

The Mind's Eye

Wizards of the Coast Psionic Web Content (2001-2002)

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Prestige Classes

Arch Psion

"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 *whitfire* 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

| Level | Base Attack Bonus | Fort | Saves Reflex | Will | Power Points Per Day | Special | Powers Discovered |
|-------|-------------------|------|--------------|------|----------------------|---------------|-------------------|
| +1 | +0 | +0 | +0 | +2 | +1 level | High psionics | +1 level psion |
| +2 | +1 | +0 | +0 | +3 | psion | High psionics | +1 level psion |
| +3 | +1 | +1 | +1 | +3 | | High psionics | +1 level psion |
| +4 | +2 | +1 | +1 | +4 | | High psionics | +1 level psion |
| +5 | +2 | +1 | +1 | +4 | | High psionics | +1 level psion |

The Constructor

"I'll call for reinforcements."

It seems like someone is always itchin' for a fight. It's 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 faster, stronger, and more efficient than 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, it is always comforting to know that extra help isn't far away whenever they're around.

Hit Die: d4.

Requirements

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

Manifesting: Ability to manifest the following powers: *astral construct I*, *astral construct II*, and *astral construct III*.

Feats: Augment Construction, Empower Construction.

Class Skills

The constructor's class skills are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disguise (Cha), Knowledge (psionics) (Int), Psicraft (Int), Remote View (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

Power Points*: When they gain a level, constructors gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Constructors 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), he now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: Constructors gain powers per level as though they gained a level of psion, except where noted in the table below. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class. If there is an *astral construct* power (*astral construct IV* through *astral construct IX*) that they do not already know, and if they have an available slot of the appropriate level, they must learn that specific *astral construct* power.

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: Constructor levels count toward the level of the psionic character 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: Constructor levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

Extended Construction: The constructor gains Extended Construction as a bonus feat at 2nd level if he didn't already have it.

Advanced Construction: The constructor gains Advanced Construction as a bonus feat at 1st level if he didn't already have it. All constructor levels count toward the manifester level of the character for purposes determining abilities gained with the advanced construction feat.

Efficient Construction: The constructor can manifest *astral construct* and *astral tasker* powers (including *ecto puppet*) at a decreased cost. The number after the power signifies the number of power points the cost is decreased by. For example, at 6th-level, the cost is decreased by 2 power points. The minimum cost of manifesting is always 1 power point.

Ecto Manipulation: The constructor gains Ecto Manipulation as a bonus feat at 4th level if he didn't already have it.

Combat Construction: The constructor gets a +4 bonus on Concentration checks made to manifest a construct-related power while on the defensive. This ability works similarly to the Combat Manifestation feat (see page 24 of the *Psionics Handbook*). The +4 bonus from this ability stacks with that of the Combat Manifestation feat, granting a total of a +8 bonus on Concentration checks that deal with construct-related powers.

Empower Construction: The constructor can manifest astral constructs with additional special abilities as the Empower Construction feat. This ability stacks with that of the Empower Construction feat, granting an additional ability of the appropriate type at 5th and 8th levels.

Enhanced Construction: The constructor gains Enhanced Construction as a bonus feat at 4th level if he didn't already have it.

Infused Construction: The constructor gains Infused Construction as a bonus feat at 3rd, 6th, and 9th level.

Quickened Construction: The constructor can manifest *astral construct* and *astral tasker* powers (including *ecto puppet*) as a free action. The constructor can use this ability only once per round and up to 5 times per day. This ability is similar to Quicken Power feat (see page 29 of the *Psionics Handbook*) and cannot be used the same round as the Quicken Power feat.

The Constructor

| Level | Base Attack Bonus | Fort | Saves Reflex | Will | Power Points Per Day | Special | Powers Discovered |
|-------|-------------------|------|--------------|------|----------------------|--|-------------------|
| 1 | +0 | +0 | +0 | +2 | *see text | Advanced Construction | -- |
| 2 | +1 | +0 | +0 | +3 | | Extended Construction | +1 Psion Level |
| 3 | +1 | +1 | +1 | +3 | | Infused Construction, Efficient Construction 1 | +1 Psion Level |
| 4 | +2 | +1 | +1 | +4 | | Enhanced Construction, Ecto Manipulation | +1 Psion Level |
| 5 | +2 | +1 | +1 | +4 | | Empower Construction | +1 Psion Level |
| 6 | +3 | +2 | +2 | +5 | | Infused Construction, Efficient Construction 2 | +1 Psion Level |
| 7 | +3 | +2 | +2 | +5 | | Combat Construction | +1 Psion Level |
| 8 | +4 | +3 | +3 | +6 | | Empower Construction | +1 Psion Level |
| 9 | +4 | +3 | +3 | +6 | | Infused Construction, Efficient Construction 3 | +1 Psion Level |
| 10 | +5 | +3 | +3 | +7 | | Quickened Construction | -- |

The Crystal Master

"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 shows through the skin as a faint shimmer. As the psionic character adds more gems to her body, this web-like 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 as a crystal master, a character must meet the following criteria:

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

Feats: Encode Stone.

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

Class Skills

The crystal master's class skills are Alchemy (Int), Appraise (Int), Climb (Str), Concentration (Con), Craft (gemcutting) (Int), Intuit Direction, Knowledge (gemology) (Int), Knowledge (psionics) (Int), Psicraft (Int), and Search (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

Power Points*: When they gain a level, crystal masters gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Crystal masters 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 and 10th levels, crystal masters 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: Crystal master levels count toward the level of the psionic character 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: Crystal master levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

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 -- 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 Craft (gemcutting) check (DC 15) to successfully shape the stone for embedding.

Craft Master's Third Eye: The craft *master's third eye* ability allows the crystal master to make the special third eyes available to this prestige class as though they had the Craft Universal Item feat. This does not give the ability to make other third eyes nor any other universal items.

The Crystal Master

| Level | Base Attack Bonus | Fort | Saves Reflex | Will | Power Points Per Day | Special | Powers Discovered |
|-------|-------------------|------|-----------------|------|----------------------|--------------------------|-------------------|
| 1 | +0 | +0 | +0 | +2 | *see text | Craft Master's Third Eye | -- |
| 2 | +1 | +0 | +0 | +3 | | Embed Gem | +1 Psion Level |
| 3 | +1 | +1 | +1 | +3 | | | +1 Psion Level |
| 4 | +2 | +1 | +1 | +4 | | Embed Gem | +1 Psion Level |
| 5 | +2 | +1 | +1 | +4 | | | +1 Psion Level |
| 6 | +3 | +2 | +2 | +5 | | Embed Gem | +1 Psion Level |
| 7 | +3 | +2 | +2 | +5 | | | +1 Psion Level |
| 8 | +4 | +3 | +3 | +6 | | Embed Gem | +1 Psion Level |
| 9 | +4 | +3 | +3 | +6 | | | +1 Psion Level |
| 10 | +5 | +3 | +3 | +7 | | Embed Gem | -- |

Embedded Gems

The following gems provide different abilities or enhancements to the crystal master. Each type of gem can be embedded only once.

Amethyst: The crystal master becomes immune to all poisons. This includes alcohol.

Aquamarine: The crystal master gains an Intelligence enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

Azurite: The crystal master no longer needs to eat, drink, or sleep, though may do so if she desires. (Level restriction: 10th.)

Bloodstone: The crystal master gains a Strength enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

Blue Zircon: The crystal master is immune to all diseases. (Level restriction: 4th.)

Bulls Eye Agate: The crystal master is immune to all *fear* effects.

Calcite: The crystal master gains a Wisdom enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

Chrysocolla: The crystal master gains the ability to *probability travel* as the power. This ability can be used a number of times per day times equal to the character's Intelligence modifier +1. (Level restriction: 6th.)

Diamond: The crystal master's powers from her primary discipline become cheaper to manifest. All of her primary discipline's power costs are reduced by 1, to a minimum of 1 point. (Level restriction: 4th.)

Emerald: The crystal master gains power resistance equal to 11 + 2 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. This can be activated a number of times per day equal to the number of gems embedded + the character's Dexterity modifier. (Level restriction: 4th.)

Malachite: The crystal master gains a limited telepathy. She can communicate with any single being of Intelligence 2 or higher that is within a range of 30 feet. Selecting and changing the being are partial actions.

| Embedded Stones By Level Restriction |
|---|
| 1st-Level Crystal Master |
| - Amethyst* - Aquamarine* - Bloodstone* - Bulls Eye Agate* - Calcite* - Emerald* - Malachite - Moonstone* - Onyx - Peridot - Red Garnet - Red Jasper - Ruby* - Sapphire - Smokey Quartz* - Sugillite* - Tiger Eye* - Tourmaline* |
| 4th-Level Crystal Master |
| - Blue Zircon - Diamond - Jade - Jet - Opal |
| 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 may embed any gem provided you meet the minimum level restriction. |
| 3) Gems that may be crafted into master's third eyes are indicated with an asterisk (*). |

Moonstone: The crystal master gains an insight bonus to her Armor Class of +1 per embedded gem.

Obsidian: The character gains the ability of *nondetection* as the power. (Level restriction: 8th.)

Onyx: When activated, this causes the opponent viewing the crystal master to make a Will save (DC 10 + crystal master levels + Charisma modifier) or suffer a -1 per embedded gem morale penalty to attack rolls, damage rolls, and saves. This ability can be used a number of times per day equal to the number of gems embedded + the character's Charisma modifier.

Opal: The crystal master gains the ability of *divination* as the power. This ability can be used a number of times per day equal to the gems embedded + the character's Wisdom modifier. (Level restriction: 4th.)

Peridot: The crystal master gains damage reduction of 2 points per embedded gem. This reduction is ignored by energy attacks and by magic weapons equal to or better than the character's Constitution modifier to a maximum value of +5.

Red Garnet: The crystal master gains the ability to heal herself. She can heal 2 points per crystal master level each day. This can be divided 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 gems embedded + the character's Strength modifier. This immunity does not apply to ability damage from psionic combat.

Ruby: The crystal master gains a Constitution enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

Sapphire: The crystal master is immune to blindness effects and can see in magical darkness.

Smokey Quartz: The crystal master gains a Charisma enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

Sugilite: The crystal master gains a mental hardness of +1.

Tiger Eye: The crystal master gains a Dexterity enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

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

The Crystalsinger

"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 Drillbu (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

| Level | Base Attack Bonus | Fort | Saves Reflex | Will | Power Points Per Day | Special | Powers Discovered |
|-------|-------------------|------|--------------|------|----------------------|---|-------------------|
| 1 | +0 | +0 | +0 | +2 | *see text | Channeling 5th, Metacreative Creation 1 | +1 Psion Level |
| 2 | +1 | +0 | +0 | +3 | | Enhanced Craft, Item Creation | +1 Psion Level |
| 3 | +1 | +1 | +1 | +3 | | Channeling 6th, Metacreative Creation 2 | +1 Psion Level |
| 4 | +2 | +1 | +1 | +4 | | Enhanced Craft, Item Creation | +1 Psion Level |
| 5 | +2 | +1 | +1 | +4 | | Channeling 7th, Metacreative Creation 3 | -- |
| 6 | +3 | +2 | +2 | +5 | | Enhanced Craft, Item Creation | +1 Psion Level |
| 7 | +3 | +2 | +2 | +5 | | Channeling 8th, Metacreative Creation 4 | +1 Psion Level |
| 8 | +4 | +3 | +3 | +6 | | Enhanced Craft, Item Creation | +1 Psion Level |
| 9 | +4 | +3 | +3 | +6 | | Channeling 9th, Metacreative Creation 5 | +1 Psion Level |
| 10 | +5 | +3 | +3 | +7 | | Item Creation, Song of the Crystal | -- |

Diamond Warrior

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.

Diamond Warrior

| Level | Base Attack Bonus | Fort | Saves Reflex | Will | Unarmed Base Attack Bonus | Unarmed Damage Medium-size/Small | Power Points Per Day | Special | Powers Discovered |
|-------|-------------------|------|--------------|------|---------------------------|----------------------------------|----------------------|---------------------------------------|--------------------------|
| 1 | +0 | +2 | +2 | +2 | +1 | 1d6/1d4 | -- | Improved inertial armor, crystal mask | -- |
| 2 | +1 | +3 | +3 | +3 | +1 | 1d8/1d6 | see text | Speed of thought, uncanny dodge | +1 level psychic warrior |
| 3 | +2 | +3 | +3 | +3 | +1 | 1d8/1d6 | see text | Improved inertial armor | +1 level psychic warrior |
| 4 | +3 | +4 | +4 | +4 | +1 | 1d10/1d8 | see text | Speed of thought, evasion | +1 level psychic warrior |
| 5 | +3 | +4 | +4 | +4 | +2 | 1d10/1d8 | -- | Crystal mask | -- |
| 6 | +4 | +5 | +5 | +5 | +2 | 1d10/1d8 | see text | Improved inertial armor, diamond body | +1 level psychic warrior |
| 7 | +5 | +5 | +5 | +5 | +2 | 1d12/1d10 | see text | Speed of thought | +1 level psychic warrior |
| 8 | +6 | +6 | +6 | +6 | +2 | 1d12/1d10 | see text | Uncanny dodge | +1 level psychic warrior |
| 9 | +6 | +6 | +6 | +6 | +3 | 1d12/1d10 | -- | Speed of thought, crystal mask | -- |
| 10 | +7 | +7 | +7 | +7 | +3 | 1d12/1d10 | see text | Diamond soul, teleport | +1 level psychic warrior |

Note: The diamond warrior does not gain any bonus psychic warrior feats when they gain a level.

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.

The Meditant

"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, they 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:

Manifesting: Ability to manifest two 3rd-level powers.

Concentration: 8 ranks.

Feats: Psychic Meditation (four times).

Alignment: Any lawful.

Class Skills

The meditant's class skills are Autohypnosis (Wis), Concentration (Con), Diplomacy (Cha), Knowledge (psionics) (Int), Profession (any) (Wis), Psycraft (Int), Sense Motive (Wis), and Stabilize Self (Con).

Skill Points at Each Level: 4+ Int modifier.

Class Features

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

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

Power Points*: When they gain a level, meditants gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Meditants 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 4th and 9th levels, meditants 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: Meditant 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: Meditant levels count toward the level of psion for purposes determining the number of free manifestations per day or your 0-level powers.

Psychic Meditation: The meditant gains the Psychic Meditation feat and can select a psychic energy center that she has not already previously selected with this feat. If she has taken this feat all seven times, she cannot select any additional psychic energy centers.

Intense Psychic Meditation: The meditant gains the Intense Psychic Meditation feat and can select a psychic energy center that she has not already previously selected with this feat. If she has taken this feat all seven times, she cannot select any additional psychic energy centers.

Inner Peace: Through much practice, the meditant has learned how to more quickly bring herself to inner peace and harmony. Meditation time is reduced by 5 minutes at 1st, 3rd, 5th, and 7th levels (minimum of 1 minute).

Prepared Mind (Su): The meditant has mastered control of her psionic attacks. She can add half of her meditant levels as a modifier to the defender's Will save DC for psionic combat. She can use this ability a number of times each day equal to the number listed.

Ethereal Form (Su): The meditant can become ethereal and return back to material existence at will 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): Once the meditant has gained the ability to intensely meditate and activate all seven psychic energy centers (via the Intense Psychic Meditation feat), the duration for the bonuses increases by 4 hours.

The Meditant

| Level | Base Attack Bonus | Fort | Saves Reflex | Will | Power Points Per Day | Special | Powers Discovered |
|-------|-------------------|------|--------------|------|----------------------|---|-------------------|
| 1 | +0 | +0 | +0 | +2 | *see text | Psychic Meditation, Inner Peace 1 | +1 Psion Level |
| 2 | +1 | +0 | +0 | +3 | | Psychic Meditation, Prepared Mind 1/day | +1 Psion Level |
| 3 | +2 | +1 | +1 | +3 | | Psychic Meditation, Inner Peace 2 | +1 Psion Level |
| 4 | +3 | +1 | +1 | +4 | | Intense Psychic Meditation, Prepared Mind 2/day | -- |
| 5 | +3 | +1 | +1 | +4 | | Intense Psychic Meditation, Inner Peace 3 | +1 Psion Level |
| 6 | +4 | +2 | +2 | +5 | | Intense Psychic Meditation, Prepared Mind 3/day | +1 Psion Level |
| 7 | +5 | +2 | +2 | +5 | | Intense Psychic Meditation, Inner Peace 4 | +1 Psion Level |
| 8 | +6 | +2 | +2 | +6 | | Intense Psychic Meditation, Prepared Mind 4/day | +1 Psion Level |
| 9 | +6 | +3 | +3 | +6 | | Intense Psychic Meditation, Ethereal Form | -- |
| 10 | +7 | +3 | +3 | +7 | | Intense Psychic Meditation, Inner Harmony | +1 Psion Level |

The Mindknights

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

Powers Discovered: Mindknight's 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: Mindknight's levels count towards the level of psychic warrior for purposes 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 *ethereality* 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

| Level | Base Attack | | Saves | | Unarmed Base Attack Bonus | Unarmed Damage Medium-size/Small | AC Bonus | Power Points Per Day | Special | Powers Discovered |
|-------|-------------|------|--------|------|---------------------------|----------------------------------|----------|----------------------|---------------|--------------------------|
| | Bonus | Fort | Reflex | Will | Bonus | | | | | |
| 1 | +1 | +2 | +2 | +2 | +0 | 1d6 | +0 | -- | | -- |
| 2 | +2 | +3 | +3 | +3 | +1 | 1d6 | +0 | see text | Disarm mind | +1 level psychic warrior |
| 3 | +3 | +3 | +3 | +3 | +2 | 1d6 | +0 | -- | First Pillar | -- |
| 4 | +4 | +4 | +4 | +4 | +3 | 1d8 | +0 | see text | | +1 level psychic warrior |
| 5 | +5 | +4 | +4 | +4 | +3 | 1d8 | +1 | -- | Second Pillar | -- |
| 6 | +6 | +5 | +5 | +5 | +4/+1 | 1d10 | +1 | see text | | +1 level psychic warrior |
| 7 | +7 | +5 | +5 | +5 | +5/+2 | 1d10 | +1 | -- | Third Pillar | -- |
| 8 | +8 | +6 | +6 | +6 | +6/+3 | 2d6 | +1 | see text | | +1 level psychic warrior |
| 9 | +9 | +6 | +6 | +6 | +6/+3 | 2d6 | +1 | -- | Fourth Pillar | -- |
| 10 | +10 | +7 | +7 | +7 | +7/+4/+1 | 2d6 | +2 | see text | Fifth Pillar | +1 level psychic warrior |

Damage for Large and Small Monks

| Damage (Medium-Size) | Damage (Small) | Damage (Large) |
|----------------------|----------------|----------------|
| 1d6 | 1d4 | 1d8 |
| 1d8 | 1d6 | 1d10 |
| 1d10 | 1d8 | 2d6 |
| 2d6 | 1d10 | 2d8 |

Psychic Weapon Master

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 allows them to form a special bond with it. 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 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 as a psychic weapon master, a character must fulfill the following criteria:

Base Attack Bonus: +5.

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

Weapon: Crystal Melee Weapon

Feats: Dodge, Mobility, Power Attack, Psionic Dodge, Psionic Weapon, Weapon Focus, Weapon Proficiency (weapon of choice).

Class Skills

The psychic weapon master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (weaponry) (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 weapon masters 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, psychic weapon masters gain power points every level as though they gained a level of psychic warrior. Psychic weapon masters do not gain bonus power points.

Powers Discovered: With the exception of 1st, 5th, and 9th levels, psychic weapon masters 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: Psychic weapon masters do not gain any psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes.)

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

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 Table 1-4: Psicrystals in the *Psionics Handbook*. The personality grants the psychic weapon master the special properties that correspond with the chosen personality. The bonded weapon also has the *sighted* and *empathic link* abilities of a psicrystal and like psicrystals it has an *Intelligence* of 7. Upon awakening a weapon bonus of +3 the bonded weapon gains the *telepathic link* psicrystal 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 a bonus higher than +5. Use the weapon bonus on Table 1-1 below 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 *Psionics Handbook* and/or Table 8-15: 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 *mind feeder* with a sacrifice of 2,000 XP since *mind feeder* is a special ability worth a +2 bonus. The *psychic weapon master* may awaken the ability to store power points as a crystal capacitor 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 15). 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 250 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 1-1: Bonded Weapons

| Weapon Bonus | Total Sacrifice Required | Minimum Psychic Weapon Master Level | Meditation |
|--------------|--------------------------|-------------------------------------|------------|
| +1* | 100 XP | 1 | 1 day*** |
| +2 | 400 XP | 2 | +3 days |
| +3 | 900 XP | 3 | +5 days |
| +4 | 1,600 XP | 4 | +7 days |
| +5 | 2,500 XP | 5 | +9 days |
| +6** | 3,600 XP | 6 | +11 days |
| +7** | 4,900 XP | 7 | +13 days |
| +8** | 6,400 XP | 8 | +15 days |
| +9** | 8,100 XP | 9 | +17 days |
| +10** | 10,000 XP | 10 | +19 days |

* Upon awakening a bonded weapon a personality is selected from Table 1-4: Psicrystals in the *Psionics Handbook*.

** A weapon can't actually have a 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.

Five percent of all bonded weapons have a special quality. Special qualities are discovered upon becoming fully awakened (Weapon Bonus +10**). Your DM should determine if your weapon has a special quality. Roll d%. A result of 1-5 indicates a special quality, while a result of 6-100 indicates a normal bonded weapon. If a special quality results, the DM should generate this special quality for you

(see Special Qualities on page 126 of the *Psionics Handbook*). Special qualities simply become active and do not require any additional XP sacrifice or meditation. Even though a bonded weapon has an intelligence score it is not automatically assumed to be an intelligent weapon.

Psionic Damage: After you score a hit with your weapon of choice, you do not roll dice to determine damage. Instead, you figure the normal maximum damage (not a critical hit) you can inflict with that weapon and do that much damage to the target. Assume you use a longsword, have a base attack bonus of 6, and possess a Strength of 17. A longsword does 1d8 damage, so its maximum damage is 8 points. Your Strength modifier is +3, so add that for a total of 11. Only base damage is maximized; additional damage, such as from using the Power Attack feat (following all the rules for it normally) is determined normally and is not maximized. This ability cannot be used when you roll a successful critical hit. You can use this ability for free a number of times per day equal to your *psionic weapon master* level, additional uses of this ability cost 3 power points each.

Increased Multiplier: Determine the standard critical multiplier for your weapon of choice. With this ability, you can increase the multiplier by +1. For example, the longsword has a critical multiplier of x2. Using this ability, you can increase that multiplier to x3 (2 + 1 = 3) once per day at the 2nd level of the *psionic weapon master* prestige class. You gain an additional use per day at 4th, 6th, 8th, and 10th levels of this prestige class. You must declare the use of this ability before you roll any damage dice. You must maintain a reserve of at least 6 power points to use this ability. These reserve points are not used up when the ability is used.

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with your weapon of choice. You must maintain a reserve of at least 9 power points to use this ability. These reserve points are not used up when the ability is used.

Superior Combat Reflexes: You gain the Combat Reflexes feat for free. If you already possess this feat, add your Wisdom modifier to the number of additional attacks of opportunity you may make in a round. You must maintain a reserve of at least 11 power points to use this ability. These reserve points are not used up when the ability is used.

Psionic Critical: You gain the Improved Critical feat for free. If you already possess this feat, add an additional +2 to your weapon of choice's threat range for critical hits. You must maintain a reserve of at least 13 power points to use this ability. These reserve points are not used up when the ability is used.

Psionic Whirlwind: You gain the Whirlwind feat for free. If you already possess this feat, you can make a whirlwind attack as a standard action rather than a full attack action. You must maintain a reserve of at least 15 power points to use this ability. These reserve points are not used up when the ability is used.

Psionic Weapon Master

| Level | Base Attack Bonus | Fort | Saves Reflex | Will | Power Points Per Day | Special | Powers Discovered |
|-------|-------------------|------|--------------|------|----------------------|-------------------------------|--------------------------|
| 1 | +1 | +0 | +2 | +0 | -- | Bonded weapon, psionic damage | -- |
| 2 | +2 | +0 | +3 | +0 | see text | Increased multiplier 1/day | +1 level psychic warrior |
| 3 | +3 | +1 | +3 | +1 | see text | superior weapon focus | +1 level psychic warrior |
| 4 | +4 | +1 | +4 | +1 | see text | Increased multiplier 2/day | +1 level psychic warrior |
| 5 | +5 | +1 | +4 | +1 | -- | superior combat reflexes | -- |
| 6 | +6 | +2 | +5 | +2 | see text | Increased multiplier 3/day | +1 level psychic warrior |
| 7 | +7 | +2 | +5 | +2 | see text | psionic critical | +1 level psychic warrior |
| 8 | +8 | +2 | +6 | +2 | see text | Increased multiplier 4/day | +1 level psychic warrior |
| 9 | +9 | +3 | +6 | +3 | -- | psionic whirlwind | -- |
| 10 | +10 | +3 | +7 | +3 | see text | Increased multiplier 5/day | +1 level psychic warrior |

Note: The *psionic weapon master* does not gain any bonus *psychic warrior* feats when she gains a level.

The Sangehirn

"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 are typically found in areas where their skills are needed most, but the occasional "miracle" healer charges outrageous fees for his or her services.

Hit Dice: d6.

Requirements

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

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

Stabilize Self: 5 ranks.

Heal: 3 ranks.

Feats: Rapid Metabolism.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

Power Points*: When they gain a level, sangehirns gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Sangehirns 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), he now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: Sangehirns discover powers per level as though they gained a level of psion. Their effective manifester level is increased by one for each level of the prestige class. Due to their focus on the healing arts, they are restricted to choosing powers from the Sangehirn Powers List below. If it isn't possible for a sangehirn to learn a power from this list, he can select an appropriate level psion power. Bonus "d" discipline powers may be selected as normal or from the sangehirn powers list.

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: Sangehirn 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: Sangehirn levels count toward the level of psion for purposes determining the number of free manifestations per day or your 0-level powers.

Stabilize Self: This bonus is added anytime a sangehirn needs to make a Stabilize Self check. The enhancement bonus starts at +1, and it progresses to +5.

Healing Touch: The sangehirn has mastered the healing arts to the point that he can change the range of his powers. Any power in his list with a range of "personal" can be changed to "touch" at the expenditure of 3 additional power points. This is similar to the channel power ability except that a separate power and extra action are not required. Only the powers from the sangehirn powers list can be affected this way.

Fast Healing (Su): The sangehirn gains the supernatural ability of fast healing as long as he keeps 3 power points in reserve. The sangehirn regains hit points at an exceptionally fast rate -- usually 1 or more hit points per round -- as given in the 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.

Damage Reduction (Su): The sangehirn gains the supernatural ability to shrug off physical attacks as long as he keeps 3 power points in reserve. The amount shown in the chart (1, 2, or 3), is the amount subtracted from weapon damage or natural attacks. This reflects the body's ability to close wounds quickly. Damage caused by energy attacks, whether it's from spells, supernatural attacks, or even normal fire, is not subject to the damage reduction.

The Sangehirn

| Level | Base Attack Bonus | Fort | Saves Reflex | Will | Power Points Per Day | Special | Powers Discovered |
|-------|-------------------|------|-----------------|------|----------------------|---------------------------------------|-------------------|
| 1 | +0 | +2 | +0 | +2 | *see text | Stabilize self +1, healing touch | +1 Psion Level |
| 2 | +1 | +3 | +0 | +3 | | Damage reduction 1/-- | +1 Psion Level |
| 3 | +2 | +3 | +1 | +3 | | Stabilize self +2 | +1 Psion Level |
| 4 | +3 | +4 | +1 | +4 | | Fast healing 1 | +1 Psion Level |
| 5 | +3 | +4 | +1 | +4 | | Stabilize self +3 | +1 Psion Level |
| 6 | +4 | +5 | +2 | +5 | | Damage reduction 2/-- | +1 Psion Level |
| 7 | +5 | +5 | +2 | +5 | | Stabilize self +4 | +1 Psion Level |
| 8 | +6 | +6 | +2 | +6 | | Fast healing 2 | +1 Psion Level |
| 9 | +6 | +6 | +3 | +6 | | Stabilize self +5 | +1 Psion Level |
| 10 | +7 | +7 | +3 | +7 | | Damage reduction 3/--, fast healing 3 | +1 Psion Level |

Sangehirn Powers List

Sangehirns can learn only the powers from the following list due to their focus on healing arts. If it isn't possible for a sangehirn to learn a power from this list, he may select the appropriate level power from whatever his previous class was.

0-Level Sangehirn Powers

- Minor Body Adjustment
- Verve

1st-Level Sangehirn Powers

- Biofeedback
- Empathic Transfer
- Lesser Body Adjustment
- Lesser Rejuvenation
- Vigor

2nd-Level Sangehirn Powers

- Body Adjustment
- Empathic Bond
- Vim

3rd-Level Sangehirn Powers

- Accelerated Metabolism
- Empathic Affinity
- Empathic Conduit
- Forced Empathic Bond
- Improved Biofeedback
- Lesser Energy Barrier
- Rejuvenation
- Vehemence

4th-Level Sangehirn Powers

- Forced Empathic Affinity
- Improved Body Adjustment
- Psychofeedback
- Vitality

5th-Level Sangehirn Powers

- Energy Barrier
- Greater Biofeedback
- Improved Metabolism
- Improved Verve
- Lesser Energy Conversion
- Lesser Renewal

6th-Level Sangehirn Powers

- Biofeedback Loop
- Greater Body Adjustment
- Improved Rejuvenation
- Improved Vigor
- Improved Psychofeedback

7th-Level Sangehirn Powers

- Energy Conversion
- Greater Energy Barrier
- Greater Metabolism
- Improved Vim
- Renewal

8th-Level Sangehirn Powers

- Improved Vehemence
- True Biofeedback
- True Rejuvenation

9th-Level Sangehirn Powers

- Greater Energy Conversion
- Improved Vitality
- True Metabolism

Shadow Mind

"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 (psionics) (Int), Profession (any) (Wis), Remote View (Int), Psicraft (Int).

Skill Points at Each Level: 4 + 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 Points*: When they gain a level, shadow minds gain power points per day as though they gained a level of psion. These power points are added to the characters' previous totals. Shadow minds 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), he now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: Shadow minds discover powers each level as though they gained a level of psion. Powers are chosen from the psion power list. The effective manifester level of a shadow mind 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: Shadow mind 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: Shadow mind levels count toward the level of psion for purposes determining the number of free manifestations per day of 0-level powers.

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

Control Shadow (Sp): A shadow mind can manifest the *control shadow* power for free a number of times per day equal to his level of shadow mind. The shadow mind can manifest *control shadow* 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.

Subsionic Defense (Ex): At 2nd-level and for every three levels after that, the shadow mind gains another point of subsionic 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.

Subsionic Power (Ex): At 3rd-level and for every three levels after that, the shadow mind gains another point of subsionic power. Add the subsionic power value to the DC for saving throws and manifester level checks to overcome power resistance for powers the shadow mind manifests from the Metacreativity, Clairsentience, and Telepathy disciplines. This stacks with other spell/power effects that affect the specified powers.

Subsionic Shield (Sp): A shadow mind can create a mobile disk of purple-black force as a standard action. The subsionic shield is made up of shadowstuff and psychokinetic force and intercepts attacks, providing a +7 cover bonus to Armor Class and three-quarters concealment (30% 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 *subsionic shield* lasts 1 round per manifester level per day and need not be used all at once. Creating or dismissing a *subsionic 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 Subsionic Shield (Sp): The *greater subsionic shield* acts much like the *subsionic shield* with the following exception: At 8th level, the greater subsionic 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

| Level | Base Attack Bonus | Fort | Saves Reflex | Will | Power Points Per Day | Special | Powers Discovered |
|-------|-------------------|------|--------------|------|----------------------|---|-------------------|
| 1 | +0 | +0 | +0 | +2 | *see text | Subpsionic feats, control shadow | +1 Psion Level |
| 2 | +1 | +0 | +0 | +3 | | Subpsionic defense +1, low-light vision | +1 Psion Level |
| 3 | +1 | +1 | +1 | +3 | | Subpsionic power +1, tainted construction | +1 Psion Level |
| 4 | +2 | +1 | +1 | +4 | | <i>Subpsionic shield</i> | +1 Psion Level |
| 5 | +2 | +1 | +1 | +4 | | Subpsionic defense +2 | +1 Psion Level |
| 6 | +3 | +2 | +2 | +5 | | Subpsionic power +2 | +1 Psion Level |
| 7 | +3 | +2 | +2 | +5 | | <i>Dream travel</i> , darkvision | +1 Psion Level |
| 8 | +4 | +3 | +3 | +6 | | Subpsionic defense +3, <i>greater subpsionic shield</i> | +1 Psion Level |
| 9 | +5 | +3 | +3 | +6 | | Subpsionic power +3, <i>shadow body</i> | +1 Psion Level |
| 10 | +5 | +3 | +3 | +7 | | <i>Subpsionic double</i> | +1 Psion Level |

Truth Seekers

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*.

Truth Seeker

| Level | Base Attack | | Saves | | Power Points Per Day | Special | Powers Discovered | | | | |
|-------|-------------|------|--------|------|----------------------|---|-------------------|----|----|----|----|
| | Bonus | Fort | Reflex | Will | | | 0 | 1 | 2 | 3 | 4 |
| 1 | +0 | +2 | +0 | +2 | 2 | Share mind, monk strike, Two psionic combat modes | 2 | -- | -- | -- | -- |
| 2 | +1 | +3 | +0 | +3 | 3 | Share mind (insight bonus to AC) | 3 | -- | -- | -- | -- |
| 3 | +2 | +3 | +1 | +3 | 4 | Psychoanalyst | 3 | 1 | -- | -- | -- |
| 4 | +3 | +4 | +1 | +4 | 5 | Share mind (cannot be flanked) | 3 | 2 | -- | -- | -- |
| 5 | +3 | +4 | +1 | +4 | 8 | Psionic combat mode | 3 | 3 | 1 | -- | -- |
| 6 | +4 | +5 | +2 | +5 | 11 | Share mind, (+2 insight bonus) | 3 | 3 | 2 | -- | -- |
| 7 | +5 | +5 | +2 | +5 | 16 | Psychic inquisitor | 3 | 3 | 2 | 1 | -- |
| 8 | +6 | +6 | +3 | +6 | 21 | Share mind (swap initiative) | 3 | 3 | 3 | 1 | -- |
| 9 | +6 | +6 | +3 | +6 | 26 | Psionic combat mode | 3 | 3 | 3 | 2 | -- |
| 10 | +7 | +7 | +3 | +7 | 33 | Share mind (grant share) | 3 | 3 | 3 | 2 | 1 |

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

Advanced Construction [Psionic]

You can choose special abilities for your construct from an extended list.

Prerequisite: Augment Construction.

Benefit: You can add new special abilities to the list of special abilities from which you can choose when manifesting astral constructs. When you take this feat, you can select from Table 1-1: Advanced Construction Special Abilities a number of Menu A special abilities that equal twice your manifester level. When you make a selection, that ability is permanently added to the selection from which you can choose when manifesting astral constructs. For each manifester level that you gain, you can select two additional special abilities from Menu A. You can trade in two selections from Menu A for one selection from Menu B. You can elect to postpone your selections until you gain another level. If you have postponed a selection from an earlier level, you can trade in four Menu A selections for one selection from the Menu C. If you have postponed selections so that you have eight Menu A selections available, you can trade them for a selection from the D menu.

Table 1-1: Advanced Construction Special Abilities

Menu A

Brawn (Ex): Construct does an additional +1 point of damage on a successful melee attack. (Multiple selections stack, and you cannot select this ability more than 8 times.)

Claws (Ex): The 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. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)

Cleave (Ex): The cleave extraordinary ability works as the Cleave feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.

Dodge (Ex): The dodge extraordinary ability works as the Dodge feat, and though no prerequisites are required (Dex 13+), constructs do not get the benefits from the prerequisites, either.

Improved Bull Rush (Ex): The improved bull rush extraordinary ability works as the Improved Bull Rush feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.

Power Attack (Ex): The power attack extraordinary ability works as the Power Attack feat, and though no prerequisites are required (Str 13+), constructs do not get the benefits from the prerequisites, either.

Spiked Armor (Ex): The construct's body is covered in spikes. The spikes allow the construct to deal 1d6 points of piercing damage (x2 critical) with a successful trample, squeeze, bull rush, or grapple attack.

Menu B

Astral Repair (Ex): The astral construct heals 2 hit points each round so long as it has at least 1 hit point.

Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 10/+1. This replaces any damage reduction the construct might already have.

Energy Touch (Ex): The construct's physical attacks do 1d4 points of energy damage (fire, cold, electricity, sonic, acid) in addition to their standard damage. The type of energy is chosen when the construct is manifested. (Multiple selections stack and may be of different energy types. You cannot select this ability more than 5 times.)

Extra Arms (Ex): The construct has an additional set of arms and can make an additional attack with an attack bonus equal to its highest attack bonus -2. (A construct with squeeze or rend can use that ability with these arms, as well.) This ability cannot be chosen more than once.)

Expertise (Ex): The expertise extraordinary ability works as the Expertise feat, and though no prerequisites are required (Int 13+), constructs do not get the benefits from the prerequisites, either.

Great Cleave (Ex): The great cleave extraordinary ability works as the Great Cleave feat, and though no prerequisites are required (Str +13, Power Attack, Cleave, base attack bonus +4 or higher), constructs do not get the benefits from the prerequisites, either.

Improved Critical (Ex): The improved critical extraordinary ability works as the Improved Critical feat, and though no prerequisites are required (proficient with weapon, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.

Improved Fly (Ex): Construct has physical wings (12-foot wingspan) and a speed of 120 feet (average). (This is similar to the power in the *Psionics Handbook*, though slower.)

Improved Swim (Ex): Construct becomes streamlined and sharklike with a large (8-foot-wide) tail. Its speed is 120 feet.

Mobility (Ex): The mobility extraordinary ability works as the Mobility feat, and though no prerequisites are required (Dex 13+, Dodge), constructs do not get the benefits from the prerequisites, either.

Poison Touch (Ex): The construct is covered in a shimmering purple liquid. If the construct hits with a melee attack, the target must make an initial Fortitude save (DC 15) or take 1d2 points of temporary Wisdom damage. A minute later, the target must save again (Fortitude save DC 15) or lose 1d4 points of temporary Wisdom damage.

Reach (Ex): The construct's arms elongate, which increases its reach by 5 feet. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)

Spike Volley (Ex): The construct can send forth a volley of 3 spikes as a standard action. This ranged attack has a range of 120 feet with no range increment. These spike attacks are treated as thrown weapons, so the construct's Strength bonus is applied to damage (see page 97 of the *Player's Handbook* for more on thrown weapons). Damage is 1d6 + Strength modifier per spike. The construct can use this attack up to three times. (The construct must have the spiked armor ability to use this attack.) This volley can be fired in any direction (including straight up) regardless of the direction the construct is facing.

Stunning Fist (Ex): The stunning fist extraordinary ability works as the Stunning Fist feat, and though no prerequisites are required (Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.

Tough (Ex): The construct receives 7 hit points per die, instead of 5.5 per die.

Menu C

Ectoplasmic Form (Sp): The construct manifests *ectoplasmic form* as a standard action.

Hardened Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 15/+2. This replaces any damage reduction the construct might already have.

Power Resistance (Ex): The construct gains a power resistance of 5 + the construct's Hit Dice. This ability can be chosen multiple times and adds 5 to the power resistance of the construct. For example, choosing this ability three times for an *astral construct IX* would give a total power resistance of 34 (19 + 5 + 5 + 5 = 34)

Rend (Ex): A construct that hits with its claw attack does an additional 2d6 + 1.5 times its Strength modifier points of damage. (It must also have the claws ability; see entry above. A construct cannot use squeeze and rend in the same round.)

Spike Flurry (Ex): The construct can send forth a hail of spikes as a standard action. The attack is a cone shape with a range of 60 feet. Anyone caught in the flurry is immediately struck by 2d4 spikes that deal 1d6 damage each. A successful Reflex save (DC 13) halves the damage. This attack can be used only once. (The construct must have the spiked armor ability to use this attack.)

Spring Attack (Ex): The spring attack extraordinary ability works as the Spring Attack feat, and though no prerequisites are required,

constructs do not get the benefits from the prerequisites, either.

Tail Slap (Ex): The construct has a tail and gains one additional slam attack with an attack bonus equal to its highest attack bonus -2, and it deals damage of 2d8 + 1.5 times its Strength modifier (A construct cannot have a tail if it has extra arms.)

Tougher (Ex): The construct receives 8.5 hit points per die, instead of 5.5 per die.

Whirlwind Attack (Ex): The whirlwind attack extraordinary ability works as the Whirlwind Attack feat, and though no prerequisites are required (Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack), constructs do not get the benefits from the prerequisites, either.

Menu D

Amplified Invisibility (Sp): The construct manifests *amplified invisibility* (self only) as a standard action.

Extra Hard Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 20/+3. This replaces any damage reduction the construct might already have.

Mass Concussion (Sp): The construct manifests *mass concussion* as a free action 3 times per day.

Super Buff (Ex): The construct gains 17d10 temporary hit points. Multiple selections do not stack.

Toughest (Ex): The construct receives 10 hit points per die, instead of 5.5 per die.

Ultraheavy Armor (Ex): The construct gains a +10 deflection bonus to AC.

Whitefire Aura (Ex): The entire surface of the construct radiates with an intense white-hot flame. Creatures within 5 feet of the construct take 5d4 points of damage. The fire ignites combustibles as the *whitefire* power. Once activated, the aura burns for a number of rounds equal to half of the construct's Hit Dice. Multiple selections do not stack.

Augment Construction [Psionic]

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.

Chain Link [Psionic]

You can upgrade all recognized power chains in your primary discipline.

Prerequisite: Manifester level 3rd+.

Benefit: All power chains in your primary discipline have the Upgrade Power feat. Whenever you learn a power from your primary discipline, you can "forget" a power from any of the chains in that discipline.

Chain Power [Metapsionic]

You can manifest powers that arc to other targets in addition to the primary target.

Prerequisite: Any other metapsionic feat.

Benefit: You can chain any power that specifies a single target and has a range greater than touch. The chained power affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your manifest level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than

once. You can affect fewer secondary targets than the maximum.

If the chained power deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For powers that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 16th-level psion manifests a chained baleful teleport on a nearby githzerai and can specify up to ten secondary targets. The githzerai, as primary target, must make a Will save against DC 17, while those affected by the secondary arcs save against DC 13.

A chained power costs a number of power points equal to its standard cost +6.

Craft Drilbu [Item Creation]

You can create a drilbu, which is a long shaft of crystal that can manifest powers when charges are expended.

Prerequisite: Manifester level 5th+

Benefit: You can create a drilbu, which is an enhanced version of a dorje, of any psionic power of 9th-level and lower that you know (or can channel, if you're crystalsinger). The character needs a supply of raw materials, with the most obvious being the drilbu or pieces of the drilbu to be assembled. The crafter must pay 1/25 of the base price in XP and use up raw materials costing half of the base price. To get the final price, the results can be modified by up to 20% based on the number and types of powers placed together in the same drilbu. Drilbus are always fully charged (fifty charges) when created. The base cost is as follows:

Total levels of powers x 750 gp x manifest level = base cost

If desired, a power can be placed into the drilbu at half the normal cost and power limitations, but activating that particular power costs 2 charges from the drilbu. For example, the crafter decides to add *plane shift*, a 7th-level power, to her drilbu, and she decides to halve the cost. The *plane shift* now requires 2 charges to activate, but it counts only as 3.5 power levels (round

down) for determining cost and power limitations. A single power can cost no more than 2 charges, and the manifester level for all powers must be the same.

A drilbu is limited to 18 total power levels and can hold up to six powers; all powers must come from the same discipline.

The crafter must know the powers to be placed into the drilbu or must have the channeling ability to use the power from another psion. If manifesting the power would reduce the crafter's XP total, she pays the cost (times fifty) upon beginning the drilbu in addition to the XP cost for making the drilbu itself. This additional XP cost is paid by the psion manifesting the power if the power is a channeled one. The powers to be placed in the drilbu must be manifested each day while creating the drilbu. This does not incur the additional XP cost; it just requires the expenditure of the power points.

Crafting a drilbu requires one day for each 1,000 gp value of the completed drilbu.

Ecto Manipulation [Psionic]

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.

Empower Construction [Psionic]

You can manifest astral constructs with additional special abilities.

Prerequisite: Augment Construction

Benefit: Astral constructs you create with the *astral construct* powers gain one additional special ability. The ability must be from a menu that the construct can legally choose from. This

ability cannot be traded in for choices from lesser menus, as is normally the case.

Empowered Psicrystal [Psionic]

You can upgrade your psicrystal.

Benefit: You can instill three additional abilities in your psicrystal. Your psicrystal gains these additional abilities as well as the base abilities from the *Psionics Handbook*.

Special: You can gain this feat multiple times. Each time you take this feat, you can select three abilities that your psicrystal does not currently possess, and the psicrystal gains these abilities when the psion reaches the appropriate level. Abilities should be selected from Table 1: Empowered Psicrystal Special Abilities.

Table 1-1 Empowered Psicrystal Special Abilities

| Psion Level | Psicrystal Intelligence | Special |
|-------------|-------------------------|-------------------------|
| 2 | 6 | Lesser Self-Propulsion |
| 4 | 7 | Lesser Channel Power |
| 6 | 8 | Hardened Crystal |
| 8 | 9 | Power Storing |
| 9 | 10 | Greater Self-Propulsion |
| 10 | 10 | Energized Crystal |
| 12 | 11 | Discipline Focus |
| 14 | 12 | Psionatrix Essence |
| 16 | 13 | Phasing |

Lesser Self-Propulsion: If the psion pays the cost of 1 power point, his or her psicrystal forms spidery, ectoplasmic legs for one hour. The legs grant the psicrystal a speed of 20 feet. The psicrystal can climb walls and ceilings with its legs like a spider at a speed of 10 feet. The legs fade to nothingness when their duration expires, or if the psicrystal takes 1 or more points of damage that penetrate its hardness, whichever comes first.

Lesser Channel Power: The psion can manifest touch powers through the psicrystal to a distance of up to one mile. The psicrystal is treated as the power's originator. Powers manifested this way cost 1 additional power point. When channeling a touch power through his or her psicrystal, the psion manifests the power by paying its cost. The psion is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable.

Hardened Crystal: If the psion pays the cost of 1 power point, his or her psicrystal decreases its size by 25 percent and becomes warm to the touch for a day. The psicrystal's hardness increases by a number equal to the Intelligence of the psicrystal.

Power Storing: The psion can store a single, targeted psionic power of up to 3rd level in the psicrystal. (The power must have a manifestation time of 1 action.) The psion can have the psicrystal activate the power as a free action. (This ability is a special exception to the general rule that manifesting a power from an item takes as long as manifesting the power normally.) Once the power has been manifested, the psicrystal is empty, and the psion can imbed any other targeted psionic power of up to 3rd level. The psion must maintain at least 1 power point in reserve until the power is manifested. If he or she doesn't, the psicrystal loses the power.

Greater Self-Propulsion: If the psion pays the cost of 3 power points, his or her psicrystal becomes encased in a tiny shell of ectoplasm (3-inch diameter), and it forms a whiplike tail (6 inches long) and the psion's choice of one of the following for a day: spidery legs, batlike wings, or fishlike fins. The legs grant the psicrystal a speed of 30 feet. The psicrystal can climb walls and ceilings with its legs like a spider at a speed of 20 feet. The wings grant the psicrystal the ability to fly at a speed of 30 feet (perfect). The fishlike fins grant the psicrystal the ability to swim at a speed of 20 feet. The whiplike tail grants the psicrystal the ability to grasp fine objects and aids in its movement. The psicrystal cannot attack with its ectoplasmic appendages. Additionally, the ectoplasmic shell body grants the psicrystal a +5 armor bonus to AC. The ectoplasm fades to nothingness when the duration expires, or when the psicrystal takes 1 or more points of damage that penetrate its hardness, whichever occurs first.

Energized Crystal: The psicrystal gains the ability to store power points as a *crystal capacitor*. The number of power points that it can store equals the Intelligence of the psicrystal rounded down to the nearest odd number. For example, a psicrystal with an Intelligence of 12 could store 11 power points.

Discipline Focus: When the psicrystal is within 5 feet of the psion, any powers manifested that

are of the psion's primary discipline cost 1 less power point to manifest. Powers manifested this way have a minimum of 1 power point.

Psionatrix Essence: If the psion pays the cost of 3 power points, the psicrystal acts as a *psionatrix* appropriate to the psion's primary discipline for a day. The psion benefits from these effects only when within 5 feet of the psicrystal. (See *psionatrices* on page 133 of the *Psionics Handbook*)

Phasing: If the psion pays the cost of 3 power points, the psicrystal can move through wooden, plaster, or stone walls, but not through other materials, for a day. The psicrystal can pass through a total of 60 feet, though it can break this distance up into several smaller passages or one long one, as desired. (For example, the psicrystal could pass through a 10-foot-thick wall, then a 20-foot-thick wall, and then a 30-foot-thick wall.) A psicrystal that exceeds this daily allotment midway through a wall is ejected from the material at the point of entry. (For example, if the psicrystal has already passed through 50 feet of material, then attempts to pass through a 20-foot thick barrier, it would be ejected once it reaches 10 feet.)

Enhanced Construction [Psionic]

When you manifest constructs, you create additional constructs.

Prerequisite: Manifester level 6th+.

Benefit: When you manifest constructs, you create additional bonus constructs. You create 1d3 bonus constructs of at least two levels below the *astral construct* power you are manifesting. For example, when a 13th-level psion manifests *astral construct VI*, she not only gets to choose the construct that normally manifests with the spell, but she also receives 1d3 constructs of her choice of type from I to IV.

| Astral Construct | Bonus Type |
|------------------|------------|
| I | -- |
| II | -- |
| III | I |
| IV | I to II |
| V | I to III |
| VI | I to IV |
| VII | I to V |
| VIII | I to VI |
| IX | I to VII |

Extended Construction [Psionic]

You gain an increased duration on your manifested astral constructs.

Prerequisite: Manifester level 3rd+, Augment Construction, Ecto Manipulation.

Benefit: Astral constructs that you manifest have a duration of 1 minute per manifester level instead of their normal duration. For example a 13th-level psion manifests *astral construct VI*, creating a single type VI construct with a duration of 13 minutes

Extra Power [Psionic]

Prerequisite: Manifester level 3rd+.

Benefit: You learn one additional power at any level up to one level lower than the highest-level power you can manifest. Thus, a 4th-level psion gains a new 0-level or 1st-level power, expanding his repertoire. A 4th-level psychic warrior can learn an extra 0-level power. You learn extra powers from your class power list.

Special: You can gain this feat multiple times. Each time, you learn a new power at any level up to one less than the highest-level power you can manifest.

Fortify Power [Metapsionic]

You can manifest powers to greater effect.

Benefit: All variable, numeric effects of an fortified power are increased by one-quarter (minimum of 1). A fortified power deals an extra twenty-five percent damage, cures twenty-five percent as many hit points, affects twenty-five percent more targets, and so on, as appropriate. For example, a fortified lesser concussion deals twenty-five percent more damage (roll 1d6 and multiply the result by 1.25, with a minimum extra damage of 1). Saving throws and opposed rolls (such as the one you make when you manifest negate psionics) are not affected. Powers without random variables are not affected. A fortified power costs a number of power points equal to its standard cost + 2.

Special: You can apply Fortify Power to the same power multiple times. Each time you apply it, the power is fortified another twenty-five percent, and it costs 2 more power points. For instance, a lesser concussion fortified 3 times deals $1d6 \times 1.75$ damage for a cost of 7 power points. You can't break the power point limit of the manifester level minus one when using Fortify Power multiple times on the same power. Thus, an 8th-level manifester could have used the power as described in the above example, while a 7th-level caster could not, though he could use Fortify Power twice on lesser concussion so that it deals $1d6 \times 1.5$ damage, for a cost of 5 power points.

Greater Psionic Combat Buffer [Psionic]

You become more efficient at psionic combat.

Prerequisite: Psionic Combat Buffer

Benefit: You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/3 the normal cost. If you maintain a reserve of at least 3 power points in your buffer, the cost to activate some combat modes can be reduced to zero, otherwise the minimum cost is 1 power point. You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do not have). You can do this at any time, but charging the buffer is a full-round action. If in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

Improved Inertial Armor [Psionic]

You upgrade your Inertial Armor.

Prerequisite: Inertial Armor, reserve power points (see text).

Benefits: The improved field of protective energy provides a +2 armor bonus. This bonus stacks with the bonus from the Inertial Armor feat. The reserve power points requirement from Inertial Armor is increased by 2.

Special: You can take this feat multiple times. Each time this feat is taken, it provides a +2 armor bonus. The bonus stacks with that of Inertial Armor and Improved Inertial Armor. The reserve power points requirement from Inertial Armor is increased by 2 each time the feat is taken.

For example, a psychic warrior has the inertial armor feat and has taken Improved Inertial Armor 3 times. As long as she keeps 7 power points in reserve, her armor bonus is +10. If she has only 3 power points in reserve, the armor bonus is +6.

Infused Construction [Psionic]

You increase your metapsionic cap and can spend more power points manifesting astral constructs that are modified by metapsionic feats than would normally be possible.

Prerequisite: Manifest level 6th+.

Benefit: Your metapsionic cap is increased to a number of power points equal to your manifest level + 2 for purposes of manifesting astral constructs. For example, a 13th-level psion with a metapsionic cap of 12 would have that cap raised to 15 for purposes of manifesting astral constructs.

Special: You can take this feat multiple times. Each time you take this feat beyond the first, you can add 2 power points to the metapsionic cap for purposes of manifesting astral constructs. Your new cap cannot exceed double your base metapsionic cap. For example, a 13th-level psion who has taken this feat 3 times can spend her normal 12 power points plus an additional 7 power points for a total of 19 power points. This would allow her to manifest *astral construct VI*, with the metapsionic feat Maximize Power applied to it ($11 + 6 = 17$ power points) that she could not normally have manifested with the

standard metapsionic cap of manifest level - 1 ($13 - 1 = 12$ power points).

Inner Fortitude [Psionic]

You can trade the ability to manifest a power for increased power points.

Prerequisite: Inner Strength.

Benefit: Upon gaining this feat, you may choose one unassigned power and trade it in for power points. The power points gained equal the cost to manifest a power of the chosen level. For example, upon reaching 12th level, the psion takes Inner Fortitude and chooses to trade in her unassigned 5th-level power. This gives her 9 additional power points per day.

Special: You can gain this feat multiple times, each time choosing a new unassigned power to trade in for power points. You can choose to trade in only a power that has not been assigned to a power yet. You may not trade in an unassigned power that should be assigned to your primary discipline.

You can choose to defer selecting a power when you take this feat and instead choose a power to trade in upon gaining a level in the future. However, upon reaching 20th-level, a psion must discover powers for all unassigned power slots or use the feat to trade them in for power points. You must maintain a power reserve of 1 point per deferred Inner Fortitude feat until any unassigned powers have been selected.

For example a 10th-level psion has taken Inner Fortitude at levels 1, 3, 6, and 9 and has deferred them. This requires a power reserve of 4 points per day. Upon reaching 11th level, the psion cashes in all 4 deferred feats, trading in a 5th-, two 4th-, and a 3rd-level unassigned power for 28 additional power points per day. Note that the psion would have had to not assign the 4th- or 3rd-level power she gained at 9th-level.

Master Discipline [Psionic]

You can learn one additional power from your primary discipline.

Prerequisite: Extra Power, Manifest level 3rd+.

Benefit: You learn one additional power at any level up to the highest-level power you can manifest. For example, a 12th-level psion character can learn a new power from 0 level to 6th level.

Special: You can gain this feat multiple times. Each time you gain the feat, you learn a new power at any level up to the highest-level power you can manifest.

Mind Blind [Psionic]

Your mind becomes partially closed off to psionic combat.

Prerequisite: Psychic Bastion.

Benefit: You permanently gain a mental hardness of 3. This mental hardness stacks with mental hardness provided by Psychic Bastion and psionic defense modes. However, your partially closed-off mind also inhibits your use of psionic attack modes -- all your psionic attack modes are assessed a -3 ability damage penalty (minimum damage 1).

Overpower [Metapsionic]

You can manifest a power at twice its normal effect.

Prerequisite: Fortify Power.

Benefit: All variable, numeric effects of an overpowered power are doubled. An overpowered power deals twice as much damage, cures twice as many hit points, affects twice as many targets, and so on, as appropriate. For example an overpowered *lesser concussion* deals twice the amount of damage (roll 1d6 and multiply the result by 2). Saving throws and opposed rolls (such as the one you make when you manifest *negate psionics*) are not affected. Powers without random variables are not affected. An overpowered power costs a number of power points equal to its standard cost + 6.

Special: You can apply overpower to the same power multiple times. You can't break the power point limit of the manifester level minus one when using overpower. For instance, a *lesser concussion* overpowered twice deals 1d6 times

3 damage for a cost of 13 power points. Thus, a 14th-level manifester could have used the power as described in the example above, but a 13th-level manifester could not.

You can simultaneously apply overpower in conjunction with fortify power. You can't break the power point limit of the manifester level minus one when using these feats in conjunction with each other. For instance, a *lesser concussion* overpowered once and fortified twice deals 1d6 times 2.5 damage for a cost of 10 power points. Thus an 11th-level manifester could have used the power as described in the example above, but a 10th-level manifester could not.

Power Specialization [Psionic]

Prerequisites: Weapon Focus (ray), Manifester level 4th+.

Benefit: Your damage-dealing powers that require a ranged touch attack gain a +2 damage modifier. For instance, *finger of fire* is considered a ray power. The damage bonus only applies if the target is within 30 feet, because only at that range can you strike precisely enough to hit more effectively.

VARIANT: Advanced Psionic Combat

As an option for campaigns with a high level of psionics, you can allow psions and psychic warriors to receive Psychic Assault as a free feat at 1st level. You may also want to decrease the minimum level requirement to 3rd+ for the Psionic Combat Buffer feat.

Psionic Combat Buffer [Psionic]

You become more efficient at psionic combat.

Prerequisite: Minimum level 6th+, any other psionic combat feat*

Benefit: You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/2 the normal cost (minimum 1 power point). You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do

not have). You can do this at any time, but charging the buffer is a full-round action. If in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

*Psionic combat feats that can be used as a prerequisite include Psychic Assault, Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, and Mind Blind.

Psionic Defense [Psionic]

Benefit: Add +2 to your saving throws against powers of a chosen discipline.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new psionic discipline.

Psionic Energy Admixture [Metapsionic]

You can modify a power that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisites: Psionic Energy Substitution (one other), one other metapsionic feat, 5 ranks in Knowledge (psionics).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic for which you already have selected for the Psionic Energy Substitution feat. You can modify a power with an energy designator to add an equal amount of the chosen type of energy. The altered power works normally in all respects except for the type of damage dealt. For instance, a sonic admixed fireball would deal 5d4 points of sonic damage and 5d4 points of fire damage.

Even opposed types of energy, such as fire and cold, can be combined using this feat. An

admixed power costs a number of power points equal to its standard cost +8.

Special: You can gain this feat multiple times, choosing a different type of energy each time. You can use Psionic Energy Admixture to further alter a power that has already been modified with Psionic Energy Substitution. You can also use Psionic Energy Admixture to include your chosen energy type with a power that already uses the same type, in effect doubling the damage dice.

Psionic Energy Substitution [Metapsionic]

You can modify a power that uses one type of energy to use another type of energy.

Prerequisites: Any other metapsionic feat, 5 ranks in Knowledge (psionics).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a power with an energy designator to use the chosen type of energy instead. A substituted power works normally in all respects except the type of damage dealt.

A substituted power costs a number of power points equal to its standard cost (there is no extra cost), modified by any other metapsionic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

Psychic Assault [Psionic]

You can increase your chance of success in psionic combat.

Benefit: You may add up to half of your manifester level as a modifier to the defender's Will save DC for psionic combat when you pay the cost of +3, plus +2 power points per +1 DC modifier. You must pay this cost prior to determining the failure or success of the psionic attack. For example, a 13th-level psion selects *mind thrust* in psionic combat and adds half his manifester level (+6) to the Will save DC. He pays 15 power points to use this feat.

Reach Power [Metapsionic]

You can manifest a power with a range of "touch" at a distance.

Prerequisite: Enlarge Power.

Benefit: You can manifest a power that normally has a range of "touch" at any distance up to 25 feet. The power effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the power upon a recipient.

A reach power costs a number of power points equal to its standard cost +2.

Repeat Power [Metapsionic]

You can manifest a power that repeats the following round.

Prerequisite: Any other metapsionic feat.

Benefit: A repeated power is automatically manifested again at the beginning of your next turn. No matter where you are, the second power originates from the same location and affects the same area as the original power. You cannot use this feat on powers with a touch range. If the original power designates a target, the repeated power affects the same target if it is within 30 feet of its original position; otherwise the second power fails.

A repeated power costs a number of power points equal to its standard cost +6.

Resculpt Mind [Psionic]

Prerequisites: Psion only, manifester level 3rd+

Benefit: Instead of gaining a new psionic combat mode when you go up a level, you instead choose any metapsionic, psionic, or item creation feat, gaining it as a bonus feat. You now choose to gain a metapsionic feat or a psionic combat mode at each level you normally qualify for a new psionic combat mode (3rd, 5th, 7th, 9th, and 11th).

You still have the option of gaining four of the five the psionic combat modes you gave up for bonus metapsionic feats, at levels 13th, 15th, 17th, and 19th, respectively. You may not give

up psionic combat modes for bonus metapsionic feats at these higher levels.

Run on Air [Psionic]

You can manipulate the effects of gravity for short distances.

Prerequisite: Wisdom 15+, Speed of Thought, Psionic Charge, Up the Walls, reserve power points 9+.

Benefits: 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.

Sculpt Power [Metapsionic]

You can alter the shape of a power's area.

Prerequisite: Any other metapsionic feat.

Benefit: You 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. For example, a *firefall* power whose area is changed to a cone deals the same amount of damage, but the *firefall* affects a 40-foot cone burst.

A sculpted power costs a number of power points equal to its standard cost +2.

Split Psionic Ray [Metapsionic]

You can affect two targets with a single ray.

Prerequisites: Any other metapsionic feat.

Benefit: You can split powers that specify a single target and require a ranged touch attack. Only powers that deal damage can be affected by this feat. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. Each target takes half as much damage as normally indicated (round down). If desired, you can have both rays attack the same target.

A split ray costs a number of power points equal to its standard cost (there is no extra cost), modified by any other metapsionic feats.

Trade-Off [Psionic]

You can trade in powers from your primary discipline for additional powers.

Prerequisite: Manifestor level 3rd+.

Benefit: When you gain a power from your primary discipline, you can trade it in for up to three powers of a lower level. New powers must be from your primary discipline. The total levels of the powers you choose cannot exceed the level of the power you traded in. Any 0-level powers count as 1st level for purposes of this feat. For example, at 18th-level a psion could trade in the 9th-level power he or she receives from his or her primary discipline for a 5th-level power, a 3rd-level power and a 1st-level power.

Upgrade Power [Psionic]

Prerequisite: Any other psionic or metapsionic feat.

Benefit: Choose one power chain from which you have learned a psionic power. When you learn a higher-level power on that chain, you can "forget" one or more lower-level powers you know on the chain, substituting new, different powers of the same lower level instead. If you "forget" a lower-level power and that is the only power you know from your discipline at that level, you must substitute another power from your discipline at that level. You can choose not to "forget" a lower-level power you know, even if learning a higher-level power on a chain for which you have chosen this feat. Recognized power chains are described in the Recognized

Power Chains sidebar -- other power chains may be possible (or the recognized power chains may be altered), at your DM's discretion.

Special: You can gain this feat multiple times. Each time, it applies to a new power chain.

Widen Power [Metapsionic]

You can increase the area of your powers.

Prerequisite: Any other metapsionic feat.

Benefit: You can alter a burst, emanation, or spread power to increase its area. Powers that do not have an area of one of these three sorts are not affected by this feat. Any numeric measurements of the power's area increase by one-half. For example, a widened *whitefire* power (which normally produces a 20-foot-radius spread) now fills a 30-foot-radius spread. A widened power costs a number of power points equal to its standard cost +6.

Talent Conversion

Psions and psychic warriors have the innate ability to manifest a number of 0-level powers for free each day. These free manifestations draw from the natural psionic energies running through their bodies. Some psions and psychic warriors have developed the ability to tap into these energies and put it to use in other ways. Following are several feats that utilize these free manifestations. If you don't have any free manifestations left for the day, you can't use the feat. Activating any of these feats is a standard action. You can't use the Quicken Power feat to modify the speed of activation of these feats.

Variation Rule: As an additional optional rule, you can introduce some of these feats as class abilities of the psions or psychic warriors in your campaign. We suggest that for mid-level psionics campaigns (2 or 3 psionic characters and at least 25% psionic enemies) that only Psionic Infusion be granted as a class ability, and in high-level psionic campaigns (4 or more psionic characters and at least 50% psionic enemies) you allow Psionic Infusion, and a choice of any two other talent conversion feats as class abilities.

Psionic Boost [Psionic]

You can use your free 0-level manifestations to increase your speed and Constitution.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to increase your base speed by 10 feet and gain a +2 enhancement bonus to your Constitution. The effects last 1 minute.

Psionic Equilibrium [Psionic]

You can use your free 0-level manifestations to make yourself more effective in melee and unarmed combat.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to gain a +2 bonus to hit with all melee and unarmed attacks. This bonus lasts for 1 minute.

Psionic Fortitude [Psionic]

You can use your free 0-level manifestations to improve you and your allies' willpower.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to grant all allies within a 30-foot burst (including yourself) a +2 insight bonus on Will saving throws for 1 minute.

Psionic Infusion [Psionic]

You can use your free 0-level manifestations to decrease the power point cost of manifesting a power.

Prerequisite: 1st-level psion or psychic warrior.

Benefit: When manifesting a power, you can trade in two of your free 0-level manifestations to reduce the cost to manifest the power by 1 power point.

Special: You can apply this feat multiple times to the power as it is manifested. A power that has its cost reduced to 0 is manifested for free.

Psionic Might [Psionic]

You can use your free 0-level manifestations to temporarily infuse a weapon with psionic energy.

Prerequisite: 1st-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to add the charged weapon special ability (see *Psionics Handbook*) to all weapons you attack with until the end of your next action.

Psionic Resistance [Psionic]

You can use your free 0-level manifestations to temporarily reduce damage you and your allies take from some sources.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to imbue all allies within a 30-foot burst (including yourself) with psionic energy resistance 5 (acid, cold, electricity, fire, and sonic). The resistance does not stack with similar resistances, such as those granted by spells, powers, special abilities, or itself. The protection lasts for 1 minute.

Psionic Smash [Psionic]

You can use your free 0-level manifestations to temporarily infuse your unarmed attacks with psionic energy.

Prerequisite: 1st-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to add the charged weapon special ability to all unarmed attacks you make until the end of your next action.

Psionic Vengeance [Psionic]

You can use your free 0-level manifestations to create an energy field that damages your opponents when they successfully strike you in combat.

Prerequisite: 6th-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to create a temporary energy barrier around yourself. Each successful unarmed or melee attack against you causes a discharge of psionic energy, doing 1d4 points of psionic energy damage (acid, cold, electric, fire, sonic) to the opponent. The type of damage is random (See Table 1-1: Random Energy Determination). This protection lasts for a 10 minutes.

Table 1-1: Random Energy Determination

| d20 | Result |
|-------|-------------|
| 1-4 | Acid |
| 5-8 | Cold |
| 9-12 | Electricity |
| 13-16 | Fire |
| 17-20 | Sonic |

Ultra Talented [Metapsionic]

You can use power points to grant you additional free 0-level manifestations.

Prerequisite: 6th-level psion or psychic warrior, Talented, Inner Strength.

Benefit: You can trade in 2 power points to recharge 3 free 0-level manifestations. You cannot spend more points this way per day than your level. You cannot have more free 0-level manifestations than your daily total.

Psychic Meditation

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. After practice you can stop the thoughts altogether for a short time.

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.

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, like 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. This area is what we call the main center of our 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 the abundance that we allow into our lives for fulfillment of our desires. This center is where you fund your creativity on the physical level.

Feats

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 one of the seven psychic energy centers. You can gain access to each only once. You can take this feat multiple times and must select a psychic energy center that you do not already know. When you meditate for at least 10 minutes, you activate all psychic energy centers for which you have taken the feat. You can activate this feat only once per day. You gain the benefits of the feat(s) for 1 hour.

Table 1-1: Psychic Meditation Bonuses

| Psychic Energy Center | Associated Bonus |
|-----------------------|---|
| Crown | +3 natural armor bonus to AC |
| Third Eye | 1 temporary power point per manifester level |
| Throat | +2 enhancement bonus to Int, Wis, and Cha |
| Heart | 3 temporary hit points per manifester level (maximum 42 hit points). These hit points do not stack with temporary hit points from other sources |
| Solar Plexus | +2 to saving throw of choice, +1 to remaining two |
| Base | +2 enhancement bonus to Str, Dex, and Con |
| Sacral | +3 to DC for powers in primary discipline; +1 to all other powers |

Intense Psychic Meditation [Psionic]

You further your study and understanding of psychic energy centers, which allows you to enter a deeper level of meditation.

Prerequisite: Psychic Meditation (seven times)

Benefit: You can select this feat only if you have taken the Psychic Meditation feat seven times. When you take this feat, you are granted additional psychic energy center bonuses. Meditation time is increased to 20 minutes. The duration of the benefits increase to 2 hours. 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 feat. You can activate this feat only once per day.

Table 1-2: Intense Psychic Meditation Bonuses

| Psychic Energy Center | Associated Bonus |
|-----------------------|---|
| Crown | +2 natural armor bonus to AC |
| Third Eye | 1 temporary power point per manifester level |
| Throat | +2 enhancement bonus to Int, Wis, and Cha |
| Heart | Fast healing 1 |
| Solar Plexus | +2 to saving throw of choice, +1 to remaining two |
| Base | +2 enhancement bonus to Str, Dex, and Con |
| Sacral | +2 to DC for powers in primary discipline; +1 to all other powers |

Subpsionics

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

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 manifester has: Effects from the Metacreativity, Clairsentience, and Telepathy disciplines gain a +1 bonus to their save DCs and +1 bonus on manifester level checks to overcome power resistance. Effects from the Psychometabolism, Psychoportation, and Psychokinesis disciplines have their manifester levels reduced by -1 (though their costs are based on the original manifester level). The reduced manifester level affects the power's range, duration, damage, and any other level-dependant variables the effect might have. The effect's save DC is lessened by -1 and manifester 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 manifester 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 psion user; psychic warriors and non-psionic creatures take the loss from their Intelligence. 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.

Psionic Combat

When a subpsionic creature engages in psionic combat against a normal psionic creature, the Will save DC is modified based on the attack modes chosen. When attacking with *mind thrust*, *psychic crush*, or *mind blast*, you gain a +2 bonus to the Will save DC. However, when attacking with *id insinuation* or *ego whip*, you suffer a penalty of -2 to the Will save DC. Similarly, when defending against *mind thrust*, *psychic crush*, or *mind blast*, the Will save DC is lowered by -2 and you have an additional point of mental hardness. However when defending against *id insinuation* or *ego whip* your Will save DC is increased by

+2 and mental hardness is decreased by -1 point. Combat against another subpsionic creature is handled as normal.

Feats

Conjunctive Mind [Psionic]

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+ (Psychic Warriors, Strength 15+).

Benefit: From now on, your powers and psionic combat modes have become integrated with your subconscious mind. You can also activate subpsionic 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 subpsionic item.

Special: Knowledge of the subconscious mind has a price. When you acquire this feat, you must reduce one of your stats by 2 points. Restorative powers (such as true rejuvenation) do not reverse the stat loss.

Insidious Mind [Metapsionic]

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 successfully 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.

From now on, your ability to detect normal psionic powers is impaired. Any power you use to detect a normal psionic power is successful only if you make a level check against a DC of 9 + the manifester level. This penalty does not extend to powers from the Metacreativity, Clairsentience, and Telepathy disciplines. (You detect them normally.)

Tenacious Mind [Metapsionic]

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.

From now on your ability to negate powers manifested by normal psionic creatures is impaired. When you make a negation check to negate a power manifested by a normal psionic creature, the DC is 13 + the opponent's manifester level. This penalty does not extend to powers from the Metacreativity, Clairsentience, and Telepathy disciplines, which you can negate normally.

Tainted Construction [Psionic]

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 Chapter 3 in 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 page 76 of 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 Chapter 3 in 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*).

Psionics-Magic Transparency

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.

Powers

Psion Powers

0-Level Psion Powers (Talents)

Acid Splash. You deal 1d3 points of acid damage to one foe.

Alter Smell/Taste. You alter the taste or smell of one target momentarily.

Astral Spider. Creates an astral spider to fetch items for you.

Awareness. You gain a +1 insight bonus on Wisdom-based checks.

Befuddle. Subject receives –1 penalty to Wisdom-based checks.

Bind/Loosen. You make it easier or harder to loosen ropes, open doors, and so on.

Bio-Booster. You gain a +1 competence bonus on Strength-based checks.

Chilling Mist. You deal 1d3 points of cold damage to creatures or objects in a 5-foot area.

Chrono Sense. A mental hourglass helps you to keep track of the passage of time.

Deafening Burst. You deal 1 point of sonic damage to one foe.

Dermal Alteration. You change the color of your skin, length of your hair, and so on.

Ectoplasmic Repair. You mend small tears or breaks in objects.

Ectoplasmic Strand. You create a ropelike strand of ectoplasm.

Electric Jolt. You do 1d3 points of electricity damage to one target.

Facial Alteration. You manipulate your facial muscles.

Hover Field. Small crystal objects such as your psicrystal hover within 3 feet of you.

Intuition. You call upon your memories to help with a single attack roll, saving throw, or skill check.

Memory Recall. You boost your memory.

Minor Body Adjustment. You heal 1 hit point.

Open/Close. You can open or close some objects, such as doors or containers, from a distance.

Third Eye. You create a third eye that assists with ranged attacks and powers.

Volitation. You float 2 inches above the ground.

Webbing. Webbing appears between your fingers, granting you +8 bonus on the Swim checks.

Xenoscope. You assess the health of a single target.

1st-Level Psion Powers

Astral Tasker I. You create an animated object formed of ectoplasm that can be used to perform simple tasks.

Comprehend Languages. You understand otherwise unknown languages.

Cryo Blast. You deal 1d6 cold damage to target.

Deceleration. Subject's speed is halved.

Distraction: Any creature attacking the target gains a +2 circumstance bonus to hit

Ectogoo. Your foe is entangled.

Glorytongue: You gain the ability to stretch your tongue great distances and manipulate it as if it were a true limb.

Lesser Metaphysical Body: You receive a +1 enhancement bonus on attack and damage rolls made with his unarmed strikes.

Lesser Rejuvenation. You heal 1 point of temporary ability damage every 4 hours (maximum 2).

Narrow Thoughts: Affects the target's ability to concentrate on combat.

2nd-Level Psion Powers

Astral Tasker II. You create an animated object formed of ectoplasm that can be used to perform simple tasks.

Channel Power. You manifest personal powers on others.

Discover Truth: This subtle power uses the target's memories to uncover hidden truths.

Empathic Bond. You create a psionic connection between you and the subject so that some of the subject's wounds are transferred to you.

Exploding Gem: Converts up to 3 gems into bombs (5d8 max damage)

Feat Leach. You take subject's feats for yourself.

Lesser Mental Rage: You enter a state of rage and focus psionic energy in the nearby area doing up to 1d4 damage.

Mental Disruption. You confuse all in a 20 feet radius.

Reach. Increase the area you threaten by 5 feet.

Vim. You gain 3 temporary hit points per manifester level (maximum 24).

3rd-Level Psion Powers

Accelerated Metabolism. You regenerate 1 hit point/round for 1 minute.

Astral Tasker III. You create an animated object formed of ectoplasm that can be used to perform simple tasks.

Empathic Affinity. You create a psionic connection between two subjects so that some of the first subject's wounds are transferred to the second subject.

Fairy Tale: causes its target to believe that something that does or did exist is merely imaginary.

Forced Empathic Bond. Subject takes some of your damage.

Empathic Conduit. You channel the hurts between two targets using yourself as a conduit.

Lesser Energy Barrier. You convert energy attacks to harmless light.

Metaphysical Body: You receive a +3 enhancement bonus on attack and damage rolls made with his unarmed strikes.

Psychokinetic Blast. You push your foe back with damage.

Vehemence. You gain 3 temporary hit points per manifester level (maximum 34).

4th-Level Psion Powers

Forced Empathic Affinity. You force a psionic connection between two subjects so that some of the first subject's wounds are transferred to the second subject.

Improved Body Adjustment. You heal up to 6d6 hit points or gain a +7 bonus on your next Fortitude save to resist poison or disease, or heal 4 points of temporary ability damage.

Inflict Continual Pain. Your mental attack deals 3d6 damage per round.

Improved Exploding Gem: Converts up to 4 gems into bombs (9d8 max damage)

Mental Rage: You enter a state of rage and focus psionic energy in the nearby area doing up to 5d4 damage.

Vitality. You gain 3 temporary hit points per manifester level (maximum 42).

5th-Level Psion Powers

Astral Tasker IV. You create an animated object formed of ectoplasm that can be used to perform simple tasks.

Dimension Strike. You teleport as a free action.

Greater Biofeedback. You take damage up to three times your Strength modifier as subdual damage.

Improved Metabolism. You regenerate 2 hit points/round for 1 minute.

Improved Verve. You gain 3 temporary hit points per manifester level (maximum 51).

Lesser Energy Conversion. You convert energy attacks to one ray energy attack of your own.

Lesser Renewal. You can reattach severed limbs.

6th-Level Psion Powers

Biofeedback Loop. You take a portion of each damaging attack as subdual damage and share the subdual damage between you and any creatures in the area.

Greater Body Adjustment. You heal to full hit points, or gain a +10 bonus on your next Fortitude save to resist poison or disease, or heal 8 points of temporary ability damage.

Greater Exploding Gem: Converts up to 5 gems into bombs (13d8 max damage)

Greater Metaphysical Body: You receive a +5 enhancement bonus on attack and damage rolls made with his unarmed strikes.

Improved Mental Rage: You enter a state of rage and focus psionic energy in the nearby area doing up to 9d4 damage.

Improved Psychokinetic Blast. You push your foe back with improved damage.

Improved Psychofeedback. You use power points to boost your Strength, Constitution, and/or Dexterity ability modifiers.

Improved Rejuvenation. You cure 1 point of temporary ability damage every 10 minutes

(maximum 20) and restore 1 point of permanent ability drain every 2 hours (maximum 5).

7th-Level Psion Powers

Astral Tasker V. You create an animated object formed of ectoplasm that can be used to perform simple tasks.

Greater Energy Barrier. You convert energy attacks to harmless light.

Greater Metabolism. You regenerate 4 hit points/round for 1 minute.

Greater Metaphysical Weapon. A weapon gains +5 enhancement bonus.

Improved Vim. You gain 4 temporary hit points per manifester level (maximum 72).

Renewal. You can bring a subject back from death, reattach severed limbs, and cure normal poison and disease.

8th-Level Psion Powers

Fusion. Two beings become one entity.

Greater Mental Rage: You enter a state of rage and focus psionic energy in the nearby area doing up to 3d4 damage.

Improved Vehemence. You gain 5 temporary hit points per manifester level (maximum 85).

Psychoapoptosis: The target must make a Fortitude save or die instantly

True Biofeedback. You to take all damage as subdual damage.

True Rejuvenation. You heal all temporary ability damage and 1 point of permanent ability damage every hour (maximum 10).

9th-Level Psion Powers

Greater Energy Conversion. You convert energy attacks to one ray energy attack of your own.

Improved Vitality. You gain 6 temporary hit points per manifester level (maximum 96).

Psionic Reality Alteration. You alter reality to suit your desire.

Timeless Body. Subject ignores all powers and attacks for 1d4+1 rounds.

Psychic Warrior Powers

0-Level Psychic Warrior Powers (Talents)

Awareness. You gain a +1 insight bonus on Wisdom-based checks.

Bind/Loosen. You make it easier or harder to loosen ropes, open doors, and so on.

Bio-Booster. You gain a +1 competence bonus on Strength-based checks.

Ectoplasmic Repair. You mend small tears or breaks in objects.

Ectoplasmic Strand. You create a ropelike strand of ectoplasm.

Force. Your melee weapon does +1 damage.

Intuition. You call upon your memories to help with a single attack roll, saving throw, or skill check.

Lesser Metaphysical Body: You receive a +1 enhancement bonus on attack and damage rolls made with his unarmed strikes.

Open/Close. You can open or close some objects, such as doors or containers, from a distance.

Third Eye. You create a third eye that assists with ranged attacks and powers.

Thrust. You double the range increment on a ranged weapon.

Volitation. You float 2 inches above the ground.

Webbing. Webbing appears between your fingers, granting you +8 bonus on the Swim checks.

1st-Level Psychic Warrior Powers

Ectogoo. Your foe is entangled.

2nd-Level Psychic Warrior Powers

Exploding Gem: Converts up to 3 gems into bombs (5d8 max damage)

Feat Leach. You take subject's feats for yourself.

Find the Heart: This power grants the equivalent of +2d6 sneak attack damage.

Reach. You increase the area you threaten by 5 feet.

Vim. You gain 3 temporary hit points per manifester level (maximum 24).

3rd-Level Psychic Warrior Powers

Lesser Energy Barrier. You convert energy attacks to harmless light.

Metaphysical Body: You receive a +3 enhancement bonus on attack and damage rolls made with his unarmed strikes.

Psychokinetic Blast. You push your foe back with damage.

Vehemence. You gain 3 temporary hit points per manifester level (maximum 33).

4th-Level Psychic Warrior Powers

Brittle Psyche: The affected creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Improved Exploding Gem: Converts up to 4 gems into bombs (9d8 max damage)

Vitality. You gain 3 temporary hit points per manifester level (maximum 42).

5th-Level Psychic Warrior Powers

Dimension Strike. You teleport as a free action.

Greater Biofeedback. You take damage up to three times your Strength modifier as subdual damage.

Improved Verve. You gain 3 temporary hit points per manifester level (maximum 51).

Lesser Energy Conversion. You convert energy attacks to one ray energy attack of your own.

6th-Level Psychic Warrior Powers

Biofeedback Loop. You take a portion of each damaging attack as subdual damage and share the subdual damage between you and any creatures in the area.

Greater Exploding Gem: Converts up to 5 gems into bombs (13d8 max damage)

Greater Metaphysical Body: You receive a +5 enhancement bonus on attack and damage rolls made with his unarmed strikes.

Greater Metaphysical Weapon. A weapon gains +5 enhancement bonus.

Improved Psychofeedback. You use power points to boost your Strength, Constitution, and/or Dexterity ability modifiers.

Improved Psychokinetic Blast. You push your foe back with improved damage.

Truth Seeker Powers

2nd-Level Truth Seeker Powers

Discover Truth: This subtle power uses the target's memories to uncover hidden truths.

Fairy Tale: causes its target to believe that something that does or did exist is merely imaginary.

Find the Heart: This power grants the equivalent of +2d6 sneak attack damage.

3rd-Level Truth Seeker Powers

Brittle Psyche: The affected creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Accelerated Metabolism

Psychometabolism (Str)

Level: Psion 3

Display: Mu

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute

Power Points: 5

You regenerate 1 hit point every round for 1 minute.

Acid Splash

Metacreativity (Int) [Acid]

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You fire a small glob of acid at the target. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash effect. The power deals 1d3 points of acid damage.

Alter Smell/Taste

Telepathy (Cha) [Mind-Affecting]

Level: Psion 0

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature or object

Duration: 1 hour

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You alter how a target smells or tastes. Creatures affected by this power perceive something specific to be either more or less favorable. The amount of change is minor. For instance you could change the smell of an orange to that of a rotten orange, or the taste of a fine wine to that of vinegar. If the target succeeds at its save, you cannot attempt to alter the target's smell or taste again for an entire day.

Astral Spider

Metacreative (Int)

Level: Psion 0

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. The spider can't attack or communicate. At the end of its duration the spider dissipates harmlessly.

Astral Tasker I

Metacreativity (Int)

Level: Psion 1

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One created astral tasker

Duration: 1 hour per level

Saving Throw: None

Power Resistance: No

Power Points: 1

An astral tasker is an animated object formed of ectoplasm and that is used to perform simple tasks. They typically appear as short, featureless humanoid figures resembling astral constructs, but they can be reshaped with a successful Craft (sculpting) check [DC 10 + (2 x tasker level)] (see Reshaping Astral Taskers below). They can fetch things, open unstuck doors, follow specific party members, and carry things like bags, sacks, barrels or crates. A tasker can perform only one task at a time, and it continues to perform the task until told to stop. For example, a tasker 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. A tasker can also perform simple functions such as opening only normal doors, drawers, lids and so on. Taskers can trigger pressure plates that require at least 100 pounds of force.

The tasker cannot attack in any way and it is never allowed an attack roll. It cannot be killed, but it breaks down and dissipates harmlessly when it reaches 0 hit points. It can make saves as normal. You need to stay in range of a construct to command it; however, it will continue to execute its last command to the best

of its ability till its duration is reached or it is destroyed. See the Astral Tasker statistics below for more information on an astral tasker's stats. This spell creates a 1st-level astral tasker.

Astral Tasker II

Metacreativity (Int)
Level: Psion 2
Display: Vi, Ma
Manifestation Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more astral taskers, no two of which can be more than 30 feet apart
Duration: 1 hour per level
Saving Throw: None
Power Resistance: No
Power Points: 3

As *astral tasker I* except you can create one 2nd-level astral tasker or 1d3 1st-level astral taskers.

Astral Tasker III

Metacreativity (Int)
Level: Psion 3
Display: Vi, Ma
Manifestation Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more astral taskers, no two of which can be more than 30 feet apart
Duration: 1 hour per level
Saving Throw: None
Power Resistance: No
Power Points: 5

As *astral tasker I* except you can create one 3rd-level astral tasker, 1d3 2nd-level astral taskers, or 1d4+1 1st-level astral taskers.

Astral Tasker IV

Metacreativity (Int)
Level: Psion 5
Display: Vi, Ma
Manifestation Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more astral taskers, no two of which can be more than 30 feet apart
Duration: 1 hour per level
Saving Throw: None
Power Resistance: No
Power Points: 9

As *astral tasker I* except you can create one 4th-level astral tasker, 1d3 3rd-level astral taskers, or 1d4+1 astral taskers of lower level.

Astral Tasker V

Metacreativity (Int)
Level: Psion 7
Display: Vi, Ma
Manifestation Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more astral taskers, no two of which can be more than 30 feet apart.
Duration: 1 hour per level
Saving Throw: None
Power Resistance: No
Power Points: 13

As *astral tasker I* except you can create one 5th-level astral tasker, 1d3 4th-level astral taskers, or 1d4+1 astral taskers of lower level. You can imbue a small amount of knowledge in a 5th-level astral tasker, thereby granting it the ability to perform tasks as though it has a specific profession or craft skill. The skill is equal to that of the manifester. You cannot empower a tasker with a skill you do not have. You can empower a tasker with only a single skill. For instance, a psion with the Craft (blacksmithing) skill could create a 5th-level astral tasker and empower it with blacksmithing.

Awareness

Clairsentience (Wis)
Level: Psion 0 / Psychic Warrior 0
Display: OI
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 minute
Saving Throw: No
Power Resistance: No
Power Points: 1

You gain a minor insight into the future, gaining a +1 insight bonus on all Wisdom-based skill or ability checks.

Befuddle

Telepathy (Cha) [Mind Affecting]
Level: Psion 0
Display: Me
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: One creature
Duration: 1 minute
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

You befuddle the subject. The subject receives a -1 penalty on all Wisdom-based ability and skill checks.

Bind/Loosen

Psychokinesis (Con)

Level: Psion 0 / Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

Range: Touch

Target: Object touched

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You alter the properties of friction affecting an object, causing its surfaces to slide or bind against each other. By targeting a door, lock, knot, or similar object, you can decrease or increase the DC to break, escape, or open it by 4.

Bio-Booster

Psychometabolism (Str)

Level: Psion 0 / Psychic Warrior 0

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: No

Power Resistance: No

Power Points: 1

You gain a minor boost to your musculature, gaining a +1 competence bonus on all Strength-based skill or ability checks.

Biofeedback Loop

Psychometabolism (Str)

Level: Psion 6 / Psychic Warrior 6

Display: Vi, Ma

Manifestation Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

As with *biofeedback*, you take a portion of each damaging attack as subdual damage. A biofeedback loop is created between you and any creatures in the area. It affects both friend and foe. While the duration lasts, affected creatures share the portion of the damage that you take from the biofeedback effect as subdual damage. Damage is split evenly among all creatures within the area of effect.

Brittle Psyche

Telepathy [Mind-Affecting]

Level: Psychic Warrior 4, Truth Seeker 3

Display: 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: 7

The affected creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Creatures with 10 or more Hit Dice avoid this effect with a successful Will save. Creatures with less than 10 Hit Dice get no saving throw to reduce the initial effect. Creatures who succeed at their first save are immune to the further effects of the power.

Furthermore, when the affected creature takes damage during a combat round, the penalties increase. At the end of any round of combat during which the creature takes damage, the morale penalty increases by an additional -2. The creature can avoid this additional penalty with a successful Will save. Successfully making a saving throw prevents the penalty from increasing but does nothing to prevent the penalty from increasing next round, nor does it rid the creature of penalties already accrued.

Channel Power

Psychometabolism (Str)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: One person

Duration: Until discharged or 1 round/level

Saving Throw: None (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

The next "Personal" range power you manifested is instead manifest as a touch range power on another creature. Only willing creatures can be affected.

Chilling Mist

Metacreativity (Int) [Cold]

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: 5-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half
Power Resistance: Yes
Power Points: 1

You draw freezing ectoplasm from the astral plane to create an icy mist. All creatures within the area you designate (you must be able to see the target area or a portion of it) take 1d3 points of cold damage. Unattended objects affected by freezing temperatures also take damage.

Chrono Sense

Clairsentience (Wis)
Level: Psion 0
Display: Me
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/2 levels (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

You create a mental image of an hourglass; this image allows you to determine the passage of time from the moment that you manifested this power. Time is relative to your home plane. If trapped in a timeless dimension or some place where time does not act the way it normally does, you are still aware of passage of time on your home plane. (Note: This does not tell you what time it is; it only denotes the passage of time in seconds, minutes, hours, and days.)

Comprehend Languages

Clairsentience (Wis)
Level: Psion 1
Display: None
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level
Power Points: 1

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The power enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magic writing cannot be read, other than to know it is magical, but the power is often useful when deciphering

treasure maps. Certain warding psionics or magic (such as the *secret page* and *illusory script* spells) can foil this power. It does not decipher codes or reveal messages concealed in otherwise normal text.

Cryo Blast

Metacreativity (Int)
Level: Psion 1
Display: Vi (see text), Au
Manifestation Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 1

You draw freezing ectoplasm from the Astral Plane, projecting a ray attack at the subject (a ranged touch attack). On a successful hit, the subject takes 1d6 cold damage.

Deafening Burst

Metacreativity (Int) [Sonic]
Level: Psion 0
Display: Vi
Manifestation Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude partial
Power Resistance: Yes
Power Points: 1

You create a brief but loud noise next to the target. Deafening burst strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. The target takes 1 point of sonic damage and must succeed at a Fortitude save or be deafened for 1 round. This power has no effect if manifested into the area of a *silence* effect.

Deceleration

Psychoportation (Dex)
Level: Psion 1
Display: Au, Ma
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Reflex negates
Power Resistance: Yes
Power Points: 1

You warp space around an individual, hindering the subject's ability to move. The subject's

speed and maximum jumping distances are both halved. These effects count as enhancement penalties (so multiple uses of this power do not stack).

Dermal Alteration

Psychometabolism (Str)

Level: Psion 0

Display: Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

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.

Dimension Strike

Psychoportation (Dex)

Level: Psion 5/Psychic Warrior 5

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You (see text)

Duration: Instantaneous

Power Points: 9

You instantly transfer yourself from your current location to any other spot within range that you can see directly (or indirectly, such as through remote viewing or some other indirect means of viewing). You arrive at exactly the spot desired if you can see it. You cannot cast *dimension strike* through solid objects; even a curtain blocks you. You cannot bring along more than your medium load carrying capacity, nor can you bring along any living matter that weighs more than 20 pounds. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. Thus, on arriving, you can still take your full round of actions.

If you somehow attempt to transfer yourself to a location occupied by a solid body (perhaps your perceptions are being controlled by a telepath), the power simply fails to function.

Discover Truth

Clairsentience

Level: Psion 2, Truth Seeker 2

Display: Au

Manifestation Time: 1 action

Range: Touch

Target: One creature

Duration: 5 rounds

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

This subtle power uses the target's memories to uncover hidden truths. When activated, the target can visualize a specific 30-second period of time that he remembers. The target sees not what he remembers but rather what was truly there. In the target's memory, invisible creatures and objects can be seen, and illusions have no effect. For *discover truth* to work, the time period recalled must have occurred at least 24 hours before the power's activation.

Distraction

Telepathy [Compulsion, Mind-Affecting]

Level: Psion 1

Display: Vi

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

This power affects the mind of the target, clouding his anticipation of attacks and disrupting his ability to focus on an attacker. Any creature attacking the target gains a +2 circumstance bonus to hit and characters with the sneak attack ability add their extra damage when attacking the creature if it can be affected by sneak attacks.

Distraction can only affect creatures with an Intelligence score.

Ectogoo

Metacreativity (Int)

Level: Psion 1 / Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: Single creature

Duration: 1 minute

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack. On a successful hit, the subject is entangled in goo. An entangled

creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled creature must make a Reflex save (DC 15) or is glued to the floor, unable to move. Even with a successful save, it can move only at half speed. A creature who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off himself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature who hit makes a damage roll to see how much of the goo he scraped off. Once free, a creature can move at half speed. A creature capable of manifesting powers who is bound by the goo must make a Concentration check (DC 15) to manifest a power. The goo becomes brittle, fragile, and inert after 1 minute. The goo can also be *negated*.

Ectoplasmic Repair

Metacreativity (Int)

Level: Psion 0/Psychic Warrior 0

Display: Au, Ma

Manifestation Time: 1 action

Range: 10 feet

Target: One object of up to 1 pound

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 will 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, crystal capacitors, power stones, or dorjes. You can repair 1 point of damage to a construct with this power.

Ectoplasmic Strand

Metacreative (Int)

Level: Psion 0/Psychic Warrior 0

Display: Ma, Vi

Manifestation Time: 1 action

Range: Close (25ft. + 5ft./Level)

Target: See text

Duration: 1 minute/level (D)

Power Points: 1

A single taut strand of ectoplasm is drawn from the Astral Plane and attaches itself to two objects within range. The two objects must have a clear line of effect to each other. You must make a ranged touch attack if either object is not considered unattended or is a creature. One end of the strand can appear attached to one of your hands if you choose. The strand can be detached with a successful Strength check (DC 22) and tied to another object if so desired. The distance between the two objects determines the length of the strand. These strands instantly merge with other ectoplasmic strands when in contact with each other, allowing you to seamlessly connect the end of two strands or combine them to make a stronger strand. A single strand has 2 hit points and can be burst with a successful Strength check (DC 22). It is supple and adds a +1 circumstance bonus to Use Rope checks when it is the rope being used. Two or more strands of thickness add 1 hit point and increases the Strength check DC to burst the rope by +1. At the end of its duration, the strand dissipates harmlessly.

Electric Jolt

Metacreativity (Int) [Electricity]

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You release a small zap of electrical energy. You must succeed at a ranged touch attack to hit your target. The power deals 1d3 points of electricity damage.

Empathic Affinity

Clairsentience (Wis)

Level: Psion 3

Display: Ma, Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Two creatures

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes (harmless)

Power Points: 5

You create a psionic connection between two subjects so that some of the first subject's wounds are transferred to the second subject. The first subject takes only half damage from all

wounds and attacks (including those dealt by special abilities) that deal it hit point damage. The amount of damage not taken by the first subject is taken by the second subject. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and *disintegration*, are not affected. If the first subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with the second subject because it is not hit point damage. When the power ends, subsequent damage is no longer divided between the subjects, but damage already split is not reassigned.

If either subject of the power moves out of range, the power ends. Both subjects must be willing participants.

Empathic Bond

Clairsentience (Wis)

Level: Psion 2

Display: Ma, Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes (harmless)

Power Points: 3

You create a psionic connection between you and the subject so that some of the subject's wounds are transferred to you. The subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal it hit point damage. The amount of damage not taken by them is taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and *disintegration*, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the power ends, subsequent damage is no longer divided between you and the subject, but damage already split is not reassigned to the subject.

If you and the subject of the power move out of range of each other, the power ends. The subject must be a willing participant.

Empathic Conduit

Psychometabolism (Str)

Level: Psion 3

Display: Ma, Au

Manifestation Time: 1 action

Range: Touch

Target: Two touched willing creatures

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes (harmless)

Power Points: 5

You channel the hurts between two targets using yourself as a conduit. When you manifest this power, you can transfer up to 8 points of damage per manifester level from the first subject creature to the second subject creature.

Alternatively, you can channel one poison or disease between two targets using yourself as a conduit. The second subject creature does not absorb the damage done previously dealt by the affliction, but he or she does take up the burden of making the secondary and/or continuing Fortitude saves against the affliction.

Finally, you can choose to channel up to 1 point of temporary ability damage per manifester level from the first subject creature to the second subject creature. Both subject creatures must be willing participants.

Exploding Gem

Psychokinesis (Con) [Force]

Level: Psion 2/Psychic Warrior 2

Display: Au, Vi

Manifestation Time: 1 action/gem

Range: Touch

Target: Up to 3 touched gems worth at least 1 gp each

Duration: 10 minutes/level or until used

Saving Throw: Reflex half (see text)

Power Resistance: Yes

Power Points: 3

Exploding gem converts up to 3 gems worth at least 1 gp each into bombs you (and only you) can lob at enemies. You must hold the gems in your hand when manifesting this power. The gem itself must not have any magical or psionic properties.

The gems can deal 1d8 points of force damage for every two manifester levels (maximum of 5d8). This damage is divided up among the gems as you wish. If you have five dice of damage to split up, you could create one 3d8 gem and two 1d8 gems, or any combination of five dice of damage and up to three gems.

You can toss the gems up to 100 feet with a range increment of 20 feet. A ranged touch attack is required to strike the intended target.

The gem explodes upon impact and blasts its target with a rainbow-colored shower of psionic force. A creature struck by the gem can attempt a Reflex save for half damage.

Tossing a single exploding gem counts as an attack for you, so you usually cannot toss a gem during the round you manifest the power. You can toss only one gem at a time, but you can toss more than one each round if you have multiple attacks.

Facial Alteration

Psychometabolism (Str)

Level: Psion 0

Display: Ma

Manifestation Time: 1 full round

Range: Personal

Area/Target: You

Duration: 10 minutes/level (D)

Power Points: 1

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.

Fairy Tale

Telepathy [Mind-Affecting]

Level: Psion 3, Truth Seeker 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

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.

Rogue/psion multiclass characters 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.

Feat Leech

Clairsentience (Wis)

Level: Psion 2/ Psychic Warrior 2

Display: Vi, Me

Manifestation Time: 1 action

Range: Touch

Target: One individual

Duration: 1 minute/level

Saving Throw: Will partial (see text)

Power Resistance: Yes

Power Points: 3

You can use another's psionic or metapsionic feats for yourself. You make a melee touch attack against a target. If successful, you immediately are familiar with the target's psionic and metapsionic feats, if any, and may choose a number of these feats to "leech" equal to your Wisdom bonus (minimum one).

While the power lasts, you are treated as if you normally possessed the stolen feats, despite the fact you have more feats than normally allowed. During this same period, the original target is locked out of those feats, and can make no use of them. When the power's duration expires, you lose access to the leeching feats, and the original target gains immediate use of them. The transfer back occurs no matter the distance between you and the target. If the duration of feat leech is somehow extended (or an attempt is made to make it permanent), the original target gains a Will saving throw every 10 minutes beyond the original duration. If the target succeeds, the power's duration ends. If the original target is killed before the duration lapses, the feats are immediately lost. You cannot take a feat for which you do not have the prerequisite feat, if any. However, you can use a stolen feat as a prerequisite for another stolen feat.

Find the Heart

Clairsentience

Level: Psychic Warrior 2, Truth Seeker 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.

Force

Psychokinetic (Con)
Level: Psychic Warrior 0
Display: Au
Manifestation Time: 1 action
Range: Touch
Target: 1 weapon
Duration: Until discharged or 1 minute/level
Saving Throw: No
Power Resistance: No
Power Points: 1

You imbue a melee or ranged weapon (or ammo for a ranged weapon) with psychokinetic energy. While the duration lasts, the weapon subtly hums and vibrates. On a successful hit, the weapon does an additional point of damage, which discharges the potential. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Forced Empathic Affinity

Clairsentience (Wis)
Level: Psion 4
Display: Ma, Me
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Two creatures

Duration: 1 round/level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

You create a psionic connection between two subjects so that some of the first subject's wounds are transferred to the second subject. The first subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal it hit point damage. The amount of damage not taken by the first subject is taken by the second subject. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and *disintegration*, are not affected. If the first subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with the second subject because it is not hit point damage. When the power ends, subsequent damage is no longer divided between the subjects, but damage already split is not reassigned.

If either subject of the power moves out of range, the power ends.

Forced Empathic Bond

Clairsentience (Wis)
Level: Psion 3
Display: Ma, Me
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

You create a psionic connection between you and the subject so that some of your wounds are transferred to the subject. You take only half damage from all wounds and attacks (including those inflicted by special abilities) that deal hit point damage. The subject takes the amount of damage not taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and *disintegration*, are not affected. If you suffer a reduction of hit points from a lowered Constitution score, the reduction is not split with the subject because it is not hit point damage. When the power ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to you. If you and the subject of the power move out of range of each other, the power ends.

Fusion

Psychometabolism (Str)

Level: Psion 8

Display: Au, Vi, Ma

Manifestation Time: 1 round

Range: Touch

Target: You and one other creature

Duration: 1 minute/level (D)

Saving Throw: No

Power Resistance: No

Power Points: 15, XP cost

You and another willing, corporeal, living creature of equal or less size fuse into one being. The original manifester controls the actions of the fused being. However, the manifester may give up this control to the other constituent creature, if desired. Once control is given up, the manifester cannot regain it. The fused entity has your current hit points plus the constituent creature's current hit points, which are treated as temporary hit points. The fused entity knows all the psionic powers you and the constituent creature know, possesses the sum of both your and the constituent creature's psionic power points, and knows/has prepared any spells you or the constituent creature possessed (if any). Likewise, all feats, racial abilities, and other class abilities are pooled (if both creatures have the same ability, the fused creature gains it only once). The fused being possesses the best ability score of either you or the constituent creature, and the best character level, HD, or manifester level (these values are not doubled, but instead overlap)--this effectively means the fused being uses the best saving throw, attack bonus, and skill modifiers of either member, and he or she manifests powers at the highest manifester level either you or the constituent creature possessed alone.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

When the power ends, the fused being separates into its constituent members. The constituent creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the constituent creature is expelled through the astral plane, finally coming to rest materially in the nearest empty space, having suffered 1d6 points of damage for each 10 feet of solid material passed through. Damage suffered by the fused being is split evenly between you and the constituent creature, though you never leave fusion with more hit points than you entered (unless you were damaged prior to fusion, and the fused being was somehow healed). In a like manner,

the fused being's remaining power points are split between you and the other member. Ability score reductions and negative levels are also split between you and the other member. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other member receives it.)

If the fused being is killed, it separates into its constituent creatures, each of which are also dead.

XP Cost: 100

Glorytongue

Psychometabolism (Str)

Level: Psion 1

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

You gain the ability to stretch your tongue great distances and manipulate it as if it were a true limb.

The tongue is treated as a Diminutive construct with 1/2 HD, hit points equal to half your maximum hit points, AC 13 (+4 size, -1 Dex), Strength 1, Dexterity 8, Con --, Int --, Wis 1, Cha 1. It uses your base attack bonus to touch, grab, or attack, but it does not threaten an area and deals no damage with its attacks. It is fully under your control and can manipulate objects like a tentacle. You can use the *glorytongue* to deliver touch spells. You can cause it grow (up to 100 feet long) or shrink (to its normal size) as a free action. It does not interfere with spellcasting or speaking. It can be used to make grapple checks, although its weak Strength makes it difficult to actually grapple a creature. It can wind its way up ropes, walls, and other vertical surfaces, and it is strong enough to suspend up to 10 feet of itself free of any supporting surface (to cross a pit, for example).

The end of the tongue is a primitive sensory organ and can see up to 5 feet away with normal vision. (It does not have blindsight, darkvision, or low-light vision). You perceive everything the tongue perceives. Because it is an extension of your tongue, you can use it to taste things, although poisons and harmful effects do not transmit to you through the *glorytongue*.

If destroyed, all but the original length of tongue that existed before the *glorytongue* power was used collapses into dust.

Greater Biofeedback

Psychometabolism (Str)
Level: Psion 5/Psychic Warrior 5
Display: Vi, Ma
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 9

As *biofeedback*, except you take a portion of each damaging attack as subdual damage equal to three times your Strength modifier, and the duration is extended.

Greater Body Adjustment

Psychometabolism (Str)
Level: Psion 6
Display: Au, Ma
Manifestation Time: 1 full round
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 11

As *body adjustment*, except you cure yourself of all damage (you may only use this power to cure yourself a number of times per day equal to your Strength modifier), or gain a bonus of 10 + your manifester level on your next Fortitude save and your secondary Fortitude save against poison or disease, or heal 8 points of temporary ability damage. You don't gain all three benefits simultaneously for a single manifestation.

Greater Energy Barrier

Psychometabolism (Str)
Level: Psion 7
Display: Vi (see text)
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level or until discharged
Power Points: 13

Your body assimilates and converts energy attacks to harmless light. You gain temporary invulnerability to a specific energy attack. (You ignore all damage dealt by a specified energy source.) Once the power has prevented a total of 15 points of damage per manifester level (maximum 300 points) from specified energy attacks, it is discharged. Specified energy attacks include powers and spells that deal acid, cold, electricity, fire, and sonic damage. When you absorb damage, you radiate visible light for a number of rounds equal to the points of damage you successfully ignore. The light is

strong enough to illuminate a 60-foot-radius area.

Greater Energy Conversion

Psychometabolism (Str)
Level: Psion 9
Display: Vi (see text)
Manifestation Time: 1 action
Range: Personal and Medium (100 ft. + 20 ft./level)
Target: You and one object or creature
Duration: 10 minutes/level or until discharged
Power Points: 17

As *greater energy barrier*, except you can discharge half of the stored energy in a ray as a single ranged touch attack. The remaining half is converted to harmless light when the ray attack is used. This is a standard action. The ray is composed of the energy type you absorbed. You can choose to fire the ray prior to complete saturation of your energy barrier, though this ends the power. If the ray successfully strikes the target, the target takes a number of points of damage equal to half the total number of hit points successfully ignored by the energy barrier. When you discharge any stored energy, you radiate visible light for a number of rounds equal to the points of damage you successfully ignore. The light is strong enough to illuminate a 60-foot radius area.

Greater Exploding Gem

Psychokinesis (Con) [Force]
Level: Psion 6/Psychic Warrior 6
Target: Up to 5 touched gems worth at least 5 gp each
Power Points: 11

As *exploding gem*, but it converts up to 5 gems worth at least 5 gp each into bombs. The gems can deal 3d8 plus 1d8 points of force damage for every two manifester levels (maximum of 13d8). This damage is divided up among the gems as you wish. If you have thirteen dice of damage to split up, you could create one 9d8 gem, two 1d8 gems and one 2d8 gem, or any combination of thirteen dice of damage and up to five gems.

Greater Mental Rage

Telepathy (Cha)
Level: Psion 8
Power Points: 15

As *mental rage*, but the damage done by the power is 13d4. You find it easier to control the rage. For each additional power point you spend

each round you can exclude up to three targets in the area of effect from the effects of this power or reduce the penalty to your AC by 2.

Greater Metabolism

Psychometabolism (Str)

Level: Psion 7

Display: Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute

Power Points: 13

You regenerate 4 hit points every round for 1 minute.

Greater Metaphysical Body

Metacreativity (Int)

Level: Psion 5/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

As *metaphysical body*, except the bonus is +5.

Greater Metaphysical Weapon

Metacreativity (Int)

Level: Psion 7/Psychic Warrior 6

Power Points: 13

Greater metaphysical weapon works as *metaphysical weapon* (see *Psionics Handbook*), except the weapon gains a +5 enhancement bonus on attack and damage rolls.

Hover Field

Psychoportation (Dex)

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

Range: See below

Target: One small crystal object

Duration: 1 hour/2 levels (D)

Power Points: 1

You create a low-powered energy field around yourself. This energy field causes a single small crystal (1 lb. or less) placed within 3 feet of you to hover. The crystal travels slowly around the field normally; however, you can mentally reposition the crystal to any location within the area of effect once per round as a free action. A silvery blue wisp of smoke trails behind the

crystal as it moves. When you move, a hovering object moves with you. You can manifest *hover field* more than once. For each manifestation, an additional crystal can be placed in the field. However, the duration is not extended for the existing hovering items. You cannot move more than one crystal per round. The field does not affect crystal weapons in any way. An example of some crystal items that can be placed in the field are gemstones, power stones, psicrystals, or crystal capacitors. A psicrystal can move itself freely in the hover field. Objects floating in a hover field have an effective Armor Class of 24, and psicrystals have their Armor Class increased to this number as well. Hovering items can be grasped easily by you.

Improved Body Adjustment

Psychometabolism (Str)

Level: Psion 4

Display: Au, Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

As *body adjustment*, except you cure yourself of 6d6 hit points, or gain a bonus of 7 + your manifester level on your next Fortitude save and your secondary Fortitude save against poison or disease, or heal 4 points of temporary ability damage. You don't gain all three benefits simultaneously for a single manifestation.

Improved Exploding Gem

Psychokinesis (Con) [Force]

Level: Psion 4/Psychic Warrior 4

Target: Up to 4 touched gems worth at least 2 gp each

Power Points: 7

As *exploding gem*, but it converts up to 4 gems worth at least 2 gp each into bombs. The gems can deal 1d8 plus 1d8 points of force damage for every two manifester levels (maximum of 9d8). This damage is divided up among the gems as you wish. If you have nine dice of damage to split up, you could create one 4d8 gem, one 3d8 gem, and two 1d8 gems, or any combination of nine dice of damage and up to four gems.

Improved Mental Rage

Telepathy (Cha)

Level: Psion 6

Power Points: 11

As *mental rage*, but the damage done by the power is 9d4. You find it easier to control the rage. For each additional power point you spend each round you can exclude up to two targets in the area of effect from the effects of this power or reduce the penalty to your AC by 1.

Improved Metabolism

Psychometabolism (Str)

Level: Psion 5

Display: Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute

Power Points: 9

You regenerate 2 hit points every round for 1 minute.

Improved Psychofeedback

Psychometabolism (Str)

Level: Psion 6/Psychic Warrior 6

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes (D)

Power Points: 11

As *psychofeedback*, except you may boost any or all your ability score modifiers by a number equal to three quarters the power points you expend for that round, and the duration is extended.

Improved Psychokinetic Blast

Psychokinetic (Con)

Level: Psion 6/Psychic Warrior 6

Display: Au, Vi

Manifestation Time: 1 action

Range: Long (400 ft. +40 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: No

Power Resistance: Yes

Power Points: 11

Improved psychokinetic blast works as *psychokinetic blast*, except damage dealt is 9d6, and target is pushed back 20 feet (10 feet on a successful Strength check vs. DC 20); if the subject is pushed into an immovable barrier, he takes 2d6 points of damage or 1d6 on a successful Strength check.

Improved Rejuvenation

Psychometabolism (Str)

Level: Psion 6

Display: Au

Manifestation Time: 1 minute

Range: Personal

Target: You

Duration: 10 hours

Power Points: 11

Improved rejuvenation cures 1 point of temporary ability damage every 10 minutes, up to a maximum of 20 points, and restores 1 point of permanent ability drain every 2 hours, up to a maximum of 5 points.

Improved Vehemence

Psychometabolism (Str)

Level: Psion 8

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 15

You suffuse yourself with power, gaining 5 temporary hit points per manifester level (maximum 85 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *improved vehemence*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Improved Verve

Psychometabolism (Str)

Level: Psion 5/Psychic Warrior 5

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 9

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 51 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *improved verve*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Improved Vim

Psychometabolism (Str)

Level: Psion 7

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 13

You suffuse yourself with power, gaining 4 temporary hit points per manifester level (maximum 72 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *improved vim*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Improved Vitality

Psychometabolism (Str)
Level: Psion 9
Display: Ma, OI
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 17

You suffuse yourself with power, gaining 6 temporary hit points per manifester level (maximum 96 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *improved vitality*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Inflict Continual Pain

Telepathy (Cha) [Mind-Affecting]
Level: Psion 4
Display: Au
Manifestation Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One living creature
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

You telepathically stab the mind of your foe, causing horrible agony. The telepathic strike deals 3d6 points of damage. If you maintain concentration, your foe takes an additional 3d6 points of damage each round. Maintaining *inflict continual pain* is a full-round action (you are limited to only 5-foot steps and no other actions). If you take damage while maintaining this power, you must make a successful Concentration check to maintain concentration.

Intuition

Clairsentience (Wis)
Level: Psion 0/Psychic Warrior 0
Display: Me

Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 minute, or until applied
Saving Throw: None
Power Resistance: No
Power Points: 1

You heighten your natural perception briefly to determine what actions would bring the most favorable outcome in your current situation. You gain a +1 competence bonus on a single attack roll, saving throw, or skill check. You must choose to apply this bonus before making the roll it applies to.

Lesser Energy Barrier

Psychometabolism (Str)
Level: Psion 3/Psychic Warrior 3
Display: Vi (see text)
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level or until discharged
Power Points: 5

As *energy barrier*, except you gain resistance 5 to a specific energy attack (you ignore the first 5 points of damage dealt by a specified energy source). Once the power has prevented a total of 5 points of damage per manifester level (maximum 75 points) from specified energy attacks, it is discharged.

Lesser Energy Conversion

Psychometabolism (Str)
Level: Psion 5/Psychic Warrior 5
Display: Vi (see text)
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level or until discharged
Power Points: 9

As *lesser energy barrier*, except you can discharge stored energy in a ray as a single ranged touch attack. This is a standard action. The ray is composed of the energy type you absorbed. You can choose to fire the ray prior to complete saturation of your energy barrier, though this ends the power. If the ray successfully strikes the target, the target takes a number of hit points equal to the total number of hit points successfully ignored by the energy barrier.

Lesser Mental Rage

Telepathy (Cha)

Level: Psion 2

Power Points: 3

As *mental rage*, but the damage done by the power is 1d4. You find it more difficult to control the rage. For every 2 additional power points you spend each round, you can exclude one target in the area of effect from the effects of this power or reduce the penalty to your AC by 1.

Lesser Metaphysical Body

Metacreativity (Int)

Level: Psion 1/Psychic Warrior 1

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 1

As *metaphysical body*, except the bonus is +1.

Lesser Rejuvenation

Psychometabolism (Str)

Level: Psion 1

Display: Au

Manifestation Time: 1 minute

Range: Personal

Target: You

Duration: 8 hours

Power Points: 1

Lesser rejuvenation cures 1 point of temporary ability damage every 4 hours, up to a maximum of 2 points. It does not restore permanent ability drain (such as from a wraith's touch).

Lesser Renewal

Psychometabolism (Str)

Level: Psion 5

Display: Vi

Manifestation Time: 6 minutes

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Power Points: 9

You can attach a subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures). The unattached body part can be reattached at a rate of 1 per manifestation of this power. You must reattach limbs that have been separated

from a creature within one day per manifester level or the power does not work.

Constructs, elementals, outsiders, and undead creatures cannot be affected by this power. Only living creatures may be affected by this power.

Memory Recall

Telepathy (Cha) [Mind Affecting]

Level: Psion 0

Display: Vi, Me

Manifestation Time: 1 round

Range: Personal or touch

Target: You or one creature

Duration: Instantaneous

Saving Throw: Will (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You can recall natural memories and knowledge otherwise inaccessible to you (or confer this benefit on another). On a failed Intelligence check to remember a piece of information once known to you, or on a failed Knowledge skill, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious. Spellcasters cannot use this power to recall already cast prepared spells.

Mental Disruption

Telepathy (Cha) [Mind Affecting]

Level: Psion 2

Display: Vi, Me

Manifestation Time: 1 action

Range: 20 feet

Target: You

Area: 20-foot-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location to a distance of 20 feet in all directions. All creatures in the area that you designate (you can choose certain creatures in the area to be unaffected) must make a Will save or stand dazed for one round. A dazed creature can take no actions but suffers no penalties when attacked.

Mental Rage

Telepathy (Cha)

Level: Psion 4

Display: Au, Vi

Manifestation Time: 1 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: 7

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 of effect takes 5d4 points of damage (Reflex save for half damage). Targets can attempt this save each round while in the area of effect. While concentrating on this power, you suffer a -4 penalty to AC. You can attempt to control the rage by expending additional power points each round. For each additional power point you spend each round, you can exclude one target in the area of effect from the effects of this power or reduce the penalty to your AC by 1. You are not considered a target and do not need to spend a power point to exclude yourself from the damage. This additional cost does not count against the metapsionic cap for purposes of manifesting this power.

Metaphysical Body

Metacreativity (Int)
Level: Psion 3/Psychic Warrior 3
Display: Vi (see text)
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 5

The psionic character's body becomes a +3 psionic weapon. This provides a +3 enhancement bonus on attack and damage rolls made with his unarmed strikes. While the power is in effect, the psion's body shimmers and arcs with static electricity.

Minor Body Adjustment

Psychometabolism (Str)
Level: Psion 0
Display: Au, Ma
Manifestation Time: 1 full round
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

As *body adjustment*, except you cure yourself of 1 hit point.

Narrow Thoughts

Telepathy [Compulsion, Mind-Affecting]
Level: Psion 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.

Open/Close

Psychokinesis (Con)
Level: Psion 0/Psychic Warrior 0
Display: Vi, Me
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2/levels)
Target: Portal or object that can be opened or closed
Duration: Instantaneous
Saving Throw: Will negates (object)
Power Resistance: Yes (object)
Power Points: 1

You can open or close (manifested's choice) a door, chest, box, window, bag, pouch, bottle, or other container. If anything resists this activity (such as a bar on a door, a lock on a chest, or a snugly tied knot on a drawstring), the power fails. In addition, the power can open and close only things that are of standard weight (see Table 7-7: Goods and Services, and Table 7-8: Containers and Carriers in the *Player's Handbook*). The lid of a big chest or oversized door is beyond the power's capability.

Psionic Reality Alteration

Clairsentience (Wis)

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 17, XP cost

Psionic Reality Alteration is the ultimate power a Psion can learn. Through force of will alone, you can alter reality to suit your whims. You may accomplish any one of the following:

Item Creation: You can create a valuable item, even a psionic item, of up to 15,000 gp in value.

Creature Bonus: You can grant a creature a +1 inherent bonus to an ability score. Two to five *psionic reality alteration* powers manifest in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *psionic reality alterations* for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be negated. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

Remove Injuries and Afflictions: A single *psionic reality alteration* can aid one creature per manifester level, and all subjects must be cured of the same type of affliction. For example, you could heal all the damage your party has suffered or remove all the poison effects from the party, but not do both with the same manifestation. A *psionic reality alteration* can never restore the experience point loss from manifesting a power or the level or Constitution loss from being raised from the dead.

Revive the Dead: A *psionic reality alteration* can bring a dead creature back to life by duplicating a magical resurrection spell. A *psionic reality alteration* can revive a dead creature whose body has been destroyed, but the feat takes two *psionic reality alterations*: one to recreate the body and another to infuse the body with life again. A *psionic reality alteration* cannot prevent a character who was brought back to life from losing an experience level. Transport Travelers: A *psionic reality alteration* can lift one creature per manifester level from

anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate and PR.

Undo Misfortune: A *psionic reality alteration* can undo a single recent event. The *psionic reality alteration* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, the psionic reality alteration could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate and PR. You may cast psionic reality alteration for greater effects than these, but doing so is dangerous. Such a psionic reality alteration gives you the opportunity to fulfill your request without fulfilling it completely. (The *psionic reality alteration* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) For example, a *psionic reality alteration* for a skin of iron might get you turned instantly into a nonmobile iron statue.
XP Cost: 5,000

Psychoapotosis

Telepathy (Cha) [Death]

Level: Psion 8

Display: Me

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Power Resistance: Yes

Power Points: 15

Psychoapotosis (syko - apo - tosis) suppresses all electrical impulses in the vital organs of your target (heart, lungs, brain, and so on), causing them to fail. The target must make a Fortitude save or die instantly. If it succeeds, it suffers the effects of the *crisis of breath* power for a duration of 2d4 rounds. Characters within 5 feet of the target hear what they believe are the sounds of howling winds and eerie chanting.

Psychokinetic Blast

Psychokinetic (Con)

Level: Psion 3 / Psychic Warrior 3

Display: Au, Vi

Manifestation Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text
Power Resistance: Yes
Power Points: 5

You project a *psychokinetic blast* at a target, which manifests as a red ray of energy (or any color you choose). On a successful ranged touch attack, the target is dealt 5d6 points of damage. The driving force of the blast pushes a subject of one size category larger than your or smaller back 5 feet if the subject fails a Strength check (DC 20). If a wall or other solid object prevents the target from being pushed back, the subject instead slams into the object and takes an additional 1d6 points of damage.

Reach

Psychometabolism (Str)
Level: Psion 2 / Psychic Warrior 2
Display: Vi (see text), Ma
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: No
Power Resistance: No
Power Points: 3

Your limbs lengthen and become suppler, thus increasing the area you threaten by 5 feet while the duration lasts. For instance, if you normally threaten a 5 feet radius area (normal for a Medium-size creature), you now threaten a 10 feet radius area; your Face/Reach is now 5 feet by 5 feet/10 feet. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Renewal

Psychometabolism (Str)
Level: Psion 7
Display: Vi
Manifestation Time: 10 minutes
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None (see text)
Power Points: 13

You restore life to a deceased creature. The creature can have been dead no longer than one day per manifester level. In addition, the subject's soul must be free and willing to return (see *Bringing Back the Dead*, *Player's Handbook*, page 153). If the subject's soul is not willing to return, the power does not work;

therefore subjects who want to return receive no saving throw.

Renewal restores a creature to 1 hit point. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of renewing the subject, but magical diseases and curses are not undone. While this power closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be renewed must be whole. Otherwise missing parts of the creature are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions is affected in any way by this power.

A creature that has been turned into an undead creature or killed by a death effect can't be renewed by this power. Constructs, elementals, outsiders, and undead creatures can't be renewed. This power cannot bring back a creature that has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level when it is renewed, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell or power. If the subject is 1st-level, it loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being renewed, in addition to losing spells for losing a level. A character with spellcasting capacity (such as a sorcerer) has a 50% chance of losing any given spell slot, in addition to losing spell slots for losing a level. Psionic characters have a 50% chance of losing the ability to manifest any given power, in addition to losing known powers for losing a level.

You can attach a subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures). The unattached body part can be reattached at a rate of 1 per manifestation of this power. You must reattach limbs that have been separated from a creature within one day per manifester level or the power does not work.

Third Eye

Psychometabolism (Str)
Level: Psion 0/Psychic Warrior 0
Display: Vi, OI
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)

Saving Throw: None
Power Resistance: Yes
Power Points: 1

An eye appears in the center of your forehead. You can see normally through this eye. You receive a +1 bonus to Spot and Search checks. All of the ranged attacks and ranged powers you manifest receive a +1 bonus to their attack roll. This third eye occupies the headband/helmet magic item slot and will not function if that slot is already occupied. This third eye does not affect the functioning of a standard third eye item.

Thrust

Psychoportation (Dex)
Level: Psychic Warrior 0
Display: Au
Manifestation Time: 1 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 free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Timeless Body

Psychoportation (Dex) or Psychometabolism (Str)
Level: Psion 9
Display: Ma
Manifestation Time: 1 action
Range: Touch
Target: One creature
Duration: 1d4+1 rounds
Saving Throw: No
Power Resistance: No
Power Points: 17

Your body temporarily ignores harmful, and helpful, effects. While *timeless body* is in effect, you are invulnerable to attacks and powers (including beneficial powers); however, all the damage from successful attacks and powers are conferred upon you when *timeless body* ends. Likewise, the effects of beneficial powers also do not take effect until the power ends. (The spells' durations do not begin until *timeless body* ends.)

True Biofeedback

Psychometabolism (Str)
Level: Psion 8
Display: Vi, Ma
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 15

As *biofeedback*, except you take all damage as subdual damage, and the duration is extended.

True Rejuvenation

Psychometabolism (Str)
Level: Psion 8
Display: Au
Manifestation Time: 1 minute
Range: Personal
Target: You
Duration: See text
Power Points: 15

True Rejuvenation instantaneously cures all temporary ability damage, and it restores 1 point of permanent ability drain every hour, up to a maximum of 10 points.

Vehemence

Psychometabolism (Str)
Level: Psion 3/Psychic Warrior 3
Display: Ma, OI
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 5

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 33 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vehemence*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Vim

Psychometabolism (Str)
Level: Psion 2/Psychic Warrior 2
Display: Ma, OI
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 3

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 24 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vim*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Vitality

Psychometabolism (Str)

Level: Psion 4/Psychic Warrior 4

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 7

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 42 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vitality*. See Chapter 8 of the *Player's Handbook* for more on temporary hit points.

Volitation

Psychoportation (Dex)

Level: Psion 0/Psychic Warrior 0

Display: Au, Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

You float 2 inches above the ground, exerting no downward pressure. You can float only over solid surfaces and you can't float while carrying more than a light load. You can move up to half your base speed (no more than 15) this way. This power creates a low-pitched buzz that can be heard by creatures up to 25 feet away. This power does not protect you from falling damage. However, a creature that has been tripped, fallen, or is in some way prone still hovers as normal. High winds (including those from spell effects) affect you and may cause movement problems.

Webbing

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour (D)

Power Points: 1

A fleshy webbing forms between your fingers and toes, providing a +8 bonus to Swim checks. This power does not require a Concentration check if you try to manifest it while immersed in water (or a similar liquid).

Xenoscope

Clairsentience (Wis)

Level: Psion 0

Display: Au

Manifestation Time: 1 action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes (harmless)

Power Points: 1

You detect whether or not a creature has been injured, poisoned, and/or is suffering from a disease. You detect only the presence of an affliction not the specifics about the affliction.

Recognized Power Chains

Power chains are a series of similar powers, such as the *astral construct* series (*astral construct I* to *astral construct IX*). Some feats, such as Upgrade Power and Chain Link, recognize the concept of power chains and give you benefits within power chains.

| Clairsentience | Metacreativity | Psychokinesis |
|--|--|---|
| <i>Inkling</i> Augury Divination Precognition <i>Anchored navigation</i> Improved anchored navigation <i>Combat precognition</i> Shield of prudence <i>Destiny dissonance</i> Recall pain Recall agony Recall death <i>Expanded vision</i> Ubiquitous vision <i>Empathic Bond</i> Forced Empathic Bond / Empathic Affinity Forced Empathic Affinity <i>Emulate power</i> Greater emulation | <i>Finger of fire</i> Firefall Burning ray Whitefire Flaming shroud <i>Lesser metaphysical weapon</i> Metaphysical weapon <i>Ectoplamic cocoon</i> Mass cocoon <i>Trinket</i> Minor creation Sudden minor creation Fabricate Major creation Improved fabricate True creation Genesis <i>Astral Construct I</i> Astral Construct II Astral Construct III Astral Construct IV Astral Construct V Astral Construct VI Astral Construct VII Astral Construct VIII Astral Construct IX <i>Astral Tasker I</i> Astral Tasker II Astral Tasker III Astral Tasker IV Astral Tasker V | <i>Biocurrent</i> Greater biocurrent <i>Create sound</i> Control sound <i>Exploding Gem</i> Improved Exploding Gem Greater Exploding Gem <i>Far hand or far punch</i> Control object Control body Telekinesis Clairtagency Improved telekinesis Improved clairtagency / telekinetic sphere True telekinesis <i>Invisibility</i> Amplified invisibility <i>Lesser concussion</i> Concussion Greater concussion Mass concussion True concussion Detonation <i>Matter agitation</i> Matter rearrangement Disintegrate Matter manipulation Dissolution <i>My Light</i> Control light |

| Psychometabolism | Psychoportation | Telepathy |
|---|--|---|
| <p><i>Accelerated Metabolism</i> Improved Metabolism Greater Metabolism True Metabolism</p> <p><i>Biofeedback</i> Improved Biofeedback Psychofeedback Greater Biofeedback Biofeedback Loop / Improved Psychofeedback True Biofeedback</p> <p><i>Bite of the wolf</i> Claws of the bear Bite of the tiger / claws of the vampire</p> <p><i>Empathic Transfer</i> Empathic Conduit</p> <p><i>Hammer</i> Painful touch Dissolving touch</p> <p><i>Lesser Energy Barrier</i> Energy Barrier / Lesser Energy Conversion Energy Conversion / Greater Energy Barrier Greater Energy Conversion</p> <p><i>Lesser Rejuvenation</i> Rejuvenation Improved Rejuvenation True Rejuvenation</p> <p><i>Lesser Renewal</i> Renewal</p> <p><i>Minor Body Adjustment</i> Lesser Body Adjustment Body Adjustment Improved Body Adjustment Greater Body Adjustment</p> <p><i>Lesser natural armor</i> Natural armor</p> <p><i>Oak body</i> Iron body</p> <p><i>Polymorph self</i> Metamorphosis Shapechange</p> <p><i>Verve</i> Vigor Vim Vehemence Vitality Improved Verve Improved Vigor Improved Vim Improved Vehemence Improved Vitality</p> | <p><i>Baleful teleport</i> Divert teleport</p> <p><i>Dimension slide</i> Dimension door Teleport Teleport without error</p> <p><i>Dismissal</i> Banishment</p> <p><i>Ethereal jaunt</i> Etherealness Improved etherealness</p> <p><i>Glide</i> Fly Improved fly</p> <p><i>Plane shift</i> Dream travel Astral projection / probability travel</p> <p><i>Time hop</i> Temporal acceleration Temporal velocity / time regression</p> | <p><i>Charm person</i> Charm monster Attraction Aversion Suggestion Lesser domination Domination Greater domination Mass suggestion True domination Monster domination / thrall</p> <p><i>Crisis of Breath</i> Psychoapoptosis</p> <p><i>Lesser Mental Rage</i> Mental Rage Improved Mental Rage Greater Mental Rage</p> <p><i>Lesser mindlink</i> Mindlink Forced mindlink Confidante</p> <p><i>Missive</i> Telepathic projection Empathy Detect thoughts Mind probe</p> <p><i>Sense link</i> Intrusive sense link False sensory input Tailor memory Mind seed</p> |

Items

Psionic Items

Amulet of Advanced Construction: When worn, the *amulet of advanced construction* grants the wearer additional special abilities from which he or she can select when manifesting astral constructs. These menu items must be from the table provided in the Advanced Construction feat. When crafted, the selections are set in the amulet and can consist of either 4 Menu A selections, 2 Menu B selections, or 1 Menu C selection.

Manifester Level: 14th; *Prerequisites:* Craft Universal Item, Advanced Construction, *Astral Construct VII*; *Market Price:* 10,000 gp; *Weight:* --.

Amulet of Mental Adversary: When worn, the *amulet of mental adversary* grants the wearer exceptionally strong psionic attacks as per the Mental Adversary feat. You deal +1 ability damage on a successful psionic attack. This ability damage does not stack with that granted by the Mental Adversary feat.

Manifester Level: 10th; *Prerequisites:* Craft Universal Item, Mental Adversary; *Market Price:* 8,000 gp; *Weight:* --.

Crystalline Construct: 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 V* power. 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 10 rounds. The figurine has an AC of 7, 6 hit points, hardness of 8, and a break DC of 20.

Manifester Level: 10th; *Prerequisites:* Craft Universal Item, *astral construct V*; *Market Price:* 40,000 gp; *Weight:* --.

Gloves of Ecto Manipulation: *Gloves of ecto manipulation* are thin leather gloves that are very flexible and are usually adorned with several small gemstones. When worn, they grant the wearer the ability to manipulate astral constructs as the Ecto Manipulation feat.

Manifester Level: 10th; *Prerequisites:* Craft Universal Item, Ecto Manipulation; *Market Price:* 10,000 gp; *Weight:* --.

Sling Bullets of the Construct: *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.

Manifester Level: see chart; *Prerequisites:* Craft Universal Item, *astral construct I-IX*; *Market Price:* see chart; *Weight:* --.

Put That Where?

The *Dungeon Master's Guide* provides us with an easy-to-use list of how many magic items of a given type can be worn at the same time. Items that appear on this list are known as "slotted" items. However, finding out which slots some psionic items belong to can be challenging at best -- until now. Below is an extended list of item slots that includes all psionic items, as well.

Magic Item Slots

1 headband, hat, helmet, or **circlet**
1 pair of eye lenses or goggles, or **mask**
1 cloak, cape, or mantle
1 amulet, brooch, medallion, necklace, periapt, scarab, **torc**, or **psionatrix**
1 suit of armor
1 robe
1 vest, vestment, or shirt
1 pair of bracers, bracelets, or **psionic restraints**
1 pair of gloves or gauntlets
2 rings
1 belt
1 pair of boots

Unslotted Items

* **iou stones**
1 **third eye**
3 psychoactive skins
17 tattoos

| Minor | Med | Major | Construct | Market Price* | Manifester Level |
|--------------|------------|--------------|------------------------------|----------------------|-------------------------|
| 01-50 | | | <i>astral construct I</i> | 90 gp | 1 |
| 51-95 | 01-05 | | <i>astral construct II</i> | 400 gp | 4 |
| 96-00 | 06-65 | | <i>astral construct III</i> | 900 gp | 6 |
| | 66-95 | 01-05 | <i>astral construct IV</i> | 1600 gp | 8 |
| | 96-00 | 06-50 | <i>astral construct V</i> | 2500 gp | 10 |
| | | 51-70 | <i>astral construct VI</i> | 3600 gp | 12 |
| | | 71-85 | <i>astral construct VII</i> | 4900 gp | 14 |
| | | 86-95 | <i>astral construct VIII</i> | 6400 gp | 16 |
| | | 96-00 | <i>astral construct IX</i> | 8100 gp | 18 |

**each bullet*

Talent Items

These items allow you to expend your free 0-level manifestations to activate the item. You must be psionic to use these items, though you do not need to meet the key ability requirements for manifesting the power, and you do not need to have the power on your class power list to activate the item. Single-use items (the glob, potions, and oils) can be used only once and are destroyed on use.

Random Generation: To generate a talent item randomly, roll on Table 1-1: Talent Items.

Table 1-1: Talent Items

| Minor | Medium | Major | Item | Market Price | Power Reference |
|--------|--------|--------|--|--------------|--|
| 01-08 | -- | -- | <i>Glob of Ectoplasm</i> | 25 gp | Mind's Eye - December 2002 |
| 09-17 | -- | -- | <i>Oil of Binding/Loosening</i> | 25 gp | Mind's Eye - December 2002 |
| 18-27 | -- | -- | <i>Potion of Altered Senses</i> | 25 gp | Mind's Eye - December 2002 |
| 28-31 | 01-02 | -- | <i>Belt of Floating</i> | 200 gp | <i>Psionics Handbook</i> |
| 32-35 | 03-04 | -- | <i>Bio-Boost Bracers</i> | 200 gp | Mind's Eye - Master More Powers of the Minds |
| 36-39 | 05-06 | -- | <i>Boots of Burst</i> | 200 gp | <i>Psionics Handbook</i> |
| 40-43 | 07-08 | -- | <i>Boots of Volitation</i> | 200 gp | Mind's Eye - December 2002 |
| 44-47 | 09-10 | -- | <i>Bracelet of Bolts</i> | 200 gp | <i>Psionics Handbook</i> |
| 48-51 | 11-12 | -- | <i>Bracelet of Thrust</i> | 200 gp | Mind's Eye - Master More Powers of the Minds |
| 52-55 | 13-14 | -- | <i>Buckle of Verve</i> | 200 gp | <i>Psionics Handbook</i> |
| 56-59 | 15-16 | -- | <i>Cap of Befuddlement</i> | 200 gp | Mind's Eye - Master More Powers of the Minds |
| 60-63 | 17-18 | -- | <i>Circlet of Awareness</i> | 200 gp | Mind's Eye - Master More Powers of the Minds |
| 64-67 | 19-20 | -- | <i>Circlet of Intuition</i> | 200 gp | Mind's Eye - December 2002 |
| 68-71 | 21-22 | -- | <i>Eyes of Elfsight</i> | 200 gp | <i>Psionics Handbook</i> |
| 72-75 | 23-24 | -- | <i>Eyes of Light</i> | 200 gp | <i>Psionics Handbook</i> |
| 76-79 | 25-26 | -- | <i>Fur-Covered Slippers</i> | 200 gp | <i>Psionics Handbook</i> |
| 80-83 | 27-28 | -- | <i>Gloves of Force</i> | 200 gp | Mind's Eye - Master More Powers of the Minds |
| 84-87 | 29-30 | -- | <i>Ring of Webbing</i> | 200 gp | Mind's Eye - December 2002 |
| 88-91 | 31-32 | -- | <i>Talon Rings</i> | 200 gp | <i>Psionics Handbook</i> |
| 92-96 | 33-34 | -- | <i>Telepathic Ring</i> | 200 gp | <i>Psionics Handbook</i> |
| 97-100 | 35-36 | -- | <i>Third Eye of Third Eye</i> | 200 gp | Mind's Eye - December 2002 |
| -- | 37-39 | 01-07 | <i>Gloves of Kinetic Manipulation</i> | 350 gp | <i>Psionics Handbook</i> |
| -- | 40-42 | 08-12 | <i>Coin of Decision</i> | 400 gp | <i>Psionics Handbook</i> |
| -- | 43-46 | 13-17 | <i>Hourglass of Time</i> | 400 gp | Mind's Eye - December 2002 |
| -- | 47-49 | 18-22 | <i>Key of Opening/Closing</i> | 400 gp | Mind's Eye - December 2002 |
| -- | 50-52 | 23-27 | <i>Memory Cube</i> | 400 gp | Mind's Eye - Master More Powers of the Minds |
| -- | 53-55 | 28-32 | <i>Psychoactive Skin of Lesser Natural Armor</i> | 400 gp | <i>Psionics Handbook</i> |
| -- | 56-58 | 33-37 | <i>Shadow Puppet</i> | 400 gp | <i>Psionics Handbook</i> |
| -- | 59-62 | 38-42 | <i>Sphere of Direction</i> | 400 gp | <i>Psionics Handbook</i> |
| -- | 63-66 | 43-47 | <i>Sphere of Hovering</i> | 400 gp | Mind's Eye - December 2002 |
| -- | 67-70 | 48-52 | <i>Spider Stone</i> | 400 gp | Mind's Eye - December 2002 |
| -- | 71-74 | 53-57 | <i>Square of Healing</i> | 400 gp | Mind's Eye - Mind's Eye - Damage Control |
| -- | 75-78 | 58-62 | <i>Third Eye of Dazing</i> | 400 gp | <i>Psionics Handbook</i> |
| -- | 79-82 | 63-67 | <i>Third Eye of Sending</i> | 400 gp | <i>Psionics Handbook</i> |
| -- | 83-85 | 68-72 | <i>Torc of Alteration</i> | 400 gp | Mind's Eye - December 2002 |
| -- | 86-88 | 73-77 | <i>Torch of My Light</i> | 400 gp | <i>Psionics Handbook</i> |
| -- | 89-92 | 78-82 | <i>Trinket Tool</i> | 400 gp | <i>Psionics Handbook</i> |
| -- | 93-96 | 83-87 | <i>Whistle of Distraction</i> | 400 gp | <i>Psionics Handbook</i> |
| -- | 97-100 | 88-92 | <i>Xenostone</i> | 400 gp | Mind's Eye - December 2002 |
| -- | -- | 93-97 | <i>Gem of Detection</i> | 450 gp | <i>Psionics Handbook</i> |
| -- | -- | 98-100 | <i>Ring of Minor Psionic Energy</i> | 650 gp | Mind's Eye - December 2002 / <i>Psionics Handbook</i> |

Belt of Floating: When activated, this leather belt, which is adorned with a polished brass buckle, grants the effects of the *float* power on its wearer for 1 hour.

Manifester Level: 3rd; **Prerequisites:** Craft Universal Item, *float*; **Market Price:** 200 gp; **Weight:** 1 lb.

Bio-Boost Bracers: These fine brass bracers, once activated, glow with an eerie green glow and grant the wearer the effects of the *bio-booster* power for 1 hour. The bracers must be worn to gain the benefits.

Manifester Level: 3rd; **Prerequisites:** Craft Universal Item, *bio-booster*; **Market Price:** 200 gp; **Weight:** 1 lb.

Boots of Burst: When activated, these boots grant the wearer the effects of the *burst* power for 1 round. These boots are made from fine leather and adorned with brass rivets.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *burst*; *Market Price:* 200 gp; *Weight:* 1 lb.

Boots of Volitation: When activated, these fine black leather boots grant the wearer the effects of the *volitation* power for 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *volitation*; *Market Price:* 200 gp; *Weight:* 1 lb.

Bracelet of Bolts: When activated, this polished brass bracelet causes an arrow, bolt, or sling stone to appear in your hand as the *bolt* power. The bracelet keeps the object for 1 hour or until used. This bracelet is special in that can be combined with the *bracelet of thrust* and become one bracelet. The combined bracelet can be activated as a single item. The effect is as the *bracelet of bolts*, though all ammunition created also has the effects of the *thrust* power applied to it.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *bolt*; *Market Price:* 200 gp; *Weight:* 1 lb.

Bracelet of Thrust: This polished brass bracelet, once activated, grants the effects of the *thrust* power. This bracelet is special in that can be combined with the *bracelet of bolts* and become one bracelet. The combined bracelet can be activated as a single item. The effect is as the *bracelet of bolts*, however all ammunition created also has the effects of the *thrust* power applied to it.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *thrust*; *Market Price:* 200 gp; *Weight:* 1 lb.

Buckle of Verve: This brass buckle can be used on any nonmagical or nonpsionic belt, boot, sash, strap, and so on, that normally uses a buckle. When activated, it grants the wearer the effects of the *verve* power for 1 minute.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *verve*; *Market Price:* 200 gp; *Weight:* 1 lb.

Cap of Befuddlement: When activated, this black leather cap, which is adorned with brass rivets along its rim, grants you the ability to befuddle an opponent as though you manifested the *befuddle* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *befuddle*; *Market Price:* 200 gp; *Weight:* 1 lb.

Circlet of Awareness: This polished brass headband, once activated, glows with an eerie green light. The wearer is granted the effects of the *awareness* power for 1 hour. The circlet must be worn to gain the benefits.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *awareness*; *Market Price:* 200 gp; *Weight:* 1 lb.

Circlet of Intuition: This polished brass headband, once activated, grants its wearer the effects of the *intuition* power once per day.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *intuition*; *Market Price:* 200 gp; *Weight:* 1 lb.

Coin of Decision: Once activated, this brass coin can be flipped and grants the effects of the *inkling* power to the user. This item must be activated each time you wish to use it. Using this coin counts toward your daily limit of uses of the *inkling* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *inkling*; *Market Price:* 400 gp; *Weight:* --.

Eyes of Elfsight: Once activated, these brass-rimmed red crystal lenses grant the wearer the effects of the *elfsight* power for up to 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *elfsight*; *Market Price:* 200 gp; *Weight:* --.

Eyes of Light: These brass-rimmed clear crystal lenses, once activated, grant the wearer the effects of the *my light* power for up to 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *my light*; *Market Price:* 200gp; *Weight:* --.

Fur-Covered Slippers: These leather slippers, covered in fine catlike fur, grant the wearer the effects of the *catfall* power for 1 hour when activated.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *catfall*; *Market Price:* 200 gp; *Weight:* 1 lb.

Gem of Detection: This small ruby gemstone, once activated, will glow in the presence of psionics (60-foot radius) and grants the effects of the *detect psionics* power to anyone holding the gem.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *detect psionics*; *Market Price:* 450 gp; *Weight:* 1 lb.

Glob of Ectoplasm: This small glob of sticky, silver ectoplasm, once activated, repairs an object as the *ectoplasmic repair* power. This item can be used only once.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *ectoplasmic repair*; *Market Price:* 25 gp; *Weight:* --.

Gloves of Force: Once activated, these fine silvery silken gloves grant the wearer the effects of the *force* power. Activating the item is a standard action, but gaining the benefits of the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *force*; *Market Price:* 200 gp; *Weight:* 1 lb.

Gloves of Kinetic Manipulation: These fine leather gloves, adorned with several brass rivets, can be activated in one of two ways. They can either grant the wearer the effects of the *far hand* power provided the wearer maintains concentration as normal, or they can manifest the *far punch* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *far hand*, *far punch*; *Market Price:* 350 gp; *Weight:* 1 lb.

Hourglass of Time: This small brass and crystal hourglass is nonfunctional as a timepiece, but when activated, it grants the benefits of the *chrono sense* power to anyone holding the hourglass.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *chrono sense*; *Market Price:* 400 gp; *Weight:* 1 lb.

Key of Opening/Closing: This brass key, once activated, grants the holder the effects of the *open/close* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *open/close*; *Market Price:* 400 gp; *Weight:* --.

Memory Cube: This small, 1-inch wide brass cube, once activated, grants the effects of the *memory recall* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *memory recall*; *Market Price:* 400 gp; *Weight:* 1 lb.

Oil of Binding/Loosening: This silvery oil, once activated (upon application), causes two objects to either slide more easily against each other or bind against each other as the *bind/loosen* power; the effect is chosen when the oil is activated. This item can be used only once.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *bind/loosen*; *Market Price:* 25 gp; *Weight:* 1 lb.

Potion of Altered Senses: Once activated, this potion can be poured onto any food or drink and it alters the taste and smell of the food for anyone who eats it as though they were affected by the *alter smell/taste* power. The choice of how food is affected, positively or negatively, is determined when the potion is brewed. The potion's effect lasts for 3 hours once activated. This item can be used only once.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *smell/taste*; *Market Price:* 25 gp; *Weight:* 1 lb.

Psychoactive Skin of Lesser Natural Armor: This psychoactive skin, once activated, grants the wearer the effects of the *lesser natural armor* power for 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *lesser natural armor*; *Market Price:* 400 gp; *Weight:* 1 lb.

Ring of Minor Psionic Energy: Once activated, this fine brass ring, adorned with five colored crystal stones (green, blue, yellow, purple, and red), manifests one of the following powers (*acid splash*, *chilling mist*, *deafening burst*, *electric jolt*, or *finger of fire*) that the wearer can target as normal.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *acid splash*, *chilling mist*, *deafening burst*, *electric jolt*, *finger of fire*; *Market Price:* 650 gp; *Weight:* --.

Ring of Webbing: This polished brass ring sparkles with 8 aquamarine gemstones. Once activated, the ring grants the wearer the effects of the *webbing* power for up to 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *webbing*; *Market Price:* 200 gp; *Weight:* --.

Shadow Puppet: Once activated, this small hand puppet made from black cloth and adorned with a head made of brass grants the wearer the ability to manipulate a shadow as the *control shadow* power for 1 minute.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *control shadow*; *Market Price:* 400 gp; *Weight:* 1 lb.

Sphere of Direction: This item appears as a small brass arrow suspended inside a polished crystal sphere (1 inch across). Once activated the sphere can be held and grants anyone holding it the effects of the *know direction* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *know direction*; *Market Price:* 400 gp; *Weight:* --.

Sphere of Hovering: About an inch in diameter, this polished brass sphere, once activated, acts as an *ioun stone* and orbits your head. As long as the brass sphere remains in orbit, a *hover field* is created, as the power, for up to 10 hours.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *hover field*; *Market Price:* 400 gp; *Weight:* --.

Spider Stone: This polished crystal sphere, once activated, is bathed in a thin layer of ectoplasm that changes shape to that of an astral spider. It acts as an *astral spider* for up to 10 minutes.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *astral spider*; *Market Price:* 400 gp; *Weight:* --.

Square of Healing: This 4-inch-square piece of red silk cloth, once activated, can be placed on a wounded creature, healing a single point of damage as the *minor body adjustment* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *minor body adjustment*; *Market Price:* 400 gp; *Weight:* --.

Talon Rings: These eight finely crafted brass rings, once activated, grant the wearer the effects of the *talon* power for up to 10 minutes. Four rings must be worn on each hand, and they count as a single magic ring for purposes of determining how many magic rings can be worn.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *talon*; *Market Price:* 200 gp; *Weight:* --.

Telepathic Ring: Once activated, the crystal stone in this polished brass ring changes to a random color. Any creature you touch has its mood altered for 1 minute as though affected by the *telepathic projection* power. You choose how creatures are affected just before they make their Will save.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *telepathic projection*; *Market Price:* 200 gp; *Weight:* --.

Third Eye of Dazing: This emerald third eye, when activated, grants the wearer the ability to affect one target as though the *daze* power were manifested on them.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *daze*; *Market Price:* 400 gp; *Weight:* --.

Third Eye of Sending: This sapphire third eye, when activated, grants the wearer the ability to send a single telepathic message in a manner similar to the *missive* power.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *missive*; *Market Price:* 400 gp; *Weight:* --.

Third Eye of Third Eye: The clear crystal third eye, once activated, disappears as though absorbed by the skin and is replaced with a functioning eye. The wearer gains the effects of the *third eye* power for a period of 1 hour. This third eye does not affect the functioning of a standard third eye item and instead uses the magic item slot reserved for headbands and helmets.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *third eye*; *Market Price:* 200 gp; *Weight:* --.

Torc of Alteration: Once activated, this polished brass necklace grants the wearer the effects of both the *facial alteration* and *dermal alteration* powers for 1 hour.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *dermal alteration*, *facial alteration*; *Market Price:* 400 gp; *Weight:* 1 lb.

Torch of My Light: When activated, this hollow brass rod produces a white flame at one end of the rod. The flame burns like a standard torch. The flame lasts up to 3 hours and can be extinguished as a normal flame.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *my light*; *Market Price:* 400 gp; *Weight:* 1 lb.

Trinket Tool: This item appears a small brass sphere; however, when activated, it changes shape as though the *trinket* power were manifested. It can take the form of any tool or implement that the psion has knowledge of, up to 10 cubic inches in size. It will keep its form for 1 hour before returning to that of a sphere.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *trinket*; *Market Price:* 400 gp; *Weight:* --.

Whistle of Distraction: Once activated, this small brass whistle can be blown to produce the effects of the *distract* power on all living creatures within 25 feet. The effect wears off after 1 round unless you blow the whistle again. Blowing the whistle creates no discernable sound. Activating the items is a standard action, but blowing the whistle is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *distract*; *Market Price:* 400 gp; *Weight:* --.

Xenostone: This small crystal pyramid (1 inch in diameter), once activated, can be placed on a target to determine their health as if the *xenoscope* power had been used on the target.

Manifester Level: 3rd; *Prerequisites:* Craft Universal Item, *xenoscope*; *Market Price:* 400 gp; *Weight:* --.

The Drilbu

A drilbu is a long shaft of crystal that stores several psionic powers. Though any psionic power can be placed in a drilbu, there are limitations to the combination of powers, and very few psions can create them.

Physical Description: A typical drilbu is a shaft of crystal, anywhere from 4 to 7 feet long and from 2 to 3 inches thick, weighing about 5 pounds. Most are shaped from a single length of crystal and are generally a single pale color. Some include bits of bone, precious metals, or gemstones, while others may be carved or decorated in a similar fashion. The typical drilbu is like a quarterstaff or cudgel. It has an AC of 7, 14 hit points, a hardness of 8, and a break DC of 26. Unless noted otherwise, a drilbu can be used in combat as a masterwork quarterstaff.

Activation: Drilbus use the command thought activation method, so manifesting a power from a drilbu is usually a standard action that doesn't provoke attacks of opportunity. (If the power being manifested has a longer manifestation time than 1 action, however, it takes that long to manifest the power from a drilbu.) The user must have the powers from the drilbu on his class list or have the stat ability required to manifest the power. [For example, a nomad with an Intelligence of 16 could activate a drilbu with *ectoplasmic armor*, *wall of ectoplasm*, and *whitefire*, whereas a nomad with an Intelligence of 14 could not. The *ectoplasmic armor* requires an Intelligence of 15.]

Creating a Drilbu: See the crystalsinger prestige class for information on drilbu creation.

Random Generation: To generate drilbus randomly, roll on Table 1-1: Drilbus.

Special Qualities: Roll a d%. A 01-30 result indicates the command thoughts are mentally encoded and whisper themselves to the user's mind on acquisition, and 31-100 indicates no special qualities.

Table 1-1: Drilbus

| Minor | Med | Major | Total Power Level* | Market Price** |
|--------|--------|-------|--------------------|----------------|
| 01-60 | | | 2 | 1,500 gp |
| 61-80 | | | 3 | 9,000 gp |
| 81-95 | 01-40 | | 4 | 12,000 gp |
| 96-100 | 41-60 | | 5 | 22,500 gp |
| | 61-75 | | 6 | 27,000 gp |
| | 76-90 | 01-10 | 7 | 42,000 gp |
| | 91-95 | 11-20 | 8 | 48,000 gp |
| | 96-100 | 21-40 | 9 | 67,500 gp |
| | | 41-50 | 10 | 75,000 gp |
| | | 51-60 | 11 | 99,000 gp |
| | | 61-70 | 12 | 108,000 gp |
| | | 71-80 | 13 | 136,500 gp |
| | | 81-90 | 14 | 147,000 gp |
| | | 91-95 | 15 | 180,000 gp |
| | | 96-97 | 16 | 192,000 gp |
| | | 98-99 | 17 | 229,500 gp |
| | | 100 | 18 | 243,000 gp |

* **Total power level:** Drilbus have a minimum of two powers, and can have as many as six, all from one discipline.

** **Market Price:** This is an average market price. It is based on a total of 2 powers at the minimum manifested level for those powers. In actuality, drilbus vary widely in price due to the complex nature of their creation. See the Craft Drilbu feat for more details.

Sample Drilbus

Each drilbu below has 50 charges.

Drilbu of Destruction

This drilbu is made of a pale purple crystal and is etched with a lightning pattern. It is only 4 feet long and tapered on one end. If used in combat, it is treated as a masterwork club. It contains the following powers:

Detonation (costs 1 charge)

Dissolution (costs 1 charge)

Manifester Level: 18th, Prerequisites: Craft Drilbu, detonation, dissolution; Market Price: 243,000 gp; Weight: 3 lbs.; Activation Requirements: Savant or Con 19.

Drilbu of Influence

This 5-foot-long drilbu is made of dark blue crystal inlaid with silver and copper runes. It has the following powers:

Charm Monster (costs 1 charge)

Charm Person (costs 1 charge)

Mass Suggestion (costs 2 charges)

Manifester Level: 12th; Prerequisites: Craft Drilbu, charm person, charm monster, mass suggestion; Market Price: 63,000 gp; Weight: 6 lbs; Activation Requirements: Telepath or Cha 16.

Drilbu of Insight

This drilbu is a shaft of crystal 6 feet long and 3 inches thick. It is actually two pieces of crystal -- one yellow, one pink -- wrapped around each other like a pair of vines. It has the following powers:

Aura Sight (costs 1 charge)

Recall Agony (costs 1 charge)

Recall Death (costs 2 charges)

Manifester Level: 16th, Prerequisites: Craft Drilbu, aura sight, recall agony, recall Death; Market Price: 156,000 gp; Weight: 6 lbs.; Activation Requirements: Seer or Wis 18.

Drilbu of Movement

This drilbu is very plain, being a clear, smooth crystal rod of 7 feet in length. It is also one of the more slender drilbu, being just under 2 inches thick. It has the following powers:

Dimension Door (costs 1 charge)

Ethereal Jaunt (costs 2 charges)

Feather Fall (costs 1 charge)

Fly (costs 1 charge)

Spider Climb (costs 1 charge)

Teleport Without Error (costs 2 charges)

Manifester Level: 14th, Prerequisites: Craft Drilbu, feather fall, spider climb, fly, dimension door, ethereal jaunt, teleport without error; Market Price: 162,750 gp; Weight: 5 lbs.; Activation Requirements: Nomad, or Dex 17.

Drilbu of the Enhanced Body

This 6-foot-long shaft consists of a reddish crystal and has lengths of bone and teeth worked into it. It has the following powers:

Animal Affinity (costs 1 charge)
Body Adjustment (costs 1 charge)

Manifester Level: 4th, Prerequisites: Craft Drilbu, animal affinity, body adjustment; Market Price: 12,000 gp; Weight: 4 lbs.; Activation Requirements: Egoist or Str 12.

Drilbu of the Warrior

This drilbu is a silvery-white shaft 7 feet long and 2.5 inches thick. One end is capped with iron, while the other sports a steel spike. This drilbu may be used as a masterwork quarterstaff or short spear. It contains the following powers:

Ectoplasmic Armor (costs 1 charge)
Metaphysical Weapon (costs 1 charge) -- the drilbu itself is the target of this power

Manifester Level: 10th, Prerequisites: Craft Drilbu, combat prescience, ectoplasmic armor, metaphysical weapon; Market Price: 60,000 gp; Weight: 5 lbs.; Activation Requirements: Shaper or Int 15.

Sample Tasker Drilbus

We have put together a few sample drilbus that some psionic characters might find useful. The first drilbu creates a 5th-level astral tasker with the Profession (lumberjack) skill, and it is further enhanced with *major creation* so you are never without an axe. The second drilbu creates a 5th-level astral tasker with the craft (blacksmithing) skill; *major creation* has been added so that the proper smithing tools are always nearby.

Drilbu of the Tasker (Lumberjack): The *drilbu of the tasker (lumberjack)* is a gray-blue crystalline staff just under 5 feet long, and it has iron caps on either end. It functions at all times as a *staff +2*, and it has the following powers:

Major Creation (2 charge)
Astral Tasker V (2 charges)

The 5th-level astral tasker appears as a bipedal humanoid and has the Profession (lumberjack) skill at 11 ranks. This drilbu has fifty charges.

Manifester Level: 14th; Prerequisites: Craft Drilbu; major creation, astral tasker V; Market Price: 50,000 gp; Weight: 4 lbs.

Drilbu of the Tasker (Blacksmithing): The *drilbu of the tasker (blacksmithing)* is a pale red crystalline staff just over 5 feet long, and it has iron caps on either end. It functions at all times as a *staff +2*, and it has the following powers:

Major Creation (1 charge)
Astral Tasker V (2 charges)

The 5th-level astral tasker appears as a bipedal humanoid and has the Craft (blacksmithing) skill at 11 ranks. This drilbu has fifty charges.

Manifester Level: 14th; Prerequisites: Craft Drilbu; major creation, astral tasker V; Market Price: 76,000 gp; Weight: 4 lbs.

Crystal Master Third Eye's

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 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.

Amethyst Master's Third Eye: The character gains a bonus to her saves versus poison and is immune to the effects of alcohol. See the chart for requirements.

| Bonus | Manifester Level | Prerequisites | Market Price | Weight |
|-------|------------------|----------------|--------------|--------|
| +1 | 8th level | crystal master | 500 gp | -- |
| +2 | 10th level | crystal master | 2,000 gp | -- |
| +3 | 12th level | crystal master | 4,550 gp | -- |
| +4 | 14th level | crystal master | 8,000 gp | -- |
| +5 | 16th level | crystal master | 12,500 gp | -- |

Aquamarine Master's Third Eye: The character gains an Intelligence enhancement bonus. See the chart for requirements.

| Bonus | Manifester Level | Prerequisites | Market Price | Weight |
|-------|------------------|----------------|--------------|--------|
| +1 | 8th level | crystal master | 2,000 gp | -- |
| +2 | 10th level | crystal master | 8,000 gp | -- |
| +3 | 12th level | crystal master | 18,000 gp | -- |
| +4 | 14th level | crystal master | 32,000 gp | -- |
| +5 | 16th level | crystal master | 50,000 gp | -- |

Bloodstone Master's Third Eye: The character gains a Strength enhancement bonus. See the chart for requirements.

| Bonus | Manifester Level | Prerequisites | Market Price | Weight |
|-------|------------------|----------------|--------------|--------|
| +1 | 8th level | crystal master | 2,000 gp | -- |
| +2 | 10th level | crystal master | 8,000 gp | -- |
| +3 | 12th level | crystal master | 18,000 gp | -- |
| +4 | 14th level | crystal master | 32,000 gp | -- |
| +5 | 16th level | crystal master | 50,000 gp | -- |

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

| Bonus | Manifester Level | Prerequisites | Market Price | Weight |
|-------|------------------|----------------|--------------|--------|
| +1 | 8th level | crystal master | 500 gp | -- |
| +2 | 10th level | crystal master | 2,000 gp | -- |
| +3 | 12th level | crystal master | 4,550 gp | -- |
| +4 | 14th level | crystal master | 8,000 gp | -- |
| +5 | 16th level | crystal master | 12,500 gp | -- |

Calcite Master's Third Eye: The character gains a Wisdom enhancement bonus. See the chart for requirements.

| Bonus | Manifester Level | Prerequisites | Market Price | Weight |
|-------|------------------|----------------|--------------|--------|
| +1 | 8th level | crystal master | 2,000 gp | -- |
| +2 | 10th level | crystal master | 8,000 gp | -- |
| +3 | 12th level | crystal master | 18,000 gp | -- |
| +4 | 14th level | crystal master | 32,000 gp | -- |
| +5 | 16th level | crystal master | 50,000 gp | -- |

Emerald Master's Third Eye: The character gains power resistance.

| Bonus | Manifester Level | Prerequisites | Market Price | Weight |
|--------|------------------|----------------|--------------|--------|
| PR: 13 | 8th level | crystal master | 20,000 gp | -- |
| PR: 15 | 10th level | crystal master | 60,000 gp | -- |
| PR: 17 | 12th level | crystal master | 100,000 gp | -- |
| PR: 19 | 14th level | crystal master | 120,000 gp | -- |
| PR: 21 | 16th level | crystal master | 180,000 gp | -- |

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 | crystal master | 5,000 gp | -- |
| +2 | 10th level | crystal master | 20,000 gp | -- |
| +3 | 12th level | crystal master | 45,000 gp | -- |
| +4 | 14th level | crystal master | 80,000 gp | -- |
| +5 | 16th level | crystal master | 125,000 gp | -- |

Ruby Master's Third Eye: The character gains a Constitution enhancement bonus. See the chart for requirements.

| Bonus | Manifester Level | Prerequisites | Market Price | Weight |
|-------|------------------|----------------|--------------|--------|
| +1 | 8th level | crystal master | 2,000 gp | -- |
| +2 | 10th level | crystal master | 8,000 gp | -- |
| +3 | 12th level | crystal master | 18,000 gp | -- |
| +4 | 14th level | crystal master | 32,000 gp | -- |
| +5 | 16th level | crystal master | 50,000 gp | -- |

Smokey Quartz Master's Third Eye: The character gains a Charisma enhancement bonus. See the chart for requirements.

| Bonus | Manifester Level | Prerequisites | Market Price | Weight |
|-------|------------------|----------------|--------------|--------|
| +1 | 8th level | crystal master | 2,000 gp | -- |
| +2 | 10th level | crystal master | 8,000 gp | -- |
| +3 | 12th level | crystal master | 18,000 gp | -- |
| +4 | 14th level | crystal master | 32,000 gp | -- |
| +5 | 16th level | crystal master | 50,000 gp | -- |

Sugilite Master's Third Eye: The character gains a mental hardness of +1.

Manifester Level: 8th; Prerequisites: crystal master; Market Price: 4,000 gp; Weight: --.

Tiger Eye Master's Third Eye: The character gains a Dexterity enhancement bonus. See the chart for requirements.

| Bonus | Manifester Level | Prerequisites | Market Price | Weight |
|-------|------------------|----------------|--------------|--------|
| +1 | 8th level | crystal master | 2,000 gp | -- |
| +2 | 10th level | crystal master | 8,000 gp | -- |
| +3 | 12th level | crystal master | 18,000 gp | -- |
| +4 | 14th level | crystal master | 32,000 gp | -- |
| +5 | 16th level | crystal master | 50,000 gp | -- |

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 | crystal master | 50 gp | -- |
| +2 | 9th level | crystal master | 170 gp | -- |
| +3 | 11th level | crystal master | 370 gp | -- |
| +4 | 13th level | crystal master | 650 gp | -- |
| +5 | 15th level | crystal master | 1,000 gp | -- |

The Mindscrapper

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

The wielder of the Mindscrapper 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 nonpsionic 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 Mindscrapper 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 Mindscrapper can manifest the power *mind store* with the Mindscrapper substituting for the storage crystal. If the wielder chooses to do this, the wielder's soul is transferred into the Mindscrapper at the point of his or her physical death. The Mindscrapper 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 Mindscrapper, 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 Mindscrapper can be destroyed only while a soul is embedded in it through its *mind store* power. While thus inhabited by a living soul, the Mindscrapper 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 Mindscrapper for herself. Of course, the illithids also know of this secret, but they generally prefer to keep the Mindscrapper in existence.

Misc

Apprentice Psions and Psychic Warriors

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 receives 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

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

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

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. Psionic items expend the standard amount of charges 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!

Base Psicrystals

We have compiled the basic information relating to a psicrystal and presented it here with additional material to help clarify the stats and abilities of a psicrystal. See the entries below the basic statistics to discover the special attributes.

Base Psicrystal Fine Construct

| | |
|---------------------------|---|
| Hit Dice: | Special (20 hp) |
| Initiative: | Special (Int) |
| Speed: | Special |
| AC: | 13 (-5 Dex, +8 size); hardness 8 |
| Attacks: | -- |
| Damage: | -- |
| Face/Reach: | Special |
| Special Attacks: | Special |
| Special Qualities: | Regenerate 2d4 hp per day, Personality |
| Saves: | Special |
| Abilities: | Str 1, Dex 0, Con --, Int (see Table 1 above or Table 1-5: Psicrystal Special Abilities in <i>Psionics Handbook</i> , page 11), Wis (as psion), Cha (as psion) |
| Skills: | Special |
| Feats: | -- |

Hit Dice: Treat as the psion's character level (for effects related to Hit Dice).

Initiative: Use Intelligence to determine initiative.

Speed: A psicrystal has no base speed; however, when its self-propulsion ability has been activated, it has a speed as described by the ability.

AC: The base AC for a psicrystal is 13 (base 10, -5 Dex, +8 size). When the self-propulsion ability of a psicrystal is activated, the Intelligence score of the psicrystal replaces Dexterity when determining AC only.

Face/Reach: A psicrystal that has had self-propulsion activated has a face/reach of 1/2' x 1/2' x 0.

Special Attacks: While a psicrystal does not possess any innate ability to attack, it can activate a power stored in it by the power storing ability.

Saving Throws: The psicrystal uses the psion's base saving throw bonuses.

Skills: Use the psion's skill values.

Not Quite 101 Uses for a Crysmal

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

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 Capacitors

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

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

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

Power stones made from crysmal's 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.

| % | Power | Class/Level | Additional Cost |
|--------|------------------------|----------------|-----------------|
| 01-26 | <i>Detect psionics</i> | Psion 0/PWAr 0 | 25 gp |
| 27-50 | <i>Control object</i> | Psion 1 | 25 gp |
| 51-74 | <i>Create sound</i> | Psion 1 | 25 gp |
| 75-93 | <i>Control sound</i> | Psion 3 | 375 gp |
| 94-100 | <i>Phase door</i> | Psion 7 | 2,275 gp |

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

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

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

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 six 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

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.

Weapon Cost Damage Critical Range Weight Type Size

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

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

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

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

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

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*)

Monsters

Arctic Cat

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./5ft. | 10 ft. by 10 ft./5ft. | 15 ft. by 15 ft./10ft. |
| 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). Medium-size 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*. Manifest 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.

Astral Taskers

The astral tasker is an animated object formed of ectoplasm that is used by psionic characters to perform simple tasks in a manner similar to an *unseen servant* (see *astral tasker I – V* powers). Taskers typically appear as short, featureless humanoid figures resembling astral constructs. While they can never engage in combat, they can fetch things, open unstuck doors, follow specific party members, and carry things like bags, sacks, barrels, or crates. Higher-level taskers become more powerful and versatile and some can even perform more complicated tasks such as blacksmithing.

| | 1st-Level Astral Tasker | 2nd-Level Astral Tasker | 3rd-Level Astral Tasker |
|---------------------------|---|---|---|
| Size: | Small Construct | Small Construct | Medium-Size Construct |
| Hit Dice: | 1d10 (5 hp) | 2d10 (11 hp) | 3d10 (16 hp) |
| Initiative: | +1 (Dex) | +1 (Dex) | 0 |
| Speed: | 30 ft. | 30 ft. (50 ft. multiple legs) | 30 ft. (50 ft. multiple legs) |
| AC: | 17 (+1 size, +1 Dex, +5 natural) | 17 (+1 size, +1 Dex, +5 natural) | 15 (+5 natural) |
| Attacks: | None | None | None |
| Damage: | None | None | None |
| Face/Reach: | 5 ft. by 5 ft./5 ft. | 5 ft. by 5 ft./5 ft. | 5 ft. by 5 ft./5 ft. |
| Special Attacks: | None | None | None |
| Special Qualities: | Construct traits, hardness 5, ectoplasmic form | Construct traits, hardness 8, ectoplasmic form | Construct traits, hardness 10, ectoplasmic form |
| Saves: | Fort +0, Ref +1, Will -5 | Fort +0, Ref +1, Will -5 | Fort +1, Ref +1, Will -4 |
| Abilities: | Str 13, Dex 12, Con -- Int --, Wis 1, Cha 1 | Str 15, Dex 12, Con -- Int --, Wis 1, Cha 1 | Str 17, Dex 10, Con -- Int --, Wis 1, Cha 1 |
| Challenge Rating: | 1/3 | 1/2 | 1/2 |
| Alignment: | Always neutral | Always neutral | Always neutral |
| | 4th-Level Astral Tasker | 5th-Level Astral Tasker | |
| Size: | Medium-Size Construct | Large Construct | |
| Hit Dice: | 5d10 (27 hp) | 7d10 (38 hp) | |
| Initiative: | 0 | -1 (Dex) | |
| Speed: | 30 ft. (50 ft. multiple legs, 70 ft. wheeled*) | 30 ft. (50 ft. multiple legs, 70 ft. wheeled*) | |
| AC: | 15 (+5 natural) | 13 (-1 size, -1 Dex, +5 natural) | |
| Attacks: | None | None | |
| Damage: | None | None | |
| Face/Reach: | 5 ft. by 5 ft./5 ft. | 10 ft. by 5 ft./5 ft. 5 ft. by 10 ft./5 ft. if multiple legs/wheeled | |
| Special Attacks: | None | None | |
| Special Qualities: | Construct traits, hardness 15, ectoplasmic form | Construct traits, hardness 20, ectoplasmic form | |
| Saves: | Fort +1, Ref +1, Will -4 | Fort +2, Ref +1, Will -3 | |
| Abilities: | Str 21, Dex 10, Con -- Int --, Wis 1, Cha 1 | Str 27, Dex 8, Con -- Int --, Wis 1, Cha 1 | |
| Challenge Rating: | 1 | 2 | |
| Alignment: | Always neutral | Always neutral | |

* May be pushed or pulled at a speed of 70 ft.

Construct Traits: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability

damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.

Ectoplasmic Form: Taskers are composed of ectoplasm, and are subject to powers that affect it.

Reshaping Astral Taskers

An astral tasker is an animated object formed of ectoplasm used to perform simple tasks. Though they typically appear as short, featureless humanoid figures, they can be reshaped into a quadruped, given extra arms, or even turned into a wheeled cart. (See Table 1-1: Valid Astral Tasker Configurations for a complete list of valid astral tasker configurations.)

You can reshape any tasker of 2nd level or higher into a quadruped. This requires a successful Craft (sculpting) check [DC 10 + (2 x tasker level)]. This results in an increase in its speed to 50 feet. In this form, it is easier to strap bags or crates to the tasker or use it to pull a cart. However, it loses the ability to manipulate objects since it has no arms or hands. A character can be carried on an astral tasker if her weight is less than its carrying capacity.

You can reshape any tasker of 3rd level or higher so that it has an extra set of arms. This requires a successful Craft (sculpting) check [DC 10 + (2 x tasker level)]. These extra arms allow the tasker to perform certain tasks quicker (such as stacking wood); the speed increase is up to the DM. Taskers of 3rd level or higher also can be shaped into a quadruped with a single set of arms added so as to manipulate objects as normal.

You can reshape any tasker of 4th level or higher so that it resembles a two-wheeled object such as a cart. This requires a successful Craft (sculpting) check [DC 10 + (2 x tasker level)]. This cart can be pushed or pulled at a speed of up to 70 feet. Up to two Medium-size creatures/characters can be carried on a wheeled astral tasker if their weight is less than its carrying capacity. Taskers of 4th level or higher that have been shaped into a cart can also have a single set of arms added so as to manipulate objects as normal. They cannot have both wheels and also be quadrupeds.

Taskers of 5th level that have been empowered with a profession or craft can have an extra set of arms added so as to perform certain tasks quicker (such as using hammer and anvil); the speed increase is up to the DM. This requires a successful Craft (sculpting) check [DC 10 + (2 x tasker level)]. Taskers of 5th level that have been empowered with a profession or craft cannot have wheels or be quadrupeds. Any 5th-level taskers that are wheeled resemble a four-wheeled cart and can carry up to four Medium-size creatures/characters if their weight is less than its carrying capacity.

Table 1-1: Valid Astral Tasker Configurations

| Tasker Level | Valid Configurations |
|--------------|--|
| 1 | 2 legs, 2 arms |
| 2 | 2 legs, 2 arms / 4 legs |
| 3 | 2 legs, 2 arms / 4 legs / 2 legs, 4 arms / 4 legs, 2 arms |
| 4 | 2 legs, 2 arms / 4 legs / 2 legs, 4 arms / 4 legs, 2 arms / 2 wheels / 2 wheels and 2 arms |
| 5 | 2 legs, 2 arms / 4 legs / 2 legs, 4 arms / 4 legs, 2 arms / 4 wheels / 4 wheels and 2 arms / Profession or Craft skill, 2 legs, 2 arms / Profession or Craft skill, 2 legs, 4 arms |

Crystal Gargoyle

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 d20 + 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

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, white-hot 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

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: | Halfspear +2 melee |
| Damage: | Halfspear 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-foot-long 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 halfspears, 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*.
Manifest 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.

| Weapon | Cost | Damage | Critical | Range Increment | Weight | Type |
|---------------------|-------------|---------------|-----------------|------------------------|---------------|-------------|
| Blowgun | 1gp | 1 | x2 | 10 ft. | 2 lbs. | Piercing |
| Blowgun needles(20) | 1gp | -- | -- | -- | * | -- |

* 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

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*. The creature can use these attack modes only in conjunction with the listed abilities.

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

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 1-1: Call Weaponry Effects

| Level | Weapon | Typical |
|-------|----------------|------------|
| 12 | +1 enhancement | scimitar |
| 13-15 | +2 enhancement | longsword |
| 16-18 | +3 enhancement | falchion |
| 19-20 | +4 enhancement | greatsword |

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

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, <i>psionics</i> |
| 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*. Manifest 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

| d20 | Result | Glow |
|-------|-------------|--------|
| 1-4 | Acid | Green |
| 5-8 | Cold | Blue |
| 9-12 | Electricity | Purple |
| 13-16 | Fire | Red |
| 17-20 | Sonic | Yellow |

NPCs

Arthes Kren

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's 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 Torny, 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, Torny 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.) Torny 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, Torny 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 Torny's powerful magic, allowed the boy to escape the carnage. Everyone else, even Torny, 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 (6/4/3/3/2; 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 psionist and goes to great lengths to hide the fact that there is anything "special" about him at all.

Gaulauntyr, "Glorytongue"

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 Moonshaes 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 [Nelander 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. A crush attack affects as many creatures as can fit under her body. 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 (manifest 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, missive, my light, verve*; 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, psychofeedback*.

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

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 once 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 (8/4/4/3/3/2/1; 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 seperately. 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

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 supernatural 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 spidery 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, elfsight, far hand, telepathic 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

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: (8/4/4/3/3/2/1; base DC = 15 + power level): 0 -- *bolt, distract, finger of fire, lesser natural*

armor, missile, talons, telepathic 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 VI.

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

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 known to 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.