spell or power, it is turned back on the caster or manifester as if it were fully affected by spell turning. If the spell or power cannot be affected by spell turning (for example, if it is an area or effect power), then it is merely countered. This ability causes the character to permanently lose 11 power points.

**Psionic Energy Discharge (Su):** The arch psion gains the ability to channel raw psionic energy into a focused ray. The discharge is treated as a ranged touch attack with long range (400 feet + 40 feet/level of arch psion) and deals 1d4 points of damage per level of arch psion plus 1d4 points of damage for every power point channeled to create the effect. The amount of power points spent cannot exceed your level minus 1. This ability cannot be modified by the use of metapsionic feats. Therefore, a character with 14 levels of psion and a level of arch psion who channels 12 power points into psionic energy discharge deals 13d4 points of damage to the target if it hits. This ability causes the character to permanently lose 15 power points.

**Psionic Energy Substitution:** The arch psion can alter a power they know when manifesting so that it uses a different type of psionic energy than normal. For example, an arch psion could manifest whitefire and have it deal sonic instead of fire damage. This ability can alter powers with the acid, cold, fire, electricity, or sonic descriptors only. A substituted power works normally in all respects except the type of damage dealt. The manifester decides whether or not to alter a power's energy type and chooses the new energy type when she begins manifesting. This ability costs 11 power points.

**Greater Psionic Focus +1:** This ability increases the DC for saving throws against the arch psion's powers and manifester level checks for all of her powers to overcome power resistance by +1. This ability can be selected only once, and it stacks with greater psionic focus +2 and greater psionic focus +3, as well as psionic focus and power penetration effects from other sources, such as from the Psionic Focus or Power Penetration feats. This ability causes the character to permanently lose 7 power points.

**Greater Psionic Focus +2:** As greater psionic focus +1, except the increase is +2 instead of +1. This ability can be selected only once, and it stacks with greater psionic focus +1 and greater psionic focus +3, as well as power focus and power penetration effects from other sources. This ability causes the character to permanently lose 11 power points.

**Greater Psionic Focus +3:** As greater psionic focus +1, except the increase is +3 instead of +1. This ability can be selected only once, and it stacks with greater psionic focus +1 and greater psionic focus +2, as well as psionic focus and power penetration effects from other sources. This ability causes the character to permanently lose 15 power points.

**Psionic Reach:** The arch psion can use touch powers on targets up to 30 feet away. If the power requires a touch attack (melee or ranged), the arch psion must make a ranged touch attack. If selected a second time as a special ability, the range increases to 60 feet. This ability causes the character to permanently lose 11 power points.

**Sculpt Power:** The arch psion can modify an area power by changing the area's shape. The new area must be chosen from the following list: cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot radius spread). The sculpted power works normally in all respects except for its shape. The arch psion can further alter the shape to create spaces within the power's area of effect that are not subject to the power. The minimum dimension for these spaces is a 5-foot cube. For example, the arch psion could manifest a firefall power whose area is changed to a cone that deals the same amount of damage, but affects a 40-foot cone burst. The arch psion could also leave a hole in the area of the firefall where her ally stands, preventing any damage. This ability causes the character to permanently lose 9 power points.

### The Arch Psion

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Ballisteer 3,0
(Prestige Class)
By Scott Brocius and Mark A. Jindra
"It's what you can’t see that can hurt you . . ."
The psychic warrior has turned his mind's potential to the warrior arts. By focusing on the union of mind and body, he works towards martial perfection. This is the path of every psychic warrior. This path does not follow a straight line, however. It has many twists and turns and side branches. Some psychic warriors feel unarmed combat is the true path, and others feel the mastery of a single weapon is the ultimate goal. Then, there is the ballisteer.
The ballisteer holds true to the union of mind and body, but he believes the road to this follows the art of ranged combat. For him, distance is the key. The ability to deal lethal damage from afar is his journey to perfection. All his energies are focused on how to hit his target from a nice, safe distance.
Hit Dice: d8.
Requirements: To qualify to become a ballisteer, a character must fulfill all the following criteria.
Base Attack Bonus: +3.
Skills: Tumble6 ranks.
Feats: Dodge, Mobility, Point Blank Shot, and Psionic Shot.
Manifesting: Ability to manifest a 2nd-level power.
Class Skills
The ballisteer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Wis), Intuit Direction (Wis), Jump (Str), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).
Skill Points at Each Level: 2 + Int modifier.
Class Features
All of the following are class features of the ballisteer prestige class.
Weapon and Armor Proficiency: Ballisteers gain no proficiency in any armor or weapons.
Power Points: Ballisteers gain power points every level as though they gained a level of psychic warrior. They do not gain bonus power points.
Powers Discovered: With the exception of1st, 4th, 7th, and 10th levels, ballisteers discover powers as though they gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester level is increased by one for each level of the prestige class.
Psionic Combat: Ballisteers do not gain any psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes.)
0-Level Powers: Ballisteer levels count toward the level of psychic warrior for determining the number of free manifestations per day of 0-level powers.
Psionic Sidestep (Ex): The ballisteer gains this feat even if he does not meet the prerequisites. To use this feat he must maintain a power point reserve of 5+ power points. (See the article "New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements.")
Throw Anything (Ex): The ballisteer gains this feat even if he does not meet the prerequisites.
Invisible Shot (Sp): By expending 1 power point per shot, the ballisteer makes his fired ammo invisible. This provides the ballisteer a bonus of +2 to hit and denies the target the ability to deflect the attack through normal means, unless it has the ability to detect invisible objects. This ability is applied as the attack is made.
Ethereal Shot (Sp): By expending 1 power point per shot, the ballisteer makes his fired ammo ethereal. Ethereal ammo has no affect on normal targets, but it affects ethereal targets normally. This ability is applied as the attack roll is made.
Energy Shot (Sp): The ballisteer can expend power points to add energy damage to his ranged attacks. For each power point spent this way he increases the damage by +1d4. He can spend a number of points equal to his level of ballisteer (maximum damage is 10d4). This ability is applied as the attack is made, but the cost must be paid before the attack roll. This ability can be used only once per shot.
Incorporeal Shot (Sp): By expending 1 power point per shot, the ballisteer makes his fired ammo incorporeal. Incorporeal ammo has no effect on normal targets, but it affects incorporeal targets normally. This ability is applied as the attack roll is made. Pinpoint Shot (Ex): The ballisteer gains this feat even if he
does not meet the prerequisites. (See the article "New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements.")

**Explosive Shot (Sp):** The ballisteer can now make his Energy Shots explode with a 10-ft.-radius burst with the expenditure of 2 additional power points. This ability is applied as the attack is made, but the cost must be paid before the attack roll. Explosive shots that miss their target do not explode and the energy dissipates harmlessly. Creatures other than the initial target in the affected area may attempt a Reflex save (DC 20) for half damage.

**Improved Psionic Sidestep (Ex):** The ballisteer gains this feat even if he does not meet the prerequisites. To use this feat he must maintain a power point reserve of 9+ power points. (See the article "New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements.")

**Phase Shot (Sp):** By expending 3 power points per shot, the ballisteer causes his ammo to phase and move through the Astral Plane. His shots ignore most natural and magical barriers, and his target is denied any armor bonuses it may have had. The target also loses any Dexterity and dodge bonuses if the ballisteer is attacking from a concealed position. This power also allows you to shoot targets through opaque walls, but the target gets total concealment against these attacks. Phase shot does not allow for sneak attacks unless the ballisteer could make a sneak attack without using phase shot. This is considered a teleportation effect and can be blocked by powers and spells that affect those. There is also a chance something occurs to the shot while it is on the Astral Plane: Any attack roll of a natural "1" or "2" is an automatic miss, and the shot is lost. This ability is applied as the attack is made.

**Infused Shot (Su):** The ballisteer's ammo becomes infused with psionic energy as it is used in a ranged attack. His ranged attacks now do additional energy damage equal to that of the ammo used. For example, a thrown dagger now does 1d4 points of damage + 1d4 points of psionic energy damage + any other bonuses. Infused shots can be enhanced with *energy shot* or *explosive shot*.

### The Ballisteer

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<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>Improved Psionic Sidestep</td>
<td>+ 1 p.w. lvl</td>
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<tr>
<td>9</td>
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<tr>
<td>10</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>Infused sho</td>
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</tbody>
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The Body Leech (Prestige Class)

By Scott Brocius and Mark A. Jindra  Revised 9/27/2004

This month, the Mind's Eye presents a new prestige class with a darker side, a prestige class for the religious psionic folk, and a new creature to add to your campaign.

"I can use you."

As psionic characters grow in ability, they search for ways to improve themselves, for they are their own source of power. In their studies of their own minds and bodies, they encounter limitations and work for ways to overcome them. Most develop mental techniques to increase their capabilities, while others discover items that can help their powers grow. Some, however, follow a darker path. The body leech is one of these. She has found she does have limitations, but these limitations can be overcome easily. There is power everywhere, walking around villages and cities. Every person is a cognizance crystal just waiting to be captured and exploited. The body leech knows just how to accomplish this.

Hit Die: d4.

Requirements
To qualify to become a body leech, a character must fulfill all the following criteria.

Alignment: Any evil.
Skills: Bluff 8 ranks, Diplomacy 8 ranks.
Feats: Body Fuel, Inquisitor.
Psionics: Must be able to manifest ectoplasmic cocoon and mindswitch.

Class Skills
The body leech's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (psionics) (Int), Profession (Wis), Psicraft (Int), Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features
All the following are class features of the body leech prestige class.

Weapon and Armor Proficiency: Body leeches gain no proficiency with any weapon or armor.

Powers Known: At every level except 1st and 4th levels, a body leech gains additional power points per day and access to new discovered powers as if she had also gained a level in whatever psionic manifesting class she belonged to before she added the prestige class. The body leech does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of body leech to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a body leech, she must decide to which class she adds the new level of body leech for the purpose of determining power points per day, powers known, and manifester level.

Drain Cocoon (Su): The body leech has the ability to drain ability points from creatures trapped in her cocoons (see stasis cocoon and greater stasis cocoon, below). As a free action, the body leech can deal ability damage to a creature she has trapped in a stasis cocoon or greater stasis cocoon. Drained victims must make Will saves with a DC of 10 + 1/2 the body leech's character level + the body leech's Wisdom modifier. Victims who fail their saves take a number of points of temporary Strength, Dexterity, and Constitution damage as chosen by the leech, the body leech gains 2 power points for every 3 points of temporary ability damage inflicted. Only one victim may be drained per round.

If a trapped creature's Strength, Dexterity, or Constitution scores reach zero, that creature can no longer be drained (and see ability drain in the Glossary). The power points the body leech gains are treated as stored power points from a single source, and they follow the normal rules concerning stored points (see page 64 in the Expanded Psionics Handbook). Each use of this ability creates a separate source of stored power points. Power
points gained through this power remain available for a number of rounds equal to 1 + the body leech's Wisdom modifier (minimum 1 round) and are wasted if not used before they expire. The size of hosts, number of cocoons, and maximum distance between the cocoons and leech are given on the Cocoon Drains table. For example, Zolga, a psion 11/leech 1 has a victim in her stasis cocoon (Str 12, Dex 9, and Con 12). She decides to drain 9 from each stat of the victim. The victim fails his save and Zolga gains 18 temporary power points. The victim can no longer be drained as his Dexterity is now 0. She has a Wisdom modifier of +6 therefore the temporary points are a viable source for 7 rounds.

Table: Cocoon Drains

<table>
<thead>
<tr>
<th>Level</th>
<th>Maximum Host Size</th>
<th># of Cocoons</th>
<th>Maximum Distance of Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>Medium</td>
<td>2</td>
<td>1,000 feet</td>
</tr>
<tr>
<td>2nd</td>
<td>Medium</td>
<td>4</td>
<td>1 mile</td>
</tr>
<tr>
<td>3rd</td>
<td>Large*</td>
<td>6</td>
<td>5 miles</td>
</tr>
<tr>
<td>4th</td>
<td>Large*</td>
<td>10</td>
<td>25 miles</td>
</tr>
<tr>
<td>5th</td>
<td>Huge*</td>
<td>16**</td>
<td>125 miles</td>
</tr>
</tbody>
</table>

*If augmented. **At 5th level, one of the cocoons may be prepared as a cheat death host. This cocoon cannot be used as power point source.

I Level -- Character's body leech level.

I Maximum Host Size -- The largest size creature the body leech can place within a stasis cocoon.

I # of Cocoons -- The maximum number of stasis cocoons the body leech can have active.

I Maximum Distance of Link -- This is the limit of distance the body leech can be from her cocoons and still be able to drain or cheat death with them.

Stasis Cocoon: At 1st level, the body leech adds stasis cocoon to her list of known powers.

Create Tether Hound: At 2nd level, the body leech adds create tether hound to her list of known powers.

Stay Conscious (Ex): At 3rd level, the body leech gains the benefits of the Diehard feat.

Greater Stasis Cocoon: At 4th level, the body leech adds greater stasis cocoon to her list of known powers.

Cheat Death (Su): Once per day, when a body leech would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, or other attack that deals damage, but not from a nondamaging effect), the body leech may attempt a DC 25 Will save to cheat death. This is treated as true mind switch, however the body leech does not need to know the true mind switch power, expend any power points, or loose any experience points when using the ability. The body leech need not be aware of the attack to use this power, but the body leech must be conscious and able to mentally act. The body leech also must have a living creature trapped in a stasis cocoon or a greater stasis cocoon that is within the maximum distance of link range (see Table: Cocoon Drains); the leech must designate the trapped creature as her host for the cheat death power. While so designated, the creature cannot provide power points for the body leech's drain cocoon power, and designating a cheat death host is a free action on the turn when the body leech first traps the victim in a cocoon. Thereafter, the body leech can designate a new host from among all the creatures she has trapped in cocoons. This requires a standard action and the leech must touch the new host; the previous host remains trapped in its cocoon, but immediately ceases to be the cheat death host, no matter where it is in relation to the body leech. When the body leech uses this ability, the host does not get a save to resist but the ability fails unless the trapped creature's Hit Dice are low enough to make it vulnerable to the body leech's mind switch power. If the ability works, the life force and soul of the victim trapped in the cocoon goes into the body leech's dead or dying body and the body leech's life force and soul goes into the trapped body. The body leech can free herself from her own cocoon as a free action.

Table: The Body Leech

<table>
<thead>
<tr>
<th>lvl</th>
<th>BAB</th>
<th>Fort</th>
<th>Refl</th>
<th>Will</th>
<th>Special</th>
<th>Powers disc</th>
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<td>1</td>
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<tr>
<td>2</td>
<td>+1</td>
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<td>+0</td>
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<td>Create tether hound</td>
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<tr>
<td>3</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td>Stay conscious</td>
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<td>4</td>
<td>+3</td>
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<td>5</td>
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<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>Cheat death</td>
<td>+1 lvl existing</td>
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Cerebral Assassin 3.0
(Prestige Class)
By Mark A. Jindra Revised 02/10/2003
With inspiration and testing provided by members of the Wizards online community
"The mind is a terrible thing . . . indeed"
The cerebral assassin has chosen a different path than most and embraces the power of psionic combat. Unlike some, they believe that true psionic mastery involves a complete understanding of the mind. Their devotion can at times seem fanatical. They are shunned by most psions and psychic warriors, and they are generally not found in areas with a significant population.
Some believe that a secret society comprised of cerebral assassins may have a stronghold on a demiplane that can be reached only via the Astral Plane. Rumors are that they carry out raids against illithid and gith cities and strongholds, killing all that they find there. Their ruthless aggression and lack of compassion has labeled them as a menace to good and evil alike.
Note: The cerebral assassin was created to take advantage of the feats provided in the "Battle of the Mind" article as well as the material from the "Alter Your Basic Psionic Combat" article.
Hit Dice: d4.
Requirements
To qualify as a cerebral assassin, a character must meet the following criteria.
Manifesting: Ability to manifest a 3rd-level power.
Psionic Combat Modes: 6.
Feats: Psychic Assault, Psionic Combat Buffer.
Skills: Knowledge (psionics) 4 ranks, Concentration 4 ranks.
Class Skills
The cerebral assassin's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Profession (Wis), Psicraft (Int), Sense Motive (Wis).
Skill Points at Each Level: 4 + Int modifier.
Class Features
All of the following are class features of the cerebral assassin prestige class.
Armor and Weapon Proficiency: Cerebral assassins gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.
Power Points: When they gain a level, cerebral assassins gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Cerebral assassins gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.
Powers Discovered: With the exception of 1st, 4th, 7th, and 10th levels, cerebral assassins discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.
Psionic Combat: One psionic combat mode is discovered at each level of the prestige class. Characters do not forget previously discovered attack and defense modes.) These combat modes cannot be traded in for feats with the Resculpt Mind feat.
Psicrystals: Cerebral assassin levels count toward the level of psion for purposes determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.
0-Level Powers: Cerebral assassin levels count toward the level of psion for purposes determining the number of free manifestations per day of your 0-level powers.
Prepared Mind (Su): The cerebral assassin has mastered control of her psionic attacks. She can add half of her cerebral assassin levels as a modifier to the defender's Will save DC for psionic combat.
Talented Mind (Su): The cerebral assassin may use one of her free 0-level manifestations to reduce the base cost to activate a psionic combat mode by 1 power point. She may not use this ability more than once on a single activation.
Greater Psionic Combat Buffer (Su): At 1st level the cerebral assassin gains the Greater Psionic Combat Buffer feat if she did not already have it.

Bonus Combat Mode: At 2nd, 4th, 6th, and 8th levels, the cerebral assassin can select a psionic combat mode. These combat modes cannot be traded in for feats with the Resculpt Mind feat.

BonusFeat: At 3rd, 6th, and 9th level, the cerebral assassin gains a bonus psionic combat related feat. The feat should be chosen from the following: Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, Bonus Mode, or Mind Blind.

Iron Will: At 4th level, the cerebral assassin gains the Iron Will feat for free.

Mind Twist (Su): At 3rd level, instead of using a standard defense mode, the cerebral assassin can completely negate a psionic attack directed at her. She can use this ability a number of times per day equal to her level of cerebral assassin. At 7th-level, attack modes that would be negated by this ability are instead reflected back upon the attacker. The attacker is caught mentally flatfooted for purposes of defending against the reflected attack mode. The attacker uses his own stats when determining the save DC of the reflected attack.

Superior Psionic Combat Buffer: At 5th-level the cerebral assassin gains a more powerful version of Psionic Combat Buffer, this ability allows the cerebral assassin to activate psionic combat modes for 1/4 the normal cost, and she can designate up to 3/4 of her total power points for the day for use in psionic combat.

Mastered Psionic Combat Buffer (Su): At 9th-level the cerebral assassin has mastered her Psionic Combat Buffer and can activate psionic combat modes for 1/5 the normal cost. She also may designate up to 100% of her total power points for the day for use in psionic combat.

Mind Walk (Su): At 10th level, the cerebral assassin has become perfectly attuned to the patterns of brainwaves; she gains the ability to transport herself via the minds of living creatures. Once per day as a standard action she can seamlessly enter any living creature with an Intelligence score equal to or greater than 1 and pass to another living creature that meets the same requirements and is within line of sight of the first creature. The cerebral assassin appears as close to the second creature as possible. The entry and destination creatures need not be familiar to the cerebral assassin, but they must be alive and have a metabolism. (Thus, plants and undead are not eligible targets.) The cerebral assassin cannot use herself as the entry or destination creature. Neither creature needs to be a willing participant. When exiting the destination creature, the cerebral assassin chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the cerebral assassin wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a psionic portal surprising and quite unsettling. If she desires, the cerebral assassin can attempt to psionically assault either or both creatures. She can select an attack mode that she knows to assault the creature. Power points for the attack must be paid as normal. Psionic creatures cannot activate a defense mode and both psionic and nonpsionic creatures are caught mentally flat-footed. The cerebral assassin cannot activate any other attack modes this round. If the creature fails its Will save, it takes damage as normal from the attack as well suffering the effects of being stunned for +2d4 rounds.

The Cerebral Assassin

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<tr>
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<th>Refl</th>
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<td>Bonus combat mode</td>
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<td>3</td>
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<td>+1</td>
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</tr>
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<td>Bonus combat mode, Iron Will</td>
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<td>+6</td>
<td>Bonus feat, Mastered psionic combat buffer</td>
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<td>10</td>
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<td>+3</td>
<td>+3</td>
<td>+7</td>
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Constructor
Prestige Class (v.3.5)
Originally by Mark A. Jindra and Scott Brocius
Late in July 2002, the Mind's Eye brought you the constructor prestige class. Over the past few years I have both played a constructor and run a campaign with a constructor player character. So now, with the release of the Expanded Psionics Handbook, I have a unique opportunity in that I can both update the prestige class and fix what I feel were some of its shortcomings. If you are a fan of the constructor, I hope this version appeals to you, and if you are a Dungeon Master that decided the previous version was not right for your campaign, I hope you will take another look.

"I'll call for reinforcements."

It seems like someone is always itchin' for a fight. It is a well-known fact that most psions don't last too long in a knock-down drag-'em-out style melee. However a few gifted psionic characters have chosen to follow a different path. They use the brawn and bodies of others as their fists and shields. These psionic characters have focused their studies on astral constructs and have created constructs that are much more powerful than those of their so-called "normal" counterparts. Some of these specialists, sometimes known as "Erbauer" or constructors, have become quite famous by leading the charge into battle or laying waste to the walls of enemy strongholds. Regardless of the path they travel in life, many find comfort in knowing that extra help isn't far away whenever these constructors are around.

Hit Die: d4.

Requirements
To qualify to become a constructor, a character must fulfill all the following criteria:
Skill: Craft (any) 9 ranks.
Feat: Boost Construct.
Psionics: Manifester level 5th and able to manifest astral construct, ecto protection, and psionic repair damage.

Class Skills
The constructor's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Knowledge (any) (Int), Psicraft (Int), and Spot (Wis).
Skill Points at Each Level: 4 + Int modifier.

Class Features
All the following are class features of the constructor prestige class.

Weapon and Armor Proficiency: Constructors gain no proficiency with any weapon or armor.

Powers Known: At every level from 2nd through 9th, a constructor gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicystal special abilities, and so on). This essentially means that she adds the level of constructor to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before she became a constructor, she must decide to which class she adds the new level of constructor for the purpose of determining power points per day, powers known, and manifest level.

Advanced Construction: At 1st level, a constructor gains the ability to select menu abilities from an expanded list.

Menu A

Brawn (Ex): The astral construct does an additional +1 point of damage on a successful melee attack.
Claws (Ex): The astral construct has razor sharp claws. Attacks are now considered claw attacks instead of slams. Damage from these claw attacks is 1d8 + Strength modifier. The claw attacks are considered slashing or piercing weapons. The type is chosen when the construct is manifested.
Dodge (Ex): The astral construct gains the Dodge feat even if it does not meet the prerequisites.
Armor Spikes: The construct's body is covered in spikes, which allows the construct to deal an extra 1d6 points of piercing damage with a successful trample, constrict, bull rush, or grapple attack. The construct also can make a regular melee attack with the spikes, and they deal 1d6 points of damage (x2 critical) in that case.
Menu B

**Great Cleave (Ex):** The astral construct gains the Great Cleave feat even if it does not meet the prerequisites.

**Improved Brawn (Ex):** The astral construct deals an additional +3 points of damage on a successful melee attack.

**Reach (Ex):** The astral construct's arms elongate, which increases its reach by 5 feet.

**Stunning Fist (Ex):** The astral construct gains the Stunning Fist feat even if it does not meet the prerequisites.

Menu C

**Extra Brawn (Ex):** The astral construct deals an additional +5 points of damage on a successful melee attack.

**Tail Slap (Ex):** The astral construct has a tail, and it can slap one opponent each round with its tail. A tail slap deals 2d8 points of damage plus 1-1/2 times its Strength bonus (round down) and is treated as a secondary attack.

**Ecto Protection:** At 2nd level, any constructs manifested by a constructor are made from reinforced ectoplasm. They receive a +1 bonus on any manifester level checks made to protect them against dispel psionics or a similar effect, and a +1 bonus on saving throws to resist dismiss ectoplasm. These bonuses increase by +1 every other level (4th, 6th, 8th, and 10th). These bonuses stack with those of the ecto protection power (see Expanded Psionics Handbook, page 97).

**Combat Construction:** At 3rd level, the constructor gets a +4 bonus on Concentration checks made to manifest astral construct while on the defensive (see Manifesting Powers on the Defensive on page 54 of the Expanded Psionics Handbook). The +4 bonus from this ability stacks with that of the Combat Manifestation feat (Expanded Psionics Handbook, page 44), granting a possible total bonus of +8.

**Boost Construct:** At 4th level, when the constructor creates an astral construct, she can give it one additional special ability from any menu (Expanded Psionics Handbook, page 186) from which the construct currently has an ability. The constructor can use this ability in conjunction with the Boost Construct feat (Expanded Psionics Handbook, page 43). She gains this ability again at 8th level.

**Extended Construction:** At 5th level, astral constructs manifested by the constructor have a duration of 1 minute per manifester level instead of their normal duration. This ability is active only when the constructor has psionic focus.

**Utility Construct:** At 7th level, the constructor gains the ability to alter an astral construct as it is being manifested. The astral construct loses all attack capabilities and menu selections. The astral construct in return has its duration increased to 1 hour per manifester level. The constructor can shape the astral construct into either a standard featureless humanoid-shaped biped or a horselike-shaped quadruped. A utility construct can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing you to command it to clean the floor and then turn your attention elsewhere as long as you remain within range. As another example, a utility construct following a psion and carrying a barrel will stop at a closed door; it must be told to place the barrel on the ground and open the door. It can open only normal doors, drawers, lids, and the like. It can trigger traps and such, but it can exert only 100 pounds of force, which may not be enough to activate certain pressure plates and other devices. It can also perform simple functions such as opening only normal doors, drawers, lids and so on. A utility construct cannot attack in any way; it is never allowed an attack roll. It can make saves as normal. You need to stay in close range (Close 25 ft. + 5 ft./2 levels) of a utility construct to command it; however, it will continue to execute its last command to the best of its ability until its duration is reached or it is destroyed.

When shaped like a quadruped, the utility construct can more easily have bags or crates strapped to it or be used to pull a cart. A character can ride a quadruped utility construct if her weight is less than its carrying capacity.

**Enhanced Construction:** At 9th level, the constructor gains added flexibility and greater efficiency when manifesting astral construct. When manifesting astral construct, she can add the following augmentation to the power.

**Augment:** For every 2 power points you spend, an additional construct is created. The additional construct's level equals that of the first construct created. You can create up to three additional constructs per manifestation. Additional constructs have the same menu selections as the first construct.
For example, a constructor can spend 17 power points manifesting astral construct: 1 to manifest the power, 14 power points to augment the level of the first construct to 8th level, and 2 power points to create a second 8th-level construct.

**Quickened Construction:** At 10th level, the constructor gains the ability to manifest astral construct as though the Quicken Power feat were applied to it. Doing so does not cost any additional power points, though the constructor must still expend psionic focus to activate this ability. Using this ability does not provoke an attack of opportunity and it counts as the character's one quickened power per round.

### The Constructor

<table>
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<th>Level</th>
<th>BAB</th>
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<th>Refl</th>
<th>Will</th>
<th>Special</th>
<th>Powers disc</th>
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### Epic Constructor 3.0

The constructor finds it easy to make the leap into epic psionics, where he continues to create more powerful constructs with greater ease. Epic constructors are often sought out by armies looking to add additional firepower to their arsenal.

**Hit Die:** d4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Powers:** The epic constructor does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic constructor's manifester level increases by 1 per level of epic constructor gained above 10th. The epic constructor's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic constructor's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Efficient Construction:** At 12th-level, and every three levels gained thereafter (15th, 18th, and so on), the epic constructor can manifest astral construct and astral tasker powers (including ecto puppet) at a decreased cost. The number changes by 1 point each time the epic constructor gains this ability. For example, at 12th-level, the cost is decreased by 4 power points, at 15th-level, the cost is decreased by 5 power points, and so on. The minimum cost of manifesting is always 1 power point.

**Infused Construction:** The constructor gains Infused Construction as a bonus feat at 12th-level and every three levels gained thereafter (15th, 18th, and so on).

**Bonus Feats:** The epic constructor gains a bonus feat (selected from the list of epic constructor feats) every 5 levels after 10th.

**Epic Constructor BonusFeat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic constructors learn "psionically flavored" versions of feats, as appropriate.

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Crystal Master Prestige Class (v.3.5)

Originally by Mark A. Jindra and Scott Brocius

Scott is a big fan of the Oriental Adventures setting, and when we were kicking around the original idea for this one, I asked him if he had any thoughts on what prestige classes from existing product he felt would make a great psionic prestige class. He mentioned the tattooed monk. After reading it, I totally agreed and asked him to work something up. When he turned it over to me for testing, I was blown away. I loved the integration of gemstones and flavor that he added, making the crystal master more than just a copy of the original. When we started work on the revised version of this prestige class, I wanted to maintain its original flavor as much as possible and hopefully toss in a few cool new things that would make the prestige class even better. I hope you like our revised version.

"It's all in the stones; the stones are all in."

Psionic characters have learned many ways to utilize the special psionic properties inherent in crystal, creating such wondrous items as crystal capacitors, power stones, and dorjes. In creating psicrystals, psionic characters have instilled a portion of their own personality in the crystal, resulting in their own unique crystalline companion. Some psionic characters, known as crystal masters, have ventured further into the world of crystalline studies and have chosen to focus on the properties of precious crystals known as gemstones. Through their studies, they have learned that these gemstones can enhance the powers of a psionic being by providing a focal point for the psionic being's own energies.

The research of the crystal master has led to the discovery that the enhancements become more powerful as you increase the contact that the gems have with the body. To this end, they devised a method to ensure complete contact with the gem. In a process known as embedding, the psionic character's body absorbs the gem. The gem is destroyed in the procedure since it fully integrates itself with the psionic character's body. This procedure takes a full day and is quite painful. When the procedure ends, the gem has fused with the psionic character's circulatory system in the area of the body in which the gem is placed, and it shows through the skin as a faint shimmer. As the psionic character adds more gems to her body, this weblike latticework ends up covering her entire body except for her hands, feet, and head; thus it can be concealed with the proper attire.

Hit Die: d4.

Requirements
To qualify to become a crystal master, a character must fulfill all the following criteria.

Skills: Knowledge (gemology) 4 ranks, Craft (gemcutting) 4 ranks.

Feats: Psicrystal Affinity, Psicrystal Containment.

Psionics: Manifester level 5th.

Class Skills
The crystal master's class skills (and the key abilities for each skill) are Appraise (Int), Concentration (Con), Craft (gemcutting) (Int), Knowledge (any) (Int), Psicraft (Int), and Search (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features
All the following are class features of the crystal master prestige class.

Weapon and Armor Proficiency: Crystal masters gain no proficiency with any weapon or armor.

Powers Known: At every level indicated on the table, a crystal master gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of crystal master to the level of whatever psionic manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

Unlike most other prestige classes, the crystal master does gain effective additional levels for her psicrystal's powers.

If a character had more than one psionic class before she became a crystal master, she must decide to which class she adds the new level of crystal master for the purpose of determining power points per day, powers known, and manifest level.
Embed Gem (Su): When the crystal master gains this ability, she adds another embedded gem to her body. She can embed up to five gems (see table below) -- one each in the arms, legs, and chest. Once a part of the body has a gem embedded in it, another gem cannot be embedded in that part of the body. The powers and restrictions on each gem are found below. The level restriction is the minimum level of crystal master needed to take this gem. Each type of gem can be embedded only once. The gem itself must initially be unworked and nonenhanced in any way (in other words, it cannot have any magical or psionic properties). It needs to have a minimum value of 100 gp before it is cut. The crystal master needs to make a DC 15 Craft (gemcutting) check to successfully shape the stone for embedding. If for some reason the crystal master’s body is destroyed and she somehow gains access to a new body, she may re-embed any lost gems within the new body. The gems must be the same type as the originals and embedded in the same order.

Improved Psicrystal: At 1st level, the crystal master gains the Improved Psicrystal feat, even if she does not meet the prerequisites.

Psycrystal Synergy: At 10th level, the crystal master gains the ability to count her psicrystal as one additional embedded gem for purposes of determining the effects of any embedded gems. The crystal master must maintain psionic focus to use this ability and her psicrystal also must be in physical contact with her body to gain any benefit.

Crystal Master

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Embedded Gems by Level Restriction

1st-Level Crystal Master
- Amethyst
- Aquamarine
- Bloodstone
- Bulls Eye Agate
- Calcite
- Deep Crystal
- Emerald
- Malachite
- Moonstone
- Onyx
- Peridot
- Red Garnet
- Red Jasper
- Ruby
- Sapphire
- Smokey Quartz
- Tiger Eye
- Tourmaline

4th-Level Crystal Master
- Blue Zircon
- Diamond
- Jade
- Jet
- Opal
- Sugilite
6th-Level Crystal Master
- Chrysocolla
8th-Level Crystal Master
- Obsidian
10th-Level Crystal Master
- Azurite

Notes
1. See the Embed Gem ability of the crystal master prestige class for more on level restrictions
2. You can embed any gem provided you meet the minimum level restriction.
The following gems provide different abilities or enhancements to the crystal master. Each type of gem can be embedded only once.

Embedded Gems
Amethyst: The crystal master becomes immune to all poisons. This includes alcohol.
Aquamarine: The crystal master gains an Intelligence bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.
Azurite: The crystal master no longer needs to eat, drink, or sleep, though she may do so if she desires. (Level restriction: 10th.)
Bloodstone: The crystal master gains a Strength bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.
Blue Zircon: The crystal master gains immunity to all diseases, including supernatural and magical diseases. (Level restriction: 4th.)
Bulls Eye Agate: The crystal master is immune to all fear effects.
Calcite: The crystal master gains a Wisdom bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.
Chrysocolla: The crystal master gains the ability to use astral caravan as the power. The crystal master can use this ability a number of times per day equal to the number of embedded gems she possesses. Once she activates this ability, she can also apply the effects of the astral traveler power a number of times equal to twice the amount of embedded gems. Using this ability requires the crystal master to expend psionic focus. (Level restriction: 6th.)
Deep Crystal: The crystal master can expend 2 power points to add 2d6 points of damage to her next successful natural attack or unarmed strike. The ability stays charged for 1 minute or until the crystal master scores a hit. Using this ability is a free action and does not provoke an attack of opportunity. This ability can be used only once per round.
Diamond: The crystal master gains 4 additional bonus power points per day per embedded gem. (Level restriction: 4th.)
Emerald: The crystal master gains power resistance equal to 11 + 3 per embedded gem she possesses.
Jade: The crystal master is immune to aging attacks and doesn't suffer the effects of old age. (Any penalties already incurred stay in effect.) The character still dies of old age. (Level restriction: 4th.)
Jet: The crystal master gains the ability to fly as the power with double its normal duration (2 minutes per level). She can activate it a number of times per day equal to twice the number of embedded gems. (Level restriction: 4th.)
Malachite: The crystal master gains a limited telepathy. She can communicate telepathically with any creatures that speak a language that she speaks, provided they are within 30 feet. This range increases by 10 feet for each additional imbedded gem. She can address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
**Moonstone:** The crystal master gains an insight bonus of +1 to her Armor Class and on all saving throws. This increases by +1 per embedded gem. This ability is active as long as the crystal master maintains psionic focus.

**Obsidian:** The character gains the ability of escape detection as the power. The crystal master can voluntarily deactivate or reactivate this ability by expending psionic focus. (Level restriction: 8th.)

**Onyx:** When activated, this causes one opponent who can see the crystal master to make a Will save (DC $10 + 2$ per embedded gem + key ability modifier) or become shaken (see page 300 of the Dungeon Master's Guide) for 2d6 rounds. This ability can be used a number of times per day equal to the number of embedded gems.

**Opal:** The crystal master gains the ability of divination as the power. She can use this ability a number of times per day equal to the number of embedded gems. (Level restriction: 4th.)

**Peridot:** The crystal master gains damage reduction of 1/--. This is increased by 1 for each additional embedded gem.

**Red Garnet:** The crystal master gains the ability to heal herself. She can heal 4 points per embedded gem each day. She can divide this up into many uses over the day.

**Red Jasper:** The crystal master becomes partially immune to ability-draining attacks. The character can completely ignore the effects of ability-draining attacks a number of times per day equal to the number of embedded gems she has. This immunity does not apply to ability burn. This ability is active as long as the crystal master maintains psionic focus.

**Ruby:** The crystal master gains a Constitution bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.

**Sapphire:** The crystal master gains touchsight as the power. Her touchsight field emanates out to 20 feet, increasing by +10 feet per additional embedded gem to a maximum of 60 feet. This ability is active as long as the crystal master maintains psionic focus.

**Smokey Quartz:** The crystal master gains a Charisma bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.

**Sugilite:** The crystal master gains immunity to the effects of the Psionic Hole feat. (Level restriction: 4th.)

**Tiger Eye:** The crystal master gains a Dexterity bonus of +1. This bonus increases by +1 for every two additional embedded gems (+2 at 3 embedded gems, and +3 at 5 embedded gems). This ability is active as long as the crystal master maintains psionic focus.

**Tourmaline:** The crystal master gains an insight bonus on the following skills: Appraise, Craft (gemcutting), Knowledge (gemology), and Search. The bonus is equal to the number of embedded gems she possesses.

### Epic Crystal Master 3.0

Advancing into the world of epic psionics, the epic crystal master has discovered that she can embed additional gems in her hands, feet, and even head. The process is even more painful than embedding her original five gems. When the procedure is complete, the gem has fused with the epic crystal master’s circulatory system in the area of the body in which the gem is placed, and it shows through the skin as a faint shimmer. Because of this, the epic crystal master is usually easily recognizable.

The Epic Embed Gem feat is probably the most useful of the bonus feats available to the epic crystal master.

**Hit Die:** d4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Powers:** The epic crystal master does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic crystal master's effective manifester level increases by 1 per level of epic crystal master gained above 10th. The epic crystal master's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic crystal master's psicystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicystal's hardness and Intelligence each increase by +1. The psicystal's power resistance is equal to the master's level +5.
**Bonus Feats:** The epic crystal master gains a bonus feat (selected from the list of epic crystal master bonus feats) every 4 levels after 10th.

**Epic Embed Gem:** The epic crystal master gains the Epic Embed Gem feat at 12th, 16th, and 20th levels. *Epic Crystal Master BonusFeat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Embed Gem, Epic Spell Focus, Epic Spell Penetration, Epic Spellccasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic crystal masters learn "psionically flavored" versions of feats, as appropriate.

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The Crystalsinger 3.0
"They have heard the song."
The crystalsinger has learned the music all crystals possess. They have learned how to shape crystal cacophony into fluid melody -- how to truly tap the power trapped within crystals. While others can craft psionic items, the crystalsinger knows they do so without order and without the evenness that is inherent to the crystal.
The crystalsinger masters the ability to craft crystalline psionic items and how to make that which others cannot. They alone have learned how to create the drilbu, the true items of power. (See below for the drilbu description.)
Due to the length of time needed to create psionic items, most crystalsingers are NPCs. You can generally find them where there is a concentration of psions and psychic warriors.
Hit Die: d4.
Requirements
To qualify to become a crystalsinger, a character must fulfill all of the following criteria.
Manifesting: Ability to manifest a 5th-level power.
Knowledge (psionics): 10 ranks
Perform: 6 ranks.
Psicraft: 10 ranks.
Feats: Any 2 item creation feats.
Class Skills
A crystalsinger’s class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Knowledge (psionics) (Int), Perform (Cha), Psicraft (Int), Use Psionic Device (Cha).
Skill points at each level: 4+ Int modifier.
Class Features
All of the following are features of the crystalsinger prestige class.
Armor and Weapon Proficiency: The crystalsinger gains no proficiency in any weapon or armor.
Power Points*: When they gain a level, crystalsingers gain power points per day as though they gained a level of psion. These power points are added to the character’s previous total. Crystalsingers gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.
Powers Discovered: With the exception of 5th and 10th levels, crystalsingers discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.
Psionic Combat: Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)
Psicrystals: Crystalsinger levels count toward the level of psion for purposes determining psicrystal intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.
0-Level Powers: Crystalsinger levels count toward the level of psion for purposes determining the number of free manifestations per day or your 0-level powers.
Channeling (Su): The crystalsinger gains the ability to channel another psion’s powers for use in the creation of items. The crystalsinger becomes a conduit for the power to be transferred to the item being created from another user. During item creation, if another psion is providing the powers to an item, the crystalsinger expends a number of power points equal to the highest power being used by the psion. If there is an XP cost associated with the power being imbued, the psion using it pays this cost, not the crystalsinger (though the crystalsinger must still pay the 1/25 item cost in XP). All other item creation limitations listed in the Psionics Handbook are in affect, however.
When first learned, the crystalsinger may channel up to 5th-level powers. This increases to 6th-level powers at 3rd level, 7th-level powers at 5th, 8th-level powers at 7th, and finally 9th-level powers at 9th level. Powers may be channeled only for the creation of an item.
Enhanced Craft: The crystalsinger gains a bonus to all Craft skills of her selection. This bonus is +2 at 2nd level. This bonus increases by +1 at 4th, 6th and 8th levels, to a final bonus of +5 at 8th level.

Item Creation: The crystalsinger learns an item creation feat previously unknown to her. Item creation feats include Craft Crystal Capacitor, Craft Dorje, Craft Drilbu (see below), Craft Psionic Arms and Armor, Craft Universal Item, Encode Stone, Scribe Tattoo.

Metacreative Creation: At 1st level the crystalsinger may apply the effects of the Metacreative feat to any items they create, lowering the level for creation purposes by 1 level (minimum 1st level), they gain the ability to further lower this level by one at 3rd, 5th, 7th, and 9th levels. (The Metacreative Creation ability is based on the latest version of the Metacreative feat.)

Song of the Crystal: At 10th level, due to long association and study of crystals, the crystalsinger undergoes a physical transformation. Her body becomes crystalline, and her type changes to "elemental" with a subtype of earth. She is no longer affected by powers that specifically target humanoids, such as domination; she gains an elemental creature’s immunity to poison, sleep, paralysis, and stunning; and since she has no discernable front or back, she is no longer subject to critical hits or flanking. However, the following items remain the same as before: Hit Dice, speed, AC, abilities, skills, feats, saves (with the exceptions listed above), and alignment. The character gains a +1 to her CR if she is an NPC.

The Crystalsinger

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Epic Crystalsinger 3.0

Many crystalsingers continue their advancement into epic psionics so that they can create more powerful psionic items. They learn as much as they can about psionic item creation in the hopes that someday they will learn the secrets of artifact creation.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic crystalsinger does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic crystalsinger's manifest level increases by 1 per level of epic crystalsinger gained above 10th. The epic crystalsinger's number of power points per day does not increase after 10th level.

Psicrystals: The epic crystalsinger's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal’s hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Metacreative Creation: At 11th level, the crystalsinger can apply the effects of the Metacreative feat to any items they create, lowering the level for creation purposes by 6 levels (minimum 1st level). She gains the ability to further lower this at every other level gained thereafter (13th, 15th, and so on). (The Metacreative Creation ability is based on the latest version of the Metacreative feat.)

Bonus Feats: The epic crystalsinger gains a bonus (selected from the list of epic crystalsinger bonus feats) every 3 levels after 10th.

Tenacious Magic. In addition to the feats on this list, the epic crystalsinger may select any item creation feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic crystalsingers learn "psionically flavored" versions of feats, as appropriate.

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**Diamond Warrior 3,0**

The diamond warriors are an order that consists mainly of psychic warriors, though some psions are members. The order concentrates their fighting style on unarmed attacks and mobility, and they spend long hours training their minds and bodies to achieve this end. It’s not certain how long this group has existed, and its goals are unknown, but when they do appear, they have a specific task. They take specific items, help travelers in combat, disrupt ceremonies and cause people to be late for appointments. They usually appear in multiples of eight, but a lone diamond warrior has been seen on occasion. Those that hunt them speculate the diamond warriors have a base on the Astral Plane, but this has not been confirmed.

**Hit Die:** d8.

**Requirements**
To qualify as a diamond warrior, a character must fulfill the following criteria:

**Base Attack Bonus:** +5.

**Manifesting:** Ability to manifest a 3rd-level psychic warrior power.

**Skills:** Jump 6 ranks, Tumble 6 ranks.

**Feats:** Improved Unarmed Strike, Inertial Armor, Psychic Charge, Speed of Thought.

**Special:** Must be selected by a current diamond warrior to join the order.

**Class Skills**
The diamond warrior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Class Features**
All the following are class features of the diamond warrior prestige class.

**Weapon and Armor Proficiency:** Diamond warriors gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points:** With the exception of 1st, 5th, and 9th levels, diamond warriors gain power points every level as though they gained a level of psychic warrior. Diamond warriors do not gain bonus power points.

**Powers Discovered:** With the exception of 1st, 5th, and 9th levels, diamond warriors discover powers as though they gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester level is increased by one for each level of the prestige class.

**Psionic Combat:** Diamond warriors do not gain any psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes).

**0-Level Powers:** Diamond warrior levels count toward the level of psychic warrior for determining the number of free manifestations per day of 0-level powers.

**Armor Restriction:** A diamond warrior can wear armor only at the cost of his mobility special abilities. The only special abilities that continue to function while in armor are Diamond Body, Diamond Soul, and Teleport. Evasion and Uncanny Dodge are negated by armor.

**Unarmed Attacks:** The diamond warrior gains both the normal base attack bonus and the unarmed base attack bonus when using unarmed strikes. Their unarmed strikes follow the standard attack pattern for extra attacks each round and not the monk's unarmed strike pattern. For example, a 7th-level psychic warrior with 6 levels of diamond warrior has a base attack bonus of +5 for psychic warrior, +4 for diamond warrior, and an additional +2 if he uses an unarmed attack. With a weapon, his final attack bonus is +9/+4, but with unarmed attacks, it is +11/+6/+1.

**Crystal Mask:** The order rewards its members with special crystal masks. At 1st level, they receive their choice of either the *crystal mask of deception* or the *crystal mask of doubt*. At 5th level, they receive a second mask and the *crystal mask of darkvision* is added to their choices. At 9th level, they receive a third mask, and the *crystal mask of shifting* is added to their choices. They should never trade or sell these masks since doing so would disgrace them in the eyes of the order.

**Unarmed Damage:** As a diamond warrior increases in levels, so does the damage he does with his unarmed strikes. If the diamond warrior has monk levels, treat each diamond warrior level gained as an additional monk level for determining unarmed damage. **Improved Inertial Armor:** The diamond warrior gains the Improved Inertial Armor feat.

**Speed of Thought:** The diamond warrior gains the Speed of Thought feat.
Uncanny Dodge (Ex): The diamond warrior focuses his mind to enhance his perception of the world around him. This allows him to retain his Dexterity bonus to AC when caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus when immobilized. Starting at 8th level, the diamond warrior's perception has improved to the point he can no longer be flanked. This denies those with the sneak attack ability to use the ability against him unless they are 4 levels higher.

Evasion (Ex): Starting at 4th level, the diamond warrior's agility has improved to the point that he can avoid some magical or psionic attacks. If an attack allows a Reflex save for half damage, the diamond warrior takes no damage on a successful save.

Diamond Body (Su): The diamond warrior becomes immune to all forms of poison due to an increased control of his metabolism.

Diamond Soul (Su): The diamond warrior gains power resistance equal to 10 + his character level.

Teleport (Sp): A diamond warrior can manifest the teleport power for free once per day. The diamond warrior can manifest teleport as though they have the power on their list of known powers. He can manifest the power even if he does not meet the minimum stat or class requirements.

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<th>Refl</th>
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The Diamond Warrior Mask

A diamond warrior always wears a clear crystal mask to distort his facial features. The order adds facets to the mask surface to further enhance this distortion. Many of these masks are empowered, as well, and diamond warriors have developed several different kinds of masks to help with various tasks. These masks are quite rare and generally not available on the open market since diamond warriors do not sell or trade them openly.

Crystal Mask of Deception: When worn, the crystal mask of deception grants the wearer the benefits of the conceal thoughts power.
Manifester Level: 5th; Prerequisites: Craft Universal Item, conceal thoughts; Market Price: 1,500 gp; Weight: 1 lb.

Crystal Mask of Doubt: Any creature that enters melee combat with the wearer of the crystal mask of doubt must make a Will save (DC 14) or suffer a -1 morale penalty due to the shifting visage created by the crystal mask of doubt. This Will save is taken only once per combat.
Manifester Level: 5th; Prerequisites: Craft Universal Item, demoralize; Market Price: 1,500 gp; Weight: 1 lb.

Crystal Mask of Darkvision: When worn, the crystal mask of darkvision grants the wearer the benefits of the darkvision power.
Manifester Level: 6th; Prerequisites: Craft Universal Item, darkvision; Market Price: 8,000 gp; Weight: 1 lb.

Crystal Mask of Shifting: While worn, upon activation, this crystal mask manifests the plane shift power. It has the ability to do this once per day. The wearer and up to 7 other creatures can join hands to travel together.
Manifester Level: 14th; Prerequisites: Craft Universal Item, plane shift; Market Price: 40,000 gp; Weight: 1 lb.
Epic Diamond Warrior 3,0

Although it is uncertain what percentage of the diamond order is comprised of epic diamond warriors, some speculate that achieving epic status is reserved for only the greatest warriors. Those diamond warriors that reach epic levels are assigned a solo mission by the order. The mission varies for each individual, but it is designed to test the warrior's wits, courage, and martial prowess. Upon successful completion of the mission, they are awarded the *crystal mask of shadows*. These masks are rare within the order, and if one is ever lost, the order makes every effort to retrieve it.

**Hit Die:** d8.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Powers:** The epic diamond warrior does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic diamond warrior's manifester level increases by 1 three levels in a row after 9th before skipping a level in a continuing progression. The epic diamond warrior's number of power points per day does not increase after 10th level.

**Bonus Feats:** The epic diamond warrior gains a bonus feat (selected from the list of epic diamond warrior bonus feats) every 3 levels after 8th.

**Epic Diamond Warrior Bonus Feat List:** Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Uncanny Accuracy. In addition to the feats on this list, the epic diamond warrior may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic diamond warriors learn "psionically flavored" versions of feats, as appropriate.

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<td>+1</td>
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<tr>
<td>20</td>
<td>Bonus feat</td>
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**Crystal Mask of Shadows:** This smooth crystal mask distorts the wearer's features by using an ever-shifting, swirling pattern of smoke within the crystal. On command, the *crystal mask of shadows* allows the character to use the *shadow body* power for up to 1 hour per day. The duration of the *shadow body* need not be consecutive minutes.

**Manifestor Level:** 16th; **Prerequisites:** Craft Universal Item, *shadow body*; **Market Price:** 185,000 gp; **Weight:** 1 lb.
Dread Champion 3.0
(Prestige Class)
By Scott Brocius and Mark A. Jindra
"Yes, I am dead. Prepare to join me."

Some people are fascinated with the undead and the dark arts. Many believe following those arts is the path to power. A small group of these people know that to gain ultimate power, one must embrace this path fully. The dread champion is one of these people. Through delving into these forbidden subjects, the dread champion has found a way to join the ranks of the undead. This has its risks, but the dread champion knows the reward is worth the effort. By completing a ritual found within ancient texts, the dread champion transforms himself.

Initially, the dread champion appears as walking dead; his skin is pallid, and his wounds tend to stay slightly open. As he advances in levels, his skin toughens and becomes leathery, and his whole body withers. Finally, once he achieves the complete connection to the Negative Energy Plane, his eyes take on a reddish glow.

Hit Dice: d8.
Requirements
To qualify to become a dread champion, a character must fulfill all the following criteria.
Alignment: Any nongood.
Skills: Knowledge (religion) 5 ranks.
Manifesting: Ability to manifest a 4th-level psychic warrior power.
Special: Must have defeated an undead creature that has an Intelligence score.

Class Skills
The dread champion's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Psicraft (Int), Remote View (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).
Skill Points at Each Level: 4 + Int modifier.

Class Features
All of the following are class features of the dread champion prestige class.

Weapon and Armor Proficiency: Dread champions are proficient with simple and martial weapons, and all armor (heavy, medium, and light), and shields.

Manifesting: At every even numbered level, the dread champion gains a psychic warrior level with regards to power points gained and powers discovered. His effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: The dread champion gains no additional psionic attack and defense modes while advancing in this class. (Characters do not forget previously discovered attack and defense modes.)

0-Level Powers: Dread champion levels count toward the level of the psionic character for determining the number of free manifestations per day of 0-level powers.

Undeath (Ex): By embracing this path, the dread champion becomes an undead creature. He becomes immune to poison, sleep, paralysis, polymorphing, stunning, disease, death effects, and necromantic effects. He also ignores mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), but he is still subject to psionic combat. Dread champions are also not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. He has no Constitution score and is therefore immune to any effect requiring a Fortitude save (unless it affects objects). A dread champion uses his Charisma modifier when making Concentration checks. As an undead, a dread champion is no longer healed normally. He requires negative energy (such as an inflict wounds spell) to heal, though regeneration and fast healing effects work normally.

A dread champion is not at risk of death due to massive damage, but he is immediately destroyed if reduced to 0 hit points or less. He can no longer be raised or resurrected. He can be brought back to existence only through use of a wish or psionic reality alteration. A dread champion gains darkvision with a range of 60 feet. A dread champion can be turned. A dread champion can no longer use Psychometabolism powers and uses his Charisma modifier for Psychokinetic powers.

Ability Gains (Ex): As the dread champion gains levels in this prestige class, his ability scores increases as noted in the class table. These increases stack and are gained as if through level advancement.
Hit Dice Promotion (Ex): At 1st level, each previous Hit Die gained promotes to a d8 if it was less than a d8. At 4th level, each promotes to d10, and then they promote to d12 at 8th level. Any levels gained after becoming a dread champion use the current dread champion Hit Dice type to determine hit points gained. Examples of Hit Dice Promotion: A level 10/3 psychic warrior/dread champion has 13d8 Hit Dice. Upon reaching 4th level as a dread champion, these Hit Dice change to d10, so the dread champion now has 14d10. When this dread champion reaches 8th level, his Hit Dice change to 18d12. If the character received a set percentage of hit points per Hit Die, just adjust the total to reflect the new Hit Die type. For example, if the particular campaign gives out 50% of maximum hit points, the 10/3 psychic warrior/dread champion would have had 52 hit points at 13th level, but upon gaining 14th level, his total becomes 70 hit points. If the character actually rolled for hit points, the DM has a couple of options. The character can either add 13 hp to reflect the difference in average hit points between d8 and d10, or the character can roll a new set of 13d10’s, but the total should not be less than the current total.

Damage Reduction (Su): At 2nd level, the dread champion's body toughens, giving him damage reduction of 2/-, this power improves to 3/- at 4th level, 4/- at 6th level, and to 5/- at 8th level.

Natural Armor Class (Ex): Due to the increasing toughening of his body, the dread champion gains the listed natural Armor Class bonus.

Fear Aura (Su): As a standard action, a dread champion can exude an aura of fear in a radius of 15 feet. Once activated, the aura lasts one round. Anyone in or entering the area must make a Will save of DC 10 + the dread champion's class level + dread champion's Charisma modifier. Those who fail suffer a -2 penalty on attack rolls, weapon damage rolls, and saving throws for 5d6 rounds.

Negative Energy Blast (Sp): Once per day, the dread champion can create a blast of negative energy, doing 1d6 points of damage per level of the character (max 20d6). This blast has a radius of 20 feet and long range (400 feet + 40 ft./level).

The negative energy of this ability also rebukes undead creatures, causing them to cower in fear. Undead in the area may be rebuked. The dread champion makes a turning check to rebuke them as a cleric of 2 levels lower than their level.

Power Resistance (Su): At 5th level, the dread champion gains power resistance equal to 15 + his dread champion levels. At 9th level, this improves to 20 + his dread champion levels.

Turn Immunity (Ex): At 5th level, the dread champion becomes immune to turning effects. He cannot be turned, rebuked, or commanded, but he is still subject to spells and powers that affect undead, such as sever the tie.

Cold Immunity (Ex): At 7th level, the dread champion becomes immune to cold damage.

Chilling Touch (Su): At 10th level, the dread champion completes his connection to the Negative Energy Plane. His unarmed strikes do a base d8 points of damage, and he is considered armed if he chooses to fight this way. In addition, he may choose to infuse his attacks with negative energy. This adds 1d8 points of negative energy damage to his attacks and causes 1 point of temporary Constitution damage, unless a Fortitude save (DC 20 + dread champion’s Charisma modifier) is made. Effects that block negative energy will protect against this attack. Dread champions cannot use this to heal themselves.

The Dread Champion

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Grim Psion 3.0
(Prestige Class)
By Scott Brocius and Mark A. Jindra
"I am eternal."

For some psions, it's all about the preservation of life: their life. For these individuals, the thought of their existence ending is completely unbearable, and they go to any lengths to avoid the bleakness of death. It is ironic then to learn of how these psions solve this dilemma. They follow the dark arts and turn to the realm of the undead to escape the end. Though they pay a heavy cost for this new existence, for them, it is worth it, for they can exist forever.

The grim psion undergoes a physical change in becoming one of the undead. Her body desiccates and her skin stretches tight, showing her skeleton clearly. Her hair hangs in tatters until it either falls out or she removes it, and her eyes wither to nothing, leaving a pair of glowing red sockets. Eventually, her entire body rots away, leaving just a skeleton.

Hit Dice: d6.

Requirements
To qualify to become a grim psion, a character must fulfill all the following criteria.
Alignment: Any nongood.
Skills: Knowledge (psionics) 5 ranks, Knowledge (religion) 5 ranks.
Feats: Encode Stone.
Manifesting: Ability to manifest a 4th-level power.
Special: Must have defeated an undead creature that has an Intelligence score.

Class Skills
The grim psion's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Craft (Int), Concentration (Con), Diplomacy (Cha), Knowledge (any) (Int), Listen (Wis), Psicraft (Int), Remote View (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features
All of the following are class features of the grim psion prestige class.

Weapon and Armor Proficiency: Grim psions gain no proficiency in any weapons or armor, but they retain any previous knowledge they may have had.

Power Points*: When they gain a level, grim psions gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Grim psions gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: At 2nd, 4th, 5th, 6th, 8th and 10th levels, grim psions discover powers as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

0-Level Powers: Grim psion levels count toward the level of the psionic character for determining the number of free manifestations per day of 0-level powers.

Undeath (Ex): By embracing this path, the grim psion becomes an undead creature. She becomes immune to poison, sleep, paralysis, polymorphing, stunning, disease, death effects, and necromantic effects. She also ignores mind-influencing effects (charms, compulsions, phantasms, patterns, and moral effects), but she is still subject to psionic combat. Dread champions are also not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. She has no Constitution score and is therefore immune to any effect requiring a Fortitude save (unless it affects objects). A grim psion uses her Charisma modifier when making Concentration checks. As an undead, a grim psion is no longer healed normally. She requires negative energy (such as an inflict wounds spell) to heal, though regeneration and fast healing effects work normally.
A grim psion is not at risk of death due to massive damage, but she is immediately destroyed if reduced to 0 hit points or less. She can no longer be raised or resurrected. She can be brought back to existence only through use of a wish or psionic reality alteration. A grim psion gains darkvision with a range of 60 feet. A grim psion can be turned. A grim psion can no longer use Psychometabolism powers and uses her Charisma modifier for Psychokinetic powers.

**Hit Dice Promotion (Ex):** At 1st level, each previous Hit Die gained promotes to d6 if it was less than a d6. At 4th level, each promotes to d8, and then they promote to d10 at 7th level and d12 at 10th level. Any levels gained after becoming a grim psion use the current grim psion Hit Dice type to determine hit points gained.

**Grim Psion**

**Examples of Hit Dice Promotion:** A level 10/3 psychic warrior/dread champion has 13d8 Hit Dice. Upon reaching level 4 as a dread champion, these Hit Dice change to d10, so the dread champion now has 14d10. When this dread champion reaches 8th level, his Hit Dice change to 18d12. If the character received a set percentage of hit points per Hit Die, just adjust the total to reflect the new Hit Die type. For example, if the particular campaign gives out 50% of maximum hit points, the 10/3 psychic warrior/dread champion would have had 52 hit points at 13th level, but upon gaining 14th level, his total becomes 70 hit points. If the character actually rolled for hit points, the DM has a couple of options. The character can either add 13 hp to reflect the difference in average hit points between d8 and d10, or the character can roll a new set of 13d10's, but the total should not be less than the current total.

**Ability Gains (Ex):** As the grim psion gains levels in this prestige class, her ability scores increase as noted in the class table. These increases stack and are gained as if through level advancement.

**Damage Reduction (Su):** At 2nd level, the grim psion's body toughens, giving her damage reduction of 2/-, this power improves to 3/- at 4th level, 4/- at 6th level, and to 5/- at 8th level.

**Natural Armor Class (Ex):** Due to the increasing toughening of her body, the grim psion gains the listed natural Armor Class bonus.

**Fear Cone (Su):** As a standard action, the grim psion can create a cone of fear 30 feet long. Creatures in the cone must make a Will save of DC 10 + the grim psion's class level + grim psion's Charisma modifier. Those who fail are panicked for 2d6 rounds. (See the *Dungeon Master's Guide* for more information on the panicked condition.)

**Tainted Construction (Ex):** The grim psion gains this feat even if she does not meet the prerequisites for it. Any construct she manifests will now be of tainted ectoplasm. (see "Expanding Your Mind: Subpsionics")

**Turn Immunity (Ex):** At 6th level, the grim psion becomes immune to turning effects. She cannot be turned, rebuked, or commanded, but she is still subject to spells and powers that affect undead, such as severe the tie.

**Cold Immunity (Ex):** At 7th level, the grim psion becomes immune to cold damage.

**Paralytic Touch (Su):** At 9th level, the grim psion completes her connection to the Negative Energy Plane. She gains a touch attack that deals 1d8 points of negative energy damage; a Will save with a DC 10 + grim psion's class level + grim psion's Charisma modifier reduces the damage by half. If the target fails this save, it is also paralyzed for 1d3 rounds. She cannot heal herself through use of this.

**Mind Construct (Su):** The grim psion learns a form of mind store power. She prepares a storage gem to capture her mind's essence if her physical form is destroyed. This gem must have a minimum value of 1,000 gp and takes a full day to prepare. The transfer from the destroyed physical form to the storage gem works over any distance, physical or extradimensional, unless some sort of special planar geometry supersedes the transfer.

Upon transfer to storage crystal, the grim psion's psicrystal is lost, incurring the normal penalties. Once in the crystal, raw, tainted ectoplasm is drawn forth to surround the crystal with a Diminutive astral construct form. The grim psion now has the listed stats of this construct, but she still has full command of her psionic abilities. She has ten days to secure a new body, otherwise her essence will pass on. The new body must be humanoid and dead, and it must have been slain in the past 9 days. Upon making contact with the corpse, the grim psion wills the transfer and the storage gem shatters into dust. She is now helpless for 24 hours, as the body decays to match her skeletal state.

**Mind Construct**
Size: Diminutive.
HD: As the grim psion.
Speed: 30 feet.
AC: 20 (+4 size, +6 natural).
Attack: None.
Special Attacks: The grim psion loses all special attacks except psionic powers.
Special Qualities: The grim psion loses all special qualities except psionic powers.
Base Saves: As the grim psion.
Ability Scores: Str 4, Dex 10, Con --, Int as grim psion, Wis as grim psion, Cha as grim psion.
Alignment: As the grim psion.
The mind construct is a Diminutive tainted astral construct. It is humanoid in shape, and it is made of swirling black and purple ectoplasm with a pair of glowing red eyes.

The Grim Psion

<table>
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<tr>
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<th>BAB</th>
<th>Fort</th>
<th>Refl</th>
<th>Will</th>
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<td>+3</td>
<td>Cha +2, damage reduction 2/-</td>
<td>+1 Psion Lvl</td>
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<td>3</td>
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<td>+1</td>
<td>+3</td>
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<td>+4</td>
<td>+1</td>
<td>+4</td>
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<td>Int +2, Tainted Construction</td>
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<td>+2</td>
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<td>Wis +2, damage reduction 4/-, turn immunity</td>
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<td>+2</td>
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<td>8</td>
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<td>+6</td>
<td>Natural AC +4, damage reduction 2/-</td>
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<td>9</td>
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<td>Paralytic touch</td>
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Illithid Slayer, Epic 3.0

Seeking to rid the land of illithids forever, slayers embrace epic psionics. It is this continued pursuit of the illithids that makes them the nemesis of illithids everywhere.

Other Options: The epic slayer finds the Epic Prowess, Epic Weapon Focus, Epic Weapon Specialization, and Epic Skill Focus feats quite useful in their war on the illithids.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic slayer does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic slayer’s manifester level increases by 1 per level of epic slayer gained above 10th. The epic slayer’s number of power points per day does not increase after 10th level.

Bonus Feats: The epic slayer gains a bonus feat (selected from the list of epic slayer bonus feats) every 2 levels after 9th.

Epic Slayer BonusFeat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Skill Focus, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the slayer can select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the Epic Level Handbook, epic slayers learn “psionically flavored” versions of feats, as appropriate.

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<td>19</td>
<td>Bonus feat</td>
</tr>
<tr>
<td>20</td>
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</table>
Meditant

Prestige Class (v.3.5)
Updated by Mark A. Jindra

Back when I started work on the original meditant, or ruminator as it was called in its working title, my goal was to create a prestige class that took the concept of psychic meditation and ran with it. In the editing process we ended up changing much of how those feats worked, and, in turn, the meditant was greatly altered from its original concept. Since that time many things in D&D have changed, we have a 3.5 edition, an Expanded Psionics Handbook and more. I took this opportunity to dig up the original documents and keep them handy when doing this revision. In the end I believe that psychic meditation and the meditant have become a little more complex, flexible, and fun to play.

"Chance favors the prepared mind."

A meditant has discovered the wondrous powers that can be released when mind and body become one. While exploring the inner depths of solitude that meditation provides, the meditant finds an inner peace and harmony that few will ever experience or understand. Over time, meditants become masters of meditation and easily awaken their psychic energy centers to manipulate the psionic forces buried deep within. Meditants possess a strong belief that by preparing their minds, the scales of chance will tip in their favor.

Hit Die: d4.
Requirements
To qualify as a meditant, a character must meet the following criteria.

Skill: Concentration 9 ranks.
Feats: Deep Psychic Meditation (3 times), Psychic Meditation.
Psionics: Manifester level 5th.
Alignment: Any lawful.

Class Skills
The meditant's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Diplomacy (Cha), Knowledge (any) (Int), Profession (any) (Wis), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features
All the following are class features of the meditant prestige class.

Weapon and Armor Proficiency: Meditants gain no proficiency with any weapons or armor.

Powers Known: At each level, with the exception of 1st level, a meditant gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of meditant to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly. If a character had more than one manifesting class before she became a meditant, she must decide to which class she adds the new level of meditant for the purpose of determining power points per day, powers known, and manifester level.

Inner Peace: Through much practice, the meditant has learned how to more quickly bring herself to inner peace. Meditation time required to awaken each of her psychic energy centers is reduced by 30 minutes per level of meditant.

Meditative Sustenance (Su): At 1st level, the meditant has learned to tap into the energies of the base psychic energy center. By meditating for 1 hour, the meditant can go without food and water for 1 day.

Deeper Psychic Meditation: At 2nd level, and every other level thereafter (4th, 6th, 8th, and 10th), the meditant gains two additional activations of an awakened psychic energy center per day.

Intense Psychic Meditation: Starting at 3rd level, the meditant discovers how to awaken greater psychic energies. When awakening a psychic energy center, the meditant can choose to give up two of her daily activations to increase the bonus granted by activating a specific psychic energy.
center. Each of the meditant's energy centers can receive this increase only once. Meditation time for awakening the center increases by 2 hours. The meditant's total amount of daily activations is reduced until that specific energy center has been reset. At 7th level, the meditant further increases the intensity of her meditation, which allows her to give up three daily activations to increase the benefits of activating one of her psychic energy centers. Meditation time is instead increased by 3 hours for that center.

For example, Vollus, our psion 6/meditant 7, has a total of thirteen daily activations. He gives up three of those activations when awakening his crown psychic energy center. He now adds a +6 natural armor bonus to his AC for 1 hour when he activates his crown center. Vollus isn't done however; he next gives up two daily activations when awakening his heart center. Now when he activates that center he is granted 24 temporary hit points and fast healing 1 for 1 hour. This leaves Vollus with a total of eight activations per day.

Table 1-2 Intense Psychic Meditation Benefits

<table>
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<tr>
<th>Psychic Energy Center</th>
<th>Two Activations*</th>
<th>Three Activations*</th>
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</thead>
<tbody>
<tr>
<td>Crown</td>
<td>+5 natural armor bonus to AC</td>
<td>+7 natural armor bonus to AC</td>
</tr>
<tr>
<td>Third Eye</td>
<td>1.25 temporary power point per manifester level (rounded down)</td>
<td>1.5 temporary power point per manifester level (rounded down)</td>
</tr>
<tr>
<td>Throat</td>
<td>+4 bonus to Int, Wis, and Cha</td>
<td>+6 bonus to Int, Wis, and Cha</td>
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<tr>
<td>Heart</td>
<td>2 temporary hit points per manifester level (Max 40) and Fast healing 1</td>
<td>2 temporary hit points per manifester level (Max 40) and Fast healing 2</td>
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<tr>
<td>Solar (Plexus)</td>
<td>+4 morale bonus on saving throw of choice, +2 bonus on remaining two</td>
<td>+5 morale bonus on saving throw of choice, +3 bonus on remaining two</td>
</tr>
<tr>
<td>Base</td>
<td>+4 bonus to Str, Dex, and Con</td>
<td>+6 bonus to Str, Dex, and Con</td>
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<tr>
<td>Sacral</td>
<td>Power Resistance 10 + manifester level</td>
<td>Power Resistance 15 + manifester level</td>
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</table>

* Bonuses from this table replace the benefits from the Psychic Meditation feat to determine the bonuses granted from activation of a specific psychic energy center.

Prepared Mind (Su): Starting at 5th level, the meditant can attempt to turn mind-affecting effects that specifically target her against their originator when she makes a successful saving throw to resist their effect. Effect and area spells are not affected. The effect uses its original DC (and other attributes), but the meditant is considered the effect's originator and the originator is the now the target. The meditant can use this ability as long as she maintains psionic focus.

Ethereal Form (Su): At 9th level, the meditant and her equipment can become ethereal and return back to material existence as a standard action. The amount of time she spends as ethereal is unlimited, but she can become ethereal and return to material existence only three times per day. The meditant gains all the benefits and limitations as described on page 76 of the Dungeon Master's Guide.

Inner Harmony (Su): Provided the meditant has awakened all seven of her psychic energy centers, activating a psychic energy center may now be done as a swift action. Using this ability does not provoke an attack of opportunity and it counts as the character's one quickened action per round. Additionally, the duration of the bonuses granted by activating a center increases to 4 hours.

The Meditant

<table>
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<tr>
<th>lvl</th>
<th>BAB</th>
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<th>Refl</th>
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<td>+0</td>
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<td>+2</td>
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<td>+3</td>
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<td>10</td>
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<td>+3</td>
<td>+3</td>
<td>+7</td>
<td>Inner harmony, deeper psychic meditation 5</td>
<td>+1 Lvl exist</td>
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Epic Meditant 3,0

The meditant is always looking for new ways to achieve inner peace and harmony. Advancement into the realm of epic psionics brings the epic meditant closer to that goal.

**Other Options:** The epic meditant often selects the Epic Inner Harmony and Epic Psychic Meditation feats to help her toward her goals.

**Hit Die:** d4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Powers:** The epic meditant does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic meditant's effective manifester level increases by 1 per level of epic meditant gained above 10th. The epic meditant's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic meditant's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Epic Psychic Meditation:** The epic meditant gains the Epic Psychic Meditation feat at 11th, 14th, 17th, and 20th levels.

**Ethereal Form (Su):** The epic meditant gains additional uses of her ethereal form ability. The number of uses per day is 4 at 13th level, increasing by 1 every three levels thereafter (16th, 19th, and so on).

**Bonus Feats:** The epic meditant gains a bonus feat (selected from the list of epic meditant bonus feats) every 3 levels after 9th.

**Epic Meditant Bonus Feat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Inner Harmony, Epic Psychic Meditation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multi-Spell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic meditants learn "psionically flavored" versions of feats, as appropriate.

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<td>Bonus feat</td>
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</table>
The Mindknights 3.0

Psionic beings were once more common than they are today. In ancient times, when the illithids presented more of a clear and present danger to the surface world and when other beings with psionic power threatened the general populace, the mindknights protected the defenseless. An ancient monastic order of psionic beings, the mindknights devoted themselves to perfecting their bodies and minds, in much the same way that a "normal" monk does in the present day. (In fact, many monks with latent psionic abilities were drawn into the ranks of the mindknights.) The mindknights, however, fused their physical discipline with their hardened psionic abilities, making them formidable warriors against psionic and nonpsionic foes alike. Discipline was the key to being a mindknight. As such, only lawful individuals were ever taken into their ranks. Unarmed combat was also a core concept of the mindknight's art, and the order would accept only those with extensive prior experience in unarmed fighting. Members of the order held themselves to a set of ethics known as the Five Pillars, which stressed self-reliance and the importance of defending the weak. The mindknights considered it their sworn duty to combat evil psionic beings and defend the common people from psionic threats.

The last mindknights disappeared centuries ago. Some say they vanished as the result of a massive counterassault staged by servants of the illithids. Others claim that the entire order descended into the Underdark to do battle with the ruler of all mind flayers and that none of them have ever been seen since. Many members of the general populace, and some scholars who specialize in the field of psionics, believe the mindknights to be just a myth. The ruins of their training center remain, however, in an isolated mountain region. The walls are crumbling and overgrown with vegetation, but the secrets of the mindknights may yet dwell within this ancient structure.

Hit Die: d8.

Requirements
To qualify as a mindknight, a character must meet the following criteria:

Alignment: Lawful non-evil.
Base Attack Bonus: +6 or better.
Base Power Points/Day: 6+ (not including bonus power points).
Skills: Jump 6 ranks; Move Silently 6 ranks.
Feats: Improved Unarmed Strike.
Other: Induction into order.

Class Skills
The mindknight's class skills are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), Tumble (Dex).
Skill Points at Each Level: 4 + Int modifier.

Class Features
All of the following are class features of the mindknight prestige class.

Weapon and Armor Proficiency: Mindknights gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

Power Points*: Mindknights gain power points every other level starting at 2nd level, as though they gained a level of psychic warrior. Mindknights do not gain bonus power points.

Powers Discovered: Mindknights discover powers every other level starting at 2nd level, as though they gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester level is increased by one every for every two levels of the prestige class.

Psionic Combat: Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

0-Level Powers: Mindknights count towards the level of psychic warrior for purposes of determining the number of free manifestations per day of your 0-level powers.

AC Bonus: When the mindknight is wearing no armor or shield, she receives the AC bonus listed below. As noted above, the character retains any knowledge or proficiencies gained from former classes, so this bonus stacks with any AC bonus she receives for gaining levels as a monk. For example, a 10th-level monk who has 5 levels of mindknight has a total AC bonus of +3 (+2 for the monk and +1 for the mindknight). This AC bonus represents a preternatural awareness of danger, and a mindknight does not lose it even when...
in situations when she loses her Dexterity modifier due to being unprepared, ambused, stunned, and so on. However, she does lose this AC bonus when immobilized.

**Unarmed Damage:** The mindknight is an expert at unarmed combat, and so her attacks do the damage listed below. Her damage improves at 6th and at 8th level. This does not stack with the unarmed damage dice roll she would gain as a monk. If the mindknight has monk levels, she uses the greater of her two unarmed damage rolls.

**Disarm Mind:** At 2nd level, the mindknight gains the feat Disarm Mind for free. She loses this ability while wearing armor or shield.

**First Pillar:** At 3rd level, the mindknight has mastered the First Pillar: "With power comes responsibility." She gains a +2 circumstance bonus to hit and damage when she is defending weaker individuals (sentient beings with either fewer Hit Dice or character levels).

**Second Pillar:** At 5th-level, the mindknight has mastered the Second Pillar: "Solidity of Mind." She becomes immune to all mind-affecting spells and spell-like effects, such as *charm person* or *sleep*.

**Third Pillar:** At 7th-level, the mindknight has mastered the Third Pillar: "Solidity of Body." She is immune to all poisons and all nonmagical diseases. She gains a +5 circumstance bonus to saving throws to resist magical diseases.

**Fourth Pillar:** At 9th-level, the mindknight has mastered the Fourth Pillar: "Nonattachment." She may manifest the *etheralness* power as a free action 2/day.

**Fifth Pillar:** At 10th-level, the mindknight has mastered the Fifth Pillar, "Transcendence." Her type changes to outsider, and she gains damage reduction 20/+1.

### The Mindknight

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**Epic Mindknight 3,0**

While it is not known whether any mindknights ever reached epic levels, it is certain that they would have embraced epic psionics to help aid them in their war against the illithids.

**Hit Die:** d8.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Powers:** The epic mindknight does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic mindknight's effective manifester level increases by 1 every other level of epic mindknight gained above 10th (12th, 14th, and so on). The epic mindknight's number of power points per day does not increase after 10th level.

**Bonus Feats:** The epic mindknight gains a bonus feat (selected from the list of epic mindknight feats) every 2 levels after 10th.

**Epic Mindknight Bonus Feat List:** Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Stunning Fist, Improved Manifestation, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Reflect Arrows, Spellcasting
Harrier, Storm of Throws, Superior Initiative, Uncanny Accuracy. In addition to the feats on this list, the epic mindknight may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic mindknights learn "psionically flavored" versions of feats, as appropriate.

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The Percipient 3.0
(Prestige Class)
By Scott Brocius and Mark A. Jindra
"You should see what I see."
In the psionic culture, beings exist that alter their bodies to improve their psionic ability. Most of these beings form groups that concern themselves with the physical forms of psionics: the arts of the egoist and the psychic warrior. The percipients are different. While they too alter their physical form, they still believe the power of the mind is stronger than that of the body. They also know true strength is found in numbers, so they have formed a network of communication among themselves.
Those wishing to become a percipient must first discover the Ritual of the Oculist. The first percipients created this process to allow others to grow a physical third eye. Candidates searching for clues on the ritual eventually can encounter a percipient who will determine whether she should be allowed to join the ranks of percipients. If the percipient determines the candidate should not join, he directs the hopeful in a ritual that forever bars the individual from becoming a percipient. If the candidate is found worthy, the specifics of the ritual soon find its way into the candidate's waiting mind.
Performing the ritual is more than just a physical change for the percipient. It also serves as an acceptance into a psionic community, which while small, seems to have eyes everywhere.
Hit Die: d4.
Requirements
To qualify as a percipient, a character must fulfill all the following criteria:
Skills: Intimidate 2 ranks, Knowledge (psionics) 8 ranks, Spot 4 ranks.
Feats: Alertness, Dodge, Psychoanalyst. (3.5: Alertness, Negotiator, Persuasive?)
Manifesting: Able to manifest a 3rd-level power.
Special: Must research and perform the Ritual of the Oculist.
Ritual of the Oculist: Individual DMs should tailor the ritual to fit their campaign as far as gold piece expenditures and XP cost (if any). It should be a psionic process that allows the character to grow a third eye. In addition, the DM can require other services from the character since the group may have other demands as well.
Class Skills
The percipient's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).
Skill Points at Each Level: 4 + Int modifier.
Class Features
All of the following are features of the percipient prestige class.
Weapon and Armor Proficiency: Percipients gain no proficiency with any weapons or armor, but they retain any previous knowledge they may have had.
Power Points*: When they gain a level, percipients gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Percipients gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.
Powers Discovered: With each level, percipients discover powers as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.
Psionic Combat: Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)
0-Level Powers: Percipient levels count toward the level of the psionic character for determining the number of free manifestations per day or 0-level powers.
Psicrystals: Percipient levels count toward the level of psion for purposes of determining psicrystal intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.
Third Eye (Ex): When the percipient finishes the ritual at 1st level, she grows a physical third eye. While this eye provides many benefits, she loses the ability to use any third eye psionic items.

Initiative Modifier (Ex): Starting at 1st level and increasing at each level thereafter, the percipient adds a modifier to her initiative roll. Initially this is a penalty due to the increased amount of information processed by her third eye. As she gains levels as a percipient, she gains the ability to better deal with this increased information in tense situations.

Skill Bonus (Ex): At 1st level, the percipient gains a +2 modifier on Search and Spot checks. This bonus increases by +2 at 3rd, 5th, 7th, and 9th levels.

Low-Light Vision (Ex): At 1st level, the percipient gains low-light vision (see page 296 of the Dungeon Master's Guide) or has her range tripled if she already possesses it. This requires a psionic power reserve of 1.

AC Bonus (Ex): At 2nd level, the percipient gains a +1 insight bonus to Armor Class. This bonus increases by +1 at 4th, 6th, 8th, and 10th levels.

Uncanny Dodge (Ex): At 2nd level, the percipient gains the ability to react to danger before her senses would normally allow her to be aware of it. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible foe. (She still loses any Dexterity bonus to AC if immobilized.) If the character already has the Uncanny Dodge feat from a previous class, she gains improved uncanny dodge instead (see below).

Vigilant Sight (Sp): At 3rd level, the percipient gains the ability to manifest the vigilance power even if she does not meet the minimum stat requirements. Manifesting this power costs 1 power point less than normal (2 instead of 3). This is in addition to any other cost reductions she may have, but it always costs at least 1 power point.

Mesmerizing Gaze (Su): At 4th level, the percipient gains a power similar to a gaze attack. Unlike a regular gaze attack, this power works only during the percipient's turn. The percipient uses a standard action to trigger the power, and doing so costs 5 power points. The percipient chooses one living creature within 30 feet as the target for the power. The percipient and the target must be able to see each other (the power does not work on blind creatures). If the target fails a Will save (DC = 13 + Wisdom bonus), it cannot take any actions except to defend itself. This lasts as long as the percipient maintains the gaze (minimum 1 round). To maintain the effect, the percipient must concentrate (a standard action each round). If anything breaks the line of sight or line of effect between the percipient and the subject, the effect is broken. If the target takes damage, it is entitled to a new Will save to break the gaze.

Darkvision (Ex): At 5th level, the percipient gains darkvision to a range of 60 feet, or adds 60 feet to her range if she already possesses darkvision. This requires a psionic power reserve of 3.

Focused Eye: At 5th level, all clairsentient powers manifested by the percipient cost 1 less power point to manifest than normal, to a minimum of 1 point. This is in addition to any other cost reductions she may have, but it always costs at least 1 power point.

Pain Gaze (Su): At 6th level, the percipient gains a power similar to a gaze attack. Unlike a regular gaze attack, this power works only during the percipient's turn. The percipient uses a standard action to trigger the power, and doing so costs 9 power points. The percipient chooses one living creature within 30 feet as the target for the power. The percipient and the target must be able to see each other (the power does not work on blind creatures). If the target fails a Fortitude save (DC = 15 + Wisdom bonus), it is wracked with pain. This causes the target to suffer a -4 penalty on attack rolls, skill checks, and ability checks for 1 minute per manifester level.

Auric Sight (Sp): At 7th level, the percipient gains the ability to read the auras of a person or thing. This ability is a full-round action. The percipient learns four things about the target: Whether it's good or evil, whether it can manifest psionic powers or cast spells, what its relative power level is to her, and if it possesses any active psionic or magical effect. This power is a divination effect and magical effects that conceal auras, such as nondetection, defeat this power. This ability costs 7 power points to use.

Improved Uncanny Dodge (Ex): At 8th level, the percipient can no longer be flanked, since she can react to foes on opposite sides of her as easily as she can a single attacker. This defense denies a rogue the ability to sneak attack the percipient by flanking her, unless the attacker has at least four more rogue levels than the target does.
If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level needed to flank the percipient.

**True Sight (Sp):** At 9th level, the percipient gains the ability to manifest the true seeing power even if she does not meet the minimum stat requirements. Manifesting this power costs 1 less power point than normal (8 instead of 9). This is in addition to any other cost reductions she may have, but it always costs at least 1 power point.

**Death Gaze (Sp):** At 10th level, the percipient gains a power similar to a gaze attack. Unlike a regular gaze attack, this power works only during the percipient's turn. The percipient uses a standard action to trigger the power, and doing so costs 13 power points. The percipient chooses one living creature within 30 feet as the target for the power. The percipient and the target must be able to see each other (the power does not work on blind creatures). If the target fails a Will save (DC 17 + Wisdom bonus), it dies. On a successful save the target is unaffected.

**Gaze of Many (Su):** At 10th level the percipient gains the ability to use two different gaze powers (mesmerizing gaze, pain gaze, or death gaze). The percipient chooses which two of her gaze attacks that she will use. Each gaze attack is resolved separately in the order the percipient chooses. Activating the two powers is a standard action, and percipient must pay the power point cost for both powers. The total cost paid may exceed the percipient's metapsionic cap. The percipient may choose to to concentrate on an existing mesmerize gaze effect as one of the two gaze attacks in the round. This ability may be used a number of times per day equal to 1 plus the percipient's Wisdom modifier.

### The Percipient

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Planar Vanguard 3.0

The planar vanguard is a psionic scholar and expert in planar travel, and through arcane research she develops not only the ability to travel to other planes, but also the ability to create her own demiplane. (Being around long enough to use it is another matter.)

Psions steeped in psionic knowledge make the best planar vanguards, and having visited an Inner or Outer Plane is required to join their numbers. They usually seek out organizations of planeshifters (see Manual of the Planes) to share their knowledge. These organizations are more like fraternal organizations than guilds or power groups, and they appear (and disappear) with great frequency. Despite this, one group of planar vanguards known as the Eternal Mind has appeared from time to time.

NPC planar vanguards are rarely in the same place for long. They're always going to see some new planar sight or phenomenon. They sometimes hire adventurers as bodyguards, assistants, or troubleshooters.

Hit Dice: d4.

Requirements

To qualify as a planar vanguard, a character must fulfill all the following criteria:

Skills: Concentration 8 ranks, Knowledge (the planes) 4 ranks, Psicraft 8 ranks.

Feats: Transdimensional Power.

Manifesting: Able to manifest a 4th-level power.

Special: The character must have spent some time on one or more Transitive Planes before taking this prestige class. The total time is up to the DM. (At least one month is recommended.)

Class Skills

The planar vanguard's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Diplomacy (Cha), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Psicraft (Int), Remote View (Int), Ride (Dex), Search (Int), Speak Language, and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the planar vanguard prestige class.

Weapon and Armor Proficiency: Planar vanguards gain no proficiency in any weapons or armor, but they retain any previous knowledge they may have had.

Power Points*: With the exception of 1st level, planar vanguards gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Planar vanguards gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: A planar vanguard's effective manifester level equals her manifester level for her other psionic classes, plus her planar vanguard level -1.

Psionic Combat: Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

0-Level Powers: A planar vanguard counts her levels in planar vanguard -1 and applies the total toward the level of the psionic character for determining the number of free manifestations per day of your 0-level powers.

Psicrystals: A planar vanguard counts her levels in planar vanguard -1 and applies the total toward the level of the psionic character for determining psicrystal Intelligence and special abilities. Characters whose previous class did not offer access to a psicrystal (such as psychic warrior) gain the ability to create one as a psion can.

Plane Shift (Sp): Starting at 1st level, the planar vanguard gains the ability to plane shift herself (as the power) for free once per day. The number of times per day she may use this ability increases by one every other level of planar vanguard (3rd, 5th, 7th, and 9th). Starting at 5th level, the planar vanguard gains the ability to affect other creatures with the plane shift ability. Using this ability is treated as if the planar vanguard manifested the plane shift power on the target or targets in question.

Control Planar Flux (Su): At 2nd level, a planar vanguard gains an intuitive understanding of how creatures interact with the planes they are on, and she can exploit small changes in the barriers between planes. The planar vanguard's manifester level is considered one higher when manifesting the dimensional anchor and dismissal powers. The level bonus further increases by one at 4th, 6th, 8th and 10th levels.
Planar Survival (Ex): A planar vanguard of 3rd level or higher becomes attuned to the nature of the planes she visits and personally immune to natural planar effects that arise from certain planar trait, as shown below:

<table>
<thead>
<tr>
<th>Trait</th>
<th>Immunity/effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Earth dominant</td>
<td>Won't suffocate while on the plane</td>
</tr>
<tr>
<td>Fire dominant</td>
<td>No damage from the fire trait</td>
</tr>
<tr>
<td>Negative dominant</td>
<td>Doesn’t take damage or negative levels from the negative trait.</td>
</tr>
<tr>
<td>Positive dominant</td>
<td>Not blinded by the positive trait, stops temporary hit points when they equal her normal hit point total</td>
</tr>
<tr>
<td>Water dominant</td>
<td>Can breathe water while on the plane</td>
</tr>
</tbody>
</table>

In addition, some effects specific to a plane are negated. These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself that might not be associated with a planar trait. In the D&D cosmology, this ability negates the deafening effect of Pandemonium and the cold damage on the Cania layer of the Nine Hells. Your DM can add additional protections for a cosmology he creates. If an Elemental Plane of Cold is in his cosmology, for example, this ability protects against the base cold damage suffered by the planar vanguard while on that plane.

The effects of gravity traits, alignment traits, and magic traits aren't negated by this ability, and neither is the special entrapping trait that some planes have (Elysium and Hades in the D&D cosmology).

Morphic Stability (Ex): At 5th level, a planar vanguard gains the ability to impose her will on her surroundings to a limited extent. On planes with the highly morphic trait (such as Limbo in the D&D cosmology) or the magically morphic trait (such as the Plane of Shadow), the terrain stabilizes around the planar vanguard. The planar vanguard automatically calms the terrain within a radius of 30 feet per planar vanguard level. This area moves with the planar vanguard and is centered on her. Permanent structures within the plane are unaffected, and the terrain can still be changed through normal activity.

Grant Planar Survival (Su): A planar vanguard of 7th level or higher can extend the planar survival ability by touch to a number of others equal to her planar vanguard level. Once granted, the survival ability lasts for 24 hours. Should the planar vanguard's companions wind up on a different plane than the planar vanguard, their protection fades immediately.

Reality Maelstrom (Sp): At 9th level, a planar vanguard gains the ability to force a hole in reality itself that sucks all material and most nearby creatures into it, sending them to a random plane (see Table 1-1: Random Planar Destinations). Everything sucked into this reality maelstrom goes to the same place. The maximum range of this ability is 100 ft. + 10 ft. per planar vanguard level. The maelstrom lasts for a number of rounds equal to 1/2 her manifester level. This ability may be used up to 3 times per day.

This ability has a primary and a secondary area. The primary area is the hole itself: a sphere of no less than 5 feet and no greater than a 5-foot radius per planar vanguard level. Within that area, all unattended objects weighing 100 pounds or less are sucked into the reality maelstrom, as are all individuals who fail a Will saving throw (DC 17 + Dexterity modifier).

The secondary area is a windstorm of air rushing into the tear. All unattended objects weighing 50 pounds or less within an area twice the radius of the primary effect are drawn into the primary area of the reality maelstrom. Individuals in the secondary area must make a Reflex saving throw (DC 17 + Dexterity modifier). Those who fail are sucked into the primary area and must make a Will saving throw to avoid being drawn into the maelstrom.

Individuals who make either saving throw can move and attack as normal but must make additional saving throws every round they remain within the primary or secondary areas. A reality maelstrom is a one-way portal, so nothing ever emerges from the hole created by this ability.
Table 1-1: Random Planar Destinations

<table>
<thead>
<tr>
<th>d%</th>
<th>Plane</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>Ysgard</td>
</tr>
<tr>
<td>06-10</td>
<td>Limbo</td>
</tr>
<tr>
<td>11-15</td>
<td>Pandemonium</td>
</tr>
<tr>
<td>16-20</td>
<td>The Abyss</td>
</tr>
<tr>
<td>21-25</td>
<td>Carceri</td>
</tr>
<tr>
<td>26-30</td>
<td>Hades</td>
</tr>
<tr>
<td>31-35</td>
<td>Gehenna</td>
</tr>
<tr>
<td>36-40</td>
<td>The Nine Hells</td>
</tr>
<tr>
<td>41-45</td>
<td>Acheron</td>
</tr>
<tr>
<td>46-50</td>
<td>Mechanus</td>
</tr>
<tr>
<td>51-55</td>
<td>Arcadia</td>
</tr>
<tr>
<td>56-60</td>
<td>Celestia</td>
</tr>
<tr>
<td>61-65</td>
<td>Bytopia</td>
</tr>
<tr>
<td>66-70</td>
<td>Elysium</td>
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<tr>
<td>71-75</td>
<td>The Beastlands</td>
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<td>76-80</td>
<td>Arborea</td>
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<td>81-89</td>
<td>The Outlands</td>
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<tr>
<td>90-91</td>
<td>Elemental Plane of Fire</td>
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<tr>
<td>92-93</td>
<td>Elemental Plane of Earth</td>
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<td>94-95</td>
<td>Elemental Plane of Water</td>
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<td>96-97</td>
<td>Elemental Plane of Air</td>
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<tr>
<td>98</td>
<td>Positive Energy Plane</td>
</tr>
<tr>
<td>99</td>
<td>Negative Energy Plane</td>
</tr>
<tr>
<td>100</td>
<td>Demiplane (DM’s Choice)</td>
</tr>
</tbody>
</table>

**Genesis Stone (Sp):** At 10th level, a planar vanguard gains the ability to turn her psicrystal into a small pocket dimension. This pocket dimension is often used as a base of operation. A planar vanguard can craft a new psicrystal to replace the one used for this purpose. The original crystal is destroyed in the process, but the planar vanguard does not suffer the standard effects of losing a psicrystal. A planar vanguard can own only one demiplane at a time and cannot construct a new one unless all portals to the old one are destroyed. The planar vanguard must meditate 8 hours a day for one week to awaken the demiplane in her psicrystal.

Upon awakening the ability in the psicrystal, the crystal shatters and a miniscule spherical demiplane that is 1 foot in radius is created. It grows quickly, gaining 1 foot in radius per day up to a maximum radius of 100 feet. After reaching that size, the demiplane continues to grow at a rate of 2 feet of radius per year. If its creator perishes, the demiplane stops growing.

The planar vanguard’s demiplane has the following planar traits: normal time, alterable, and normal magic and psionics. At creation the planar vanguard can set whatever gravity trait, elemental traits, and alignment traits she likes, and she can choose whether the plane is finite or self-contained. While the demiplane isn’t morphic, the planar vanguard has total control over the landscape at the moment of creation, so she can decide whether it will be foreboding, mountainous wasteland, or bucolic forest. The terrain set at creation extends itself as the demiplane grows. While it is not possible to fit jagged peaks into a 1-foot sphere, cliffs and summits appear as the demiplane grows.

The demiplane retains the personality of the psicrystal that is used in its creation. When on the demiplane, the planar vanguard is granted the effects of the special ability of the original psicrystal. The demiplane retains the intelligence of the psicrystal used in its creation as well as the sighted, speak with other creatures, and sight link special abilities. Ranges for these abilities are disregarded, and sight link ends if the planar vanguard leaves the demiplane.

The demiplane is unfurnished, so the planar vanguard must provide what construction is necessary. It has a single portal entry, which the planar vanguard can control for access. Those who know of the demiplane’s
existence can *plane shift* to the plane, though if the demiplane isn't large enough to hold the visitor (or the planar vanguard, for that matter), entry is denied. Demiplanes are often used as hiding places, research labs, and prisons for particular beasts.

**Planar Vanguard**

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Powers Discovered</th>
<th>PP</th>
<th>Specials</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>--</td>
<td>*see Plane shift 1/day, psicrystal</td>
<td></td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+3</td>
<td>+0</td>
<td>+1 psion</td>
<td>text Control planar flux +1</td>
<td></td>
</tr>
<tr>
<td>3rd</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>+1 psion</td>
<td>Planar survival</td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>+2</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>+1 psion</td>
<td>Control planar flux +2</td>
<td></td>
</tr>
<tr>
<td>5th</td>
<td>+2</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>+1 psion</td>
<td>Morphic stability, <em>plane shift</em> others</td>
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<tr>
<td>6th</td>
<td>+3</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>+1 psion</td>
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<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>+1 psion</td>
<td>Grant planar survival</td>
<td></td>
</tr>
<tr>
<td>8th</td>
<td>+4</td>
<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>+1 psion</td>
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<td>9th</td>
<td>+4</td>
<td>+3</td>
<td>+6</td>
<td>+3</td>
<td>+1 psion</td>
<td><em>Reality maelstrom</em></td>
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</tr>
<tr>
<td>10th</td>
<td>+5</td>
<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>+1 psion</td>
<td>Control planar flux +5, <em>genesis stone</em></td>
<td></td>
</tr>
</tbody>
</table>
Psychic Assassin (Prestige Class)
Based on the Core Assassin Prestige Class (v.3.5)
By Scott Brocius and Mark A. Jindra
Much like their nonpsionic cousins, the psychic assassin is a master of dealing death. Their skills are much the same but the style in which they practice their art varies based on the individual.
Hit Die: d6.
Requirements
To qualify to become a psychic assassin, a character must fulfill all the following criteria.
Alignment: Any evil.
Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.
Psionics: Manifester level 5th.
Special: The character must kill someone for no other reason than to join the assassins.
Class Skills
The psychic assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics)(Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha), and Use Rope (Dex).
Skill Points at Each Level: 4 + Int modifier.
Class Features
All the following are class features of the psychic assassin prestige class.
Weapon and Armor Proficiency: Psychic assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Psychic assassins are proficient with light armor but not with shields.
Powers Known: At 2nd, 4th, 5th, 6th, 8th, and 10th levels, a psychic assassin gains additional power points per day and access to new discovered powers as if she had also gained a level in whatever psionic manifesting class she belonged to before she added the prestige class. The psychic assassin does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of psychic assassin to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly. If a character had more than one manifesting class before she became a psychic assassin, she must decide to which class she adds the new level of psychic assassin for the purpose of determining power points per day, powers known, and manifester level. The psychic assassin may choose any new powers she discovers from the psychic rogue power list.
Sneak Attack: This is exactly like the psychic rogue ability of the same name. The extra damage dealt increases by +1d6 every other three levels (1st, 4th, 7th, and 10th). If a psychic assassin gets a sneak attack bonus from another source, the bonuses on damage stack.
Death Attack: If a psychic assassin studies her victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (psychic assassin's choice). While studying the victim, the psychic assassin can undertake other actions as long as her attention stays focused on the target and the target does not detect the psychic assassin or recognize the psychic assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the psychic assassin's class level + the psychic assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the psychic assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the psychic assassin has completed the 3 rounds of study, she must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the psychic assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another death attack.
Poison Use: Psychic assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Save Bonus against Poison: The psychic assassin gains a natural saving throw bonus to all poisons gained at 2nd level, and it increases by +1 for every two additional levels the psychic assassin gains.

Danger Sense (Su): At 3rd level, a psychic assassin gains the ability to augment her ability to sense danger. When active, this ability grants the psychic rogue the effects of the danger sense power. This ability is active as long as the psychic assassin maintains psionic focus. The psychic assassin’s danger sense ability also gains the effects of a single augmentation and she is granted the effects of the uncanny dodge ability. While her danger sense ability is active, the psychic rogue can react to danger before her senses would normally allow her to do so. She retains his Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. If a psychic assassin already has uncanny dodge from a different class (a psychic assassin with at least two levels of barbarian, for example), she automatically gains improved uncanny dodge (see below) instead. At 5th level, she gains a second augmentation and is granted the effects of the improved uncanny dodge ability. While her danger sense ability is active, the psychic rogue cannot be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: At 5th and 9th levels the psychic assassin gains a special ability of her choice from the psychic rogue special ability list, see below.

Blind Spot (Ps): The psychic assassin can use this ability once per day. While in effect, the psychic assassin can attempt to make herself completely undetectable to any single creature as if manifesting the cloud mind power with a manifester level equal to her psychic assassin level. If the target creature fails its save, the psychic assassin can remain hidden as long as she maintains concentration on this ability.

Decoy (Ps): Once a day, the psychic assassin can create an illusionary duplicate of herself. The illusion functions as a project image spell with a caster level equal to her psychic assassin level, except that it lasts as long as he maintains concentration, to a maximum of 1 round per caster level.

Enhanced Sneak Attack (Su): When the psychic assassin has psionic focus, she adds psionic damage to her sneak attacks. This ability increases her sneak attack damage by +1d6. (For example, an 11th-level psychic assassin would deal +5d6 damage with a sneak attack instead of +4d6). This ability may be selected up to three times.

Improved Evasion (Ex): This ability works like evasion, except that while the psychic assassin still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless psychic assassin does not gain the benefit of improved evasion.

Mind Cripple (Su): A psychic assassin with this ability has learned to focus psychic energy into her sneak attacks, which disrupts the mental capability of her foe. An opponent damaged by one of her sneak attacks also takes 2 points of Intelligence damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Shadow Jump (Ps): The psychic assassin gains the ability to travel between shadows. This ability works like the psionic dimension door power with a manifester level equal to her psychic assassin level, except as follows: The transport must begin and end in an area with at least some shadow. A psychic assassin can jump up to a total of 60 feet each day in this way; this can be a single jump of 60 feet or she can split the total distance she can jump each day among many jumps, but each one, no matter how small, counts as a 10-foot jump. The psychic assassin can select this ability up to three times and she adds 60 feet to the daily total each time she selects it. The psychic assassin can expend her psionic focus to use this ability as a move action.

Skill Mastery: The psychic assassin becomes so certain in the use of specific skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number
of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A psychic assassin may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the psychic assassin’s ability to wriggle free from magical or psionic effects that would otherwise control or compel him. If a psychic assassin with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same Difficulty Class. She gets only this one extra chance to succeed on her saving throw.

Feat: A psychic assassin can gain a bonus feat in place of a special ability.

Hide in Plain Sight (Su): At 8th level, a psychic assassin can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a psychic assassin can hide herself from view in the open without having anything to actually hide behind. She cannot, however, hide in her own shadow.

Table: The Psychic Assassin

<table>
<thead>
<tr>
<th>lvl</th>
<th>BAB</th>
<th>Fort</th>
<th>Refl</th>
<th>Will</th>
<th>Special</th>
<th>Powers disc</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>Sneak attack +1d6, death attack, poison use</td>
<td>--</td>
</tr>
<tr>
<td>2</td>
<td>+1</td>
<td>+0</td>
<td>+3</td>
<td>+0</td>
<td>+1 save against poison</td>
<td>+1 Lvl exist</td>
</tr>
<tr>
<td>3</td>
<td>+2</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>Danger sense (uncanny dodge)</td>
<td>--</td>
</tr>
<tr>
<td>4</td>
<td>+2</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Sneak attack +2d6, +2 save against poison</td>
<td>+1 Lvl exist</td>
</tr>
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<td>+4</td>
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<td>Danger sense (improved uncanny dodge), special ability</td>
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<td>+3 save against poison</td>
<td>+1 Lvl exist</td>
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<td>+6</td>
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<td>+4 save against poison, hide in plain sight</td>
<td>+1 Lvl exist</td>
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<tr>
<td>9</td>
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<td>+6</td>
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<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>+5 save against poison, sneak attack +4d6</td>
<td>+1 Lvl exist</td>
</tr>
</tbody>
</table>
**Psychic Theurge (Prestige Class)**

By Mark A. Jindra and Scott Brocius

This month, the Mind’s Eye presents a new prestige class with a *darker side*, a prestige class for the religious psionic folk, and a new creature to add to your campaign. Similar in nature to the mystic theurge and the cerebremancer, the psychic theurge combines psionics with the divine. The psychic theurge could feel right at home in the Eberron setting but might seem a little out of place in the arcane-dominated Forgotten Realms setting. The church of Sardior has many psychic theurges amongst its clergy. Ultimately it is up to the DM to determine what religions in her campaign world might support this class.

**Hit Die:** d4.

**Requirements**

To qualify to become a psychic theurge, a character must fulfill all the following criteria.

- **Skills:** Knowledge (psionics) 6 ranks, Knowledge (religion) 6 ranks.
- **Spells:** Able to cast 2nd-level divine spells.
- **Psionics:** Able to manifest 2nd-level powers.

**Class Skills**

The psychic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (psionics) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Psicraft (Int), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

**Class Features**

All the following are class features of the psychic theurge prestige class.

**Weapon and Armor Proficiency:** Psychic theurges gain no proficiency with any weapon or armor.

**Spells per Day/Powers Known:** When a new psychic theurge level is attained, the character gains new spells per day as if he had also attained a level in any one divine spellcasting class he belonged to before he added the prestige class. He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, psicystal special abilities, and so on). This essentially means that he adds the level of psychic theurge to the level of whatever other divine spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifester level accordingly. If a character had more than one divine spellcasting class or more than one manifesting class before he became a psychic theurge, he must decide to which class he adds each level of psychic theurge for purpose of determining spells per day, caster level, power points per day, powers known, and manifester level.

**Table: The Psychic Theurge**

<table>
<thead>
<tr>
<th>lvl</th>
<th>bab</th>
<th>Fort</th>
<th>Refl</th>
<th>Will</th>
<th>Spells per Day/Powers Known</th>
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</thead>
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<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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<tr>
<td>2</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+3</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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<tr>
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<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+3</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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<td>4</td>
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<td>+4</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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<tr>
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<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+4</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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<tr>
<td>6</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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<tr>
<td>7</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+5</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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<tr>
<td>8</td>
<td>+4</td>
<td>+2</td>
<td>+2</td>
<td>+6</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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<td>9</td>
<td>+4</td>
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<td>+6</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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<td>10</td>
<td>+5</td>
<td>+3</td>
<td>+3</td>
<td>+7</td>
<td>+1 lv of exi.divine spellc. cl./+1 level of exi. manifesting. cl.</td>
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</tbody>
</table>
Psychic Weapon Master

Prestige Class (v.3.5)
Updated by Mark A. Jindra

The original concept of this prestige class was pretty simple. Take the weapon master prestige class and graft the ancestral weapon from Oriental Adventures to it. Add a dash of psionics and shake liberally. What we got was one of my favorite prestige classes.

Some psychic warriors hone their skills by mastering a single melee weapon. Through intense meditation and personal sacrifice, they unlock powerful supernatural abilities in their weapons, which allow them to form a special bond with these weapons. To bond with the weapon of choice -- to use the weapon as naturally and without thought as any other limb -- is the goal of the psychic weapon master.

To gain the special abilities of the psychic weapon master class, a character must use her weapon of choice. Once chosen, the weapon of choice cannot be changed. This does not mean that, if her weapon of choice is the longsword, she can use only the longsword she owned when she first became a psychic weapon master. The only material requirement for the class is a crystal version of her weapon. It means that she can use any standard crystal longsword and gain the benefits of the psychic weapon master. If she uses any other weapon, she can use none of the special abilities of the prestige class.

Hit Die: d8.

Requirements
To qualify to become a psychic weapon master, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Dodge, Mobility, Power Attack, Psionic Dodge, Psionic Weapon, Weapon Focus.

Psionics: Ability to manifest a 3rd-level power.

Weapon: Crystal melee weapon.

Special: Proficiency in your weapon of choice, either from a feat or a class feature.

Class Skills
The crystal master's class skills (and the key abilities for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features
All the following are class features of the psychic weapon master prestige class.

Weapon and Armor Proficiency: Psychic weapons masters are proficient with all simple and martial weapons and with all types of armor.

Powers Known: Every other level starting with 2nd, a psychic weapon master gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of psychic weapon master to the level of whatever psionic manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly. If a character had more than one manifesting class before she became a psychic weapon master, she must decide to which class she adds the new level of psychic weapon master for the purpose of determining power points per day, powers known, and manifester level.

Bonded Weapon: The psychic weapon master can form a special bond with a single melee weapon. The weapon must be the same type as her weapon of choice. The weapon must be a standard crystal melee weapon (without any magic or psionic enhancements). As a psychic weapon master gains experience, she can sacrifice an amount of experience points (XP) to awaken supernatural abilities within her bonded weapon. This sacrifice cannot exceed the XP that she has gained since she last gained a level. Upon initially awakening her weapon, a small portion of the psychic weapon master's personality is encoded in the weapon. This personality is chosen from the Psicrystal Personalities table on page 23 of the Expanded Psionics Handbook. The personality grants the psychic weapon master the benefit that corresponds with the chosen...
The bonded weapon also has the Alertness, sighted and telepathic link abilities of a psicrystal, and, like psicrystals, it has an Intelligence of 6. Upon awakening a weapon bonus of +3, the bonded weapon gains the sightlink psicrystal ability. Upon awakening a weapon bonus of +5, the bonded weapon gains the ability to hold a psionic focus as the Psicrystal Containment feat. You do not need the Psicrystal Containment feat to use this latter ability.

At any time, a psychic weapon master can spend time meditating to awaken the abilities in her bonded weapon. This requires a sacrifice of XP equal to the amount shown on Table 1-1: Bonded Weapons. A psychic weapon master must meet the required minimum level and must meditate 8 hours a day for a number of days in a row equal to the XP sacrificed divided by 100.

The XP values shown on Table 1-1 are the total value of the sacrifice required to bring a single weapon to the listed weapon bonus. If a psychic weapon master already has a +3 longsword, she can raise it to a +4 longsword by sacrificing 700 XP and spending 7 days meditating.

A weapon can’t have an enhancement bonus higher than +5. Use the weapon bonus on Table 1-1 to determine the XP sacrifice when special abilities are added. Special abilities can be added from either Table 7-5: Melee Weapon Special Abilities in the Expanded Psionics Handbook and/or Table 7-14: Melee Weapon Special Abilities in the Dungeon Master’s Guide. (Spell storing is considered the same as power storing.) Example: A psychic weapon master who has a +4 longsword can transform it into a +4 mindcrusher longsword with a sacrifice of 2,000 XP since mindcrusher is a special ability worth a +2 bonus. The psychic weapon master may Psychic Weapon Master awaken the ability to store power points as a cognizance crystal in their bonded weapon. A +1 weapon bonus is equal to 5 power points, +2 adds 4 more points for a total of 9, +3 adds 4 more points for a total of 13, and +4 adds 4 more points for a final total of 17 power points.

If a bonded weapon is destroyed by accident or on purpose, the psychic weapon master must attempt a Fortitude save (DC 10 + the weapon’s equivalent enhancement bonus as shown on Table 1-1). If the saving throw fails, the psychic weapon master must sacrifice an additional 500 XP upon awakening her next bonded weapon. A successful saving throw reduces the loss to 0 XP. A psychic weapon master’s experience can never go below 0 as a result of a bonded weapon’s destruction. A psychic weapon master can have only one bonded weapon at a time.

<table>
<thead>
<tr>
<th>Weapon Bonus</th>
<th>Total Sacrifice Required</th>
<th>Minimum Psychic Weapon Master Level</th>
<th>Meditation</th>
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<tr>
<td>+1*</td>
<td>100 XP</td>
<td>1</td>
<td>1 day***</td>
</tr>
<tr>
<td>+2</td>
<td>400 XP</td>
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<td>+3 days</td>
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<td>+3</td>
<td>900 XP</td>
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<td>+4</td>
<td>1,600 XP</td>
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<td>+7 days</td>
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<td>+5</td>
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<td>+9 days</td>
</tr>
<tr>
<td>+6**</td>
<td>3,600 XP</td>
<td>6</td>
<td>+11 days</td>
</tr>
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<td>+7**</td>
<td>4,900 XP</td>
<td>7</td>
<td>+13 days</td>
</tr>
<tr>
<td>+8**</td>
<td>6,400 XP</td>
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<td>+15 days</td>
</tr>
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<td>+9**</td>
<td>8,100 XP</td>
<td>9</td>
<td>+17 days</td>
</tr>
<tr>
<td>+10**</td>
<td>10,000 XP</td>
<td>10</td>
<td>+19 days</td>
</tr>
</tbody>
</table>

* Upon awakening a bonded weapon, a personality is selected from the Psicrystals Personalities table on page 23 of the Expanded Psionics Handbook.

** A weapon can’t actually have an enhancement bonus higher than +5; see the above text.

*** This is the base meditation time for a +1 weapon. All numbers following it are added to this base number. For example, a +3 bonus would cost 1 + 3 + 5 = 9 days.

Psionic Damage: After a psychic weapon master scores a hit with her weapon of choice, do not roll dice to determine damage. Instead, figure the normal maximum damage (not a critical hit) the psychic weapon master can inflict with that weapon and do that much damage to the target. For example, a psychic weapon master uses a longsword, has a base attack bonus of +6, and possesses a Strength of 17. A longsword does 1d8 damage, so its maximum damage is 8 points. Her Strength modifier is +3, so add that for a total of 11. When the psychic weapon master makes a successful critical hit, only the base damage from the weapon is maximized; roll normally for the extra damage from the critical hit. A psychic weapon master can use this ability for free a number
of times per day equal to her psychic weapon master level, though additional uses of this ability cost 3 power points each.

**Increased Multiplier:** Determine the standard critical multiplier for the psychic weapon master's weapon of choice. With this ability, a psychic weapon master can increase the multiplier by +1. For example, the longsword has a critical multiplier of x2. When using this ability, increase that multiplier to x3 (2 + 1 = 3) once per day at the 2nd level of the psychic weapon master prestige class. A psychic weapon master gains an additional use per day at 4th, 6th, 8th, and 10th levels of this prestige class. To use this ability, declare its use before rolling any damage dice.

**Psionic Weapon Focus:** Stacking with any existing Weapon Focus bonus, this adds an additional +1 on all attack rolls with the psychic weapon master's weapon of choice.

**Combat Reflexes:** The psychic weapon master gains the Combat Reflexes feat for free. If she already possesses this feat, add her Wisdom modifier to the number of additional attacks of opportunity she may make in a round.

**Improved Critical:** The psychic weapon master gains the Improved Critical feat for free. If she already possesses this feat, add an additional +2 to her weapon of choice's threat range for critical hits.

**Whirlwind:** The psychic weapon master gains the Whirlwind feat for free. If she already possesses this feat, she can make a whirlwind attack as a standard action rather than a full attack action.

### The Psychic Weapon Master

<table>
<thead>
<tr>
<th>lvl</th>
<th>BAB</th>
<th>Fort</th>
<th>Refl</th>
<th>Will</th>
<th>Special</th>
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<td>+0</td>
<td>+3</td>
<td>+0</td>
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<td>+4</td>
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<td>+2</td>
<td>+5</td>
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<td>Increased multiplier 3/day</td>
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<td>+8</td>
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<td>+6</td>
<td>+2</td>
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<tr>
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<td>+9</td>
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<td>+6</td>
<td>+3</td>
<td>Whirlwind</td>
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<tr>
<td>10</td>
<td>+10</td>
<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>Increased multiplier 5/day</td>
<td>+1 Lvl exist</td>
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</table>

### Epic Psychic Weapon Master 3.0

The psychic weapon master strives to achieve epic levels. This quest allows them to become more in touch with their bonded weapon and helps them to awaken its full potential. Some psychic weapon masters have forsaken all other things and aspirations, including family and career, in pursuit of this goal.

**Other Options:** Epic psychic weapon masters who choose to awaken the full potential of their bonded weapons often select the Superior Bonded Weapon feat, as well as concentrate on feats that advance existing abilities such as Improved Whirlwind Attack.

**Hit Die:** d8.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Powers:** The epic psychic weapon master does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic psychic weapon master's manifester level increases by 1 three levels in a row after 9th before skipping a level in a continuing progression. The epic psychic weapon master's number of power points per day does not increase after 10th level.

**Increased Multiplier:** The epic psychic weapon master may use her Increased Multiplier ability 6 times per day at 12th level. She gains an additional use per day every other level beyond 12th (14th, 16th, and so on) of this prestige class. You must maintain a reserve of power points equal to the number of uses you are granted per day. These reserve points are not used up when the ability is used.

**Bonus Feats:** The epic psychic weapon master gains a bonus feat (selected from the list of epic psychic weapon master bonus feats) every 3 levels after 9th.

**Epic Psychic Weapon Master Bonus Feat List:** Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite
Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Bonded Weapon, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the epic psychic weapon master may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the Epic Level Handbook, epic psychic weapon masters learn "psionically flavored" versions of feats, as appropriate.

### Epic Psychic Weapon Master

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<th>Level</th>
<th>Special</th>
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<td>12</td>
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<td>--</td>
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<tr>
<td>14</td>
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<tr>
<td>15</td>
<td>Bonus feat</td>
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<td>16</td>
<td>Increased multiplier 8/day</td>
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<td>17</td>
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<td>--</td>
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<td>18</td>
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<tr>
<td>20</td>
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Sangehirn

Prestige Class (v.3.5)

Originally by Mark A. Jindra and Scott Brocius

When Scott and I first worked on the original sangehirn, we tossed around many ideas for how we could create a psionic healer that would benefit an all-psionic party the way a cleric benefits a standard party. I started work on the new powers and Scott worked on the basics of the prestige class. By the time we were done, we had a pretty powerful healing prestige class and a dozen new powers. When I started converting the prestige class for the current edition, I tried a few different variations. I created a five-level prestige class and a twenty-level base class, and then I even tried adding turning abilities. In the end I decided that keeping as true to the original concept gave me the best results.

"It won't hurt long."

Sangehirns have learned that the best way to stay alive in a dangerous world is to know how to heal. They focus their minds on the body and learn how to keep it fit. They see the body as a simple pattern of blood flow, muscle, and bone -- easily repaired. As they advance in levels, this belief manifests itself in their own bodies, causing incredible healing capabilities. Those that begin the path of the sangehirn have a true concern for their fellows. They usually worry more about their friends than themselves. Nonplayer character sangehirns are not too uncommon in a psionic-rich world. They typically live in areas where their skills are needed most, but the occasional "miracle" healer charges outrageous fees for his or her services.

Hit Die: d6.

Requirements

To qualify as a sangehirn, a character must meet the following criteria.

Skill: Heal 9 ranks.
Feats: Mind Over Body, Psionic Body.
Psionics: Manifester level 5th.

Class Skills

The sangehirn's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Concentration (Con), Heal (Wis), Knowledge (any) (Int), Profession (any) (Wis), Psicraft (Int), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Sangehirn

Class Features

All the following are class features of the sangehirn prestige class.

Weapon and Armor Proficiency: Sangehirns gain no proficiency with any weapons or armor.

Powers Known: Beginning at 2nd level, a sangehirn gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. The sangehirn can choose powers from the sangehirn power list below only. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of sangehirn to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly. If a character had more than one manifesting class before he became a sangehirn, he must decide to which class he adds the new level of sangehirn for the purpose of determining power points per day, powers known, and manifest level.

Healing Focus (Su): Starting at 1st level, the sangehirn gains the ability to harness psionic energy from deep within his body. This ability allows him to expend his psionic focus to aid with Heal checks. When the sangehirn has psionic focus, he can expend that focus on any single Heal check made thereafter. When the sangehirn expends his focus in this manner, he gains a bonus on his next Heal check equal to his level of sangehirn.

Damage Reduction (Su): At 2nd level, the sangehirn gains the supernatural ability to shrug off physical attacks and is fortified by the positive energies within his body, which grants him damage reduction 1/--.

This increases by 1 every other level, up to a maximum of damage reduction 5/-- at 10th level.
**Healing Touch (Su):** At 3rd level, the sangehirn gains the ability to change the range of some of his powers. Powers that have a range of "personal" and that are marked with an asterisk below can be changed to "touch." Only the powers from the sangehirn powers list can be affected this way. Using this ability requires expending psionic focus. Once the sangehirn has expended focus, the effects of healing touch persist for a number of rounds equal to his level of sangehirn. The sangehirn can alter any of the aforementioned powers during the duration of the effect.

**Fast Healing (Su):** At 5th level, the sangehirn gains the supernatural ability of fast healing. The sangehirn regains hit points at an exceptionally fast rate -- usually 1 or more hit points per round -- as given in the table entry. Except where noted here, fast healing is just like natural healing (see page 129 of the Player's Handbook). Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach body parts. This ability is active only when the sangehirn has psionic focus.

---

**Sangehirn Power List**

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<tr>
<th>Level</th>
<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
<th>Powers Disc</th>
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<td>1</td>
<td>+0</td>
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<td>Damage reduction 1/-</td>
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<td>3</td>
<td>+2</td>
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<td>+1</td>
<td>+3</td>
<td>Healing touch</td>
<td>+1 Lvl exist</td>
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<td>+2</td>
<td>+4</td>
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<td>+4</td>
<td>Damage reduction 2/-</td>
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<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
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<td>+2</td>
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<td>+2</td>
<td>+5</td>
<td>Fast healing 2</td>
<td>+1 Lvl exist</td>
</tr>
<tr>
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<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>Damage reduction 4/-</td>
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<tr>
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<td>+3</td>
<td>+6</td>
<td>Fast healing 3</td>
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<tr>
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<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>Damage reduction 5/-</td>
<td>+1 Lvl exist</td>
</tr>
</tbody>
</table>

*Sangehirn powers that can be used with the healing touch special ability.

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**Epic Sangehirn 3,0**

Sometimes referred to as "blood brains," epic sangehirns have continued to advance their healing skills beyond that of the normal sangehirn. Many work alongside priests during times of war. Because of their selfless nature, the epic sangehirn is a sought-after commodity for epic adventuring parties.

**Hit Die:** d6.

**Skill Points at Each Additional Level:** 4 + Int modifier.
Powers: The epic sangehirn does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic sangehirn's manifester level increases by 1 per level of epic sangehirn gained above 10th. The epic sangehirn’s number of power points per day does not increase after 10th level.

Psicrystals: The epic sangehirn’s psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal’s hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Stabilize Self: This bonus is added anytime a sangehirn needs to make a Stabilize Self check. The enhancement bonus starts at +6 at 11th level, and it increases by one every other level thereafter (13th, 15th, and so on).

Damage Reduction (Su): For every 4 levels above 10th (14th, 18th, and so on), the epic sangehirn's damage reduction is increased by +1.

Bonus Feats: The epic sangehirn gains a bonus feat (selected from the list of epic sangehirn bonus feats) every 5 levels after 10th.


Epic Sangehirn

<table>
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<tr>
<th>Level</th>
<th>Special</th>
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<tbody>
<tr>
<td>11</td>
<td>Stabilize self +6</td>
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<td>Damage reduction 4/--</td>
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<td>Stabilize self +10</td>
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<tr>
<td>20</td>
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</tbody>
</table>
Variant Pyrokineticist

Prestige Class (v.3.5)
Originally by Mark A. Jindra and Scott Brocius
Not long ago, the Mind's Eye brought you a variant of the pyrokineticist known as the kineticist. This variant allowed you to select an energy type that the class specialized in. The new version of the pyro has changed focus and is now a combat-heavy class, forgoing any ability to manifest powers. So rather than try to do a conversion or update of the Mind's Eye kineticist, I decided to focus on the pyrokineticist in the Expanded Psionics Handbook.

Naming the Prestige Class
The basic prestige class is known as a pyrokineticist or "pyro," and it focuses on fire; each type of energy that a prestige class could focus on can have a different name to give it the appropriate flavor. Although acid has been removed as an energy type, I have included it for those people who are playing an existing acetokineticist and have a DM that will allow the conversion.

Focus Full Name Nickname
- Fire Pyrokineticist Pyro
- Cold Cryokineticist Cryo
- Sonic Sonokineticist Sono
- Electricity Electrokineticist Electro
- Acid Acetokineticist Aceto

Requirements
The "special" entry under requirements for the prestige class should be changed to allow entry to the various versions of the prestige class. If a player can come up with a compelling reason that shows his character is obsessed with a specific energy, DMs should consider allowing entry to the prestige class. A character need not have used the specific energy type to qualify.

Special:
Must have damaged or destroyed a structure or object by the use of a power of the chosen energy focus just to see what would happen or must have survived a traumatic experience such as being trapped in a burning building where someone close to the character died.

Effects
After we have selected the type of energy to focus on and once we have fulfilled the requirements of the prestige class, we can work with the DM to alter the fire effects. The names of the individual abilities should be modified to match the appropriate type. For instance the fire lash would be a cold lash or frost lash for the cryo. Abilities that deal damage have the type of damage they do changed to match their new energy type. Also, abilities that grant protection from an energy type now grant it from the chosen energy type. The visible display of the abilities should be modified as follows. The associated color changes (acid/green, cold/blue, electricity/purple, fire/orange or red, sonic/yellow or silvery white). They may also have additional effects such as burning flames for fire, mist or ice shards for cold, billowing mist and sizzling for acid, a lowpitched hum and rippled air effect for sonic, and arcs of electricity and a crackling sound for electricity. For example, an electricity nimbus would be a swirling purple field with crackling arcs of electricity. The changed displays should be worked out with your DM.

Optional Damage Rules
Because different energy damage types deal damage differently and because the number of available creatures with appropriate resistances varies from campaign to campaign, most DMs need to determine whether they wish to alter the damage dealt by the different energy types. Changes to damage dealt by the special abilities of the prestige class are as follows.

Energy Damage Modifier Special
Fire None --
Cold -1 damage per die* Saving throws use Fort instead of Reflex
Sonic Reduced damage dice** Ignores hardness on unattended objects
Electricity -1 damage per die* --
Acid -1 damage per die* --
* Minimum of 1 point per die of damage.
** Damage dice are reduced one die type, d6 becomes d4, d8 becomes d6.
Subpsionic Adept, Psi 3.0 -> 3.5

“Don’t be afraid of the dark.”

Some psionic characters who delve into the subconscious mind are cautious and unlock its secrets slowly. Others choose to embrace it and recklessly hurl themselves into the abyss of the subconscious mind. Psionic characters that choose this path are known as shadow minds. Unlike their arcane counterpart the shadow adept (Forgotten Realms Campaign Setting) they have found it relatively easy to understand and control the very substance of shadow with relatively little sacrifice to their psionic studies.

Hit Die: d4.

Requirements
To qualify to become a shadow mind, a character must fulfill the following criteria.

Alignment: Any nongood.

Manifesting: Ability to manifest a 3rd-level power.

Skills: Knowledge (psionics) 8 ranks, Psicraft 8 ranks.

Feats: Conjunctive Mind and any metapsionic feat.

Class Skills
The shadow mind's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (all skills taken individually) (Int), Profession (any) (Wis), Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features
All the following are class features of the shadow mind prestige class.

Weapon and Armor Proficiency: A shadow mind gains no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

Power Known: The Shadow mind gains additional power points per day and access to new powers as he had also gained a level in the manifester class she previously had.

Subpsionic Feats: A shadow mind gains the Insidious Mind, and Tenacious Mind feats at 1st level and the Tainted Construction feat at 3rd-level.

Subpsionic Defense (Ex): At 3rd-level and for every three levels after that, the shadow mind gains another point of subpsionic defense. Add this value to a shadow mind’s saving throws against powers from the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

Low-light Vision (Su): A shadow mind gains low-light vision if he doesn't already have it.

Subpsionic Shield (Sp): A shadow mind can create a mobile disk of purple-black force as a standard action. The subpsionic shield is made up of shadowstuff and psychokinetic force and intercepts attacks, providing a +4 cover bonus to Armor Class and concealment (20% miss chance) against attacks from the other side of the shield. The disk protects you only against attacks from one direction. You designate half the battlefield (with yourself on the dividing line) as being blocked by the shield. The other half is not. You can change the defensive direction of the shield (that is, rotate the dividing line) once as a free action on each of your turns. You can see and reach through the shield and it moves out of the way when you attack, so it does not provide cover or concealment to opponents.

The subpsionic shield lasts 1 round per manifester level per day and need not be used all at once. Creating or dismissing a subpsionic shield is a standard action.

Dream Travel (Sp): A shadow mind can manifest the dream travel power for free once per day.

The shadow mind can manifest dream travel as though he has the power on his list of known powers. The shadow mind can manifest the power even if he does not meet the minimum ability score requirement.

Darkvision (Su): A shadow mind can see in the dark as though he were permanently affected by the darkvision power.

Greater Subpsionic Shield (Sp): The greater subpsionic shield acts much like the subpsionic shield with the following exception: At 8th level, the greater subpsionic shield grants power resistance of 12 + the character's shadow mind level on attacks against the shadow mind that originate from the other side of the shield, as if the shadow mind were under the effects of the power resistance power.

Shadow Body (Sp): A shadow mind can manifest the shadow body power for free once per day. The shadow mind can manifest shadow body as though he has the power on his list of known powers. He can manifest the power even if he does not meet the minimum ability score requirement.
Subpsionic Double (Sp): Once per day a shadow mind can use a standard action to create a double of himself woven from shadowstuff and psychokinetic force. The double looks, sounds, and smells like its creator and has the ability scores, base AC, hit points, saves, and attack bonuses as its creator, but no equipment. (Any apparent clothing or equipment is nonfunctional.) The double mimics the shadow mind’s actions (including speech) unless he concentrates on making it act differently. It can attack the creator’s enemies if given a weapon or items (since it can use anything its creator can). The shadow mind can see through its eyes and hear through its ears as if he were standing where it is, and during his turn in a round he can switch from seeing through its eyes to seeing normally, or back again. If he desires, any power he manifests whose range is touch or greater can originate from the double instead of from him. (The double is quasi-real -- just real enough to manifest powers that the creator originates.) The double can manifest powers on itself only if those powers affect shadows. Mentally commanding the double is a free action. Using it as the originator of a power counts as an action for the creator and the double. The shadow mind must maintain a line of effect to the shadow at all times. If his line of effect is obstructed, or he manifests teleport, plane shift or similar power that breaks his line of effect, even momentarily, the double is dismissed. Causing the creator or the double to leave the plane they share dismisses the double. The double lasts 1 round per manifester level. The death of the double does not affect the shadow mind or vice versa. The double still lasts to the end of its duration if the creator dies.

The Shadow Mind

<table>
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<tr>
<th>Lvl</th>
<th>BAB</th>
<th>F</th>
<th>R</th>
<th>W</th>
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<th>Powers</th>
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<td>1</td>
<td>1</td>
<td>1</td>
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<td>Subpsionic defense +1, tainted construction</td>
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<td>1</td>
<td>1</td>
<td>4</td>
<td>Subpsionic shield</td>
<td>+1 man level</td>
</tr>
<tr>
<td>5</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>4</td>
<td></td>
<td>+1 man level</td>
</tr>
<tr>
<td>6</td>
<td>3</td>
<td>2</td>
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<td>Subpsionic defense +2</td>
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<td>darkvision, Dream Travel</td>
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<td>greater subpsionic shield</td>
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<td>6</td>
<td>Subpsionic defense +3 shadow body</td>
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<td>3</td>
<td>7</td>
<td>Subpsionic double</td>
<td>+1 man level</td>
</tr>
</tbody>
</table>

Epic Shadow Mind 3.0

Epic shadow minds have chosen a darker path and are reluctant to discontinue their study of the subconscious mind. They quite often advance their studies into the realm of epic psionics.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic shadow mind does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic shadow mind's effective manifester level increases by 1 per level of epic shadow mind gained above 10th. The epic shadow mind's number of power points per day does not increase after 10th level.

Psicrystals: The epic shadow mind's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Subpsionic Defense (Ex): The epic shadow mind's bonuses to saves against powers from the Psychometabolism, Psychoportation, or Psychokinesis disciplines increases by +1 for every 3 levels gained after 8th.

Subpsionic Power (Ex): For every 3 levels gained above 9th, the epic shadow mind gains another point of subpsionic power. Add the subpsionic power value to the DC for saving throws and manifester level checks to overcome power resistance for powers the epic shadow mind manifests from the Metacreativity, Clairsentience, and Telepathy disciplines. This stacks with all other bonuses to overcome power resistance; however, having this feat does not make such bonuses stack with each other if they normally don't.

Bonus Feats: The epic shadow mind gains a bonus feat (selected from the list of epic shadow mind bonus feats) every 4 levels after 10th.

Epic Shadow Mind Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic,
Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the Epic Level Handbook, epic shadow minds learn "psionically flavored" versions of feats, as appropriate.

**Epic Shadow Mind**

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<tr>
<th>Level</th>
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<tr>
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<td>Subpsionic defense +4</td>
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<td>Subpsionic power +4</td>
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<td>Subpsionic defense +5, bonus feat</td>
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<td>15</td>
<td>Subpsionic power +5</td>
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<tr>
<td>17</td>
<td>Subpsionic defense +6</td>
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<tr>
<td>18</td>
<td>Subpsionic power +6, bonus feat</td>
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<td>19</td>
<td>--</td>
</tr>
<tr>
<td>20</td>
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Truth Seekers 3.0

Truth seekers are the elite agents of the splinter brotherhood. Their primary mission is to find spies and agents of the Scarlet Brotherhood that have placed themselves within local governments. The truth seekers determine the extent of the Brotherhood corruption within the government and report back to the Splintered Mind monastery.

All truth seekers are trained at the secret Splintered Mind monastery. Through rigorous exercises, they not only perfect their fighting skills but also unlock the powers within their minds. This mental energy is focused into Clairsentient and Telepathic powers, and truth seekers have honed these abilities to allow them to establish mental links with their comrades in the heat of battle. They also study in the Monastery's library, learning all they can of the history and politics of their assigned domain.

Truth seekers are formidable in combat, but they are even more powerful when multiple truth seekers fight in tandem. They almost always train and travel in pairs, allowing both to get the full benefit of their share mind power. They use their skills of Disguise and Forgery to gain entrance to nearly any location, and they tend to fight unarmed, so they are never at a loss for a weapon. Most truth seekers are monks or psychic warriors, as they possess the martial skills as well as the inner focus needed to follow this path. Rogue, fighter, and paladin truth seekers are not uncommon, but wizards, barbarians, and clerics rarely seek the path of the truth seeker, though they are very much a part of the Splintered Mind.

NPC truth seekers always travel in pairs. They do not reveal their identity unless they completely trust the confidant.

Hit Die: d8.

Requirements
Alignment: Any non-evil.
Base Attack: +5.
Feats: Improved Unarmed Strike, Combat Reflexes, Dual Strike*.
Skills: Diplomacy 8 ranks, Sense Motive 4 ranks.
* From Sword and Fist.

Class Skills
The truth seeker's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (psionics) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), See the Player's Handbook and the Psionics Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features
Weapon and Armor Proficiency: Truth seekers are proficient with simple weapons. They are not proficient with armor or shields. The use of armor or shields does not interfere with the truth seeker's abilities but does affect the favorable number of unarmed attacks per round (see below).

Powers: A truth seeker manifests psionic powers. At each level, the truth seeker discovers powers as indicated on the table. These powers must be Clairsentient or Telepathic powers. A truth seeker must have a Wisdom score of at least 10 + the power's level to discover a Clairsentient power, and a Charisma score of at least 10 + the power's level for Telepathic powers. The DC for saving throws to resist a truth seeker's powers is 1d20 + the power's level + the key ability score modifier. The 1d20 roll is made by the truth seeker when the power is manifested.

Power Points: A truth seeker can manifest a number of powers based on available power points, but he does not need to prepare powers in advance, as the power point cost is paid when the power is manifested. Truth seekers do not gain bonus power points for exceptional ability scores. Power points earned as a truth seeker are pooled with power points from any other psionic class, so they can be used to manifest any other discovered power, psionic combat mode, or special ability.

0-level Powers: A truth seeker can manifest any talent (0-level power) he knows for free a number of times per day equal to his truth seeker level + 2, after which the truth seeker must pay the power point cost.

Psionic Combat Modes: At 1st level, a truth seeker learns two of the ten psionic combat modes. At succeeding levels, the truth seeker learns additional psionic combat modes according to the schedule on the table above. Psionic combat modes are covered in Chapter 4 of the Psionics Handbook.

Monk Strike: A truth seeker uses unarmed combat much like a monk. A truth seeker has a number of unarmed attacks and deals regular damage as a monk of the character's truth seeker class level. If the truth
seeker has monk levels, then these are combined for the purposes of unarmed damage and number of unarmed attacks. Thus a 6th-level monk/6th-level truth seeker would attack as a 12th-level monk.

**Share Mind:** Truth seekers have the ability to connect to other minds and share thoughts and senses. Once per class level per day, the truth seeker can create a lesser mindlink with one willing target. The duration is 1 minute per truth seeker class level, and this power requires no power points to activate. A truth seeker can maintain share mind with only one creature at a time. This is a spell-like/psionic ability.

In addition to the lesser mindlink, the truth seeker (not the target) gains some advantages, based on his level:

- **At 1st level,** the truth seeker taps into the emotions of the partner mind. As a result, the truth seeker gains any morale bonus or penalty that affects the target mind.
- **At 2nd level,** the additional awareness of the shared mind gives the truth seeker a +1 insight bonus to AC. This bonus increases to +2 at 6th level and to +3 at 9th level.
- **At 4th level,** the truth seeker gains even greater perception of his surroundings and cannot be flanked, provided he and the shared target are within line of sight. He can still be flanked by a rogue of four levels higher than his character level.
- **At 6th level,** by understanding how his partner mind is moving, the truth seeker gains a +2 insight bonus to attack rolls against any target that both he and the partner mind threaten.
- **At 8th level,** the truth seeker can communicate to such a degree with the partner mind that he is able to act when the partner would normally act, or cause the partner mind to act more quickly. Once per mindlink, the truth seeker can swap initiatives with the mindlink subject. This is declared at the beginning of a round, before anyone has acted, and the subject must be willing.
- **At 10th level,** the truth seeker can filter information back to the mindlink subject, bestowing any of the above abilities onto the partner mind. This ability lasts for 1 minute and can be used once per day. The truth seeker gains these benefits whenever a lesser mindlink is established, regardless of whether the initiator was the truth seeker. Truth seekers can choose lesser mindlink as a discovered power and gain the above benefits.

**Psychoanalyst:** Truth seekers get the Psychoanalyst feat for free at 3rd level. This gives them a +2 bonus to Diplomacy, Bluff, Intimidate, and Charisma checks. The feat is described in detail in the *Psionics Handbook.*

**Psychic Inquisitor:** Truth seekers get the Psychic Inquisitor feat for free at 7th level. This allows the truth seeker to detect lies during a conversation. It is described in detail in the *Psionics Handbook.*

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<tr>
<th>lvl</th>
<th>BAB</th>
<th>Fort</th>
<th>Refl</th>
<th>Will</th>
<th>Special</th>
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<td>+1</td>
<td>+3</td>
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<td>Share mind (insight bonus to AC)</td>
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<td>+7</td>
<td>Share mind (grant share)</td>
<td>33 3 3 3 2 1</td>
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Truth Seeker Powers

0 level
- daze
- detect psionics
- distract
- inkling
- know direction
- missive
- telepathic projection

1st level
- attraction
- charm person
- combat precognition
- conceal thoughts
- demoralize
- destiny dissonance
- disable
- *distraction
- empathy
- expanded vision
- identify
- know location
- lesser mindlink
- object reading
- sense link
- steadfast gaze

2nd level
- augury
- aversion
- brain lock
- clairaudience/clairvoyance
- combat prescience
- darkvision
- detect thoughts
- *discover truth
- *fairy tale
- *find the heart
- inflict pain
- intrusive sense link
- *narrow thoughts
- recall pain
- see invisibility
- sensitivity to psychic impressions
- suggestion
- *Powers marked with an asterisk are new powers and are detailed in the powers section of this document.

3rd level
- *brittle psyche
- charm monster
- crisis of breath
- danger sense
- false sensory input
- fate link
- invisibility purge
- lesser domination
- mindlink
- nondetection
- poison sense
- remote viewing
- schism
- ubiquitous vision
- undead sense

4th level
- anchored navigation
- aura sight
- detect remote viewing
- divination
- domination
- fatal attraction
- fate of one
- forced mindlink
- mindwipe
- tailor memory
Feats

Additional Mind Blade Shape [Psionic] ->Ny

Prerequisite: Shape Mind Blade.
Benefit: You may choose one additional simple or martial weapon for your mind blade to be shaped into. You automatically gain proficiency with the weapon you choose.
Special: The new weapon you choose must be of the same type as your original mind blade. See the Soulknife alternatives to see which weapons you can choose.

Augment Construction [Psionic] 3,0 -> 3,5

Prerequisite: Manifester level 2nd+.
Benefit: Astral constructs you create with the astral construct powers gain +1 hit point per Hit Die and a +1 competence bonus on attack and damage rolls.

Brilliant Mind-Blade [Epic, Psionic] 3,0

Your mind-blade is a brilliant energy weapon.
Prerequisites: Mind-blade enhancement bonus of +6, reserve power points (see below).
Benefit: Your mind-blades have the brilliant energy weapon quality. You can choose to turn this ability on or off as a free action.
Special: This feat increases your prerequisite of reserve power points for your mind-blades by 10. This feat can be taken as a bonus feat by the epic soulknife.

Conjunctive Mind [Psionic] 3,0 -> 3,5

You have discovered the dark and dangerous side of the mind that is buried deep within the subconscious.
Prerequisite: Ability score from your primary discipline is 15+.
Benefit: From now on, your powers have become integrated with your subconscious mind. You can also activate subsionic items without taking damage. Add a +1 to all saving throws of powers you manifest from Metacreativity, Clairsentience, and Telepathy disciplines. You get a +1 bonus on manifester level checks to overcome power resistance for powers from these disciplines.
The subconscious mind proves less than optimal for powers from the Psychometabolism, Psychoportation, and Psychokinesis disciplines. Your effective manifester level for powers you manifest from these disciplines is lessened by -1. (Subpsionic characters cannot manifest powers from these disciplines if they are 1st-level characters.) The reduced manifester level affects the power's range, duration, damage, and any other level-dependant variables the power might have, including nullify checks against you.
From now on any psionic item you create is a subsionic item.

Defensive Mind Armory [Psionic] ->Ny (dårlig navn)

Prerequisite: Soulknife level 9, and Mind Shield or Mind Armor.
Benefit: Your Mind Shield and your Mind Armor now gains the enhancement ability bonuses of the Mind Blade. You gain the abilities in the same way as you do with the Mind Blade. Note: If you have the ability to both manifest the Mind Shield and the Mind Armor, they both gain the same enhancement abilities.
Example: Xerxes is a 9th level soulknife and could thus choose to shape his mind blade into a long sword +1 keen, and a Heavy shield +1 ghost touch.

Defensive Mind Armory, Improved [Psionic] -> Ny (dårlig navn)

Prerequisite: Soulknife level 12, Mind Shield, Mind Armor and Defensive Mind Armory.
Benefit: You may now choose different abilities for your Mind Shield and Mind Armor.
Example: Xerxes is a 12th level soulknife and could thus choose to shape his mind blade into a long sword +1 keen, a Heavy shield +1 fortification light and a chain shirt +1 ghost touch.
**Ecto Manipulation [Psionic] 3,0->3,5**
You can manifest a more powerful astral construct at the expense of flexibility.

**Prerequisite:** Manifester level 3rd+, Augment Construction.

**Benefit:** When you manifest an astral construct, you can trade in two abilities from the same menu for an ability from the next highest menu. For example when manifesting *astral construct VI* you can trade in two Menu B selections for a single Menu C selection.

**Epic Defensive Mind Armory [Epic Psionic] -->Ny (dårlig navn)**

**Prerequisite:** Defensive Mind Armory, Improved Mind Shaping and Mind Shield or Mind Armor.

**Benefit:** Follow progression beyond 20th. Evnt kunne velge abilities some er høgare enn +3??

**Example:** Xerxes is a 9th level soulknife and could thus choose to shape his mind blade into a long sword +1 keen, and a Heavy shield +1.

**Epic Embed Gem [Epic, Psionic] 3,0**
Your body can handle the stress of embedding additional gems.

**Prerequisites:** Crystal master level 11+, at least five embedded gems.

**Benefit:** You embed one new gem. The gem must come from the list of gems available to the crystal master. Once a part of the body has a gem embedded in it, another gem cannot be embedded in that part of the body. The powers and restrictions on each gem are found with the crystal master prestige class. The level restriction is the minimum level of crystal master needed to take this gem. Each type of gem can be embedded only once.

**Special:** This feat may be taken up to five times. Each time this feat is taken, you can embed an additional gem -- one each in hands, feet, or head. This feat can be taken as a bonus feat by the epic crystal master.

**Focused Body [Psionic]**
Your meditations assist your body control.

**Benefit:** When you have psionic focus you gain a +2 bonus on Balance, Climb and Tumble checks.

**Improved Mind Shaping [Epic, Psionic] -->Ny (dårlig navn)**

**Prerequisite:** Defensive Mind Armory and Mind Shield or Mind Armor.

**Benefit:** Reduce the penalty for using more than one mind item at the same time by 1.

**Special:** This feat can be chosen twice, its effects stack.

**Improved Psionic Sidestep [Psionic] 3,0->3,5**
You have a greater knack for avoiding attacks of opportunity.

**Prerequisites:** Dex 15, Wis 15, Dodge, Mobility, Psionic Sidestep.

**Benefit:** Once per round when you provoke an attack of opportunity, you can move up to 10 feet as a free action. If this movement takes you out of the attacker's reach, the attack of opportunity fails. This 10 feet of movement does not itself provoke any attacks of opportunity. If your free 10 feet of movement does not take you out of the attacker's reach, the attack does not automatically fail; however, you gain an additional +2 dodge bonus to your Armor Class for this attack; this dodge bonus stacks with the dodge bonus from the Psionic Sidestep feat. You must be psionically focused to use this feat.

**Epic Inner Harmony [Epic, Psionic] 3,0**
You achieve an inner harmony that allows psychic meditation effects to last longer.

**Prerequisite:** Meditant 11+ levels.

**Benefit:** The duration for the bonuses gained through psychic meditation is increased to 1 hour per character level.

**Special:** Psychic meditation bonuses are always considered temporary bonuses regardless of how long they last and statistic increases do not affect bonus power points or any other ability that relies on a permanent statistic or value. This feat can be taken as a bonus feat by the epic meditant.
Epic Psychic Meditation [Epic, Psionic] 3,0

You further your study and understanding of psychic energy centers, which allows you to enter the deepest levels of meditation.

**Prerequisite:** 21+ levels, Intense Psychic Meditation (seven times), Psychic Meditation (seven times)

**Benefit:** When you take this feat, you are granted additional psychic energy center bonuses. You can select a given psychic energy center only once. You can take this feat multiple times and must select a psychic energy center that you have not already previously selected. Bonuses from this feat stack with bonuses received from the Psychic Meditation and Intense Psychic Meditation feats. Meditation time is increased to 40 minutes. The duration of the benefits increase to 4 hours. You can activate this feat only once per day. This feat can be taken as a bonus feat by the epic meditant.

<table>
<thead>
<tr>
<th>Energy Center</th>
<th>Associated Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crown</td>
<td>+3 natural armor bonus to AC</td>
</tr>
<tr>
<td>Third Eye</td>
<td>2 temporary power points per manifester level</td>
</tr>
<tr>
<td>Throat</td>
<td>+2 enhancement bonus to Int, Wis, and Cha</td>
</tr>
<tr>
<td>Heart</td>
<td>Fast healing 3</td>
</tr>
<tr>
<td>Solar Plexus</td>
<td>+2 to saving throw of choice, +1 to remaining two</td>
</tr>
<tr>
<td>Base</td>
<td>+2 enhancement bonus to Str, Dex, and Con</td>
</tr>
<tr>
<td>Sacral</td>
<td>+3 to DC for powers in primary discipline; +1 to all other powers</td>
</tr>
</tbody>
</table>

Insidious Mind [Metapsionic] 3,0→3,5

You can use your subconscious mind to make your powers harder for normal psionic creatures to detect. Any psionic creature that does not possess the Conjunctive Mind feat is considered to be a normal psionic creature.

**Prerequisite:** Conjunctive Mind.

**Benefit:** When a normal psionic creature employs a powerlike ability, or psionic item, or power (such as detect psionics) that can detect the psionic aura of one of your powers, the normal psionic creature must make a level check (DC 11 + your manifester level) to successful detect your powers. Similarly, a normal psionic creature attempting to use a power to reveal the effects of one of your powers, such as sense psychoportation, must make a level check to reveal your power's effects. The normal psionic creature can check only once for each power used, no matter how many of your powers effects are operating in an area. This benefit does not extend to powers you manifest from the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

Mind Armor [Psionic] ->Ny

**Prerequisite:** Shape Mind Blade, +2 Mind Blade.

**Benefit:** You may choose to change the form of one of your mind blades into a the equivalent of a chain shirt. The armor has hardness 10 and 20 hit points. Since the armor is created from your own mind the armors maximum dexterity bonus is 6, and it’s armor check penalty is 0. When you use Shape Mind Blade in this fashion the enhancement bonus is reduced, like when fighting with two weapons.

**Special:** If you choose to shape your mind blade into one armor and two weapons, or into one armor, one weapon and a shield, the enhancement bonus reduction is –2.

**Example:** Xerxes is a 9th level soulknife and could thus choose to shape his mind blade into a long sword +1 keen, and a chain shirt +1.

Mind Shield [Psionic] ->Ny

**Prerequisite:** Shape Mind Blade, +2 Mind Blade.

**Benefit:** You may choose to change the form of one of your mind blades into a the equivalent of a Heavy Shield, instead of shaping it into two mind blades. The Shield has hardness 10 and 20 hit points.

When you use Shape Mind Blade in this fashion the enhancement bonus is reduced, like when fighting with two weapons, and the Shield does not gain any of the other enhancements.
Example: Xerxes is a 9th level soulknife and could thus choose to shape his mind blade into a long sword +1 keen, and a Heavy shield +1.

Psionic Feint [Psionic]
Prerequisite: Improved Feint.
Benefit: You may expend your psionic focus to feint as a swift action.

Psionic Sidestep [Psionic] 3.0->3.5
You have a knack for avoiding attacks of opportunity.
Prerequisites: Dex 13, Wis 13, Dodge, Mobility.
Benefit: Once per round when you provoke an attack of opportunity, you can move up to 5 feet as a free action. If this movement takes you out of the attacker's reach, the attack of opportunity fails. This 5 feet of movement does not itself provoke any attacks of opportunity. If your free 5 feet of movement does not take you out of the attacker's reach, the attack does not automatically fail; however, you gain an additional +2 dodge bonus to your Armor Class for this attack. You must be psionically focused to use this feat.

Psionic Tumble [Psionic]
Your tumbling is enhanced by your powers of concentration.
Prerequisite: Focused Body, Dex 15.
Benefit: You can ignore the Tumble DC modifiers for difficult surfaces and accelerated tumbling when you expend your psionic focus. (You are still granted the bonus from Focused Body on the action you expend your focus.)

Run on Air [Psionic] 3.0->3.5
You can manipulate the effects of gravity for short distances.
Prerequisite: Wisdom 15+, Speed of Thought, Psionic Charge, Up the Walls.
Benefits: While you are psionically focused you can use one of your move actions to run across less than solid surfaces including air. This movement can be taken only in a straight line, and it must begin and end on a solid surface. If it doesn't, you fall into whatever you were running across. The maximum increase or decrease in elevation cannot exceed half your movement rate, and this elevation change counts against the total distance of your movement. For example, a psychic warrior with a movement rate of 40 could run at an angle to put her at the top of a 20-foot wall 20 feet away or the bottom of a 20-foot ravine 20 feet away. If you run across a surface that causes damage, such as lava, you are still subject to damage as normal.

Superior Bonded Weapon [Epic, Psionic] 3.0
Your bonded weapon gains the capacity for greater power.
Prerequisites: Psychic Weapon Master 11+, bonded weapon bonus +10.
Benefit: The maximum weapon bonus that your superior bonded weapon can have is equal to your total levels of psychic weapon master. Also your bonded weapon's maximum enhancement bonus increases by +1 per level of epic psychic weapon master. You must still make an appropriate sacrifice to awaken this bonus, as shown on the table below. For instance, to increase a +5 psychic longsword to a +6 psychic longsword, the psychic weapon master must sacrifice a total of 12,100 XP. The psychic weapon master must meditate to increase the new ability as usual. This feat can be taken as a bonus feat by the epic psychic weapon master.

| Table 1-1 Superior Bonded Weapons |
|-------------------------------|-------------------------------|-------------------------------|-------------|
| Weapon Bonus | Total Sacrifice Required | Minimum Psychic Weapon Master Level | Meditation |
| +11 | 12,100 | 11 | 21 days |
Tainted Construction [Psionic] 3.0->3.5

As a subpsionic character, you can tap into the subconscious mind when shaping astral constructs.

**Prerequisite:** Conjunctive Mind.

**Benefit:** You can select astral construct abilities from an extended menu. Each special ability can come from your normal menu or Table 1-1: Subpsionic Extended Construct Abilities. Astral constructs you create are formed from a darker tainted ectoplasm and now have the [Evil] descriptor. Their surface is a shimmering black bathed in a deep purple glow.

**Table 1-1: Subpsionic Extended Construct Abilities**

| Menu A | Lesser Aura of Fear: Creatures within 10 feet of the construct must make a Will save (DC 5 + 1/2 the construct’s HD) or become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks. (See the Dungeon Master’s Guide for fear effects.) Anyone whose HD exceed those of the construct are not affected. This ability cannot be chosen more than once.

| Lesser Withering: Each time a target is struck by the construct, it must make a Fortitude save (DC 5 + 1/2 the construct’s HD) or take 1 point of temporary ability damage to the ability score chosen by the manifester at the time the construct is created. This ability cannot be chosen more than once. This ability does not stack with withering or greater withering.

**Menu B**

| Aura of Fear: Creatures within 10 feet of the construct must make a Will save (DC 10 + 1/2 the construct’s HD) or become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks and flee from the construct as quickly as they can. (See the Dungeon Master’s Guide for fear effects.) Anyone whose HD exceed those of the construct are not affected. This ability cannot be chosen more than once.

| Withering: Each time a target is struck by the construct, it must make a Fortitude save (DC 10 + 1/2 the construct’s HD) or take 1d3 points of temporary ability damage to the ability score chosen by the manifester at the time the construct is created. This ability cannot be chosen more than once. This ability does not stack with lesser withering or greater withering.

**Menu C**

| Greater Aura of Fear: Creatures within 30 feet of the construct must make a Will save (DC 15 + 1/2 the construct’s HD) or become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks and have a 50% chance to drop what they're holding and flee from the construct as quickly as they can. (See the Dungeon Master’s Guide for fear effects.) Anyone whose HD exceed those of the construct are not affected. This ability cannot be chosen more than once.

| Greater Withering: Each time a target is struck by the construct, it must make a Fortitude save (DC 15 + 1/2 the construct’s HD) or take 1d3 points of temporary ability damage and 1 point of permanent ability drain to the ability score chosen by the manifester at the time the construct is created. This ability cannot be chosen more than once. This ability does not stack with withering or lesser withering.

| Putrescence (Su): Any creature struck by the construct must make a Fortitude save (DC 10 + 1/2 construct’s HD) or contract astral rot (supernatural disease; incubation period 1d6 days; damage 1d3 temporary Constitution). Unlike normal diseases, astral rot continues until the victim reaches Constitution 0 (and dies) or receives a remove disease spell or similar magic (see Disease in the Dungeon Master’s Guide).

Tenacious Mind [Metapsionic] 3.0->3.5

You can use your subconscious mind to make your powers harder for normal psionic creatures to nullify. Any psionic creature that does not possess the Conjunctive Mind feat is considered to be a normal psionic creature.
**Prerequisite:** Conjunctive Mind.

**Benefit:** Your powers resist negation attempts by normal psionic creatures. When a normal psionic creature makes a negate check to negate one of your powers, the DC is 15 + your manifester level. This benefit does not extend to powers from the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

**Throw Anything**

The feat Throw Anything works only for weapons the character already knows how to use. As a DM's option, it can be used to allow the character to really throw anything, whether it's a weapon or not. If the character is not proficient with a weapon he is throwing, the -4 attack penalty applies, and the damage should suffer -1 per die to a minimum of 1 point of damage dealt per die. In the case of improvised weapons, the character would suffer the -4 penalty on the attack roll, and the damage needs to be determined on an individual basis, but it basically shouldn't do more than a similar weapon. For example, a typical barstool should do 1d4 or 1d6 damage, depending on size.

**Throw Anything [General](From Sword and Fist)**

In your hands, any weapon becomes a deadly ranged weapon.

**Prerequisites:** Base attack bonus 2+, Dex 15+.

**Benefit:** You can throw any weapon you can use, regardless of whether it is intended to be used as a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet. though they retain any knowledge gained from former classes.
Subpsionics 3.0->3.5

The psionic activity of the subconscious mind lies just below the level of awareness. In this level, a darker, more insidious side of the psyche resides. While most psionic characters never venture into the subconscious mind, some have embraced it. The subconscious mind provides a psionic character with an alternate conduit for manifesting powers.

Skilled manifesters that utilize the subconscious mind can manifest powers that are extraordinarily difficult for normal psionic creatures to perceive, counter, or nullify. Those who utilize their subconscious mind suffer some disadvantages. First, the thoughts and secrets of the subconscious mind are disquieting and injurious to the mortal mind. Second, while the conscious mind serves equally well for any kind of power, the subconscious mind is best for the disciplines of Metacreativity, Clairsentience, and Telepathy, and it is unsuited to the Psychometabolism, Psychoportation, and Psychokinesis disciplines. Third, powers with a visible display (Vi) that involve the creation of light no longer create any visible light; creatures with darkvision can, however, see these powers.

Finally, the more familiar a mortal becomes with the secrets of the subconscious mind, the more divorced they become from the conscious mind. An accomplished subpsionic character can manifest powers that normal psionic creatures find difficult to detect, counter, or nullify, but the subpsionic character becomes similarly unable to affect powers manifested by the conscious mind.

Subpsionic Items 3.0->3.5

Psionic items created by those who use the subconscious mind are rare and dangerous. These items are nearly identical to items created by the conscious mind, but the differences that exist are profound. Powerlike effects manifested from subpsionic items have the same benefits and limitations that a subpsionic manifestor has: Effects from the Metacreativity, Clairsentience, and Telepathy disciplines gain a +1 bonus to their save DCs and +1 bonus on manifestor level checks to overcome power resistance. Effects from the Psychometabolism, Psychoportation, and Psychokinesis disciplines have their manifestor levels reduced by -1 (though their costs are based on the original manifestor level). The reduced manifestor level affects the power's range, duration, damage, and any other level-dependent variables the effect might have. The effect's save DC is lessened by -1 and manifestor level checks to overcome power resistance suffer a -1 penalty. The DC to nullify psychometabolic, psychoportation, or psychokinetic effects from a subpsionic item is 11 + the reduced manifestor level.

Subpsionic items can pose a serious danger to users that are not familiar with the subconscious mind. Activating a subpsionic item through power trigger, command thought, or use-activation deals 1d4 points of temporary ability damage to the user unless the user has the Conjunctive Mind feat. The temporary ability damage is applied to the primary discipline of the psionic user. If the item functions continuously, the temporary ability damage occurs at dusk each day or when the user takes off or puts aside the item, whichever comes first.

Psionics-Magic Transparency 3.0->3.5

For the purposes of power-to-spell interaction with these feats, Enchantment, Illusion and Necromancy are treated the same as the Metacreativity, Clairsentience, and Telepathy disciplines. Evocation and Transmutation are treated the same as the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

Creatures with the Conjunctive Mind feat interact with creatures that have the Shadow Magic feat as though they were the same, gaining no benefits or penalties. Items created by a creature with the Conjunctive Mind feat are considered the same as items created by creatures with the Shadow Magic feat, and they can use shadow magic items as though they had the Shadow Magic feat. Forgotten Realms: When using these psionic feats in the Forgotten Realms setting, the subconscious mind is directly linked to the shadow weave. Psions that use these feats understand that they are using the shadow weave and are subject to all limitations and penalties that may be imposed as a result.
**Chance Favors the Prepared Mind**
A Revised Look at Psychic Meditation (V.3.5)
Updated by Mark A. Jindra

This month we take a look at psychic meditation and its effects on your psionic character. We start off with two new feats that will help open the mind and bring inner peace. Be sure to check out the revised meditant prestige class and a few items that benefit both.

**Feats**

When our bodies are worked really hard, we get aches and pains. We need to rest the body so it can recuperate from the stress and physical strain of daily activities. If we don't, our bodies can become ill. When this happens, we find ourselves forced to take it easy. We have a good night's sleep, and in the morning we feel rested and relaxed.

With our minds, we are always thinking, even in sleep as we dream. The mind never rests. However, with meditation, we can slow the mind down and relax it to such a level that it gets the chance to have a good rest. A psionic character can find peace and harmony by continuously exploring the inner depths of solitude that meditation provides. The psychic energy centers awaken and the natural psionic forces from within the mind and body are released. With practice, a psionic character can harness and channel these raw psionic forces into positive effects.

**Psychic Meditation [Psionic]**

You allow your mind to rest and go quiet for a period of time, which allows the psionic energy in your body to grant you several psychic benefits.

**Benefit:** When you take this feat, you are granted access to the seven psychic energy centers. To gain a benefit from a center, you must first awaken that energy center. Awakening a psychic energy center requires 8 hours of uninterrupted meditation. You can have only one center awakened at a time. A center remains awakened until it is reset. Resetting a center clears it of its awakened status. Resetting a center is a standard action and does not provoke an attack of opportunity. If your hit points ever fall below 0, an awakened center automatically resets. Once awakened, you can activate a center as a standard action that does not provoke an attack of opportunity.

You can activate a center only once per day. You gain the benefits of the center for 1 hour.

**Table 1-1: Psychic Meditation Bonuses**

<table>
<thead>
<tr>
<th>Psychic Energy Center</th>
<th>Associated Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crown</td>
<td>+3 natural armor bonus to AC</td>
</tr>
<tr>
<td>Third Eye</td>
<td>1 temporary power point* per manifester level</td>
</tr>
<tr>
<td>Throat</td>
<td>+2 bonus to Int, Wis, and Cha</td>
</tr>
<tr>
<td>Heart</td>
<td>2 temporary hit points per manifester level (maximum 40 hit points). These hit points do not stack with temporary hit points from other sources</td>
</tr>
<tr>
<td>Solar (Plexus)</td>
<td>+2 morale bonus on saving throw of choice, +1 morale bonus on remaining two</td>
</tr>
<tr>
<td>Base</td>
<td>+2 bonus to Str, Dex, and Con</td>
</tr>
<tr>
<td>Sacral</td>
<td>Receive a power resistance of 5 + your manifester level</td>
</tr>
</tbody>
</table>

*See the sidebar about temporary power points.

**Temporary Power Points**

Temporary power points are just like bonus power points, except that they last for only a short time if not used up. Whenever a character with temporary power points spends or loses power points, use the temporary points first.

When a character gains temporary power points, note his current power point reserve, then add the temporary points. When the temporary power points go away, the character's reserve points drop to the previous total score. If the character's power point reserve is already below that total at that time, all the temporary power points have already been lost and the character's power point reserve does not drop. When temporary power points are lost, they cannot be restored as real power points can be (except with another infusion of temporary power points). Temporary power points do not stack. When a character...
already has temporary power points and receives another infusion of temporary points, use only the higher number of temporary power points (unless noted otherwise). For example, a character gains 10 temporary power points, then spends 7 points, leaving 3 temporary power points. If the same character then receives another 10 temporary power points, the character winds up with only 10 temporary power points, not 13. For example, Vollus is now a 3rd-level psion and has selected this feat. He has previously awakened his heart psychic energy center. He now spends 8 hours awakening his crown center and another 8 hours awakening his sacral center. He now has 3 activations and may activate any of these three centers. Doing so grants him the benefits of the center for up to an hour and they do not stack. A few weeks pass, and Vollus finds himself about to enter a spooky dungeon with his fellow adventurers. Having previously awakened his heart, crown, and sacral centers, Vollus activates all three by using all three of his daily activations. For the next hour he is granted 6 temporary hit points, a +3 natural armor bonus to AC, and a power resistance of 8.

For example, Vollus, our 1st-level psion, selects this feat. He then spends 8 hours awakening the third eye psychic energy center. Once per day he may activate that center and he gains +1 temporary power point for 1 hour from the point of activation. A few days go by and Vollus decides that he would rather have a different bonus, so he resets the third eye center and meditates for 8 hours awakening his heart center. Once per day he may now activate that center and gain 3 temporary hit points for 1 hour from the point of activation.

**Deep Psychic Meditation [Psionic]**

Further study of psychic energy centers brings knowledge that allows you to enter a deeper level of meditation, awakening more of your psychic potential.

**Prerequisite:** Psychic Meditation

**Benefit:** This feat allows you to have 2 additional psychic energy centers awakened at the same time. Awakening these centers each requires a full 8 hours of meditation. You also gain 2 additional activations per day. You may activate any center that you have awakened including those that you have previously activated on the same day. Benefits from activating a center twice do not stack; instead they replace the previous activation's benefits. You may take this feat up to 3 times. Focusing all of your energies in few centers rather than maintaining balance causes physical and mental stress. Each activation of a psychic energy center per day beyond the first costs one more activation that the previous activation. The first time a center is activated per day uses 1 activation, the second uses 2 activations, the third uses 3 activations, and so on.
What Are Psychic Energy Centers?

Psychic energy centers are energy centers in the body that are associated with a variety of states of evolution, consciousness, organs, glands, colors, light, music, and stones/crystals. There are seven psychic energy centers in the human body.

**The Function of Psychic Energy Centers**

Each of the seven psychic energy centers plays a vital functional role in our physical body and in our normal subjective consciousness. The actual functions and attributes of the psychic energy centers with regard to our physical body is an involved topic. However, in relation to the psionic body, they are easy to define.

**The Seven Psychic Energy Centers**

1. **The Crown Psychic Energy Center:** The crown psychic energy center is situated at the top of the head. It is most often associated with the control of the pain threshold of the body.
2. **The Third Eye Psychic Energy Center:** The third eye or brow psychic energy center is situated in the middle of the forehead. On a physical level, this psychic energy center governs the skull, eyes, brain, and nervous system. It also governs our senses, such as sight, smell, taste, and touch. The nervous system and the brain govern the energy waves, which send messages to the rest of the body. The skull protects the brain from outside interference and the eyes give us the ability to see on the Material Plane.
3. **The Throat Psychic Energy Center:** The throat psychic energy center is situated in the neck area of the body. This psychic energy center governs the aspects of communication, willpower, truthfulness, and creativity.
4. **The Heart Psychic Energy Center:** The heart psychic energy center is situated in and around the heart area of our physical body. The heart pumps the flow of blood that is needed to keep us alive. Without the heart, we cannot function on the Material Plane. Some call this the main center of the body.
5. **The Solar (Plexus) Psychic Energy Center:** The solar psychic energy center controls our will and our personal power. They say our true wisdom comes from the healthy workings of this psychic energy center. It brings us our strength, our courage, and our will to succeed, achieve, and survive.
6. **The Base Psychic Energy Center:** The base psychic energy center is the energy center that controls our energy levels, our connection to the earth, and our ambitions.
7. **The Sacral Psychic Energy Center:** The sacral psychic energy center is the energy center that controls our passions and allows us to fulfill desires. This center is where you fund your creativity on the physical level.

**Vile Damage**

(From the Book of Vile Darkness, page 34.)

Vile damage, like regular damage, results in the loss of hit points or ability score points. Unlike regular damage, vile damage can be healed only by magic cast within the area of a consecrate or hallow spell. Vile damage represents such an evil violation to a character's body or soul that only in a holy place can healing magic repair the damage.

**Vile Displays**

Normal psionic powers create various "displays" when they are manifested. However, some of the slightly darker powers create horrifying displays that show off the dreadful nature of the manifesters. Some examples of vile displays may include the following:

- **Auditory (Au):** A dreadfully shrill death scream, rattling chains, or eerie howling winds that echo dissonantly.
- **Material (Ma):** Instead of an area being briefly slicked in goo, the area is slicked in bubbling pools of thick black tar or even sickening pools of blood.
- **Mental (Me):** Minds that notice the mental displays view a glimpse of absolute and personal fear taken form that shivers up their spine.
- **Olfactory (Ol):** The scent of rotted, decaying, or burning flesh fills the area.
- **Visual (Vi):** Instead of a rainbow or harmless light, a creeping mist or an eerie crimson light appear and the manifesters's eyes burn may burn with crimson or an unwholesome green fire.
Powers

Alter body 3,0->3,5
Psychometabolism

**Level:** Psion 1/Psychic Warrior 1/Psychic Rogue 1
**Display:** Ma
**Manifestation Time:** 1 full round
**Range:** Personal
**Target:** You
**Duration:** 10 minutes/level (D)
**Power Points:** 1

When manifesting this power you may choose one of the following effects:

**Dermal Alteration**
You can make temporary minor changes to your skin, fingernails, and hair. For example, you could add or remove scars or tattoos, change the color of your skin, increase the length of your fingernails, or lengthen your natural hair up to 6 inches. You receive a +2 bonus to Disguise checks.

**Facial Alteration**
The muscles in your face become elastic and easy to manipulate. You can change your face so as not to be easily recognized. You receive a +2 bonus to Disguise checks.

**Webbing**
A fleshy webbing forms between your fingers and toes, providing a +8 bonus to Swim checks.

**Augment:** When manifesting this power you can choose an extra effect for each additional power point you use. Additionally, if you augment the power with 3 power points, the duration extends to 1 hour/level.

Astral Spider 3,0->3,5
Metacreative (Int)

**Level:** Psion/Wilder 1, Psychic Rogue 1
**Display:** Ma, Vi
**Manifestation Time:** 1 action
**Range:** Close (25 ft. + 5 ft./Level)
**Duration:** 1 minute/level (D)
**Power Points:** 1

A small 2-inch wide ball of shimmering silver ectoplasm appears within range. It has 6 small spiderlike legs and a 6-inch long whiplike tail, and it glows with a faint green light. The astral spider can move at a speed of 20 feet and can climb walls and ceilings like a spider at a speed of 10 feet. The tail may grasp and carry Fine objects up to 1 pound, such as keys or gemstones. It has an AC of 13 (-5 Dex, +8 size) and 3 HP. As long as concentration and a line of effect are maintained, the spider will follow your commands to the best of its ability. You only need to concentrate as a move action if you are changing the spiders orders. The spider can’t attack or communicate. At the end of its duration the spider dissipates harmlessly.

**Augment:** For every power point used to augment the spider increases 1 inch in size and it can carry 1 pound more, additionally it gains 2HP per power point.

Bloodletting 3,0->3,5
Psychometabolism [Evil]

**Level:** Psion 4, Psychic Rogue 4
**Display:** Vi (see text)
**Manifestation Time:** 1 action
**Range:** Touch
**Target:** Living creature touched
**Duration:** Until discharged (instantaneous)
**Saving Throw:** Fortitude partial (see text)
**Power Resistance:** Yes
**Power Points:** 7
Your mere touch causes blood to erupt from every opening on your target's body, including any open wounds it may have. This attack causes extreme pain and may cause the victim to become dazed. Your successful melee touch attack causes 7d6 points of damage; it also causes the victim to become dazed for 1d3 rounds unless it makes a successful Fortitude save. **Augment:** For every additional power point you spend, this power’s damage increases by one die(d6) and for every 2 power points the DC to avoid being dazed increases by one.

**Call Armor**
Psychoportation (Teleportation)
**Level:** Psychic warrior 1
**Display:** Material
**Manifesting Time:** 1 round
**Range:** 0 ft.
**Effect:** 1 armor/shield; see text
**Duration:** 1 min./level; see text (D)
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 1
You call a piece of armor or a shield "from thin air" to you. (Actually, it is a real item hailing from some other random location in the space and time.) You don't have to see or know of the item to call it -- in fact, you can't ever call a specific item; you just specify the kind (chain shirt, full plate, buckler, or some other). The item is made of ordinary materials appropriate for its kind. Armor appears correctly donned and shields appear on the proper arm. If the armor is ever off your body or you relinquish your grip on the shield you called for 2 or more consecutive rounds, it automatically returns to wherever it originated. (For this purpose, you're considered to be wearing armor when you're donning or shedding it.) Armor and shields gained by call armor are distinctive due to their astral glimmer. **Augment:** For every 4 additional power points you spend, this power improves the item's enhancement bonus to Armor Class by 1. For example, if you spend 13 power points, you call a shield or piece of armor with a +3 enhancement bonus to Armor Class.

**Call Item**
Psychoportation (Teleportation)
**Level:** Psion/wilder 1, psychic warrior 1, Psychic Rogue 1
**Display:** Material
**Manifesting Time:** 1 standard action
**Range:** 0 ft.
**Effect:** 1 item; see text
**Duration:** 10 min./level; see text (D)
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 1
**Power Conversions**
You call a piece of nonmagical equipment worth 10 gp or less "from thin air" into your waiting hand. (Actually, it is a real item hailing from some other random location in space and time.) You don't have to see or know of the item to call it -- in fact, you can't ever call a specific item. You just specify the kind (silk rope, basket, torch, or some other item). This power cannot call weapons, armor, psionic items, masterwork items, living creatures, or valuable treasures (see Table 7-8 in the Player’s Handbook for typical items called by this power). The item is made of ordinary materials appropriate for its kind. Using called items as spell components causes the spell to fail. If you relinquish your grip on the item you called for 2 or more consecutive rounds, it automatically returns to wherever it originally came from. Items gained by call item are distinctive due to their astral glimmer. **Augment:** If you spend 2 additional power points, you can call an item worth 100 gp or less. If you spend 4 additional power points, you can call an item worth 1,000 gp or less.
**Caducity of Flesh 3,0->3,5**
Psychometabolism [Evil]
*Level:* Psion 5  
*Display:* Vi, Me  
*Manifestation Time:* 1 action  
*Range:* Touch  
*Target:* Living creature touched  
*Duration:* Until discharged (instantaneous)  
*Saving Throw:* None  
*Power Resistance:* Yes  
*Power Points:* 9  

Once you manifest this power, sickly green liquid with a foul stench drips from your fingertips until you discharge the effect; your touch causes a victim's flesh to wither and rot away, dealing 4d6 points of vile damage, +2 per dice of damage, +2 points of temporary (vile) Constitution damage. This damage is vile damage (see *Book of Vile Darkness*).

**Augment:** For every 2 power points used to augment this power its damage increases by 1d6+2. For every 2d6 of extra damage it also does 1 more point of temporary (vile) constitution damage.

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**Change Fate**
Clairsentience
*Level:* Psion/wilder 5, psychic warrior 5, Psychic Rogue 5  
*Display:* Mental, Visual  
*Manifesting Time:* 1 immediate action  
*Range:* Personal  
*Target:* You  
*Duration:* See text  
*Saving Throw:* None  
*Power Resistance:* No  
*Power Points:* 9, XP  

Change fate allows you to automatically get a roll of “20” on one saving throw or ability check (the next saving throw or ability check you make after manifesting the power). You can also choose to get a roll of 20 on a skill check (both provided the skill can be used untrained). You choose to manifest this power instead of rolling the d20. You can manifest this power instantly so that you can gain its benefits in a clutch situation. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it’s not your turn.

Your effective roll of 20 guarantees success on a saving throw. Your effective roll of 20 may or may not give you success on an ability check. If you use the power to make a skill check, apply only the roll of 20, plus your relevant ability modifier -- ranks and other modifiers do not apply.

XP Cost: 500 XP.

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**Claw of the Black Fiend 3,0->3,5**
Psychometabolism [Evil]
*Level:* Psychic Warrior 4  
*Display:* Vi, Ma  
*Manifestation Time:* 1 action  
*Range:* Personal  
*Target:* You  
*Duration:* 1 round/level  
*Power Points:* 7  

If you have a natural claw attack (wither from an actual natural weapon or from an effect such as claws of the beast), you can use this power to change to nature of that weapon.
Your fingers grow into long, dark talons that drip with ichor. Damage from your claws now causes bleeding wounds. The injured creature loses 2 additional hit points each round until the wound is treated (Heal check DC 15) or receives psionic or magical healing.
You can grapple foes normally when using this power.
Augment: You can augment this power in 2 ways:
1. If you augment this power with 2 power points, the skin on your hand turns black, visible wounds appear in the skin from which blood slowly drips. Your claw attack now deals an additional 1d6 points of vile damage.
2. If you augment this power with 2 power points the talons become semimaterial, and they bypass most forms of armor to sink into flesh. Your claw attack ignores armor bonuses, shield bonuses, and natural armor bonuses. Force effects provide effective armor or shield bonuses against your claw attack.

Combat Transformation
Psychometabolism
Level: Egoist 6, psychic warrior 6
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 11
You become a fighting machine -- stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't manifest powers, even from psionic items (and you cannot cast spells, even from magic items). You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).
You lose any ability to manifest powers, including your ability to use command thought, use-activated, or power trigger psionic items, just as if the powers were not on your class list. You likewise lose the ability to use spell trigger or spell completion magic items.
Augment: If you spend 4 additional power points, the natural armor bonus increases by +1 and the competence bonus on Fortitude saves increases by +2.

Create Tether Hound
Metacreativity
Level: Leech 4
Display: Auditory, visual
Manifesting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One construct
Duration: 1 day/level
Saving Throw: None
The Body Leech (Prestige Class)
Power Resistance: No
Power Points: 7
This power creates a tether hound from the raw ectoplasm of the Astral Plane. To manifest this power, the body leech must have a free stasis cocoon to which to attach it. Only one hound can be attached to a cocoon, and no hounds can be attached to a cheat death host cocoon.
Augment: You can augment this power in one or both of the following ways.
1. By spending 4 additional power points, the body leech can have the hound transport its cocoon down another of her tendrils to the location of her other cocoons.
2. For every additional power point spent, the hound gains 2 Hit Dice and +2 Strength.
Tether Hound (Large Construct)
Hit Dice: 6d10+30 (63 hp)
Initiative: +6
Speed: 50 ft. (10 squares)
Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +4/+13
Attack: Bite +8 (1d8+5)
Full Attack: Bite +8 (1d8+5) and 2 claws +3 (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Qualities: Aurasense, construct traits, damage reduction 5/magic, darkvision 60 ft, low-light vision, psilike abilities, tether
Saves: Fort +2, Ref +4, Will +3
Abilities: Str 20, Dex 14, Con --, Int 13, Wis 13, Cha 5
Skills: Concentration +6, Hide +7*, Move Silently +11*
Feats: Improved Bull Rush, Improved Initiative, Power Attack
Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: --

A large canine made of wispy purplish black ectoplasm bares its teeth in a snarl, revealing a darker essence within.
A tether hound appears to be a canine created from the stuff of shadows, though in essence, they are a specialized form of astral construct. They are quite large, standing 6 feet at the shoulder. If a viewer uses true seeing, he can also see a black cord that connects the hound to a stasis cocoon created by a body leech. A tether hound understands Common and Draconic, but it cannot speak either language.

Combat
Tether hounds attack anything within range of their cocoon that is not a body leech or another tether hound. They have no restraints and attack only to kill -- they do not stop until the target is dead, has fled out of its range, or has destroyed itself. Their favorite mode of attack is to ambush prey as it enters its area of patrol.

Aurasense (Ex): Tether hounds know when any entity enters the range of its tether. It loses this ability if the cord is severed. The hound does not know the intruder's exact location, only the presence of one or more creatures within range.

Tether (Su): A hound's tether is 30 feet long for each Hit Die the hound has. As noted earlier, a hound cannot move farther away from its cocoon than its tether allows. A slashing weapon with a magical enhancement bonus of +1 or higher can sever the tether. The tether has a hardness of 5, and Armor Class of 17, and 15 hit points. If severed, the tether reattaches itself in the following round.

When the tether is severed, the hound can take only single actions, and it cannot use its psi-like abilities or its aura sense power. Even though it is no longer attached to its cocoon, a tether hound still cannot move farther from its cocoon than its tether length allows. For example, a tether hound with 6 Hit Dice must remain within 180 of its cocoon, even when the tether is severed.

Psi-Like Abilities: A tether hound can manifest body adjustment as an 8th-level psychic warrior. They cannot use this ability if the tether is severed.

Darkness Cloak 3,0->3,5
Clairsentience (Wis)
Level: Psion 4, Psychic Warrior 4, Psychic Rogue 4
Display: Vi
Manifestation Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 7

This power shrouds the target in an aura of shadow. This aura grants the recipient a +3 deflection bonus to Armor Class. The subject sees through the cloak as though it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any light powers or effects.

Augment: For every 4 additional power points you spend on this power the deflection bonus increases by 1.

Delay Poison, Psionic

Psychometabolism
Level: Egoist 2, psychic rogue 2
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 3

As delay poison (see page 217 of the Player's Handbook) except as noted above.

Detect Secret Doors, Psionic

Clairsentience
Level: Psychic rogue 1
Display: Visual
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level
Power Points: 1

As detect secret doors (see page 220 of the Player's Handbook) except as noted above.

Augment: If you pay 4 additional power points, this power's duration is changed to 1 hour. During the 1-hour duration, you must concentrate on the power to gain information from it (as noted in the detect secret doors spell description), but a lapse in concentration doesn't end the power.

Detect Snares and Pits, Psionic

Clairsentience
Level: Psychic rogue 1
Display: Visual
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level
Power Points: 1

As detect snares and pits (see page 220 of the Player's Handbook) except as noted above.

Augment: If you pay 4 additional power points, this power's duration is changed to 1 hour. During the 1-hour duration, you must concentrate on the power to gain information from it (as noted in the detect snare and pits doors spell description), but a lapse in concentration doesn't end the power.
**Dimensional Pocket**

Psychoportation

**Level:** Psychic rogue 1

**Display:** Mental

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One unattended object, weighing up to 1 lb./level

**Duration:** 1 hour/4 level (D)

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 1

Your touch transfers an unattended object to an extradimensional pocket hidden in the palm of your hand. The dimensional pocket is invisible and weightless, regardless of its contents. When the power ends or is dismissed, the object returns to your hand, or next to your hand if you cannot hold it.

**Augment:** You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can store an additional pound per level (but still only one object).
2. If you spend 4 additional power points, the duration increases to one day, regardless of your man. level.

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**Ectoplasmic Mist 3,0->3,5**

Metacreativity (Int)

**Level:** Psion 2

**Display:** Ma, Ol

**Manifestation Time:** 1 action round

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Cloud that spreads in 30-ft. radius, 20 ft. high

**Duration:** 1 minutes/level

**Saving Throw:** See text.

**Power Resistance:** No

**Power Points:** 3

You call forth a deep purple mist of ectoplasm that billows out from the point you designate. The mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the mist in 4 rounds; a strong wind (21+ mph) disperses the mist in 1 round. The power does not function underwater.

This power can be augmented in one of 2 ways:

1. For every 2 additional power point you spend all creatures within the area take 1d3 points of cold damage every round. No save. Unattended objects affected by freezing temperatures also take damage.
2. If you spend 2 additional power points this mist glows with a sickly green aura. Anyone in the area takes 1d4 points of vile damage per round (see *Book of Vile Darkness*). The mist does not damage a creature that makes a will save, made when the mist first appears. The dc of the will save increases by 1 for every d4.
3. If you spend 2 additional power points the mist can be set to explode after a certain number of rounds, designated by the manifester. The mist will then explode in 1 to 10 rounds, dealing 2d4+4 points of fire damage per 2 additional power points to every creature in the area. Reflex save for half. The save dc increases by 1 for every 2 additional power points. Note: the mist only explodes once.

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**Ectoplasmic Repair**

Metacreativity

**Level:** Psion/wilder 1, psychic warrior 1, Psychic Rogue 1

**Display:** Auditory and material
Manifesting Time: 1 standard action
Range: 10 feet
Target: One object of up to 1 lb.
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 1

Ectoplasmic repair mends small breaks or tears in objects (not warps). In metallic objects, it can weld a broken ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be rejoined invisibly to be as strong as new. A hole in a leather sack or wineskin is completely healed over by ectoplasmic repair. The power can repair a psionic item, but the item’s psionic abilities are not restored. (For restoring a broken psionic item’s abilities, see the item creation feats.) The power cannot mend broken magic rods, staffs, wands, psicrystals, cognizance crystals, power stones, dorjes, or psicrowns. You can repair 1d4 points of damage to a construct with this power.

Augment: If you spend 1 additional power point, you can affect an object 1 pound heavier. If you spend 2 additional power points, you can repair 1d4 additional points of damage to a construct.

Energy Claw

Metacreativity (Creation) [see text]
Level: Psion/Wilder 7
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft. claw
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: Yes
Power Points: 13

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You draw forth raw ectoplasm in the form of a three-pronged Large claw that you can use to grapple opponents. The claw is infused with your choice of energy type. The claw can attempt to grapple once per round (including the round it is manifested). Its attack bonus equals your manifester level + your Intelligence modifier, +7 for the claw’s Strength (which is 24), and -1 for size. Its grapple check is your manifester level + your Intelligence modifier, +7 for Strength, and +4 for size.

When the claw succeeds at a grapple, it inflicts 1d3+7 points of damage. You can direct it to damage or pin its target on your turn as a free action. On any round that the claw is grappling a target, it deals 1d6+1 points of energy damage of the chosen type in addition to any other damage it causes.

Directing the claw to change targets is a standard action. It always attacks from your direction and does not get a flanking bonus or help a combatant get one. When first manifested, the claw has as many hit points as you do.

The claw uses your saving throws, and it has an Armor Class of 20 (+10 natural). It cannot enter the area of a null psionics field and is immune to spells or powers except those that deal damage. It is immune to damage from the chosen energy type.

Cold: A claw of this energy type deals +1 point of energy damage per die when grappling a target. The claw takes half again as much (+50%) damage as normal from fire.

Electricity: A claw of this energy type provides a +2 bonus on manifester level checks for the purpose of overcoming power resistance. The claw takes half again as much (+50%) damage as normal from acid.

Fire: A claw of this energy type deals +1 point of energy damage per die when grappling a target. The claw takes half again as much (+50%) damage as normal from cold.

Sonic: A claw of this energy type deals -1 point of energy damage per die when grappling a target. This power’s subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, the energy damage inflicted to a grappled opponent increases by 1d6. For each extra 2d6 points of damage, this power’s save DC increases by 1.
**Fairy Tale 3,0->3,5**

Telepathy [Mind-Affecting]

**Level:** Psion 3, Truth Seeker 2, Psychic Rogue 2  
**Display:** Me  
**Manifestation Time:** 1 action  
**Range:** Short (25 ft. + 5 ft./level)  
**Target:** One creature  
**Duration:** Permanent  
**Saving Throw:** Will negates  
**Power Resistance:** Yes  
**Power Points:** 5/3

Where illusions create images or sounds that do not exist, *fairy tale* causes its target to believe that something that does or did exist is merely imaginary. The caster chooses one object or thing that becomes imaginary in the mind of the target. If a living being is chosen as the “imaginary” object, that creature can then be considered invisible to the target. Psychic rogues often make use of this power, causing the owner of something they've stolen to think the stolen object is imaginary.

Because the mind is very hard to influence in this way, the use of *fairy tale* is difficult. The target can avoid the power's effects with a successful Will save. Furthermore, even if the target fails her saving throw, each time she is exposed to the “imaginary” object, she gets another saving throw. The DM has the final word on what circumstances allow the target an additional saving throw. Any time the target of *fairy tale* is attacked by the object or creature she believes to be imaginary, the effect automatically ends. Also, if the target comes in physical contact with the “imaginary” object or creature, the effects of *fairy tale* end.

**Feather Weight**

Psychoporation  
**Level:** Psychic rogue 5  
**Display:** Visual  
**Manifesting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Power Points:** 9

Your body seems light as a feather, though your weight does not actually change. This power has no effect on your equipment. If you fall while this power is in effect, you suffer 1d6 point of damage for every 60 feet you fall; you take no damage from falls of less than 60 feet.

While this power is in effect, you gain a +8 bonus on Climb checks you make to climb any vertical surface (not a ceiling or negative slope), and you climb at half your normal speed (or your normal speed if you make an accelerated climb). You retain your Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against you. Also while this power is in effect you gain a +8 bonus on Move Silently checks.  
**Augment:** If you spend 4 additional power points, the duration becomes 1 hour.

**Find the Heart 3,0->3,5**

Clairsentience  
**Level:** Psychic Warrior 2, Truth Seeker 2, Psychic Rogue 2  
**Display:** Vi, Ma  
**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** One creature  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Power Resistance:** No
Power Points: 3
Find the heart gives its user an intuitive feel for striking a creature's anatomy. Using this insight allows the psychic warrior to make more precise, damaging strikes. This power grants the equivalent of +2d6 sneak attack damage. The extra damage is treated like the rogue's ability to sneak attack, except find the heart grants bonus damage only to melee attacks. Any time the psychic warrior makes a melee attack, she can add +2d6 points of bonus damage if the target would be denied a Dexterity bonus to AC or if the target is flanked. The extra damage from find the heart applies only against creatures susceptible to a rogue's sneak attack damage; it does not work against undead, oozes, plants, and incorporeal creatures. Any creature that is immune to critical hits is also immune to the extra damage from find the heart. Multiclass psychic warriors who already have the sneak attack ability still gain the benefit of find the heart; the extra damage from this power stacks with regular sneak attack damage.

Find Traps, Psionic
Clairsentience
Level: Psychic rogue 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 3
With this power, you can make Search checks to locate traps even without any ranks in the Search skill. You gain a +2 bonus on your Search checks when looking for traps.
Augment: For every additional power point you spend, you gain an additional +1 bonus on your Search checks when looking for traps.

Reach
Psychometabolism
Level: Psion/wilder 2, psychic warrior 2
Display: Visual and material
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 3
Your limbs lengthen and gain more suppleness, thus increasing the area you threaten by 5 feet while the duration lasts. For instance, if you normally threaten a 5-foot-radius area (normal for a Medium creature), you now threaten a 10-foot-radius area; your space/reach is now 5 ft./10 ft. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.
Augment: If you spend 4 additional power points, the duration increases to 1 min./level.

Mental Rage
Telepathy
Level: Telepath 2
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 25 ft. + 5 ft./2 levels-radius emanation centered on you
Duration: Concentration, up to 1 round per 2 levels
Saving Throw: Reflex half
Power Resistance: Yes
Power Points: 3
You enter a state of rage and focus psionic energy in the nearby area. Silver-white bolts of raw psychic energy arc forth from your body. Any living creature with an Intelligence score of at least 1 that is in the area takes 1d6 points of damage (Reflex save for half damage). Targets can attempt this save each round while in the area. While concentrating on this power, you suffer a -4 penalty to AC.
Augment: You can augment this power in one or more of the following ways.
1. For every additional power point you spend, this power's damage increases by 1d6. For each extra two dice of damage, this power's save DC increases by 1.
2. For every additional power point you spend, you can exclude one creature or object in the area from the effects of this power.
3. For every additional power point you spend, you can reduce the penalty to your AC by 1 (minimum penalty 0).

Microkinesis
Psychokinesis
Level: Psychic rogue 3
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Duration: 1 round/level
Saving Throw: None (object)
Power Resistance: Yes (object)
Power Points: 5
You can use telekinesis to replace your standard tools when using your Open Locks and Disable Device skills.
Augment: For each additional 2 power points you spend, you gain a +1 bonus on your Open Locks and Disable Device checks made with this power.

Narrow Thoughts 3,0->3,5
Telepathy [Compulsion, Mind-Affecting]
Level: Psion/Wilder 1
Display: Vi, Au
Manifestation Time: 1 action
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1
Like its lesser counterpart distraction, narrow thoughts affects the target's ability to concentrate on combat. However, where distraction dulls the perceptions and focus of the target, narrow thoughts heightens the target's awareness of a single foe. A creature affected by narrow thoughts must choose one visible enemy to focus on when the power is manifested. For the duration of the power, the affected creature's Dexterity bonus, dodge bonuses, and shield bonus to AC apply only when attacked by the chosen enemy. Furthermore, the affected creature gains an additional +2 dodge bonus to AC against the chosen enemy. This means, of course, that attackers other than the one the affected creature chooses to concentrate on will have a much easier time striking the power's target.

Spontaneous Combustion
Psychokinesis [Fire]
Level: Psion/Wilder 4
Display: Auditory and visual
**Manifesting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude half  
**Power Resistance:** Yes  
**Power Points:** 7  
The target's internal temperature rises rapidly, inflicting 3d6 points of fire damage plus 2 points of temporary Constitution damage. A successful Fortitude save reduces damage by half.  
**Augment:** You can augment this power in one or more of the following ways.  
1. For every additional power point you spend, this power's fire damage increases by 1d6. For each extra two dice of damage, this power's save DC increases by 1.  
2. For every 2 additional power points you spend, this power can affect an additional target. Additional targets cannot be more than 15 feet from another target of the power.

**Stasis Cocoon**  
Metacreativity  
**Level:** Leech 3  
**Display:** Auditory, material, and visual  
**Manifesting Time:** 1 standard action  
**Range:** Touch  
**Target:** One unconscious creature  
**Duration:** 1 day/level  
**Saving Throw:** None  
**Power Resistance:** Yes  
**Power Points:** 5  
This power draws forth and encases one unconscious creature in strands of ectoplasm. The power keeps the creature in stasis for the duration of the power. The creature cannot act and it does not perceive anything. Affected creatures can be freed by outside help only. The strands have a hardness of 17 and 30 hit points. Destroying the strands releases the victim from stasis. If the victim is not released from the cocoon before the power expires, it dies.  
Anyone viewing the body leech with truesight or similar ability will see a dark shadowy tendril attached to the leech and leading to the cocoon.  
**Augment:** For every 4 additional power points you spend, this power can trap a creature of one size category larger (as limited by the Cocoon Drains table).

**Stasis Cocoon, Greater**  
Metacreativity  
**Level:** Leech 5  
**Display:** Auditory, material, and visual  
**Manifesting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** 1 day/level  
**Saving Throw:** Will negates  
**Power Resistance:** Yes  
**Power Points:** 9  
As stasis cocoon, only with range, and the target need not be unconscious.

**Synaptic Shock 3,0->3,5**  
Psychometabolism  
**Level:** Egoist 1, Psychic Warrior 1  
**Display:** Vi, Me  
**Manifestation Time:** 1 action
**Range:** Touch  
**Target:** One living creature  
**Duration:** 1 round/level or until discharged (D)  
**Saving Throw:** Fortitude partial (see text)  
**Power Resistance:** Yes  
**Power Points:** 1  
This power shrouds your hand in a shimmering violet radiance that can cause synaptic damage to an opponent. A successful melee touch attack overloads synapses in the target's body, causing 2 points of temporary Constitution damage. If the target succeeds at a Fortitude save, it takes no Constitution damage and instead takes 1d6 points of subdual damage.

**Augment:** For every 2 power point used, this power causes 1 extra point of temporary Constitution damage, and the dc increases by 1. The partial damage also increases by 1d6.

---

**Thrust 3,0->3,5**  
Psychoportation (Dex)  
**Level:** Psychic Warrior 1  
**Display:** Au  
**Manifestation Time:** 1 swift action  
**Range:** Touch  
**Target:** One missile weapon  
**Duration:** Until discharged or 1 minute/level  
**Saving Throw:** No  
**Power Resistance:** No  
**Power Points:** 1  
You imbue a ranged weapon (or ammo for a ranged weapon) with psychokinetic energy. While the duration lasts, the weapon subtly hums and vibrates. The psychokinetic energy doubles the weapon's range increment. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.
**Psionic Items**

**Censer of Psychic Meditation:**
This 6-inch-wide by 4-inch-high perforated iron vessel resembles thuribles found in places of worship. When filled with incense and lit, it allows you to awaken two psychic energy centers simultaneously. Normally you must meditate to awaken a center then move on to meditating to awaken a second or subsequent center. (If you have the Deep Psychic Meditation feat, it may be possible for a user to meditate for 8 hours to awaken 2 centers, and then meditate another 8 hours to awaken another 2 centers.) The censer remains lit for up to 12 hours. Vestments of Psychic Meditation need only match one of the two centers to gain their benefit, decreasing the meditation to 6 hours.
Moderate psychometabolism; ML 10th; Craft Universal Item, Psychic Meditation; Price 8,000 gp.

**Center Stones:**
These stones are attuned to specific psychic energy centers and grant an additional activation of a psychic energy center. Grasping the stone and meditating for 1 hour will grant you an additional activation of the psychic energy center to which the stone is attuned (a stone is useless to a character without the Psychic Meditation feat). Once you use a stone, you have 24 hours to use the extra center activation the stone provides. This activation is considered temporary and cannot be given up to the intense meditation ability of a meditant.
You cannot use more than two center stones during the course of a day. The stones may be the same type or different types. To use a stone, you must grasp it in your hand. Center stones burn out after one use.
Moderate psychometabolism; ML 10th; Craft Universal Item, Psychic Meditation; Price 350 gp.

**Crystalline Construct: 3,0->3,5**
A crystalline construct is a small crystal figurine that resembles a tiny astral construct. When placed on the ground, and when a command word is spoken, the crystal animates into an astral construct as per the *astral construct* power, augmented to 5th lvl astral construct. The construct has the same menu choices each time it is summoned, and the figurine resembles the final construct form. It obeys the commands of the owner.
If the *crystalline construct* figurine is broken, the power within it is lost. If the construct is destroyed or dismissed while activated, it reverts back into the figurine. The construct can be brought forth once per day for 9 rounds. The figurine has an AC of 7, 6 hit points, hardness of 8, and a break DC of 20.
*Manifestor Level:* 9th; *Prerequisites:* Craft Universal Item, *astral construct*; *Market Price:* 16,200 gp; *Weight:* --.

**Resonance Crystals:**
These carved and polished glass crystals are attuned to a specific musical note. This musical note corresponds to the natural resonance of a specific psychic energy center. When charged with a point of psionic energy, they resonate that note for a duration of up to 3 hours. The note is almost inaudible and only perceivable by a person in a state of psychic meditation. For each hour that you meditate (up to 3) to the resonance of the crystal, you gain the benefit of increasing the duration granted by an activated center by 1 hour (to a maximum of 3 hours). You cannot use more than one resonance crystal during the course of a day's meditation. The duration increase is specific to the psychic energy center for which the crystal was created. For the next 24 hours all activations of the specific center have their duration increased. Resonance crystals can be recharged.
Moderate psychometabolism; ML 10th; Craft Universal Item, Psychic Meditation; Price 2,000 gp.
Ring of Psionics 3,0->3,5

These rings gives the wearer additional power points according to the chart.

Prerequisites: Craft Universeal Item, able to manifest a power of level equal to the level of the ring, Bend Reality.

<table>
<thead>
<tr>
<th>Level</th>
<th>Extra PP</th>
<th>Market Price</th>
<th>Extra PP alternativ</th>
</tr>
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<tbody>
<tr>
<td>I</td>
<td>6</td>
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<tr>
<td>II</td>
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<td>VI*</td>
<td>66</td>
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<td>VII*</td>
<td>78</td>
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<tr>
<td>VIII*</td>
<td>90</td>
<td>640,000</td>
<td>75</td>
</tr>
<tr>
<td>IX*</td>
<td>102</td>
<td>810,000</td>
<td>85</td>
</tr>
</tbody>
</table>

* Requires Craft Epic Universal Item

Roar: Extra PP her er rekna ut likt som Sorcerer. Alternativen er rekna ut som mellomtningen mellom Sorcerer og Wizard (5 spells/day/level).

Sling Bullets of the Construct: 3,0->3,5

Sling bullets of the construct appear to be sling bullets made of crystal instead of lead. They do normal sling bullet damage and have a +1 enhancement bonus to hit. Upon striking a target, the sling bullet brings forth a single astral construct that immediately begins to attack the target. Typically, 2-5 bullets are found.

Manifestor Level: see chart; Prerequisites: Craft Universal Item, astral construct; Market Price: see chart; Weight: --.

<table>
<thead>
<tr>
<th>Minor</th>
<th>Medium</th>
<th>Major</th>
<th>Construct</th>
<th>Mark.Pr.*</th>
<th>Man.Lvl</th>
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<tr>
<td>96-00</td>
<td></td>
<td></td>
<td>astral construct IX</td>
<td>7697 gp</td>
<td>17</td>
</tr>
</tbody>
</table>

*each bullet

Vestments of Psychic Meditation:

These finely crafted robes, worn over normal clothing, are woven from the finest threads and from extremely fine strands of stable ectoplasm. They are usually covered in intricate geometric patterns. The colors of thread used in their construction must match those associated with the psychic energy center to which they are attuned. You cannot wear more than one set of vestments during a period of meditation. Meditating to awaken a psychic energy center while wearing the vestments decreases the period of meditation for that center by 2 hours.

Moderate psychometabolism; ML 10th; Craft Universal Item, Psychic Meditation; Price 1,000 gp.

Psychic Meditation Items Associated Information

Psychic Energy Center Colors Stones/Crystals Resonance
Crown Gold, white, purple Clear quartz, gold topaz, diamond 'B' note
Third Eye Indigo, violet Azurite, amethyst, sapphire 'A' note
Throat Blue Blue lace agate, turquoise, celestite, aquamarine 'G' note
Heart Green, pink Peridot, rose quartz, malachite, emerald, pink tourmaline, green tourmaline 'F' note
Solar (Plexus) Orange, yellow Citrine, topaz 'E' note
Base Black, red Bloodstone, obsidian, smokey quartz, garnet 'C' note
Sacral Red, orange Ruby, citrine, amber, carnelian 'D' note
Crystal enhancements – Projectile and Thrown Weapons 3.0-
>3.5
Crystal Weapons and Armor
All psionic weapons and armor include some crystal in their construction. The amount of crystal used
depends on the relative power of the item. While a simple psionic +1 dagger may have a small vein of
crystal in the center of the blade, a suit of +5 heavy reinforced halfplate is usually composed almost
entirely of crystal plates.
The combination of working with crystal and metals always brings about masterwork pieces, so creating
crystal weapons and armor uses the appropriate magic item creation rules from the Player's Handbook.
Crystal has the same weight as steel, a hardness of 12, a break DC that is the same as a similar iron or steel
item +2, and 25 hit points per inch of thickness.
While most crystal used in item construction is found naturally, there are rumors of those who know how to
grow and cultivate the material.
Psionic characters know their best weapons are their powers, but sometimes the fuel for those powers runs
low or delivering a power just isn't feasible. To get around these limitations, some psionic characters take
advantage of their ability to enhance weapons -- more specifically, ranged weapons.
The following is a list of crystalline weapon enhancements psionic characters can make for projectiles and
thrown weapons. Each enhancement works when the projectile or thrown weapon strikes a target, and this
destroys the projectile or thrown weapon. If the attack misses, there is a 50% chance the projectile or
thrown weapon can be retrieved intact and reused.

Enhancement Descriptions

**Amber:** In addition to normal damage, this enhancement targets the creature struck with the brain lock
power. The target becomes mentally paralyzed for 2 rounds unless a Will save (DC 13) is made.
*Manifestor Level: 3th; Prerequisites: Craft Psionic Weapons and Arms, brain lock; Market Price: +600 gp.*

**Bloodstone:** On impact, a bloodstone weapon imparts the recall agony power on the creature. It takes 2d6
additional points of damage unless a Will save (DC 13) is made for half damage.
*Manifestor Level: 3th; Prerequisites: Craft Psionic Weapons and Arms, recall agony; Market Price: +600
gp.*

**Coral:** When fired, this ammo increases one damage category due to an increase in size.
*Manifestor Level: 5th; Prerequisites: Craft Psionic Weapons and Arms, expansion; Market Price +600 gp.*

**Diamond:** On impact, in addition to normal damage, a diamond weapon strikes the target with the banishment
power. This provides a +1 bonus to the power resistance roll and has a Will save (DC 21).
*Manifestor Level: 11th; Prerequisites: Craft Psionic Weapons and Arms, banishment; Market Price:
+6,600 gp.*

**Granite:** A granite weapon causes an additional 1d6 points of force damage.
*Manifestor Level: 3th; Prerequisites: Craft Psionic Weapons and Arms, concussion blast; Market Price:
+600 gp.*

**Malachite:** A malachite weapon unleashes a grease effect upon impact, coating everything in a 10-foot
area for 1 round.
*Manifestor Level: 1st; Prerequisites: Craft Psionic Weapons and Arms, grease; Market Price: +100 gp.*

**Onyx:** An onyx weapon unleashes a dispel psionics effect with a +6 bonus on impact. This is a targeted
negation attempt.
*Manifestor Level: 6th; Prerequisites: Craft Psionic Weapons and Arms, negate psionics; Market Price:
+1,800 gp.*

**Opal:** An opal weapon unleashes a dissipating touch effect upon impact and can target creatures or
objects. This deals 1d6 additional points of damage to the target.
*Manifestor Level: 1st; Prerequisites: Craft Psionic Weapons and Arms, dissipating touch; Market Price:
+100 gp.*

**Quartz:** A quartz weapon unleashes an energy ball effect on impact. Creatures within the 20-foot radius of
impact take 7d6+7 points of fire damage (Reflex save DC 16 halves).
*Manifestor Level: 7th; Prerequisites: Craft Psionic Weapons and Arms, whitefire; Market Price: +2,800
gp.*
**Ruby:** On impact, a ruby weapon imparts the *recall death* power on the creature. If it makes a Will save (DC 22), the creature takes 5d6 points of additional damage. If it fails the save, the creature dies. **Manifest Level:** 15th; **Prerequisites:** Craft Psionic Weapons and Arms, *recall death*; **Market Price:** +12,000 gp.

**Talc:** A talc weapon unleashes a *dismiss ectoplasm* effect on impact. Ectoplasmic targets make Will saves (DC 15) to avoid being dispersed. Characters in *ectoplasmic form* struck by this weapon and who fail their saves are either displaced to the Astral Plane or destroyed outright (50% chance of either effect). **Manifest Level:** 5th; **Prerequisites:** Craft Psionic Weapons and Arms, *Dismiss Ectoplasm*; **Market Price:** +1,500 gp.

**Crystal enhancements – Melee Weapons ->Nytt**

**Coral:** A melee weapon made of coral deals damage as if it were one size larger than normal. **Manifest Level:** 5th; **Prerequisites:** Craft Psionic Weapons and Arms; **Market Price:** +24,000 gp

**Crystal enhancements – Armors ->Nytt**

**Coral:** An armor made of coral protects its wearer from critical hits and sneak attacks. A light armor has 10% protection, a medium has 20% protection, and a heavy armor has 30% protection. This stacks with the fortification special ability. **Manifest Level:** 5th; **Prerequisites:** Craft Psionic Weapons and Arms, expansion; **Market Price:** Light armor +50,000 gp, medium armor: 100,000, heavy armor: 150,000
Crystal Master Third Eye’s 3,0->3,5

The crystal master knows how to make special third eyes called master's third eyes based on the gems she normally embeds. The following is the list of gems she can craft into a master's third eye. Only a crystal master with the Craft universal item can craft these master's third eyes, though they can be used by any character and do not count as an embedded gem for the crystal master. Crafting these master's third eyes follows the standard item creation rules for third eyes. If these master's third eyes lose their power for whatever reason, they revert back to a simple 10 gp gem.

Aquamarine Master's Third Eye: The character gains an Intelligence enhancement bonus. Priced like Headband of Intelligence. Prerequisite: Aquamarine gem embedded.

Bulls Eye Agate Master's Third Eye: The character gains a bonus to their saves against all fear effects. See the chart for requirements.

<table>
<thead>
<tr>
<th>Bonus Manifestor Level</th>
<th>Market Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1 8th level</td>
<td>500 gp</td>
<td>--</td>
</tr>
<tr>
<td>+2 10th level</td>
<td>2,000 gp</td>
<td>--</td>
</tr>
<tr>
<td>+3 12th level</td>
<td>4,550 gp</td>
<td>--</td>
</tr>
<tr>
<td>+4 14th level</td>
<td>8,000 gp</td>
<td>--</td>
</tr>
<tr>
<td>+5 16th level</td>
<td>12,500 gp</td>
<td>--</td>
</tr>
</tbody>
</table>

Calcite Master's Third Eye: The character gains a Wisdom enhancement bonus. Priced like Periapt of Wisdom. Prerequisite: Calcite gem embedded.
**Emerald Master's Third Eye:** The character gains power resistance.

**Bonus Manifester Level Prerequisites Market Price Weight**

<table>
<thead>
<tr>
<th>PR: 13 8th level</th>
<th>10,000 gp</th>
</tr>
</thead>
<tbody>
<tr>
<td>PR: 15 10th level</td>
<td>30,000 gp</td>
</tr>
<tr>
<td>PR: 17 12th level</td>
<td>50,000 gp</td>
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<tr>
<td>PR: 19 14th level</td>
<td>60,000 gp</td>
</tr>
<tr>
<td>PR: 21 16th level</td>
<td>90,000 gp</td>
</tr>
</tbody>
</table>

**Moonstone Master's Third Eye:** The character gains an insight bonus to their Armor Class. See the chart for requirements.

**Bonus Manifester Level Prerequisites Market Price Weight**

| +1 8th level | 2,500 gp |
| +2 10th level | 10,000 gp |
| +3 12th level | 22,500 gp |
| +4 14th level | 40,000 gp |
| +5 16th level | 62,500 gp |

**Smokey Quartz Master's Third Eye:** The character gains a Charisma enhancement bonus. Priced like Cloak of Charisma. Prerequisite: Smokey Quartz gem embedded.

**Tourmaline Master's Third Eye:** The character gains an insight bonus to one of the following skills: Alchemy, Appraise, Craft (gemcutting), Knowledge (gemology), and Search. Skill type is determined during creation. See the chart for requirements.

**Bonus Manifester Level Prerequisites Market Price Weight**

| +1 7th level | 100 gp |
| +2 9th level | 400 gp |
| +3 11th level | 900 gp |
| +4 13th level | 1,600 gp |
| +5 15th level | 2,500 gp |

**Dark Heart of Vollus: 3,0->3,5**

Originally created by Vollus, a grim psion obsessed with keeping his Psychometabolism powers as he embraced his death, the dark heart grants an undead creature a Constitution score of 18 for the purposes of manifesting powers and saving throws only. It does not grant bonus hit points.

A dark heart is a shiny black crystal about the size of a human heart weighing roughly 4 pounds. When inserted into the body cavity where the subject's heart used to be, it begins to pulse with an ominous red glow, and a faint sound similar to that of a heartbeat can be heard with each pulse. Over the course of a round, hundreds of shimmering black strands resembling a circulatory system stretch out from the heart, burrowing through skin and bone, and attaching themselves to all parts of the undead creature.

While the heart does not grant the undead a true metabolism, it does allow them to manifest any Psychometabolism powers that do not rely on the manifester having a metabolism. For example, an undead psion with this could manifest *talons* but could not manifest *vigor*. The heart also grants a +4 bonus on Fortitude saves. The heart functions only when placed in a corporeal psionic undead.

**Manifestor Level:** 18th; **Prerequisites:** Craft Universal Item, psionic reality alteration; **Market Price:** 225,000gp; **Weight:** 4 lb.

**The Mindscraper 3.0**

The illithids and their enemies have created many powerful weapons over the centuries. One such artifact is the Annulus, which is a terrifying artifact that can reduce psionic beings to ashes (see the *Psionics Handbook*, page 137).

Another artifact is the Mindscraper, which is a horrible device that threatens psionic and nonpsionic beings alike. Many of these weapons have been lost to the flow of centuries, as the illithids retreated into the far reaches of the Underdark and their former slave races -- the githyanki and githzerai (see the *Psionics Handbook*, pages 147-149) -- dispersed through Limbo and the Astral Plane. Should one of these weapons resurface, however, an event of interplanar significance could take place. Old hatred and ancient wars could take form, new legends might be written, and the foundations of reality could shake as every powerful psionic being and race scrambled to make the ancient weapon their own.
Illithids first forged the Mindscraper before the hero Gith overthrew their empire, before mortals called them "mind flayers", and before they took up residence in the Underdark. It is made of an unknown blue metal that bears some resemblance to ferroplasm (see the Psionics Handbook, page 138). When the Mindscraper is not held by a being with psionic powers, it dissolves into a puddle of silver goo and loses all its abilities. Only when grasped by a psionic being does it reshape itself into its true form: a small knife of the sort that might be used to scrape animal hide in preparation for tanning and curing. The Mindscraper serves a similar purpose: It "cleans" a mortal being of his or her identity so he or she will be a useful tool for the wielder of the weapon.

Activation of the Mindscraper's powers requires that the wielder hold it like a melee weapon. The Mindscraper floods the mind of its wielder with its powers when grasped this way for the first time. In combat, the Mindscraper functions as a +5 dagger of body feeding (see the Psionics Handbook, page 126).

The wielder of the Mindscraper can manifest the psychic vampire power at will as if a 20th-level psion. This power allows the wielder to drain up to 40 power points from a victim with a successful touch attack. The wielder, however, can never gain more power points than he or she would normally get in a day with a single attack. Against non-psionic beings or psionic beings who have no power points left, this attack deals 1 point of temporary Intelligence, Wisdom, or Charisma damage. The wielder gains 1 power point from such an attack. The illithid who created it always kept many slaves nearby to serve as an easy source of psionic energy to tap into if he ever needed it.

The wielder can also manifest the following powers up to 3 times/day each as a 20th-level psion: domination, forced mindlink, and mindwipe.

Once a week, the wielder of the Mindscraper can manifest thrall. The illithid who created this artifact maintained his stable of slaves through frequent use of this power.

Finally, the wielder of the Mindscraper can manifest the power mind store with the Mindscraper substituting for the storage crystal. If the wielder chooses to do this, the wielder's soul is transferred into the Mindscraper at the point of his or her physical death. The Mindscraper uses the wielder's psionic energy to maintain its shape and does not revert to a pile of goo while it holds the wielder's soul -- even if wielded by a being without psionic powers. So long as the wielder's soul is embedded in the Mindscraper, the artifact will not manifest any of its other powers. The wielder has 30 days to grow a new physical body as per the mind store spell before his or her living essence dissipates forever. Nobody knows whether the illithid who created this artifact attempted to invoke this power, but he was almost certainly unsuccessful if he did.

Destruction: The Mindscraper can be destroyed only while a soul is embedded in it through its mind store power.

While thus inhabited by a living soul, the Mindscraper must be brought to the lich-queen of the githyanki, who alone among non-illithids knows the secret psionic geometries that will undo this artifact. The lich-queen must be shown that this is in her best interest, however, or she may try to take possession of the Mindscraper for herself. Of course, the illithids also know of this secret, but they generally prefer to keep the Mindscraper in existence.
Misc

Apprentice Psions and Psychic Warriors 3.0

The Dungeon Master's Guide introduces us to a variant rule dealing with 1st-level multiclass characters. Here are the rules for extending this option to the psionic classes from the Psionics Handbook.

**Apprentice Psion**
- **Attack Bonus:** +0
- **Fortitude Save:** +0
- **Reflex Save:** +0
- **Will Save:** +1
- **Special:** Psicrystal, 2 psionic combat modes
- **Power Points/Day:** 1
- **Powers Discovered:** Same as 1st-level psion Apprentice-level psions must select a primary discipline, and they know as many powers as their 1st-level counterparts. They just can't manifest as many per day due to fewer available power points. Apprentice-level psions gain their normal power points and can manifest more powers per day when they achieve 1st-level, but they do not discover any additional powers. Bonus power points do apply at apprentice level. Apprentice-level psions receive three free 0-level manifestations and can encode a psicrystal as normal. An apprentice-level psicrystal grants half of its normal personality bonus, its Intelligence is 5, and it has only the empathic link special ability.

**Apprentice Psychic Warrior**
- **Attack Bonus:** +0
- **Fortitude Save:** +1
- **Reflex Save:** +0
- **Will Save:** +0
- **Special:** One bonus feat, 1 psionic combat mode
- **Power Points/Day:** 1
- **Powers Discovered:** Same as 1st-level psychic warrior Apprentice-level psychic warriors know as many powers as their 1st-level counterparts. They just can't manifest as many per day due to fewer available power points. Apprentice-level psychic warriors gain their normal power points and can manifest more powers per day when they achieve 1st-level, but they do not discover any additional powers. Apprentice-level psychic warriors receive two free 0-level manifestations.

**Game Resources:** To use the material in this article to its fullest, check out the Psionics Handbook, Players Handbook, and the Dungeon Master's Guide.

Astral Phenomena 3.0

Quite often psions use their powers to manipulate the Astral Plane and draw upon the astral haze that exists all around them when manifesting their powers. Occasionally they run across astral phenomena known as mindstorms or surges. Some believe that these phenomena are areas of the Astral Plane that have somehow been damaged or modified by the use of psionic powers.

Mindstorms and surges are similar to maelstroms and sparks found in the Magic of Faerûn (page 42). Additional information on astral haze can be found in the Manual of the Planes (page 47). Neither of these phenomena affect arcane or divine items or casters.

**Mindstorm 3.0**

The mindstorm phenomena drain power from psionic items and disrupt manifesting of powers and psionic combat within range of their influence. They can occur in every type of landscape from the deepest of dungeons to the snow-covered peaks of the highest mountains. They are invisible to the eye, but psionic creatures may sense them mentally, as mindstorms feel like a building tempest in those who have the ability to use psionics.

The occurrence of mindstorms appears to be random. Once they begin, they can rage for several days, often fluctuating in size during that time span. They eventually dissipate, leaving behind no trace of their existence. As no one knows how to destroy them at this point, they are virtually indestructible and can influence a sphere of area up to 20 feet in radius, which can spread out to 60 feet in radius every few hours.
Psionic items cease to function in a mindstorm and lose one charge every minute that they are in the area of influence. Psicrystals lose their personality after 15 minutes in the area of influence and are considered destroyed.

Psionic characters and creatures with the ability to manifest psionic powers, engage in psionic combat, or use psionic abilities lose the ability to do so while in the area of influence. They lose one power point every minute while in the area of influence. They are entitled to a Spot check (DC 15) to sense the presence of a mindstorm when they move within 20 feet of its outer boundary.

**Detect psionics** reveals the presence of a psionic aura on the first round and overwhelming strength on the second round. On the third round, the psion may attempt a Psicraft check (DC 25) to identify the mindstorm's boundaries and effects. **True seeing** reveals the mindstorm as a swirling silvery cloud reminiscent of a thunderstorm. Blue lightning arcs back and forth between all living matter in the area of influence.

**How to Run a Mindstorm:** If you wish to introduce a mindstorm within your game, you can do so by building it and setting aside times when it expands to its fullest radius or rolling randomly to generate the length of time, number of fluctuations, and length of time the fluctuations last. If you wish to randomize it, first roll 1d4 to determine the number of days the storm rages, and then roll 1d6 to determine how many times it expands (and space the fluctuations out as you wish). The other option is to roll 1d12 to determine how many hours pass before it expands to a 60-foot radius. You can also roll 1d4 to determine how many hours it remains that large. Once it contracts, roll another 1d12 to see when the next expansion phase falls. The symptoms of build-up can include a headache or a stuffy feeling in the head, and whether a psionic user feels them is determined by the Spot check mentioned above.

**Surge 3.0**
The opposite of a mindstorm, a surge is an astral phenomenon that heightens the effects of psionic powers and abilities manifested therein. A surge augments all psionic powers and abilities triggered or active inside the surge’s area of influence. It gives +2 manifester levels to any such effect and decreases the power point cost by one point. Psionic characters and creatures recover one power point every minute while in the area of influence. Psicrystals are unaffected.

A surge can be as small as a 5-foot sphere and may fluctuate to a radius of 30 feet. It usually lasts for several hours, though some have lasted as long as a day or as little as an hour.

A surge detects (via **detect psionics**) as psionics of overwhelming strength. A Psicraft check (DC 20) reveals its effects on the third round of examination with the **detect psionics** power. **True seeing** reveals the surge as a shimmering silvery sphere pulsing with a brilliant white light.

**How to Run a Surge:** Unlike the mindstorm, the surge does not give any advance warning of its presence. It simply comes into being. You can either set up a specific length of time with fluctuations predetermined by you, or you can roll randomly to generate the length of time, number of fluctuations, and length of fluctuations. First, roll 1d6 and 1d4. Multiply the results together. That should give you a range of 1-24 hours. After that, you can either roll 1d4 to determine number of fluctuations (and assign them within the timeframe as you wish) or roll 1d4 to determine how many hours pass before it first surges. (It's conceivable that it won't fluctuate if the length of time it stays in existence is less than this roll.) A roll of 1d4 will determine how many minutes it lasts, then roll another 1d4 to determine how many more hours pass before it fluctuates again!

**Not Quite 101 Uses for a Crysmal 3.0**

For many years, psions have used many varieties of gems in the construction of psicrystals, power capacitors, dorjes, and drilbu, but recently they discovered that using crystals from a crysmal makes their creations a bit different than normal.

The chances of coming across a crysmal crystal for sale are very rare, so you won’t find them for sale at your local general goods store or even with most merchants that usually carry magic items. The crystals you do find carry a rather high market price as a result of their rarity. However, some say that crysmal hunters (those who go out of their way to destroy crysmal lairs and harvest the crysmal's crystals) occasionally visit cities that are frequented by psions to sell their wares. If the DM allows characters to find crysmal crystals while looting a dead crysmal, he or she should reduce the treasure to standard goods (gems only).
A crysmal-based item has the standard market price, plus the values of the crysmal crystals used are added to the normal cost of crafting the item.

**Size Market Price**
- Large 200 gp
- Medium 100 gp
- Small 20 gp

Use the table below to determine what size and how many crystals a crysmal possesses.

**HD Yields**
- 3 3 small crystals
- 4 4 small crystals
- 5 5 small crystals
- 6 1 medium crystal* and 1 small crystal
- 7 1 medium crystal* and 2 small crystals
- 8 1 medium crystal* and 3 small crystals
- 9 1 medium crystal* and 4 small crystals
- 10 1 large crystal**
- 11 1 large crystal** and 1 small crystal
- 12 1 large crystal** and 2 small crystals
- 13 1 large crystal** and 3 small crystals

*1 medium crystal can be replaced with 5 small crystals.
**1 large crystal can be replaced with 2 medium crystals.

When creating items, use the following table to determine what size crystals are required.

**Item Crystals**
- Powerstone 1 small crystal
- Psicrystal 1 small crystal
- Djores 1 medium crystal
- Crystal Capacitor 1 medium crystal and 3 small crystals
- Drilbu 1 large crystal

Crysmals can sense the presence of any nearby items (within 60 feet) that contain a crysmal crystal, and they attempt to obtain the item at any cost. They typically contact up to three facets (15) of crysmals to assist them (if available), and they immediately use *phase door* to get away once they have acquired the item.

**Psicrystal 3.0**

Psicrystals made from a crysmal's crystal always have an additional personality trait of hostile in addition to any other personalities. For example, if you have a crysmal psicrystal with the sage personality, it will also have the hostile personality. The cost of a psicrystal made from a crysmal is still 100 gp, as that is the standard cost of any psicrystal.

*Hostile*: Feeling as though it is being held captive, the psicrystal exhibits a feeling of enmity or ill will towards the psion and often can be antagonistic or contradictory. It does not care about the health or well-being of its owner, and it can cause a small amount of harm to its owner if it so desires. Given the overall warlike nature of this crystal, it grants its owner a small bonus in combat.

**Psicrystal Personality Special**

Hostile Owner receives a +2 morale bonus to attack rolls.

Once per day the crystal can do 1 point of damage to the psion.

**Crystal Capcitors 3.0**

Crystal capacitors created from crysmals glow slightly brighter than regular crystal capacitors. They have a maximum power point storage of 19 power points. For purposes of creation, they have a base price of 100,000 gp.

When rolling randomly to generate crystal capacitors, there is a 2% chance that the crystals originate from a crysmal. Increase the number of power points it stores by 2, find the appropriate market price based on maximum power point storage, then add 160 gp to get the market price. The market price for a crystal capacitor that has a maximum of 19 power points of storage is 100,160 gp.
Dorjes 3.0
A dorje created from crysmals can store up to 55 charges. Crafting a dorje from a crysmal costs the same as a regular dorje, though it requires that the crafter possess a manifester level of 6th or greater. Any dorje that stores a power with an XP cost also carries a commensurate cost (see Table 8-40 in the *Dungeon Master's Guide*). Essentially, in addition to the base cost you must pay 55 times the XP cost. When rolling randomly to generate dorjes, there is a 2% chance that the crystals originate from a crysmal. If you have a crysmal dorje, when you roll to determine what kind on Table 7-8 in the *Psionics Handbook*, shift your result down one row. The market price for a crysmal dorje is 100 gp more than the listed market price.

Drilbu 3.0
A drilbu created from crysmals can store up to 60 charges. Crafting a drilbu from a crysmal costs the same as a regular drilbu, though it requires that the crafter possess a manifester level of 13th or greater. Any drilbu that stores a power with an XP cost also carries a commensurate cost (see Table 8-40 in the *Dungeon Master's Guide*). Essentially, in addition to the base cost you must pay 60 times the XP cost. When rolling randomly to generate drilbus, there is a 2% chance that the crystals originate from a crysmal. If you have a crysmal drilbu, when you roll to determine what kind on Table 7-8 in the *Psionics Handbook*, shift your result down one row. The market price for a crysmal drilbu is 200 gp more than the listed market price.

Power Stones 3.0
Power stones made from crysmals crystal look similar to that of regular power stones, except that they glow a little brighter than normal (in a manner similar to a power stone with two powers). The power stored in the power stone can be activated in the same way as a normal power stone. Upon creation, a crysmal power stone is encoded with an additional random power from the list below. Add the value of that power to the market price (see below). The ability to manifest the additional powers requires the same checks and has the same requirements as the stored powers.

<table>
<thead>
<tr>
<th>% Power Class/Level</th>
<th>Additional Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-26 Detect psionics</td>
<td>Psion 0/PWar 0 25 gp</td>
</tr>
<tr>
<td>27-50 Control object</td>
<td>Psion 1 25 gp</td>
</tr>
<tr>
<td>51-74 Create sound</td>
<td>Psion 1 25 gp</td>
</tr>
<tr>
<td>75-93 Control sound</td>
<td>Psion 3 375 gp</td>
</tr>
<tr>
<td>94-100 Phase door</td>
<td>Psion 7 2,275 gp</td>
</tr>
</tbody>
</table>

When rolling randomly to create power, there is a 2% chance that the crystals originate from a crysmal. After rolling for the power stone, use the crysmal bonus power chart above to determine its bonus power. The market price for a power stone made from a crysmal is 20 gp more than the listed market price, plus the additional costs listed in the table above.

DM’s Notes 3.0
I thought I might share my thoughts on adding crysmal items to a campaign. Crysmal items are very rare, and I probably would not allow a character to have more than one item made from a crysmal. If a character happens to kill a crysmal and wants to make items from that crysmal, then he or she should be allowed to do so, but I would be strict about the time it takes to craft these items and not allow them to play the character for that period of time. Crysmals tend to become hostile towards a character that is carrying a crysmal item and will attack them in an attempt to secure the item. I would probably spring this attack on the party after they have had had some time to use the item -- maybe three or four months after acquiring it. It might be fun to give a character a crysmal item and not tell him or her of its origin. This could lead to having the party being stalked by crysmals at every turn. The party might encounter a NPC hunter who seeks crysmals and who might comment on the item. The hunter might even think of the PCs as a boon to his business. After all, if there are any crysmals within 60 feet of the PC with the crysmal item, that crysmal will attack, leaving itself open to the hunter!
**The Splintered Mind 3,0**

Rebels of the Scarlet Brotherhood  
*“Reveal the truth; conceal the mind.”* Splintered Mind mantra

The Splintered Mind is a small group of monks, psions, and rogues who work in secret to derail the plots and plans of the Scarlet Brotherhood. Founded by three former members of the Scarlet Brotherhood in 6096 SD, the group has grown to approximately 100 members in the past ten years.

The Splintered Mind is organized into fifteen cells across the Flanaess. Each cell works independently and has limited contact with (or knowledge of) the members of the other cells. Each cell consists of only six members, who work in pairs in their assigned region to root out and expose Brotherhood plots, while avoiding retaliation from their former fraternity.

The rest of the members of the Splintered Mind reside in a secret monastery near the city of Scant. Here new recruits are trained in the ways of the Mind. Elder members instruct the neophytes on topics ranging from the history of the Scarlet Brotherhood, to martial arts and weapon training, to burglary and espionage. The work of each cell is also coordinated at the Scant monastery by the original three members -- Jeddec Al-Beth, Bri-An Liw, and Shu Besch -- who comprise the Splintered Mind Council. Only the Council knows the names and location of all of the members of the Splintered Mind. They monitor the social and political situation as reported by the fifteen cells, then determine how to deal with Brotherhood incursions in those areas.

**History of the Splintered Mind 3,0**

The Splintered Mind has been active for just a little more than a decade. However, the history of this group dates back to 6074, when Jeddec Al-Beth, then a young Brotherhood psion, was sent into the Raker mountain range to incite the humanoid tribes in the mountains to raid human settlements in the Bone March. If successful, the plan would both destabilize the region and give the Brotherhood strong, pliable allies.

Over the course of the next four years, Jeddec worked the Bone March, watching as intermittent raids turned into a full-scale invasion, all the while attempting to predict the long-term plans of the Brotherhood's humanoid allies from the thoughts of their leaders. Unfortunately, it is quite difficult to read the intentions of humanoids from their thoughts (there is very little difference between ally and prey in their minds), and Jeddec began to worry that he might never leave the Bone March alive. Jeddec reported his fears that the humanoids could easily turn on the Brotherhood, but he had no firm evidence to support his concerns, so the plan continued. By 6078, the Bone March fell to the humanoid invasion, and the humanoid tribes severed all ties with the Brotherhood. Jeddec escaped with all of the Brotherhood members he could warn in time. Only a handful found their way back to the hidden city. Although praised for saving the few members who survived, Jeddec still blamed himself for the tragic end of this Brotherhood plot. In the years following the debacle, Jeddec threw himself into psionic research, trying to find more reliable ways to uncover hidden truths and some way to discern where he had gone wrong during his time in the Bone March.

Jeddec's mental research led him to two new powers, both relating to the mind's perception of truth. However, his early experimentation with the powers kept him from ever revealing them to the Scarlet Brotherhood. Using the new power, discover truth, Jeddec learned that other members of the Brotherhood had known about the humanoids' plans to throw off their allegiance to the Brotherhood once the Bone March had fallen. Certain powerful figures in the Brotherhood decided that the loss was inevitable but that warning the agents working with the humanoids might lessen the damage done to the Bone March. Feeling betrayed and beginning to understand that the order the Brotherhood wanted to impose on the world would serve only those in power, Jeddec began a dangerous ten-year investigation into the secrets of the Brotherhood -- and he began planning his escape. In addition to reinforcing his fears about the corruption within the Brotherhood, Jeddec's research led him to allies. While teaching psionic disciplines to two of his students -- a powerful member of the Crimson Blades named Bri-An Liw and an agile initiate of the Scarlet Fist named Shu Besch -- Jeddec found the opportunity to study their minds.

What Jeddec found was that these two students harbored similar doubts about the Brotherhood, and over the course of the next year, Jeddec helped Shu and Bri-An discover the horrible truth behind their doubts. Eventually, Jeddec trusted his students enough to share with them his own discoveries, and the three Brothers banded together to form the Splintered Mind. The three bided their time, learning what they could about the Brotherhood's plans and watching for their chance to escape.
During this time, Bri-An Liw, a fighter of some repute in the Brotherhood who favored the double scimitar, and Shu Besch, a fearsome force with the panther claw, began to develop a new form of tandem fighting. The new style required significant mental power in each member of the pair, but its effectiveness was amazing. Some of their discoveries were copied and developed by other talented monks, but Shu and Bri-An kept most of the knowledge to themselves, knowing that they must soon leave the Brotherhood. The trio's chance at freedom finally came in 6096 SD, when a small band of mercenaries breached the defenses of the hidden city in a raid to seize a mysterious artifact that had recently been uncovered. During the chaos of the attack, Jeddec, Shu, and Bri-An escaped the hidden city.

Needing to find a secure place outside the reach of the Scarlet Brotherhood, the conspirators made their way to Irongate, a free state within the Iron League. There they founded the first Splintered Mind monastery and began planning a wide-ranging network of members. Unfortunately, the Greyhawk Wars broke out soon after, and Brotherhood forces began marching upon the Iron League. This was the first test of the truth seekers, who were able to warn Cobb Darg about Brotherhood agents within his state before the Brotherhood's armies reached the gate.

After the war, the founders decided that if they were to oppose their former organization, they must dwell within Brotherhood controlled lands, so they set out from Irongate to find a new home, leaving behind their three most promising students who formed the group's first cell. Thus, Jeddec, Bri-An, and Shu made their way to Scant and founded the permanent home of the Splintered Mind outside the city. Needing protection and knowing that the Scarlet Brotherhood controlled all of Onnwal, the trio turned to the city's thieves for help.

Jeddec approached Rakehell Chert, guildmaster thief of Scant, with valuable information that the Mind had uncovered about Brotherhood activities. Chert moved the guild outside the city, narrowly avoiding a Brotherhood attack. There, the guildmaster mounted an effective resistance and used his resources to keep the Splintered Mind hidden from the Scarlet Brotherhood.

The Exotic Weapons of the Scarlet Brotherhood 3.0

**Bladed Staff:** The bladed staff is 6-foot-long weapon with blades at either end. The complex fighting styles employed with this weapon typically use the haft of the weapon for defense. The bladed staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons on page 124 of the *Player's Handbook*). A creature using a double weapon in one hand can't use it as a double weapon.

**Double Scimitar:** The curved blades of the double scimitar are used most effectively when spinning and twirling with the weapon. Despite its size, the weapon benefits more from quick, precise movement than from brute force. The double scimitar is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons on page 124 of the *Player's Handbook*). A creature using a double weapon in one hand can't use it as a double weapon.

**Panther Claw:** The panther claw looks much like a punch dagger with two extra blades. The weapon retains the punch dagger's deadly force and the extra blades are useful for disarming opponents. Wielders proficient with the panther claw gain a +4 competence bonus when making disarm attempts with the panther claw.

<table>
<thead>
<tr>
<th>Weapon Cost</th>
<th>Damage</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Staff, Bladed</td>
<td>50 gp</td>
<td>1d8/1d8</td>
<td>x2 20 ft.</td>
<td>10 lb.</td>
<td>S</td>
<td>L</td>
</tr>
<tr>
<td>Scimitar, Double</td>
<td>125 gp 1d6/1d6 18-20/x2</td>
<td>15 lb.</td>
<td>S</td>
<td>L</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Panther Claw</td>
<td>75 gp 1d4 x3</td>
<td>3 lb.</td>
<td>S or P</td>
<td>T</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Class Combos**

The abbeys and monasteries of the Scarlet Brotherhood are home to many different traditions. In many of these locales, novitiates train as a monk for many years before being introduced to a different vocation, combining their monk training with that of a wizard, rogue, or psychic warrior. It is rumored that the Brotherhood has a secret proving ground where their monks learn the dark arts of the blackguard, and more than one diplomat has met his end at the hands of monk assassins.
The Scarlet Fist is one such order within the Scarlet Brotherhood. They combine the regimens of a monk with the martial and mental training of a psychic warrior. Unlike most monks, the training of the psychic warrior is combined with the way of the monk to such a degree that the Scarlet Fist are able to advance in both monk and psychic warrior classes without penalty, provided the two classes are within one level of each other.

Another sect, the Crimson Blades, eschews unarmed combat, preferring instead to master a variety of weapons and styles of fighting. They use the psychic training provided by the Scarlet Brotherhood's psionic fraternities, but they focus less on mental powers and more on pure combat. The suggested level progression for a Scarlet Fist monk, a Crimson Blade warrior, and a Splintered Mind truth seeker are listed below.

**Scarlet Fist 3,0**

The scarlet fist (monk/psychic warrior) is an unarmed warrior who uses the powers of his mind to enhance the power of his unarmed combat. The monks of the Scarlet Fist are agents of the Scarlet Brotherhood and act on the instructions of that organization.

A scarlet fist advances evenly in monk levels and psychic warrior levels. This gives good unarmed combat abilities, speed, and monk abilities, while providing bonus feats and powers from the psychic warrior levels.

**Advantages:**
- Feat-enhanced unarmed strike
- Bonus feats
- Access to psionic powers/feats
- Weapon Specialization

**Disadvantages:**
- No high-level monk abilities
- Slower movement
- Fewer skill points
- No high-level psionic powers

**Character Choices**

Movement skills are important for a Scarlet Fist monk. Skills such as Balance, Jump, and Tumble are good to keep at a high level. Concentration is also important for manifesting powers in combat situations. A scarlet fist should try to keep those skills at the maximum for the first few levels. Once Tumble is good enough to guarantee avoiding attacks of opportunity (overall +14) and Concentration is high enough to manifest most powers defensively, the scarlet fist might choose to branch out. Spot and Listen are also useful skills to improve to help avoid being caught flat-footed.

As the scarlet fist attacks primarily unarmed, Weapon Focus (unarmed strike) is valuable. Likewise, since the scarlet fist is normally unarmored, feats that enhance AC are appropriate, such as Dodge, Mobility, and Expertise. There are also a number of feats in the *Psionics Handbook* that can enhance AC and unarmed combat.

**Crimson Blade 3,0**

The crimson blade (psychic warrior/fighter) is a fighting machine. They are the shock troops of the Scarlet Brotherhood psions, though they are more direct in their means than most of the Brotherhood. They also serve as bodyguards to the monastery masters.

The primary benefit of a crimson blade is the sheer number of feats they have available. The psychic warrior class gives access to psionic feats, and both classes grant bonus feats at frequent levels. If the character does not have fighter or psychic warrior as a preferred class, then the progression should remain even, but three levels of fighter for every two levels of psychic warrior provides the largest number of feats, while still providing an effective assortment of psionic powers.

**Advantages:**
- Nineteen feats (not including bonus feats for race)
- Psionic powers and feats
- Weapon Specialization

**Disadvantages:**
Fewer hit points than single-class fighter
Fewer psionic powers than single-class psychic warrior
Fewer power points than single-class psychic warrior
Slightly lower base attack than single-class fighter

Character Choices
Crimson blades have very few skill points to use. If the character plans to manifest powers in the midst of combat, fully half of the crimson blade's skill points per level should be used to buy ranks in Concentration. The other skill points could be used on Climb, Jump, Swim, or Tumble, depending on individual taste. Many crimson blades learn a variety of exotic weapons, becoming focused and specialized in them. The only guideline is that the character take a Weapon Focus feat before the sixth level of psychic warrior to take advantage of the free Weapon Specialization feat. A human crimson blade can garner a total of twenty feats by 20th level -- the options are almost limitless.

Truth Seeker 3.0
The typical truth seeker (prestige class) begins his training as a monk, then applies his abilities to the psychic warrior class before qualifying for, and gaining levels in, the truth seeker prestige class. After three levels of monk (the still mind ability is important for Will saves) followed by three levels of psychic warrior, they begin truth seeker training. Truth seekers of this sort will intersperse levels of psychic warrior with the prestige class levels as they rise in power. This broadens their knowledge of lower level powers and provides bonus feats on occasion. (see the prestige class listing for more on Truth Seekers)

Advantages:
- Larger range of low cost powers
- Weapon Specialization
- Bonus feats
- Good fortitude save
- Good unarmed combat

Disadvantages:
- No high level psionic powers
- Slow progression if not human/half-elf due to multiclass XP penalty
- Low power points

Character Choices
The key skills initially for truth seekers are Diplomacy and Sense Motive. As Sense Motive is not a class skill, a would-be truth seeker will need to spend nearly one-third of his skill points on Sense Motive for the first six levels to get to the required 4 ranks for the truth seeker prestige class. Other skill points could be used for Tumble and Concentration. Once the prestige class is attained, truth seekers diversify into Disguise and Forgery, or Diplomacy and Knowledge (any), as appropriate to their role. As truth seekers are typically unarmored, many choose feats such as Dodge, Mobility, and Expertise to improve their AC, but two feats selected early on should be Combat Reflexes and Dual Strike, which are required for the prestige class. Weapon Focus (unarmed strike) is essential prior to reaching the 6th level of psychic warrior, when Weapon Specialization is granted. If psionic combat is expected, then Iron Will gives these characters an extra edge by increasing Will saves.

Arcane Truth Seekers
Some DMs or players might not wish to include psionics in their campaigns. If this is the case, the truth seekers can be converted to an arcane class rather than a psionic class by replacing the discovered psionic powers and power points with an arcane spell progression identical to the first ten levels of bard. This covers number of castings per day and spells known. These spells should all be chosen from the Divination and Enchantment schools of the wizard spell list. Charisma is the primary attribute for arcane truth seekers.

New Powers 3.0
Jeddec developed fairy tale years ago when preparing to flee from the Brotherhood. The power's careful use allowed Jeddec to convince the few Brotherhood members who have discovered the Splintered Mind that the group doesn't really exist. Without the protection of fairy tale, the renegades would long ago have been discovered.
In his youth, Jeddec developed *discover truth* to aid his own enlightenment. By studying his own experiences, he believed he could learn the lessons life had to teach more quickly. Instead, his use of this power let him piece together some of the guarded secrets surrounding the Scarlet Brotherhood. Knowledge of his superiors’ true motives and beliefs led Jeddec to eventually rebel against the Brotherhood's teachings and flee its borders.

*Distraction* has been in the Scarlet Brotherhood for centuries. The group’s psions use the power when working with rogues, allowing the rogues more chances to make sneak attacks without exposing the psion to the dangers of melee combat.

*Narrow thoughts* is relatively new to the Scarlet Brotherhood. This power is most often used by Brotherhood psychic warriors when dealing with a single, very dangerous foe. This power can give a lightly armored Brotherhood monk better odds against a heavily armored foe.

The power *find the heart* was developed by Brotherhood psychic warriors long ago, and it appeals to the cruel nature of many Scarlet Brotherhood agents. Few outside the Brotherhood choose to master this power.

Years ago, members of the Scarlet Brotherhood realized that their enemies often fought less effectively against them than other foes because of the Brotherhood’s fearsome reputation. After years of study, psions in the Brotherhood learned to induce a state of hesitation in their enemies, with the *brittle psyche* power.

(See the powers section for information on *Fairy Tale, Discover Truth, Distraction, Narrow Thoughts, Find the Heart*, and *Brittle Psyche*)
The Mind's Eye take on the new books

*Weapons of Legacy, Part 1*
*Great Heroes Demand Legendary Weapons*

*By Mark A Jindra and Scott Brocius*

Welcome to the new Mind's Eye web feature! In this series of articles we'll choose a recent *D&D* sourcebook and bring you a look at what psionic material you can find in that book as well as provide you with tips on how to integrate that material into your campaign. And where the material permits, we'll also bring you some of that "crunchy" content that the Mind's Eye has been known for! So let's get started with a look at *Weapons of Legacy*.

*Weapons of Legacy* provides information on magic weapons with rich histories. The book includes many predefined weapons, outlining their names, history, powers, stats, necessary rituals for unlocking their powers, and adventure hooks. How these weapons can gain power is discussed, as well as the feats with which they might be used. Also included are rules and tools for players and DMs to forge new items of legacy for their characters and campaigns, along with new legacy feats, spells, a prestige class, and psionic powers for characters interested in wielding mythic weapons and other items of power.

**Psionic Content**

I'm sure you're wondering what psionic content you can find in *Weapons of Legacy*, so here's a breakdown by chapter.

**Chapter 1: The Legacy**

On page 11, under the Legacy against Legacy heading, is a section describing legacy gifts. These "gifts" are awarded to someone who defeats another wielder of a weapon of legacy or an artifact. A gift you might find especially useful to a psionic character is that of psionic energy, which grants you temporary power points equal to the level of the defeated foe for a period of up to 24 hours (or until used). Also take a look at the sidebar regarding enhancing an item of legacy. While these items cannot be enhanced further using a regular process such as magic or psionic item creation feats, spells or effects that temporarily alter a weapon, such as *keen edge* or *dissolving weapon*, work normally on a weapon of legacy.

**Chapter 2: Heroes of Legacy**

Starting on page 18, under the Legacy Psionic Powers heading, we find three new powers that are comparable to the number of new spells in this book. Also, because of augmentations, Revitalize Legacy does the work of three separate spells.

- **Revitalize Legacy:** Get extra use of chosen legacy ability (psion/wilder 3, psychic warrior 3).
- **Suppress Legacy:** The target temporarily loses all legacy abilities of one item (psion/wilder 5).
- **Sever Legacy:** Target permanently loses all legacy abilities (psion/wilder 8).

Also included in this chapter is a new prestige class known as the Legacy Champion. Although this prestige class isn't specifically psionic, it is written so that any character who wields a weapon of legacy can gain some benefit from it. The legacy champion has a good Will save and allows greater customization of a legacy weapon, plus eight of its ten levels class feature allow you to gain class features and an increase in effective level as if you had also gained a level in a class to which you belonged before adding the prestige class level.

**Chapter 3: Items of Legacy**

In this chapter we find 49 items of legacy, and while psionic characters can use many of them (or you can convert them to a psionic version easily enough), two of them have been created specifically for psionic characters.

- **Mau-Jehe**, a short sword of extraordinary quality, is on page 114. While *Mau-Jehe* is most useful in the hands of a psychic warrior or a soul knife, and it might also be an excellent find for a psychic rogue (*Mind's Eye, July 2004*). Besides becoming a *+3 ghost touch keen short sword* by 16th level, this weapon also has abilities that provide competence bonuses to Hide and Move Silently, the use of...
mindlink as the psionic power, an enhancement bonus to base land speed, the ability to retain constant focus on a specified feat, an augmented use of suggestion as the psionic power, and the ability to never be considered flat-footed. And as if that wasn't enough, a complete sidebar details the use of Mau-Jehe as a mind blade.

Found on page 144, the Simple Bow is a wooden longbow of unusual size and asymmetrical shape. As the book states, the typical wielder of the Simple Bow is a psionic character who prefers to rely on ranged attacks -- most often a psychic warrior. Besides becoming a +2 longbow of speed by 17th level, this weapon also allows you to call it to hand from anywhere on the same plane, provides up to a +5 deflection bonus to Armor Class, grants the ability to take 10 on Autohypnosis checks to tolerate poison, provides up to a +6 enhancement bonus to Wisdom, and gives the ability to use true seeing once per day. At 19th level, you can even expend its psionic focus three times per day, and at 20th level (once per day), you can apply a +15 insight bonus on any single attack roll, opposed roll, opposed ability or skill check, or saving throw.

Chapter 4: Founding Legacies
This chapter deals with the creation of your own weapons of legacy. A considerable amount of information is contained within this chapter about cost progressions for various classes including psionics-based ones and it also provides legacy ability menus. These menus contain many abilities that you can select for new weapons of legacy or substitute via the replace legacy ability of the legacy champion prestige class. The abilities that stand out include metapsionic, which allows you to apply the effect of one metapsionic feat to up to three psionic powers per day that you manifest; Empower Power, which allows you to manifest three powers per day of up to 3rd level that are empowered as though using the Empower Power metapsionic feat; Maximize Power, which allows you to manifest three powers per day of up to 3rd level that are maximized as though using the Maximize Power metapsionic feat; and Quicken Power, which allows you to manifest three powers per day of up to 3rd level that are quickened as though using the Quicken Power metapsionic feat.

Chapter 5: Optional Rules
In the final chapter of this book we find monsters of legacy. As you can read in the book, sometimes creatures undergo experiences so extreme that their very bodies can become imbued with legacy abilities. On page 213 we find one such psionic creature of legacy, Shuluth has (barely) survived an encounter with the famous Band of Lavender, and it also exterminated every member of the group by using a nasty trap. Due to the fame of the adventurers seeking his death, and also because of the cunning trap to which Shuluth subjected the group, this illithid became a monster of legacy.

Your Campaign
In addition to a detailed history, each item featured in Weapons of Legacy includes a sample encounter for introducing the weapon into your game. These encounters can serve either as the goal of a quest -- for characters following rumors and stories of one of the fabled legacy weapons -- or as part of an otherwise normal adventure. A character may even come across a legacy weapon without realizing what he has found, though that realization shouldn't be too long in coming.

Adventure Hook: Mau-Jehe
In the adventure seed provided for Mau-Jehe, the current owner of the sword is a contract killer named Vauge, a notoriously dangerous and arrogant soulknife. The book goes on to suggest that a villain who wishes to kill one of the PC's hires Vauge, who then uses tactics to isolate that character for a one-on-one fight. (EL 6)

Although the adventure seed is based on a one-on-one encounter, you can find several other ways in which to introduce Mau-Jehe to the players -- from a seemingly underwhelming +1 short sword in a dragon's horde, to the +3 ghost touch keen short sword wielded by a powerful soulknife against the entire party.

Adventure Hook: Simple Bow
In the adventure seed provided for the Simple Bow, the weapon hangs
within the tomb of Furukaze Miyo and is guarded by several terracotta warriors. The PCs are asked to investigate recent attacks by the warriors and venture forth into the ruins of the monastery and the tomb. (EL 6)
You can use this adventure seed pretty much as it is in any campaign by changing the names in the story to fit those of the area in which you wish to set the adventure. Alternatively, the party may stumble across the tomb by happenstance, hear a rumor about the ruins or tomb, or perhaps simply be hunting for treasure among the ruins.

Further Adventuring
Once the characters have one of these weapons, they will probably want to find out more about it. A bard, loremaster, wizard, sage, or follower of Sardior might well point them in the right direction. Use the information presented on pages 8 and 9 to guide their search for information, doling out bits of the weapon's history as appropriate to the success of their attempts. Depending on the level of the PCs, they may be ready to complete one or more of the legacy rituals required to unlock the powers of their weapon. Each one of these can become a full-fledged adventure, providing many hours of excitement for your PCs. Other characters in the party may seek out rumors of additional legacy weapons. As a DM, you should welcome such inquiries. Not only are these characters providing you with the opportunity for plenty of adventure hooks, but they also allow you to enrich your players' involvement in and appreciation of your world's history by exploring its myths and legends.
The Wizards of the Coast website is loaded with adventure hooks (see Steal This Hook) that can give you some great ideas.

Psionic Flavor
Weapons of Legacy includes 47 weapons that are nonpsionic in nature. Although we're busy working on a brand new weapon for next month's column, I'll provide you with flavor conversions for two of the existing items.

Flay
As the book states, Flay (Weapons of Legacy, pages 90-92) is a long whip fashioned from the skin of a giant constrictor snake. Most wielders of Flay are bards, although anyone with some talents of persuasion and the Exotic Weapon Proficiency (whip) feat can use the weapon.
Adding a little psionic flair to this weapon is fairly straightforward. When describing the whip, simply include a description of light glinting off the surface of the whip as though it were reflecting off crystal. Under the whip's legacy item abilities, replace magic missile with energy missile in the Snake Sting ability.

Scarab of Aradros
The entry for the Scarab of Aradros (pages 139-140) states that it is a golden medallion shaped like a beetle, ringed with ancient arcane runes. Arcane spellcasters derive the most benefit from this scarab. Adding psionic flavor to this item requires you to change a few things.
Let's start with the description: Replace any mention of arcane runes with that of inlaid crystal. Next, we change the wielder requirements to the ability to manifest 2nd-level psionic powers and Knowledge (psionics) 3 ranks. For personal costs, use levels 5 through 16 of Table 4-9 (page 187). Ritual costs should remain as listed. Here are some other changes:

• The first ability we should change is arcane health; this one simply receives a name change to Psionic Health but functions the same.
• Change Winged Range to apply the Extend Power metapsionic feat. If uncertain how to apply this ability, see the Empower Power ability on page 199.
• Change the requirement for keeping the scarab shell ability active from "one arcane spell remaining" to "one power point remaining" and then change the effect from that of the shield spell to the force screen power (this cannot be augmented).
Weapons of Legacy, Part 2
Arik's Vengeance
By Scott Brocius and Mark A Jindra

This month we continue our look at Weapons of Legacy by introducing a new psionic weapon perfect for both psions and psychic warriors. This new weapon is ready to drop into your campaign, complete with history, rituals, requirements, abilities, and an adventure seed.

Arik's Vengeance

Arik's Vengeance is a heavy mace composed of amethyst, silver, and wood. The head of the mace is a fist-sized chunk of amethyst gripped in a dragon’s claw composed of silver. Faint purple veins pulse in the gray wood of the shaft, and the wood ends with a silver cap carved with the Dwarven rune for vengeance.

Nonlegacy Game Statistics: Small+1 heavy mace; Damage 1d6+1; Cost 2,312 gp.

Omen: The amethyst within Arik’s Vengeance pulsates slowly with dim light when held by a creature that has psionic abilities or powers.

History

During the final years of the Rokehold mines on the Demiplane of Ectoplasm, githyanki forces besieged the Aleithian dwarves in an attempt to drive them from the plane. The dwarves refused to leave, honoring the pact they had made with Aleithilithos, a thane of Sardior.

A pair of brothers, Arik and Alik Silverhunter, fought the githyanki as members of the clan’s military forces. Arik, a psychic warrior, routinely carried his brother’s psicrystal to relay information back to him as he went on patrols. While on one of these patrols, the githyanki launched an attack on the fort where Alik was stationed. Arik knew the moment his brother died, as the psicrystal fell from his shoulder, lifeless. He rushed to the fort only to find it in shambles and his brother’s body missing.

He created his plan for Arik’s Vengeance in those first moments of grief. He took the psicrystal and fashioned it into the head of a mace, used the branch of a canath tree for the shaft, and worked silver to create a dragon’s claw to grip the gem. He then took the weapon to the priests of Aleithilithos for their blessing. (DC 20; Seeking Approval)

With this new weapon in hand, Arik led his unit on an attack of the latest githyanki encampment. His clan brothers also sought the blood of the githyanki, but Arik’s hatred fueled him beyond his normal limits. As they rushed into battle, the githyanki psions and mages unleashed energy bursts and fireballs upon the dwarves, but Arik came through almost completely unscathed. (DC 25; Gauntlet of Fire)

Arik, bringing his full fury to bear, engaged the githyanki commander. The two fought for what seemed ages as githyanki and dwarves alike died around them. In the end, Arik landing a killing blow on his foe before succumbing to his own wounds. (DC 30; Final Revenge)

Legacy Rituals

Three rituals are required to unlock all the abilities of Arik’s Vengeance. While the rituals for both psychic warriors and psions or wilders are the same, the psicrystal within it will attune itself to one class or the other and change its abilities appropriately.

Seeking Approval: The weapon must be presented to a priest of Aleithilithos or Sardior to get blessed. Depending on the wielder, this may or may not be an easy task. Cost: 2,000 gp. Feat Granted: Least Legacy (Arik’s Vengeance).

Gauntlet of Fire: The wielder must survive five magical fire attacks during one encounter. Any kind of protection can be used, but the attacks must come from hostile forces. After this, the wielder must fast and meditate for 24 hours before being healed of the wounds. Cost: 10,000 gp. Feat Granted: Lesser Legacy (Arik’s Vengeance).

Final Revenge: The wielder must seek out and slay a githyanki of equal or higher CR value. After this, the wielder must fast and meditate for 24 hours before being healed of any wounds. Cost: 40,000 gp. Feat Granted: Greater Legacy (Arik’s Vengeance).

Wielder Requirements

Only characters with psionic ability can wield Arik’s Vengeance to its full effect. The class of the character determines the abilities gained by the weapon. If a character has both psychic warrior and psion or wilder levels, the DM (or the player with the DM’s approval) can choose which tree to follow.

Arik’s Vengeance Wielder Requirements (Psychic Warrior)

Ability to manifest 2nd-level powers
Base attack bonus +3

Arik’s Vengeance Wielder Requirements (Psion or Wilder)

Ability to manifest 3rd-level powers
Base attack bonus +2
### Personal Costs

<table>
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<tr>
<th>Character Level</th>
<th>Attack Penalty</th>
<th>Manifestation Level Penalty</th>
<th>Hit Point Loss</th>
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<td>While I still stand +6</td>
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</table>

### Legacy Item Abilities (Psychic Warrior)

All the following are legacy item abilities of Arik's Vengeance.

**Psicrystal Awakening (Su):** The psicrystal in the weapon attunes itself to you and gains a personality type from pages 23-24 of the Expanded Psionics Handbook. It can communicate with you telepathically, but is blind to the outside world. It grants the skill bonuses for the selected personality type. No other abilities of a psicrystal are gained. You contribute a bit of your consciousness to the psicrystal.

**Armor of Wrath (Su):** At 7th level, you gain a +1 deflection bonus to Armor Class. At your discretion, this ability causes silvered-limned purple flames to flicker on your skin and clothing, or the effect can be invisible.

**Vengeful Tenacity (Su):** At 8th level, you gain a +1 resistance bonus on all saving throws.

**Swift Feet (Su):** At 10th level, you gain a 10-foot enhancement to your base ground movement.

**Firewalker (Su):** At 13th level, you gain resistance to fire 10.

**While I Still Stand (Su):** At 20th level, Arik's Vengeance grants a +6 enhancement bonus to your Constitution score.
## Arik’s Vengeance -- Staff (Psion or Wilder)

### --Personal Costs--

<table>
<thead>
<tr>
<th>Character Level</th>
<th>Manifestor Level</th>
<th>Power Point Loss</th>
<th>Abilities</th>
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<td>--</td>
<td>Armor of wrath +1</td>
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<tr>
<td>8th</td>
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<td>2</td>
<td>Vengeful tenacity +1</td>
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<td>9th</td>
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<td>10th</td>
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<td>Awakened Intelligence</td>
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<td>Empower Power 3/day</td>
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<tr>
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<td>--</td>
<td>Armor of wrath +2</td>
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<td>Githyanki doom</td>
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<td>While I still stand +6</td>
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### Legacy Item Abilities (Psion or Wilder)

All the following are legacy item abilities of Arik’s Vengeance.

**Psicrystal Awakening (Su):** The psicrystal in the weapon attunes itself to you and gains a personality type from pages 23-24 of the Expanded Psionics Handbook. It can communicate with you telepathically, but is blind to the outside world. It grants the skill bonuses for the selected personality type. No other abilities of a psicrystal are gained. You contribute a bit of your consciousness to the psicrystal.

**Transformation:** The weapon changes from a heavy mace to a quarterstaff should you be other than a psychic warrior. It reverts back to mace form only when you sever your ties to it.

**Extend Power (Su):** Three times a day at 6th level, you can manifest a power up to 3rd level with the Extend Power feat. Using this legacy ability does not change the power point cost of the altered power.

**Armor of Wrath (Su):** At 7th level, you gain a +1 deflection bonus to Armor Class. At your discretion, this ability causes silvered-limned purple flames to flicker on your skin and clothing, or the effect can be invisible. This bonus increases to +2 at 15th level.

**Vengeful Tenacity (Su):** At 8th level, you gain a +1 resistance bonus on all saving throws. This bonus increases to +2 at 16th level.

**Awakened Intelligence (Su):** At 10th level, one of the personalities contained within Arik’s Vengeance manifests itself. The weapon can communicate with you telepathically and can speak Common, Dwarven, Undercommon, and Draconic. The weapon can hear and see out to 60 feet using darkvision. Its Intelligence and Charisma are 16 and its Wisdom is 10. Initially, its Ego score is 9 + its enhancement bonus (a total of 10 at 10th level). If any lesser abilities are awakened, the Ego increases to 11 + its enhancement bonus; should you awaken greater abilities, the Ego increases to 15 + its enhancement bonus.

**Firewalker (Su):** At 13th level, you gain resistance to fire 10.

**Empower Power (Su):** Three times a day at 14th level, you can manifest a power up to 3rd level with the Empower Power feat. Using this legacy ability does not change the power point cost of the altered power.

**Githyanki Doom (Sp):** Any manifested powers that target githyanki gain a +2 bonus to the Difficulty Class for all saving throws against them. In addition, powers gain +1 point of damage per die.

**Focused Power (Su):** Three times per day, you can expend the weapon’s psionic focus instead of your own. It automatically refocuses itself the next round.

**While I Still Stand (Su):** At 20th level, Arik’s Vengeance grants a +6 enhancement bonus to your Constitution score.
Adventure Seed (EL 5)

After Arik’s demise, Arik’s Vengeance was returned to the priests of Aleithilithos, who noted the affinity it had for psions and psychic warriors. They in turn gave the weapon to a series of psionic champions to use against the githyanki. It was finally lost during the great exodus as the Aleithian dwarves migrated to the surface over 100 years ago. It passed through the hands of several underworld denizens until it reached the hands of its current owner, Vort, a goblin fighter. He, his blue advisor, and eight goblins are on a food raid for his tribe. They have set up a small camp outside of a rural farm and are collecting calves during the night. The player characters are approached for help when they stop in a local inn for the night. The blue knows the weapon is somehow special (though he has not unlocked any of its legendary properties), and he is looking for a way to claim it for his own.


Vort CR 3
Male goblin fighter 3
NE Small humanoid (goblinoid)
Init +3; Senses darkvision 60 ft., Listen +4, Spot +4
Languages Common, Goblin

AC 20, touch 14, flat-footed 16; Dodge
hp 20 (3 HD)
Fort +4, Ref +4, Will +1

Speed 30 ft. (6 squares)
Melee Arik’s Vengeance +6 (1d6+1)
Base Atk +3; Grp +0
Atk Options Power Attack

Abilities Str 13, Dex 16, Con 13, Int 12, Wis 10, Cha 6
Feats Alertness, Dodge, Power Attack, Weapon Focus (heavy mace)
Skills Hide +7, Listen +4, Move Silently +7, Ride +13, Spot +4
Possessions chain shirt, heavy steel shield, Arik’s Vengeance, 25 sp
Monsters

Warp Drifter

By Scott Brocius and Mark A. Jindra
Based on an idea by “Slagger the Chuul” of the Wizards of the Coast online community.

Warp Drifter
Medium Plant (Psionic)
Hit Dice: 5d8+10 (32 hp)
Initiative: +8
Speed: Fly 15 ft. (good)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple: +3/+3
Attack: --
Full Attack: --
Space/Reach: 5 ft./5 ft.
Special Attacks: Feeding, levitation field, poison spores, psi-like abilities
Special Qualities: Low-light vision, plant traits, tree shape
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 10, Dex 19, Con 15, Int 12, Wis 13, Cha 4
Skills: Hide +12, Listen +9, Spot +9
Feats: Ability Focus (poison spores), Improved Initiative
Environment: Temperate and cold forest and marsh
Organization: Solitary, pair, or grove (3-5)
Challenge Rating: 4
Treasure: None
Alignment: Usually neutral
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment: --

The tattered cap of this giant mushroom swells into shape as it changes from the shape of an ordinary tree. The air ripples around its narrow stalk as it rises slowly into the air. Warp drifters are fungus tree-mimics that feed on the natural bio-energy of sentient creatures. They often conceal themselves near populated areas and employ their psionic powers to ambush travelers. Their behavior and tactics suggest a considerable intellect, but attempts at communication have proved futile. Warp drifters understand Common and Sylvan, but cannot speak.

Combat
Warp drifters disguise themselves as common trees, and they attack by levitating opponents. They manifest mind thrust for protection, and creatures caught in their levitation field are exposed to poisonous spores. They often use telekinetic force to force creatures into their levitation field.

Feeding (Su): A warp drifter can attach itself to an immobilized living creature (such as a victim that has lost all it Dexterity to the warp drifter’s spore attack) and feed off its life force. The victim takes 1 point of temporary Constitution damage for each hour the drifter stays attached. If the drifter remains attached for a full 24 hours, the victim dies no matter what its current Constitution score.

Levitation Field (Su): Creatures of the same size or smaller than the warp drifter within a 15-foot radius of the drifter are raised 20 feet into the air as though affected by a levitate effect. A successful DC 16 Reflex save protects a creature from the effect for 1 round. Creatures that fail the save remain levitated until they move away from the warp drifter. The save DC is Dexterity-based.

Poison Spores (Ex): Creatures in the levitation field are exposed to poisonous spores each round. Injury, Fortitude DC 16, initial and secondary damage 1d4 Dexterity. The save DC is Constitution-based. Psionic targets with power points lose 1d4 power points instead of taking Dexterity damage; if a psionic creature has no power points to lose, it takes Dexterity damage instead.
Psi-Like Abilities: At will -- chameleon, mind thrust (5d10, DC 10*), telekinetic force (300 pounds, DC 10), thicken skin (+2 enhancement bonus to AC*), vigor (25 hp*). Manifester level 5th. The save DCs are Charisma-based.

*Includes augmentation for warp drifter's manifester level.

Tree Shape (Sp): A warp drifter can change its appearance at will. It can take on the appearance of a nearby tree and surrounding foliage. Changing to or from tree shape is a full-round action.

Spine Springer

Medium Plant (Psionic)
Hit Dice: 4d8+8 (26 hp)
Initiative: +5
Speed: 60 ft. (12 squares)
Armor Class: 18 (+5 Dex, +3 natural), touch 15, flat-footed 13
Base Attack/Grapple: +3/+6
Attack: Slam +6 (1d6+3)
Full Attack: 2 slams +6 (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Body slam 2d6+4, flowers, pounce, psi-like abilities
Special Qualities: Low-light vision, plant traits
Saves: Fort +6, Ref +6, Will +0
Abilities: Str 16, Dex 21, Con 15, Int 12, Wis 9, Cha 8
Skills: Concentration +9, Jump +22, Spot +6
Feats: Dodge, Mental Leap, Mobility (B)
Environment: Warm plains
Organization: Pack (2-5) or swarm (8-48)
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment: --

A group of plump cacti with red and yellow flowers stands clustered together. With a faint susurrusation, the cacti spring through the air toward you.

Spine springers resemble a standard cactus plant with red or yellow blooms. The plants are somewhat stocky and have large barrel bodies with two "arms." Springers can pull themselves out of the ground and travel on well-developed root systems, which also give them great leaping ability. Spine springers wander deserts and savannas in a never-ending search for water. They attack creatures for the water they contain.

They understand Common and Sylvan, but cannot speak.

Combat
Spine springers are not shy about combat. They usually prepare with one of their psi-like abilities, and then they patiently wait to ambush potential prey. Their ambushes are usually successful since most of their prey sees the spine springers as another cactus to harvest for water.

Spine Springer

Body Slam (Ex): A spine springer that leaps at least 10 feet to attack a foe can make a charge attack and can use its entire body to strike a target. The springer's attack bonus is +8 (+6 for the slam, +2 for charging). The body slam deals 2d6+4 points of damage.

Flowers (Sp): A spine springer has a number of flowers it uses for both offense and to help attract prey. A springer can have up to 1 bloom per 2 Hit Dice, and these flowers come in red or yellow as the springer wishes. They can detach the flowers and use them as missile weapons with a range increment of 30 feet. They have to make a successful ranged touch attack to cause the listed effects. Blooms take two days to grow.

Red: This bloom forms an energy missile that strikes a single target. It deals 3d6+3 points of fire damage and allows a DC 14 Reflex save for half damage.

Yellow: This bloom forms a burst of entangling ectoplasm that can entangle a foe up to one size larger than the spine springer. Except as noted here, this works just like the entangling ectoplasm power manifested by a 1st-level psion.
Pounce (Ex): If a spine springer makes a charge, it can make a full attack plus a body slam.

Psi-Like Abilities: At will -- defensive precognition (+2 insight bonus to AC and all saving throws*), inertial armor (AC 5*), offensive precognition (+2 insight bonus on attack rolls*), offensive prescience (+3 insight bonus on damage rolls*). Manifester level 4th. The save DCs are Charisma-based.

*Includes augmentation for spine springer's manifester level.

Sheengrass Swarm

By Scott Brocius and Mark A. Jindra

Based on an idea by "Slagger the Chuul" of the Wizards of the Coast online community.

Sheengrass Swarm

Diminutive Plant (Psionic, Swarm)

Hit Dice: 3d8+7 (20 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 17 (+4 size, +3 Dex), touch 17, flat-footed 14

Base Attack/Grapple: +2/--

Attack: Swarm (1d6)

Full Attack: Swarm (1d6)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, psi-like abilities, tangle grass

Special Qualities: Earth root, hive mind, immunity to weapon damage, plant traits, swarm traits, telepathy 15 ft., tremorsense 30 ft.

Saves: Fort +4, Ref +4, Will +2

Abilities: Str 2, Dex 17, Con 12, Int 4, Wis 13, Cha 5

Skills: Hide +21*

Feats: Psionic Body, Speed of Thought

Environment: Any forest or plains

Organization: Solitary, growth (2-5 swarms), or patch (6-10 swarms)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: --

A soft rustling sound emanates from a spot nearby as a patch of silvery grass surges forward like a carpet of worms.

Sheengrass is a form of psionic-sensitive grass. It appears to be normal grass: Its long, green blades have a faint silver tint. In swarms consisting of thousand of blades, sheengrass forms a hive mind and gains psilike abilities. Sheengrass swarms attack instinctually and usually defend themselves from creatures that would trample or eat them. Evil psions have been known to cultivate fields of sheengrass around a fortress or stronghold. Some believe that a hive mind can communicate telepathically, though they infrequently do so. Sheengrass swarms understand Common, but cannot speak.

Sheengrass Swarm

Combat

Once a sheengrass swarm attacks a target, it does not stop. Either the swarm must be destroyed or the target must flee.

Distraction (Ex): Any living creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 12 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

Psi-Like Abilities: At will -- energy stun (+1d6 damage, DC 10*), psionic daze (one humanoid creature that has 6 or fewer HD, DC 8*), psionic grease. Manifester level 3rd. The save DCs are Charisma-based. *Includes augmentation for sheengrass swarm's manifester level.
Tangle Grass (Ex): Asheengrass swarm clutches at the feet of any creature that begins its turn with the same space as the swarm or that moves into the swarm's space during its turn. An affected creature must make a DC 14 Reflex save or fall to the ground, prone. Falling prone ends the creature's turn. A prone creature in the swarm's space must make a Reflex save at the beginning of turn. If the save fails, the creature remains prone and its turn ends. The save DC is Dexterity-based.

Earth Root (Ex): A sheengrass swarm can travel only on soft natural ground (such as soil or earth, but not stone). It cannot be knocked down or blown away by wind effects.

Hive Mind (Ex): Any sheengrass swarm with at least 1 hit point per Hit Die (or 3 hit points, for a standard sheengrass swarm) forms a hive mind, giving it an Intelligence of 5. When a sheengrass swarm is reduced below this threshold, it becomes mindless and has no psi-like abilities.

Swarm Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects if the swarm has an Intelligence score and a hive mind. A swarm takes a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area attack does not allow a saving throw, the swarm takes double damage instead.

A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not form again until its hit points exceed its nonlethal damage.

Sheengrass Swarm

Telepathy (Su): A sheengrass hive mind can communicate telepathically with any creature that speaks a language, provided they are within 15 feet. It can speak and understand Sylvan.

Tremorsense (Ex): A sheengrass swarm can detect anything moving in contact with the ground within 30 feet of itself.

Skills: A sheengrass swarm gains a +8 racial bonus on Hide checks among grass and similar ground coverings.

Ironglass Rose

Huge Plant (Psionic)
Hit Dice: 12d8+72 (126 hp)
Initiative: +2
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 24 (-2 size, +2 Dex, +14 natural), touch 10, flat-footed 22
Base Attack/Grapple: +9/+25
Attack: Tendril +16 melee (1d8+8)
Full Attack: 6 tendrils +16 melee (1d8+8)
Space/Reach: 15 ft./15 ft.

Special Attacks: Blood drain, breath weapon, constrict 1d8+12, improved grab, psi-like abilities
Special Qualities: Fire immunity, low-light vision, plant traits, psionic resistance 20

Abilities: Str 27, Dex 14, Con 23, Int 6, Wis 15, Cha 10

Skills: Climb +24, Concentration +12, Hide -5*, Listen +4, Spot +4

Feats: Alertness, Combat Reflexes, Iron Will, Narrow Mind, Weapon Focus (tendril)

Environment: Temperate forests

Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral

Advancement: 13-18 HD (Huge); 19-36 HD (Gargantuan)
Level Adjustment: --

Thorns stud the dozens of twisted vines that snake from the massive bulb of this plant. A central flower at least 5 feet across possesses rosy pink crystalline petals that pulse with a faint inner light. The ironglass rose is a carnivorous plant that sustains itself by consuming the blood of living creatures. Thorny tendrils extend from the sides of a central bulb, while a tough stem array supports the massive flower head. The main bulb is about 6 feet in diameter, and its surface is a wrinkled brown reminiscent of tree bark. The tendrils spread out in a 20-foot diameter surrounding the bulb, with the flower rising an additional 3 to 4 feet above it. It usually cradles the dying bodies of its victims beneath the bulb, where it slowly drains them of life over several days.

The ironglass rose can scale cliffs and climb large trees with relative ease, but it prefers to remain within reach of the ground or dwell within patches of dense scrub or undergrowth. It attacks both psionic and nonpsionic foes alike. The petals of the ironglass rose are extremely durable, and skilled craftsmen can use Ironglass Rose them to create crystalline armor that is both practical and attractive. Ironglass roses understand Common, but cannot speak.

Combat

The ironglass rose uses its breath weapon to damage or incapacitate foes before moving in with its tendrils to attempt to feed. It normally attacks when hungry and shies away only from opponents that are larger than it.

Blood Drain (Ex): If the ironglass rose already has a constrict hold on a target, it attempts to use more of its tendrils to grapple the target. Each additional tendril that succeeds at establishing a hold causes 1d3 points of temporary Constitution damage each round, as the ironglass rose begins to drain the blood of the creature. The ironglass rose cannot use more than three tendrils on a single target in this fashion.

Breath Weapon (Su): Once every 1d4 rounds, the ironglass rose can breathe a 120-foot line of force. Each creature in the area takes 10d6 points of force damage (Reflex DC 22 half). The save DC is Constitution-based. The ironglass rose can use this attack simultaneously with tendril attacks. The ironglass rose may choose to have the breath weapon deal nonlethal damage instead.

Constrict (Ex): On a successful grapple check, an ironglass rose constricts an opponent, causing automatic tendril damage (1d8+12) each round, until the victim frees herself. The hold can be broken by a successful grapple check or a successful DC 20 Escape Artist check. In addition, the tendrils can be cut through on a successful sunder attack. Each tendril has 12 hp, which do not count against the total hit points of the ironglass rose. An ironglass rose can use only six tendrils at a time to attack even though it possesses a couple dozen of them.

Improved Grab (Ex): If an ironglass rose hits an opponent that is at least one size category smaller than itself with a tendril attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts on the same round.

Psi-Like Abilities: At will -- biofeedback (damage reduction 5/-*), empathic feedback (damage dealt or 12 points, whichever is less*), inertial armor (AC +9*), mind trap (12 rounds*). Manifester level 12th. The save DCs are Charisma-based.

*Includes augmentation for ironglass rose's manifester level.

Skills: An ironglass rose has a +8 racial bonus on Climb checks and a +8 racial bonus on Hide checks while in forests or dense vegetation.
**Crystal Sunflower**

Medium Plant (Psionic)
Hit Dice: 8d8+8 (44 hp)
Initiative: +1
Speed: 0 ft.
Armor Class: 10 (-5 Dex, +5 natural), touch 5, flat-footed 10
Base Attack/Grapple: +6/+8
Attack: Root stab +8 melee (1d8+3)
Full Attack: Root stab +8 melee (1d8+3)
Space/Reach: 5 ft./5 ft. (10 feet with root stab)
Special Attacks: Psi-like abilities, reach, root stab, seed burst
Special Qualities: Low-light vision, plant traits
Saves: Fort +7, Ref --, Will +3
Abilities: Str 14, Dex --, Con 12, Int 12, Wis 13, Cha 11
Skills: Concentration +12, Listen +14, Spot +14
Feats: Alertness, Psionic Meditation, Psionic Weapon
Environment: Temperate and cold environments
Organization: Solitary, pair, patch (3-8), or field (20-80)
Challenge Rating: 4
Treasure: None
Alignment: Usually neutral
Advancement: 9-12 HD (Medium); 13-24 HD (Large)
Level Adjustment: --

Ahead, you see the shimmer of sunlight bounce off a perfectly carved crystal sculpture of a sunflower. Slowly the head of the flower turns to face you.

Crystal sunflowers look similar to normal sunflower plants, except that they appear to be made from crystal. This is only an illusion; they are organic just like most other plants. They can be found in almost any environment as long as there is sunshine and the climate doesn't get too hot in the summer.

Crystal sunflowers understand Common and Sylvan, but they cannot speak.

**Combat**

Crystal sunflowers attack creatures as a means for self-fertilization. They use their seed burst and root stab to kill passing creatures and then drag the bodies into the ground for food. When possible, crystal sunflowers use their Psionic Weapon feat to deal extra damage in melee.

**Psi-Like Abilities:** At will -- biofeedback (damage reduction 4/---*), energy adaptation (Manifesting time: Immediate action*), inertial armor (AC 7*). Manifester level 8th. The save DCs are Charisma-based.

*Includes augmentation for crystal sunflower's manifester level.

**Reach (Ex):** The crystal sunflower has an extended reach with its root stab. Its normal reach is doubled for this attack; giving a Medium crystal sunflower a reach of 10 feet and a Large Crystal sunflower a reach of 20 feet.

**Root Stab (Ex):** The crystal sunflower's primary attack is to stab with a sharpened root from under the ground. Unless the target has a means of seeing through the ground or has the tremorsense special quality, treat this attack as if the attacker is unseen. The target cannot use its Dexterity bonus (if any) to Armor Class, and the crystal sunflower gains a +2 bonus on the attack roll. Seed Burst (Ex): Up to three times a day, the crystal sunflower can expel seeds from its head with the same effects as the swarm of crystals power. The damage done by this attack is 3d4 with no saving throw.
Arctic Cat 3.0

The arctic cat is presented here in its base form, and in its two size increases due to advancement.

**Arctic Cat Advanced Arctic Cat Advanced Arctic Cat**

**Magical Beast Medium-Size Large Huge**

**Hit Dice:** 5d10+5 (32 hp) 6d10+18 (51 hp) 9d8+45 (94 hp)  
**Initiative:** +6 +5 +4  
**Speed:** 50 ft., climb 25 ft 50 ft., climb 25 ft. 50 ft., climb 25 ft.  
**AC:** 14 (+2 Dex, +2 natural), touch 12, flat-footed 12  
14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13  
15 (-2 size, +7 natural), touch 8, flat-footed 15  
**Attacks:** 2 claws +8 melee and bite +2 melee  
2 claws +12 and bite +6  
2 claws +18 and bite +13  
**Damage:** Claw 1d6+2, bite 2d6+1 Claw 1d8+6, bite 2d8+3 Claw 2d6+10, bite 4d6+5  
**Face/Reach:** 5 ft. by 5 ft./5 ft. 10 ft. by 10 ft./5 ft. 15 ft. by 15 ft./10 ft.  
**Special Attacks:** Improved grab, psionic pounce, psionics, rake 1d6+1  
Improved grab, psionic pounce, psionics, rake 1d8+3  
Improved grab, psionic pounce, psionics, rake 2d6+5  
**Special Qualities:** Darkvision 60 ft., low-light vision  
Darkvision 60 ft., low-light vision  
Darkvision 60 ft., low-light vision  
**Saves:** Fort +5, Ref +6, Will +2 Fort +8, Ref +6, Will +3 Fort +11, Ref +6, Will +4  
**Abilities:** Str 15, Dex 14, Con 13, Int 6, Wis 12, Cha 11  
Str 23, Dex 12, Con 17, Int 6, Wis 12, Cha 11  
Str 31, Dex 10, Con 21, Int 6, Wis 12, Cha 11  
**Skills:** Climb +14, Hide +14, Spot +9  
Climb +18, Hide +9, Spot +10  
Climb +24, Hide +5, Spot +10  
**Feats:** Improved Initiative, Weapon Focus (claw)  
Improved Initiative, Weapon Focus (claw)  
Improved Initiative, Weapon Focus (bite), Weapon Focus (claw)  
**Challenge Rating:** 3 3 4  
**Climate/Terrain:** Cold mountains  
**Organization:** Solitary  
**Treasure:** None  
**Alignment:** Usually neutral  
**Advancement:** 5 (Medium); 6-8 HD (Large); 9-16 HD (Huge)  
The arctic cat is a psionic predator that hunts the barren glacial peaks.  
*Arctic cats are active mostly at the times of dusk and dawn. They are carnivores that are capable of eating over 50 pounds of meat in one sitting. Arctic cats have a daily food requirement that increases as the cat gets bigger (50 pounds at Medium-size, 100 pounds at Large, and 200 pounds at Huge).*  
Mediumsize  
arctic cats are usually 6 to 9 feet long and weigh between 300 and 450 pounds. Large cats range between 8 and 12 feet long and weigh between 600 and 900 pounds, while their Huge counterparts are 12 to 16 feet in length and tip the scales at 1,200 to 1,800 pounds. The coat of an arctic cat is heavy, shaggy, and predominantly white with occasional dark stripes along the rear flanks.  
**COMBAT**  
The arctic cat attacks using its claws and bite attacks, and it rakes with its rear claws when it gets the chance. It waits for prey by hiding in the terrain, and it uses its **dimension slide** to pounce.  
**Improved Grab (Ex):** If a psionic cat hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +7 for a 5-HD cat, +16 for a 6-HD cat, or +27 for a 9-HD cat). If it gets a hold, it also attempts to rake on the same round. Thereafter, the arctic cat has the option to conduct the grapple normally, or simply use its claws.
to hold the opponent (-20 penalty on grapple check, but the arctic cat is not considered grappled).
In either case, each successful grapple check it makes during successive rounds automatically
deals damage for both claws.

Psionic Pounce (Sp): If an arctic cat uses dimension slide on a creature, it can make a full
attack (including a rake attempt, see below) even though it has moved.

Psionics (Sp): At will -- dimension slide. Maniﬁster level 16th.

Attack/Defense Modes (Sp): At will -- ego whip/mental barrier.

Rake (Ex): On any round that an arctic cat has a hold on an opponent (see Improved Grab,
above), it can make two rake attacks with its hind legs at its full attack bonus for the damage
indicated. The arctic cat can also attempt to rake when it uses psionic pounce on an opponent.

Skills: An arctic cat has a +8 racial bonus on Climb checks and a +4 racial bonus on Spot and
Hide checks. *The Hide bonus rises by an additional +8 in winter terrain.

Arctic Cats as Mounts
An arctic cat can be used as a mount, but only by a psionic character. The cat respects and
serves someone with an “opened” mind. To gain one as a mount, a psionic character must either
subdue one in combat (which must include psychic combat) or raise one from a cub. If a
nonpsionic character raises a cub, it uses its dimension slide ability to gain its freedom shortly
after reaching maturity.

Arctic cats require the use of an exotic saddle to be ridden properly (see the Ride skill in the
Player’s Handbook). While it has a rider, it takes a -6 penalty on its Climb checks, and it cannot
climb at all with more than a light load. An arctic cat cannot use dimension slide with a rider.

Cat Size Light Load Medium Load Heavy Load
Medium-size up to 66 lb. 67-133 lb. 134-200 lb.
Large up to 400 lb. 401-800 lb. 801-1200 lb.
Huge up to 2448 lb. 2449-4896 lb. 4897-7360 lb.

Special Mount
An arctic cat can also serve as a special mount for a paladin/psionic character multiclass. If
approved by the DM, the character can call an arctic cat at 6th level of paladin. Small paladins
normally receive the Medium-size cat, while Medium-size paladins get the Large cat. Large
paladins have to wait until 8th level to call an arctic cat, but they call only the Huge ones.

Crystal Gargoyle 3,0
Small Psionic Beast (Magical Beast)
Hit Dice: 3d10+9 (25 hp)
Initiative: +3
Speed: 40 ft., fly 70 ft. (average)
AC: 19 (+1 size, +3 Dex, +5 natural), touch 14, flat-footed 16
Attacks: 2 claws +7 melee and bite +5 melee and gore +5 melee
Damage: Claw 1d4-2, bite 1d6-2, gore 1d6-2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Psionics, color spray
Special Qualities: Cold immunity, darkvision 60 ft., DR 15/+1, freeze, low-light vision
 Saves: Fort +6, Ref +6, Will +1
Abilities: Str 7, Dex 16, Con 16, Int 6, Wis 11, Cha 7
Skills: Hide +12*, Listen +4, Spot +5
Feats: Multiattack, Weapon Finesse (bite) (B), Weapon Finesse (claw) (B), Weapon
Finesse (gore) (B)
Climate/Terrain: Temperate and cold land, aquatic, and underground
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)
A crystal gargoyle is a vicious, flying predator that enjoys torturing creatures weaker than itself. Crystal
gargoyles are winged crystalline statues slightly smaller than their stone cousins. They can perch
indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but they often eat their fallen foes out of fondness for inflicting pain. They are solitary creatures that can usually be found waiting silently for prey. Crystal gargoyles prefer a cold climate. Crystal gargoyles speak Common and Terran. The marine variety of crystal gargoyle, the crystal kapaocinth, uses its wings to swim at the listed fly speed.

COMBAT
Crystal gargoyles remain still, then suddenly attack or dive onto their prey.

*Color Spray* (Sp): Once per day the crystal gargoyle can generate an internal discharge of light through its crystal body. This is treated as a *color spray* with a 40-foot radius area of effect. Caster (or manifester) level 3rd; save DC 9.

*Freeze* (Ex): A gargoyle can hold itself so still it appears to be a crystalline statue. An observer must succeed at a Spot check (DC 20) to notice the crystal gargoyle is really alive.

*Psionics* (Sp): 1/day—charm person, inflict pain. Manifester level 3rd; save DC 20 + power level + key ability modifier.

**Attack/Defense Modes:** At will—id insinuation/thought shield.

Skills: *A crystal gargoyle receives a +4 racial bonus on Hide checks when concealed against a background of worked stone, and a +10 racial bonus on Hide checks when concealed in water or against a background of ice.

**Ectoplasmic Ooze 3,0**

Medium-Size Ooze

Hit Dice: 3d10+10 (26 hp)

Initiative: -5

Speed: 10 ft.

AC: 5 (-5 Dex), touch 5, flat-footed 5

Attacks: Slam +3 melee

Damage: Slam 1d6+1 plus 2d4 fire

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Constrict 1d6+1, improved grab

Special Qualities: Blindsight, ooze traits, plane shift, PR 20, whitefire

Saves: Fort +1, Ref -4 Will -4

Abilities: Str 12, Dex 1, Con 10, Int --, Wis 1, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

An ectoplasmic ooze appears as a partially translucent mass of rippling ectoplasm. It can grow to a length of up to 9 feet and a thickness of 6 inches, but it can compress its body to fit into cracks as small as 1 inch.

COMBAT

If an ectoplasmic ooze fails a saving throw against *dismiss ectoplasm*, it can be displaced. Roll d%: On a 01-75 result, it is shifted to a random location in the Astral Plane, and on 76-00 it is destroyed outright.

*Constrict* (Ex): With a successful grapple check, an ectoplasmic ooze can crush a grabbed opponent, dealing 1d6+1 points of bludgeoning damage.

*Improved Grab* (Ex): If an ectoplasmic ooze hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +3). If it gets a hold, it also constricts on the same round. Thereafter, the ectoplasmic ooze has the option to conduct the grapple normally, or simply hold the opponent with its pseudopod (-20 penalty on grapple check, but the ectoplasmic ooze is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam and constriction damage.

*Blindsight* (Ex): An ectoplasmic ooze is blind, but its entire body is a primitive sensory organ that can...
ascertain prey by scent and vibration. This ability enables it to discern objects and creatures within 60 feet. The ectoplasmic ooze usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Ooze Traits: An ectoplasmic ooze is immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or flanking.

Plane Shift (Ex): Once per day an ectoplasmic ooze can move between the Material Plane and the Astral Plane.

Whitefire (Ex): An ectoplasmic ooze secretes raw, unstable ectoplasm that ignites with a hellish, whitehot flame. Each creature hit by the ooze's slam attack takes an additional 2d4 points of fire damage. The ooze's whitefire touch sets fire to combustibles and damages objects. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

Lizardfolk, Quanak 3.0

Medium-Size Humanoid (Aquatic, Reptilian)

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 ft., swim 30 ft.

AC: 19 (+5 natural, +4 Inertial Armor), touch 10, flat-footed 19

Attacks: Halflspear +2 melee

Damage: Halflspear 1d6+1

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks: Psionics

Special Qualities: Poison use

Saves: Fort +1, Ref +3, Will +1

Abilities: Str 13, Dex 10, Con 13, Int 11, Wis 12, Cha 12

Skills: Balance +4, Jump +7, Swim +10

Feats: Inertial Armor

Climate/Terrain: Temperate and warm marsh

Organization: Patrol (2-4), squad (11-20, plus 2 sergeants of 3rd level, and 1 leader of 3rd to 6th level), or tribe (30-100, plus 100% non-combatants, plus one 3rd level sergeant per 10 adults, one 4th-6th level lieutenant per 25 adults, and one leader of 7th-10th level).

Challenge Rating: 2

Treasure: Standard coins, double goods, double items

Alignment: Usually lawful neutral

Advancement: By class

The quanaks are an extended tribe of lizardfolk that have tapped their psionic potential. Quanaks are usually 6 to 7 feet tall with brown, green, gray, or bluish scales. They use their 3- to 4-footlong tails for balance. They are excellent swimmers and can hold their breath twice as long as a human.

Like normal lizardfolk, they are omnivores who prefer meat, but they have curtailed their desire for human flesh. In fact, they have become more sophisticated than their brethren and have developed trade with other races.

Quanaks speak Draconic and the language of their neighbors, which is usually Common.

COMBAT

Quanaks have mastered small unit tactics, and, with the use of their psionics, tend to be deadly opponents. Other tribes of lizardfolk have learned to leave them alone. They favor the use guerilla warfare: hit-and-run attacks and snare and trap use. Their preferred weapons are halflspear, and many groups have mastered the use of blowguns. Quanaks typically use greenblood oil or spider venom. (Both poisons are described in Chapter 3 of the Dungeon Master's Guide.)

Psionics (Sp): 3/day -- combat precognition, lesser body adjustment, lesser metaphysical weapon. Manifester level 12th; save DC d20 + power level + key ability modifier.

Attack/Defense Modes: At will -- mind thrust/thought shield.

Poison Use: Quanaks are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.
Skills: Thanks to its tail, a quanak receives a +4 racial bonus on its Jump, Swim, and Balance checks.

Blowguns
The blowgun is a long tube used to propel needles. A needle can deliver poison of either the injury or contact type.

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<tr>
<th>Weapon Cost</th>
<th>Damage</th>
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<th>Range Increment</th>
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<tr>
<td>Blowgun 1gp</td>
<td>1 x2</td>
<td>10 ft.</td>
<td>2 lbs.</td>
<td>Piercing</td>
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<tr>
<td>Blowgun needles(20) 1gp</td>
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* No weight worth noting.

Quanak Society
Quanaks, like their brethren, have a patriarchal society whose primary goal is the propagation of the species. In addition, they also wish to enlighten their barbaric cousins. To accomplish this, they attempt to negotiate with groups of lizardfolk to add them to the quanak tribe. If negotiations fail, they make raids against the lizardfolk, taking the young and females. Because of this practice, the typical quanak dwelling has as many noncombatants as adults, and most of these are nonpsionic females and hatchlings.

Quanaks usually make their homes in swamps and marshes, or in areas with lots of water and vegetation. Their architecture is simple in design, consisting of the local floral, but it blends in with the surroundings. Travelers can come within a hundred feet of a village and never know it was there.

The patron deity of quanaks is Semaunya, whose chief concern is their survival.

Quanak Characters
A quanak's effective character level (ECL) is equal to its class level + 2; thus, a 1st-level quanak psychic warrior has an ECL of 3 and is the equivalent of a 3rd-level character.

**Onyx Worm 3,0**

Huge Psionic Beast (Magical Beast)

Hit Dice: 14d10+70 (147 hp)
Initiative: +0
Speed: 20 ft., burrow 20 ft.
AC: 18 (-2 size, +10 natural), touch 8, flat-footed 18
Attacks: 2 slams +16 melee
Damage: Slam 4d6+8
Face/Reach: 5 ft. by 40 ft./10 ft.
Special Attacks: Breath weapon, psionics, sonic blast
Special Qualities: Darkvision 60 ft., death throes, DR 15/+1, low-light vision, tremorsense
Saves: Fort +14, Ref +9, Will +4
Abilities: Str 26, Dex 10, Con 20, Int 3, Wis 11, Cha 5
Skills: Listen +5, Spot +3
Feats: Psychic Bastion (x3) (B)
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Usually neutral
Advancement: 15-21 HD (Huge); 22-42 HD (Gargantuan)

The onyx worm's long, black segmented body has a thick, crystalline carapace. These worms spend most of their life burrowing through earth and stone in search of crystalline deposits for nourishment, though they also have been known to surface and attack psionic creatures. Sounding like rolling thunder, an onyx worm's sonic attacks can resonate for miles underground.

While the true motivation for their attacks on psionic creatures is unknown, some believe that the worms have a need to ingest psionic creatures as part of their reproductive cycle. Dwarven miners have reported finding entire colonies of crysmals completely decimated in areas where they heard the thunderous sounds of an onyx worm only days before. These worms often seek out neothelids and engage them in a battle that can last for days, though the combat often results in the death of both creatures.

**COMBAT**

Onyx worms are relentless in combat, and they pulverize their foes with their body and constant mental and sonic assault. While they usually use their psionic abilities for movement and borrowing purposes,
some have even been known to use them in combat, as well.

Breath Weapon (Su): Once per hour, an onyx worm can release a sonic energy attack in a cone shape similar to a breath weapon. The cone has a length of 80 feet and causes 15d6 points of damage (Reflex half DC 22). Creatures in the area of effect of the breath weapon are also psionically assaulted by a mind blast (psionic combat mode); psionic creatures can defend as normal. An onyx worm is immune to its own breath weapon.

Psionics (Sp): At will -- body equilibrium, levitate, improved telekinesis, true metabolism; these abilities are as the powers manifested by a 18th-level psion.

Attack/Defense Modes (Sp): At will -- mind blast*, mind thrust*/intellect fortress. An onyx worm’s mind blast attack is part of its breath weapon. Mind thrust is part of its sonic blast and death throes. The area of effect of these attack modes is the same as the attack instead of that as listed in the Psionics Handbook.

Sonic Blast (Su): Once per round, an onyx worm can release a blast of sonic energy that affects all creatures within 20 feet for 3d6 points of damage (Reflex half DC 22). This blast can be delayed. If delayed, the blast becomes more intense and increases by 3d6+3 points of damage per round. It also expands in size by a 10-foot radius per round. The blast can go up to a maximum of 12d6+9 points of damage and a 50-foot radius. Creatures in the area of effect of the blast are also psionically assaulted by a mind thrust (psionic combat mode); psionic creatures can defend as normal.

Death Throes (Ex): When killed, an onyx worm explodes with one final sonic-based explosion that sends shards of crystal in all directions. The explosion deals 12d6 points of sonic damage and 8d6 points of piercing damage to everything within 60 feet (Reflex half DC 22). Creatures in the area of effect of the explosion are also psionically assaulted by a mind thrust (psionic combat mode); psionic creatures can defend as normal. The crystal shards have no value but are often mistaken for onyx.

Tremorsense (Ex): An onyx worm can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Psi-Guardian 3,0**

Large Construct
Hit Dice: 15d10 (82 hp)
Initiative: +2
Speed: 30 ft.
AC: 26 (-1 size, +2 Dex, +15 natural), touch 11, flat-footed 24
Attacks: Slam +16/+11/+6 melee, or weapon +16/+11/+6
Damage: Slam 1d8+9, by weapon (damage bonus +9 for two-handed use or +6 for one-handed use)
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Qualities: Call weaponry, construct traits, displacement, fast healing 5, find master, forced empathic bond, guard, power storing
Saves: Fort +5, Ref +7, Will +5
Abilities: Str 22, Dex 14, Con --, Int --, Wis 10, Cha 1
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 16-24 HD (Large); 25-45 HD (Huge)

Created by psions to be bodyguards, like their arcane counterparts (shield guardians), psi-guardians are constructs that protect their masters with powers and stamina. A psi-guardian is an imposing humanoid figure of metal, stone, and crystal that, when fashioned, is keyed to a particular amulet. Henceforth it regards the wearer of that amulet to be its master, protecting and following that person everywhere (unless specifically commanded not to do so).

A psi-guardian obeys its master’s verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labor. It can also be keyed to perform specific tasks at
specific times or when certain conditions are met. The wearer of the amulet can call the psi-guardian from any distance, and it will come as long as it is on the same plane.

**COMBAT**

**Call Weaponry (Su):** The psi-guardian can manifest the call weaponry power up to 3 times per day. The guardian calls forth a weapon when it enters combat or when instructed by its master. The quality of the weapon is based on the level of the creator: If the level of the creator is unknown, it defaults to 16th level. See Table 1-1 for the weapon type and quality.

<table>
<thead>
<tr>
<th>Level</th>
<th>Weapon Typical</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>+1 enhancement scimitar</td>
</tr>
<tr>
<td>13-15</td>
<td>+2 enhancement longsword</td>
</tr>
<tr>
<td>16-18</td>
<td>+3 enhancement falchion</td>
</tr>
<tr>
<td>19-20</td>
<td>+4 enhancement greatsword</td>
</tr>
</tbody>
</table>

**Construct Traits:** A psi-guardian is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A psi-guardian has darkvision (60-foot range).

**Displacement (Su):** Melee and ranged attacks made against the psi-guardian miss 50% of the time unless the attacker can locate the construct by some means other than sight. *True seeing* or a similar effect negates this ability. Displacement can be manifested at will.

**Fast Healing (Ex):** A psi-guardian regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the psi-guardian to regrow or reattach lost body parts.

**Find Master (Su):** No matter the distance, as long as they are on the same plane, the psi-guardian can find the amulet wearer (or just the amulet if it is removed after the guardian is called).

**Forced Empathic Bond (Sp):** The wearer of the keyed amulet can activate this defensive ability if within 100 feet of the psi-guardian. Similar to the power of the same name, this transfers to the guardian half the damage that would be dealt to the amulet wearer. This ability functions even though the psi-guardian has no metabolism. (See the *forced empathic bond* power in the "Master More Powers of the Mind" article for more information.)

**Guard (Ex):** The psi-guardian moves swiftly to defend the amulet wearer by its side. It blocks blows and disrupts foes. All attacks against the amulet wearer suffer a -2 deflection penalty.

**Power Storing (Sp):** The psi-guardian can store one power of 4th-level or lower that is placed into it by another creature. It "manifests" this power when commanded or when a predetermined situation arises. Once this is used, it can store another power (or the same power).

**Construction**

A psi-guardian costs 125,000 gp to create. This cost includes the construct’s physical body, the keyed amulet, and all the materials that are consumed or become a permanent part of them. This cost includes 5,000 gp for the body and 500 gp for the amulet.

The first task is creating the body, which is a humanoid figure of bronze, stone, steel, and crystal. The construct’s master can assemble the body or can hire someone else to do the job. Creating the body requires a successful Profession (engineering) or Craft (sculpture) check (DC 16).

The second requirement is creating a keyed amulet from bronze and crystal, which requires a successful Craft (metalworking) check (DC 12). After the body and amulet are fashioned, the creature must be animated through an extended ritual that requires two weeks to complete. Understanding the ritual requires a 12th-level character with the Craft Universal Item feat. The creator must labor for at least 8 hours each day, which includes 4 hours of intense meditation in a specially prepared laboratory or workroom. The chamber is similar to both an alchemist’s laboratory and a smithy and costs 1,000 gp to establish.

When not working on the ritual, the character must rest and can perform no other activities except eating, sleeping, or talking. If personally constructing the creature’s body, the creator can perform the building and ritual together. If the creator misses a day of the ritual, the process fails and must be started again. Money spent is lost, but XP spent are not. The psi-guardian’s body can be reused as can the chamber. Completing the ritual drains 2,000 XP from the creator and requires *call weaponry, displacement,*
ectoplasmic armor, know location, forced empathic bond, and true creation, which must be manifested on the final day of the ritual. The creator must manifest the powers personally, but they can come from outside sources such as power stones or dorjes.

Amulet
If the keyed amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the psi-guardian carries out the last command given.

**Xag-Az 3,0**
Medium-Size Outsider (Incorporeal)
Hit Dice: 5d8+5 (27 hp)
Initiative: +3
Speed: Fly 30 ft. (perfect)*
AC: 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Attacks: 4 incorporeal touches +8 melee touch, or energy ray +8 ranged touch
Damage: Incorporeal touch 1d6, energy ray 1d8
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Explosion, psionics
Special Qualities: Energy lash, incorporeal subtype, plane shift
Saves: Fort +5, Ref +7, Will +5
Abilities: Str --, Dex 17, Con 12, Int 7, Wis 13, Cha 18
Skills: Diplomacy +6, Hide +10, Search +6, Sense Motive +8, Spot +9
Feats: Combat Reflexes, Speed of Thought
Climate/Terrain: Any land and underground
Organization: Solitary, pair, or cluster (3-8)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)
Xag-az are energons that have evolved over centuries on the Astral Plane. They wander elsewhere to satisfy curiosity or fulfill some unknown plan. They are translucent globes about 2 feet across that float and shimmer in the air. The silvery glow that emanates from their bodies shifts into another color based on the energy they last used. This color change generally lasts a couple of hours before becoming its pale silver default, though the xag-az can shift at any time before then if it changes the energy form it uses again. Emerging from the lower hemisphere of the globe are six to twelve tentacles. The only other feature is a pair of spots on the upper hemisphere that suggest eyes.

As an incorporeal creature, the xag-az takes no notice of features such as doors, walls, and furniture, and it silently glides from place to place on unknowable errands. They often pause to observe other creatures, and they tend to linger in places where the use of psionics has occurred or is currently occurring. Xag-az rarely start fights, but their mere touch is dangerous, so many creatures consider them a threat and try to drive them off.

Some powerful necromancers, clerics, and psions capture xag-az and use them to guard a location or assist in a ritual. When freed, xag-az generally disappear quickly into the nearest solid material. Xag-az do not speak, even among themselves. Their feeding and reproductive habits remain unknown.

**COMBAT**
Energons like to move around in combat, using their incorporeal state to outmaneuver material foes. A xag-az often fires its energy ray, then ducks into a solid object to avoid a counterattack. In melee combat, a xag-az tries to position itself so that its enemies can't maneuver easily and then tries to use Combat Reflexes to make extra attacks of opportunity. A xag-az can fight with only four tentacles at a time. While they seldom initiate psionic combat, they prefer to do so while hidden in a solid object.

Explosion (Su): If a xag-az is reduced to 0 hit points, its body is instantaneously destroyed in an explosion of energy that deals 1d8+6 points of damage to everyone in a 20-foot-radius burst (Reflex save DC 16 half). The type of energy (acid, cold, electricity, fire, or sonic) is random (see Table 1-1: Random Energy Determination).
Psionics (Sp): At will -- detect psionics; 3/day -- dismiss ectoplasm, negate psionics. Manifester level 15th; save DC key ability modifier + power level. Attack/Defense Modes: At will -- ego whip/mental barrier.

Energy Lash (Su): A xag-az can make a ranged touch attack or hit with an incorporeal touch attack to deal an additional 2d8+6 points of energy damage to the target. A xag-az can control its energy enough to select the type of energy (acid, cold, electricity, fire, or sonic) for each attack. This power can be used up to five times per day.

Incorporeal Subtype: A xag-az can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. A xag-az can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. A xag-az always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Outsider Traits: Xag-az possess darkvision (60-foot range), and they cannot be raised or resurrected (though a wish or miracle spell can restore life).

Plane Shift (Su): If a xeg-yi or xag-ya makes contact with a xag-az, the xag-az is immediately shifted to a random location on the Astral Plane, and the xeg-yi or xag-ya is shifted to a random location on a random plane. If a xag-ya or xeg-yi perceives a xag-az, they flee if possible. The xag-az generally ignores both the xag-ya and xeg-yi, unless they happen to be guarding something the xag-az is curious about.

Table 1-1: Random Energy Determination

<table>
<thead>
<tr>
<th>d20 Result</th>
<th>Glow</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Acid Green</td>
</tr>
<tr>
<td>5-8</td>
<td>Cold Blue</td>
</tr>
<tr>
<td>9-12</td>
<td>Electricity Purple</td>
</tr>
<tr>
<td>13-16</td>
<td>Fire Red</td>
</tr>
<tr>
<td>17-20</td>
<td>Sonic Yellow</td>
</tr>
</tbody>
</table>
NPC Closeup

Rurik Soulforge, Illithid Hunter

By Christopher Lindsay

Rurik Soulforge, Psion Emergent: From an early age, Rurik knew he was different from his brethren. Young dwarven warriors learned the way of the hammer and the axe. Rurik sat in dark caverns alone, quietly contemplating a growing inner light. Young dwarven clerics read and copied scripture from large stone tablets.

So, Rurik chipped away at the stone around him, carving it with pure focused will. All young dwarves learned to craft the hardest metals, forging weapons, armor, and tools like no other race can. In this alone, Rurik shared something in common with those around him. He is still a dwarf after all. Aware of his growing psionic abilities, Rurik believed himself to be a sorcerer of some kind, drawing from inner strength to do magic. However, those he studied with believed that the power of Rurik's intellect was far superior to that of his personality, which is something more common in wizards. This caused a great deal of confusion in the elders of Rurik's clan, since their understanding of Rurik's capabilities defied everything they knew about magic, whether studied or innate.

Rurik's confusion, and a general lack of acceptance, caused him to depart from his homeland at the tender age of 40. He delved deep into the Underdark, hoping that solitude might grant him the peace required to discover the source of his growing powers.

Solitude was not what he found however. It wasn't long before he stumbled across an elderly gnome, who was carving the most intricate patterns in the side of a large stone cavern -- though he did this with the power of his mind, and not with chisel and mallet. Rurik watched for some time, oblivious to the fact that the diminutive psion was aware of his every move. It wasn't long before the gnome approached the young dwarf, who believed himself to be hidden cleverly in a natural limestone alcove. The gnome introduced himself as Bintil (most assuredly a nickname for a gnome) and invited young Rurik to join him. The two spoke at some length, and it wasn't long before Rurik realized that Bintil could teach him more about his growing powers, and he even enjoyed the quick patter of the elderly gnome's voice, which seemed energetic and at the same time calming.

Many years passed and Rurik learned from Bintil. The two roamed the Underdark, leaving carved markers on the walls that declared their presence openly to the other denizens of that world, even if unseen.

Rurik Soulforge, Psion Emergent (Kineticist 2)

Rurik Soulforge, Underdark Explorer: As Rurik grew more comfortable with his psionic powers, he ventured out on his own to explore and observe those with whom they shared the Underdark. In his travels, he discovered the drow and duergar, neither race was particularly friendly, though if approached with caution, they could be traded and conversed with. Bintil warned him that prolonged contact with these two races always led to suffering, and so he admonished Rurik for being too trusting and hoped that he might meet with these other peoples as infrequently as possible. Unconvinced, at one point, Rurik stumbled across a band of kuo-toa, and their strange habit of enslaving or eating all non-kuo-toa led to their demise as Rurik battled their group while attempting to escape their nets. Unfortunately, it wasn't long after this incident that Rurik stumbled into his first mind flayer.

Nearly paralyzed with fright, Rurik barely escaped from that encounter with his life. Soon after, he found Bintil and described the encounter, though he was shocked at the gnome's stricken reaction. Bintil had never before displayed fear so openly. The gnome made Rurik promise that he would be careful to avoid further contact with the illithid. If they were to discover the two psions, they might decide to come after them in force.

Unfortunately for them, the mind flayer took news back to his city of a strange psionic dwarf. Worried that there may be more of them, the mind flayers formed an inquisition whose sole task was to find the dwarf and any companions, and slay them before they could bring more psionic dwarves into the area. Unfortunately, the inquisition stumbled upon Bintil while carving alone in a cavern. The gnome put up quite a fight, but the combined might of the illithid inquisition was too
much for him. After a day of gathering mushrooms, Rurik returned to the cave where Bintil was working. There, he discovered his friend dead, slumped over a large rock formation, his brain missing. Enraged, Rurik tracked down the inquisition, and using subterfuge, picked them off one by one. It wasn't long before the leader fell dead, with Rurik's psychokinetic spear protruding from his chest.

That day, Rurik began his crusade against the mind flayers, destroying all that were foolish enough to venture too far away from their city.

**Rurik Soulforge, Underdark Explorer (Kineticist 7)**

**Rurik Soulforge, Illithid-Bane:** Rurik has hunted the illithids for many years, and even now at the age of 80, he relishes in their destruction. It isn't uncommon for the dwarf psion to recruit adventurers from the surface world to assist him in his hunt, especially when large forces of mind flayers are on the move for whatever fell purpose they might have. Rurik doesn't spend a great deal of time attempting to fathom the thoughts of such creatures, believing them to be far too alien and evil to fully comprehend. He would rather just hunt them down and destroy them, making them incapable of attacking the innocent or unwary ever again. He frequently looks for ways to hinder their activities, and he is always looking for the day that he might enter their city and destroy their precious elder brain.

**Rurik Soulforge, Illithid Hunter**

By Christopher Lindsay

**Rurik Soulforge, Psion Emergent (Kineticist 2)**

- **Rurik Soulforge:** Male dwarf kineticist 2; CR 2; Medium humanoid; HD 2d4+9; hp 14; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3; Atk +4 melee (1d6+3/x3, masterwork shortspear); Full Atk +4 melee (1d6+3/x3, masterwork shortspear); SA psionics (8 power points/day); SQ darkvision 60 ft., dwarf traits; AL LN; SV Fort +3, Ref +0, Will +3; Str 14, Dex 10, Con 16, Int 15, Wis 11, Cha 6. Age 55, height 4 ft. 6 in., weight 140 lb.

**Skills and Feats:** Autohypnosis +5, Concentration +8, Craft (metalworking) +4, Craft (stoneworking) +4, Craft (weaponsmithing) +9, Jump -4, Psicraft +7; Imprint Stone(B), Toughness.

**Dwarf Traits:** Rurik has a +1 racial bonus on attack rolls against orcs and goblinoids, a +2 racial bonus on saves against spells and spell-like abilities, a +2 racial bonus on Fortitude saves against all poisons, and a +4 dodge bonus against giants. He also has stonecunning (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 ft. and can use the Search skill to find stonework traps as a rogue can; intuit depth) and stability (+4 bonus on ability checks made to avoid being bull rushed or tripped when standing on the ground). In addition, Rurik has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal (already figured into the statistics above).

**Psion Powers Known:** 1st -- control object, detect psionics, energy ray (ranged attack +1), force screen, inertial armor.

**Languages:** Common, Dwarven, Goblin, Undercommon.

**Possessions:** Masterwork shortspear, traveler's outfit, belt pouch (power stone of entangling ectoplasm, power stone of float, power stone of hammer, power stone of vigor, dust of illusion), backpack (5 days trail rations, bedroll, waterskin, small steel mirror, flint and steel, 5 tindertwigs, vial of antitoxin, masterwork weaponsmithing tools, 50 gp, 6 sp, 2 cp).

**Rurik Soulforge, Illithid Hunter**

By Christopher Lindsay

**Rurik Soulforge, Underdark Explorer (Kineticist 7)**

- **Rurik Soulforge:** Male dwarf kineticist 7; CR 7; Medium humanoid; HD 7d4+24; hp 41; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp +5; Atk +6 melee (1d6+4/x3 plus 1d4 ectoplasmic, +1 psychokinetic shortspear); Full Atk +6 melee (1d6+4/x3 plus 1d4 ectoplasmic, +1 psychokinetic shortspear); SA psionics (53 power points/day); SQ darkvision 60 ft., dwarf traits; AL LN; SV Fort +5, Ref +2, Will +6; Str 14, Dex 10, Con 16, Int 15, Wis 12, Cha 6. Age 55, height 4 ft. 6 in., weight 140 lb.
Skills and Feats: Autohypnosis +11, Concentration +13, Craft (metalworking) +4, Craft (stoneworking) +4, Craft (weaponsmithing) +14, Jump -4, Psicraft +12; Combat Manifestation, Empower Power(B), Extend Power, Imprint Stone(B), Toughness.

**Dwarf Traits:** Rurik has a +1 racial bonus on attack rolls against orcs and goblinoids, a +2 racial bonus on saves against spells and spell-like abilities, a +2 racial bonus on Fortitude saves against all poisons, and a +4 dodge bonus against giants. He also has stonecunning (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching within 10 ft. and can use the Search skill to find stonework traps as a rogue can; intuit depth) and stability (+4 bonus on ability checks made to avoid being bull rushed or tripped when standing on the ground). In addition, Rurik has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal (already figured into the statistics above).

Psion Powers Known (Power Points/Day 53): 1st -- control object, detect psionics, energy ray (ranged attack +3), force screen, inertial armor; 2nd -- concussion blast, energy missile (DC 14), psionic identify, psionic levitate; 3rd -- body adjustment, dispel psionics, energy cone (DC 15), mental barrier (DC 15); 4th -- energy ball (DC 16), psionic dimension door.

Languages: Common, Dwarven, Goblin, Undercommon.

Possessions:+1 psychokinetic shortspear, traveler’s outfit, belt pouch (power stone of entangling ectoplasm, power stone of float, power stone of hammer, power stone of vigor), backpack (5 days trail rations, bedroll, waterskin, small steel mirror, flint and steel, 5 tindertwigs, vial of antitoxin, masterwork weaponsmithing tools, 10 gp, 4 sp, 2 cp).

**Rurik Soulforge, Illithid Hunter**
By Christopher Lindsay

**Rurik Soulforge, Illithid-Bane (Kineticist 9/Illithid Slayer 3)**

**Rurik Soulforge:** Male dwarf kineticist 9/illithid slayer 3; CR 12; Medium humanoid; HD 9d4+30 plus 3d8+9; hp 74; Init +0; Spd 20 ft.; AC 12, touch 10, flat-footed 12; Base Atk +7; Grp +9; Atk +11 melee (1d6+5/x3 plus 1d4 ectoplasmic, +2 psychokinetic shortspear); Full Atk +11/+6 melee (1d6+5/x3 plus 1d4 ectoplasmic, +2 psychokinetic shortspear); SA brain nausea, psionics (122 power points/day); SQ darkvision 60 ft., dwarf traits, favored enemy (illithid +2), illithid sense, lucid buffer; AL LN; SV Fort +7, Ref +4, Will +10; Str 14, Dex 10, Con 16, Int 17, Wis 12, Cha 6. Age 55, height 4 ft. 6 in., weight 140 lb.

Skills and Feats: Autohypnosis +11, Concentration +13, Craft (metalworking) +5, Craft (stoneworking) +5, Craft (weaponsmithing) +15, Diplomacy +0, Jump +4, Knowledge (dungeoneering) +11, Psicraft +15, Sense Motive +7, Survival +16; Combat Manifestation, Craft Psionic Arms and Armor, Empower Power(B), Endurance, Extend Power, Imprint Stone(B), Toughness, Track.

**Brain Nausea (Su):** Any creature that attempts to eat Rurik’s brain must succeed on a DC 18 Will save or become disinclined to do so for 24 hours thereafter. A creature that fails this save may take any action it desires except extracting Rurik’s brain (but does not realize it is being so affected). This ability is active even if Rurik is unconscious, stunned, or otherwise helpless.

**Dwarf Traits:** Rurik has a +1 racial bonus on attack rolls against orcs and goblinoids, a +2 racial bonus on saves against spells and spell-like abilities, a +2 racial bonus on Fortitude saves against all poisons, and a +4 dodge bonus against giants. He also has stonecunning (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 ft. and can use the Search skill to find stonework traps as a rogue can; intuit depth) and stability (+4 bonus on ability checks made to avoid being bull rushed or tripped when standing on the ground). In addition, Rurik has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal (already figured into the statistics above).

**Favored Enemy (Ex):** Due to his extensive study of his foes and training in the proper techniques for combating them, Rurik gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against illithids. Likewise, he gets a +2 bonus on weapon damage rolls against creatures of this kind.

**Illithid Sense (Su):** Rurik can sense the presence of illithids within 60 feet of himself, even if they are hidden by darkness or walls, but he cannot discern their exact location.
**Lucid Buffer (Ex):** Rurik gains a +4 competence bonus on saving throws against all compulsions and mindaffecting effects. This ability is active even if Rurik is unconscious, stunned, or otherwise helpless.

Psion Powers Known: 1st -- control object, detect psionics, energy ray (ranged attack +7), force screen, inertial armor; 2nd -- concussion blast, energy missile (DC 15), psionic identify, psionic levitate; 3rd -- body adjustment, dispel psionics, energy cone (DC 16), mental barrier (DC 16); 4th -- correspond, energy ball (DC 17), psionic dimension door, telekinetic maneuver; 5th -- adapt body, energy current (DC 18), power resistance, psionic true seeing; 6th -- psionic disintegrate (DC 19, ranged attack +7).

Languages: Common, Dwarven, Goblin, Undercommon.

Possessions:+2 psychokinetice shortspear, amulet of natural armor +2, traveler's outfit, belt pouch (power stone of body purification, power stone of eradicate invisibility), backpack (5 days trail rations, bedroll, waterskin, small steel mirror, flint and steel, 5 tindertwigs, vial of antitoxin, masterwork weaponsmithing tools, 11 gp, 4 sp, 2 cp).

**Arthes Kren 3,0**

Like many children, Arthes had an imaginary friend. He named his imaginary playmate Kern and took him everywhere. When his parents asked Arthes why only he could see this pretend being called Kern, he answered, "Because he lives in my shadow." His mother and father thought this was incredibly cute, until Arthes' shadow began to move independently of their son. As his frightened parents watched, the boy's shadow danced across the floor and turned cartwheels while young Arthes clapped his hands with amusement. At first, his parents feared that a demonic or divine power might be influencing Arthes. The village priest examined Arthes as a candidate for possible exorcism, but he found no trace of good or evil divine magic in the boy. In fact, he found no trace of magic at all. Sorcerers and wizards examined the boy as well, trying to find an explanation for his seemingly strange powers. All of them were left at a loss.

Soon, Arthes' fame grew, and spellcasters of all sorts came from across the world to have a look at the boy for themselves. None of them could devise a satisfactory explanation for the boy's abilities.

In the meantime, Arthes had moved beyond playing with shadows. On dark nights, especially when a storm was raging outside, he would illuminate his bedroom with a light that emanated from his own eyes. He moved small objects by simply wanting them to move. Arthes learned to keep his newfound abilities secret from his parents because they became uneasy when he manifested his talents.

Then one day, a strange sorcerer called Toryn, who had traveled extensively in the Underdark, came to speak with Arthes. He understood that the boy's powers resembled those of the squidlike beings called illithids (also known as mind flayers), who rule the subterranean realms. After meeting Arthes, Toryn no longer believed that the boy had any connection to the illithids -- the young man had a soul that was far too pure for him to have been touched by the mind flayers. (Not to mention, of course, that Arthes had no tentacles.) Toryn shared his limited knowledge of psionics with Arthes, hoping it would help the boy adjust to the world. As one who could naturally use arcane magic, Toryn could sympathize with the boy's feeling of being "different."

Unfortunately, Arthes's notoriety had reached even into the Underdark, and terrible beings focused their attention on the boy. Monstrous creatures descended on his parent's farm, slaughtering everything and everyone they found. Only the heroic effort of Arthes's father, supported by Toryn's powerful magic, allowed the boy to escape the carnage. Everyone else, even Toryn, perished.

Alone in the world, without family or friends, Arthes drifted from place to place. He always tried to hide his powers and keep a low profile. His psionic abilities had brought him nothing but grief throughout his life, and he turned his efforts to the attainment of a single goal: ridding himself of this psionic curse forever.

**Arthes Kren:** Male human Psion 9 (Savant); CR 9; Medium-size humanoid; HD 9d4+27; hp 49; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 16; Atk +4 melee (1d6, quarterstaff); SA psionic combat modes (ego whip, id insinuation, mind blast, mind thrust, psychic crush; empty mind, intellect fortress, mental barrier, thought shield); SQ psionic powers (44 power points/day); AL N; SV Fort +6, Ref +6, Will +6; Str 10, Dex 16, Con 16, Int 12, Wis 11, Cha 14. Height 5 ft. 8 in.

**Skills and Feats:** Autohypnosis +12, Concentration +15, Disable Device +13, Pick Pocket +15, Psicraft +13, Search +13; Combat Manifestation, Inertial Armor, Inner Strength, Psionic Focus (Psychokinesis), Talented. **Psionic Powers** (6/4/3/2; save DC 1d20 + power level + ability score modifier for key ability; 15 free 0-level manifestations): 0 -- control shadow, far hand, far punch, finger of fire, my light,
verve; 1st -- biocurrent, control object, create sound, matter agitation; 2nd -- control air, control body, control flames; 3rd -- control sound, greater concussion, negate psionics; 4th -- inertial barrier, mass concussion.

Possessions: Ring of protection +2, gloves of Dexterity +2, quarterstaff.

Arthes is used to living on his own and fending for himself. His Pick Pocket skill frequently supports his need for petty cash. Arthes has the Talented feat, allowing him to manifest 3 more 0-level powers than he otherwise would. This comes in handy when he is using his control shadow power to entertain or impress an audience. Arthes is still wandering the world, searching for something that will rid him of his psionic abilities. He readily uses his powers when nobody is looking, or when he can pass it off as simple sleight-of-hand. He does not, however, readily admit to being a psionicist and goes to great lengths to hide the fact that there is anything "special" about him at all.

Gaulauntyr, "Glorytongue" 3.0

The investigations of Volo continue this time with Gaulauntyr "Glorytongue."

First mentioned in the Sword Coast Curiosities, Gaulauntyr is a mature adult topaz dragon of sinuous appearance. She has haunted the Sword Coast from Baldur's Gate to Luskan for the last century, and she moves about often to avoid other dragons, whom she has no interest in fighting. She prefers a life of stealth in and about human cities to the more typical -- for wyrms -- slumbering in a lair in the heart of a territory one dominates.

Authorities unanimously refer to this dragon as female and solitary. If she has ever taken a mate, history knows nothing of him or of his fate.

Gaulauntyr is one of the most intelligent and paranoid dragons of the North. She almost always cloaks herself in illusory disguises and hides in forest glades, abandoned warehouses or ruins, or just under cover of darkness whenever possible. She's quite adept at landing softly atop the palaces and mansions of nobles, cautiously testing the roofs to see whether they'll bear her weight, then draping herself over them to be as hidden as possible from eyes watching either from below or from windows in the building itself. She then employs remote viewing and unseen servant powers, plus her glorytongue power, to pluck gems and magic items out of the building.

Gaulauntyr is sometimes called "the Thief Dragon" because of her hunger for gems and the manner in which she has used spells, human hirelings, and stealth to steal gems from humans -- notably Waterdhavian nobles, but also jewelers and gem-merchants in Luskan and other places up and down the Sword Coast.

Gaulauntyr's more familiar nickname, "Glorytongue," comes from her habit of delivering touch effects with her tongue after employing a 1st-level power, glorytongue, to make it a long, precise ribbon of flesh that can enter rooms via openings as small as a keyhole.

Gaulauntyr's true success, however, comes from a magic item, and her own sly wits. The item, Jharakkan's Talon, is a little-known draconic artifact of Faerûn. More importantly, her shrewd mind allows Gaulauntyr to understand the societies of Luskan, Neverwinter, Waterdeep, Baldur's Gate, and Caer Callidyr, thus learning where gems and wealth may be found, and when they'll be most poorly guarded. She has learned the way both dragons and humans tend to think, allowing her to misdirect those folk of both races time and time again.

Gaulauntyr often uses spells to lure or misdirect humans, employing such devices as the illusion of a beautiful human girl to give sobbing evidence or to distract pursuers. On one occasion, the Thief Dragon was lying in a stable yard, and she magically cloaked herself to appear as a fresh and steaming pile of manure, with her elongated glorytongue running through a cellar and up a heating-vent into a great bedchamber in an adjacent mansion. Guards were pounding on the door of the room, trying to reach its rightful occupant -- a noble lady whom Gaulauntyr was keeping bound, gagged, and stuffed above the canopy of her own bed with the dragon's glorytongue. The lady had struck an alarm-gong before being thus trapped, and the guards gave the dragon only a few minutes to think of something before they brought the door down. When they burst into the room at last, the astonished guards saw naked women diving out every window of the bedchamber, clutching their lady's gems and finery. When the men gave chase to the illusory thieves and the stolen treasure, Gaulauntyr stuffed the lady headfirst down her own garderobe to keep her quiet for a while, supervised an unseen servant while it tied up the best gems in some bed-linens, and rolled the bundle out a window.

The guard whom the falling gems almost hit had a few moments to stare at them before the dragon's tongue, emerging from the cellar, dealt him a spell that toppled him into slumber. The dragon snatched up...
the gems and took wing in the suddenly glowing guise of a red dragon with a certain and recognizable wizard riding a high saddle on its back, so that the crime would be blamed on someone else. Gaulauntyr spends her days watching (remote viewing, in most cases) human life up and down the Sword Coast, devising new ways to steal gems or, sometimes, food. She loves exotic cheeses and sauces, even though human portions give her only fleeting tastes of such delicacies.

Glorytongue's relationships with other dragons have been, in the words of the human sage Velsaert of Baldur's Gate, "one long series of hurried escapes and misdirections."

The key to Gaulauntyr's character could be said to be her wry grasp of human and draconic nature, and the skill born of this that always keeps her thinking three steps ahead of opponents. She always has an escape route, a scheme to disappear or adopt a disguise, or a secondary plan for seizure of gems or goods if the first one fails. Often ending a secondary crime with a spectacular occurrence, such as pulling down a building, creates enough confusion that Gaulauntyr can pursue her original plan once more. Gaulauntyr is said to be an accomplished mimic of human voices and is very good at improvising interesting small talk to put in the mouth of one of her spell-images. Many dragons are said to be halfheartedly seeking her to recover the gems she has stolen, but Gaulauntyr seems to have no strong and persistent foes. The Cult of the Dragon would probably be deadly enemies to her if they knew just who was behind many of the thefts from their agents and treasuries that have occurred up and down the Sword Coast.

**Gaulauntyr's Lair**

Glorytongue makes her true lair in a many-armed tidewater cavern on the western face of a tiny island known as Alsapir's Rock, which was named for a long-ago fisherman who died when his boat was dashed apart against it during a storm. The Rock is so close to Mount Sar that it is ignored by most maps and charts.

Here she keeps the gems she steals, as well as a captive deepspawn, whose creatures can't escape from the caverns thanks to its watery entry. The monsters it births includes rothé, deer, and boars, among other prey suitable for Gaulauntyr's appetite. The cavern lacks any food for these beasts, but Gaulauntyr usually devours them long before they have any chance to escape.

The lair has no known traps or notable features, but Gaulauntyr usually devours any humans who see its interior. She keeps her treasures hidden in crevices and on ledges behind large boulders that she rolls up to form a false wall. Thus, most intruders think the cavern ends where her heaped boulders begin. The Thief Dragon has no known servants or habitual accomplices or allies.

**Gaulauntyr's Domain**

From Alsapir's Rock, Gaulauntyr roams up and down the coast, usually keeping to the outward islets of the Moonshae's or the vicinity of Waterdeep, but sometimes working as far south as the Nelanther. Glorytongue is finding the City of Splendors and its environs increasingly crowded with various disguised dragons and other formidable spies and creatures of stealth. She makes fewer and less bold forays into its range than she once did.

**The Deeds of Gaulauntyr**

Although she customarily dines on what her captive deepspawn produces, Gaulauntyr favors wyverns, giant squids, and -- when she dares to attack them -- dragon turtles. She has almost died several times trying to slay dragon turtles. Once, during a storm, she succeeded in beaching one too far out of water for it to return, and she had a feast.

Gaulauntyr spends most days more lazily, using spells to spy on events up and down the coast. She has the strength to dive in and clamber out of the submerged mouth of her cavern in all but the worst storm weather or winter ice, and she is known to have some high meadows and desolate tors to rest upon when she can't return to her lair or doesn't want to lead pursuers to it.

**Gaulauntyr's Fate**

Glorytongue is not likely to have a long and uneventful life. Sooner or later, one of the wizards who dwell in the Sword Coast North will catch up with her. Alternatively, an attempted theft might go seriously wrong. The topaz dragon can be a fearsome foe in any battle, but if she's caught overextended, she could well be slain.

At least one elven mage of Evermeet is considering how Gaulauntyr's psionic powers could be manipulated so as to make her steal things upon command, thus providing the elven realm with an additional line of defense. In such a case, Gaulauntyr could deprive explorers bent on reaching the fabled Far Isle of the magic they need, or of masts and keeps for their boats, or she might merely distract them with the apparent rise of a persistent personal foe.
**Gaulauntyr:** Female Mature Adult Topaz Dragon; CR 17; Huge dragon (water); HD 25d12+125; hp 287; Init +4; Spd 40 ft., burrow 5 ft., swim 60 ft., fly 150 ft. (poor); AC 32, touch 8, flat-footed 32; Atk +32 melee (2d8+9, bite) and +27 melee (2d6+4, 2 claws) and +27 melee (1d8+4, 2 wings) and +27 melee (2d6+13, tail slap) or +27 melee (2d8+17, crush); Face/Reach 10 ft. by 20 ft./10 ft.; SA breath weapon (cone of dehydration, 14d8), frightful presence, psionic combat modes (mind thrust, ego whip, id insinuation, psychic crush, mind blast/empty mind, thought shield, mental barrier, tower of iron will), psionics, spell-like abilities; SQ blindsight 210 ft., DR 10/+1, immunities, keen senses, psionic powers (71 power points), psionic resistance 24, water breathing; AL CN; SV Fort +19, Ref +16, Will +19; Str 29, Dex 10, Con 21, Int 22, Wis 21, Cha 20.

**Skills and Feats:** Appraise +16, Bluff +15, Concentration +30, Diplomacy +32, Disguise +15, Escape Artist +25, Gather Information +13, Hide -8, Intimidate +7, Knowledge (local [Amn]) +18, Knowledge (local [Nelanther Isles]) +13, Knowledge (local [Sword Coast]) +18, Knowledge (local [Tethyr]) +13, Knowledge (local [the Moonshaes]) +14, Knowledge (local [Waterdeep]) +18, Listen +30, Scry +22, Search +31, Spellcraft +31, Spot +30, Swim +42; Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Psionic Focus (Psychometabolism), Snatch.

**Breath Weapon (Su):** Gaulauntyr has one breath weapon: a 50-foot cone of dehydration that deals 14d8 points of damage (Reflex DC 27 half). Her breath looks like a watery blast. When directed against an aqueous liquid (water or a liquid consisting mainly of water), this effect evaporates 1 cubic foot of water per hit point of damage dealt.

**Crush:** When flying or jumping, Gaulauntyr can land on opponents three or more size categories smaller than herself as a standard action, using her whole body to crush them. Each creature in the affected area must succeed at a Reflex save (DC 27) or be pinned. If Gaulauntyr chooses to maintain the pin, treat it as a normal grapple attack (grapple bonus +42). Each pinned creature automatically takes 2d8+17 points of bludgeoning damage that round and each succeeding round that it remains pinned.

**Frightful Presence (Su):** This ability takes effect automatically when Gaulauntyr attacks, charges, or flies overhead. It affects only opponents with 24 or fewer Hit Dice or levels. The affected creature must make a successful Will save (DC 27) or become panicked (if 4 or fewer HD) or shaken (if more than 5 HD). Success indicates that the target is immune to Gaulauntyr’s frightful presence for one day.

**Spell-Like Abilities:** 3/day -- fog cloud. Caster level 9th; save DC 15 + spell level.

**Blindsight (Ex):** Gaulauntyr can discern creatures and objects to a range of 210 feet by using nonvisual senses (mostly by hearing and scent, but also by vibration and other environmental clues). Invisibility and darkness are irrelevant, though Gaulauntyr still can’t discern ethereal beings. Gaulauntyr usually does not need to make Spot or Listen checks to notice creatures within range of her blindsight ability.

**Immunities:** Gaulauntyr is immune to cold, sleep, and paralysis effects.

**Keen Senses (Ex):** Gaulauntyr has darkvision (700-foot range) and low-light vision that allows her to see four times better than a human.

**Psionics (Sp):** Gaulauntyr can use psionics as a 9th-level psion (egoist). She can also use the psionic power feather fall twice per day as a spell-like ability (manifestor level 9th).

**Water Breathing (Ex):** Gaulauntyr can breathe water as readily as air.

**Psionic Powers Known** (save DC = d20 + power level + key ability modifier): 0 -- daze, far hand, finger of fire, misive, my light, verb; 1st -- conceal thoughts, empathy, glorytongue, unseen servant (as the spell, but a metacreative power); 2nd -- body adjustment, claws of the bear, knock; 3rd -- displacement, false sensory input, remote viewing; 4th -- dimension door, psycholefeedback. The topaz dragon is detailed in the Monster Manual II.

**Gaulauntyr’s Magic**

One power devised by Gaulauntyr (glorytongue) appears in the powers section of this document, but her mightiest magic is **Jharakkan’s Talon**, a draconic artifact she wears at all times.

**Jharakkan’s Talon**

Jharakkan’s Talon is really a talon-sheath: a hollow cone of black horn from some unknown creature. It is very hard and tough, so most blows don’t even mark it. The Talon is 8 inches long, and is large enough to fit over the end of a dragon’s own talon. It has a pierced end, so the real talon protrudes through it, allowing the dragon to make claw attacks normally while wearing it. The Talon is named for Jharakkan, a dragon-sorcerer who created it long ago. (No one alive is sure where or when.) Old legends recorded in books kept at Candlekeep say that Jharakkan was a black wyrm who
lived for over 4,000 years and devised many magic items. No other evidence supports these tales, however, and some theorize that these tales are simply an exaggerated retelling of another tale, and so on.

The Talon was found about 60 summers ago by Gaulauntyr on the skeleton of a drowned dragon that was just off the end of the island of Highport in the Moonshaes. The skeleton might have been the remains of the red dragon known as Ualintharghar the Devouring Flame, of whom the Ffolk tell wild tales. Other creatures (such as humanoids) that cannot wear the Talon can still employ its powers simply by touching it. Certain organizations (such as the Zhentarim, the Red Wizards, the Arcane Brotherhood, and the Cult of the Dragon) would be very interested in acquiring the Talon to see whether its powers could be unraveled and adapted to the creation of items that would temporarily allow underlings to cast a few minor spells so as to aid in attacks, though it will probably drain the lives of those unfortunates in the process.

Holding or wearing the Talon allows any arcane spellcaster to cast six additional spells per day, with one coming from levels 1 through 6, similar to a ring of wizardry's ability to grant additional spell slots. The item must be held or worn to provide these additional slots; it cannot be used to prepare additional spells and then left behind. It does not allow a caster to use spells they could not normally use (so a 1st-level wizard could not use the Talon to prepare a 6th-level spell, but she could use the higher-level slots to prepare lower-level spells).

However, the Talon bears a curse: Every time one of the extra slots is used to cast (but not prepare) a spell, the artifact deals 1d6 points of damage to the user. This damage does not disrupt the caster's concentration and does not require any special magic to heal.

Several stories exist about how to destroy this artifact, if one were so inclined.

- The Talon must be immersed in the blood of at least a dozen kinds of true dragons within the same month.

- The Talon must be struck by a rod of negation while it is in contact with six rings of wizardry. All items would be destroyed along with the Talon.

Lolo Binqi 3.0

Goblins are generally not impressive creatures. They are short, weak, foul-tempered, and cowardly. If not for their great numbers and incredible fecundity, the other humanoid races would have wiped them out long ago. But some goblins are born different than their brethren -- with blue-tinged skin, smooth foreheads, and a strange gleam of intelligence in their eyes. These goblins are known simply as "blues." Many are destroyed at birth, since goblins fear and loathe that which they do not understand. (Goblins fear and loathe a lot of things.) But some survive to adulthood, becoming paragons of their race and an unanticipated threat to other humanoid and goblinoid races.

Few have studied the blues in depth, and a lot of disagreement exists about their origins and means of creation. Some say they are the chosen sons of Magubliyet, who have been set by the goblin deity to ensure that his followers hold dominion over the world. Others say these goblins are throwbacks to a long forgotten time when psionic goblins were the world's dominant race, before their strange and evil experiments sent their entire species spinning into the forms they exist in today. Still others say the blues represent the next step in the growth of goblin-kind.

Lolo Binqi is one such goblin. Born to the favored mate of the leader of his tribe, he found himself protected from the quick death that the tribe members intended for him because of his strange appearance. Thus shielded from infanticide, Lolo grew up on the fringes of goblin society. Weak and small, even by goblin standards, Lolo would have been the frequent target of abuse, were it not for the strange powers he began to manifest. One bully who thought Lolo would be an easy target found his hair set on fire. Others learned to give the blue goblin a wide berth. Soon, Lolo took to amusing his peers by setting other goblins on fire. He quickly attracted a wide following among the tribe members, and, when his father died, Lolo immediately moved to seize power. Once his grip on leadership of the tribe was solid, Lolo first moved to collect all the blues born to those under his command. Though blue births are infrequent, the goblin species' high birth rate allowed Lolo to collect a considerable number of blue offspring from his tribe. Freed from the threat of infanticide, these children trained to become Lolo's personal guards. Now, surrounded by a private force of psionic goblins, Lolo Binqi is turning his eye toward conquest. He believes that the blues are the key to his plans of world domination, and he intends to first unite all goblin tribes under his banner so he can protect their psionic offspring and bring them into his psionic army. Then he intends to conquer the other goblinoid races. Surely, he reasons, the orcs and hobgoblins must have others like him, who are used to being ostracized and bullied because of their special gifts. These psionic
goblinoids, Lolo reasons, will flock to him because of the power and acceptance he offers, and the goblinoid tribes will collapse before the might of his psionic armies. Then, there will be only the small matter of the humanoids -- the hated elves, dwarves, humans, gnomes and halflings -- standing between him and total control of the known world.

**Lolo Binqi:** Male blue (goblinoid) Psion 12 (Shaper); CR 12; Small humanoid; HD 12d4+24; hp 54; Init +2; Spd 30 ft.; AC 19, touch 14, flat-footed 17; Atk +7/+2 melee (1d4, +1 Medium-size mind feeder quarterstaff); SA psionic combat modes (ego whip, id insinuation, mind blast, mind thrust, psychic crush; empty mind, intellect fortress, mental barrier, thought shield, tower of iron will); SQ darkvision 60 ft., psionics, psionic power points 72/day; AL NE; SV Fort +6, Ref +6, Will +10; Str 8, Dex 14, Con 14, Int 16, Wis 14, Cha 8. Height 2 ft. 5 in.

**Skills and Feats:** Alchemy +11, Concentration +17, Craft (gemcutting) +16, Hide +6, Knowledge (psionics) +16, Knowledge (tactics) +4, Move Silently +6, Psicraft +16, Remote View +16, Spot +5; Combat Manifestation, Craft Crystal Capacitor, Craft Dorje, Craft Universal Item, Inertial Armor. 

**Psionic Powers** (8/4/4/3/2/1; save DC 1d20 + power level + ability score modifier for key ability; 15 free 0-level manifestations): 0 -- bolt, detect psionics, far hand, finger of fire, inkling, know direction, lesser natural armor, trinket; 1st -- astral construct I, firefall, grease, minor creation; 2nd -- astral construct II, burning ray, ectoplasmic cocoon, ecto puppet; 3rd -- astral construct III, create food and water, greater concussion; 4th -- dismiss ectoplasm, fabricate, wall of ectoplasm; 5th -- ectoplasmic armor, ectoplasmic shambler; 6th -- astral construct VI. 

**Possessions:** +1 Medium-size mind feeder quarterstaff, ring of protection +1, amulet of natural armor +1, headband of intellect +2, potion of cure moderate wounds, potion of cure light wounds (2). 

Lolo Binqi is short by goblin standards, and he does not like to be reminded of this. Those who call attention to his diminutive stature frequently find that they've been set afire by Lolo's psionic power. Lolo has not been content to simply focus on psionic study, but he has also delved into strategy and military history in preparation for his world conquest. He is self-confident to the point of arrogance, and he has begun to believe that it is his destiny to unite the world under his rule. Unfortunately for the world, the might of his psions and the brutality of his numerous goblin legions might give him the power he needs to make this "destiny" come true.

As a psion Lolo may activate psionic combat modes and manifest powers that he knows as usual. In addition he retains his spell-like abilities for being a blue. These abilities are kept track of separately. Lolo may not use power points to activate these psionic combat modes or to manifest these powers unless he also knows them through his experience as a psion. **Psionics (Sp):** At will-charm person, far hand, and finger of fire. These abilities are as the powers manifested by an 8th-level psion. 

**Attack/Defense Modes (Sp):** At will-ego whip, mind thrust/empty mind, mental barrier.

**Selinah Varhast, Psychic Assassin 3,0**

Selinah Varhast was born in the city of Zhentil Keep. She was orphaned at birth and taken in by Night Fingers, leader of the mysterious Worms (an organization of thieves that served the ruling Lords of Zhentil Keep). She was brought up with little affection, since her adoptive mother wanted to raise her and train her to be the consummate assassin. Life was hard, but she learned her lessons and became a skilled thief at age 18. She had also become a skilled impersonator and an expert on poisons. At this time, a rival assassinated her adoptive mother, and Selinah fled her home to live in the streets, now hunted by the followers of this rival. Soon after this, she joined a band of adventurers who were passing through and spent some years adventuring across Faerûn. She became even more skilled and more cold-blooded, and finally left her companions when a disagreement arose as to whether a certain official really needed to be killed to rescue a kidnapped merchant. During this period she unlocked the psychic potential within her. Now on her own, she is happier than she has ever been. Selinah appears evil to the core, and she does love killing. However, she assists innocents if she can spare the time, just because they are not her targets. She also assists anyone who could hinder her targets so that she could bring additional confusion to the situation. Killing is the only thing she has ever known, and she is not good at anything else. She does not trust anyone, especially acquaintances, and frequently uses her psionic powers to see what they are thinking. She likes to work alone and only reluctantly accepts associates on her jobs. Because she was brought up to believe that people are to be used or killed, she has a predatory outlook and uses people up, both physically and mentally.
One of her "calling cards" is to warn a victim in advance and then kill him or her anyway despite whatever extra protection the victim has acquired. She does not do this all the time; if the target is already too dangerous, she uses as much secrecy as she can bring to bear. She usually arranges for her work to be blamed on a locally known assassin or thief or bully, both to hide her tracks and to cause this secondary victim trouble.

Selinah has no fear of prisons; with her psychic powers she has escaped from two already. She also does not fear death since she has arrangements in place to have herself restored to life should she be killed. An associate keeps an eye on her and recovers her body (he has had to do so only once so far) and takes it to a priest of Mask to whom Selinah pays a retainer for services (and future services).

Selinah is trim in build, and she has black hair and blue eyes. She is somewhat attractive but not strikingly so. (Even in the sorcerer version her high Charisma is not translated to physical beauty.) Her hair is showing strands of gray, but she stays fit and is aging very gracefully. She typically wears reds, blues, grays, blacks, and the darker shades of green. She never wears white or pale colors. She is never without a weapon, and she has a variety of tools to assist her in her work (outfit her with tools, mundane equipment, and poisons to suit your use of her in your campaign).

**Selinah Varhast:** Female human Rog 4/Psion (Egoist) 6/Asn 2; CR 12; Medium-size humanoid; HD 4d6+8 plus 6d4+12 plus 2d6+4; hp 68; Init +10; Spd 60 ft.; AC 18, touch 18, flat-footed 18; Atk +11/+6 melee (1d6+6/19–20, +1 frost short sword) and +11 melee (1d6+3/19–20, +1 frost short sword); or +11/+6 ranged (1d6/x3, shortbow); SA death attack, psionic combat modes, sneak attack +3d6; SQ +1 bonus on saves against poison, evasion, poison use, psicrystal (sneak), psionic power points 26, traps, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +5, Ref +13, Will +8; Str 20, Dex 18, Con 14, Int 14, Wis 14, Cha 14. Height: 5 ft. 7 in.

**Skills and Feats:** Autohypnosis* +12, Balance +6, Bluff +15, Climb +18, Craft (poisonmaking) +8, Diplomacy +4, Disable Device +11, Disguise +10, Gather Information +5, Hide +25, Intimidate +6, Jump +23, Listen +9, Move Silently +23, Search +9, Spot +6, Stabilize Self* +11, Tumble +15, Use Rope +9; Ambidexterity, Improved Initiative, Inertial Armor*, Rapid Metabolism*, Thug*, Two-Weapon Fighting.

**Death Attack:** Selinah can study an opponent undetected for three rounds, then make a successful melee sneak attack that causes damage. Opponent must make Fort save (DC 14) or dies.

**Psionic Combat Modes:** id insinuation, mind blast, mind thrust/empty mind, intellect fortress, mental barrier, thought shield.

**Evasion (Ex):** If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Selinah takes no damage with a successful saving throw.

**Poison Use:** Selinah does not run the risk of poisoning herself when applying or making poisons.

**Psicrystal:** Selinah's psicrystal has the sneak personality. It also possesses the following traits and abilities: 8 Intelligence; sighted (can sense surroundings as a sighted, hearing person can; darkness and supernormal silence are irrelevant, but it cannot sense ethereal or invisible creatures; range 40 ft.); empathic link with Selinah to 1 mile range, communication limited to strong emotions; telepathic link with Selinah to 1 mile range, psicrystal knows all languages that Selinah knows; self-propulsion (psicrystal can grow ectoplasmic spiderly legs for one day and move at 30 ft., climb 20 ft., if Selinah pays 1 power point).

**Assassin Spells/Day:** (2; save DC 12 + spell level).

**Assassin Spellbook:** 1st -- change self, detect poison, ghost sound, low-light vision*, obscuring mist, silent portal, spider climb. **Psionic Powers** (26 power points; save d20 + key ability modifier + power level): 0 -- burst, catfall, ellsight, far hand, telemaphic projection; 1st -- compression, conceal thoughts, dissipating touch; 2nd -- chameleon, detect thoughts; 3rd -- ectoplasmic form. **Possessions:** Pair of +1 frost short swords, cloak of elvenkind, boots of elvenkind, boots of striding and springing, gloves of Dexterity +2.

**Talrijik, Mind Killer of the Scars 3,0**

Talrijik, the Slave

Talrijik began life under the worst possible circumstances: as a slave. His owners were humans who lived in the strife-filled city of Pal Ador. Although technically illegal, the slave trade was such that most of the inhabitants of Pal Ador turned a blind eye toward this lucrative business. Talrijik's owners were very abusive, and he almost completely gave up hope of survival. However, over time, Talrijik discovered that he possessed some form of power that let him create things with his
mind. He kept his power secret from his owners and honed it during the little free time that he was allotted each day.

One day, during a particularly brutal beating session by his masters, Talrijik snapped and "summoned" a creature of some sort with his mind. The creature went on a rampage, driven by Talrijik's anger, and killed his owners. Covered in the blood of his previous masters, he panicked and made his escape into the squalid streets of Pal Ador.

Talrijik:
Male half-elf Psion 2 (Shaper); CR 2; Medium-size humanoid; HD 2d4+2; hp 7; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Atk +1 melee (1d6-1, masterwork sickle), or +1 ranged (1d8/19-20, light crossbow); SA psionic combat modes (ego whip, id insinuation, mind thrust; mental barrier, thought shield); SQ half-elf traits, psionic power points 5/day; AL NE; SV Fort +1, Ref +0, Will +5; Str 9, Dex 10, Con 12, Int 18, Wis 15, Cha 16. Height 5 ft. 6 in.

Skills and Feats: Alchemy +9, Appraise +9, Concentration +6, Craft (gemcutting) +5, Disguise +8, Gather Information +5, Knowledge (psionics) +9, Listen +3, Move Silently +2, Psicraft +9, Remote View +9, Search +5, Spot +3, Inner Strength.

Half-Elf Traits: Talrijik is immune to sleep spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects, as well as low-light vision (can see twice as far as a human in low-light conditions). Talrijik also has a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Powers Known: (3/2; base DC = 14 + power level): 0 -- bolt, finger of fire, lesser natural armor; 1st -- astral construct I, lesser metaphysical weapon.

Possessions: Masterwork sickle, light crossbow, 20 bolts, +1 studded leather armor, potion of cure light wounds (2), potion of spider climb, potion of hiding, potion of sneaking.

Psicrystal: The psicrystal possesses the following traits and abilities: 6 Intelligence, Sneak personality (+2 to owner's Move Silently checks; already factored above), sighted, and empathic link.

Talrijik, the Wanted

Over time, Talrijik began to hone his talents to a remarkable degree. He found that he was different, mainly because his psionic powers set him apart from the sorcerers, wizards, and clerics of Pal Ador. They found his abilities difficult to fathom, and, as a result, shunned him. Not being a stranger to this sort of attitude, Talrijik took it in stride and began making a name for himself as a thug, thief, and "muscle" for hire. The past finally caught up with him, however, when bounty hunters began asking questions about him among the various riff-raff in town. Family members of Talrijik's former masters had hired the bounty hunters to bring him back dead or alive. His hunters found Talrijik on the bustling streets. Using the crowd as cover, Talrijik made his way into the hippodrome, where a huge chariot race was taking place. He evaded the bounty hunters for a short time, until they cornered him in the stables. A tremendous battle took place, with Talrijik emerging the winner after he released the stabled horses, who then trampled the bounty hunters to death. In the confusion and chaos, Talrijik slipped back out into the streets, where a mysterious figure approached him.

Exhausted from his previous encounter, Talrijik could do little to defend himself. Fortunately, the person did not want to kill him . . . he wanted to offer him a job. The person, who introduced himself as Mezriss, wanted Talrijik to become a member of the Scars, a group of assassins composed entirely of half-elves. Seeing no other choice, Talrijik accepted.

Talrijik:
Male half-elf Psion 6 (Shaper); CR 6; Medium-size humanoid; HD 6d4+6; hp 21; Init +0; Spd 30 ft.; AC 15, touch 11, flat-footed 15; Atk +3 melee (1d6-1, masterwork sickle), or +3 ranged (1d8/19-20, light crossbow); SA psionic combat modes (ego whip, id insinuation, mind thrust, psychic crush; mental barrier, thought shield, tower of iron will); SQ half-elf traits, psionic power points 25/day; AL NE; SV Fort +4, Ref +3, Will +8; Str 9, Dex 10, Con 12, Int 19, Wis 15, Cha 16. Height: 5 ft. 6 in.

Skills and Feats: Alchemy +13, Appraise +9, Concentration +9, Craft (gemcutting) +6, Disguise +12, Gather Information +7, Knowledge (psionics) +13, Listen +3, Move Silently +4, Psicraft +13, Remote View +13, Search +5, Spot +3, Body Fuel, Inner Strength, Talented.

Half-Elf Traits: Talrijik is immune to sleep spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects, as well as low-light vision (can see twice as far as a human in low-light conditions). Talrijik also has a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).
Powers Known: (5/3/2/1; base DC = 14 + power level): 0 -- bolt, distract, finger of fire, lesser natural armor, trinket; 1st -- astral construct I, firefall, lesser metaphysical weapon; 2nd -- astral construct II, burning ray; 3rd -- whitefire.

Possessions: Masterwork sickle, light crossbow, 20 bolts, +1 studded leather armor, +1 ring of protection, potion of cure light wounds (3), dorje of firefall, cloak of resistance +1, potion of hiding.

Psicrystal: The psicrystal possesses the following traits and abilities: 8 Intelligence, Sneak personality (+2 to owner's Move Silently checks; already factored above), empathic link, self-propulsion, sighted, telepathic link.

Talrijik, the Mind Killer
Talrijik took to the life of being a hired killer with relish. His powers increased, and he found that his psionic abilities were a complete surprise to the sorcerers and wizards that he specialized in eliminating. Talrijik delighted in the power he felt and in seeing those who relied on magic get defeated through the awesome might of the mind. Like the rest of the Scars, Talrijik was finally brought down through the actions of the dwarf detective, Jesrug. He was slain in the epic battle alongside the wharf in Pal Ador, when dozens of heavily armed and armored troops rushed the psion. He did not go out easily, however. He summoned a ferocious storm of psychic power that killed over twenty men.

Talrijik: Male half-elf Psion 12 (Shaper); CR 12; Medium-size humanoid; HD 12d4+12; hp 46; Init +0; Spd 40 ft.; AC 15, touch 11, flat-footed 15; Atk +6/+1 melee (1d6-1, masterwork sickle), or +7 ranged (1d8/19-20, masterwork light crossbow); SA psionic combat modes (ego whip, id insinuation, mind blast, mind thrust, psychic crush; empty mind, intellect fortress, mental barrier, thought shield, tower of iron will); SQ half-elf traits, psionic power points 91/day; AL NE; SV Fort +6, Ref +5, Will +12; Str 9, Dex 10, Con 12, Int 20, Wis 16, Cha 16. Height 5 ft. 6 in.

Skills and Feats: Alchemy +20, Appraise +10, Concentration +16, Craft (gemcutting) +7, Disguise +18, Gather Information +10, Knowledge (psionics) +20, Listen +4, Move Silently +9, Psicraft +20, Remote View +20, Search +6, Spot +4, Body Fuel, Craft Dorje, Inner Strength, Speed of Thought, Talented.

Half-Elf Traits: Talrijik is immune to sleep spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects, as well as low-light vision (can see twice as far as a human in low-light conditions). Talrijik also has a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Powers Known: (8/4/3/3/2/1; base DC = 15 + power level): 0 -- bolt, distract, finger of fire, lesser natural armor, missive, talons, telempathic projection, trinket; 1st -- astral construct I, firefall, lesser metaphysical weapon, minor creation; 2nd -- astral construct II, brain lock, burning ray, concussion; 3rd -- dimension slide, metaphysical weapon, whitefire; 4th -- detect remote viewing, dissolving touch, wall of ectoplasm; 5th -- ectoplasmic armor, teleport; 6th -- astral construct IV.

Possessions: Masterwork sickle, masterwork light crossbow, 20 bolts, +1 studded leather armor, potion of cure light wounds (3), potion of intelligence, ring of protection +1, cloak of resistance +1, crystal mask of detection, dorje of firefall, dorje of astral construct II, crystal capacitor (3 power points), crawling tattoo (whitefire).

Psicrystal: The psicrystal possesses the following traits and abilities: 11 Intelligence, Sneak personality (+2 to owner's Move Silently checks; already factored above), empathic link, power resistance, self-propulsion, sighted, speak with other creatures, telepathic link.

Teliene Coloara, the Illithid Slayer 3.0
There are creatures in the Underdark more powerful, more terrible, and more inhuman than the drow. The mind flayers, called illithids by some on the surface, came to Faerûn through means long lost in the fog of time. Spreading throughout the deepest regions of the Underdark with their slave races serving as both labor force and food supply, they seek nothing less than complete dominion over all other beings, sentient or otherwise. Standing between these squid-like horrors and their dreams of total conquest are a few brave individuals who have devoted their lives to ridding Faerûn of the illithid menace. These are the slayers: Men and women from all races and walks of life who are united in their common hatred of the mind flayers. Teliene Coloara, a drow female originally of the city of Menzoberranzan, is one of these few.

Teliene and her family were members of a minor branch of one of the many warring houses of Menzoberranzan.
Perhaps it was a rival house who delivered them into the hands of the illithids -- drow are known to be consistently cruel in their pursuit of blood feud. Or, perhaps it was merely a cruel twist of fate that left the teenaged Teliene in the tentacled clutches of the illithids, along with her parents and siblings. Teliene was forced to watch while her entire family was consumed by mind flayers. If not for the emergence of her latent psionic gift, brought forth by the traumatic experience of watching her family butchered, Teliene would certainly have met the same fate. Teliene's nascent psionic ability posed no threat to her captors. However, the mind flayers did see in her the possibility for entertainment. And, they reasoned, if they refined her powers and developed them over the course of years, her brain would be that much sweeter when they finally chose to devour it. So Teliene was kept alive among the chuul and other slave races, where she lived like a prize-winning lamb while the illithids prepared her for the eventual feast.

Then one day, salvation came in the form of an attack upon the illithid city. While her captors were preoccupied with self-defense and as their enemies swarmed over the city walls, Teliene took advantage of the chaos and made good her escape. But freedom soon proved nearly as cruel as captivity for young Teliene. She wandered for weeks through the caverns of the Underdark, hopelessly lost, living on scrapings of edible fungi and the few blind insects she could catch.

Alone, beaten, and starving, Teliene would certainly have died were it not for the ancient duergar hermit to whom she owed her only as Tyrak. A psychic warrior himself, he was drawn by the dying girl's hatred of the mind flayers. He took pity on her, gave her food and shelter, and nursed her back to health. Then he proceeded to give Teliene the tools that she would need to wreak her vengeance on the illithid race. Her teacher has long since passed away, but Teliene perseveres. She has no desire to return to Menzoberranzan or rejoin drow society. She longs for nothing except the utter annihilation of the entire illithid race. She will move forward one mind flayer at a time, leaving a path of blood and psionic destruction in her wake, until every illithid city is in ruin and every elder-brain is destroyed.

It is the only way she can ever be certain that she has destroyed the illithids who devoured her family and held her captive so long ago.

Teliene Coloara:
Female drow Psychic Warrior6/Slayer7; CR 13; Medium-size humanoid; HD hp 78; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Atk +7 melee (1d8+4/19-20, +1 suppression longsword); SA psionic combat modes (mind thrust, ego whip, id insinuation, mind blast, empty mind, mental barrier, intellect fortress); SQ brain nausea, cerebral blind, drow traits, favored enemy (illithids, +1), illithid sense, lucid buffer, power points 50/day, SR 24; AL N; SV Fort +3, Ref +4, Will +7; Str 13, Dex 14, Con 12, Int 16, Wis 14, Cha 16.

Skills and Feats:
Autohypnosis +9, Balance +7, Bluff +9, Concentration +8, Diplomacy +7, Intimidate +5, Jump -1, Knowledge (illithid lore) +11, Listen +10, Psicraft +9, Search +5, Sense Motive +8, Spot +10, Stabilize Self +8, Tumble +4, Use Psionic Device +10, Wilderness Lore +12; Cleave, Combat Manifestation, Deep Impact, Power Attack, Psionic Charge, Psionic Weapon, Psychic Inquisitor, Psychoanalyst, Speed of Thought, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

Brain Nausea (Su): Any creature that attempts to eat Teliene's brain must succeed at a Will save (DC 17) or become disinclined to do so. This ability is active so long as the slayer has 1 power point remaining.

Cerebral Blind (Sp): Whenever Teliene succeeds at a saving throw against a psionic power or attack mode, the attacker must immediately make a Will save using the DC of the original attack. On a failure, the attacker stands dazed for 1 round from the psionic backlash. This ability is active as long as she has 15 power points remaining.

Drow Traits: Teliene is immune to magic sleep spells and effects, and she has a +2 racial bonus on saves against enchantment spells or effects and a +2 racial bonus on Will saves against spells or spell-like abilities. She also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above). Teliene has darkvision to a range of 120 feet and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. Teliene also has light blindness; she is blinded for 1 round by abrupt exposure to bright light and takes a -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

Favored Enemy (Illithid): Due to her extensive study of her foes and training with the proper techniques for combating them, Teliene gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against illithids. Likewise, she gets the same bonus on weapon damage rolls against illithids, including ranged weapons against targets within 30 feet.
Illithid Sense (Su): Teliene can sense the presence of illithids within 60 feet, even if hidden by darkness or walls, but not their exact location. This supernatural power is active as long as she has 3 power points remaining.

Lucid Buffer (Su): Teliene receives a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. She also receives a +2 competence bonus on saving throws against psionic attack modes, which stack with any bonus granted by raising a psionic defense mode. This supernatural ability is active as long as she has 9 power points remaining.

Psionic Powers (5/5/2): 0 -- bolt, burst, catfall, daze, detect psionics; 1st -- call weaponry, combat precognition, feel light, hustle, vigor; 2nd -- body equilibrium, claws of the bear.

Possessions: +1 ectoplasmic chainmail, +1 suppression longsword, tattoo of displacement (x2), grappling hook, 20 ft. rope, water, trail rations, a nonmagical locket with a lock of her mother's hair in it.