

The Mind's Eye

The Legend of Sardior

By Scott Brocius and Mark A. Jindra

Based on an article by Arthur W. Collins in **Dragon** Magazine #37

With inspiration and testing provided by members of the Wizards of the Coast online community

Many have heard the tales of legendary dragons such as Tiamat and Bahamut, but few have heard of Sardior. Also known as Master of the Gem Dragons, Sardior is a unique ruby dragon. He makes his home in a huge floating castle, which orbits the world and stays forever in the shadows from the sun. Even though he is the Master of the Gem Dragons, in reality he does not require much from them, and he does not try to guide their decisions. The gem dragons in return, look upon him as the ideal and strive to be more like him.

Sardior keeps a court of five thanes: one of each of the various breeds of gem dragons. Their names are Aleithilithos (male advanced amethyst dragon), Hrodel (female advanced crystal dragon), Smargad (male advanced emerald dragon), Charisma (female advanced sapphire dragon), and Tithonnas (male advanced topaz dragon). Sardior once had a sixth thane: Seradess, a female advanced obsidian dragon, but he destroyed her and banished the obsidian dragons from his court. Even his own clergy argue the reason behind this decision.



Having ascended to the status of a lesser deity, temples to Sardior have begun showing up in cities across the land. Sardior is more than happy to oblige them by granting spells and special abilities to his followers. Sardior's clergy tend to be welcomed everywhere much as bards are, however they know not everyone is as friendly as they seem. A small group of his clergy, known as the ruby disciples, train to be a martial arm of the church, serving not only as a defense but also as a show of force.

Sardior

The Ruby Dragon, Master of the Gem Dragons

Lesser Deity

Symbol: A ruby with an inner glow

Home Plane: Prime

Alignment: Neutral

Portfolio: Neutral dragons, night, psionics, secrets

Worshippers: Neutral dragons, psions and psychic warriors

Cleric Alignments: Any neutral.

Domains: Knowledge, Scalykind (*Forgotten Realms Campaign Setting*), Trickery

Favored Weapon: Claw

Sardior (sar- dee-or) is known in a few small circles. Even though he is the Master of the Gem Dragons, in reality

he does not require much from his followers, and he does not try to guide their decisions. The gem dragons, in return, look upon him as the ideal and strive to be more like him.

In his natural form, Sardior is a long sinewy dragon covered with deep ruby red scales. At a distance, he might be mistaken for an ancient red wyrm, but the playful expression seen in his eyes makes him very much unlike the reds. He is also known to be a great conversationalist, and the unguarded had best be prepared for his sharp wit.

He makes his home in a huge floating castle, which orbits the world and stays forever in the shadows from the sun. On the nights it can be seen, viewers mistake it for a small red moon.

Dogma

Sardior just wants to learn more. The more you know, the better off you will be, but just learning for learning's sake is not what Sardior stresses. No, gaining knowledge should not just be reading from books. The trick for Sardior is to get someone else to read the book, then tell him all about it. He also has a fondness for gems of all kinds, especially rubies.

Clergy and Temples

Sardior has few clergy, and even fewer temples. Temples dedicated to him tend to be located in high areas with clear views of the night sky and close to a community of some sort. Most gem dragons keep a ruby on a small pedestal in their lairs as a shrine to him.

His clergy generally dress in the appropriate fashion for the area in which they reside. They then embellish the look with an abundance of jewelry in their everyday wear.

Many seek out the clergy as sources of knowledge, and most of the clergy could be considered sages on various subjects. The temple gains its wealth from the charges from these services.

The prominent members of a temple are also on the list for an invitation to social functions. They are personable, knowledgeable, and great storytellers. They also appear to have little interest in politics, which makes those around them less concerned with the information they reveal to the clergy.

Sardior

Colossal Dragon

Divine Rank: 8

Hit Dice: 52d12+676 (1300 hp)

Initiative: +10

Speed: 180 ft., fly 360 ft. (poor), burrow 100 ft., swim 100 ft.

AC: 75 (-8 size, +6 Dex, +8 divine, +48 natural, +11 deflection); touch 27; flat-footed 69

Attacks: Bite +71 melee and 2 claws +70 melee and 2 wings +69 melee and tail slap +69 melee; or power +71 melee touch or +58 ranged touch.

Damage: Bite 4d8+19, claw 4d6+9/19-20 plus 1d6, wing 2d8+9, tail slap 4d6+28, by power

Face/Reach: 40 ft. by 80 ft./15 ft.

Special Attacks: Breath weapons, crush, domain powers, psionics, salient divine abilities, spell-like abilities, tail sweep

Special Qualities: Blindsight 8 miles, darkvision (1,800 ft.), divine aura (800 ft., DC 29), divine immunities, DR 43/+4, godly realm (1 mile outer plane, 800 ft. Material Plane), *plane shift* at will, PR 42, remote communication (8 miles), scent, spontaneous casting of divine spells, SR 40, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 8 miles

Saves: Fort +49, Reflex +42, Will +47

Abilities: Str 49, Dex 22, Con 37, Int 33, Wis 34, Cha 33

Skills: Appraise +74, Balance +16, Bluff +67, Climb +69, Concentration +56, Diplomacy +65, Disguise +50, Escape Artist +39, Gather Information +57, Hide +53, Innuendo +62, Intimidate +25, Jump +66, Knowledge (nature) +47, Knowledge (psionics) +47, Knowledge (the planes) +47, Listen +56, Perform +47, Psicraft +57, Read Lips +42, Remote View +52, Search +57, Sense Motive +54, Spot +56, Swim +69, Tumble +37, Wilderness Lore +54.

Feats: Alertness, Cleave, Devastating Critical (claw [DC 55]), Flyby Attack, Great Cleave, Hover, Improve Critical (claw), Improved Initiative, Multiattack, Overwhelming Critical (claw), Power Attack, Snatch, Weapon Focus (claw), and Wingover.

Breath Weapons (Su): Sardior has three breath weapons.

Force: This line of concussive force extends out 140 feet and deals 36d8 points of force damage (Reflex DC 58 half). This damage can be subdual damage if Sardior desires.

Light: This cone of brilliant light extends out 70 feet and deals 36d6 points of damage (Reflex DC 58 half). Any creature that fails its Reflex save is also blinded for 1d4 rounds.

Fire: This cone of fire extends out 70 feet and deals 36d10 points of fire damage (Reflex DC 58 half).

Once Sardior uses a breath weapon, he must wait 1d4 rounds before he can breathe again, no matter which breath weapon he has used.

Crush (Ex): Sardior can land on foes as a standard action, using his whole body to crush them. Crush attacks are effective only against opponents that are Large or smaller. A crush attack affects as many creatures as Sardior can fit under his body. Each creature in the affected area must succeed at a Reflex save (DC 58) or be pinned automatically; taking 4d8+28 points of damage each round until Sardior moves. Sardior can maintain the pin as a normal grapple attack.

Tail Sweep (Ex): As a standard action, Sardior can sweep his tail in a half circle with a 40-foot diameter. Each Medium-size or smaller creature within the tail sweep area automatically takes 2d8+28 points of damage and must succeed at a Reflex save (DC58) to avoid being knocked down.

Domain Powers (Knowledge, Scalykind, Trickery): Cast divinations at +1 caster level, 14/day rebuke or command animals (reptilian creatures or snakes only).

Salient Divine Abilities: Alter Form, Alter Reality (save DC 39 for duplicated spells, temporary nonmagical objects last 8 days, temporary magic items or creatures last 8 hours), Alter Size, Clear sight 8 ft., Create Thane^f, Divine Blast (14/day, up to 8 miles, 8d12+11d12 damage), Divine Glibness (a mass suggestion cast by an 18th-level sorcerer, up to 18 creatures, no two of which are more than 80 feet apart, Will save DC 29), Divine Shield (16/day, stops 80 points of damage), Know Secrets (Will save DC 29), Psionic Mastery^f.
^fUnique ability, described below.

Spell-Like Abilities: Sardior uses these abilities as a 18th-level caster, except for divinations, which he uses as a 19th-level caster. The save DCs are 29 + spell level. *Animal growth**, *animal shapes**, *animal trance**, *change self*, *clairaudience/clairvoyance*, *confusion*, *creeping doom (composed of tiny snakes)*, *detect secret doors*, *detect thoughts*, *discern location*, *divination*, *eyebite*, *false vision*, *find the path*, *foresight*, *greater magic fang*, *invisibility*, *legend lore*, *magic fang*, *mislead*, *nondetection*, *poison*, *polymorph any object*, *screen*, *shapechange*, *time stop*, *true seeing*. *(Reptilian creatures or snakes only.)

Divine Immunities: Sardior is immune to ability damage, ability drain, acid, banishment, cold, death effects, disease, disintegration, electricity, energy drain, fire imprisonment, mind-affecting effects, paralysis, poison, *sleep*, stunning, and transmutation.

Psionic Powers Known: Power points 343; base DC = d20 + key ability modifier + power level +8. Sardior knows all psionic powers.

^fCreate Thane: Sardior has the ability to transform a gem dragon into one of his six thanes. The transformed dragon takes on the attributes of the chosen thane, including all memories and personalities. Once changed, the new thane cannot be changed back, only slain. The thanes represent other sides of Sardior's personality. Each is a location for the purpose of Sardior's remote sensing ability, and each has constant mental contact with him unless he chooses to block it.

^fPsionic Mastery: Sardior can manifest any psionic power provided he has the appropriate ability score. Sardior also has the ability to create new psionic powers as desired.

Other Divine Powers

As a lesser deity, Sardior may take 10 on any check. He treats a 1 on an attack roll or saving throw normally and not as an automatic failure. He is immortal.

Senses: Sardior can see, hear, touch, and smell at a distance of 8 miles. As a standard action, he can perceive anything within 8 miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to 5 locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 8 hours.

Portfolio Sense: Sardior can sense anything that affects the welfare of gem dragons, so long as the event in question affects at least five hundred dragons.

Automatic Actions: Sardior can use any of his Knowledge skills or his Psicraft skill or his Remote View skill as a free action if the DC for the task is 20 or lower. He can perform up to 5 such free actions each round.

Create Magic Items: Sardior can create any kind of magic item, as long as the item's market price does not exceed 30,000 gp.

The Thanes

Aleithilithos: Male advanced amethyst dragon (age category 14); CR 29; Colossal dragon (earth); HD 45d12+450; hp 990; Init +9; Spd 40 ft., burrow 20 ft., swim 10 ft., fly 250 ft. (clumsy); AC 51, touch 3, flat-footed 50; Atk +52 melee (4d8+16, bite) and +50 melee (4d6+8, 2 claws) and +50 melee (2d8+8, 2 wings) and +50 melee (4d6+24, tail slap); Face/Reach 40 ft. by 80 ft./15 ft.; SA *amethyst telekinesis*, breath weapon (140-ft. line of force), crush 4d8+24, *explosive gem*, frightful presence, psionic combat modes (*mind thrust*, *ego whip*, *id insinuation*, *psychic crush*, *mind blast/empty mind*, *thought shield*, *mental barrier*, *intellect fortress*, *tower of iron will*), psionics, *stomp* 3/day, tail sweep 2d8+24; SQ blindsight 420 ft., *body equilibrium* 1/day, darkvision 1,400 ft., DR 25/+4, force resistant, immunities (paralysis, poison, *sleep*), low-light vision, planar travel, PR 35, SR 35; AL N; SV Fort +34, Ref +25, Will +31; Str 43, Dex 12, Con 31, Int 24, Wis 25, Cha 24.

Skills and Feats: Autohypnosis +55, Bluff +55, Concentration +58, Diplomacy +39, Disable Device +26, Escape Artist +26, Hide -15, Intimidate +13, Knowledge (psionics) +55, Knowledge (the planes) +32, Listen +39, Open Lock +25, Pick Pocket +28, Psicraft +55, Remote View +55, Search +40, Spot +39, Swim +24; Alertness, Flyby Attack, Greater Psionic Focus (psychokinesis), Hover, Improved Initiative, Inertial Armor, Multiattack, Power Attack, Psionic Focus (psychokinesis), Snatch, Superior Initiative, Wingover.

Amethyst Telekinesis (Sp): Once per day, Aleithilithos can use a telekinesis effect. With this ability, he can lift up to 10 tons or hurl a Huge or smaller creature against another object. The impact deals 25d6 points of damage to a Huge creature, 20d6 to a Large one, 15d6 to a Medium-size one, 10d6 to a Small one, 5d6 to a Diminutive one, or 1d6 to a Fine one.

Breath Weapon (Su): Aleithilithos can breathe a 140-foot line of force that deals 28d8 points of damage (Reflex DC 42 half). He can choose to deal subdual damage instead of normal damage if desired.

Crush (Ex): Aleithilithos can land on foes as a standard action, using his whole body to crush them. Crush attacks are effective only against opponents that are Large or smaller. A crush attack affects as many creatures as Aleithilithos can fit under his body. Each creature in the affected area must succeed at a Reflex save (DC 42) or be pinned automatically; taking 4d8+24 points of damage each round until Aleithilithos moves. Aleithilithos can maintain the pin as a normal grapple attack (grapple bonus +77).

Explosive Gem (Sp): Once per day, Aleithilithos can spit a violet, crystalline lozenge up to 75 feet away with pinpoint accuracy. The gem explodes on impact, dealing 13d6 points of bludgeoning damage to all creatures within a 20-foot radius. A target that succeeds at a Reflex saving throw (DC 31) takes half damage.

Frightful Presence (Su): This ability takes effect automatically when Aleithilithos attacks, charges, or flies overhead. Creatures within a radius of 420 feet are subject to the effect if they have fewer than 45 Hit Dice. A potentially affected creature that succeeds at a Will save (DC 39) remains immune to Aleithilithos's frightful presence for 24 hours. On a failure, a creature with 4 or fewer Hit Dice becomes panicked for 4d6 rounds; one with 5 or more Hit Dice becomes shaken for 4d6 rounds.

Psionics (Sp): 1/day -- *invisibility*, *suggestion*. Manifest level 21st; save DC 1d20 + power level + key ability modifier, or 1d20 + power level + 14 for psychokinesis.

Tail Sweep (Ex): As a standard action, Aleithilithos can sweep his tail in a half circle with a 40-foot diameter. Each Medium-size or smaller creature within the tail sweep area automatically takes 2d8+24 points of damage and must succeed at a Reflex save (DC 42) to avoid being knocked down.

Blindsight (Ex): Aleithilithos can ascertain his surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). This ability enables him to discern objects and creatures within a range of 420 feet. Aleithilithos usually does not need to make Spot or Listen checks to notice creatures within range of his blindsight.

Force Resistant (Ex): Aleithilithos gains a +4 bonus on saving throws against force-based effects such as *magic missile*.

Low-Light Vision: Aleithilithos sees four times as well as a human in low-light conditions and twice as well in normal light.

Planar Travel (Su): Aleithilithos has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Psionic Powers Known: As 21st-level savant (power points 299; save DC = d20 + power level + key ability modifier + 4 [for psychokinesis]): All Psychokinesis powers.

Hrodel: Female advanced crystal dragon (age category 14); CR 27; Colossal dragon (air); HD 44d12+440; hp 968; Init +4; Spd 40 ft., burrow 5 ft., swim 40 ft., fly 250 ft. (clumsy); AC 45, touch 2, flat-footed 45; Atk +52 melee (4d8+16, bite) and +49 melee (4d6+8, 2 claws) and +49 melee (2d8+8, 2 wings) and +49 melee (4d6+24, tail slap); Face/Reach 40 ft. by 80 ft./15 ft.; SA breath weapon (70-ft. cone of light), crush 4d8+24, frightful presence, psionic combat modes (*mind thrust*, *ego whip*, *id insinuation*, *psychic crush*, *mind blast/empty mind*, *thought shield*, *mental barrier*, *intellect fortress*, *tower of iron will*), *psionics*, spell-like abilities, tail sweep 2d8+24; SQ blindsight 420 ft., darkvision 1,800 ft., DR 25/+3, immunities (cold, paralysis, *sleep*), low-light vision, planar travel, PR 34, SR 34; AL CN; SV Fort +34, Ref +24, Will +31; Str 43, Dex 10, Con 31, Int 24, Wis 25, Cha 23.

Skills and Feats: Bluff +50, Concentration +54, Diplomacy +52, Escape Artist +44, Gather Information +29, Hide -16, Intimidate +10, Knowledge (psionics) +51, Knowledge (the planes) +51, Listen +53, Psicraft +51, Remote View +51, Search +51, Sense Motive +30, Spot +53, Swim +24; Alertness, Flyby Attack, Greater Psionic Focus (telepathy), Hover, Improved Initiative, Multiattack, Permanent Emanation (*catapsi*), Power Attack, Psionic Focus (telepathy), Snatch, Weapon Focus (bite), Wingover.

Breath Weapon (Su): Hrodel can breathe a 70-foot cone of light that deals 28d6 points of damage (Reflex DC 42 half). Any creature that fails its saving throw is also blinded for 1d4 rounds.

Crush (Ex): Hrodel can land on foes as a standard action, using her whole body to crush them. Crush attacks are effective only against opponents that are Large or smaller. A crush attack affects as many creatures as Hrodel can fit under her body. Each creature in the affected area must succeed at a Reflex save (DC 42) or be pinned automatically; taking 4d8+24 points of damage each round until Hrodel moves. Hrodel can maintain the pin as a normal grapple attack (grapple bonus +76).

Frightful Presence (Su): This ability takes effect automatically when Hrodel attacks, charges, or flies overhead. Creatures within a radius of 420 feet are subject to the effect if they have fewer than 44 Hit Dice. A potentially affected creature that succeeds at a Will save (DC 38) remains immune to Hrodel's frightful presence for 24 hours. On a failure, a creature with 4 or fewer Hit Dice becomes panicked for 4d6 rounds; one with 5 or more Hit Dice becomes shaken for 4d6 rounds.

Psionics (Sp): 3/day -- *charm person*; 1/day -- *control winds, domination*. Manifest level 21st; save DC 1d20 + key ability modifier + power level, or 1d20 + power level + Cha modifier +4 for telepathy.

Spell-Like Abilities: 3/day -- *color spray*. Caster level 21st; save DC 16 + spell level.

Tail Sweep (Ex): As a standard action, Hrodel can sweep her tail in a half circle with a 40-foot diameter. Each Medium-size or smaller creature within the tail sweep area automatically takes 2d8+24 points of damage and must succeed at a Reflex save (DC 42) to avoid being knocked down.

Blindsight (Ex): Hrodel can ascertain her surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). This ability enables her to discern objects and creatures within a range of 420 feet. Hrodel usually does not need to make Spot or Listen checks to notice creatures within range of her blindsight.

Low-Light Vision: Hrodel sees four times as well as a human in low-light conditions and twice as well in normal light.

Planar Travel (Su): Hrodel has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Psionic Powers Known: As 21st-level telepath (power points 223; save DC = 1d20 + power level + key ability modifier [+4 for telepathy]): All Telepathy powers.

Smargad: Male advanced emerald dragon (age category 14); CR 28; Colossal dragon (air); HD 45d12+450; hp 990; Init +4; Spd 40 ft., burrow 5 ft., swim 60 ft., fly 250 ft. (clumsy); AC 46, touch 2, flat-footed 46; Atk +53 melee (4d8+16, bite) and +50 melee (4d6+8, 2 claws) and +50 melee (2d8+8, 2 wings) and +50 melee (4d6+24, tail slap); Face/Reach 40 ft. by 80 ft./15 ft.; SA breath weapon (70-ft. cone of sonics), crush 4d8+24, frightful presence, psionic combat modes (*mind thrust, ego whip, id insinuation, psychic crush, mind blast/empty mind, thought shield, mental barrier, intellect fortress, tower of iron will*), *psionics*, spell-like abilities, tail sweep 2d8+24; SQ blindsight 420 ft., darkvision 1,800 ft., DR 25/+4, low-light vision, planar travel, PR 35, SR 36; AL LN; SV Fort +34, Ref +24, Will +33; Str 43, Dex 10, Con 31, Int 28, Wis 29, Cha 28.

Skills and Feats: Bluff +54, Concentration +55, Diplomacy +60, Escape Artist +45, Gather Information +33, Hide -16, Intimidate +15, Intuit Direction +33, Knowledge (geography) +49, Knowledge (nature) +54, Knowledge (psionics) +57, Knowledge (the planes) +44, Listen +56, Psicraft +57, Remote View +57, Search +54, Spot +56, Swim +24; Alertness, Flyby Attack, Greater Psionic Focus (clairsentience), Hover, Improved Initiative, Multiattack, Permanent Emanation (*aura sight*), Power Attack, Psionic Focus (clairsentience), Snatch, Weapon Focus (bite), Wingover.

Breath Weapon (Su): Smargad can breathe a 70-foot cone of sonic energy that deals 28d6 points of damage (Reflex DC 42 half). Any creature that fails a Fortitude saving throw at the same DC is also deafened for 1d4+14 rounds.

Crush (Ex): Smargad can land on foes as a standard action, using his whole body to crush them. Crush attacks are effective only against opponents that are Large or smaller. A crush attack affects as many creatures as Smargad can fit under his body. Each creature in the affected area must succeed at a Reflex save (DC 42) or be pinned automatically; taking 4d8+24 points of damage each round until Smargad moves. Smargad can maintain the pin as a normal grapple attack (grapple bonus +77).

Frightful Presence (Su): This ability takes effect automatically when Smargad attacks, charges, or flies overhead. Creatures within a radius of 420 feet are subject to the effect if they have fewer than 45 Hit Dice. A potentially affected creature that succeeds at a Will save (DC 41) remains immune to Smargad's frightful presence for 24 hours. On a failure, a creature with 4 or fewer Hit Dice becomes panicked for 4d6 rounds; one with 5 or more Hit Dice becomes shaken for 4d6 rounds.

Psionics (Sp): At will -- *object reading*; 3/day -- *augmented invisibility*, *clairaudience/clairvoyance*, *control sound*, *nondetection*, *shield of prudence*. Manifest level 23rd; save DC 1d20 + key ability modifier + power level, or 1d20 + power level + Wis modifier +4 for clairsentience.

Spell-Like Abilities: 3/day -- *fog cloud*. Caster level 23rd; save DC 19 + spell level.

Tail Sweep (Ex): As a standard action, Smargad can sweep his tail in a half circle with a 40-foot diameter. Each Medium-size or smaller creature within the tail sweep area automatically takes 2d8+24 points of damage and must succeed at a Reflex save (DC 42) to avoid being knocked down.

Blindsight (Ex): Smargad can ascertain his surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). This ability enables him to discern objects and creatures within a range of 420 feet. Smargad usually does not need to make Spot or Listen checks to notice creatures within range of his blindsight.

Low-Light Vision: Smargad sees four times as well as a human in low-light conditions and twice as well in normal light.

Planar Travel (Su): Smargad has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Psionic Powers Known: As 23rd-level seer (power points 276; save DC = d20 + power level + key ability modifier [+4 for clairsentience]): All Clairsentience powers.

Charisma: Female advanced sapphire dragon (age category 14); CR 28; Colossal dragon (earth); HD 44d12+440; hp 968; Init +14; Spd 40 ft., burrow 5 ft., swim 10 ft., fly 250 ft. (clumsy); AC 43, touch 8, flat-footed 37; Atk +51 melee (4d8+15, bite) and +48 melee (4d6+7, 2 claws) and +48 melee (2d8+7, 2 wings) and +48 melee (4d6+22, tail slap); Face/Reach 40 ft. by 80 ft./15 ft.; SA breath weapon (70-ft. cone of sonics), crush 4d8+22, frightful presence, psionic combat modes (*mind thrust, ego whip, id insinuation, psychic crush, mind blast/empty mind, thought shield, mental barrier, intellect fortress, tower of iron will*), psionics, spell-like abilities, tail sweep 2d8+22; SQ blindsight 420 ft., darkvision 1,800 ft., DR 25/+4, immunities (electricity, paralysis, *sleep*), low-light vision, planar travel, PR 35, spider climb, SR 35; AL LN; SV Fort +34, Ref +30, Will +31; Str 41, Dex 22, Con 31, Int 24, Wis 25, Cha 24.

Skills and Feats: Bluff +51, Climb +59, Concentration +54, Diplomacy +55, Escape Artist +48, Hide -10, Intimidate +11, Intuit Direction +30, Jump +38, Knowledge (nature) +49, Knowledge (psionics) +51, Listen +44, Psicraft +51, Remote View +32, Search +42, Spot +44, Swim +23, Use Rope +29; Alertness, Flyby Attack, Greater Psionic Focus (psychoportation), Hover, Improved Initiative, Multiattack, Power Attack, Psionic Focus (psychoportation), Snatch, Superior Initiative, Weapon Focus (bite), Wingover.

Breath Weapon (Su): Charisma can breathe a 70-foot cone of sonic energy that deals 28d4 points of damage (Reflex DC 42 half). Any creature that fails a Will saving throw at the same DC is also become panicked for 1d4 rounds.

Crush (Ex): Charisma can land on foes as a standard action, using her whole body to crush them. Crush attacks are effective only against opponents that are Large or smaller. A crush attack affects as many creatures as Charisma can fit under her body. Each creature in the affected area must succeed at a Reflex save (DC 42) or be pinned automatically; taking 4d8+22 points of damage each round until Charisma moves. Charisma can maintain the pin as a normal grapple attack (grapple bonus +75).

Frightful Presence (Su): This ability takes effect automatically when Charisma attacks, charges, or flies overhead. Creatures within a radius of 420 feet are subject to the effect if they have fewer than 44 Hit Dice. A potentially affected creature that succeeds at a Will save (DC 39) remains immune to Charisma's frightful presence for 24 hours. On a failure, a creature with 4 or fewer Hit Dice becomes panicked for 4d6 rounds; one with 5 or more Hit Dice becomes shaken for 4d6 rounds.

Psionics (Sp): At will -- *sense psychoportation*; 3/day -- *skate*; 1/day -- *teleport*. Manifest level 23rd; save DC 1d20 + key ability modifier + power level, or 1d20 + power level + Dex modifier +4 for psychoportation.

Spell-Like Abilities: 2/day -- *stone shape*; 1/day -- *move earth, wall of stone*. Caster level 23rd; save DC 17 + spell level.

Tail Sweep (Ex): As a standard action, Charisma can sweep her tail in a half circle with a 40-foot diameter. Each Medium-size or smaller creature within the tail sweep area automatically takes 2d8+22 points of damage and must succeed at a Reflex save (DC 42) to avoid being knocked down.

Blindsight (Ex): Charisma can ascertain her surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). This ability enables her to discern objects and creatures within a range of 420 feet. Charisma usually does not need to make Spot or Listen checks to notice creatures within range of her blindsight.

Low-Light Vision: Charisma sees four times as well as a human in low-light conditions and twice as well in normal light.

Planar Travel (Su): Charisma has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Spider Climb (Ex): Charisma can climb on stone surfaces as though using the spider climb spell. This ability is always active.

Psionic Powers Known As 23rd-level nomad (power points 223; save DC = d20 + power level + key ability modifier [+4 for psychoportation]): All Psychoportation powers.

Tithonnas: Male advanced topaz dragon (age category 14); CR 29; Colossal dragon (water); HD 46d12+552; hp 1,104; Init +4; Spd 40 ft., burrow 5 ft., swim 60 ft., fly 250 ft. (clumsy); AC 47, touch 2, flat-footed 47; Atk +56 melee (4d8+18/19-20 plus 1d6, bite) and +53 melee (4d6+9, 2 claws) and +53 melee (2d8+9, 2 wings) and +53 melee (4d6+27, tail slap); Face/Reach 40 ft. by 80 ft./15 ft.; SA breath weapon (70-ft. cone of dehydration), crush 4d8+27, frightful presence, psionic combat modes (*mind thrust, ego whip, id insinuation, psychic crush, mind blast/empty mind, thought shield, mental barrier, intellect fortress, tower of iron will*), *psionics*, spell-like abilities, tail sweep 2d8+27; SQ blindsight 420 ft., darkvision 1,800 ft., DR 25/+4, immunities (cold, paralysis, *sleep*), low-light vision, planar travel, PR 36, SR 36, water breathing; AL CN; SV Fort +37, Ref +25, Will +36; Str 47, Dex 10, Con 35, Int 32, Wis 33, Cha 32.

Skills and Feats: Autohypnosis +60, Balance +24, Bluff +60, Concentration +61, Diplomacy +66, Escape Artist +48, Hide -16, Intimidate +17, Knowledge (history) +60, Knowledge (nobility and royalty) +60, Knowledge (psionics) +60, Knowledge (the planes) +60, Listen +60, Psicraft +60, Remote View +60, Search +60, Spot +60, Stabilize Self +61, Swim +72; Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Overwhelming Critical (bite), Power Attack, Snatch, Weapon Focus (bite), Wingover

Breath Weapon (Su): Tithonnas can breathe a 70-foot cone of dehydration that deals 28d8 points of damage (Reflex DC 45 half).

Crush (Ex): Tithonnas can land on foes as a standard action, using his whole body to crush them. Crush attacks are effective only against opponents that are Large or smaller. A crush attack affects as many creatures as Tithonnas can fit under his body. Each creature in the affected area must succeed at a Reflex save (DC 45) or be pinned automatically; taking 4d8+27 points of damage each round until Tithonnas moves. Tithonnas can maintain the pin as a normal grapple attack (grapple bonus +80).

Frightful Presence (Su): This ability takes effect automatically when Tithonnas attacks, charges, or flies overhead. Creatures within a radius of 420 feet are subject to the effect if they have fewer than 46 Hit Dice. A potentially affected creature that succeeds at a Will save (DC 44) remains immune to Tithonnas's frightful presence for 24 hours. On a failure, a creature with 4 or fewer Hit Dice becomes panicked for 4d6 rounds; one with 5 or more Hit Dice becomes shaken for 4d6 rounds.

Psionics (Sp): 3/day -- *control air, shapechange*; 2/day -- *feather fall*. Manifest level 23rd; save DC

1d20 + key ability modifier + power level.

Spell-Like Abilities: 3/day -- *fog cloud*; 1/day -- *control weather*. Caster level 23rd; save DC 21 + spell level.

Tail Sweep (Ex): As a standard action, Tithonnas can sweep his tail in a half circle with a 40-foot diameter. Each Medium-size or smaller creature within the tail sweep area automatically takes 2d8+27 points of damage and must succeed at a Reflex save (DC 45) to avoid being knocked down.

Blindsight (Ex): Tithonnas can ascertain his surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). This ability enables him to discern objects and creatures within a range of 420 feet. Tithonnas usually does not need to make Spot or Listen checks to notice creatures within range of his blindsight.

Low-Light Vision: Tithonnas sees four times as well as a human in low-light conditions and twice as well in normal light.

Planar Travel (Su): Tithonnas has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Water Breathing (Ex): Tithonnas breathes water as readily as air.

Psionic Powers Known: As 23rd-level egoist (power points 339; save DC = d20 + power level + key ability modifier): All Psychometabolism powers.

* **Seradess:** Female advanced obsidian dragon (age category 14); CR 29; Colossal dragon (fire); HD 46d12+460; hp 1,012; Init +8; Spd 40 ft., burrow 20 ft., swim 20 ft., fly 250 ft. (clumsy); AC 51, touch 2, flat-footed 51; Atk +54 melee (4d8+16, bite) and +53 melee (4d6+8, 2 claws) and +52 melee (2d8+8, 2 wings) and +52 melee (4d6+24, tail slap); Face/Reach 40 ft. by 80 ft./15 ft.; SA breath weapon (70-ft. cone of fire), crush 4d8+24, frightful presence, psionic combat modes (*mind thrust, ego whip, id insinuation, psychic crush, mind blast/empty mind, thought shield, mental barrier, intellect fortress, tower of iron will*), *psionics*, tail sweep 2d8+24; SQ blindsight 420 ft., darkvision 1,800 ft., DR 25/+3, fire subtype, immunities (fire, paralysis, *sleep*), low-light vision, planar travel, PR 40, SR 40; AL NE; SV Fort +35, Ref +25, Will +31; Str 43, Dex 10, Con 31, Int 39, Wis 23, Cha 22.

Skills and Feats: Alchemy +38, Appraise +60, Bluff +55, Concentration +59, Diplomacy +63, Disguise +30, Escape Artist +49, Gather Information +27, Hide -16, Intimidate +12, Knowledge (architecture and engineering) +63, Knowledge (nobility and royalty) +63, Knowledge (psionics) +63, Knowledge (the planes) +63, Listen +55, Perform +30, Psicraft +63, Remote View +63, Scry +63, Search +63, Sense Motive +30, Spot +55, Swim +24; Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Inertial Armor, Multiattack, Power Attack, Snatch, Superior Initiative, Weapon Focus (claw), Wingover.

Breath Weapon (Su): Seradess can breathe a 70-foot cone of fire that deals 28d10 points of damage (Reflex DC 43 half).

Crush (Ex): Seradess can land on foes as a standard action, using her whole body to crush them.

Crush attacks are effective only against opponents that are Large or smaller. A crush attack affects as many creatures as Seradess can fit under her body. Each creature in the affected area must succeed at a Reflex save (DC 43) or be pinned automatically; taking 4d8+24 points of damage each round until Seradess moves. Seradess can maintain the pin as a normal grapple attack (grapple bonus +78).

Frightful Presence (Su): This ability takes effect automatically when Seradess attacks, charges, or flies overhead. Creatures within a radius of 420 feet are subject to the effect if they have fewer than 46 Hit Dice. A potentially affected creature that succeeds at a Will save (DC 39) remains immune to Seradess's frightful presence for 24 hours. On a failure, a creature with 4 or fewer Hit Dice becomes panicked for 4d6 rounds; one with 5 or more Hit Dice becomes shaken for 4d6 rounds.

Psionics (Sp): 3/day -- *biofeedback, burning ray, ectoplasmic armor, firefall, flaming shroud, plane shift, wall of ectoplasm, whitefire*; 1/day -- *genesis, mind store*. Manifest level 23rd; save DC 1d20 + key ability modifier + power level.

Tail Sweep (Ex): As a standard action, Seradess can sweep his tail in a half circle with a 40-foot diameter. Each Medium-size or smaller creature within the tail sweep area automatically takes 2d8+24 points of damage and must succeed at a Reflex save (DC 43) to avoid being knocked down.

Blindsight (Ex): Seradess can ascertain his surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). This ability enables her to discern objects and creatures within a range of 420 feet. Seradess usually does not need to make Spot or Listen checks to notice creatures within range of her blindsight.

Fire Subtype: Seradess is immune to fire damage. She takes double damage from cold unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Low-Light Vision: Seradess sees four times as well as a human in low-light conditions and twice as well in normal light.

Planar Travel (Su): Seradess has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Psionic Powers Known: As 23rd-level shaper (power points 319; save DC = d20 + power level + key ability modifier): All Metacreativity powers.

*Notes about Seradess: Sometime in the past, Sardior destroyed Seradess and banished the obsidian dragons from his court. Sages, and even his own clergy, argue the reason behind this decision. Did he banish the obsidian dragons because they had become evil, or did they become evil because of his choice? In any case, the other gem dragons shun the obsidian dragons, and meetings between them usually lead to conflict. It's still within Sardior's power to bring back Seradess, if he chooses to do so.

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The Mind's Eye

Sardior's Knowledge

The Legend of Sardior, Part 2
By Scott Brocius and Mark A. Jindra

This month we build upon the foundation of the [Legend of Sardior](#) with a new race of psionic dwarves known as [Aleithians](#). We also delve a little into the church of Sardior by bringing you [two new prestige classes](#) for those chosen worthy of Sardior's knowledge. To round it all out we have [eighteen new powers](#) usable by the chosen.

Sardior's Knowledge

In the teachings of Sardior it is written, "Sardior always seeks knowledge, for the more you know, the better off you will be." This motto is one which the chosen of Sardior live by. In return, Sardior grants them the ability to discover and experience wondrous new psionic powers. These powers are a closely guarded secret of the church and only the chosen are granted access to the libraries that contain the secrets of these powers.

The Sardioran powers below are intended for use by [chosen of Sardior](#) with the Sardior's Knowledge special ability and are identified by a [Sardior] descriptor. The level of a power for a chosen psion or psychic warrior is listed as well. Because the prestige classes require you to have performed services for the church, these powers are not normally accessible to basic psions or psychic warriors. Levels have also been presented for psions and psychic warrior should you decide to introduce these powers to your campaign without the prestige classes as a prerequisite.

DMs that do not use Sardior in their campaign can integrate these powers into their campaign any number of ways. Perhaps characters gain access to them through another god that psions worship. They could discover them via power stones found in ancient treasure. A weak old psion may grant them the knowledge via *a psychic surgery* as a reward for completing a quest. These are but a few ways to bring these powers into your campaign. Ultimately it's up to the DM to determine how best to introduce these in their campaigns.

As a suggestion, you may allow psionic characters that have entered the ruby disciple prestige class, but were not chosen of Sardior, access to these powers. Perhaps you can grant them the Knowledge of Sardior ability from the devotee of Sardior class abilities list after they perform a service to the church.

Note: Powers that have more than one level listed in their level description have varying power points based on the level listed for each specific class. For instance *sardior's calling* lists level as "Chosen Psion 5/Chosen Psychic Warrior 5 (Psion 6/Psychic Warrior 6)". This would mean the power point cost to manifest this power is 9 for the Chosen Psion and Psychic Warrior, and 11 power points for the other classes. This is true of all powers, past and present, which have multiple levels listed.

Sardior's Breath

Psychometabolism (Str) [Force, Light, or Fire] [Sardior]

Level: Chosen Psion 9

Display: Vi

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

Saving Throw: Reflex half (see text)

Power Resistance: Yes

Power Points: 17

When you manifest this power, your head changes to that of a ruby-colored dragon. This provides enhanced senses to the psion in the form of blindsense 150 feet and darkvision 500 feet. In addition, the psion can use one of Sardior's breath weapons once while the power lasts.

Force: This line of concussive force extends 140 feet and deals 17d8 points of force damage. This can be nonlethal damage if the manifester desires.

Light: This cone of brilliant light extends 70 feet and deals 17d6 points of psionic damage. Any creature that fails its Reflex save is also blinded for 1d4 rounds.

Fire: This cone of fire extends 70 feet and deals 17d10 points of fire damage.

Sardior's Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 5/Chosen Psychic Warrior 5 (Psion 6/Psychic Warrior 6)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 9/11

You touch on the power of Sardior to call forth a young gem dragon to aid you with an immediate task. If you know the name of the young dragon, you can call upon it specifically, otherwise you get a random dragon. The task you choose is to have it fight for you or to perform actions that take no more than 1 minute per manifester level. In return, the dragon expects

About 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.

Sardior's Calling Power Chain**Level Power**

0	--
1	--
2	--
3	Sardior's Minor Calling
4	Sardior's Lesser Calling
5	Sardior's Calling
6	Sardior's Improved Calling
7	Sardior's Greater Calling
8	Sardior's Superior Calling
9	Sardior's True Calling

Sardior's Scout Power Chain**Level Power**

0	--
1	--
2	Sardior's Scout
3	Sardior's Mount
4	--
5	--
6	Sardior's Improved Scout
7	--
8	Sardior's Guardian
9	--

compensation. Normally this is coin, gems, or magic items in the amount of least 100 gp per Hit Die, but it can be some other form of barter as determined by you and the dragon (as determined by the DM). The type of random gem dragon called is determined by the chart below. The gem dragon is transported back to its lair when it desires. This is normally after the task is finished and payment received, but if it decides to leave before this, the gem dragon forfeits payment.

Roll d20	Gem Dragon Type
1-4	Crystal
5-8	Sapphire
9-12	Emerald
13-16	Amethyst
17-20	Topaz

See the *Monster Manual II* or the *Psionics Handbook* web enhancement for gem dragon descriptions and stats.

Sardior's Cognition

Clairsentience (Wis); Psychometabolism (Str); Telepathy (Cha) [Sardior]

Level: Chosen Psion 9

Display: Au

Manifestation Time: Instantaneous

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 17

By touching on the consciousness of Sardior, the manifester gains the effects of *hypercognition* as a free action. Use of this power counts against the limit of one quickened power per round, and you gain no benefit if you use this with the Quicken Power feat.

Sardior's Flight

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 6/ Chosen Psychic Warrior 6 (Psion 7)

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 min/level (D)

Power Points: 11/13

A pair of ruby-colored crystalline wings sprout from your back and grant you flight. You can fly at a speed of 180 feet (150 feet if you wear medium or heavy armor, or have a medium or heavy load). You can fly up at half speed and descend at double speed. Your maneuverability is good. Using this power requires as much concentration as walking, so you can attack or manifest powers normally. You cannot carry aloft more weight than your maximum load, plus any armor you wear.

Should the duration expire while you are aloft, the wings vanish, and you begin falling immediately. You likewise fall if the power is negated, or if you become helpless when aloft.

When flying with the wings, you gain a +4 dodge bonus to Armor Class. You can charge or run while flying with the wings. When moving overland with the wings, you can hustle without becoming fatigued or suffering nonlethal damage.

Sardior's Greater Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 7 (Psion 8)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 13/15

As *Sardior's calling*, but you call forth a young adult gem dragon instead.

Sardior's Guardian

Metacreativity (Int) [Sardior]

Level: Chosen Psion 8 (Psion 9)

Display: Vi, Ma

Manifestation Time: 1 full round

Effect: One created construct

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 15/17

This power creates one 8th-level construct composed of crystallized ectoplasm with a pulsing ruby red inner glow in the form of Large dragon that attacks your enemies. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. You can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The guardian acts normally on the last round of the power and dissipates at the end of the turn.

This power is not subject to the special constructor feats.

Sardior's Guardian

Large Construct

Hit Dice: 16d10+30 (118 hp)

Initiative: +2

Speed: 50 ft. (10 squares); fly 60 ft. (average) (12 squares)

Armor Class: 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18

Base Attack/Grapple: +12/+28

Attack: Bite +23 melee (2d6+12)

Full Attack: Bite +23 melee (2d6+12) and 2 claws +18 melee (1d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fiery Bite

Special Qualities: Construct traits, damage reduction 10/magic, darkvision 60 ft., ectoplasm resistance, low-light vision

Saves: Fort +5, Ref +7, Will +7

Abilities: Str 35, Dex 15, Con --, Int --, Wis 15, Cha 6

Fiery Bite (Su): A guardian deals an extra 2d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon. It can use its bite every 4d4 rounds.

Construct Traits: Sardior's guardian has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 feet and low-light vision.

Ectoplasm Resistance (Ex): Sardior's guardian cannot be dismissed by the *dismiss ectoplasm* power. It suffers 3d8 points of damage on a failed save.

Sardior's Improved Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 6/Chosen Psychic Warrior 6 (Psion 7)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 11/13

As *Sardior's calling*, but you call forth a juvenile gem dragon instead.

Sardior's Improved Scout

Metacreativity (Int) [Sardior]

Level: Chosen Psion 6/Chosen Psychic Warrior 6 (Psion 7)

Display: Ma

Manifestation Time: 1 full round

Effect: One created construct

Duration: 1 min/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 11/13

As *Sardior's scout*, however the construct has AC 13, hardness 12, and 33 hit points. In addition, you can manifest powers through the construct as though it were a psicrystal with the channel power ability (see page 11 of the *Psionics Handbook*).

Sardior's Lesser Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 4/Chosen Psychic Warrior 4(Psion 5/Psychic Warrior 5)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7/9

As *Sardior's calling*, but you call forth a very young gem dragon instead.

Sardior's Minor Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 3/Chosen Psychic Warrior 3 (Psion 4/Psychic Warrior 4)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 5/7

As *Sardior's calling*, but you call forth a wyrmling gem dragon instead.

Sardior's Mount

Metacreativity (Int)

Level: Chosen Psion 3/Chosen Psychic Warrior 3 (Psion 4/Psychic Warrior 4)

Display: Ma

Manifestation Time: 1 full round

Effect: One created construct

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No**Power Points:** 5/7

This power creates a construct composed of ruby red crystallized ectoplasm in the form of a Large dragon. This construct has AC 13, hardness 10, and 22 hit points, and it can fly with a speed of 120 feet with average maneuverability. Only the manifester or the individual for whom the mount was created can ride it. The mount appears with the appropriate riding gear, and it can support its rider's weight, plus 10 lbs per manifester level.

If the mount is targeted by *dismiss ectoplasm*, it saves as a psionic item; if it fails the save, it takes 3d8 points of damage instead of the normal results.

Sardior's Presence

Telepathy (Cha) [Fear, Mind-Affecting] [Sardior]

Level: Chosen Psion 3/Chosen Psychic Warrior 3 (Psion 4/Psychic Warrior 4)**Display:** Vi, Au**Manifestation Time:** 1 action**Range:** 30 ft.**Area:** 30-ft.-radius emanation, centered on you**Duration:** 1 round/level (D)**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 5/7

You draw on the might of Sardior to create a field of dread around your body. While in effect, your body is surrounded with an almost invisible ruby-colored nimbus. The field automatically takes effect whenever a creature makes contact with the field. A creature that succeeds on a Will save remains immune to your field, but it can be affected by another user's field or by your own if you manifest the power again. On a failure, a creature is affected according to the number of Hit Dice it has compared to your manifester level. If the creature's Hit Dice equal or exceeds your manifester level, it becomes shaken for the duration of the power -- if the creature leaves the field. If the creature has less HD than your manifester level (but not 5 less Hit Dice than your manifester level), it is frightened instead of shaken. If the creature has 5 less HD than your manifester level, it is panicked instead of shaken.

Sardior's Scout

Metacreativity (Int) [Sardior]

Level: Chosen Psion 2/Chosen Psychic Warrior 2 (Psion 3/Psychic Warrior 3)**Display:** Ma**Manifestation Time:** 1 full round**Effect:** One created construct**Duration:** 1 min/level (D)**Saving Throw:** None**Power Resistance:** No**Power Points:** 3/5

You create a construct of ruby red crystallized ectoplasm in the form of a Tiny dragon. The construct moves out, scouts around, and returns as you direct it. The construct has darkvision with a range of 60 feet and low-light vision.

The construct has AC 13, hardness 8, and 11 hit points. It flies at a speed of 30 feet with perfect maneuverability, and has a +8 Hide modifier. It has a Spot modifier equal to your manifester level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings.

When you create the construct, you specify instructions you want it to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the construct as well.

To report its findings, the construct must return to your hand. It then replays in your mind all it has seen during its existence. It takes the construct 1 round to replay 1 minute of recorded images. After it returns to you, you can send out the construct again with a new set of orders.

If the construct ever gets more than one mile away from you, it instantly ceases to exist. However, your link with the construct is such that you won't know if the construct was destroyed because it wandered out of range or because of some other event.

If the construct is targeted by *dismiss ectoplasm*, it saves as a psionic item; if it fails the save, it takes 3d8 points of damage instead of the normal results.

Sardior's Sight

Clairsentience (Wis) [Sardior]

Level: Chosen Psion 9

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 min/level (D)

Power Points: 17

You draw on the essence of Sardior to change how you perceive reality. You can see things for how they truly are and gain glimpses of possible futures. This power causes your eyes glow with a ruby light.

While in effect, this power has a range of benefits. You have the abilities of *true seeing* (with the exception that it does not reveal alignment auras), in addition to gaining a +4 insight bonus on initiative, AC, attack rolls, and saving throws. You also gain a +10 insight bonus on Search and Spot checks.

Sardior's Superior Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 8 (Psion 9)

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15/17

As *Sardior's calling*, but you call forth an adult gem dragon instead.

Sardior's Transference

Telepathy (Cha) [Sardior]

Level: Chosen Psion 9

Display: Au

Manifestation Time: 1 hour

Range: Touch

Target: Special

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: Yes

Power Points: 17

Through use of this power, a psion restores life to a dead creature by transferring the mind using a method similar to *mind switch*. The mind to be revived in this manner cannot have been dead for more than 1 day per manifester level of the psion, and it must be willing to return. If either of these are not the case, the power fails.

In addition, the psion needs a body to host the mind. This body can be dead or alive, but a live target gets to make a Will save to resist the power. If a dead body is used, it cannot have been dead for more than 1 hour per manifester level. In many cases, the revived mind's original body is used.

If the power is successful, the revived creature keeps its original mental stats and hit points, and it has the physical stats of the body it possesses. In addition, it has only 1 hit point and needs a full 24 hours of rest to recover from the trauma of being dead.

Sardior's True Calling

Psychoportation (Dex) [Sardior]

Level: Chosen Psion 9

Display: Ma, Vi, Au

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 17

As *Sardior's calling*, but you call forth a mature adult gem dragon instead.

Sardior's Wrath

Metacreative (Int) [Sardior]

Level: Chosen Psion 9

Display: Vi, Ol, Au

Manifestation Time: 1 action

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

Area: One living creature/level within a 30-ft. burst

Duration: Instantaneous**Saving Throw:** Fortitude partial, see text**Power Resistance:** Yes**Power Points:** 17

When this power is manifested, the area selected is coated with ruby-colored ectoplasm, which instantly hardens and shatters. Anyone caught in the area must make a Fortitude save or die from the trauma. Unattended objects and those that make their saves instead suffer a random effect.

Roll d6 Effect

1-2	Force: Targets take 9d8 points of force damage as the shards explode.
3-4	Light: Targets take 9d6 points of damage and are blinded for 1d4 rounds as the shard flash out of existence.
5-6	Fire: Targets take 9d10 points of fire damage as the shards burn away.

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The Mind's Eye

The Church of Sardior

(The Legend of Sardior, Part 3)

By Scott Brocius and Mark A. Jindra

The church of Sardior is a growing force among the humanoid population. Two factors have caused this phenomenon: the increasing number of psionic beings in existence and the desire of Sardior to have more followers. While this growth could spark the ire of other gods, so far it has not due to the uncertain feelings the gods have toward psionics. The gods of magic are wary of psionics, but the two fields of study seem to counter each other, so none of the gods have decided to act yet.

Almost all of the established churches of Sardior have been dedicated directly to him, but the newer ones have begun to choose one of his thanes as a focus. These temples still worship and receive their power from Sardior, but the particularthane acts as the messenger or conduit and is revered as well. About half the new churches have been created as centers of worship to Sardior, with the other half being evenly divided into temples of Aleithilithos, Charisma, Hrodel, Smargad, and Tithonnas. Thethane temples are usually smaller in size, tend to attract psions of the appropriate discipline, and are usually found in smaller locales that would normally be overlooked as a source of new knowledge. Notable exceptions to this are the Aleithian temples of Aleithilithos and the churches of Sardior in major metropolitan centers. It is not uncommon to have one or twothane shrines in addition to the Sardiorian churches in these cities.

All of these various chapters of the Sardiorian religion tend to coexist peacefully, though disagreements and squabbles do exist. It tends to be difficult to maintain a constructive line of discourse when a group of Smargadians and Tithonnians begin to have different opinions on the subject. Fistfights do break out, and certain groups do try to make other groups look bad in the eyes of their peers. The upper clergy knows these things happen, and as long as it keeps to just a little embarrassment or a bloody nose, generally no disciplinary action is taken. In the end, these groups all come together quickly when a serious problem or threat arises.

This quick communication is one of the chief assets of the church. The church has created a network of open communication between all temples located on the same plane due to the creation of the Sardiorian crystals. Sardior developed the process to allow the founding cleric or psion of the church to create a special psionic communication stone. The crystals themselves are hemispherical chunks of gemstone about 3 feet across and weighing roughly 100 pounds. While these appear to be very valuable monetarily, none have ever been truly stolen due to the fact they crumble to nothing when removed from the church proper. Sardior can use any or all of these crystals to contact his followers, while the Thanes can use any of the crystals dedicated to them.

Sardiorian Crystal

The creation of a *Sardiorian crystal* takes a week to complete and only the head of a church of Sardior can perform the process. Each temple can only have one such crystal at a time, so the loss of the crystal isolates the church from the network while a new one is created. To use the crystal, a member of the church must touch the crystal and either expend a 3rd level (or higher level) divine spell, or 5 power points

into the crystal to empower it. This allows for 10 minutes of conversation. To converse, the character activating the crystal must name one church of Sardior to receive the user's message. The crystal at the designated church (if there is one) sends out a mental pulse to all church members currently inside the building. Conversation can begin when a church member touches the crystal at the designated church. Doing so connects the two crystals so that communication can commence. Images of the two speakers appear in the smooth face of each crystal. Only the character that activated the original crystal and the character touching the second crystal can send or receive communications through the linked crystals. There is no limit to the number of times a given crystal can be activated to send or receive communications.

Sardior and his thanes can contact several crystals at once. Sardiorian crystals will be wholly ruby if created by a cleric or for a Sardior dedicated temple, or they will have a ruby core surrounded by the appropriate gem type for chapter-dedicated temples.

Moderate divination; CL 9th or ML 10th; Craft Wondrous Item, *farseeing* or *scrying*, special* (see text); Price: N/A; Cost to Create: 100,000 gp + 500 XP.

*Special: Can be created only by the head of a church of Sardior. The ability to create one is granted by Sardior or one of his thanes.

The Sect of Seradess

One chapter of Sardior does not follow his benign teachings: the Sect of Seradess. This group was founded the same time as the other separate chapters of Sardior, but with the destruction of Seradess and expulsion of the obsidian dragons, this group has gone rogue. At first, the group consisted of clerics and psions, but it has been reduced to psions and psychic warriors due to the loss of empowerment to the clerics. Its original intent was to learn new processes of item creation and the manipulation of ectoplasm, but since the "Leaving," their goal has changed. They seek the information and the power to steal the essence of Seradess away from Sardior and establish her as a new god.

The church of Sardior knows of their existence and refers to them as the Cult of Seradess. They also haven't put much effort into eradicating this group, since they don't consider the group a threat. They wonder what a handful of rebellious psions can do against the might of a god.

Up until recently, this opinion held true. While the sect maintained its beliefs and gathered information, they lacked the needed power to have any real effect. However, this changed recently when a member of the order was visiting a bazaar on the Astral Plane and a powerful psionic being contacted her: the three-headed dragon known as [Blithenpaxantadravos](#), or Blithen. He holds the knowledge and power the group needs to achieve their goal, but he has other unknown plans. He does wish to bring back Seradess, but only after he uses the cult to steal the power of Sardior for himself.

Seradessian Covert

While many psions and psychic warriors revere Sardior and his thanes, some are still angry over the destruction of Seradess. They believe the act was a mistake by Sardior and that it needs to be corrected. These individuals are eventually sought out and found by the sect and are invited to join after a series of trials to determine their true beliefs. Once accepted as a member, the psion's life becomes one of secrecy and intrigue as he tries to further the knowledge of the sect while avoiding the detection of the church of

Sardior.

Hit Dice: d6.

Requirements

To qualify to become a covert Seradessian, a character must fulfill all the following criteria.

Alignment: Lawful neutral, neutral, neutral evil, and lawful evil.

Skills: Knowledge (religion) 4 ranks.

Powers: Able to manifest 3rd-level powers.

Special: Must be sought and selected by the sect of Seradess to join.

Class Skills

The covert Seradessian's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Craft (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Profession (Wis), Psicraft (Int), Stabilize Self (Con).

Skill Points at Each Level: 2 + Int modifier.

	Base Attack		Reflex	Will		
Level	Bonus	Fort	Save	Save	Special	Manifester Level
1	+0	+0	+0	+2	<i>Secrets of Seradess</i>	+1 psion level
2	+1	+0	+0	+3		+1 psion level
3	+2	+1	+1	+3	<i>Nondetection</i>	+1 psion level
4	+3	+1	+1	+4		+1 psion level
5	+3	+1	+1	+4	<i>Shroud of Seradess</i>	+1 psion level

Class Abilities

All the following are class features of the covert Seradessian prestige class.

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

Power Points: When they gain a level, covert Seradessians gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Covert Seradessians 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: Covert Seradessians discover powers at all levels as though they gained a level of psion. Powers are chosen from the psion power list. A Seradassian covert's effective manifester level is increased by one for each level of the prestige class.

Coverts gain access to some of the Sardiorian powers not normally available. Only those Sardiorian powers available to basic psions can be discovered. Coverts must still meet any level and ability requirements for manifesting these powers. Although the effects of the powers are the same, covert Seradessians have altered the names of the powers and displays to better suit their needs. For example [Sardior's guardian](#) would instead be named *guardian of Seradess*, and its ruby red inner glow could be replaced by an almost black, deep purple glow.

Available Sardiorian Powers

Power Level	Sardiorian Name	Altered Name	Special
6	Sardior's calling	Blithen's calling	The type of dragon called is randomly chosen with an equal chance to call a crystal, emerald or obsidian dragon.
8	Sardior's greater calling	Blithen's greater calling	
7	Sardior's improved calling	Blithen's improved calling	
5	Sardior's lesser calling	Blithen's lesser calling	
4	Sardior's minor calling	Blithen's minor calling	
9	Sardior's superior calling	Blithen's superior calling	d6: 1-2 crystal 3-4 emerald 5-6 obsidian
6	Sardior's flight	Blithen's flight	
4	Sardior's mount	Mount of Seradess	
9	Sardior's guardian	Guardian of Seradess	
7	Sardior's improved scout	Improved scout of Seradess	
3	Sardior's scout	Scout of Seradess	
4	Sardior's presence	Presence of Seradess	

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

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

Psionic Combat: Covert Seradessians do not discover psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes.)

Secrets of Seradess (Sp): Coverts learn the secrets of crafting and ectoplasmic shaping known to the sect. They gain a +2 insight bonus on Craft checks and their effective manifesting level is considered 1 level higher for any manifested power involving ectoplasm. In addition, the use of *detect psionics* also reveals the presence of true followers of Sardior.

Nondetection (Sp): Coverts add *nondetection* to their selection of powers known and can manifest it even if they do not have the required ability score.

Shroud of Seradess (Sp): The covert Seradessian can manifest any power as though he had the Hide Power feat applied to it a single time for no additional cost. This ability can be applied multiple times for an additional +2 power points. Each time it is applied it hides an additional display.

Be sure to check out past articles in the [Legend of Sardior](#) series including [Obsidian Dragons](#), [Chosen of Sardior](#), [The Demiplane of Ectoplasm](#), [Aleithian Dwarves](#), [Sardior's Knowledge](#), and [Draconum Psionicus](#)

About the Authors

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He has been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

The Mind's Eye

Draconum Psionicus

By Mark A. Jindra and Scott Brocius

The mighty creatures known as dragons can cause much fear among the average inhabitant of a nation or country. This month's Mind's Eye provides you with several more such beasts to add to your campaign. The ectoplasmic dragon, a new type of psionic dragon, can inspire much awe among those who see it. You can also study the details of a new drake inspired by one of our playtesters. The new dragon golem, called the Sardorian golem, serves as a defender of Sardior's castle. Finally, in the tradition of the Wyrm of the North feature, we round off this month with a unique gem dragon.



Deep within the hallowed halls of the library of Hrodel, several scholars search the dusty tomes for information on a unique gem dragon. Only a few days ago, an expedition found the remains of a defender of Sardior that was buried in a cave in some three hundred years ago. Among his remains was a journal that described a sleeping three-headed gem dragon. A young follower of Sardior brushed the dust from an ancient tome and read the title to herself: Draconum Psionicus. Perhaps something of interest would be in this one.

Ectoplasmic Dragon

Ectoplasmic dragons are rarely seen, and once they leave the Demiplane of Ectoplasm, they seldom return. They instead choose to make their lairs on one of the chunks of debris found on the Astral Plane, but many travel to the Material Plane to seek treasure or a meal.

Mind Drake

Mind drakes, sages theorize, were created from the backlash of energy released when Sardior destroyed his thane Seradess. They believe the negative energy and hatred involved in the destructive act birthed these creatures, for they have a disdain for most living things -- even each other.

Sardorian Golem

First created by Sardior as guardians for his castle, Sardorian golems have been used by followers of Sardior as guardians for the church and its patrons. The exact methods used in their creation remain a closely guarded secret.

Blithen of Many Names

Blithenpaxantadravos, once an advisor to Sardior himself, is a three-headed gem dragon. He has had many monikers during his time, and his name and titles have been spoken both with respect and hatred. Then, after a time, his names were simply forgotten. Now, he is just Blithen.

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Psionic Bestiary

Ectoplasmic Dragon

By Scott Brocius and Mark A. Jindra

Ectoplasmic Dragon

Dragon (Fire)

Environment: Demiplane of Ectoplasm, Astral Plane, underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, or very old: solitary, pair, or family (1-2 plus 2-5 offspring); ancient, wyrm, or great wyrm: solitary

Challenge Rating: Wyrmling 5; very young 7; young 9; juvenile 11; young adult 14; adult 16; mature adult 19; old 21; very old 22; ancient 24; wyrm 25; great wyrm 27

Treasure: Double standard

Alignment: Always chaotic neutral

Advancement: Wyrmling 9-10 HD; very young 12-13 HD; young 15-16 HD; juvenile 18-19 HD; young adult 21-22 HD; adult 24-25 HD; mature adult 27-28 HD; old 30-31 HD; very old 33-34 HD; ancient 36-37 HD; wyrm 39-40 HD; great wyrm 42+ HD.

Level Adjustment: Wyrmling +4; very young +5; young +6; others --.

Ectoplasmic Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	8d12+24 (76)	17	14	17	14	13	11	+8/+11	+11	+9	+8	+7	2d8 (17)	--
Very young	M	11d12+33 (104)	19	14	17	14	15	13	+11/+15	+15	+10	+9	+9	4d8 (18)	--
Young	L	14d12+56 (147)	23	14	19	16	15	13	+14/+24	+19	+13	+11	+11	6d8 (21)	--
Juvenile	L	17d12+68 (178)	25	14	19	16	17	15	+17/+28	+23	+14	+12	+13	8d8 (22)	--
Young adult	H	20d12+100 (230)	29	14	21	18	17	15	+20/+37	+27	+17	+14	+15	10d8 (25)	22
Adult	H	23d12+115 (264)	31	14	21	18	19	17	+23/+41	+31	+18	+15	+17	12d8 (26)	24
Mature adult	H	26d12+156 (325)	33	14	23	20	19	17	+26/+45	+35	+21	+17	+19	14d8 (29)	26
Old	H	29d12+174 (362)	35	14	23	24	23	21	+29/+49	+39	+22	+18	+22	16d8 (30)	29
Very old	G	32d12+224 (432)	39	14	25	26	23	21	+32/+58	+42	+25	+20	+24	18d8 (33)	31

Ancient	G	35d12+280 (507)	41	14	27	28	25	23	+35/+62	+46	+27	+21	+26	20d8 (35)	33
Wyrmling	G	38d12+342 (589)	43	14	29	30	25	23	+38/+66	+50	+30	+23	+28	22d8 (38)	35
Great wyrmling	C	41d12+410 (676)	47	14	31	32	27	25	+41/+75	+51	+32	+24	+30	24d8 (40)	37

Ectoplasmic Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Manifester Level	PR
Wyrmling	40 ft., fly 150 ft. (poor), swim 80 ft.	+2	19 (+2 Dex, +7 natural), touch 12, flat-footed 17	Planar travel, ectoplasm immunity	--	--
Very young	40 ft., fly 150 ft. (poor), swim 80 ft.	+2	22 (+2 Dex, +10 natural), touch 12, flat-footed 20	<i>Ectoplasmic cocoon</i>	--	--
Young	40 ft., fly 150 ft. (poor), swim 80 ft.	+2	24 (-1 size, +2 Dex, +13 natural), touch 11, flat-footed 22	<i>Chameleon</i>	1st	--
Juvenile	40 ft., fly 150 ft. (poor), swim 80 ft.	+2	27 (-1 size, +2 Dex, +16 natural), touch 11, flat-footed 25	<i>Negate psionics</i>	3rd	--
Young adult	40 ft., fly 200 ft. (clumsy), swim 80 ft.	+2	29 (-2 size, +2 Dex, +19 natural), touch 10, flat-footed 27	DR 5/magic, whitefire aura 5d4	5th	21
Adult	40 ft., fly 200 ft. (clumsy), swim 80 ft.	+2	32 (-2 size, +2 Dex, +22 natural), touch 10, flat-footed 30	<i>Dismiss ectoplasm</i>	7th	22
Mature adult	40 ft., fly 200 ft. (clumsy), swim 80 ft.	+2	35 (-2 size, +2 Dex, +25 natural), touch 10, flat-footed 33	DR 10/magic, whitefire aura 10d4	9th	24
Old	40 ft., fly 200 ft. (clumsy), swim 80 ft.	+2	38 (-2 size, +2 Dex, +28 natural), touch 10, flat-footed 36	<i>Energy barrier</i>	11th	25
Very old	40 ft., fly 250 ft. (clumsy), swim 80 ft.	+2	39 (-4 size, +2 Dex, +31 natural), touch 8, flat-footed 37	DR 15/magic, whitefire aura 15d4	13th	27

Ancient	40 ft., fly 250 ft. (clumsy), swim 80 ft.	+2	42 (-4 size, +2 Dex, +34 natural), touch 8, flat-footed 40	<i>Catapsi</i>	15th	28
Wyrms	40 ft., fly 250 ft. (clumsy), swim 80 ft.	+2	45 (-4 size, +2 Dex, +37 natural), touch 8, flat-footed 43	DR 20/magic, whitefire aura 20d4	17th	30
Great wyrms	40 ft., fly 250 ft. (clumsy), swim 80 ft.	+2	44 (-8 size, +2 Dex, +40 natural), touch 4, flat-footed 42	<i>Mass cocoon</i>	19th	31

This winged dragon has row of jagged spikes run down its neck and spine, and they become ever smaller until no trace remains as they meet the beginning of the dragon's tail. Its smooth hide shines with a mirrorlike luster. In flight, the movements of its translucent wings are flowing and majestic as though it were made of liquid. Its eyes swirl and roil in hues of deep blue, brilliant purple, and shining silver, betraying the chaos of its nature.

An ectoplasmic dragon has completely smooth skin; it lacks scales entirely. When first hatched, its skin is milky white with hints of pale blue and silver at the folds and around the eyes and head. As the dragon ages, these highlights become more pronounced until the dragon reaches the wyrms stage, when its hide achieves a mirrorlike sheen.

Ectoplasmic dragons are rarely seen since they are just beginning to emerge from the hatchery created on the Demiplane of Ectoplasm. Once they leave the demiplane, they rarely return. They instead choose to make their lairs on one of the chunks of debris found on the Astral Plane, though many travel to the Material Plane to seek treasure or a meal.

Combat

Ectoplasmic dragons are very erratic concerning combat. They all defend themselves when attacked, but whether they initiate combat depends on the individual's mood at the moment. An encounter with an ectoplasmic dragon can result in the dragon paying no attention to the party, having a spirited discussion over the latest battle on the Material Plane, or being attacked with complete abandon because someone was wearing pink. It is best to tread lightly around these unpredictable beings.

Breath Weapon (Su): An ectoplasmic dragon has one breath weapon: a burst of *whitefire*. The radius and range of the breath weapon are listed in the chart. They spit out a glob of raw ectoplasm that explodes upon reaching the desired range.

Dragon Size* Maximum Range Radius

Tiny*	30 feet	5 feet
Small*	40 feet	10 feet
Medium	60 feet	15 feet
Large	80 feet	20 feet

Huge	100 feet	25 feet
Gargantuan	120 feet	30 feet
Colossal	140 feet	35 feet

* Though ectoplasmic dragons cannot be smaller than Medium, these sizes were included for completeness.

Planar Travel (Su): Ectoplasmic dragons have the innate ability to pass instantly between the Material Plane and the Astral Plane as a standard action.

Psionics (Sp): 3/day -- *chameleon, dismiss ectoplasm, ectoplasmic cocoon, negate psionics*; 2/day -- *energy barrier*; 1/day -- *catapsi, mass cocoon*. Manifest level varies by age; save DC 10 + dragon's Intelligence modifier + power level. An ectoplasmic dragon manifests powers and gains additional attack and defense modes as if it were a psion with Metacreativity as its primary discipline.

Attack/Defense Modes: Id insinuation/mental barrier.

Whitefire Aura (Su): The ectoplasmic dragon can initiate its whitefire aura once per day as a standard action. It lasts 1 round per age category of the dragon. While the aura lasts, any creature striking the dragon with a natural or a handheld weapon deals normal damage, but at the same time the attacker takes the whitefire damage listed. If the attacker makes a successful Reflex save (DC same as frightful presence), it reduces damage by half.

Ectoplasm Immunity (Ex): An ectoplasmic dragon is not effected by the *dismiss ectoplasm* power.

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Psionic Bestiary

Mind Drake

By Scott Brocius and Mark A. Jindra

Mind Drake

Medium Dragon

Hit Dice: 16d12+64 (168 hp)

Initiative: +5

Speed: 40 ft. (8 squares); fly 150 ft. (poor)

Armor Class: 23 (+1 Dex, +12 natural), touch 11, flat-footed 22

Base Attack/Grapple: +16/+20

Attack: Bite +20 melee (1d8+4)

Full Attack: Bite +20 melee (1d8+4) and 2 claws +15 melee (1d6+2) and 2 wings +15 melee (1d6+2) and tail slap +15 melee (1d8+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, *enslave*, psionics

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunities (paralysis, sleep), low-light vision, power resistance 17, telepathy

Saves: Fort +14, Ref +11, Will +14

Abilities: Str 18, Dex 13, Con 19, Int 19, Wis 19, Cha 24

Skills: Bluff +26, Concentration +23, Diplomacy +30, Hide +20, Intimidate +9, Knowledge (psionics) +23, Listen +25, Move Silently +20, Search +23, Sense Motive +23, Spot +25

Feats: Ability Focus (breath weapon), Ability Focus (*enslave*), Alertness, Dodge, Improved Initiative, Psychoanalyst

Environment: Forests

Organization: Solitary

Challenge Rating: 10

Treasure: Double standard

Alignment: Always neutral evil

Advancement: 17-32 HD (Medium); 33-48 HD (Large)

Two rows of horns start at the glaring eyes of this winged reptilian quadruped and run down the neck and spine, where they merge together to form the tip of its tail. Purplish black, this creature's intent stare has a mesmerizing quality to it -- almost as though you could fall into the depths of its dark orbs.

Mind drakes, sages theorize, were created from the backlash of energy that was released when Sardior destroyed his thane Seradess. They believe the negative energy and hatred involved in the destructive act birthed these creatures.

Mind drakes are dark purple to black in color and are roughly the size of a pony, though their wings and tail make them appear larger. They have two rows of short horns that start at their eye sockets and run along either side of their backbone to the tip of their tail. Their scales are small and are more suitable for jewelry and decoration than armor or clothing.

These foul creatures have a disdain for most living things -- even each other. They spend enough time in the company of others of their kind only to reproduce. Their young must fend for themselves.

Combat

Mind drakes prefer to avoid direct combat. Instead, they rely on their psychic enslaved minions to hold off any intruders until they can position themselves for an ambush or make an escape. A typical lair will have 2-4 of these minions, though depending on the intentions of the drake, more may lurk within.

Breath Weapon (Su): The mind drake expels a 30-foot cone of gas that deals 2d4 points of temporary Charisma damage unless a Fortitude save (DC 24) is made. The mind drake can use its breath weapon every 1d4 rounds. The save DC is Constitution based.

Enslave (Sp): Three times a day, a mind drake can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 27 Will save or be affected as though by a *dominate* power (manifest level 16th). An enslaved creature obeys the mind drake's commands until freed by *negate psionics*, and it can attempt a new Will save every 24 hours to break free. The control is also broken if the mind drake dies or travels more than one mile from its slave. The save DC is Charisma-based.

Telepathy (Su): Mind dragons can communicate with any intelligent creature that can speak a language mentally.

Psionics (Sp): At will -- *detect psionics*; 3/day -- *crisis of breath*, *detect thoughts*, *mindwipe*; 1/day -- *mind probe*, *ultrablast*. Manifest level 16th; save DC 1d20+7 + power level.

Attack/Defense Modes: *Mind thrust/mental barrier*. A mind drake manifests powers and gains additional attack and defense modes as if it were a psion with Telepathy as its primary discipline.

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Psionic Bestiary

Sardorian Golem

By Scott Brocius and Mark A. Jindra

The *Draconomicon* presents us with three dragon golems: dragonbone, drakestone, and ironwyrms. However those are not the only ones known to exist. Floating majestically among the clouds, shrouded by nightfall, Sardior's castle and its surrounding city are guarded by another kind of dragon golem -- one so fierce and imposing that it could bear only one name.

Sardorian Golem

Large Construct

Hit Dice: 30d10+30 (195 hp)

Initiative: +0

Speed: 30 ft. (6 squares); fly 60 ft. (clumsy)

Armor Class: 35 (-1 size, +26 natural), touch 9, flat-footed 35

Base Attack/Grapple: +22/+36

Attack: Bite +31 melee (2d6+10)

Full Attack: Bite +31 melee (2d6+10) and 2 claws +26 melee (1d8+5) and 2 wings +26 melee (1d6+5) and tail slap +26 melee (1d8+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Construct traits, damage reduction 15/magic and adamantine, darkvision 60 ft., immunity to magic and psionics, low-light vision

Saves: Fort +10, Ref +10, Will +11

Abilities: Str 31, Dex 10, Con --, Int --, Wis 13, Cha 15

Environment: Any

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Always neutral

Advancement: 31-50 HD (Large); 51-70 HD (Huge); 71-90 HD (Gargantuan)

Level Adjustment: --

A Sardorian golem appears to be a finely crafted red crystalline statue of Sardior. It is 15 feet long and 10 feet tall at the shoulder, and a pulsing light shines from deep within the golem creating an ominous red glow.

First created by Sardior as guardians for his castle, Sardorian golems have been used by followers of Sardior as sentinels for the church and its patrons. The exact methods used in their creation remain a closely guarded secret.

Combat

A Sardorian golem does nothing without explicit orders from its creator. It follows instructions literally and is

incapable of any strategy or tactics. Sardorian golems don't use weapons, even if ordered to, and always strike first with their breath weapons before moving to melee range.

A Sardorian golem's creator can command it if the golem is within 60 feet and can see and hear its creator. The golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence, such as "Remain in this area and attack all creatures that enter."

Breath Weapons (Su): This cone-shaped breath weapon is a mixture of force, fire, and brilliant light, and it extends out 40 feet. The breath deals 9d8 points of force damage and 9d8 points of fire damage (Reflex DC 25 half). Any creature that fails its Reflex save is also blinded for 1d4 rounds. The golem's creator can direct it to deal nonlethal damage with the force portion of the damage. The golem must wait 1d4 rounds before it can use its breath weapon again. The save DC is Charisma-based.

Immunity to Magic (Ex): Sardorian golems are immune to all spells, spell-like abilities, and supernatural effects and abilities.

Immunity to Psionics (Ex): Sardorian golems completely resist psionic effects that allow power resistance.

Construct Traits: A Sardior's golem has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Construction

A Sardorian golem's body is crafted from blocks of quartz crystal of various sizes that are fashioned together with bands of polished brass. The body usually has a weight of at least 5,000 pounds and costs at least 15,000 gp. Assembling the body requires a DC 25 Craft (sculpting) check or a DC 25 Craft (stonemasonry) check.

ML 16th; Craft Construct (see page 303 of the *Monster Manual*), *emulate power*, *fly*, *matter manipulation*, *negate psionics*, *true creation*, manifester must be at least 16th level. Price 175,000 gp; Cost 95,000 gp + 6,400 XP.

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Psionic Bestiary

Blithen of Many Names

By Scott Brocius and Mark A. Jindra

"I approached the great slumbering wyrm in an attempt to determine what type of dragon it might be. As I drew closer I could see the familiar translucent scales of a crystal dragon. Just then my torchlight reflected off of scales of a different sort, emerald green and a black like that of polished obsidian. As I followed the scales, I soon realized that this was no ordinary dragon. I quickly made my way back to the city so as to tell everyone of what I had seen."

-- Theo Boranis, Defender of Sardior

Blithenpaxantdravos, a three-headed gem dragon, has had many monikers during his time. His name and titles have been spoken with both respect and contempt. Then, as time passed, they were simply forgotten. Now, he is just Blithen.

Blithen's abnormality is what first drew Sardior's attention. Sardior found him to be fascinating and eventually brought Blithen to his court. Sardior turned often to Blithen for help with a current problem, and soon Blithen earned his first title: Advisor. Blithen had the ear of a god, and he enjoyed it. For a time, it seemed Blithen was always at Sardior's side.

Then, it all changed. Sardior decided that Blithen's single voice was not enough, and he set upon developing the process to create his thanes. Sardior shared his vision with Blithen; he was to create athane to represent each of the gem dragon species, and they would be his advisors and companions. It's uncertain how Blithen corrupted Seradess; the history is lost. Blithen had hoped her failure as athane would cause Sardior to turn back to him, but this plan failed. Sardior destroyed Seradess, and the obsidian dragons withdrew from Sardior's court (although history records that Sardior banished the obsidian dragons from his court). Sardior discovered the deception and banished Blithen. He had earned his next title: Outcast.

Blithen wandered the planes for generations and used the color pools on the Astral Plane to visit new worlds and places. He eventually grew weary and decided to rest, so he created his lair on the Astral Plane and slipped into a deep slumber. He had earned his next title: Forgotten.

The energy used by Sardior to create the ectoplasmic dragons was enough to bring him out of his torpor. After assessing himself and his situation, he mentally sought a strong psion to find out the current state of the world. He didn't have to look long, for he was soon in contact with someone on the Astral Plane. To his surprise, the psion had quite an interesting tale to tell him. Blithen formed a pact and found his latest title: Nihilist.

His Lair: Blithen currently resides in the center of a giant rock floating on the Astral Plane. Blithen ripped a chunk from the Elemental Plane of Earth and brought it here. The cavern complex found within has become home to many creatures. A small city and trade center has grown up on the outer shell, and the inhabitants of the plane consider it a safe zone. Blithen has learned of the inhabitants since his

reawakening but has not decided how to deal with them yet. Rumors state the treasure horde he guards rivals that of a nation's treasury.

Blithen: Male great wyrm crystal emerald obsidian dragon cleric 13; CR 28; Gargantuan magical beast (air); HD 42d12+210 plus 13d8+65; hp 606; Init +8; Spd 40 ft., swim 40 ft., fly 200 ft. (clumsy); AC 49, touch 10, flat-footed 45; Base Atk +42; Grp +67; Atk +58 melee (6d6+13, bite); Full Atk +58 melee (4d6+13, 2 bites) and +58 melee (6d6+13, bite) and +55 melee (2d8+6, 2 claws) and +55 melee (2d6+6, 2 wings) and +55 melee (2d8+19, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapons (60-ft. cone of light, 60-ft. cone of sonic energy, 60-ft. cone of fire), crush 4d6+19, frightful presence, psionics, rebuke undead 9/day, spell-like abilities, tail sweep 2d6+19; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., fire resistance 15, immunities (cold, paralysis, sleep), keen senses, low-light vision, planar travel, power resistance 30; AL CN; SV Fort +35, Ref +36, Will +36; Str 37, Dex 19, Con 21, Int 22, Wis 23, Cha 22.

Skills and Feats: Bluff +30, Concentration +63, Diplomacy +59, Hide -8, Intimidate +13, Knowledge (history) +26, Knowledge (psionics) +51, Knowledge (religion) +64, Knowledge (the planes) +51, Listen +66, Psicraft +34, Search +55, Sense Motive +57, Spellcraft +44, Spot +57, Swim +21; Alertness, Blind-Fight, Cleave, Combat Manifestation, Combat Reflexes, Flyby Attack, Great Sunder, Greater Psionic Focus (Telepathy), Hover, Improved Initiative, Improved Natural Attack (obsidian bite), Improved Sunder, Lightning Reflexes, Multiattack, Persuasive, Power Attack, Power Touch, Psionic Fist, Snatch, Weapon Focus (bite).

Breath Weapon (Su): Blithen has a breath weapons available on each of his three heads. Each one is independent of the others and can be used simultaneously if desired. Each breath weapon can be used once every 1d4 rounds.

Crystal Dragon Head: Blithen can breathe a 60-foot cone of brilliant light that deals 24d6 points of damage (Reflex DC 36 half). Any creature that fails its saving throw is also blinded for 1d4 rounds.

Emerald Dragon Head: Blithen can breathe a 60-foot cone of keening sonic energy that deals 24d6 points of damage (Reflex DC 36 half). Any creature that fails a Fortitude saving throw at the same DC is also deafened for 1d4+12 rounds.

Obsidian Dragon Head: Blithen can breathe a 60-foot cone of fire that deals 24d10 points of damage (Reflex DC 36 half).

Crush (Ex): Whenever Blithen flies or jumps, he can land on opponents as a standard action, using his whole body to crush them. His crush attack affects Medium or smaller opponents within a 20-foot-by-20-foot area. Each potentially affected creature must succeed on a DC 36 Reflex save or be pinned, automatically taking 4d6+19 points of bludgeoning damage during the next round unless the dragon moves off. If Blithen chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Frightful Presence (Ex): Whenever Blithen attacks, charges, or flies overhead, each creature in a 360-foot radius that has 41 or fewer HD must make a DC 37 Will save. Failure indicates that the creature is panicked for 4d6 rounds (if it has 4 or fewer HD) or shaken for 4d6 rounds (if it has 5 or more HD).

Psionics: 3/day -- *charm person*; 1/day -- *control air, domination*. Manifest level 17th; save DC 1d20 + power level + key ability modifier. Blithen manifests powers as if he were a psion with Telepathy as his primary discipline.

Spell-Like Abilities: 3/day -- *color spray*. Caster level 17th; save DC 16 + spell level. This save DC is Charisma-based.

Tail Sweep (Ex): Blithen can sweep with his tail as a standard action. The sweep affects Small or smaller creatures in a half-circle with a radius of 30 feet extending from an intersection on the edge of his space in any direction. Each potentially affected creature in the area takes 2d6+19 points of damage (Reflex DC 36 half).

Keen Senses (Ex): Blithen can see four times as well as a human in shadowy illumination and twice as well in normal light. He also has darkvision to a range of 120 feet.

Planar Travel (Su): Blithen has the innate ability to pass instantly between the Material Plane and any of the Inner Planes or the Astral Plane.

Cleric Spells Prepared (6/8/8/6/6/5/4/2; save DC 16 + spell level): 0 -- *cure minor wounds, detect magic, guidance, mending, resistance* (2); 1st -- *bane, comprehend languages, detect evil, detect good, magic fang**, *protection from evil, protection from good, random action*; 2nd -- *augury, bull's strength, cure moderate wounds, death knell, hold person, invisibility**, *resist energy, shatter*; 3rd -- *bestow curse, contagion, cure serious wounds, dispel magic* (2), *nondetection**; 4th -- *discern lies, divination, poison**, *sending, spell immunity, status*; 5th -- *dispel evil, dispel good, false vision**, *slay living, true seeing*; 6th -- *blade barrier, etherealness, greater dispel magic, mislead**; 7th -- *screen**, *word of chaos*.

*Domain spell. Deity: None. Domains: Trickery (Bluff, Disguise, and Hide are class skills), Scalykind (rebuke reptilian creatures and snakes 9/day).

Psionic Powers (17th-level psion; telepathy primary discipline; 199 power points; save DC 1d20 + key ability modifier + power level + 4 for telepathy powers): Knows all Telepathy, Clairsentience, and Metacreativity powers as well as several powers that only he has discovered (see *Blithen's calling* below).

Attack/Defense Modes (Sp): At will -- *ego whip, id insinuation, mind blast, mind thrust, psychic crush/empty mind, intellect fortress, mental barrier, thought shield, tower of iron will*.

Blithen's Psionics

Blithen once served as keeper of knowledge for Sardior himself. During that time he had access to research on powers the likes of which have not been seen in ages. It was during this time that he developed *Blithen's calling*, the power that Sardior later altered and passed on to his followers as *Sardior's calling* ([See Mind's Eye Article](#)).

It is believed that Blithen never passed on the knowledge of this power. A DM that wishes to allow its use in his campaign could introduce it a number of ways. Perhaps characters discover it via a power stone found in ancient treasure. Or Blithen himself may grant them the knowledge via a *psychic surgery* as a reward for completing a task. Ultimately it's up to you, the DM, to determine how best to do this.

Blithen's Calling

Psychoportation (Dex)

Level: Psion 9

Display: Au, Ma, Vi

Manifestation Time: 1 full round

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 17

You touch on the power of Blithen to call forth an adult gem dragon to aid you with an immediate task. If you know the name of the adult dragon, you can call upon it specifically; otherwise you get a random dragon. The task you choose is to have it fight for you or to perform actions that take no more than 1 minute per manifester level. In return, the dragon expects compensation. Normally this is coin, gems, or magic items in the amount of least 100 gp per Hit Die, but it can be some other form of barter as determined by you and the dragon (as determined by the DM). The chart below determines the type of random gem dragon called. The gem dragon is transported back to its lair when it desires. This is normally after the task is finished and payment received, but if it decides to leave before this, the gem dragon forfeits payment.

Roll d6	Gem Dragon Type
1-2	Crystal
3-4	Emerald
5-6	Obsidian

See the *Monster Manual II* for crystal and emerald dragon information and the Mind's Eye for more on obsidian dragons.

NOTE: Blithen knows the names of several adult crystal, emerald, and obsidian dragons. They are always willing to assist him when called. They figured out their compensation long ago and no barter for services need occur.

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The Mind's Eye

The Demiplane of Ectoplasm

By Scott Brocius and Mark A. Jindra

*It is the matter found between -- coalesced.
It's a psion's paradise.
It's the psion's nightmare.*

The Demiplane of Ectoplasm is a small pocket dimension found within the Astral Plane. Its dome shape is divided into three main areas based on terrain. The entire demiplane is quite dark, since either burning ectoplasm or the bioluminescence of the organisms provides the only light sources found here.



The central section of the demiplane is a mountainous region of solidified ectoplasm and metals. The ground here is very brittle and jagged, and most of the landscape is barren, with the exception of small shrubs and a lichen-like plant. An active volcano stands in the center of this part of the demiplane. While it is generally calm, it does have violent eruptions every couple of weeks. This area also suffers earthquakes and landslides, since the mountains shift against each other. Vents of hot gasses and whitefire commonly burst forth from the ground when the earthquakes occur. Although uncommon, random [mindstorm and surge](#) activity occasionally accompany the eruptions throughout this area of the demiplane.

The next section, or middle ring, appears very similar to that of a hilly, mixed forest. This region is the most stable of the demiplane, since the effects of the earthquakes in the central core are greatly diminished. This area is also not subject to the extreme winds found in the outer ring or high in the sky. Generally, if one seeks refuge from the harsher aspects of the demiplane's environment, this is the region to find it.

The outer ring gives way from forest to swamp. The ground becomes spongy and liquid ectoplasm forms a bayou. Low trees and vines are common, and standing pools of acidic ectoplasm can be found. Travelers quickly learn to spot the acid pools, since they usually give off a faint glow. This area is also wracked with high winds. Several times a day, a hurricane force gale will rip through this section, bowing over trees and sending large amounts of liquid into the air. This wind is strong enough to carry away unattended objects, such as the adventurers. On the positive side, the wind gusts usually last only a couple of minutes.

The outer edge of the demiplane is easy to find. A wall of burning ectoplasm extends from the ground surface and arcs over the entire demiplane in a dome shape. Coming within 10 feet of this wall causes 1d4 points of fire damage from the heat, and making contact with the wall causes 5d4 points of fire damage per round. The wall burns with a deep reddish hue, giving off little light and providing the equivalent light of a starry night to the demiplane.

Other than the natural hazards found here, the main concern for travelers are the lack of food or water. The ecology found here is based on ectoplasm and psionic energy; the indigenous population feeds off these. So, if a group wishes to make a visit, they must bring their own source of nutrition or face starvation.

Demiplane of Ectoplasm Traits

- **Normal Gravity.**
- **Normal Time.**
- **Finite Size.**
- **Alterable Morphic.**
- **No Elemental or Energy Traits.**
- **Mildly Neutral Aligned.**
- **Enhanced Psionics:** Psionic powers cost 1 less power point to a minimum of 1 power point to manifest here. This is in addition to any other power cost reductions the being may have. Also, some powers work differently while on this demiplane. Any astral constructs created here have maximum hit points. *Dismiss ectoplasm* causes 3d8 points of damage to ectoplasmic creatures and characters on a failed saving throw instead of them being destroyed or displaced. If used on the terrain, *dismiss ectoplasm* evaporates or disintegrates the targeted area. Characters who use *ectoplasmic form* are recognized by the denizens of the plane as a native and the denizens are indifferent instead of hostile. Finally, *wall of ectoplasm* is permanent unless destroyed.

Ectoplasmic Links

Currently, there are only two established ways to reach the Demiplane of Ectoplasm. A third method exists, but it is not totally reliable.

The first is to find the border it shares with the Astral Plane. On the Astral Plane, it appears as a 10-foot circular disk of greenish fire. This fire is the outer edge of the demiplane, which is burning ectoplasm. Traveling through this access point causes 15d4 points of fire damage and deposits the individual at the top center of the dome. Unless the creature can fly, it falls several thousand feet to the waiting mouth of an active volcano. In addition to the falling damage, it takes 20d6 points of fire damage per round until it can get out of the ectoplasmic lava. This route tends to be fatal for the unprepared.

The second route is through the portal established by the githyanki queen. The githyanki stumbled across this demiplane a long time ago and now use it as a source of raw materials. Their portal connects one of their cities in the Astral Plane to the fortress they maintain on the demiplane.

The third method requires the use of psionics. The demiplane can be reached through the use of a *plane shift*, but only if the individuals are in *ectoplasmic form* or encased within ectoplasm. In addition, if some of the group cannot link hands, they must be mind-linked with the manifester of the *plane shift*. The problem with this method is that it is not entirely accurate. Those attempting the journey have only a 30% chance of reaching the demiplane. The rest of time the group finds themselves in the Astral Plane.

Ectoplasmic Inhabitants

The Demiplane of Ectoplasm is home to many 'plant' and 'animal' life forms, though all are comprised of ectoplasm and metals. While most of these creatures are small and harmless, some do pose a threat to travelers. Within the mountainous central region, both living ferroplasms and argent spiders are found,

while the ectoplasm elementals generally stay to the swampy outer ring. Ecto fragments are found just about everywhere on the plane, drifting along with the winds.

The only other dangerous encounter a visitor is likely to face is the githyanki presence. The githyanki view this demiplane as theirs, and they tend to see visitors as intruders and deal with them as such.

[Argent Spiders](#): Resembling normal spiders, these crystalline creatures look as though they have been sculpted as a perverse sort of art, but they are living creatures. It's uncertain how this vermin came into being, but it is a fairly common sight on the demiplane of ectoplasm.

[Ecto Fragments](#): Resembling small floating orbs of goo, ecto fragments are created by the latent psionic energy found in the Demiplane of Ectoplasm. A small portion of the plane becomes charged with energy and forms an ecto fragment.

[Ectoplasm Elementals](#): Generally found on the Demiplane of Ectoplasm, ectoplasm elementals also can be found wandering elsewhere on rare occasions. There are rumors of psions and sorcerers who have discovered ways to summon them.

[Living Ferroplasm](#): In its natural state, living ferroplasm appears as a large pool of quicksilver around 12 feet in diameter. Because it feeds off of psionic energy, it seems quite at home on this plane.

Movement and Combat

Both movement and combat tend to be as normal per the rules of the Material Plane. Other than the geography, and the fact that the place is shrouded in eternal twilight, normal combat and movement rules apply here.

Features of the Demiplane of Ectoplasm

Given the harsh nature of the demiplane, why do psions seek it out? An abundance of raw materials for psionic items is found here. The central region has several large veins of pure crystal and crystalline metals for use in all sorts of items. In addition, it is the home of the living ferroplasms, which is a source of the very rare ferroplasm. Finally, the Canath tree grows only on this demiplane, and its fruit is prized by all psions. These resources are why the githyanki created their portal, and why they maintain a fortress here.

Ginden Bali

Ginden Bali is the githyanki fortress found on the Demiplane of Ectoplasm, and it is named after the one who originally found the demiplane. At all times, a full regiment of githyanki is stationed here, with the exception of their dragons. For some reason, the reds refuse to come to this place and also refuse to explain why. In addition to the githyanki, several hundred slaves are housed here from assorted races. The slaves are used either to mine or to transport raw materials and food through the portal.

Githyanki stationed here usually stay only three months at a time due to the difference in time flow from the Astral.

Ginden Bali is an [expanded version](#) of the fortress presented in the [Map-a-Week feature](#). The githyanki have used psionic powers known to them to enhance the fortress with the flying augmentation to keep the fortress off the ground and to avoid the earthquakes. The fortress uses its slothful locomotion and drawbridges to minimize the effects of the winds. (See the *flying* mobility and *slothful* locomotion descriptions on the [Stronghold Builder's Guidebook](#) for more information.) The fortress floats approximately 50 feet above the surface and has three 200-foot long drawbridges made of ectoplasm that can be extended to the surface.

The Ruins of Rokehold

Long before the Githyanki came to this demiplane, a great dwarven mine once existed deep beneath the surface. Some say it extended to the very edges of the demiplane. Legends describe a period of violent eruptions and earthquakes that collapsed most of the tunnels and destroyed the dwarven stronghold along with the portal that linked the demiplane to the dwarven homeland. Occasionally stones that bear the name Rokehold or Roke inscribed in ancient dwarven ruins are found, and they are unearthed by earthquakes or mining. Nobody knows why the dwarves abandoned the demiplane.

Canath Tree

This small tree grows to around 12 feet tall and has leaves similar in shape to that of a maple. It usually grows in groves of ten to twenty trees, and each tree has two to five fruit on it. A Canath fruit is actually a rondure of crystal, which is highly prized by psions. The Canath fruit stores psionic energy that can be tapped by a psion the same way a psion would tap the power of a crystal capacitor. The amount of energy stored within the fruit is shown on the following table:

Fruit Age	Power Points
1 month	1
2 months	3
3 months	5
4 months	7
5 months	9
6 months	11
7 months	13
8 months	15
9 months	17
12 months	seedpod

Initially, the Canath fruit is a milky white in color. As it matures, it grows darker in color, and if allowed to stay on the tree for a full year, the fruit becomes an opaque seedpod and sprouts a pair of leathery wings. The fully mature fruit drops from the tree and the psychic energy in it allows it to fly in a random direction for up to a mile. The fruit blunders along blindly until it hits something or runs out of energy and falls to the ground. While the fruit can be used anywhere, the seeds themselves cannot. Canath tree seeds will germinate only if planted on the demiplane.

By collecting the Canath fruit, the psion has a source of psionic energy for later use, similar to using crystal capacitors. A psion may use the power points from it to activate powers, items, or psionic combat modes. The fruit can be used only once though, so if she uses a 7 point fruit to activate a 3rd-level power, the other 2 power points are lost. After using a fruit, it crumbles to dust.

About the Author

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He's been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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Psionic Bestiary

Argent Spider

By Scott Brocius and Mark A. Jindra

Argent spiders resemble normal spiders in form, but they are composed of crystalline materials and metals, and are silvery gray-green in color. It seems as though they have been sculpted into a perverse form of art, but they are living creatures. Nobody can say how this vermin came into being, but it is a fairly common sight on the Demiplane of Ectoplasm.

Argent Spider, Tiny

Tiny Vermin

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Base Attack: +0/-11

Attack: Bite +5 melee (1d3-3 plus poison)

Full Attack: Bite +5 melee (1d3-3 plus poison)

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., dimension slide, vermin traits

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 5, Dex 16, Con 12, Int --, Wis 10, Cha 6

Skills: Climb +5, Hide +15, Jump +7, Spot +8

Feats: Weapon Finesse [B]

Environment: Any

Organization: Solitary, colony (5-20), or horde (41-60)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Argent Spider, Small

Small Vermin

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15

Base Attack: +1/-4

Attack: Bite +5 melee (1d4-1 plus poison)

Full Attack: Bite +5 melee (1d4-1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., dimension slide, vermin traits

Saves: Fort +4, Ref +3, Will +0

Abilities: Str 9, Dex 16, Con 12, Int --, Wis 10, Cha 6

Skills: Climb +7, Hide +11, Jump +9, Spot +8

Feats: Weapon Finesse [B]

Environment: Any

Organization: Solitary, pair, brood (3-5), or colony (5-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Argent Spider, Medium

Medium Vermin

Hit Dice: 4d8+8 (26 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack: +3/+4

Attack: Bite +6 melee (1d6+1 plus poison)

Full Attack: Bite +6 melee (1d6+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., dimension slide, vermin traits

Saves: Fort +6, Ref +4, Will +1

Abilities: Str 13, Dex 16, Con 14, Int --, Wis 10, Cha 6

Skills: Climb +9, Hide +7, Jump +11, Spot +8

Feats: Weapon Finesse [B]

Environment: Any

Organization: Solitary, pair, brood (3-5), or colony (5-20)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Argent Spider, Large

Large Vermin

Hit Dice: 8d8+16 (52 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19

Base Attack: +6/+15

Attack: Bite +10 melee (1d8+7 plus poison)

Full Attack: Bite +10 melee (1d8+7 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., dimension slide, vermin traits

Saves: Fort +8, Ref +4, Will +2

Abilities: Str 21, Dex 14, Con 14, Int --, Wis 10, Cha 6

Skills: Climb +13, Hide +2, Jump +15, Spot +8

Feats: --

Environment: Any

Organization: Solitary, pair, brood (3-5), or colony (5-20)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Argent Spider, Huge

Huge Vermin

Hit Dice: 16d8+32 (104 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 25 (-2 size, +2 Dex, +15 natural), touch 10, flat-footed 23

Base Attack: +12/+27

Attack: Bite +17 melee (2d6+10 plus poison)

Full Attack: Bite +17 melee (2d6+10 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., dimension slide, vermin traits

Saves: Fort +12, Ref +7, Will +5

Abilities: Str 25, Dex 14, Con 14, Int --, Wis 10, Cha 6

Skills: Climb +15, Hide -2, Jump +17, Spot +8

Feats: --

Environment: Any

Organization: Solitary or pair

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Argent Spider, Gargantuan

Gargantuan Vermin

Hit Dice: 32d8+64 (208 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 29 (-4 size, +2 Dex, +21 natural), touch 8, flat-footed 27

Base Attack: +24/+45

Attack: Bite +29 melee (2d8+13 plus poison)

Full Attack: Bite +29 melee (2d8+13 plus poison)

Space/Reach: 20 ft./15 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., dimension slide, vermin traits

Saves: Fort +20, Ref +12, Will +10

Abilities: Str 29, Dex 14, Con 14, Int --, Wis 10, Cha 6

Skills: Climb +17, Hide -6, Jump +19, Spot +8

Feats: --

Environment: Any

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Combat

Argent spiders do not use webs for capturing prey. Instead they jump or climb and attempt to use their poisonous bite to bring down foes.

Poison (Ex): An argent spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage. This poison causes temporary Constitution damage unless a Fortitude save is made. The amount of damage and DC for the save is found in the chart below.

Dimension Slide (Su): Once per round as a free action, an argent spider can instantly move to any spot within 30 feet provided the place is within sight. This power is otherwise identical to the psionic power of the same name.

Vermin Traits: An argent spider is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Skills: An argent spider has a racial bonus of +4 on Hide checks, +8 on Climb checks, +10 on Jump checks, and +8 on Spot checks.

Argent Spider Size	Poison Damage	Save DC	Manifester Level
Tiny	1d2 Con	11	1st
Small	1d3 Con	12	1st
Medium	1d4 Con	14	2nd
Large	1d6 Con	16	3rd
Huge	1d8 Con	20	6th
Gargantuan	2d6 Con	28	11th

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Psionic Bestiary

Ecto Fragments

By Scott Brocius and Mark A. Jindra

Ecto fragments are created by the latent psionic energy found in the Demiplane of Ectoplasm. A small portion of the plane becomes charged with energy and forms an ecto fragment. They resemble small floating orbs of goo and glow softly in various hues.

Speck

Fine Aberration

Hit Dice: 1/4d8 (1 hp)

Initiative: +5

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 19 (+8 size, +1 Dex), touch 19, flat-footed 18

Base Attack: +0/-21

Attack: --

Full Attack: --

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Psionics

Special Qualities: Brain sense, darkvision 60 ft., ectoplasmic form

Saves: Fort +0, Ref +1, Will -1

Abilities: Str 1, Dex 12, Con 10, Int 5, Wis 4, Cha 10

Skills: Spot +1

Feats: Improved Initiative

Environment: Any (usually only on the Demiplane of Ectoplasm)

Organization: Solitary, pair, clutch (3-4), swarm (5-8), or flock (9-13)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Minim

Fine Aberration

Hit Dice: 1/2d8 (2 hp)

Initiative: +5

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 19 (+8 size, +1 Dex), touch 19, flat-footed 18

Base Attack: +0/-20

Attack: --

Full Attack: --

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Psionics

Special Qualities: Brain sense, darkvision 60 ft., ectoplasmic form

Saves: Fort +0, Ref +1, Will -1

Abilities: Str 3, Dex 12, Con 10, Int 5, Wis 4, Cha 10

Skills: Spot +1

Feats: Improved Initiative

Environment: Any (usually only on the Demiplane of Ectoplasm)

Organization: Solitary, pair, clutch (3-4), swarm (5-8), or flock (9-13)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Jot

Diminutive Aberration

Hit Dice: 1d8 (4 hp)

Initiative: +6

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 16 (+4 size, +2 Dex), touch 16, flat-footed 14

Base Attack: +0/-15

Attack: --

Full Attack: --

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Psionics

Special Qualities: Brain sense, darkvision 60 ft., ectoplasmic form

Saves: Fort +0, Ref +2, Will -1

Abilities: Str 5, Dex 14, Con 10, Int 5, Wis 4, Cha 10

Skills: Spot +1

Feats: Improved Initiative

Environment: Any (usually only on the Demiplane of Ectoplasm)

Organization: Solitary, pair, clutch (3-4), swarm (5-8), or flock (9-13)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Bit

Diminutive Aberration

Hit Dice: 2d8 (9 hp)

Initiative: +6

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 16 (+4 size, +2 Dex), touch 16, flat-footed 14

Base Attack: +1/-13

Attack: --

Full Attack: --

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Psionics

Special Qualities: Brain sense, darkvision 60 ft., ectoplasmic form

Saves: Fort +0, Ref +2, Will +0

Abilities: Str 7, Dex 14, Con 10, Int 5, Wis 4, Cha 10

Skills: Spot +2

Feats: Improved Initiative

Environment: Any (usually only on the Demiplane of Ectoplasm)

Organization: Solitary, pair, clutch (3-4), swarm (5-8), or flock (9-13)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Mite

Tiny Aberration

Hit Dice: 3d8 (13 hp)

Initiative: +7

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack: +2/-9

Attack: --

Full Attack: --

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: Psionics

Special Qualities: Brain sense, darkvision 60 ft., ectoplasmic form

Saves: Fort +1, Ref +4, Will +2

Abilities: Str 5, Dex 16, Con 10, Int 5, Wis 4, Cha 10

Skills: Spot +3

Feats: Improved Initiative, Iron Will

Environment: Any (usually only on the Demiplane of Ectoplasm)

Organization: Solitary, pair, clutch (3-4), swarm (5-8), or flock (9-13)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Mote

Tiny Aberration

Hit Dice: 4d8 (18 hp)

Initiative: +8

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 16 (+2 size, +4 Dex), touch 16, flat-footed 12

Base Attack: +3/-7

Attack: --

Full Attack: --

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: Psionics

Special Qualities: Brain sense, darkvision 60 ft., ectoplasmic form

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 7, Dex 18, Con 10, Int 5, Wis 4, Cha 10

Skills: Spot +4

Feats: Improved Initiative, Iron Will

Environment: Any (usually only on the Demiplane of Ectoplasm)

Organization: Solitary, pair, clutch (3-4), swarm (5-8), or flock (9-13)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: --

Level Adjustment: --

Combat

Mixed groups of ecto fragments are common, and they generally just float along with whatever wind current carries them. This changes if they detect brain activity from something not of an ectoplasmic nature. When this occurs, they move to attack the source until the brain activity ends.

Psionics (Sp): Speck: At will -- *far punch*. **Minim:** At will -- *finger of fire*. **Jot:** At will -- *lesser concussion* (DC 1d20+1). **Bit:** At will -- *fire fall* (DC 1d20-2). **Mite:** At will -- *concussion* (DC 1d20+2). **Mote:** At will -- *whitefire* (DC 1d20+0).

Brain Sense (Ex): Ecto fragments can detect brain activity within 60 feet. Mindless creatures cannot be detected. If the source of this brain activity is not ectoplasmic in nature, the ecto fragment attacks it.

Ectoplasmic Form (Ex): The ecto fragment is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits. If targeted with a *dismiss ectoplasm*, it is dispersed, destroying it.

[The Demiplane of Ectoplasm](#)

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Psionic Bestiary

Ectoplasm Elemental

By Scott Brocius and Mark A. Jindra

Ectoplasm elementals live on the Demiplane of Ectoplasm. On rare occasions, one wanders elsewhere due to traveling through one of the planar vortexes there, and some believe that some psions and sorcerers have discovered ways to summon them.

They appear as a somewhat translucent humanoid blob.

Ectoplasm Elemental, Small

Small Elemental (Water)

Hit Dice: 2d8 (9 hp)

Initiative: +4

Speed: 40 ft. (8 squares), swim 40 ft.

Armor Class: 15 (+1 size, +0 Dex, +4 natural), touch 11, flat-footed 15

Base Attack: +1/+2

Attack: Slam +2 melee (1d4 plus 1d4 acid)

Full Attack: Slam +2 melee (1d4 plus 1d4 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid touch, envelop, improved grab

Special Qualities: Acid immunity, darkvision 60 ft., elemental traits, water subtype

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 11, Dex 11, Con 11, Int 4, Wis 11, Cha 11

Skills: Listen +3, Spot +2

Feats: Improved Initiative

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Usually neutral

Advancement: --

Level Adjustment: --

Ectoplasm Elemental, Medium

Medium Elemental (Water)

Hit Dice: 4d8+8 (26 hp)

Initiative: +6

Speed: 40 ft. (8 squares), swim 40 ft.

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack: +3/+5

Attack: Slam +5 melee (1d6+3 plus 1d6 acid)

Full Attack: Slam +5 melee (1d6+3 plus 1d6 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid touch, envelop, improved grab

Special Qualities: Acid immunity, darkvision 60 ft., elemental traits, water subtype

Saves: Fort +6, Ref +3, Will +1

Abilities: Str 15, Dex 15, Con 15, Int 4, Wis 11, Cha 11

Skills: Listen +6, Spot +5

Feats: Alertness, Improved Initiative

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

Advancement: --

Level Adjustment: --

Ectoplasm Elemental, Large

Large Elemental (Water)

Hit Dice: 8d8+24 (60 hp)

Initiative: +8

Speed: 40 ft. (8 squares), swim 40 ft.

Armor Class: 19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15

Base Attack: +6/+14

Attack: Slam +10 melee (2d6+6 plus 2d6 acid)

Full Attack: Slam +10 melee (2d6+6 plus 2d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Acid touch, envelop, improved grab

Special Qualities: Acid immunity, DR 5/--, darkvision 60 ft., elemental traits, water subtype

Saves: Fort +9, Ref +6, Will +2

Abilities: Str 19, Dex 19, Con 17, Int 4, Wis 11, Cha 11

Skills: Listen +8, Spot +7

Feats: Alertness, Improved Initiative, Weapon Focus (slam)

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Usually neutral

Advancement: --

Level Adjustment: --

Ectoplasm Elemental, Huge

Huge Elemental (Water)

Hit Dice: 16d8+64 (136 hp)

Initiative: +9

Speed: 40 ft. (8 squares), swim 40 ft.

Armor Class: 21 (-2 size, +5 Dex, +8 natural), touch 13, flat-footed 16

Base Attack: +12/+25

Attack: Slam +16 melee (2d8+7 plus 2d8 acid)

Full Attack: Slam +16 melee (2d8+7 plus 2d8 acid)

Space/Reach: 15 ft./15 ft.

Special Attacks: Acid touch, envelop, improved grab

Special Qualities: Acid immunity, DR 5/--, darkvision 60 ft., elemental traits, water subtype

Saves: Fort +14, Ref +10, Will +5

Abilities: Str 21, Dex 21, Con 19, Int 4, Wis 11, Cha 11

Skills: Listen +12, Spot +11

Feats: Alertness, Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus (slam)

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral

Advancement: --

Level Adjustment: --

Ectoplasm Elemental, Greater

Huge Elemental (Water)

Hit Dice: 21d8+84 (178 hp)

Initiative: +10

Speed: 40 ft. (8 squares), swim 40 ft.

Armor Class: 22 (-2 size, +6 Dex, +8 natural), touch 14, flat-footed 16

Base Attack: +15/+29

Attack: Slam +20 melee (2d8+9 plus 2d8 acid)

Full Attack: Slam +20 melee (2d8+9 plus 2d8 acid)

Space/Reach: 15 ft./15 ft.

Special Attacks: Acid touch, envelop, improved grab

Special Qualities: Acid immunity, water subtype, darkvision 60 ft., DR 10/--, elemental traits

Saves: Fort +16, Ref +13, Will +7

Abilities: Str 23, Dex 23, Con 19, Int 4, Wis 11, Cha 11

Skills: Listen +14, Spot +14

Feats: Alertness, Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus (slam)

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually neutral

Advancement: --

Level Adjustment: --

Ectoplasm Elemental, Elder

Huge Elemental (Water)

Hit Dice: 24d8+96 (204 hp)

Initiative: +11

Speed: 40 ft. (8 squares), swim 40 ft.

Armor Class: 23 (-2 size, +7 Dex, +8 natural), touch 15, flat-footed 16

Base Attack: +18/+33

Attack: Slam +24 melee (2d8+10 plus 2d8 acid)

Full Attack: Slam +24 melee (2d8+10 plus 2d8 acid)

Space/Reach: 15 ft./15 ft.

Special Attacks: Acid touch, envelop, improved grab

Special Qualities: Acid immunity, water subtype, darkvision 60 ft., DR 10/--, elemental traits
Saves: Fort +18, Ref +15, Will +8
Abilities: Str 25, Dex 25, Con 19, Int 4, Wis 11, Cha 11
Skills: Listen +16, Spot +15
Feats: Alertness, Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (slam)
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Usually neutral
Advancement: --
Level Adjustment: --

COMBAT

Ectoplasm elementals tend to ignore most things, but they are quick to attack if provoked. They grapple and envelop the closest opponent.

Acid Touch (Ex): Those struck by the ectoplasm elemental must make a Fortitude save (DC 10 + 1/2 elemental's HD) or take acid damage the following round. The amount of damage is the same as the amount added to the slam attack. For example, a Medium ectoplasm elemental would cause 1d6 points of acid damage the round after a successful attack, unless the target made a Fortitude save (DC 12).

Improved Grab (Ex): When the elemental makes a successful melee attack, it can follow up with an immediate grapple attempt. If this grapple is successful, the elemental can attempt to envelop the target.

Envelop (Ex): If the elemental makes a successful grapple, it can attempt to envelop the target. The target must make a Reflex save (DC 10 + 1/2 elemental's HD) or it gets drawn into the body of the elemental. The victim of this attack cannot free itself through physical means. Each round while trapped in this manner, the victim takes the same acid damage as the elemental causes with its acid touch. An ectoplasm elemental can envelop only 1 target that is one size smaller than itself, or up to 2 targets two sizes smaller than itself. For example, a Large ectoplasm elemental can envelop 1 Medium target, or 2 Small targets.

Damage Reduction: As the elemental grows in size, it gains the damage reduction listed.

Elemental Traits: An ectoplasm elemental has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). Since it is composed of ectoplasm and only while it is on its home plane, it is stunned for 1d4 rounds by *dismiss ectoplasm*. Otherwise the power works as normal. Darkvision 60 ft.

[The Demiplane of Ectoplasm](#)

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Psionic Bestiary

Living Ferroplasm

By Scott Brocius and Mark A. Jindra

Living Ferroplasm

Large Ooze

Hit Dice: 13d10+39 (110 hp)

Initiative: +5

Speed: 10 ft. (2 squares), climb 5 ft.

Armor Class: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Base Attack: +9/+17

Attack: Slam +13 melee (1d6+6/19-20)

Full Attack: Slam +13 melee (1d6+6/19-20)

Space/Reach: 10 ft./5 ft.

Special Attacks: Frightful presence, psionics, Wisdom damage

Special Qualities: Alternate forms, blindsight 60 ft., DR 10/--, darkvision 60 ft., ooze traits

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 18, Dex 13, Con 16, Int 8, Wis 9, Cha 15

Skills: Climb +22, Hide +9, Move Silently +11

Feats: Dodge, Improved Critical (slam), Improved Initiative, Mobility, Weapon Focus (slam)

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Always neutral

Advancement: 14-17 HD (Large); 17-33 HD (Huge); 34-65 HD (Gargantuan)

Level Adjustment: --

Living ferroplasm, in its natural state, appears as a large pool of quicksilver around 12 feet in diameter. It normally gives off a faint, lavender glow, though this can be suppressed when needed. Living ferroplasm feeds off psionic energy and they are not known to communicate.

COMBAT

Living ferroplasms usually attack only if they detect psionic activity. They use both physical attacks and psionics to overcome their prey. They are quick to flee, though, when incapacitated physically or when reduced to less than half hit points.

Frightful Presence (Ex): The sight of the living ferroplasm changing forms is unsettling to those who witness it. Anyone within 30 feet when it changes must make a Will save (DC 18) or become shaken for 5d6 rounds (-2 morale penalty, see Chapter 8 of the *Dungeon Master's Guide*). Those with equal or greater Hit Dice or levels than the living ferroplasm automatically make their save.

Psionics (Sp): At will -- *chameleon*, *demoralize* (Will save DC 11), *detect psionics*, *negate psionics*; 3/day --

planeshift (Will save DC 21). These abilities are manifested as an 18th-level psion.

Attack/Defense Modes (Sp): At will -- *mind thrust*, *ego whip/mental barrier*.

Wisdom Damage (Su): Any successful attack made by the living ferroplasm causes 1d4 points of temporary Wisdom damage. Any creature reduced to Wisdom 0 withdraws into a deep sleep filled with nightmares and is helpless.

Alternate Forms (Su): As noted, living ferroplasm is usually found in its ooze state. It typically has two other forms, though rare tomes speak of these creatures as being capable of countless others. The two typical alternate forms are that of a bipedal humanoid and something akin to a spider. Changing forms is a standard action.

Ooze Traits: An ooze is blind (blindsight 60 ft.) and immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It is immune to poison, sleep effects, paralysis, stunning, and *polymorphing*. It is not subject to critical hits or flanking.

Humanoid Form:

The humanoid form is basically featureless, and this is the form it prefers for combat. Its height is usually the same as its diameter when in ooze form, putting it at about 12 feet tall. It attacks by extending its "arms" out, striking rapidly. Typically, these are bludgeoning attacks, but it reshapes its "hands" to do piercing or slashing damage as it deems appropriate. While in humanoid form, it has the following changes to its profile:

Speed: 30 ft. (6 squares), climb 15 ft.

Base Attack: +9/+17

Attack: Slam +13 melee (1d6+4/19-20)

Full Attack: 2 slams +13 melee (1d6+4/19-20)

Spider Form:

The spider form is used mostly for mobility and basically looks like an eight-legged metal ball with a whiplike appendage protruding from the top. It uses the whip to make a single slam attack. While in spider form, it has the following changes to its profile:

Speed: 50 ft. (10 squares), climb 25 ft.

Base Attack: +9/+17

Attack: Slam +13 melee (1d3+4/19-20)

Full Attack: Slam +13 melee (1d3+4/19-20)

Skills: The living ferroplasm receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. The living ferroplasm also has a +8 bonus on Hide and Move Silently checks.

[The Demiplane of Ectoplasm](#)

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The Mind's Eye

Psionic Monster Mayhem

"Not Quite 20,000 Leagues Under the Sea"

By Mark A. Jindra and Scott Brocius

Welcome to psionic monster mayhem! This month we have six aquatic creatures to challenge your psionic character. Also, to assist you in integrating them into your existing campaign, we composed several adventure hooks. To further enhance your enjoyment of the sea, we have created several new powers and items.

Adventure Hooks

Each of the following adventure hooks presents ideas for how to bring the specific creature mentioned into your game!

Deathweed: You can introduce the deathweed to your party simply by having a brood snatch a party member from the water while they are swimming or while they're standing on the deck of a ship they are traveling on. It can act as a diversion from the normal day-to-day activities in your campaign. Another way to introduce deathweed to your campaign is to have a captain of a merchant vessel hire the party to assist him in determining the cause of missing crewmembers. As it turns out, the bay where the ship is normally docked has become a feeding ground for a brood. The captain may offer the use of several *crystal masks of the merfolk* that he has accumulated over the years to help deal with the problem.



Devil Sail (Sea Nettle): A good way to introduce the devil sail to your campaign is via unforeseen circumstances such as rough seas. A party member can fall overboard and draw the attention of a devil sail. Another way to introduce them would be for the remains of one to wash ashore and harm innocent swimmers that came in contact with it. The party could be asked to help relocate the nearby devil sails.

Hamaguan: Hamaguan live militaristic lifestyles, and one day they hope to control all the world's oceans and seas. Encounters dealing with them would focus on things like the disruption of trade routes, unexplained raids upon ships, or perhaps even subtle land-based plots that help them fulfill their sea-oriented ambitions. The party may be introduced to them when a hamaguan raiding party attacks a ship they are on. Another way might be to have a nearby community of locathah (see the *Monster Manual*) work with or hire the party to help them stop raids on their homes as well as on shipping.

Hammerfish: Probably the easiest way to introduce the hammerfish is to have it attack a ship the party is on. Sinking the ship would be an interesting start to an adventure to be sure. The ship's crew could tell the party tales of a great "sea monster" that has destroyed entire fleets of ships, leaving no survivors.

Skum Renegade: Party members might encounter these skum in back alleys of seaports or cavernous regions along the sea. They may try to entice the party into getting involved in a battle with the aboleth (see

the *Monster Manual*) they escaped service from; they quite often offer great rewards. If more than one or two renegades are found, it is usually a group that has escaped from their bondage and is struggling to survive.

Fulminating Crab (Zap Crabs): Though they prefer to stay in the water, occasionally zap crabs venture onto the shore in search of food. The party might stumble across a herd of zap crabs while traveling along a beach or rocky region adjacent to a body of water. Another way to introduce them to your campaign is on the menu at a local restaurant; psionic gourmets consider zap crabs a delicacy.

Sunken Treasures

With all of these wonderful sea creatures to encounter, we thought it might be fun to dig up some sunken treasures that might assist you in underwater adventuring. See what items you can add to your game.

Crystal Mask of the Merfolk: This crystal mask grants the wearer the abilities to breathe underwater and see 8d8x10 feet in clear water or 2d8x10 feet in murky water regardless of light conditions. It also grants the wearer a +5 competence bonus on Knowledge (nature) and Knowledge (geography) checks that are related to the sea.

Manifester Level: 6th; *Prerequisites:* Knowledge (geography) 5 ranks, Knowledge (nature) 5 ranks, Craft Universal Item, *elfsight*, *water breathing*; *Market Price:* 32,000 gp; *Weight:* 1 lb.

Skin of Movement: This psychoactive skin gives the wearer the effect of *freedom of movement*.

Manifester Level: 8th; *Prerequisite:* Craft Universal Item, *freedom of movement*; *Market Price:* 40,000 gp; *Weight:* 2 lb.

Skin of the Sahuagin: This rare, ill-sounding psychoactive skin is in fact both useful and popular. It gives the wearer gills to breathe underwater, fin appendages to swim at a speed of 40 feet, two natural attacks (claw) that deal 1d12 points of damage, and one natural attack (bite) that deals 1d8 points of damage. It also grants underwater sense 30 feet just like a sahuagin (see the *Monster Manual* entry). You also take on the appearance of a sahuagin.

Manifester Level: 6th; *Prerequisite:* Craft Universal Item, *bite of the wolf*, *claws of the bear*, *feel light*, *polymorph self*, *water breathing*; *Market Price:* 30,000 gp; *Weight:* 2 lb.

Teeth of the Shark: Once per day, this necklace of shark teeth grants the user powerful jaws and big, nasty teeth, which gives you a natural weapon (bite) that deals 3d8 points of damage. The effect lasts for 10 hours.

Manifester Level: 10th; *Prerequisite:* Craft Universal Item, *bite of the shark* (see "Mysteries of the Deep" below); *Market Price:* 28,800 gp; *Weight:* 1 lb.

Whip of the Devil Sail: This +2 *whip* is made from the processed tendrils of the devil sail sea nettle. The process allows the whip to retain the paralytic effect of the devil sail tendrils. Anyone struck by it must make

a Fortitude save (DC 16) or take 1d4 points of temporary Dexterity damage.

Manifester Level: 12th; *Prerequisite:* Craft Arms and Armor; *Market Price:* 32,301 gp; *Cost to Create:* 16,301 gp + 1,280 XP.

Items are based on ideas by Thramzorean of the Wizards of the Coast online community and Scott Brocius. Developed by Mark A. Jindra, Scott Brocius, and members of the Wizards of the Coast online playtesting community.

Mysteries of the Deep

Each of the following powers deals with water or underwater adventuring in some way. Whether it is finding water such as with *dowsing*, or helping your fellow adventurers to swim with *enhanced swim*, we think you will find something useful and fun for your psion or psychic warrior.

Astral Ichor

Metacreativity (Int)

Level: Psion 3/Psychic Warrior 3

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 5

Target creature's entire body, plus the inside of its mouth and lungs, is covered in a shimmering coat of ectoplasm. The ectoplasm acts as a filter that allows target to breathe normally in air or under water. The slick covering also grants recipient a +10 circumstance bonus on Escape Artist and Swim checks.

Bite of the Shark

Psychometabolism (Str)

Level: Psion 4/Psychic Warrior 4

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 7

Your mouth becomes wider and more sharklike, your teeth become pointed and sharp, and a second row of teeth appears just behind your existing teeth. *Bite of the shark* grants the manifester a natural weapon (bite) with a base damage of 3d8 points. This power can be used in conjunction with feats, other powers, or spells in that it allows additional attacks in 1 round, and it can be used with multiple attacks gained through

level advancement. If you already have a bite attack, you use your bite, or the power's, whichever is better.

Dowsing

Clairsentience (Wis) [Divination]

Level: Psion 1

Display: Vi, Me, Au

Manifestation Time: 1 full round

Range: Personal

Effect: See text

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You can detect the nearest water source (above or below ground) if it lies within medium range (100 feet + 10 feet/level). The power can penetrate barriers, including any amount of dirt, stone, or wood (up to the power's range), but 1 inch of common metal or a thin sheet of lead blocks it.

Enhanced Swim

Psychoportation (Dex)

Level: Psion 1/Psychic Warrior 1

Display: Me, Vi

Manifestation Time: 1 action

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

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You give the subject creature the ability to swim at a speed of 30 feet (ignoring the effects of armor and encumbrance) without having to make a Swim check. It gets a +8 racial bonus on any Swim checks to perform a special action or to avoid a hazard. It can always choose to take 10, even if rushed or threatened when swimming. It can use the run option while swimming, provided it swims in a straight line.

Lasting Breath

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Au

Manifestation Time: See text

Range: Personal

Target: You

Duration: See text

Power Points: 1

You slightly decrease your body's need for oxygen. You can hold your breath for a number of rounds equal to four times your Constitution score. Use of this power is a free action.

Water Breathing

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level [see text]

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 5

The creatures affected by this power can breathe water freely. Divide the total duration evenly by the number of creatures touched. This power does not make creatures unable to breathe air.

Powers are based on ideas by pingpong, darkpsion, Eagle Prince, Mark A. Jindra, and Scott Brocius. Developed by Mark A. Jindra, Scott Brocius, and members of the Wizards of the Coast online playtesting community.

About the Author

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He's been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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Psionic Bestiary

Deathweed

By Mark A. Jindra and Scott Brocius

Based on ideas from "Thramzorean" and "Slagger the Chuul" of the Wizards of the Coast online community.

Deathweed

Medium-Size Plant (Aquatic)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+0
Speed:	Swim 10 ft. (see text)
AC:	13 (+3 natural), touch 10, flat-footed 13
Attack:	Grab +9 melee
Damage:	Grab 0
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Constrict 2d6+7, drain energy, improved grab, <i>psionics</i>
Special Qualities:	Brood colony, plant traits, underwater sense
Saves:	Fort +7, Ref +2, Will +1
Abilities:	Str 20, Dex 11, Con 15, Int 4, Wis 9, Cha 14
Skills:	Hide +5*
Feats:	--
Climate/Terrain:	Any aquatic
Organization:	Solitary, pair, or brood (3-12) [or pack 3-12 see text]
Challenge Rating:	4
Treasure:	Half standard (inorganic only)
Alignment:	Neutral
Advancement:	7-12 HD (Medium); 13-18 HD (Large)

Deathweed is a deadly psionic plant that preys on ocean creatures and feeds on their psionic energies.

This dark green cluster of seaweed possesses strands 5 to 6 feet long, and it is adept at blending in with its surroundings. Tiny fish often take shelter from predators among its stalks.

COMBAT

A lone deathweed is a danger to the unwary, but this threat pales in comparison to a deathweed colony, which is also known as a brood. After successfully trapping its prey, a deathweed often separates itself from the brood to finish its victim. Unless directly attacked, deathweed ignores creatures of Tiny size or smaller.

Constrict (Ex): Deathweed deals 2d6+7 points of damage with a successful grapple check against a grabbed opponent.

Drain Energy (Su): A deathweed that successfully constricts an opponent also drains power points from the victim. This ability resembles the *psionic vampire* power but drains 6 power points from the victim. Against a nonpsionic creature, this attack deals 1 point of temporary Intelligence damage.

Improved Grab (Ex): If a deathweed hits an opponent that is of up to one size category larger than itself with a grab attack, it attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +9). If it gets a hold, it can constrict in the same round. Alternatively, the deathweed has the option to conduct the grapple normally, or simply use its tendrils to hold the opponent (-20 penalty on grapple check, but the deathweed is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically constricts an opponent.

Psionics (Sp): 3/day -- *burst*, *chameleon*, *detect psionics*, *reach* (see "[Master More Powers of the Mind](#)"). Effective manifester level 9th.

Attack/Defense Modes (Sp): At will -- intellect fortress; 3/day -- mind blast.

Brood Colony: Deathweeds typically form colonies of up to 12 individual deathweeds that telekinetically bond to form a single entity. The resulting entity isn't very active physically, but it proves formidable psychically. A deathweed colony can make only a single melee attack (as a standard deathweed). The colony, however, can manifest the burst and reach powers a number of times per round equal to the number of deathweed in the brood. The effects from multiple *burst* and *reach* powers affect the entire brood and stack with each other. A brood is treated as a single creature for purposes of psionic combat. Damage dealt to the brood is divided evenly among all deathweeds in the brood. Bonding to or separating from a brood colony is a full round action for all deathweeds involved.

Underwater Sense (Ex): A deathweed can locate any creature underwater within a 150-foot radius.

Skills: A deathweed has a +5 racial bonus on Hide checks. *It gains an additional +10 bonus through use of chameleon.

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Psionic Bestiary

Devil Sail (Sea Nettle)

By Scott Brocius and Mark A. Jindra

Based on an idea by "Thramzorean" of the Wizards of the Coast online community.

Devil Sail (Sea Nettle)

Large Magical Beast (Aquatic)

Hit Dice:	9d10+36 (85 hp)
Initiative:	+3
Speed:	Swim 20 ft.
AC:	8 (-1 size, -1 Dex), touch 8, flat-footed 8
Attack:	Touch +12 melee touch
Damage:	Touch paralysis
Face/Reach:	10 ft. by 10 ft./20 ft.
Special Attacks:	Improved grab, paralytic touch, <i>psionics</i>
Special Qualities:	Darkvision 60 ft., low-light vision, underwater sense
Saves:	Fort +10, Ref +5, Will +2
Abilities:	Str 19, Dex 8, Con 19, Int 8, Wis 9, Cha 8
Skills:	Listen +9, Spot +13, Swim +15
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Any aquatic
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Neutral
Advancement:	10-17 HD (Large), 18-36 HD (Huge)

The devil sail sea nettle is a psionic jellyfish. This jellyfish has a bell 8 feet in diameter and tentacles reaching 20 feet long. Juveniles are pale blue, though they turn darker as they mature and eventually become purplish brown as adults. They live in any waters, from tropical seas to arctic oceans.

COMBAT

The devil sail follows water currents and wind patterns in search of prey. When it senses something of Small to Large size, it moves to attack the target

Improved Grab (Ex): If a devil sail hits an opponent that is at least one size category smaller than itself with a touch attack, it attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +17). If it gets a hold, it has the option to conduct the grapple normally, or simply use its tendrils to hold the opponent (-20 penalty on grapple check, but the devil sail is not considered grappled).

Each successful grapple check it makes during successive rounds automatically has a chance to paralyze the opponent.

Paralytic Touch (Ex): The devil sail's tendrils have a caustic, paralyzing touch. When the tendril makes a successful touch or grab attack, it causes 1d10 points of acid damage. It also causes 2d4 points of temporary Dexterity damage unless a Fortitude save (DC 18) is made. Even after the death of a devil sail, the tendrils remain caustic for up to 4 weeks and often harm innocent swimmers or beachcombers.

Psionics (Sp): 3/day -- *dimension slide, painful touch*. Effective manifester level 11th.

Attack/Defense Modes (Sp): At will -- ego whip/empty mind, thought shield, mental barrier.

Underwater Sense (Ex): A devil sail can locate creatures underwater within a 60-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a devil sail can locate such creatures only within a 30-foot radius. Devil sails are not fooled by figments when underwater.

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Psionic Bestiary

Hamaguan

By David Strickland (Dr Draco), Mark A. Jindra, and Scott Brocius

Hamaguan

Large Monstrous Humanoid (Aquatic)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+6
Speed:	10 ft., swim 50 ft.
AC:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Attack:	Large trident +8 melee, or Huge shortspear +8 melee
Damage:	Trident 2d6+6, shortspear 2d8+6/x3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Psionics
Special Qualities:	Amphibious, darkvision 60 ft., freshwater sensitivity, ink cloud, jet, light blindness, PR 15+ (see text), scent, speak with cephalopods, underwater sense
Saves:	Fort +3, Ref +6, Will +5
Abilities:	Str 19, Dex 15, Con 14, Int 14, Wis 13, Cha 8
Skills:	Balance +4, Diplomacy +9, Intuit Direction +3, Jump +6, Sense Motive +9, Spot +9, Swim +12, Tumble +10
Feats:	Dodge, Expertise, Improved Initiative (B), Power Attack
Climate/Terrain:	Any aquatic
Organization:	Solitary, pair, company (3-5), squad (5-20 hamaguans, 2 4th-level hamaguan psychic warriors, and 3 octopi), or platoon (20-40 hamaguans, 2-5 5th-level hamaguan psychic warriors, 2 octopi, and 1 giant octopus)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class

No seafarer's tale is more frightful than that of the hamaguan. The surface races know little about this enigmatic race of sea monsters.

Hamaguans, also known as octopaus, live in the vast depths of the oceans, where they have carved out massive cities in and around the trenches of the world. They have a bloodthirsty rivalry with both the merfolk and the sahuagin, and the hamaguans fight both of their enemies to the death. Since the merfolk and sahuagin favor shallower waters, large-scale battles are rare.

Hamaguans appear to be a cross between humans and octopi. They have the torso, arms, and head of a human. However, their lower torso is that of an octopus: eight tentacles, rough fishy skin, and an opening

to emit an ink spray. Hamaguans cannot use their tentacles to attack, since years of evolution have made the tentacles more useful for movement.

Octopaus live militaristic lifestyles and hope to control all the world's oceans and seas one day. While hamaguan and kraken don't always see things eye to eye, they have been known to form temporary alliances when they think it benefits them to do so.

COMBAT

Hamaguans live to fight and conquer. They use their tridents and spears in addition to their natural psionic abilities in most fights. If a hamaguan feels threatened, it uses its ink cloud and jet abilities to escape alive.

Psionics (Sp): 3/day -- combat prescience, prowess, shield of prudence, vigilance. Effective manifester level 16th (but as psychic warrior).

Attack/Defense Modes (Sp): At will -- mind thrust, psychic crush/mental barrier, thought shield.

Alterations (Sp): At will -- *range alteration* and *condition alteration (nauseating)* (see "[Alter Your Basic Psionic Combat](#)").

Amphibious (Ex): Hamaguans can survive out of the water for 1 hour per 3 points of Constitution. (After that, refer to the drowning rules in Chapter 3 of the *Dungeon Master's Guide*.)

Freshwater Sensitivity (Ex): A hamaguan fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the hamaguan fails and cannot escape, it suffers a -4 morale penalty on all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Ink Cloud (Ex): A hamaguan can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once a minute as a free action. The cloud provides total concealment, which the hamaguan normally uses to escape a losing fight or to blind an opponent for tactical reasons. Creatures within the cloud suffer the effects of total darkness. This ability can be used only when a hamaguan is fully submersed in water.

Jet (Ex): A hamaguan can jet backward once a round as a double move action, at a speed of 200 feet. This ability can be used only when a hamaguan is fully submersed in water.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds hamaguans for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty on all attack rolls, saves, and checks while operating in bright light.

Power Resistance (Ex): A hamaguan has a power resistance equal to 10 + its HD.

Speak with Cephalopods (Ex): Hamaguans can communicate telepathically with cephalopods (such as octopi and squids) up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Hamaguans can use Animal Empathy to befriend and train cephalopods.

Underwater Sense (Ex): A hamaguan can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a hamaguan can locate such creatures only within a 30-foot radius. Hamaguans are not fooled by figments when underwater.

Hamaguan Society

Hamaguans live in crystal cities spread throughout the deep ocean trenches. They live to fight, and nearly all hamaguans know basic combat skills.

Hamaguans are almost constantly at war, though large-scale battles are rare and almost never take place near their great cities. Their cities are much like any other, though hamaguan guards constantly patrol the streets. Peace is maintained by force, anyone that is out of line is immediately put to death.

Hamaguan Characters

A hamaguan's favored class is the psychic warrior, but many also choose to become clerics. Hamaguans clerics worship the great sea witch, Sifraniska, and they can choose two domains from the following domains: Destruction, Evil, Law, War, and Water. The favored weapon of Sifraniska is the trident. Sifraniska's symbol is a trident with eight tentacles growing from the shaft.

Sifraniska is a new deity created by the authors to add flavor to the hamaguan. If you are using the ***Forgotten Realms Campaign Setting***, Sifraniska may be replaced with UMBERLEE, Queen of the Deep, and clerics can choose two domains from the following domains: Chaos, Destruction, Evil, Ocean, Storm and Water.

A hamaguan PC's effective character level (ECL) is equal to its class level +7; thus, a 1st-level hamaguan psychic warrior has an ECL of 8 and is the equivalent of an 8th-level character.

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Psionic Bestiary

Hammerfish

By Scott Brocius and Mark A. Jindra

Hammerfish

Gargantuan Psionic Magical Beast (Aquatic)

Hit Dice:	24d10+144 (276 hp)
Initiative:	+6
Speed:	Swim 60 ft. (70 ft. with Speed of Thought)
AC:	26 (-4 size, +2 Dex, +18 natural), touch 8, flat-footed 24
Attack:	Bite +34 melee
Damage:	Bite 2d8+19
Face/Reach:	40 ft. by 60 ft./15 ft.
Special Attacks:	Psionics, ram
Special Qualities:	Blindsight
Saves:	Fort +20, Ref +16, Will +9
Abilities:	Str 36, Dex 15, Con 22, Int 13, Wis 13, Cha 8
Skills:	Listen +19, Move Silently +18, Swim +21
Feats:	Improved Initiative, Psionic Charge, Speed of Thought, Weapon Focus (bite)
Climate/Terrain:	Any aquatic
Organization:	Solitary or pair
Challenge Rating:	13
Treasure:	None
Alignment:	Usually neutral
Advancement:	25-32 HD (Gargantuan), 33-48 HD (Colossal)

Hammerfish are very large predators that roam the deep waters of oceans and other large bodies of water. They resemble common eels but are instead 60 feet long. The creature uses its whole body to swim, while its fins are used more for turning.

Hammerfish can exist in both fresh and saltwater, and their normal prey includes anything Huge or larger (such as orcas), but they eat anything that moves if they are hungry enough.

COMBAT

Hammerfish engage in combat when they want to eat something, which is generally most of the time they are awake. Their favorite tactic is to ram larger prey and use psionics on the smaller stuff.



Psionics (Sp): 3/day -- *energy barrier, mass concussion, and true concussion*. Effective manifester level 14th.

Attack/Defense Modes (Sp): At will -- *ego whip, id insinuation/thought shield, mental barrier*.

Ram (Sp): This ability is what gave the hammerfish its name. It performs a charge attack to strike the target with its head. One can tell it is getting ready to charge, since the bony plates on its head begin to glow with psionic energy. The physical ram attack causes 4d8+13 points of damage. The energy discharged on contact causes 9d4+9 points of psionic energy damage, with a Fortitude save for half (DC 28). The hammerfish can ram up to three times a day. After it makes all three ram attacks, it can no longer use Speed of Thought or Psionic Charge.

Blindsight (Ex): By sensing vibrations and sounds in the water, the hammerfish has blindsight to an effective range of 10 feet per Hit Die.

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Psionic Bestiary

Skum Renegade

By Scott Brocius and Mark A. Jindra

Skum Renegade

Medium-Size Aberration (Aquatic)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	20 ft., swim 40 ft.
AC:	17 (+1 Dex, +2 natural, +4 inertial armor), touch +15, flat-footed 16
Attack:	Bite +5 melee and 2 claws +0 melee and 2 rakes +0 melee
Damage:	Bite 2d6+4, claw 1d4+2, rake 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Psionics
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +1, Ref +1, Will +3
Abilities:	Str 18, Dex 12, Con 12, Int 11, Wis 11, Cha 9
Skills:	Climb +9, Hide +9, Listen +11, Move Silently +6, Spot +11, Swim +12
Feats:	Alertness (B), Inertial Armor (B)
Climate/Terrain:	Temperate and warm aquatic and underground
Organization:	Solitary, pair, or brood (3-5)
Challenge Rating:	2
Treasure:	Standard or none
Alignment:	Usually neutral evil
Advancement:	3-4 HD (Medium-size), 5-6 HD (Large), or by class

Skum renegades are skum that have become psionically aware. The aboleth have unwittingly allowed this mutation to creep into their creation, and they may one day suffer an uprising similar to one caused by the mind flayer's gith.

Skum renegades are usually found with groups of fellow skum, and they work very hard to keep their talents a secret from their masters. If more than one or two renegades are found, it's usually a group that has escaped from their bondage and is struggling to survive.

A skum renegade's preferred class is psychic warrior.

COMBAT

Skum renegades suffer the same land penalties on combat as their normal skum counterparts. While on land, they have a -2 circumstance penalty on all attack rolls.

In addition, skum renegades have proficiency with simple weapons.

Psionics (Sp): 3/day -- *combat precognition, combat prescience, know direction, talons*. Effective manifester level 6th.

Attack/Defense modes (Sp): At will -- *ego whip/empty mind*.

Skills: Skum renegades receive a +4 racial bonus on Hide, Listen, and Spot checks while underwater.

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Psionic Bestiary

Fulminating Crab (Zap Crab)

By Mark A. Jindra and Scott Brocius

Based on an idea by "Slagger the Chuul" of the Wizards of the Coast online community.

Fulminating Crab (Zap Crab)

Small Vermin (Aquatic)

Hit Dice:	1d8+3 (7 hp)
Initiative:	+0
Speed:	20 ft., burrow 5 ft., swim 10 ft.
AC:	14 (+1 size, +3 natural), touch 11, flat-footed 14
Attack:	2 claws -1 melee
Damage:	Claw 1d4-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Bioelectrical shock, improved grab, <i>psionics</i> , squeeze
Special Qualities:	Darkvision 60 ft., immunity to electricity, vermin traits
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 7, Dex 11, Con 11, Int --, Wis 10, Cha 4
Skills:	Hide +12, Intuit Direction +3, Spot +8, Swim +10
Feats:	Toughness (B)
Climate/Terrain:	Temperate and warm aquatic and marsh
Organization:	Colony (2-5) or herd (6-11)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Medium-size)

Fulminating crabs (also known as zap crabs) are relatively peaceful scavengers that use psionic powers to protect themselves from larger creatures. They prefer to stay in the water, but they sometimes venture onto the shore in search of food.

A zap crab looks like a large crab with a dull blue shell and a white underside. When frightened, small electrical discharges crackle between its claws. Psionic gourmets consider zap crabs a delicacy.

COMBAT



Zap crabs usually flee combat, but if trapped or if feeding on land, they use their bioelectrical shock ability to drive off opponents. In areas of silt or sand, they often burrow underground to hide.

Bioelectrical Shock (Su): Whenever two or more zap crabs are within 25 feet of each other, they can work together to create a bioelectrical shock. This effect has a radius of 25 feet and is centered on any one contributing crab. The shock deals 1d4 points of damage for each crab contributing to it (Reflex half DC 10 + number of crabs contributing).

Improved Grab (Ex): If a zap crab hits an opponent that is at least one size category smaller than itself with a claw attack, it attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus -1). If it gets a hold, it can squeeze in the same round. Alternatively, the zap crab has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the zap crab is not considered grappled. In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Psionics (Sp): 3/day -- *electric jolt* (see "[New Talents, Feats, and More](#)"), *float*, *vigor*. Effective manifester level 3rd.

Attack/Defense Modes (Sp): At will -- *mind thrust/thought shield*.

Squeeze (Ex): A zap crab that gets a hold on an opponent of its size or smaller automatically deals damage with both claws.

Vermin: A zap crab is immune to mind-influencing effects. It also has darkvision 60 ft.

Skills: A zap crab receives a +4 racial bonus on Hide and Spot checks.

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Psionic Bestiary

Aleithian Dwarves

The Legend of Sardior, Part 2
By Scott Brocius and Mark A. Jindra

This month we build upon the foundation of the [Legend of Sardior](#) with a new race of psionic dwarves known as [Aleithians](#). We also delve a little into the church of Sardior by bringing you [two new prestige classes](#) for those chosen worthy of Sardior's knowledge. To round it all out we have [eighteen new powers](#) usable by the chosen.

Aleithian Dwarves

Aleithian, 1st-Level Warrior

Medium Humanoid (Dwarf)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 18 (+6 banded mail, +2 heavy steel shield), touch 10, flat-footed 18

Base Attack/Grapple: +1/+1

Attack: Dwarven waraxe +1 melee (1d10/x3)

Full Attack: Dwarven waraxe +1 melee (1d10/x3)

Space/Reach: 5 ft./5 ft.

Special Qualities: Darkvision 90 ft., dwarf traits, psionics

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 11, Dex 10, Con 13, Int 12, Wis 10, Cha 6

Skills: Craft (crystalwork) +4, Craft (metalwork) +4, Listen +4, Spot +4

Feats: Alertness

Environment: Any underground

Organization: Solitary, patrol (5-8), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), warband (30-100, plus 1 3rd-level sergeant per 10 warriors, 1 5th-level lieutenant per 25 warriors, and 1 7th-level captain), or clan (100-400 plus 30% noncombatants plus 1 3rd-level sergeant per 10 warriors, 1 5th-level lieutenant per 25 warriors, 1 7th-level captain per 100 warriors, and 1 leader of 9th-13th level)

Challenge Rating: 1/2

Treasure: Standard coins, double goods, standard items

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +0

The being stands as tall as a dwarf, though it has a leaner build. Its skin tone is pale gray with a purple hue, and its eyes are steel gray. Its hair is purplish black in hue, and the being possesses an elaborate mustache with moderate beard.

Aleithians are a deep-dwelling race of psionic dwarves.

They live far underground as deep dwarves do, but they have isolated themselves even further at the behest of Aleithilithos, one of the Thanes of Sardior. Sardior's influence through the thane has changed the physiology of the aleithian dwarves. Aleithians are similar in height to regular dwarves and weigh the same even though they have a leaner build. Their skin tone is pale gray with a purple hue, and their eyes are usually steel gray. Their hair color ranges from purplish black to white, and they favor elaborate mustaches with moderate beards. Their dress is functional and blends in with their normal environment.

As a race, aleithians have a deep joy when working with gems and crystal. They value items made with gems moreso than typical dwarves. This is apparent in their architecture and their mines.

Aleithian dwarves speak Dwarven, Undercommon, and Draconic. Those who have started to venture to the surface are taking the time to learn Common.

COMBAT

Aleithians are well versed in the art of Underdark fighting tactics. Their use of the environment combined with their skill at making siege-style traps makes assaulting them a difficult undertaking. In combat, they use psions for support, and many clans boast units of psychic warriors in their ranks.

Aleithian Dwarf Traits (Ex): Aleithian dwarves possess the following racial traits.

- +2 Constitution, +2 Intelligence, -4 Charisma.
- Medium size.
- A dwarf's base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- Darkvision out to 90 feet.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. An aleithian dwarf who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching and can use the Search skill to find stonework traps as a rogue can. An aleithian dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- +2 racial bonus on Will saves against psionics, including psionic combat. *Not reflected in the saving throw numbers given here.
- +2 racial bonus on Fortitude saving throws against poison.
- Aleithian dwarves receive a +2 racial bonus on Craft skills related to crystal, metal, or stone. (These bonuses are included in the stat block.)
- Light Sensitivity: Aleithians are dazzled in bright sunlight or within the radius of a *daylight* spell.
- **Psionics (Sp):** 3/day -- *ectoplasmic repair*, *finger of fire*. Manifest level 1st; save DC 1d20 + key ability modifier + power level.
- *Attack/Defense Modes (Sp):* 3/day -- *ego whip/empty mind*.
- Automatic Languages: Dwarven and Common. Bonus Languages: Draconic, Terran, and Undercommon.
- Favored Class: Psion or Psychic Warrior; determined at character creation.

Aleithian History

Long ago, a dig team of Rokehold deep dwarves tunneled into the temporary lair of Aleithilithos, a thane of Sardior. The dwarves were initially terrified of the immense dragon and fled. This amused Aleithilithos, for he had come to the place to ponder the task set before him by Sardior. He had not planned on company, but realized the dwarves were the answer to his dilemma. Why else would they have come all this way?

Aleithilithos informed Sardior of his solution, which was accepted. Sardior made an agreement with Moradin through Dumathoin, which made the Rokehold clan of dwarves his caretakers. In exchange, Sardior provided a few secrets about Moradin's enemies.

The Rokehold clan was given a portal to the [Demiplane of Ectoplasm](#). Sardioran agents taught them how to make the best use of the demiplane: stable mines, crystalworking, how to utilize ectoplasm, and so on. In return, they were required to keep the demiplane free of intruders. The clan took to the demiplane, as one would expect from dwarves. Over the centuries, they created a massive network of tunnels and unknowingly began to change physically.

Then about two hundred years ago, Aleithilithos returned to the dwarves of the Roke. He congratulated them on completing their duty. He made some further explanations, then closed the portal. He also told them to prepare to return to the surface, since their skills would be needed soon. The aleithians have since begun the migration to the surface, and they have started to make contact with the other races.

Aleithian Dwarf Player Characters

Players may wish to play an aleithian dwarf. If allowed by the DM, aleithian dwarf PCs have the following racial traits:

Aleithian Dwarf Player Characters

- +2 Constitution, +2 Intelligence, -4 Charisma.
- Medium size.
- Base speed 20 feet (4 squares).
- Darkvision 90 feet.
- Stonecunning, as above.
- +2 racial bonus on Will saving throws against psionics, including psionic combat.
- +2 racial bonus on Fortitude saving throws against all poisons.
- Aleithian dwarves receive a +2 racial bonus on Craft skills related to crystal, metal, or stone. (These bonuses are included in the stat block.)
- **Psionics (Sp):** 3/day -- *ectoplasmic repair*, *finger of fire*. Manifest level 1st; save DC 1d20 + key ability modifier + power level.
- **Attack/Defense Modes (Sp):** 3/day -- *ego whip/empty mind*.
- **Light Sensitivity (Ex):** Aleithians are dazzled in bright sunlight or within the radius of a *daylight* spell.
- Automatic Languages: Dwarven and Common. Bonus Languages: Draconic, Terran, and Undercommon.
- Favored Class: Psion or Psychic Warrior; determined at character creation.

About the Authors

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He's been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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Psionic Bestiary

Gajusian (Sonic) Crawler

By Scott Brocius

Based on an idea by Slagger the Chuul of the Mind's Eye playtest community.

When we stopped doing the psionic bestiary earlier this year, we ended up bumping this creature, but every month we didn't seem to have a theme with which it fit, so it continued to slide down the schedule. So when I decided to do a potpourri month, the gajusian (sonic) crawler was one of the first things that came to mind.

Gajusian (Sonic) Crawler

Huge Vermin

Hit Dice: 10d8+20 (65 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 20 ft. (4 squares)

Armor Class: 18 (-2 size, +2 Dex, +8 natural), touch +10, flat footed 16

Base Attack/Grapple: +7/+23

Attack: Bite +13 melee (2d6+8 plus poison) or slam +13 melee (1d6+8)

Full Attack: Bite +13 melee (2d6+8 plus poison) or slam +13 melee (1d6+8)

Space/Reach: 15 ft./15 ft.

Special Attacks: Poison, psionics, web

Special Qualities: Darkvision 60 ft., sonic hum, sonic resistance 10, vermin traits

Saves: Fort +9, Ref +5, Will +3

Abilities: Str 26, Dex 15, Con 14, Int --, Wis 11, Cha 2

Skills: Climb +16, Hide +2*, Move Silently +6*, Spot +4

Feats: Power Attack (B), Improved Bull Rush (B)

Environment: Temperate and warm land and underground

Organization: Solitary or colony (2-5)

Challenge Rating: 6

Treasure: 1/10th coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 11-23 HD (Huge)

This massive black spider possesses iridescent blue eyes and a forest of living crystals coating the outer surfaces of its back and legs. The crystals range from ebon to clear in color and vary in size from pea-sized to up to a foot long and 6 inches in diameter. The body and legs spread across a 20-foot diameter, and it stands 9 feet tall when on all eight legs.

The gajusian or sonic crawler is a predatory spider that uses sounds and ambush to drive prey into its web traps.

A sonic crawler is a massive black spider with iridescent blue eyes and a forest of living crystals coating the outer surfaces of its back and legs. The crystals range from ebon to clear in color and vary in size from pea-

sized to up to a foot long and 6 inches in diameter. The body and legs spread across a 20-foot diameter, and it stands 9 feet tall when on all eight legs. Juvenile crawlers have few crystals, if any, and are usually indistinguishable from web-spinning spiders.

The sonic crawler prefers to lair in caves or dense wooded areas so that it can create a maze of webs.

The crystals found on the sonic crawler are prized by psions for their inherent properties. The crystal is immune to shatter effects, and if it is used in the creation of armor, it provides sonic resistance 5. A normal sonic crawler has enough crystal on it to produce one medium suit of armor.

COMBAT

A sonic crawler waits in ambush to attack. It uses its psionic powers to help itself hide and confuse prey. Its initial attack is normally a bull rush to knock a victim into one of its previously spun webs. It then uses its bite and web abilities to deal with any additional foes.

Poison (Ex): Bite, Fortitude DC 17, initial and secondary damage 1d8 points of temporary Strength.

Psionics (Sp): At will -- *chameleon, control light, create sound*; 3/day -- *nondetection*. Psion level 10th; save DC 1d20 + key ability modifier + power level.

Attack/Defense Modes (Sp): At will -- *id insinuation, psychic crush/empty mind, mental barrier*.

Vermin Traits: A sonic crawler is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). It also has darkvision (60-foot range).

Web (Ex): The sonic crawler is a web-spinning spider and can cast a *web* eight times a day. This is a ranged touch attack (+7 ranged) with a maximum range of 50 feet. This attack is similar to a net attack, so while the range increment is 10 feet, there are no range penalties. The sonic crawler can attack creatures up to Large size.

The web anchors the target in place, allowing no movement. An entangled creature can attempt to escape with a successful Escape Artist check (DC 28) or burst it with a Strength check (DC 34). Both of these actions are standard actions.

The sonic crawler creates web mazes to ensnare approaching creatures, which must make a Spot check (DC 20) to avoid moving into the web. Any creature moving into the web by mistake, or as a result of the sonic crawler's bull rush attack, is trapped in the web as though hit by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section of web has 14 hit points and damage reduction of 5/fire.

Sonic Hum (Su): When a sonic crawler enters combat, the crystals on its back begins to rapidly vibrate, generating an almost inaudible hum in a 60-foot radius around it. This hum is disruptive to creatures caught within the area of effect. Each round, each affected creature must make a Will save (DC 17) or suffer a -2 circumstance penalty on attack rolls and saving throws. In addition, spellcasters and manifesters must make a Concentration check of DC 15 + spell or power level to cast or manifest. Sonic crawlers are immune to this effect. The save DC is Constitution-based.

Skills: A sonic crawler has a +8 racial bonus on Hide checks and a +4 racial bonus on Move Silently and Spot checks. It also receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *A sonic crawler gets a +8 competence bonus on Hide and Move Silently checks when using its web.

About the Authors

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He's been an RPGA member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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Psionic Bestiary

Obsidian Dragon

By Scott Brocius and Mark A. Jindra

Obsidian Dragon Dragon (Fire)

Climate/Terrain: Inner Planes, warm mountains, underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, or very old: solitary, pair, or family (1-2 plus 2-5 offspring); ancient, wyrm, or great wyrm: solitary.

Challenge Rating: Wyrmling 3; very young 4; young 6; juvenile 9; young adult 12; adult 14; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25.

Treasure: Double standard

Alignment: Always neutral evil.

Advancement: Wyrmling 8-9 HD (Small); very young 11-12 HD (Medium-size); young 14-15 HD (Medium-size); juvenile 17-18 HD (Large); young adult 20-21 HD (Large); adult 23-24 HD (Huge); mature adult 26-27 HD (Huge); old 29-30 HD (Huge); very old 32-33 HD (Huge); ancient 35-36 HD (Gargantuan); wyrm 38-39 HD (Gargantuan); great wyrm 41+ HD (Gargantuan).

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Obsidian Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Attack Bonus	Fort Save	Ref Save	Will Save
Wyrmling	S	7d12+7 (52)	13	10	13	15	9	8	+9	+6	+5	+4
Very young	M	10d12+20 (85)	15	10	15	17	9	8	+12	+9	+7	+6
Young	M	13d12+26 (110)	17	10	15	19	11	10	+16	+10	+8	+8
Juvenile	L	16d12+48 (152)	19	10	17	21	13	12	+19	+13	+10	+11
Young adult	L	19d12+76 (199)	23	10	19	23	13	12	+24	+15	+11	+12
Adult	H	22d12+110 (253)	27	10	21	25	15	14	+28	+18	+13	+15
Mature adult	H	25d12+125 (287)	29	10	21	27	15	14	+32	+19	+14	+16
Old	H	28d12+168 (350)	31	10	23	29	17	16	+36	+22	+16	+19

Very old	H	31d12+186 (387)	33	10	23	31	17	16	+40	+23	+17	+20
Ancient	G	34d12+238 (459)	35	10	25	33	19	18	+42	+26	+19	+23
Wyrmling	G	37d12+296 (536)	37	10	27	35	19	18	+46	+28	+20	+24
Great wyrmling	G	40d12+320 (580)	39	10	27	37	21	20	+50	+30	+22	+27

Age	Breath Weapon (DC)	Frightful Presence (DC)	PR	Manifester Level	Initiative
Wyrmling	2d10 (14)	--	--	--	+0
Very young	4d10 (17)	--	--	--	+0
Young	6d10 (18)	--	--	1st	+0
Juvenile	8d10 (21)	--	--	3rd	+0
Young adult	10d10 (23)	20	22	5th	+0
Adult	12d10 (26)	23	24	7th	+0
Mature adult	14d10 (27)	24	26	9th	+0
Old	16d10 (30)	27	28	11th	+0
Very old	18d10 (31)	28	30	13th	+0
Ancient	20d10 (34)	31	32	15th	+0
Wyrmling	22d10 (36)	32	34	17th	+0
Great wyrmling	24d10 (38)	35	36	19th	+0

Age	Speed	Armor Class	Special Abilities
Wyrmling	40 ft., fly 100 ft. (average), burrow 20 ft., swim 20 ft	17 (+1 size, +6 natural) touch 11, flat footed 17	Fire subtype, planar travel
Very young	40 ft., fly 150 ft. (poor), burrow 20 ft., swim 20 ft.	19 (+9 natural) touch 10, flat footed 19	
Young	40 ft., fly 150 ft. (poor), burrow 20 ft., swim 20 ft.	22 (+12 natural) touch 10, flat footed 22	<i>Firefall</i>
Juvenile	40 ft., fly 150 ft. (poor), burrow 20 ft., swim 20 ft.	24 (-1 size, +15 natural) touch 9, flat footed 24	<i>Biofeedback</i>
Young adult	40 ft., fly 150 ft. (poor), burrow 20 ft., swim 20 ft.	27 (-1 size, +18 natural) touch 9, flat footed 27	DR 5/+1, <i>burning ray</i>
Adult	40 ft., fly 150 ft. (poor), burrow 20 ft., swim 20 ft.	29 (-2 size, +21 natural) touch 8, flat footed 29	<i>Whitefire</i>
Mature adult	40 ft., fly 150 ft. (poor), burrow 20 ft., swim 20 ft.	32 (-2 size, +24 natural) touch 8, flat footed 32	DR 10/+1, <i>wall of ectoplasm</i>
Old	40 ft., fly 150 ft. (poor), burrow 20 ft., swim 20 ft.	35 (-2 size, +27 natural) touch 8, flat footed 35	<i>Ectoplasmic armor</i>
Very old	40 ft., fly 150 ft. (poor), burrow 20 ft., swim 20 ft.	38 (-2 size, +30 natural) touch 8, flat footed 38	DR 15/+2, <i>flaming shroud</i>
Ancient	40 ft., fly 200 ft. (clumsy), burrow 20 ft., swim 20 ft.	39 (-4 size, +33 natural) touch 6, flat footed 39	<i>Plane shift</i>
Wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft., swim 20 ft.	42 (-4 size, +36 natural) touch 6, flat footed 42	DR 20/+2, <i>mind store</i>
Great wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft., swim 20 ft.	45 (-4 size, +39 natural) touch 6, flat footed 45	<i>Genesis</i>

Obsidian dragons, while the most intelligent of the gem dragons, are also the most vicious. They are extremely haughty, anger easily, and like to toy with prey before finishing it off.

An obsidian dragon has smooth black skin with razor edges where joints come together. When first hatched, their scales are gray, rough to touch, and well defined. As they get older, the scales darken, become smoother, and begin to blend together.

Most obsidian dragons prefer to make their lairs around volcanoes or in one of the mountains of coal found on the Elemental Plane of Fire. Most great wyrms, though, make use of the *genesis* power to create their own demiplane.

Combat

Obsidian dragons do not shy away from combat, but they make quick assessments of the opposition and determine within a couple of rounds whether they can overpower their foes easily. If not, they retreat to formulate an ambush or to avoid very powerful foes.

They prefer to use their breath weapons and long-range tactics to soften up prey before using their physical attacks to finish them. A favorite finishing tactic of theirs is to snatch an opponent and *plane shift* to the Elemental Plane of Fire or to their demiplane if the environment is hostile enough.

Fire Subtype (Ex): An obsidian dragon is immune to fire but takes double damage from cold, except on a successful save.

Breath Weapon (Su): An obsidian dragon has one breath weapon: a cone of fire.

Planar Travel (Su): Obsidian dragons have the innate ability to pass instantly between the Material Plane and the Inner Planes, where they often make their homes.

Psionics (Sp): 3/day -- *biofeedback*, *burning ray*, *ectoplasmic armor*, *firefall*, *flaming shroud*, *plane shift*, *wall of ectoplasm*, *whitefire*; 1/day -- *genesis*, *mind store*. Manifester level varies by age; save DC d20 + appropriate ability modifier + power level.

Attack/Defense Modes: *mind thrust/thought shield*. An obsidian dragon manifests powers and gains additional attack and defense modes as if it were a psion with Metacreativity as its primary discipline.

Skills: An obsidian dragon has the Appraise skill for free at 1 rank per Hit Die.

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Psionic Bestiary

Sand Drummer

By Scott Brocius

This month's theme is travel, so we came up with few [new powers and psionic items](#), including a cool new arctic cat saddle. To round it all out, we also have an interesting a new mount: the sand drummer.

Sand Drummer

Large Magical Beast (Psionic)

Hit Dice: 7d10+35 (73 hp)

Initiative: +2

Speed: 30 ft. (6 squares), burrow 5 ft.

Armor Class: 17 (-1 size, -2 Dex, +10 natural), touch 7, flat-footed 17

Base Attack/Grapple: +7/+19

Attack: Slam +14 (1d8+12)

Full Attack: Slam +14 (1d8+12)

Space/Reach: 10 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Damage reduction 5/blunt, darkvision 60 ft., low-light vision, tremorsense 60 ft.

Saves: Fort+10, Ref+3, Will+2

Abilities: Str 26, Dex 6, Con 21, Int 6, Wis 10, Cha 9

Skills: Listen +10

Feats: Improved Bull Rush, Improved Initiative, Power Attack

Environment: Warm desert

Organization: Solitary or herd (3-18)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 8-11 HD (Large); 12-16 HD (Huge); 17-21 HD (Gargantuan)

Level Adjustment: --

A 6-foot-high mound of rock shaded in tones that match the environment around it shifts slightly, and sand slides off of it revealing its roughly hemispherical shape and multitude of legs.

Sand drummers are best described as a moving mound of rock. Roughly hemispherical in shape, the typical sand drummer is 9 feet across and 6 feet high, with a 3-foot circle at the top of its shell that is relatively flat. Their shell colors range from various sand shades to almost black. The sand drummer is a carrion feeder, and it can smell dead flesh up to a half mile away. Also, their psionic abilities allow them to find water when they need it.

Each sand drummer has tens of legs and wide flat feet (average is 10 feet per HD). They use these feet to maintain their balance over the shifting sands (they treat this as normal terrain). They also can turn these feet into digging paddles, which gives them the ability to burrow to the sources of water they find.

Sand drummers communicate with each other by making various beats on the inside of their shell with their outer feet. The cacophony created by a herd is unsettling to those who have never experienced it before.

Desert peoples have learned to use these creatures as mounts and as water beacons. Warriors follow the herds and wait for the sand drummers to create sand plumes as they begin to burrow for water. Those that use them as mounts use a special stick to guide the creatures. By rapping on the shell at certain places in a particular pattern, they have learned to direct the drummer in the direction they wish to go.

Combat

For the most part, sand drummers don't participate in combat. Being a scavenger, they don't actively hunt anything, and few creatures see the drummer as food. On the rare occasions sand drummers are provoked, they use bull rushes and their psionics to drive off the opponent. If this proves to be unsuccessful, they attempt to flee.

Psionics (Sp): 3/day -- *concussion* (DC 17), *dowsing*. The save DCs are Constitution-based. (Dowsing can be found in the article "[Psionic Monster Mayhem: Not Quite 20,000 Leagues Under the Sea.](#)")

Attack/Defense Modes (Sp): At will -- *id insinuation/thought shield*

Tremorsense (Ex): Sand drummers can detect any motion within 60 feet of themselves, so long as the motion is in contact with the ground.

Sand Drummer Carriages

Sand Drummer Carriage: Composed primarily of wood and leather, these platforms make up the majority of the items used to ride a sand drummer. There is space for the driver and 2 Medium passengers, and hooks are used to hang baggage from the sides. Passenger seats range from simple wooden planks to fine upholstered fabrics with full backs and arm rests. Access to the platform is gained through the use of a rope and wood ladder which forms steps the passengers and driver can climb to reach the back of the beast. The driver uses a long wooden stick with a leather-wrapped weighted end to direct the drummer.

Prices vary, with the simplest being 100 gp and ranging up from there.

Sand Drummer War Carriage: These specially designed platforms can be fitted only to a huge sand drummer or larger, due to the weight and size of the item. These platforms come in three types, depending on the role it will serve in battle. They are constructed of steel, wood, and leather and are packed with mud to help prevent fires.

Ram Carriage: This version has a specially fitted battering ram set to gain full advantage of the sand drummer's bull rush capabilities. It has seating only for a driver, but a steel shell surrounds the area, giving improved cover versus ranged attacks (+8 AC). This carriage costs 1,000 gp.

Ram Carriage: 2 in. thick; hardness 10; hp 30; break DC 28.

Ballista Carriage: This version moves the driver to the back of the carriage, since the front section mounts a standard ballista. A crew of three operates the ballista, and from six to ten shots are usually carried. This carriage also has metal grates and a partial metal roof to provide cover for the crew (+6 AC). This carriage costs 2,000 gp.

Ballista Carriage: 2 in. thick; hardness 10; hp 30; break DC 28.

Archer Platform: The archer platform is the standard version of war carriage. The carriage driver is located in the front, while a partially enclosed shell dominates the rest of the space. This enclosure can hold eight archers and it provides cover from opposing ranged attacks (+4 AC). This version costs 1,500 gp.

Archer Platform: 2 in. thick; hardness 5; hp 20; break DC 23.

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Monster Mayhem

Out of the Swamp

Titan Salamander and Dragon Newt

By Scott Brocius and Mark A. Jindra



Lex wondered just how many days he'd spent trudging through the swamps on the back of this horrible gray beast. The dense fog and darkness provided by the thick canopy of trees made it seem like an eternity. The lizardfolk were right: The mount they sold to him could certainly handle the swamps better than his horse.

Time seemed to pass ever so slowly, and Lex speculated how many more kobolds he would have to slay before the day was through. If the rumors were right, the few raiding parties he had encountered thus far constituted just a fraction of the total force that guarded the caverns ahead.

His new mount fought well in the murky waters of the swamp, and it seemed to be developing a taste for kobold, but Lex could not quite get over the disgust of watching it feed on the bodies of his slain foes.

The fog slowly began to clear and the canopy above receded as the swamp gave way to the murky waters of a vast lake. Lex could see the islands he sought in the distance, and the obsidian spire that marked the entrance to the catacombs. The trip though the swamp was long and hard but for Lex, his quest had only just begun.

Lizardfolk are driven to survive. Survival of the race, tribe and individual is of paramount importance, and they value anything that gives them an edge over their neighbors. Certain enlightened tribes, including many [quanak](#), have discovered the advantage of using animals for certain tasks. Interactions with both elves and humans have proven the worth of having animals as part of the tribe. This realization has led the lizardfolk to domesticate their own beasts for use as mounts and guards. The titan salamander and dragon newt serve particularly well in the swampy terrain of their masters.

Titan Salamander

Large Animal (Aquatic)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	40 ft. (8 squares); swim 30 ft. (6 squares)
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+3/+11
Attack:	Bite +6 melee (1d8+6 plus 1d6 acid)
Full Attack:	Bite +6 melee (1d8+6 plus 1d6 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acidic bite
Special Qualities:	Low-light vision
Saves:	Fort +7, Ref +5, Will +0

Abilities:	Str 19, Dex 12, Con 16, Int 1, Wis 8, Cha 6
Skills:	Listen +1, Move Silently +5, Spot +4, Swim +12
Feats:	Alertness, Endurance
Climate/Terrain:	Temperate and warm marsh
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Huge)

This enormous reptile has a low-slung body longer than a human is tall, with a whiplike tail at least as long as the body. It has webbed feet and a mouth full of curved teeth.

The titan salamander is a lizardfolk mount. There are several varieties, as each tribe seems to have developed its own version of the animal. The differences are primarily cosmetic; the coloration ranges from a plain dark gray to various combinations of spots and stripes, and there are slight changes in tail length, body girth, and leg shapes. But as a whole, a titan's body is about 8 feet long with an additional 4 to 8 feet of tail, and weigh roughly 900 lbs. They have what appears to be an awkward gait while on the ground, but possess surprising quickness and are excellent swimmers.

The lizardfolk have turned these creatures into mounts and pack animals and have developed new combat strategies to utilize them.

Combat

Wild titan salamanders are nocturnal and consider any creature of small size as potential food. If they encounter anything larger, they prefer to flee. If forced to fight, they try to move the combat into a water source and use their bite to best effect.

Acidic Bite (Ex): The titan salamander's saliva is caustic and inflicts 1d6 points of additional acid damage on a successful bite attack.

Psionic Titan Salamander

Large Magical Beast (Aquatic)

Hit Dice:	4d10+12 (34 hp)
Initiative:	+1
Speed:	40 ft. (8 squares); swim 30 ft. (6 squares)
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Bite +7 melee (1d8+6 plus 1d6 acid)
Full Attack:	Bite +7 melee (1d8+6 plus 1d6 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acidic bite, psionics
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +5, Will +0

Abilities:	Str 19, Dex 12, Con 16, Int 3, Wis 8, Cha 6
Skills:	Listen +1, Move Silently +5, Spot +4, Swim +12
Feats:	Alertness, Endurance
Climate/Terrain:	Temperate and warm marsh
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Huge)

A small number of titan salamanders, having been developed by quanak tribes, possess psionic powers. Psionic varieties almost always have some purple in their hides and usually weigh a little less than their non-psionic cousins. The typical psionic titan salamander has the following addition to its profile.

Acidic Bite (Ex): The titan salamander's saliva is caustic and inflicts 1d6 points of additional acid damage on a successful bite attack.

Psionics (Sp): 3/day -- *burst, lesser concussion, vigor*. Manifest level 4th.

Attack/Defense Modes (Sp): At will -- id insinuation/empty mind.

DM's Option: The titan salamander can be used as a special mount for a lizardfolk paladin, while the psionic version is appropriate for a psionic multiclassed lizardfolk paladin. The titan can be called at 5th level per the normal rules.

Dragon Newt

Small Animal (Aquatic)

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	20 ft. (4 squares); swim 30 ft. (6 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-6
Attack:	Bite -1 melee (1d4-2), or acid spit +4 ranged touch (1d4 acid plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid spit, poison
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 6, Dex 17, Con 10, Int 2, Wis 12, Cha 8
Skills:	Hide +10, Move Silently +8, Spot +5, Swim +7
Feats:	Dodge, Point Blank ShotB
Climate/Terrain:	Temperate and warm marsh
Organization:	Solitary, pair, or pack (3-7)
Challenge Rating:	1
Treasure:	None

Alignment:	Always neutral
Advancement:	2-3 HD (Medium)

The yellow-green reptile is about the size of a small dog, withan oversized head and the frills and spines of its mightier dragon cousins.

Dragon newts get their name from their coloration and head frills. Their bodies are roughly 2 feet long with a short tail, and their oversized head has frills and spines similar to that of a gold dragon. They also have a small dorsal crest and small dark spots running in two lines down each side. Deceptively quick, they are just as comfortable out of the water as in it. They are usually nocturnal.

Lizardfolk have domesticated dragon newts to serve as sentries and additional muscle in combat. They are trained to recognize their masters' tribe as friendly and attack anything else. Quanak tribes with dragon newts use their poison instead of harvesting others.

Combat

A wild dragon newt attacks anything it considers food, which is anything Tiny or smaller. It spits at the target, then rushes forward to finish it off with its bite. If confronted by larger creatures, it usually spits once, then flees.

Spit (Ex): The dragon newt can spit acidic globules with a range increment of 10 feet. This is a ranged touch attack that deals 1d4 points of acid damage.

Poison (Ex): The dragon newt's skin and saliva are toxic (contact, Fortitude DC 10, initial and secondary damage 1d4 Str). Striking the dragon newt with an unarmed or natural attack subjects the attacker to the poison save. The save DC is Constitution-based.

Skills: A dragon newt's coloration, natural agility, and keen senses give it a +3 racial bonus on Hide, Move Silently, and Spot checks.

Psionic Dragon Newt

Small Magical Beast (Aquatic)

Hit Dice:	1d10 (5 hp)
Initiative:	+3
Speed:	20 ft. (4 squares); swim 30 ft. (6 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-5
Attack:	Bite +0 melee (1d4-2), or acid spit +5 ranged touch (1d4 acid plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid spit, poison, psionics
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 6, Dex 17, Con 10, Int 2, Wis 12, Cha 8
Skills:	Hide +10, Move Silently +8, Spot +5, Swim +7

Feats:	Dodge, Point Blank ShotB
Climate/Terrain:	Temperate and warm marsh
Organization:	Solitary, pair, or pack (3-7)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Medium)

A rare number of dragon newts are psionic, developed by some quanak tribes. Psionic dragon newts tend to be yellowish red in color instead of yellowish green. The typical psionic dragon newt has the following addition to its profile.

Spit (Ex): The dragon newt can spit acidic globules with a range increment of 10 feet. This is a ranged touch attack that deals 1d4 points of acid damage.

Poison (Ex): The dragon newt's skin and saliva are toxic (contact, Fortitude DC 10, initial and secondary damage 1d4 Str). Striking the dragon newt with an unarmed or natural attack subjects the attacker to the poison save. The save DC is Constitution-based.

Psionics (Sp): 3/day -- *burst, catfall, spider climb*. These are manifested as a 1st-level psion.

Attack/Defense Modes (Sp): At will -- *ego whip/empty mind*.

Skills: A dragon newt's coloration, natural agility, and keen senses give it a +3 racial bonus on Hide, Move Silently, and Spot checks.

Applied Templates

We had a little extra room in this month's Monster Mayhem so we thought we would apply the Skeleton, Zombie, and Fiendish templates from the revised [Monster Manual](#) to the dragon newt for your enjoyment.

Skeletal Dragon Newt

Small Undead

Hit Dice:	1d12 (6 hp)
Initiative:	+8
Speed:	20 ft. (4 squares); swim 30 ft. (6 squares)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+0/-6
Attack:	Bite -1 melee (1d4-2)
Full Attack:	Bite -1 melee (1d4-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	--

Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity (cold), undead traits
Saves:	Fort +0, Ref +4, Will +2
Abilities:	Str 6, Dex 19, Con --, Int --, Wis 10, Cha 1
Skills:	--
Feats:	Improved InitiativeB
Climate/Terrain:	Temperate and warm marsh
Organization:	Solitary, pair, or pack (3-7)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral evil.
Advancement:	--

Skeletal dragon newts are formed by the *animate dead* spell.

Combat

These creatures function much like ordinary skeletons.

Undead Traits: A skeletal dragon newt is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Zombie Dragon Newt

Small Undead

Hit Dice:	2d12 (16 hp)
Initiative:	+2
Speed:	20 ft. (4 squares); swim 30 ft. (6 squares)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+1/-4
Attack:	Bite +1 melee (1d4-1) or slam +1 (1d4-1)
Full Attack:	Bite +1 melee (1d4-1) or slam +1 (1d4-1)
Space/Reach:	5 ft. /5 ft
Special Attacks:	--
Special Qualities:	Darkvision 60 ft., single actions only, undead traits
Saves:	Fort +0, Ref +2, Will +3
Abilities:	Str 8, Dex 15, Con --, Int --, Wis 10, Cha 1
Skills:	--
Feats:	ToughnessB
Climate/Terrain:	Any land and underground
Organization:	Any
Challenge Rating:	1/2

Treasure:	None
Alignment:	Always neutral evil.
Advancement:	3-6 HD (Medium)

Zombie dragon newts are formed by the *animate dead* spell.

Combat

These creatures function much like ordinary zombies.

Single Actions Only (Ex): A zombie dragon newt has poor reflexes and can perform only a single move action or attack action each round. A zombie dragon newt can move up to its speed and attack in the same round, but only if it attempts a charge.

Undead Traits: A zombie dragon newt is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Fiendish Dragon Newt

Small Magical Beast (Aquatic, Extraplanar)

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	20 ft. (4 squares); swim 30 ft. (6 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-6
Attack:	Bite -1 melee (1d4-2) or spit +4 ranged touch (1d4 acid plus poison)
Full Attack:	Bite -1 melee (1d4-2) or spit +4 ranged touch (1d4 acid plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid spit, poison, smite good
Special Qualities:	Darkvision 60 ft., low-light vision, resistances (cold 5, fire 5), spell resistance 6
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 6, Dex 17, Con 10, Int 3, Wis 12, Cha 8
Skills:	Hide +10, Move Silently +8, Spot +5, Swim +7
Feats:	Dodge, Point Blank Shot
Climate/Terrain:	Any evil-aligned plane.
Organization:	Solitary, pair, or pack (3-7)
Challenge Rating:	1
Treasure:	None
Alignment:	Always evil (any).
Advancement:	2-3 HD (Medium)

A fiendish dragon newt has red tips on its frills and a malevolent gleam in its eyes.

Combat

Fiendish dragon newts use their spit attacks early, reserving their smite good attacks for opponents who seem appropriate.

Smite Good (Su): Once per day the fiendish dragon newt can make a normal melee attack to deal 1 point of extra damage against a good foe.

Spit (Ex): The fiendish dragon newt can spit acidic globules with a range increment of 10 feet. This is a ranged touch attack that deals 1d4 points of acid damage.

Poison (Ex): The fiendish dragon newt's skin and saliva are toxic (contact, Fortitude DC 10, initial and secondary damage 1d4 Str). Striking the dragon newt with an unarmed or natural attack subjects the attacker to the poison save. The save DC is Constitution-based.

Skills: A fiendish dragon newt's coloration, natural agility, and keen senses give it a +3 racial bonus on Hide, Move Silently, and Spot checks.

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The Mind's Eye

Ballisteer

(Prestige Class)

By Scott Brocius and Mark A. Jindra

"It's what you can't see that can hurt you . . ."

The psychic warrior has turned his mind's potential to the warrior arts. By focusing on the union of mind and body, he works towards martial perfection. This is the path of every psychic warrior. This path does not follow a straight line, however. It has many twists and turns and side branches. Some psychic warriors feel unarmed combat is the true path, and others feel the mastery of a single weapon is the ultimate goal.

Then, there is the ballisteer.

The ballisteer holds true to the union of mind and body, but he believes the road to this follows the art of ranged combat. For him, distance is the key. The ability to deal lethal damage from afar is his journey to perfection. All his energies are focused on how to hit his target from a nice, safe distance.

Hit Dice: d8.

Requirements

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

Base Attack Bonus: +3.

Skills: Tumble 6 ranks.

Feats: Dodge, Mobility, Point Blank Shot, and Psionic Shot.

Manifesting: Ability to manifest a 2nd-level power.

Class Skills

The ballisteer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Wis), Intuit Direction (Wis), Jump (Str), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Ballisteers gain no proficiency in any armor or weapons,

though they retain any knowledge gained from former classes.

Power Points: Ballisteers gain power points every level as though they gained a level of psychic warrior. They do not gain bonus power points.

Powers Discovered: With the exception of 1st, 4th, 7th, and 10th levels, ballisteers discover powers as though they gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester level is increased by one for each level of the prestige class.

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

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

Psionic Sidestep (Ex): The ballisteer gains this feat even if he does not meet the prerequisites. To use this feat he must maintain a power point reserve of 5+ power points. (See the article "[New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements](#)".)

Throw Anything (Ex): The ballisteer gains this feat even if he does not meet the prerequisites.

Invisible Shot (Sp): By expending 1 power point per shot, the ballisteer makes his fired ammo invisible. This provides the ballisteer a bonus of +2 to hit and denies the target the ability to deflect the attack through normal means, unless it has the ability to detect invisible objects. This ability is applied as the attack is made.

Ethereal Shot (Sp): By expending 1 power point per shot, the ballisteer makes his fired ammo ethereal. Ethereal ammo has no affect on normal targets, but it affects ethereal targets normally. This ability is applied as the attack roll is made.

Energy Shot (Sp): The ballisteer can expend power points to add energy damage to his ranged attacks. For each power point spent this way he increases the damage by +1d4. He can spend a number of points equal to his level of ballisteer (maximum damage is 10d4). This ability is applied as the attack is made, but the cost must be paid before the attack roll. This ability can be used only once per shot.

Throw Anything

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

Throw Anything [General](From Sword and Fist)

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

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

Benefit: You can throw any weapon you can use, regardless of whether it is intended to be used as a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet.

Incorporeal Shot (Sp): By expending 1 power point per shot, the ballisteer makes his fired ammo incorporeal. Incorporeal ammo has no effect on normal targets, but it affects incorporeal targets normally. This ability is applied as the attack roll is made.

Pinpoint Shot (Ex): The ballisteer gains this feat even if he does not meet the prerequisites. (See the article "[New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements](#).")

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

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

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

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

The Ballisteer

Level	Base Attack Bonus	Fort	Ref	Will	Special	Powers Discovered
1	+0	+0	+2	+0	Psionic Sidestep, Throw Anything	--
2	+1	+0	+3	+0	<i>Invisible shot</i>	+ 1 psychic warrior level
3	+2	+1	+3	+1	<i>Ethereal shot</i>	+ 1 psychic warrior level
4	+3	+1	+4	+1	<i>Energy shot</i>	--
5	+3	+1	+4	+1	<i>Incorporeal shot</i>	+ 1 psychic warrior level
6	+4	+2	+5	+2	Pinpoint Shot	+ 1 psychic warrior level
7	+5	+2	+5	+2	<i>Explosive shot</i>	--
8	+6	+2	+6	+2	Improved Psionic Sidestep	+ 1 psychic warrior level
9	+6	+3	+6	+3	<i>Phased shot</i>	+ 1 psychic warrior level
10	+7	+3	+7	+3	Infused shot	--

Inspiration and testing provided by members of the Wizards of the Coast online community.

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The Mind's Eye Cerebral Assassin

(Prestige Class)

By Mark A. Jindra

With inspiration and testing provided by members of the Wizards online community

"The mind is a terrible thing . . . indeed"

The cerebral assassin has chosen a different path than most and embraces the power of psionic combat. Unlike some, they believe that true psionic mastery involves a complete understanding of the mind. Their devotion can at times seem fanatical. They are shunned by most psions and psychic warriors, and they are generally not found in areas with a significant population.

Some believe that a secret society comprised of cerebral assassins may have a stronghold on a demiplane that can be reached only via the Astral Plane. Rumors are that they carry out raids against illithid and gith cities and strongholds, killing all that they find there. Their ruthless aggression and lack of compassion has labeled them as a menace to good and evil alike.

Note: The cerebral assassin was created to take advantage of the feats provided in the "[Battle of the Mind](#)" article as well as well as the material from the "[Alter Your Basic Psionic Combat](#)" article.

Hit Dice: d4.

Requirements

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

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

Psionic Combat Modes: 6.

Feats: Psychic Assault, Psionic Combat Buffer.

Skills: Knowledge (psionics) 4 ranks, Concentration 4 ranks.

Class Skills

The cerebral assassin's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Profession (Wis), Psicraft (Int), Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the cerebral assassin prestige class.

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

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

Powers Discovered: With the exception of 1st, 4th, 7th, and 10th levels, cerebral assassins discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: One psionic combat mode is discovered at each level of the prestige class. (Characters do not forget previously discovered attack and defense modes.) These combat modes cannot be traded in for feats with the Rescupt Mind feat.

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

0-Level Powers: Cerebral assassin levels count toward the level of psion for purposes determining the number of free manifestations per day of your 0-level powers.

Prepared Mind (Su): The cerebral assassin has mastered control of her psionic attacks. She can add half of her cerebral assassin levels as a modifier to the defender's Will save DC for psionic combat.

Talented Mind (Su): The cerebral assassin may use one of her free 0-level manifeststions to reduce the base cost to activate a psionic combat mode by 1 power point. She may not use this ability more than once on a single activation.

Greater Psionic Combat Buffer (Su): At 1st level the cerebral assassin gains the Greater Psionic Combat Buffer feat if she did not already have it.

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

Bonus Feat: At 3rd, 6th, and 9th level, the cerebral assassin gains a bonus psionic combat

related feat. The feat should be chosen from the following; Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, Bonus Mode, or Mind Blind.

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

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

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

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

Mind Walk (Su): At 10th level, the cerebral assassin has become perfectly attuned to the patterns of brainwaves; she gains the ability to transport herself via the minds of living creatures. Once per day as a standard action she can seamlessly enter any living creature with an Intelligence score equal to or greater than 1 and pass to another living creature that meets the same requirements and is within line of sight of the first creature. The cerebral assassin appears as close to the second creature as possible.

The entry and destination creatures need not be familiar to the cerebral assassin, but they must be alive and have a metabolism. (Thus, plants and undead are not eligible targets.) The cerebral assassin cannot use herself as the entry or destination creature. Neither creature needs to be a willing participant. When exiting the destination creature, the cerebral assassin chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the cerebral assassin wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a psionic portal surprising and quite unsettling.

If she desires, the cerebral assassin can attempt to psionically assault either or both creatures. She can select an attack mode that she knows to assault the creature. Power points for the attack must be paid as normal. Psionic creatures cannot activate a defense mode and both psionic and nonpsionic creatures are caught mentally flat-footed. The cerebral assassin cannot activate any other attack modes this round. If the creature fails its Will save, it takes damage as normal from the attack as well suffering the effects of being stunned for +2d4 rounds.

The Cerebral Assassin

Level	Base Attack Bonus	Fort	Ref	Will	Special	Powers Discovered
1	+0	+0	+0	+2	Talented mind, Prepared Mind, Greater Psionic Combat Buffer	--
2	+1	+0	+0	+3	Bonus combat mode	+1 Level Psion
3	+1	+1	+1	+3	Bonus feat, Mind twist (1)	+1 Level Psion
4	+2	+1	+1	+4	Bonus combat mode, Iron Will	--
5	+2	+1	+1	+4	Superior Psionic Combat Buffer	+1 Level Psion
6	+3	+2	+2	+5	Bonus combat mode, bonus feat	+1 Level Psion
7	+3	+2	+2	+5	Mind twist (2)	--
8	+4	+2	+2	+6	Bonus combat mode	+1 Level Psion
9	+4	+3	+3	+6	Bonus feat, Mastered psionic combat buffer	+1 Level Psion
10	+5	+3	+3	+7	Mind walk	--

Revised 02/10/2003

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The Mind's Eye

Chosen of Sardior (Prestige Class)

The Legend of Sardior, Part 2
By Mark A. Jindra and Scott Brocius

This month we build upon the foundation of the [Legend of Sardior](#) with a new race of psionic dwarves known as [Aleithians](#). We also delve a little into the church of Sardior by bringing you [two new prestige classes](#) for those chosen worthy of Sardior's knowledge. To round it all out we have [eighteen new powers](#) usable by the chosen.

Chosen of Sardior

Many psions and psychic warriors follow the ways and teachings of Sardior. A select few of the devoted that have assisted the church are compelled to enter the service of the church. Some say Sardior himself chooses the worthy. These chosen of Sardior receive special training and practice the dogma of Sardior; they have even been known to preach on occasion, but their ties to the temples of Sardior are more of a support role. Chosen psions are known as Devotees of Sardior whereas chosen psychic warriors take the title of Defender of Sardior. Occasionally chosen continue their service to the church, becoming ruby disciples.

Devotee of Sardior

Devotees of Sardior are psions that have entered the service of the church of Sardior. They are blessed with knowledge and power known only to the church of Sardior. They spend much of their time studying the workings of the church as well as serving in a consulting capacity to the church's clergy. They also perform special tasks for the church from time to time.

Hit Die: d4.

Requirements

To qualify to become a devotee of Sardior, a character must fulfill all the following criteria.

Alignment: Any neutral.

Skills: Knowledge (religion) 2 ranks.

Psionics: Ability to manifest at least one 2nd-level power.

Special: Must be a worshiper of Sardior. Must also have performed a special service for the church of

Sardior (DMs may select a task or series of tasks that are appropriate to their campaign).

Class Skills

The devotee of Sardior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Craft (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Knowledge (any) (Int), Psicraft (Int), Profession (Wis), Remote View (Int), Spellcraft (Int), and Stabilize Self (Con).

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Discovered
1st	+0	+0	+0	+2	Sardior's essence	+ 1 psion level
2nd	+1	+0	+0	+3	Sardior's knowledge	+ 1 psion level
3rd	+1	+1	+1	+3	Sardior's devotion	+ 1 psion level

Class Features

All of the following are class features of the devotee of Sardior prestige class.

Weapon and Armor Proficiency: Devotees of Sardior gain no proficiency with any weapon or armor, but retain any they had before adding a level in this class.

Power Points: When they gain a level, devotees of Sardior gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Devotees of Sardior 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*: Devotees of Sardior discover powers at all levels as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester levels are increased by one for each level of the prestige class.

Psicrystals: Devotee of Sardior levels count toward the level of the psionic character for purposes of determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. A character must take at least one level of psion if he wishes to encode a psicrystal.

0-Level Powers: Devotee of Sardior levels count toward the character's level of psion for determining the number of free manifestations per day of 0-level powers.

Psionic Combat: Devotees of Sardior do not discover psionic attack or defense modes, but retain any they had before adding a level in this class.

Sardior's Essence (Ex): Any psicrystal a devotee of Sardior has encoded instantly changes color to ruby red and pulses with a faint inner light. The psicrystal gains 5 points of hardness and provides him with a +4 bonus on Knowledge (religion) checks.

Sardior's Knowledge (Ex): Devotees of Sardior may discover [Sardioran powers](#) (powers with the [Sardior] descriptor) when they discover a new power. Their aura is also altered to show they are one of the faithful of Sardior. The aura grants a +10 bonus on Diplomacy checks made to influence the attitude of a gem dragon, with the exception of obsidian dragons. Obsidian dragons automatically start with an initial attitude of hostile, and any Diplomacy checks made to change that initial attitude suffer a -10 penalty. (Obsidian dragons view Sardior and any of Sardior's followers with extreme hostility.)

Sardior's Devotion (Ex): Devotees of Sardior characters discover and manifest powers with the Sardior descriptor as though their ability scores in the ability associated the discipline are 5 points higher than they currently are, provided that the characters' scores for the ability in question is at least 1.

Defender of Sardior

Defenders of Sardior are psychic warriors that have entered the service of the church of Sardior. They are blessed with knowledge and power known only to the church of Sardior. They spend much of their time protecting the church and its officials, although they have performed special tasks for the church from time to time.

Hit Die: d8.

Requirements

To qualify to become a defender of Sardior, a character must fulfill all the following criteria.

Alignment: Any neutral.

Skills: Knowledge (religion) 2 ranks.

Psionics: Ability to manifest at least one 2nd-level power.

Special: Must be a worshiper of Sardior. Must also have performed a special service for the church of Sardior (DMs may select a task or series of tasks that are appropriate to their campaign).

Class Skills

The defender of Sardior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Craft (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Knowledge (any) (Int), Psicraft (Int), Profession (Wis), Remote View (Int), Spellcraft (Int), and Stabilize Self (Con).

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Discovered
1st	+1	+2	+0	+0	Sardior's might	+ 1 psychic warrior level
2nd	+2	+3	+0	+0	Sardior's knowledge	+ 1 psychic warrior level
3rd	+3	+3	+1	+1	Sardior's defense	+ 1 psychic warrior level

Class Abilities

All of the following are class features of the defender of Sardior prestige class.

Weapon and Armor Proficiency: Defenders of Sardior gain no proficiency with any weapon or armor.

Power Points: When they gain a level, defenders of Sardior gain power points per day as though they gained a level of psychic warrior. These power points are added to the character's previous total.

Powers Discovered: A defender of Sardior discovers powers at all levels as though she gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester levels are increased by one for each level of the prestige class.

Psionic Combat: A defender of Sardior does not discover psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes.)

0-Level Powers: A defender of Sardior level counts toward your level of psychic warrior for determining the number of free manifestations per day or your 0-level powers.

Sardior's Might (Ex): Any crystal weapon a defender of Sardior holds instantly changes color to ruby red and pulses with a faint inner light. Attacks she makes with a crystal weapon do 1 additional point of psionic energy damage per successful attack. A defender of Sardior can use this ability as long as her power point reserve is 1 or more.

Sardior's Knowledge (Ex): Defenders of Sardior may discover [Sardioran powers](#) (powers with the [Sardior] descriptor) when they discover a new power. Their auras are also altered to show that they are one of the faithful of Sardior. This grants a +10 reaction bonus with gem dragons with the exception of obsidian dragons. Obsidian dragons target defenders of Sardior over other available targets due to hatred.

Sardior's Defense (Ex): A crystal shield held by a defender of Sardior instantly changes color to ruby red and pulses with a faint inner light. While in the grasp of the defender the shield has the *reinforcement (minor)* special abilities (see page 125 of the *Psionics Handbook*). A defender of Sardior can use this ability as long as her power point reserve is 3 or more.

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The Mind's Eye

Dread Champion

(Prestige Class)

By Scott Brocius and Mark A. Jindra

"Yes, I am dead. Prepare to join me."

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

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

Hit Dice: d8.

Requirements

To qualify to become a dread champion, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Knowledge (religion) 5 ranks.

Manifesting: Ability to manifest a 4th-level psychic warrior power.

Special: Must have defeated an undead creature that has an Intelligence score.

Class Skills

The dread champion's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Psicraft (Int), Remote View (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

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

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

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

As an undead, a dread champion is no longer healed normally. He requires negative energy (such as an *inflict wounds* spell) to heal, though regeneration and fast healing effects work normally.

A dread champion is not at risk of death due to massive damage, but he is immediately destroyed if reduced to 0 hit points or less. He can no longer be raised or *resurrected*. He can be brought back to existence only through use of a *wish* or *psionic reality alteration*.

A dread champion gains darkvision with a range of 60 feet.

A dread champion can be turned. A dread champion can no longer use Psychometabolism powers and uses his Charisma modifier for Psychokinetic powers.

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

Hit Dice Promotion (Ex): At 1st level, each previous Hit Die gained promotes to a d8 if it was less than a d8. At 4th level, each promotes to d10, and then they promote to d12 at 8th level. Any levels gained after becoming a dread champion use the current dread champion Hit Dice type to determine hit points gained.

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

8th level.

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

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

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

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

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

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

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

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

Examples of Hit Dice Promotion:

A level 10/3 psychic warrior/dread champion has 13d8 Hit Dice. Upon reaching 4th level as a dread champion, these Hit Dice change to d10, so the dread champion now has 14d10. When this dread champion reaches 8th level, his Hit Dice change to 18d12.

If the character received a set percentage of hit points per Hit Die, just adjust the total to reflect the new Hit Die type. For example, if the particular campaign gives out 50% of maximum hit points, the 10/3 psychic warrior/dread champion would have had 52 hit points at 13th level, but upon gaining 14th level, his total becomes 70 hit points.

If the character actually rolled for hit points, the DM has a couple of options. The character can either add 13 hp to reflect the difference in average hit points between d8 and d10, or the character can roll a new set of 13d10's, but the total should not be less than the current total.

The Dread Champion

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Powers Discovered
1	+1	+2	+0	+2	Hit Dice promotion (d8), undeath	--
2	+2	+3	+0	+3	Str +2, damage reduction 2/-	+1 psychic warrior level
3	+3	+3	+1	+3	Natural AC +2, fear aura	--
4	+4	+4	+1	+4	Hit Dice promotion (d10), damage reduction 3/-	+1 psychic warrior level
5	+5	+4	+1	+4	<i>Negative Energy blast</i> , power resistance, turn immunity	--
6	+6	+5	+2	+5	Natural AC +4, damage reduction 4/-	+1 psychic warrior level
7	+7	+5	+2	+5	Cha +2, cold immunity	--
8	+8	+6	+2	+6	Hit Dice promotion (d12) damage reduction 5/-	+1 psychic warrior level
9	+9	+6	+3	+6	Natural AC +6, improved power resistance	--
10	+10	+7	+3	+7	Str +2, chilling touch	+1 psychic warrior level

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The Mind's Eye

Followers in the Church of Sardior

(The Legend of Sardior, Part 4)

By Scott Brocius and Mark A. Jindra

As the religion of Sardior grows, so do the threats against it. The increased notoriety of Sardior's temples has made them an inviting target for various thieves and other manipulators from the political realm. Also other gods and their followers have recently begun to feel threatened by his increasing power. Any one of these wouldn't be much of a concern to the church; the church's detachments of ruby dragon disciples can counter individual threats, and most of the clergy tend to be very accomplished politicians. However, Sardior has chosen to concern himself with the combined effect of all of these threats.

As a way to alleviate his concerns and to show a much stronger physical presence, Sardior has developed a special group of elite defenders for his temples and clergy. He enlisted the aid of his draconic brethren and gave them the task of protecting his interests in the mortal realm. He asked each of his brethren to choose a companion and to work with that individual to improve the defense of the church. Sardior got many volunteers for the task, since several young dragons took the opportunity to serve Sardior.



Their reasons for serving are as varied as the dragons themselves. Many considered it their duty, some thought it might be a good diversion, while others thought it would be cool to have a pet. Almost all, though, saw it as the opportunity to garner a reputation and start a hoard. Sardior also got a bonus from these unions, since each of the dragons involved became part of his domain.

Psionic Dragon Comrade

"I think my friend might disagree with you."

Many people dream of soaring through the skies on the back of a dragon. They want to feel the rush of the wind and hear the sound of leathery wings beating on the air. They want to experience the raw power of a dragon from its perspective. For most, it's just a dream -- something to pine for as a youth or a might-have-been for the elderly.

However, a very select few get to live the dream. The psionic dragon comrade is one of those few. Due to

her service to Sardior and her strength of character, she found herself being chosen by a defender dragon to become its companion. As allies in defense, the psionic dragon comrade and her dragon companion often grow to be a formidable pair.

Psionic Dragon Comrades of Seradess: Through the connections of Blithen, the Cult of Seradess has developed its own psionic dragon comrades. The abilities gained are the same as a psionic dragon comrade, only the requirements for qualification change, as noted below where appropriate.

Hit Dice: d4.

Requirements

To qualify as a psionic dragon comrade, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Ride 6 ranks, Knowledge (religion) 6 ranks.

Feats: Leadership.

Powers: Able to manifest 4th-level powers.

Abilities: Sardior's devotion or Sardior's might (these abilities are gained through the [devotee or defender of Sardior prestige classes](#)). If aligned with Seradess, replace Sardior's devotion or Sardior's might with [shroud of Seradess](#).

Language: Draconic.

Special: Must be selected as a companion by a dragon defender.

Class Skills

The psionic dragon comrade's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Concentration (Con), Diplomacy (Cha), Knowledge (any) (Int), Listen (Wis), Psicraft (Int), Ride (Dex), Search (Int), Spot (Wis), Stabilize Self (Con).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the psionic dragon comrade prestige class.

Weapon and Armor Proficiency: Psionic dragon comrades gain no proficiency with any weapons or armor.

Power Points: At 2nd through 9th level, psionic dragon comrades gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Psionic dragon comrades gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: At 2nd through 9th level, psionic dragon comrades discover powers as though they

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

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

0-Level Powers: Psionic dragon comrade levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

Psionic Combat: The character discovers two psionic combat modes at first level and an additional combat mode at 3rd, 7th, 9th, and 10th levels. (Characters do not forget previously discovered attack and defense modes.)

Dragon Ally: Upon acceptance by a dragon defender, the comrade now has a dragon ally (which is run by the DM). The comrade must complete a couple of tasks to gain the trust of the defender. First, the comrade must help the defender find a suitable lair. (See the descriptions in the *Monster Manual II* for details on appropriate lairs.) Also, the comrade must provide the defender with treasure for its lair. The minimum acceptable amount is 1,000 gp per Hit Die of the defender, and the comrade should attempt to provide treasure to the defender's liking. This treasure is a gift to the defender -- it no longer belongs to the comrade. If either of these obligations is not met, the defender terminates the relationship and seeks a new comrade.

If the dragon dies, the character must attempt a DC 20 Fortitude saving throw. Failure means she loses 500 experience points per class level; success reduces the loss to one-half that amount. However, the character's experience point total can never go below 0 as the result of a dragon's demise or dismissal. A slain dragon can be replaced after a year and a day, but only if another dragon chooses the character. To gain a new dragon, the character must contribute to the dragon's hoard, just as she did when first gaining this class. The character cannot add any new levels in this class until she gains a new dragon.

Empathy (Su): Once a lair is secured and stocked, the defender initiates a process to bind its companion and itself to each other. As a free action the character or the dragon ally can detect the surface emotions of the other. The character and the ally need not be able to see each other, but they must be on the same plane. Using this power reveals the subject's basic needs, drives, and emotions.

Riding Expertise (Ex): Starting at 3rd level, the comrade has become fully comfortable with riding her defender. While riding her defender, she gains a bonus equal to her comrade level on Ride checks and a bonus on Concentration checks when manifesting a power equal to her comrade level -2.

Telepathic Communication (Sp): Starting at 5th level, the comrade and defender share a telepathic link while they are within 200 feet of each other. As a result, they can converse without speaking.

Focused Manifesting (Sp): Starting at 7th level, the comrade gains a +2 bonus on the saving throw DCs for the powers she manifests. This ability can be used as a free action once per day per two class levels.

Shared Immunity (Su): At 10th level, the comrade gains the power resistance and elemental immunity of her defender dragon as long as she is within 30 feet of it. For example, a comrade with a young adult emerald dragon as her defender gains PR 20 and sonic immunity.

Psionic Dragon Comrade

Level	BAB	Fort Save	Ref Save	Will Save	PP	Powers Discovered	Special
1	+0	+2	+2	+2	*see text	--	Dragon ally, empathy
2	+1	+3	+3	+3		+1 psion	--
3	+1	+3	+3	+3		+1 psion	Riding expertise
4	+2	+4	+4	+4		+1 psion	--
5	+2	+4	+4	+4		+1 psion	<i>Telepathic communication</i>
6	+3	+5	+5	+5		+1 psion	--
7	+3	+5	+5	+5		+1 psion	<i>Focused manifesting</i>
8	+4	+6	+6	+6		+1 psion	--
9	+4	+6	+6	+6		+1 psion	--
10	+5	+7	+7	+7		--	Shared immunity

Dragon Defenders

The DM should select an appropriate defender from the following list, keeping in mind alignments and the power level of her game. These dragons are at an age where they have the appropriate mindset and size to be suitable defenders. Also she should note the juveniles in the list do not gain power resistance.

Dragon Type	Age	Alignment	Size	Hit Dice	CR
Amethyst	Juvenile	N	L	15 HD	8
Amethyst	Young adult	N	L	18 HD	11
Amethyst	Adult	N	H	21 HD	14
Amethyst	Mature adult	N	H	24 HD	16
Crystal*	Young adult	CN	L	17 HD	10
Crystal*	Adult	CN	H	20 HD	12
Crystal*	Mature adult	CN	H	23 HD	15
Emerald*	Juvenile	LN	L	15 HD	8
Emerald*	Young adult	LN	L	18 HD	11
Emerald*	Adult	LN	H	21 HD	14
Emerald*	Mature adult	LN	H	24 HD	16
Obsidian**	Juvenile	NE	L	16 HD	9
Obsidian**	Young adult	NE	L	19 HD	12
Obsidian**	Adult	NE	H	22 HD	14
Obsidian**	Mature adult	NE	H	25 HD	17

Sapphire	Young adult	LN	L	17 HD	10
Sapphire	Adult	LN	L	20 HD	13
Sapphire	Mature adult	LN	H	23 HD	15
Topaz	Juvenile	CN	L	16 HD	9
Topaz	Young adult	CN	L	19 HD	12
Topaz	Adult	CN	H	22 HD	14
Topaz	Mature adult	CN	H	25 HD	17

*Crystal and emerald dragons can be matched with either Sardorians or cultists.

**Obsidians are matched only with cultists.

Dragon Defender

Dragons who heed the call of Sardior to aid in the defense of his mortal interests can become dragon defenders. By bonding themselves to a humanoid comrade, they gain limited acceptance into the world of humanoids, prestige among other gem dragons, and a starting hoard. As they progress through the prestige class, they become more and more comfortable with their companion to the point it just feels natural to have them in the saddle on their back.

Obsidian dragons can follow this prestige class as well, but they have made a pact with Blithen to aid the cult of Seradess in its goals. In addition, due to Blithen's influence, crystal and emerald dragons can be found among the ranks of the cultists. The crystal, emerald, and obsidian dragons who take this prestige class refer to themselves as dragon nihilists.

Hit Dice: d12.

Requirements

To qualify as a dragon defender, a dragon must fulfill all the following criteria.

Race: Any gem dragon.

Base Attack Bonus: +18.

Skills: Gather Information 18 ranks, Knowledge (religion) 18 ranks or Gather Information 18 ranks

Feats: Investigator, any two psionic feats.

Class Skills

The dragon defender's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Knowledge (any) (Int), Listen (Wis), Psicraft (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Stabilize Self (Con).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the dragon defender prestige class.

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

Empathy (Su): Once a lair is secured and stocked, the defender initiates a process to bind its companion and itself to each other. As a free action the character or the dragon ally can detect the surface emotions of the other. The character and the ally need not be able to see each other, but they must be on the same plane. Using this power reveals the subject's basic needs, drives, and emotions.

Improved Frightful Presence (Ex): When flying together, the dragon and her comrade make an imposing pair, and the dragon seems to loom larger and seem even more fearsome than otherwise. With the comrade in the saddle, the save DC against the dragon's frightful presence power increases by +1. For every three psionic dragon comrade levels the rider has, the bonuses increases by an additional +1 (+1 at 1st level +2 at 4th level, and so on).

Defensive Tactics (Ex): At 6th level, neither the defender nor her comrade can be flanked while the comrade is in the saddle. They have learned to look in each other's blind spots to prevent enemies from sneaking up on them.

Defensive Teamwork (Ex): At 8th level, the defender and her comrade work so well together that they continually act to prevent each other from harm. Both the defender and companion receive a +2 circumstance bonus to Armor Class and a +1 circumstance bonus on Reflex saving throws.

Improved Maneuverability (Ex): The rider's presence in the saddle allows the dragon to anticipate and react to conditions in the air more quickly than normal, and the dragon also learns to take advantage of the rider's weight, shifting it at just the right moment to help it maneuver. Whenever the comrade is in the saddle, the dragon gets a one-step bonus to its maneuverability rating. For example, a dragon with Poor maneuverability gains Average maneuverability when the comrade is aboard.

Dragon Defender

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Empathy, humanoid ally (see psionic dragon comrade)
2	+2	+3	+0	+3	Strength +1, natural Armor Class +2
3	+3	+3	+1	+3	Improved frightful presence
4	+4	+4	+1	+4	Strength +2, natural Armor Class +4
5	+5	+4	+1	+4	--
6	+6	+5	+2	+5	Defensive tactics
7	+7	+5	+2	+5	Strength +3, natural Armor Class +6
8	+8	+6	+2	+6	Defensive teamwork
9	+9	+6	+3	+6	Strength +4, natural Armor Class +8

10 +10 +7 +3 +7 Improved maneuverability

Be sure to check out past articles in the [Legend of Sardior](#) series including [Obsidian Dragons](#), [Chosen of Sardior](#), [The Demiplane of Ectoplasm](#), [Aleithian Dwarves](#), [Sardior's Knowledge](#), [Draconum Psionicus](#), and [The Church of Sardior](#).

About the Authors

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He has been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

The Mind's Eye Grim Psion

(Prestige Class)

By Scott Brocius and Mark A. Jindra

"I am eternal."

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

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

Hit Dice: d6.

Requirements

To qualify to become a grim psion, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Knowledge (psionics) 5 ranks, Knowledge (religion) 5 ranks.

Feats: Encode Stone.

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

Special: Must have defeated an undead creature that has an Intelligence score.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

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

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

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

Undeath (Ex): By embracing this path, the grim psion becomes an undead creature. She becomes immune to poison, *sleep*, paralysis, polymorphing, stunning, disease, death effects, and necromantic effects. She also ignores mind-influencing effects (charms, compulsions, phantasms, patterns, and moral effects), but she is still subject to psionic combat. Dread champions are also not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. She has no Constitution score and is therefore immune to any effect requiring a Fortitude save (unless it affects objects). A grim psion uses her Charisma modifier when making Concentration checks.

As an undead, a grim psion is no longer healed normally. She requires negative energy (such as an *inflict wounds* spell) to heal, though regeneration and fast healing effects work normally.

A grim psion is not at risk of death due to massive damage, but she is immediately destroyed if reduced to 0 hit points or less. She can no longer be raised or *resurrected*. She can be brought back to existence only through use of a *wish* or *psionic reality alteration*.

A grim psion gains darkvision with a range of 60 feet.

A grim psion can be turned. A grim psion can no longer use Psychometabolism powers and uses her Charisma modifier for Psychokinetic powers.

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

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

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

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

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

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

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

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

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

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

Examples of Hit Dice Promotion:

A level 10/3 psychic warrior/dread champion has 13d8 Hit Dice. Upon reaching 4th level as a dread champion, these Hit Dice change to d10, so the dread champion now has 14d10. When this dread champion reaches 8th level, his Hit Dice change to 18d12.

If the character received a set percentage of hit points per Hit Die, just adjust the total to reflect the new Hit Die type. For example, if the particular campaign gives out 50% of maximum hit points, the 10/3 psychic warrior/dread champion would have had 52 hit points at 13th level, but upon gaining 14th level, his total becomes 70 hit points.

If the character actually rolled for hit points, the DM has a couple of options. The character can either add 13 hp to reflect the difference in average hit points between d8 and d10, or the character can roll a new set of 13d10's, but the total should not be less than the current total.

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

Mind Construct

Size: Diminutive.

HD: As the grim psion.

Speed: 30 feet.

AC: 20 (+4 size, +6 natural).

Attack: None.

Special Attacks: The grim psion loses all special attacks except psionic powers.

Special Qualities: The grim psion loses all special qualities except psionic powers.

Base Saves: As the grim psion.

Ability Scores: Str 4, Dex 10, Con --, Int as grim psion, Wis as grim psion, Cha as grim psion.

Alignment: As the grim psion.

The mind construct is a Diminutive tainted astral construct. It is humanoid in shape, and it is made of swirling black and purple ectoplasm with a pair of glowing red eyes.

The Grim Psion

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Powers Discovered
1	+0	+2	+0	+2	Hit Dice promotion (d6), undeath	--
2	+1	+3	+0	+3	Cha +2, damage reduction 2/-	+ 1 psion level
3	+1	+3	+1	+3	Natural AC +2, fear cone	--
4	+2	+4	+1	+4	Hit Dice promotion (d8), damage reduction 3/-	+ 1 psion level
5	+2	+4	+1	+4	Int +2, Tainted Construction	+ 1 psion level
6	+3	+5	+2	+5	Wis +2, damage reduction 4/-, turn immunity	+ 1 psion level
7	+3	+5	+2	+5	Hit Dice promotion (d10), cold immunity	--
8	+4	+6	+2	+6	Natural AC +4, damage reduction 2/-	+ 1 psion level
9	+4	+6	+3	+6	Paralytic touch	--
10	+5	+7	+3	+7	Hit Dice promotion (d12), mind construct	+ 1 psion level

The Mind's Eye

The Kineticist (Prestige Class)

By Mark A. Jindra

Based on the pyrokineticist from the Psionics Handbook.

Designer's Notes: When working on the kineticist, we started out by examining the pyrokineticist for a possible change to the +1 manifester level style of prestige class, and we ended up with five new prestige classes based on each of the five energy types. I think we maintained the flavor of the original pyro while providing a decent alternate version.

A kineticist is a character that has discovered that a little psionic power goes a long way -- if you are interested in only a single type of psionic energy, that is. Kineticists focus all of their attention to a single type of psionic energy (acid, cold, electricity, fire, or sonic) while giving up access to all other types.

A kineticist who focuses on fire is known as a pyrokineticist or "pyro," while one who focuses on cold is called a cryokineticist or "cryo," acid is a acetokineticist or "aceto," sonic energy is a sonokineticist or "sono," and electricity is a electrokineticist or "electro." Any character with some psionic ability is a possible candidate for this prestige class. Psions and psychic warriors consider it acceptable to give up power acquisition in other areas if they have the passion for a specific type of energy.

Nonplayer character kineticists are fairly rare because society frowns on those whose pursuit in life is to burn, dissolve, freeze, or otherwise damage people or property. Thus, kineticists of any sort are rarely found in large communities (unless employed as secret enforcers). Instead, they tend to remain on the fringes of society, perhaps even living as hermits in barren lands where the temptations for destruction are reduced.

Hit Dice: d6.

Requirements

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

Alignment: Any chaotic.

Skills: Alchemy 4 ranks, Knowledge (psionics) 4 ranks, Psicraft 4 ranks.

Manifesting: Able to manifest a 3rd-level power or higher.

Power: Each type of kineticist must know at least one power with the energy designator of his or her chosen type.

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

Class Skills

The kineticist's class skills are Alchemy (Int), Concentration (Con), Craft (any) (Int), Knowledge (psionics) (Int), Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Armor and Weapon Proficiency: Kineticists gain proficiency in whip/*energy lash* at 2nd level. They gain no other proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

Power Points: At 2nd, 3rd, 4th, 6th, 7th, 8th, and 10th levels the kineticist gains power points as though she gained a level of psion. These power points are added to the character's previous total. Kineticists gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

Powers Discovered: At 2nd, 3rd, 4th, 6th, 7th, 8th, and 10th levels, the kineticist discovers powers as though she gained a level of psion. Powers are chosen from the psion power list. When choosing a power that falls outside her primary discipline but that possesses an energy type descriptor that matches her chosen energy type, she does not need to meet the minimum required key ability score to manifest these powers since these powers now use the kineticist's primary ability as their key ability. The kineticist's 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: Kineticist levels count toward the level of the psionic character for determining psicrystal Intelligence

Energy Type Powers

0-Level Powers

- *Acid Splash**
- *Chilling Mist**
- *Deafening Burst**
- *Electric Jolt**
- *Finger of Fire*

1st-Level Powers

- *Biocurrent* [electricity]**
- *Cryo Blast* [cold]*/**
- *Firefall*

2nd-Level Powers

- *Burning Ray*
- *Improved Firefall****
- *Lesser Energy Spheres****

3rd-Level Powers

- *Cone of Sound*
- *Exploding Stone****
- *Whitefire*

4th-Level Powers

- *Dissolving Touch*
- *Pulverize****
- *Energy Spheres****

5th-Level Powers

- *Intense Whitefire****
- *Psionic Energy Field****
- *Unstable Wall of Ectoplasm****

6th-Level Powers

- *Breath of the Dragon*
- *Flaming Shroud* [fire]**

and special abilities. Characters whose previous class did not offer access to a psicrystal (such as psychic warrior) gain the ability to create one as a psion can.

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

Chosen Energy Type: Upon gaining this prestige class, the kineticist chooses a type of psionic energy to focus all of her attention on. Choose one type of energy: acid, cold, electricity, fire, or sonic. All powers that the kineticist knows with a psionic energy designator are modified to use the chosen type of energy instead. The power works normally in all respects except the type of damage dealt. All other abilities of this prestige class also follow the type of energy focus chosen. When using Psionic Energy Admixture ([Expand Your Mind](#)), it is not forbidden for a

kineticist to use another type of psionic energy; however few kineticists would even consider it.

The visible display of powers and abilities is modified as follows. The associated color changes (acid/green, cold/blue, electricity/purple, fire/red, sonic/yellow). They may also have additional effects such as burning flames for fire, mist or ice shards for cold, billowing mist and sizzling for acid, a low-pitched hum and rippled air effect for sonic, and arcs of electricity and a crackling sound for electricity. For example, an Electricity Nimbus would be a swirling purple field with crackling arcs of electricity. The changed displays should be worked out with your DM.

Energy Focus (Ex): At 1st level the kineticist learns to better manipulate the psionic energies of her chosen type. The save DC for any energy-based power that she manifests is increased by +1. This rises to +2 at 5th level, and +3 at 9th level. These increases are cumulative with those granted by the Psionic Focus and Greater Psionic Focus feats. Energy focus also affects the save DC of all kineticist special abilities that have a saving throw.

Energized Touch (Su): A kineticist's mere touch can affect foes or objects. This is treated as an armed attack and deals 1d4 points of damage of the appropriate energy type, then dissipates. Unarmed attacks deal this damage in addition to their normal damage. The kineticist can use this ability at will as long as her power point reserve is 1 or more.

Energy Barrier (Sp): At 2nd level, the kineticist can activate an *energy barrier* as a move-equivalent action. Once activated, this ability grants her a resistance of 5 to attacks of her chosen energy type (you ignore 5 points of damage from the chosen type of energy source). Once the ability has prevented a total of 75 points of damage from the specified energy type, it is discharged. Whenever she absorbs damage, she radiates visible light for a number of rounds equal to the points of damage she successfully ignores. The light is strong enough to illuminate a 60-foot-radius area. The ability can be used once per day and lasts for 1 hour per manifester level or until discharged. This ability is similar to the *energy*

- *Greater Biocurrent* [electricity]**
- *Improved Energy Spheres****
- *Remote View Trap* [electricity]**

7th-Level Powers

- *Energized Claw****
- *Raging Whitefire****

8th-Level Powers

- *Greater Energy Spheres****

9th-Level Powers

- *Freezing Torrent****

* Previous Mind's Eye powers

** Missing type descriptor

*** [New powers](#)

barrier power. This ability cannot be used in conjunction with the *energy barrier* power. A character can use this ability as long as her power point reserve is 5 or more.

At 4th level, the resistance rises to 10, the barrier can absorb up to 150 points of damage from the specified energy type, and the power point reserve to use this ability is increased to 9.

At 6th level, the resistance rises to 15, the barrier can absorb up to 225 points of damage from the specified energy type, and the power point reserve to use this ability is increased to 13.

At 8th level, the resistance rises to 20, the barrier can absorb up to 300 points of damage from the specified energy type, and the power point reserve to use this ability is increased to 17.

At 10th level, the barrier can absorb all damage of the chosen energy type up to 500 points, and the power point reserve to use this ability is increased to 21.

Energize Weapon (Sp): At 2nd level, the kineticist can activate this ability as a move-equivalent action. One weapon she holds is bathed in psionic energy that harms neither her nor the weapon. The weapon deals +1d6 points of damage of the appropriate energy type, in addition to its normal damage. (Projectile weapons bestow this damage on their ammunition.) The weapon remains energized until the kineticist releases it or dismisses it as a free action. A character can use this ability at will as long as her power point reserve is 9 or more.

Energy Lash (Sp): At 3rd level, the kineticist can fashion a 15-foot-long whip from unstable ectoplasm as a move-equivalent action. She takes no damage from *energy lash* she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d4 points of energy damage of the appropriate type to the target on a successful ranged touch attack (up to 15 feet). The kineticist can take Weapon Focus, Weapon Specialization (if of the appropriate class), or Weapon Finesse feats in conjunction with the *energy lash*, as well as feats for a standard whip. She can use the *energy lash* ability at will as long as her power point reserve is 11 or more.

When activating this ability the kineticist can infuse the *energy lash* with additional psionic energy, increasing the damage done by +1d4 points per power point spent. The total amount of energy spent infusing an *energy lash* cannot exceed half your level of kineticist (maximum damage 6d4). The defender may make a Fortitude save (DC 1d20 + 1/2 manifester level, + key ability modifier) for half damage. This increased damage value lasts for a single attack before returning to normal. You can infuse multiple attacks in the same round.

Bolt of Energy (Sp): At 4th level, the kineticist can launch a bolt of psionic energy up to 60 feet at any target in line of sight. This ability is treated as a ranged touch attack and deals 3d6 points damage of the appropriate type. A character can use this ability at will as long as her power point reserve is 19 or more.

When activating this ability, the kineticist can infuse the bolt with additional psionic energy, increasing the damage done by +1d6 points per power point spent. The total amount of energy spent infusing the attack cannot exceed your level of kineticist (maximum damage 11d6). The defender may make a Fortitude save (DC 1d20 + 1/2 manifester level + key ability modifier) for half damage. This increased damage value lasts for a single attack.

Energy Breath (Sp): On reaching 5th level, the kineticist gains a breath weapon that can be used for free once per day. The kineticist can activate this ability additional times per day at the cost of 13 power points per use. This ability is similar to the *breath of the dragon* power except that the breath extends out in a 60-foot cone that inflicts 10d6 damage of the appropriate energy type. A character can use this ability as long as her power point reserve is 13 or more.

When activating this ability, the kineticist can infuse the breath weapon with additional psionic energy, increasing the damage done by +1d6 points per power point spent. The total amount of energy spent infusing the attack cannot exceed your level of kineticist (maximum damage 20d6). The defender may make a Fortitude save (DC 1d20 + 1/2 manifester level + key ability modifier) for half damage. This increased damage value lasts for a single attack.

Energy Walk (Sp): Beginning at 6th level, the kineticist can use this ability to literally walk on air. She can move at her normal speed in all directions, including vertically, but cannot move more than double her normal speed in a round. Once activated, this ability lasts for 10 minutes per level of kineticist. The kineticist leaves energy footprints in the air that disperse in 2 rounds, although the tread does not deal damage. She can stop moving in mid-air and hover for up to 2 rounds before needing to move again. The kineticist can jump while using *energy walk*; however, distance traveled is counted toward movement for that round as usual. She must pay 3 power points to use the *energy walk* ability.

When activating this ability, the kineticist can infuse the ability with additional psionic energy, increasing her movement to double normal speed at a cost of 2 power points.

Nimbus (Sp): At 7th level, the kineticist can activate this ability as a move-equivalent action. Her entire body is surrounded by psionic energy that harms neither her nor her equipment. While activated, the character's key ability modifier (not score) increases by +2 and she gains damage reduction 3/-. She is also treated as though her entire body is affected by the energized touch special ability, and coming in contact with the kineticist does 1d6 points of damage of the appropriate energy type. Weapons she holds are treated as though affected by the *energize weapon* special ability. She can also use the *energy walk* special ability for free while affected by *nimbus*, though she must still pay the additional 2 power points to double her speed. She must pay 7 power points each minute that she uses the *nimbus* ability.

Energy Death (Sp): At 9th level, the kineticist gains the ability to affect a single creature or object within 100 feet by generating a kinetic effect within it of her energy type. Against creatures this affects the blood and internal organs to cause a lethal effect. The target must succeed at a Fortitude saving throw (1d20 + 1/2 manifester level + key ability modifier) or die horrifically. Even on a successful save, the target sustains 3d8 points of damage of the appropriate energy type. The kineticist must pay 15 power points each time she uses this ability.

Nonliving objects of up to 10 cubic feet take 3d8 points of damage of the appropriate energy type from the attack. Objects take half damage from acid-, fire-, and electricity-based attacks. Divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage to objects (see Chapter 9 of the *Player's Handbook*).

Energy Lord (Su): At 10th level, the kineticist gains the ability to become a greater elemental once per day for up to 1 hour. The elemental's energy type and subtype are altered to match the kineticist's chosen type of energy. The kineticist gains the elemental's extraordinary abilities and statistics (including hit points); however, she retains her key ability score (if a psion). She also retains all of her own feats, skills, spell-like and supernatural abilities, as well as her ability to manifest psionic powers. Her new ability scores may affect skills and other abilities. The kineticist and her equipment are unharmed by her new body for the duration (and immune to all damage from the appropriate energy type from other sources). A character must maintain a power point reserve of at least 21 to use this ability.

Energy Lord Types

Acid Lord: An acid lord is forbidden from entering water or any other liquid except acid.

Cold Lord: A cold lord cannot enter water but can walk on the surface of the water, which causes 5 cubic feet of water to instantly freeze beneath their feat; they cannot otherwise enter liquids.

Electricity Lord: An electricity lord is forbidden from entering water or any other liquid.

Fire Lord: A fire lord cannot enter water or any other nonflammable liquid. A body of water is an impassable barrier unless the fire elemental can step or jump over it.

Sonic Lord: A sonic lord is forbidden from entering areas affected by *silence*.

Energy Lord Subtypes

Acid Subtype (Ex): Acid immunity, double damage from electricity except on successful save, half damage on a successful save.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save, half damage on a successful save.

Electricity Subtype (Ex): Electricity immunity, double damage from acid except on a successful save, half damage on a successful save.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save, half damage on a successful save.

Sonic Subtype (Ex): Sonic immunity. All abilities based on sonic energy cease to function in an area of *silence* provided you fail the Will save. You may attempt the save to negate the *silence*, if centered on you, each round. If you succeed within the duration of the energy lord ability, you return to that form.

The Kineticist							
Level	Base Attack Bonus	Fort	Ref	Will	Power Points per day	Special	Powers Discovered
1	+0	+2	+0	+0	--	Energized touch, energy focus +1	--
2	+1	+3	+0	+0	see text	<i>Energy barrier 5, energized weapon</i>	+1 Level Psion
3	+2	+3	+1	+1	see text	<i>Energy lash</i>	+1 Level Psion
4	+3	+4	+1	+1	see text	<i>Energy barrier 10, bolt of energy</i>	+1 Level Psion
5	+3	+4	+1	+1	--	<i>Energy breath, energy focus +2</i>	--
6	+4	+5	+2	+2	see text	<i>Energy barrier 15, energy walk</i>	+1 Level Psion
7	+5	+5	+2	+2	see text	<i>Nimbus</i>	+1 Level Psion
8	+6	+6	+2	+2	see text	<i>Energy barrier 20</i>	+1 Level Psion
9	+6	+6	+3	+3	--	<i>Energy death, energy focus +3</i>	--
10	+7	+7	+3	+3	see text	<i>Energy barrier, energy lord</i>	+1 Level Psion

Inspiration and testing provided by members of the Wizards of the Coast online community.

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The Mind's Eye

The Percipient

(Prestige Class)

By Scott Brocius and Mark A. Jindra

"You should see what I see."

In the psionic culture, beings exist that alter their bodies to improve their psionic ability. Most of these beings form groups that concern themselves with the physical forms of psionics: the arts of the egoist and the psychic warrior. The percipients are different. While they too alter their physical form, they still believe the power of the mind is stronger than that of the body. They also know true strength is found in numbers, so they have formed a network of communication among themselves.

Those wishing to become a percipient must first discover the *Ritual of the Oculist*. The first percipients created this process to allow others to grow a physical third eye. Candidates searching for clues on the ritual eventually can encounter a percipient who will determine whether she should be allowed to join the ranks of percipients. If the percipient determines the candidate should not join, he directs the hopeful in a ritual that forever bars the individual from becoming a percipient. If the candidate is found worthy, the specifics of the ritual soon find its way into the candidate's waiting mind.

Performing the ritual is more than just a physical change for the percipient. It also serves as an acceptance into a psionic community, which while small, seems to have eyes everywhere.

Hit Die: d4.

Requirements

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

Skills: Intimidate 2 ranks,
Knowledge (psionics) 8 ranks,
Spot 4 ranks.

Feats: Alertness, Dodge,
Psychoanalyst.

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

Special: Must research and perform the *Ritual of the Oculist*.



Ritual of the Oculist: Individual DMs should tailor the ritual to fit their campaign as far as gold piece expenditures and XP cost (if any). It should be a psionic process that allows the character to grow a third eye. In addition, the DM can require other services from the character since the group may have other demands as well.

Class Skills

The percipient's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

Powers Discovered: With each level, percipients discover powers as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

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

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

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

Third Eye (Ex): When the percipient finishes the ritual at 1st level, she grows a physical third eye. While this eye provides many benefits, she loses the ability to use any third eye psionic items.

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

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

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

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

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

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

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

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

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

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

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

Improved Uncanny Dodge (Ex): At 8th level, the percipient can no longer be flanked, since she can react to foes on opposite sides of her as easily as she can a single attacker. This defense denies a rogue the ability to sneak attack the percipient by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level needed to flank the percipient.

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

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

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

The Percipient

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Powers Discovered	Init Mod	PP	Specials
1st	+0	+0	+0	+2	+ 1 psion	-3	*see	Third eye, skill bonus, low-light vision
2nd	+1	+0	+0	+3	+ 1 psion	-2	text	AC bonus, uncanny dodge
3rd	+1	+1	+1	+3	+ 1 psion	-2		Skill bonus, <i>vigilant sight</i>
4th	+2	+1	+1	+4	+ 1 psion	-1		AC bonus, mesmerizing gaze
5th	+2	+1	+1	+4	+ 1 psion	-1		Skill bonus, darkvision, focused eye
6th	+3	+2	+2	+5	+ 1 psion	+0		AC bonus, pain gaze
7th	+3	+2	+2	+5	+ 1 psion	+0		Skill bonus, <i>auric sight</i>
8th	+4	+2	+2	+6	+ 1 psion	+1		AC bonus, improved uncanny dodge
9th	+4	+3	+3	+6	+ 1 psion	+1		Skill bonus, <i>true sight</i>
10th	+5	+3	+3	+7	+ 1 psion	+2		AC bonus, <i>death gaze</i> , gaze of many

About the Authors

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The Mind's Eye Planar Vanguard

(Prestige Class)

By Mark A. Jindra and Scott Brocius

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

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

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

Hit Dice: d4.

Requirements

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

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

Feats: [Transdimensional Power](#).

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

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

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

Control Planar Flux (Su): At 2nd level, a planar vanguard gains an intuitive understanding of how creatures interact with the planes they are on, and she can exploit small changes in the barriers between planes. The planar vanguard's manifester level is considered one higher when manifesting the *dimensional anchor* and *dismissal* powers. The level bonus further increases by one at 4th, 6th, 8th and 10th levels.

Planar Survival (Ex): A planar vanguard of 3rd level or higher becomes attuned to the nature of the planes she visits and personally immune to natural planar effects that arise from certain planar trait, as shown below:

Trait	Immunity/effect
Earth dominant	Won't suffocate while on the plane
Fire dominant	No damage from the fire trait
Negative dominant	Doesn't take damage or negative levels from the negative trait.
Positive dominant	Not blinded by the positive trait, stops temporary hit points when they equal her normal hit point total

Water dominant

Can breathe water while on the plane

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

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

This ability does not provide protection against creatures, native or otherwise, and it does not protect against spells, special abilities, or extreme and nonnatural formations within a plane. This ability allows a planar vanguard to survive on the Elemental Plane of Earth, but it won't protect her if she walks into a pool of magma on that same plane.

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

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

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

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

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

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

Table 1-1: Random Planar Destinations

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

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

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

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

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

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

Planar Vanguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Powers Discovered	PP	Specials
1st	+0	+0	+2	+0	--	*see	<i>Plane shift</i> 1/day, psicrystal
2nd	+1	+0	+3	+0	+1 psion	text	Control planar flux +1
3rd	+1	+1	+3	+1	+1 psion		Planar survival
4th	+2	+1	+4	+1	+1 psion		Control planar flux +2
5th	+2	+1	+4	+1	+1 psion		Morphic stability, <i>plane shift</i> others
6th	+3	+2	+5	+2	+1 psion		Control planar flux +3
7th	+3	+2	+5	+2	+1 psion		Grant planar survival
8th	+4	+2	+6	+2	+1 psion		Control planar flux +4
9th	+4	+3	+6	+3	+1 psion		<i>Reality maelstrom</i>
10th	+5	+3	+7	+3	+1 psion		Control planar flux +5, <i>genesis stone</i>

About the Authors

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The Mind's Eye
The Ruby Disciple
(Prestige Class)
By Scott Brocius and Mark A. Jindra

"We see you . . . move along now."

Even though Sardior's clergy tend to be welcomed everywhere much as bards are, they know not everyone is as friendly as they seem. A small group of his clergy trains to be a martial arm of the church, serving not only as a defense but also as a show of force so that they can keep potential thieves away.

This group is known as the ruby disciples. They seek the power of Sardior, the ruby dragon, to enhance their combat capabilities. Both cleric and psions enter the service of the dragon, and while their training is similar, they have marked differences in their abilities. A character possessing both cleric and psionic levels must choose to be a divine ruby disciple or a psionic ruby disciple.

Hit Dice: d8.

Requirements

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

Alignment: Any neutral.

Spells/Manifesting: Ability to cast a divine spell of 4th level or higher, or ability to manifest a 3rd-level telepathic power, or ability to manifest any 4th-level psionic power.

Feats: Combat Casting and any divine feat, or Combat Manifestation and Psychoanalyst.

Skills: Bluff 4 ranks, Diplomacy 4 ranks.

Special: Must be a worshiper of Sardior.

Class Skills

The ruby disciple's class skills are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Psicraft (Int), Remote View (Int, exclusive skill), Spellcraft (Int), Stabilize Self (Con).

Skill Points at Each Level: 4 + Int modifier.

Class Abilities Specific to the Divine Ruby Disciple

Spells per Day: When a character gains a level of divine ruby disciple (except as noted on the table below), the character gains new spells per day as if he had also gained a level in the divine spellcasting class he belonged to before becoming a ruby disciple. He does not gain any other benefit a character of that class would have gained.

Spell Use (Sp): Divine ruby disciples gain access to the Telepathy psionic discipline as clerical spells starting at 1st level. They can select psionic powers from the Telepathy discipline to replace normally granted spells per day. They must meet the normal Charisma requirements to cast these powers. For example, a divine ruby disciple would need a Charisma of 16 to cast a 6th-level telepathic psionic power.

Class Abilities Specific to the Psionic Ruby Disciple

Power Points: When they gain a level, psionic ruby disciples gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Psionic ruby disciples 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: With the exception of the levels noted on the table below, psionic ruby disciples 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.

Power Use (Sp): Psionic ruby disciples can discover Sardior's domain spells as though they were telepathy powers of equal level. Discovering a spell this way replaces one of the normal powers discovered by the psionic ruby disciple. Psionic ruby disciples can discover domain spells as powers only when gaining a level of psionic ruby disciple.

Psionic Combat: Psionic ruby disciples discover psionic attack and defense modes 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: Psionic ruby disciple 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: Psionic ruby disciple levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

Class Abilities Common to Divine and Psionic Ruby Disciples

Armor and Weapon Proficiency: Ruby disciples become proficient with all types of armor (light, medium, and heavy). They also gain proficiency in simple and martial weapons, though many prefer to use their claws exclusively when they gain that class ability.

Ruby Eyes (Ex): At 1st level, the ruby disciple's eyes transform into rubylike crystal. They have an inner glow and can act as a holy symbol. At 1st level, this transformation gives the ruby disciple low-light vision. At 5th level, they also grant darkvision. If the character already has either of these, their range is doubled. At 8th level, their eyes grant them *true seeing*, usable up to 10

minutes per day.

Claws (Ex): The ruby disciple gains retractable claws that do a base d8 damage. Extending or retracting the claws is a free action, but doing so can be performed only once per round.

Natural Armor (Ex): As the ruby disciple gains levels, his skin undergoes a transformation. Initially, his skin becomes pale red in color, as though sunburned. As the transformation progresses, his skin gets deeper red in color and turns into faceted scales, as though covered with plates of ruby. This translates into a natural armor bonus of +2 at 3rd level, which increases to +4 at 6th level, and then to +6 at 9th level.

Breath Weapon (Su): Starting at 4th level, the ruby disciple gains a breath weapon. The type of breath weapon varies depending on the former class of the ruby disciple as shown on the chart below. Using the breath weapon is a full action, and can be used once per day. The power of the breath weapon increases at 7th- level and again at 10th-level.

The Ruby Disciple (Divine and Psionic)

Level	BAB	Fort	Ref	Will	Special	Powers/Spells
1	+0	+2	+0	+2	Ruby eyes, spell/power use	--
2	+1	+3	+0	+3	Claws	+1 divine or manifester level
3	+2	+3	+1	+3	Natural armor (+2)	+1 divine or manifester level
4	+3	+4	+1	+4	Breath weapon	--
5	+3	+4	+1	+4	Ruby eyes	+1 divine or manifester level
6	+4	+5	+2	+5	Natural armor (+4)	+1 divine or manifester level
7	+5	+5	+2	+5	Breath weapon	--
8	+6	+6	+3	+6	Ruby eyes	+1 divine or manifester level
9	+6	+6	+3	+6	Natural armor (+6)	--
10	+7	+7	+3	+7	Breath weapon	+1 divine or manifester level

Ruby Disciple Breath Weapon

Former Class	Breath Type	Damage at 4th Level	7th Level	10th Level	Save DC
Egoist or Psychic Warrior	Cone of cold	2d8	4d8	6d8	DC 18
Nomad	Cone of sound	2d4	4d4	6d4	DC 17
Savant	Line of force	2d8	4d8	6d8	DC 18
Shaper	Cone of fire	2d10	4d10	6d10	DC 19
Cleric or Seer	Cone of sound	2d6	4d6	6d6	DC 18
Telepath	Cone of light	2d6	4d6	6d6	DC 17

*A line is always 5 ft. high, 5 ft. wide, and 60 ft. long.

**A cone is always 30 ft. long.

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Expanding Your Mind

Alter Your Basic Psionic Combat

By Mark A. Jindra and Frank Coletto

With inspiration and testing provided by members of the Wizards of the Coast online community

This month in "Expanding Your Mind," we take another look at psionic combat, bringing you two new feats, and a new psionic combat mode known as an alteration. This material was designed to work with the material in the [Psionics Handbook](#), and material presented in the "[Battle of the Mind](#)" article (pay special attention to the Psionic Combat Buffer and Greater Psionic Combat Buffer feats).

Alterations

For centuries psionic creatures have engaged in a unique kind of psionic combat, using their mind to assail their adversaries. The basic attacks and defenses of psionic combat are referred to as combat modes, and it has long been believed that the ten basic combat modes and the feats that have developed around them were the only weapons in this battle of the mind, but recent discoveries have shown that there may be much more to psionic combat than first believed.

Psionic creatures have used metapsionic feats to alter the way powers are manifested, changing the range, duration, or intensity of a power. However that flexibility has eluded those who engage in psionic combat -- until now.

New combat modes modifiers known as "alterations" have been discovered, adding flexibility to the world of psionic combat. Alterations can be learned in place of standard combat modes, provided the prerequisites are met. More than one alteration can be applied to a combat mode (but see below), but the power points for the mode and all alterations must be paid. Unlike metapsionics, there is no cap to the number of power points that you can spend applying alterations to a combat mode.

Each individual alteration and type of alteration cannot be applied to the same combat mode more than once unless otherwise specified. For example, you cannot apply *area alteration (cone)* and *area alteration (radius)* to the same combat mode. Some alterations can be applied only in certain situations or to specific combat modes as described in the alteration. For example, *target alteration* can be applied only to *area alteration (cone)* or *area alteration (radius)*. Alterations are available to all psionic creatures (psions, psychic warriors, prestige classes that gain combat modes, and so on). Alterations cannot be applied to the imbed psionic attack ability of the soulknife.

Variant: Bonus Combat Modes

Psions continue learning psionic combat modes every two levels after 11th. Psions with the Resculpt Mind feat, however, begin gaining these extra modes at 21st level and every two levels after.

Alteration	PP	Prerequisite**	Type
<i>Area alteration (cone)</i>	+7	7 modes	Area
<i>Area alteration (radius)</i>	+9	8 modes	Area
--- <i>Target alteration</i>	+2*	<i>Area alteration (cone) or area alteration (radius)</i>	--
<i>Attack alteration</i>	+2*	4 modes (3 of which must be attack modes)	--
--- <i>Intensity alteration</i>	+3*	5 modes, <i>attack alteration</i>	--
<i>Condition alteration (blinding/deafening)</i>	+7	6 modes	Condition
<i>Condition alteration (bewildering)</i>	+11	7 modes	Condition
<i>Condition alteration (dread)</i>	+5*	4 modes	Condition
<i>Condition alteration (fatigue)</i>	+3*	3 modes	Condition
<i>Condition alteration (nauseating)</i>	+1	3 modes	Condition
<i>Condition alteration (stun)</i>	+13	8 modes	Condition
<i>Defense alteration</i>	+2*	4 modes (3 of which must be defense modes)	--
<i>Extend alteration (basic)</i>	+9	6 modes	Extend
--- <i>Extend alteration (improved)</i>	+13	<i>Extend alteration (basic)</i>	Extend
--- <i>Extend alteration (greater)</i>	+17	<i>Extend alteration (improved)</i>	Extend
<i>Hidden alteration</i>	+1	1 mode	--
<i>Origin alteration</i>	+7	5 modes	--

Range alteration

+3* 3 modes

--

*Power points may vary with additional applications of this alteration.

**Modes referred to in the prerequisites can be attack, defense, or alterations unless otherwise specified.

Area Alteration (Cone)**Prerequisites:** 7 modes**Power Points:** +7

Area alteration (cone) changes the area and range of an attack mode to a 60-foot cone. All creatures within the area are affected (friend and foe).

Area Alteration (Radius)**Prerequisites:** 8 modes**Area:** 30-ft. radius, centered on you**Power Points:** +9

Area alteration (radius) changes the area and range of an attack mode to a 30-foot radius, centered on you. All creatures within the area are affected (friend and foe).

Attack Alteration**Prerequisites:** 4 modes (3 of which must be attack modes)**Power Points:** +2 (see text)

The save DC of an attack mode that this alteration is applied to is increased by +1. You can apply this alteration multiple times to the same attack mode. Each additional +1 bonus costs one more power point than the +1 bonus before it. For example +2 would cost (2 + 3 = 5) 5 power points, +3 would cost (2 + 3 + 4 = 9) 9 power points, and so on. The total amount of power points spent on this alteration cannot exceed your manifester level.

Condition Alteration (Blinding/Deafening)**Prerequisites:** 6 modes**Power Points:** +7

An attack mode with this alteration causes the defender to become blind and deaf for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become blind and deaf for 1d4 rounds starting the round after the stun effect expires.

Condition Alteration (Bewildering)**Prerequisites:** 7 modes**Power Points:** +11

An attack mode with this alteration *confuses* an opponent (as the *confusion* spell) for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become confused 1d4 rounds starting the round after the stun affect expires. The target adds a +2 bonus to its saving throw against this mode.

Condition Alteration (Dread)

Prerequisites: 4 modes

Power Points: +5 (see text)

An attack mode with this alteration causes the target to become frightened for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become frightened for 1d4 rounds starting the round after the stun affect expires. This alteration can be applied up to three times. Applying this alteration a second time causes the defender to become panicked. Applying this alteration a third time causes the defender to become paralyzed. Each time beyond the first that this alteration is applied, the target adds a +1 bonus to its saving throw against this mode, and the cost to activate the alteration is increased by +3 power points. The total amount of power points spent on this alteration cannot exceed your manifester level.

Condition Alteration (Fatigue)

Prerequisites: 3 modes

Power Points: +3 (see text)

An attack mode with this alteration causes the defender to become fatigued for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become fatigued for 1d4 rounds starting the round after the stun affect expires. This alteration can be applied a second time, increasing the fatigue so that the defender becomes exhausted. Applying this alteration a second time costs +5 power points. The total amount of power points spent on this alteration cannot exceed your manifester level.

Condition Alteration (Nauseating)

Prerequisites: 3 modes

Power Points: +1

An attack mode with this alteration make an opponent nauseated for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become nauseated for 1d4 rounds starting the round after the stun affect expires.

Condition Alteration (Stun)

Prerequisites: 8 modes

Power Points: +13

An attack mode with this alteration stuns an opponent for a number of rounds equal to the points of ability damage that would normally be dealt. The target adds a +4 bonus to its saving throw against this mode. Applying this alteration to a mode that stuns a nonpsionic opponent causes it to become stunned for an additional 1d4 rounds.

Defense Alteration

Prerequisites: 4 modes (3 of which must be defense modes)

Power Points: +2 (see text)

Add a +1 bonus on your roll when defending against an attack mode. You can apply this alteration multiple times to the same attack mode. Each additional +1 bonus costs one more power point than the +1 bonus before it. For example +2 would cost (2 + 3 = 5) 5 power points, +3 would cost (2 + 3 + 4 = 9) 9 power points, and so on. The

total amount of power points spent on this alteration cannot exceed your manifester level.

Extend Alteration (Basic)

Prerequisites: 6 modes

Power Points: +9

A defense mode with *extend alteration (basic)* has its duration changed to 1 round per manifester level. The mode persists until the defender fails her Will save when defending in psionic combat, another defensive mode is activated, or the duration expires.

Extend Alteration (Improved)

Prerequisites: *Extend alteration (basic)*

Power Points: +13

A defense mode using *extend alteration (improved)* has its duration changed to 1 minute per manifester level. The mode persists until the defender fails his Will save when defending in psionic combat, another defensive mode is activated, or the duration expires.

Extend Alteration (Greater)

Prerequisites: *Extended alteration (improved)*

Power Points: +17

A defense mode with *extend alteration (greater)* has its duration changed to 10 minutes per manifester level. The mode persists until the defender fails her Will save when defending in psionic combat, another defensive mode is activated, or the duration expires.

Hidden Alteration

Prerequisites: 1 mode

Power Points: +1

Attack or defense modes with *hidden alteration* emit no display.

Intensity Alteration

Prerequisites: 5 modes, *attack alteration*

Power Points: +3 (see text)

The amount of ability damage you do with an attack mode is increased by 1. You can apply this alteration multiple times to the same attack mode. Each additional +1 bonus costs one more power point than the +1 bonus before it. For example +2 would cost (3 + 4 = 7) 7 power points, +3 would cost (3 + 4 + 5 = 12) 12 power points, and so on. The total amount of power points spent on this alteration cannot exceed your manifester level.

Origin Alteration

Prerequisites: 5 modes

Power Points: +7

An attack mode with *origin alteration* has its point of origin changed to a location within range (25 ft. + 5 ft./level) that is in your line of effect.

Range Alteration

Prerequisites: 3 modes

Power Points: +3 (see text)

A combat mode with a range other than personal has its range increased by 25 feet. You can apply this alteration multiple times, adding 25 feet to the range each time. Each time this alteration is applied it costs +3 power points. A combat mode cannot have its range increased to more than double with this alteration. Modes with an area effect such as *mind blast* or modes that have been altered by an area alteration are increased by 5 feet each time this alteration is applied.

Target Alteration

Prerequisites: *Area alteration (cone)* or *area alteration (radius)*

Power Points: +2 (see text)

This alteration modifies the target of a combat mode with an area effect, such as those modes modified by *area alteration (cone)*, *area alteration (radius)*, or *mind blast*. You can choose to exclude one creature from its effects for a cost of +2 power points. Additional targets beyond the first can be excluded for a cost of +1 power point each. You cannot exclude more targets than your current manifester level.

Feats

Bonus Mode [Psionic]

You have discovered an additional psionic combat mode.

Benefit: You learn one additional psionic combat mode or alteration.

Quicken Mode [Psionic]

You can activate a psionic combat mode with a moment's thought.

Prerequisites: Minimum level 6th, any other psionic combat feat*.

Benefit: Activating a psionic combat mode as a quickened mode is a free action. You can perform another action, including activating another psionic combat mode, in the same round that you activated the quickened mode. You can activate only one quickened mode per round. A quickened mode costs a number of power points equal to its standard cost +8. In addition to the +8 additional power points required, a combat mode that has had alterations applied costs an additional +3 power points for each application of an alteration.

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

Game Resources: To use the material in this article to its fullest, check out the following resources: [Player's Handbook](#), [Dungeon Master's Guide](#), [Monster Manual](#), [Psionics Handbook](#), and the "[Battle of the Mind](#)" article.

About the Authors

Frank Coletto graduated from SUNY Albany in 1998 with a B.A. in Linguistics and Anthropology and has been employed in the gaming industry since 1999. He has been playing D&D since before he can remember, and lives in New York with his wife and two sons.

Mark A. Jindra is a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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The Mind's Eye Getting Wired

"The Art of Mastering Psionic Tattoos"

By Mark A. Jindra and Scott Brocius

Note from the Designer: When looking at psionic tattoos I wondered what a tattoo for a 9th-level power might look like. Images of people with full-body tattoos came to mind. This inspired me to expand the rules for psionic tattoos to allow higher-level powers to be scribed. I started out by creating a new feat, Psionic Tattoo Mastery, which allowed for these higher-level tattoos. It wasn't long before I wanted even more, so I started working on new types of tattoos. This material is the result of all that wondering.

In a campaign with a lot of psionics or one where psionic tattoos are commonplace, you may want to simply replace the Scribe Tattoo feat with the Psionic Tattoo Mastery feat.

Psionic Tattoo Mastery [Item Creation]

You can create more intricate and powerful psionic tattoos.

Prerequisite: Scribe Tattoo.

Benefit: You can create a psionic tattoo of any appropriate psionic power up to 9th level. The amount of time required to create a psionic tattoo is one day per 1,000 gp of base cost of the tattoo. Tattoos of powers higher than 3rd level are larger and more intricate; these tattoos count as more than one tattoo (see Table 1-1: Psionic Tattoos; note that the normal limit you can have is seventeen tattoos). You can create metapsionic-enhanced tattoos. You must have the metapsionic feat on your list of feats. The metapsionic level increases by 1 for every 2 points a metapsionic feat increases the power's cost. The number of slots used by the metapsionic-enhanced tattoo is based on its metapsionic level. The tattoo's metapsionic level is used for calculating its base cost. Metapsionic-enhanced tattoos are limited by the creator's metapsionic cap.

Table 1-1: Psionic Tattoos

Power Level	Base Days*	Total Slots**
0	1	1
1	1	1
2	1	1
3	1	1
4	2	3
5	3	5

6	4	7
7	5	9
8	6	11
9	7	13

* Based on total cost when created at its lowest base level.

** The total number of tattoo slots available for psionic tattoos is 17.

Special Tattoos

Psionic tattoos aren't the only tattoos available. Several specialized tattoos have been developed over the centuries. To keep with the theme of "psychic circuitry," they have an electronic component theme to their naming structure. These specialized tattoos are broken into two types: basic tattoos that are usually linked to psionic tattoos scribed with psionic powers, and advanced tattoos that are very specialized. These tattoos take up a number of tattoo slots based on their equivalent level. A minimum level requirement is given for creating these tattoos as well as any additional costs for specialized inks. The Psionic Tattoo Mastery feat is required to create these specialized tattoos.

Type	Symbol	Fades	Slots	Level	Ink	Market Price
Fuse	[F]	Yes	1*	0	Standard	25 gp
Relay	[R]	No	1	1	Standard	50 gp
Integrated Circuit	[Ic]	No	1	1	Standard	50 gp
Circuit Breaker	[Cb]	No	1	2	Standard	300 gp
Mental Tap	[Mt]	No	1	2	Psychoactive	800 gp
Capacitor	[C]	No	1	3	Distilled Crystal	1,250 gp
Transducer	[T]	No	1	3	Distilled Crystal	1,250 gp
Amplifier	[A]	No	1	3	Distilled Crystal	1,250 gp
Inducer	[I]	No	2	4	Distilled Crystal and Psychoactive	2,400 gp
Emitter	[E]	Yes	11	8	Distilled Gemstones and Ectoplasm	8,000 gp
Psychic Battery	[B]	Yes	*	*	Distilled Crystal	+500 gp**
Transmitter	[Tr]	Yes	*	*	Distilled Crystal	+250 gp**
Receiver	[Re]	Yes	*	*	Distilled Crystal	+250 gp**

* Varies

** An additional cost for special materials.

*** A fuse is a special case in that they use 1/3 of a slot; for every three fuses or fraction thereof a single slot is used. If you have one fuse and wish to add another one or two later, the total of three fuses still equals a single slot.

Base Cost for Tattoos

The basic cost for a tattoo depends on its level, as follows:

Level	Cost
0 level	25 gp
1st level	50 gp
2nd level	300 gp
3rd level	750 gp
4th level	1,400 gp
5th level	2,250 gp
6th level	3,300 gp
7th level	4,550 gp
8th level	6,000 gp
9th level	7,650 gp

Basic Tattoos

Fuse [F]: This special psionic tattoo protects a creature with seventeen total tattoos from having them all "go off" when another tattoo is added. When triggered, the fuse fades away in a small wisp of smoke. Doing this causes all of the creature's tattoos to become inert, which disables them from being tapped; they can be moved as normal. If the total number of tattoos falls to below seventeen, they return to normal at the end of that round. You can possess more than one fuse; only one is triggered at a time. Should you add another tattoo after a fuse fades away, and if you don't have a second fuse to render it inert, all of your existing tattoos go off. A fuse instantly fades away if moved off your body. A fuse is a special case in that each one uses one third of a slot, so for every three fuses or fraction thereof a single slot is used. Fuses are created as though they were a tattoo of a 0-level power. Only a 1st-level or higher manifester can create this tattoo. If you have one fuse and wish to add another one or two later, the total of three fuses still equals a single slot.

Relay [R]: This special psionic tattoo links up to three psionic tattoos so that they can be triggered by tapping any one of the linked tattoos. The order in which the tattoos are resolved is set when the relay is scribed. A relay is not instantaneous. The first power triggers at the end of the current round, the second triggers at the end of the next round, and the third tattoo triggers at the end of the round 2 rounds after the relay is triggered. The linked tattoos must all be in close proximity on your body. They are considered a



single tattoo for purposes of moving them on your body. Newly scribed tattoos can be attached to an existing relay, provided it is not already attached to another tattoo or relay. A relay instantly fades away if moved off your body. A relay takes a single slot and is created as though it were a tattoo of a 1st-level power. Only a manifester of 3rd-level or higher can create this tattoo.

Integrated Circuit [Ic]: This special elaborate psionic tattoo allows you to change the configuration of the tattoos on your body. Psionic tattoos that state they move with a tattoo they are linked to instead can be separated from each other and moved independently. The separated tattoos can be joined with other tattoos that work in conjunction with each other. Using the circuit to separate or join two tattoos costs 1 power point. Separating or joining tattoos from a relay costs 1 point as well. Newly scribed tattoos can be attached to an existing integrated circuit, provided it is not already attached to another tattoo or relay. Using an integrated circuit does not cause it to fade away. An integrated circuit instantly fades away if moved off your body, and it takes a single slot and is created as though it were a tattoo of a 1st-level power. Only a manifester of 3rd-level or higher can create an integrated circuit. Moving, separating, and joining tattoos are each a separate standard action.

Circuit Breaker [Cb]: This special psionic tattoo protects a psion from the effects that nullify tattoos and overload tattoo powers. If the psion fails a save against one of these powers, the circuit breaker renders all tattoos inert. When triggered, the circuit breaker makes a loud clicking sound. A triggered circuit breaker requires you to spend 3 power points to reset the breaker. Resetting a circuit breaker is a standard action. A circuit breaker instantly fades away if moved off your body. A circuit breaker takes a single slot and is created as though it were a tattoo of a 2nd-level power. Only manifesters of 5th level or higher can create this tattoo.

Mental Tap [Mt]: This psionic tattoo uses a special type of psychoactive ink that responds to mental commands. You can add a mental tap to any one psionic tattoo, or to the tattoos linked via a relay. A psionic tattoo attached to a mental tap can be activated by mental command, as though it were a quickened power. Using a mental tap counts toward the normal limit of one quickened power per round. Newly scribed tattoos can be attached to an existing mental tap, provided it is not already attached to another tattoo or relay. The mental tap does not fade away when used. Mental taps assist you only in tapping your tattoos; an attempt to trigger an unconscious creature's tattoo takes a full-round action as normal. A mental tap instantly fades away if moved off your body. A mental tap takes a single slot and is created as though it were a tattoo of a 2nd-level power. Only manifesters of 5th level or higher can create this tattoo. Mental taps cost more than a standard psionic tattoo because of the special ink involved.

The cost for a mental tap tattoo includes an extra 500 gp for special materials; the cost to create this tattoo is 650 gp + 12 XP.



Capacitor [C]: This psionic tattoo uses ink made from finely ground and distilled crystal. A capacitor can be linked to a psionic tattoo, or to tattoos linked via a relay. Tattoos linked to a capacitor do not fade away after being tapped provided the capacitor is at full power; otherwise they fade away as normal. Capacitors do not fade away when used. A capacitor recharges at a rate of 1 power point per day and is fully charged when the power points reach the amount needed to manifest the power of the tattoo it is linked to. You start the day with 1 fewer power point per day per capacitor that is charging. Newly scribed tattoos can be attached to an existing capacitor, provided it is not already attached to another tattoo or relay. Capacitors move along with the tattoo they are linked to but instantly fade away if moved off your body. A capacitor takes a single slot and is created as though it were a tattoo of a 3rd-level power. Only manifesters of 7th level or higher can create this tattoo. Capacitors cost more than a standard psionic tattoo because of the special ink involved.

The cost for a capacitor tattoo includes an extra 500 gp for special materials; the cost to create this tattoo is 875 gp + 30 XP.

Transducer [T]: This psionic tattoo uses ink made from finely ground and distilled crystal. A transducer can be linked only to a capacitor and it allows you to spend power points to recharge the capacitor. The capacitor can be recharged at a rate of 1 point for every 2 power points spent this way. Newly scribed tattoos can be attached to an existing transducer, provided it is not already attached to another tattoo or relay. A transducer does not fade away when used. Transducers move along with the capacitor they are linked to but instantly fade away if moved off your body. A transducer takes a single slot and is created as though it were a tattoo of a 3rd-level power. Only 7th-level or higher manifesters can create this tattoo. Transducers cost more than a standard psionic tattoo because of the special ink involved.

The cost for a transducer tattoo includes an extra 500 gp for special materials; the cost to create this tattoo is 875 gp + 30 XP.

Amplifier [A]: This psionic tattoo uses ink made from finely ground and distilled crystal. An amplifier can be linked to a psionic tattoo, or to tattoos linked via a relay. An amplifier allows you to spend additional power points to increase the effects of tapping a psionic tattoo. All variable, numeric effects of an amplified tattoos power are increased by one-quarter (minimum of 1) for every 2 power points spent amplifying the tattoo. Powers without random variables are not affected. You cannot exceed your metapsionic cap when amplifying a tattoo. Your metapsionic cap for purposes of use with the amplifier is standard amount minus what it would have cost to manifest the power stored in the tattoo. Newly scribed tattoos can be attached to an existing amplifier, provided it is not already attached to another tattoo or relay. Amplifiers do not fade away when used. Amplifiers move along with the tattoo they are linked to but instantly fade away if moved off your body. An amplifier takes a single slot and is created as though it were a tattoo of a 3rd-level power. Only manifesters of 7th level or higher can create this tattoo. Amplifiers cost more than a standard psionic tattoo because of the special ink involved.

The cost for an amplifier tattoo includes an extra 500 gp for special materials; the cost to create this tattoo is 875 gp + 30 XP.

Inducer [I]: This psionic tattoo uses ink made from finely ground distilled crystal and psychoactive ink that reacts to a set of preprogrammed directives as though the power stored in the tattoo were affected by the *contingency* power. You may add an inducer to any psionic tattoo, or to tattoos linked via a relay. A psionic tattoo attached to an inducer automatically triggers when the set of directives have been met. Tattoos attached to an inducer cannot be tapped as normal. The inducer does not fade away when used and newly scribed tattoos can be attached to an existing inducer, provided it is not already attached to another tattoo

or relay. An inducer instantly fades away if moved off your body. An inducer takes two slots and is created as though it were a tattoo of a 4th-level power. Only a manifester of 8th level or higher can create this tattoo. Inducers cost more than a standard psionic tattoo because of the special ink involved.

The cost for an amplifier tattoo includes an extra 1,000 gp for special materials; the cost to create this tattoo is 1,700 gp + 56 XP.

Advanced Tattoos

Emitter [E]: This specialized psionic tattoo, usually colorful, intricate, and large, uses many colors of special ink made from finely ground and distilled gemstones and raw ectoplasm. When activated, the tattoo emits psychic energy in the form of nine shimmering, intertwined, multicolored, beams of light. Creatures within a 50 foot radius centered on you that have 8 HD or less are automatically blinded (see *blindness/deafness*) for 2d4 rounds. All creatures in the area are randomly struck by one or more beams, which have additional effects (see Table 1-2 below). Creatures struck by these beams can make saving throws as listed below. Once used, an emitter instantly fades away. An emitter instantly fades away if moved off your body. An amplifier cannot be applied to an emitter. An emitter takes eleven slots and is created as though it were a tattoo of an 8th-level power. Only a manifester of 17th level or higher can create this tattoo.

The cost for an amplifier tattoo includes an extra 2,000 gp for special materials; the cost to create this tattoo is 5,000 gp + 240 XP.

Table 1-2: Emitter Beam Effects

1d10	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	60 points sonic damage (Reflex half)
4	Green	80 points acid damage (Reflex half)
5	Blue	100 points cold damage (Reflex half)
6	Indigo	Insane, as <i>insanity</i> power (Will negates)
7	Violet	120 points electricity damage (Reflex half)
8	White	Turned to crystal, same as being turned to stone (Fortitude negates)
9	Silver	Sent to the Astral Plane (Will negates)
10	--	Struck by two rays; roll again twice ignoring any "10" results

Psychic Battery [B]: This psionic tattoo uses ink made from finely ground and distilled crystal. A battery cannot be linked to any other tattoos. When created, select the number of power points (1-19) to store in the battery. The number selected must be an odd number. The equivalent power level of the tattoo is equal to one half this number (rounded down) for purposes of creation (see Table 1-3 below). The tattoo can be used like a crystal capacitor. When tapped for power points, the tattoo fades away. Any unused points are lost when the tattoo fades away. Batteries can be moved on your body but instantly fade away if moved off

your body. A battery takes a number of slots based on the amount of power stored and its equivalent power level on Table 1-1: Psionic Tattoos, and it is created as a tattoo of the appropriate power level. Only a manifester of 7th level or higher can create this tattoo. Batteries cost more than a standard psionic tattoo because of the special ink involved; 500 gp is applied to both the base cost and the cost of goods.

Table 1-3: Psychic Battery Level Equivalencies

**Power Level
Points Equivalent**

1	1
3	1
5	2
7	3
9	4
11	5
13	6
15	7
17	8
19	9

Transmitter [Tr] / Receiver [Re]: These psionic tattoos are made from finely ground and distilled crystal that can store a psionic combat mode. Tattoos that store offensive modes are known as transmitters, and tattoos that store defensive modes are known as receivers. The mode is stored when the tattoo is scribed. They are activated the same way a normal psionic tattoo is activated. Once activated or moved off your body, they instantly fade away. An amplifier cannot be applied to a transmitter or receiver. These tattoos take a number of slots based on the level equivalent of the stored psionic combat mode (see Table 1-4 below), and they are created as a tattoo of the appropriate equivalent power level. Only a manifester of 7th level or higher can create these tattoos. They cost more than a standard psionic tattoo because of the special ink involved; 250 gp is added for materials.

Table 1-4: Psionic Combat Mode Level Equivalencies

Transmitters

Mode	Power Level Points Equivalent	
Mind Thrust	1	1
Ego Whip	3	2
Id Insinuation	3	2
Psychic Crush	5	3
Mind Blast	9	5

Receivers

Mode	Power Points	Level Equivalent
Empty Mind	1	1
Thought Shield	1	1
Mental Barrier	3	2
Intellect Fortress	5	3
Tower of Iron Will	5	5

Psychic Schematic -- Organizing Your Tattoos

A psychic schematic is a diagram showing which tattoos are currently linked to each other and what types of tattoos they are. It is suggested that you keep a schematic of all tattoos to help make game play easier on both you and your DM.

First, make a list of all of your tattoos. This list should include a unique identifier (numbers or letters), the number of slots used, the type of tattoo, the identities of linked tattoos, and notes such as inducer directives or capacitor limits. Let's take a look at a sample schematic.

Tattoo 1

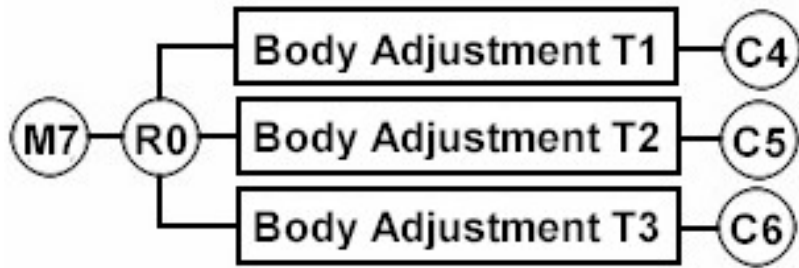
ID	Slots	Type	Links	Notes
R0	1	Relay	1, 2, 3, 7	--
T1	1	Psionic Tattoo	4, 0	Body Adjustment
T2	1	Psionic Tattoo	5, 0	Body Adjustment
T3	1	Psionic Tattoo	6, 0	Body Adjustment
C4	1	Capacitor	1	3 PP
C5	1	Capacitor	2	3 PP
C6	1	Capacitor	3	3 PP
M7	1	Mental Tap	0	--

Tattoo 2

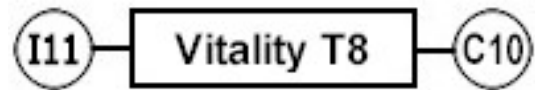
ID	Slots	Type	Links	Notes
T8	2	Psionic Tattoo	10, 11	Validity: 42 bonus HP max
C10	1	Capacitor	8	3 PP
I11	2	Inducer	8	Activates when HP fall to 10 or less

You may also wish to create a small diagram of each tattoo. Here are examples of the two tattoos listed above..

Tattoo 1



Tattoo 2



Body Piercing -- An Alternative to Tattooing

Not all societies will discover the ability to create psionic tattoos. Some may even find tattooing unacceptable for religious or other reasons. One alternative to tattooing you could introduce to your campaign would be body piercing.

You might first start by replacing the Scribe Tattoo feat with something like Craft Psionic Piercing. Essentially the feat would be the same, but the character would be creating a piercing instead of a tattoo. The piercing can be made from wood, metal, bone, or other materials but should include at least a small amount of crystal in its construction. If using the tattoo rules from the "Get Wired" article, larger tattoos would be represented by larger and more intricate piercings or multiple smaller piercings, connected by ornamental chains or in close proximity to each other.

Piercings are generally in the form of ornamental jewelry that is attached to the body by means of piercing the skin. Most piercings are generally in the facial areas, ears, eyebrows, lips, nose, and so on, but other parts of the body have been known to be pierced by certain cultures (the navel, for instance). A creature wishing to use psionic piercings should take care to arrange the piercings in a location that can easily be reached to tap the piercing.

Piercings are different from tattoos in that they cannot be moved easily from one location on your body to another without some discomfort and would require an entire day for them to change locations. Also transferring them off of your body can be quite painful and is best to simply not allow this practice. When used, instead of dissipating like a standard psionic tattoo, they simply discharge and become jewelry.

If you wanted to, you could allow both piercings and tattoos in your campaign at the same time, even allowing a creature to mix and match integrating piercings with tattoos. A creature would still be limited to a combined total of seventeen piercings and tattoos. Options here include allowing the Scribe Tattoo feat to cover both tattoos and piercings, or you could require them to have two separate feats: one for piercings and one for tattoos.

New Items

Take a look at two specialized psionic items that may be useful to someone who specializes in creating psionic tattoos. The first is the *psychic tattoo needle*, which allows a tattoo crafter to craft tattoos from powers they do not know. Also detailed below is a *tattoo avatar*, which is essentially a heavy crystal mannequin that can store tattoos.

Psychic Tattoo Needle: This tool is crafted of the finest metals and crystals. A tattoo crafter with the Scribe Tattoo or Psionic Tattoo Mastery feats can use this specialized needle to create tattoos of powers that they do not know. For the needle to work, the crafter must be in contact with a power stone that contains the power to be scribed. The tattoo creator must remain in contact with the stone through the scribing process. The power is "flushed" from the power stone during the process.

Faint metacreativity; ML 8th; Craft Universal Item, Scribe Tattoo; Price 1,000 gp; Weight --.

Tattoo Avatar: This item allows a psion to store tattoos for later use. Created of crystal, brass, and other materials, this fairly small figure is about 18 inches tall and is polished to a smooth finish. It resembles a featureless humanoid with its legs together and arms at its sides. It weighs 200 pounds. The body itself costs 1,000 gp in materials and takes a month to fashion. Psionic tattoos that can be moved off a psionic creature's body can be moved onto a tattoo avatar. Once on the avatar, the tattoos become inert. A psionic creature can spend a single power point to awaken a tattoo on an avatar and move it onto its body. Moving a tattoo to or from an avatar requires the creature to be in physical contact with the avatar. [Crystalsingers](#) and other tattoo crafters often use a tattoo avatar to display tattoos they have crafted and have for sale in their shops. The tattoo avatar can hold up to seventeen psionic tattoos. It is impossible to add a tattoo to an avatar that would cause it to exceed this limit.

Faint metacreativity; ML 8th; Craft Universal Item, Scribe Tattoo; Price 2,000 gp, Cost 1,500 gp + 20 XP; Weight 200 lb.

New Powers

These powers are rather specialized in use but can be quite valuable in the right situations or campaigns. A few of them might find their way onto the power list of a bad guy or two in some games where psionic tattoos are often used.

False Tattoos

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: 1 hour/level (D)

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 1

You create one or more false tattoos on yourself or another. An unwilling target can resist the tattoos by making a Fortitude save. The number of tattoos and their design is decided when the power is manifested. Elaborately designed tattoos would require a Craft (Artist) skill check (DC 10-30 depending on the design). The false tattoo radiates psionic energy, so much so that it can be mistaken for a real psionic tattoo; a Psicraft check (DC 15 + 1/2 manifester level) can recognize it as a false psionic tattoo.

Hide Tattoos

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You can hide some or all of your psionic tattoos by absorbing them into your skin. You can still tap or otherwise manipulate hidden tattoos as normal. If you dismiss this power, the tattoos return to your skin at the end of the following round. Hidden tattoos still count toward the total number of tattoos that you can have on your body. Hidden tattoos can be detected by the use of *true seeing* and *detect psionics*.

Nullify Tattoos

Psychometabolism (Str)

Level: Psion 3

Display: Ma, Me

Manifestation Time: 1 standard action

Range: Close (25 ft. +2 ft./level)

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see below)

Power Resistance: Yes

Power Points: 5

You create a temporary short circuit in a target's psychic circuitry that causes all of its psionic tattoos to become inactive. The target must make a Fortitude save. If it fails the save, then none of its tattoos can be activated in any way for 1d4+1 minutes. If the target has no psionic tattoos, this power has no effect.

Overload Tattoos

Psychometabolism (Str)

Level: Psion 4

Display: Ma, Me

Manifestation Time: 1 standard action

Range: Close (25 ft. +2 ft./level)

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see below)

Power Resistance: Yes

Power Points: 7

You create an overload in a target's psychic circuitry that causes all of its psionic tattoos "go off." The target must make a Fortitude save to avoid this having this occur. If the target has no psionic tattoos, this power has no effect.

**Psionic tattoo powers based on powers created by Dark Psion of the Wizards of the Coast web community.*

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Expanding Your Mind

New Psychic Warrior Feats, Powers, and Ranged Weapon Enhancements

By Scott Brocius and Mark A. Jindra

This month we have several feats and powers that your psychic warrior will find quite interesting. Be sure to read the sidebar on crystal weapons and armor, too!

Feats

Improved Psionic Sidestep [Psionic]

You have a greater knack for avoiding attacks of opportunity.

Prerequisites: Dex 15, Wis 15, Dodge, Mobility, Psionic Sidestep, reserve power points 9+.

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

Pinpoint Shot [General]

You make a single, accurate shot against a target with cover.

Prerequisites: Point Blank Shot, base attack bonus 6+.

Benefit: By using a full-round action, you can make a single ranged attack and ignore the cover bonus of a target. This does not work against a target with total cover.

Psionic Sidestep [Psionic]

You have a knack for avoiding attacks of opportunity.

Prerequisites: Dex 13, Wis 13, Dodge, Mobility, reserve power points 5+.

Benefit: Once per round when you provoke an attack of opportunity, you can move up to 5

feet as a free action. If this movement takes you out of the attacker's reach, the attack of opportunity fails. This 5 feet of movement does not itself provoke any attacks of opportunity. If your free 5 feet of movement does not take you out of the attacker's reach, the attack does not automatically fail; however, you gain an additional +2 dodge bonus to your Armor Class for this attack.

Powers

Darkness Cloak

Clairsentience (Wis)

Level: Psion 4, Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7

This power shrouds the target in an aura of shadow. This aura grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four manifester levels (maximum bonus of +8). The subject sees through the cloak as though it did not exist and is also afforded *darkvision* with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any light powers or effects.

Greater Psionic Armor

Metacreativity (Int)

Level: Psion 7/Psychic Warrior 6

Duration: 1 hour/level

Power Points: 13/11

As *psionic armor*, except up to three special abilities can be infused and the total market modifier of all selected abilities cannot exceed +5.

Greater Psionic Weapon

Metacreativity (Int)

Level: Psion 7/Psychic Warrior 6

Duration: 1 hour/level

Power Points: 13/11

As *psionic weapon*, except up to three special abilities can be infused and the total market modifier of the selected abilities cannot

About 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.

Psionic Weapon Power Chain

Level	Power
0	--
1	<i>Lesser psionic weapon</i>
2	--
3	<i>Psionic weapon</i>
4	--
5	--
6	<i>Greater psionic weapon</i> (psychic warrior)
7	<i>Greater psionic weapon</i> (psion)
8	--
9	--

exceed +5.

Lesser Psionic Armor

Metacreativity (Int)

Level: Psion 1/Psychic Warrior 1

Duration: 1 round/level

Power Points: 1

As *psionic armor*, except only one special ability can be infused and the total market modifier of the selected ability cannot exceed +1.

Lesser Psionic Weapon

Metacreativity (Int)

Level: Psion 1/Psychic Warrior 1

Duration: 1 round/level

Power Points: 1

As *psionic weapon*, except only one special ability can be infused and the total market modifier of the selected ability cannot exceed +1.

<i>Psionic Armor Power Chain</i>	
Level	Power
0	--
1	<i>Lesser psionic armor</i>
2	--
3	<i>Psionic armor</i>
4	--
5	--
6	<i>Greater psionic armor</i> (psychic warrior)
7	<i>Greater psionic armor</i> (psion)
8	--
9	--

Psionic Armor

Metacreativity (Int)

Level: Psion 3/Psychic Warrior 3

Display: Vi, Au, Me

Manifestation Time: 1 round.

Range: Touch

Target: 1 set of armor or shield you possess

Duration: 10 minutes/level

Power Points: 5

You infuse a set of crystal armor or a crystal shield (see the Crystal Weapons and Armor sidebar below) with psionic energy. The item gains one or more special abilities it does not currently have from the appropriate table. (Armor uses Table 7-3: Armor Special Abilities and shields use Table 7-4: Shield Special Abilities in Chapter 7 of the *Psionics Handbook*). You select the abilities when the power is manifested. The total number of abilities that can be selected cannot exceed two and the total market modifier of the selected abilities cannot exceed +3. The total market modifier of all bonuses and special abilities of the item cannot exceed +10. A given ability can be infused only once per day.

Psionic Weapon

Metacreativity (Int)

Level: Psion 3/Psychic Warrior 3

Display: Vi, Au, Me

Manifestation Time: 1 round.

Range: Touch

Target: 1 weapon you possess

Duration: 10 minutes/level

Power Points: 5

You infuse a crystal weapon (see the Crystal Weapons and Armor sidebar below) with psionic energy. The weapon gains one or more special abilities it does not currently have from the appropriate table. (Melee weapons use Table 7-5: Melee Weapon Special Abilities and ranged weapons use Table 7-6: Ranged Weapon Special Abilities in Chapter 7 of the *Psionics Handbook*). You select the abilities when the power is manifested. The total number of abilities that can be selected cannot exceed two and the total market modifier of the selected abilities cannot exceed +3. The total market modifier of all bonuses and special abilities of the weapon cannot exceed +10. A given ability can be infused only once per day. Characters with the soulknife prestige class may imbue their mindblade with this power.

Targeted Mind

Clairsentience (Wis) [Mind-Affecting]

Level: Psion 2, Psychic Warrior 2

Display: Vi

Manifestation Time: 1 action

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

Target: One living creature with an Intelligence score

Duration: 1 round/level

Saving Throw: None (see text)

Power Resistance: Yes

Power Points: 3

You can pinpoint the location of a creature by knowing the location of its mind. The creature loses any concealment bonus it might have had. You must be able to perceive the creature initially when manifesting this power. If the target moves out of your line of sight after being targeted, you still know where it is. If the creature has something to mask its mind, it is immune to this power. If the creature moves out of range, the power ends.

Crystalline Enhancements (Projectile and Thrown Weapons)

Psionic characters know their best weapons are their powers, but sometimes the fuel for those powers runs low or delivering a power just isn't feasible. To get around these limitations, some psionic characters take advantage of their ability to enhance weapons -- more specifically, ranged weapons.

The following is a list of crystalline weapon enhancements psionic characters can make for projectiles and thrown weapons. Each enhancement works when the projectile or thrown weapon strikes a target, and this destroys the projectile or thrown weapon. If the attack misses, there is a 50% chance the projectile or thrown weapon can be retrieved intact and reused.

Enhancement Descriptions

Amber: In addition to normal damage, this enhancement targets the creature struck with the *brain lock* power. The target becomes

Crystal Weapons and Armor

All psionic weapons and armor include some crystal in their construction. The amount of crystal used depends on the relative power of the item. While a simple psionic *+1 dagger* may have a small vein of crystal in the center of the blade, a suit of *+5 heavy reinforced half-plate* is usually composed almost entirely of crystal plates.

The combination of working with crystal and metals always brings about masterwork pieces, so creating crystal weapons and armor

mentally paralyzed for 4 rounds unless a Will save (DC 13) is made.

Manifester Level: 4th; *Prerequisites:* Craft Psionic Weapons and Arms, *brain lock*; *Market Price:* +800 gp.

Bloodstone: On impact, a bloodstone weapon imparts the *recall pain* power on the creature. It takes 3d6 additional points of damage unless a Will save (DC 13) is made for half damage.

Manifester Level: 4th; *Prerequisites:* Craft Psionic Weapons and Arms, *recall pain*; *Market Price:* +600 gp.

Coral: When fired, this ammo increases one damage category due to an increase in size.

Manifester Level: 5th; *Prerequisites:* Craft Psionic Weapons and Arms, *expansion*; *Market Price:* +600 gp.

Old Damage	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d6
1d12	2d8

Diamond: On impact, in addition to normal damage, a diamond weapon strikes the target with the *banishment* power. This provides a +1 bonus to the power resistance roll and has a Will save (DC 21).

Manifester Level: 12th; *Prerequisites:* Craft Psionic Weapons and Arms, *banishment*; *Market Price:* +7,200 gp.

Emerald: An emerald weapon unleashes a *mass concussion* upon impact in a 20-foot area. All creatures and unattended objects within the area take 7d4 points of damage.

Manifester Level: 8th; *Prerequisites:* Craft Psionic Weapons and Arms, *mass concussion*; *Market Price:* +3,200 gp.

Granite: A granite weapon causes an additional 3d6 points of damage or half of that if a Fortitude save (DC 13) is made.

Manifester Level: 4th; *Prerequisites:* Craft Psionic Weapons and Arms, *concussion*; *Market Price:* +900 gp.

Jade: A jade weapon unleashes the *sever the tie* power on impact. An undead creature struck by this

uses the appropriate magic item creation rules from the *Player's Handbook*.

Crystal has the same weight as steel, a hardness of 12, a break DC that is the same as a similar iron or steel item +2, and 25 hit points per inch of thickness.

While most crystal used in item construction is found naturally, there are rumors of those who know how to grow and cultivate the material.

weapon suffers 3d8 points of damage (Will save DC 13 halves) as its connection to the Negative Energy Plane is disrupted.

Manifester Level: 4th; *Prerequisites:* Craft Psionic Weapons and Arms, *sever the tie*; *Market Price:* +600 gp.

Malachite: A malachite weapon unleashes a *grease* effect upon impact, coating everything in a 10-foot area for 1 round.

Manifester Level: 1st; *Prerequisites:* Craft Psionic Weapons and Arms, *grease*; *Market Price:* +100 gp.

Onyx: An onyx weapon unleashes a *negate psionics* effect on impact. This is a targeted negation attempt.

Manifester Level: 6th; *Prerequisites:* Craft Psionic Weapons and Arms, *negate psionics*; *Market Price:* +1,800 gp.

Opal: An opal weapon unleashes a *dissipating touch* effect upon impact and can target creatures or objects. This deals 1d8 additional points of damage to the target.

Manifester Level: 1st; *Prerequisites:* Craft Psionic Weapons and Arms, *dissipating touch*; *Market Price:* +100 gp.

Quartz: A quartz weapon unleashes a *whitfire* effect on impact. Creatures within the 20-foot radius of impact take 5d4 points of fire damage (Reflex save DC 14 halves).

Manifester Level: 6th; *Prerequisites:* Craft Psionic Weapons and Arms, *whitfire*; *Market Price:* +1,800 gp.

Red Garnet: On impact, a red garnet weapon imparts the *recall agony* power on the creature. It takes 9d6 additional points of damage unless a Will save (DC 17) is made for half damage.

Manifester Level: 10th; *Prerequisites:* Craft Psionic Weapons and Arms, *recall agony*; *Market Price:* +5,000 gp.

Ruby: On impact, a ruby weapon imparts the *recall death* power on the creature. If it makes a Will save (DC 22), the creature takes 3d6+15 points of additional damage. If it fails the save, the creature dies.

Manifester Level: 16th; *Prerequisites:* Craft Psionic Weapons and Arms, *recall death*; *Market Price:* +12,800 gp.

Sapphire: A sapphire weapon is imbued with a *cone of sound*. The point of origin is the creature struck, with the cone emanating out 60 feet from there. Any creatures caught within the cone, including the original, suffer 5d4 points of sonic damage. A Reflex save (DC 14) can be made for half damage.

Manifester Level: 6th; *Prerequisites:* Craft Psionic Weapons and Arms, *cone of sound*; *Market Price:* +1,800 gp.

Talc: A talc weapon unleashes a *dismiss ectoplasm* effect on impact. Ectoplasmic targets make Fortitude saves (DC 16) to avoid being dispersed. Characters in *ectoplasmic form* struck by this weapon and who fail their saves are either displaced to the Astral Plane or destroyed outright (50% chance of either effect).

Manifester Level: 8th; *Prerequisites:* Craft Psionic Weapons and Arms, *Dismiss Ectoplasm*; *Market Price:* +3,200 gp.

About the Author

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He's been an RPGA member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

**Special thanks to Terralor of the Wizards of the Coast online community for the power that he contributed that inspired the psionic weapon and psionic armor powers and Dark Psion of the Wizards of the Coast online community for suggestions that inspired the weapon enhancements.*

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Expanding Your Mind

I Have Seen the Future

Ten New Clairsentient Powers
By Scott Brocius and Mark A. Jindra

This month we are focusing on seeing the future, so we looked ahead for these ten new Clairsentient powers.

Change Fate

Clairsentience (Wis)
Level: Psion 5
Display: Me, Vi
Manifestation Time: See text
Range: Personal
Target: You
Duration: See text
Saving Throw: None
Power Resistance: No
Power Points: 9, plus 500 XP

Change fate allows you to automatically get a result of "20" on one saving throw or ability check (the next saving throw or ability check you make after manifesting the power). You choose to manifest this power instead of rolling the dice. You can manifest this power quickly enough to gain its benefits in a clutch situation. If you use the power during your turn, it's a free action for you, just like a quickened power. You also can manifest this power when it isn't your turn and whenever you would normally make a saving throw or ability check. No matter when you manifest the power, it counts toward the normal limit of one quickened power per round.

Your result of 20 guarantees success on a saving throw. Your result of 20 may or may not give you success on an ability check. You can use this power to affect a skill check provided that the skill can be used untrained. If you use the power to make a skill check, apply only the roll of 20, plus your relevant ability modifier.

Force Fate

Clairsentience (Wis)
Level: Psion 5
Display: Me, Vi
Manifestation Time: See text
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous

About 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.

Prescient Dodge Power Chain

Level	Power
0	--
1	--
2	Prescient Dodge, Minor
3	Prescient Dodge, Lesser
4	Prescient Dodge
5	--
6	Prescient Dodge, Improved
7	--
8	--
9	--

Saving Throw: None
Power Resistance: Yes
Power Points: 9

Force fate forces a single creature within range to reroll a saving throw, attack roll, or skill check, and use the worse of the two rolls as the result.

You can manifest this power quickly enough to gain its benefits in a clutch situation. If you use the power during your turn, it's a free action for you, just like a quickened power. You also can manifest this power when it isn't your turn and whenever you would normally make a saving throw or ability check. No matter when you manifest the power, it counts toward the normal limit of one quickened power per round.

Prescient Combat Power Chain

Level	Power
0	--
1	--
2	Prescient Combat, Lesser
3	Prescient Combat
4	--
5	--
6	--
7	--
8	--
9	--

Prescient Dodge

Clairsentience (Wis)
Level: Psion 4/Psychic Warrior 4
Display: Vi
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 7

You gain a clairvoyant understanding of defense in combat. This provides a +2 Dodge bonus to AC and a +4 insight bonus on Reflex saves.

Prescient Dodge, Improved

Clairsentience (Wis)
Level: Psion 6/Psychic Warrior 6
Display: Vi
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 11

You gain a clairvoyant understanding of defense in combat. This provides a +3 Dodge bonus to AC and a +4 insight bonus on Reflex saves. It also provides a +4 insight bonus on Spot and Search checks.

Prescient Dodge, Lesser

Clairsentience (Wis)

Level: Psion 3/Psychic Warrior 3

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 5

You gain a clairvoyant understanding of defense in combat. This provides a +1 Dodge bonus to AC and a +2 insight bonus on Reflex saves.

Prescient Dodge, Minor

Clairsentience (Wis)

Level: Psion 2/Psychic Warrior 2

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 3

You gain a clairvoyant understanding of defense in combat. This provides a +1 Dodge bonus to AC.

Prescient Combat

Clairsentience (Wis)

Level: Psion 3/Psychic Warrior 3

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 5

You gain a better understanding of the flow of combat. This provides a +4 insight bonus on Initiative checks. This may be manifested during combat and adjusts your position in the initiative order.

Prescient Combat, Lesser

Clairsentience (Wis)

Level: Psion 2/Psychic Warrior 2

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 3

You gain a better understanding of the flow of combat. This provides a +2 insight bonus on Initiative checks. This may be manifested during combat and adjusts your position in the initiative order.

Premonition

Clairsentience (Wis)/Telepathy (Cha)

Level: 5

Display: Vi, Me

Manifestation Time: 1 action

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

Area: 20 ft. radius emanation

Duration: 1 minute/level

Saving Throw: Will

Power Resistance: Yes

Power Points: 9

All creatures in the area see a vision of their future death or similar terrible premonition. If they fail their Will saves, the effect caused by this power is dependent on the creature's levels or Hit Dice as compared to you. If the creature is equal to or has more HD than you, it is shaken and suffers a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. If the creature has fewer HD than you do, it is cowering. If you have five or more HD than the affected creature, the creature is panicked. (See page 294 of the *Dungeon Master's Guide* for more information on panic.)

Psychic Sight

Clairsentience (Wis)

Level: Psion 6

Display: Vi

Manifestation Time: 1 action

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

Area: Your sight

Duration: 1 round level

Saving Throw: No

Power Resistance: Yes

Power Points: 11

You can see and recognize all psionic power manifestations, activity, and psionic items that you are familiar with and may make an immediate Psicraft check for psionics of any sort that are unfamiliar. You are familiar with any psionic power on your class power lists (or power lists if you're multiclassed) and with any item that duplicates a power of your class power lists. You can make a Spellcraft check for all magical effects viewed if you possess the skill. A successful check reveals the name of the power or item. The power resistance check applies only for identifying powers, activity, or items on the resistant creature; you see effects emanating from the creature normally.

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Expanding Your Mind

New Energy Powers and More!

By Mark A. Jindra

This month we have 13 new psionic energy-based powers that will help power-up your psionic character's repertoire. As if that weren't enough, we have an advanced version of *negate psionics* and a new feat to help with all those new energy-based powers.

Psion Powers

2nd-Level Psion Powers

Improved Firefall. Fiery sparks deal 3d4 points of fire damage in a 15-foot radius.

Lesser Energy Spheres. You create five energy spheres that you can use for defense or offense.

3rd-Level Psion Powers

Exploding Stone. You cause a stone to shatter, which does damage to nearby creatures.

4th-Level Psion Powers

Energy Spheres. You create five energy spheres that you can use for defense or offense.

Pulverize. You create a sonic disruption that deals damage to creatures and nearby structures.

5th-Level Psion Powers

Intense Whitefire. You deal 7d4 points of fire damage in a 40-foot radius.

Psionic Energy Mantle. A mantle of energy damages those who attack you.

Unstable Wall of Ectoplasm. You create a protective barrier that radiates damaging energy.

6th-Level Psion Powers

Greater Negate Psionics. You cancel psionic powers and effects.

Improved Energy Spheres. You create five energy spheres that you can use for defense or offense.

7th-Level Psion Powers

Energized Claw. You create a 10-foot claw that attacks foes as directed. The claw radiates harmful energy.

Raging Whitefire. You deal 11d4 points of fire damage in a 60-foot radius.

8th-Level Psion Powers

Greater Energy Spheres. You create five energy spheres that you can use for defense or offense.

9th-Level Psion Powers

Freezing Torrent. You create a wave of ice, snow, and slush that does 20d4 points of cold damage and moves targets.

Psychic Warrior Powers

5th-Level Psychic Warrior Powers

Psionic Energy Field. You create a mantle of energy that damages those who attack you.

Energized Claw

Metacreativity (Int) [Acid, Cold, Electricity, Fire, Sonic]

Level: Psion 7

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./levels)**Effect:** 10-ft. claw**Duration:** 1 round/level (D)**Saving Throw:** None**Power Resistance:** Yes**Power Points:** 13

Energized claw draws forth raw ectoplasm in the form of a three-pronged claw that you can use to grapple opponents. The claw is infused with your choice of one of the five energy types (acid, cold, electricity, fire, or sonic). The claw can attempt to grapple once per round (including the round it is manifested). Its attack bonus equals your level + your key ability modifier, +7 for the claw's Strength (which is 24). Its grapple check is this same figure. When the claw succeeds at a grapple, it inflicts 1d3+7 points of damage. You can direct it to damage or pin its target on your turn as a free action. On any round that the claw is grappling a target, it deals 1d6+1 points of energy damage of the chosen type in addition to any other damage it causes.

Directing the claw to change targets is a standard action. It always attacks from your direction and does not get a flanking bonus or help a combatant get one. When manifested, the claw has as many hit points as you do at that time, excluding any temporary hit points. The claw uses your saving throws, and it has an Armor Class of 20 (+10 natural). It cannot enter the area of a null psionics field and is immune to spells or powers except those that deal damage. It is immune to damage from the chosen energy type and takes double damage as follows. Sonic claws do not do any sonic damage in areas that are affected by *silence*.

Energy Type	Double Damage
Acid	Electricity
Cold	Fire
Electricity	Acid
Fire	Cold
Sonic	--

Energy Spheres

Metacreativity (Int) [Acid, Cold, Electricity, Fire, Sonic]

Level: Psion 4**Display:** Vi**Manifestation Time:** 1 action**Range:** Close (25 ft. +5 ft./2 levels)**Effect:** Creates five colored spheres**Duration:** 1 round/level**Saving Throw:** Reflex half (see text)

About 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.

Energy Sphere Power Chain

Level	Power
0	
1	
2	<i>Lesser energy spheres</i>
3	
4	<i>Energy spheres</i>
5	
6	<i>Improved energy spheres</i>
7	
8	<i>Greater energy spheres</i>
9	

Negate Psionics Power Chain

Level	Power
0	
1	
2	
3	<i>Negate psionics</i>
4	
5	
6	<i>Greater negate psionics</i>
7	
8	
9	

Power Resistance: Yes**Power Points:** 7

You create a circle of five colored spheres that orbit your head at a distance of 1 foot. These spheres provide the same amount of light as a torch and can be used offensively or defensively. You can select from any of the five types of energy for each sphere (acid, cold, electricity, fire, sonic) when manifesting this power. (For example, you can choose to have three spheres of cold and two spheres of electricity energy if you desire.)

On your turn you can direct one or more spheres, as a move action, to strike a creature or creatures in range -- no two of which can be more than 30 feet apart. Each sphere inflicts 2d4 points of energy damage to a single creature. The target can make a Reflex save for half damage against each sphere. Once a sphere strikes a target it is destroyed.

If you are attacked with an effect that causes energy damage, and a sphere of that type is still present, you can have the sphere absorb some of that energy damage, which destroys the sphere. The sphere can absorb up to 8 points of damage. More than one sphere can be directed against the energy attack in a single round, and each sphere that absorbs damage is destroyed. The spheres move to the attack and thus absorb damage before other forms of energy protection.

If this power is manifested again while spheres from an earlier manifestation still exist, the power simply replaces destroyed spheres. In other words, you receive a maximum of five spheres at a time regardless of how many times you manifest the power.

Firefall Power Chain**Level Power**

0

1

Firefall

2

Improved firefall

3

4

5

6

7

8

9

Whitefire Power Chain**Level Power**

0

1

2

3

Whitefire

4

5

Intense whitefire

6

7

Raging whitefire

8

9

Exploding Stone

Psychokinesis (Con) [Sonic]

Level: Psion 3**Display:** Vi**Manifestation Time:** 1 action**Range:** Close (25 ft. + 5 ft./level)**Area:** One stone object or creature**Duration:** Instantaneous**Saving Throw:** Will negates (object) or Reflex half (see text)**Power Resistance:** Yes**Power Points:** 5

You cause a harmonic vibration in a stone object or creature, causing it to shatter. The target object cannot weigh more than 20 pounds. Anyone within 5 feet of an exploding object suffers 10 points of damage. No saving throw applies to this effect. Targeted against a stone creature (of any weight), *exploding stone* deals 5d4 points of damage, with a Reflex save for half damage.

Freezing Torrent

Metacreativity (Con) [Cold]

Level: Psion 9

Display: Vi

Manifestation Time: 1 action

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

Area: Twenty 10-ft. cubes.

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Power Resistance: Yes

Power Points: 17

You draw forth freezing ectoplasm from the Astral Plane that takes the form of a sweeping wave of ice, snow, and slush that washes away everything in its path. Everything in the initial area of the power takes 20d4 points of cold damage. Creatures on foot and objects in the initial area must make Reflex saves or be carried along by the wave for 100 feet. The forced movement does not harm the targets except to leave them prone and does not draw an attack of opportunity.

Dead-end corridors and similar obstacles prevent the torrent from moving creatures any farther. The torrent counts as a water attack for the purpose of extinguishing normal fires.

Greater Energy Spheres

Level: Psion 8

Power Points: 15

As *energy spheres* except each sphere inflicts 4d4 points of energy damage to a single creature. Also, each sphere can absorb up to 16 points of damage.

Greater Negate Psionics

Psychokinesis (Con)

Level: Psion 6

Target or Area: One psionic character or creature, or one object; or 60-ft.-radius burst

Power Points: 11

As negate psionics, except that the maximum bonus on the negation check is +20 instead of +10. Also, the area negation has its radius increased to 60 feet.

Improved Energy Spheres

Level: Psion 6

Power Points: 11

As *energy spheres* except each sphere inflicts 3d4 points of energy damage to a single creature. Also, each sphere can absorb up to 12 points of damage.

Improved Firefall

Metacreativity (Int) [Fire]

Level: Psion 2

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

Area: 15-ft. radius burst.

Power Points: 3

As fireball except the damage done is 3d4 points of fire damage and the range and area of effect is increased.

Intense Whitefire

Metacreativity (Int) [Fire]

Level: Psion 5

Area: 40-ft.-radius spread.

Power Points: 9

As *whitefire* except the damage done is 7d4 points of fire damage and the radius is increased. The flame is more intense than standard *whitefire*, causing the save DC for this power to be 2 higher than normal.

Lesser Energy Spheres

Level: Psion 2

Power Points: 3

As *energy spheres* except each sphere inflicts 1d4 points of energy damage to a single creature. Also, each sphere can absorb up to 4 points of damage.

Psionic Energy Mantle

Metacreativity (Int) [Acid, Cold, Electricity, Fire, Sonic]

Level: Psion 5/Psychic Warrior 5

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Reflex half (see text)

Power Points: 9

You encase yourself in a thin field of psionic energy that does not harm you or your equipment. Creatures that strike you with unarmed or natural attacks suffer 1d6 points of energy damage +2 points per manifester level. You choose the type of energy damage (acid, cold, electric, fire, or sonic) when you manifest the power.

Creatures that strike you with a standard melee weapon suffer 1d6+1 points of energy damage. They may, however, make a Reflex save for half damage. Weapons with exceptional reach, such as long spears, do not endanger their users in this way. The *psionic energy mantle* does not protect you against other attack forms such as fire.

Any creature you are grappling, is grappling you, or you are riding automatically takes 1d6+1 points of energy damage every round. The mount tries to remove the source of pain, requiring a Ride check (DC 30) each round to remain mounted.

Any melee touch attacks you make do an additional 1d6+1 points of energy damage. A creature that swallows you does not take damage from this power if acid is your selected energy type and its stomach inflicts acid damage.

Pulverize

Psychokinesis (Con) [Sonic]

Level: Psion 4

Display: Vi

Manifestation Time: 1 action

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

Area: 15-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 7

You create a loud, thrumming vibration that builds to a painful crescendo before fading. Creatures and objects in the area take 4d4 points of sonic damage, and they can make a Fortitude save for half damage. If the floor, walls, or ceiling of the area has a hardness of 8 or less, it is pulverized up to 6 inches, resulting in an area of soft dust, wood fragments, or loose crushed ice, as appropriate. Any creature moving across this surface is hampered as though moving on a bad surface (see Table 9-4: Hampered Movement in Chapter 9 of the *Player's Handbook*).

The dust and debris of a falling ceiling causes a cloud of dust that dissipates in 5 minutes. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance). A moderate wind (11 mph+), such as from a *gust of wind* spell, disperses the dust in 4 rounds. A strong wind (21+ mph) disperses the cloud in 1 round.

Using the power on a surface under water creates a cloud that lasts for 10 minutes. If used under water, spells or powers that clean water, such as the *purify food and water* spell, can be used to disperse the cloud. The cloud's duration is decreased by 1 round for every cubic foot of water affected. For example *purify food and water* cast by a 13th-level caster would have its duration decreased by 13 rounds.

Raging Whitefire

Metacreativity (Int) [Fire]

Level: Psion 7

Area: 60-ft.-radius spread.

Power Points: 13

As *whitefire* except the damage done is 11d4 points of fire damage and the radius is increased. The raging flames are more intense than standard *whitefire* causing the save DC for this power to be 4 higher than normal.

Unstable Wall of Ectoplasm

Metacreativity (Int) [Acid, Cold, Electricity, Fire, Sonic]

Level: Psion 5

Display: Vi

Manifestation Time: 1 action

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

Effect: Wall whose area is up to one 10-ft. cube/level or a sphere or hemisphere with a radius of up to 1 ft./level.

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

As *wall of ectoplasm* except the ectoplasm is unstable and one side of the wall, selected by you, radiates with one of the five types of energy (acid, cold, electric, fire, sonic). Creatures that come within 10 feet of the energized side of the wall take 2d4 points of energy damage; creatures within 20 feet (but beyond 10 feet) take 1d4 points of damage. The wall deals this damage when it appears and each round that creature enters or remains in the area. In addition, the wall deals 2d6+10 points of energy damage to any creature coming in contact with the wall itself.

Creatures can force their way through the unstable wall. To make any progress, a creature must succeed at a Strength check (DC 25). A successful creature comes out from the other side of the wall directly opposite of where they entered it on their action the next round. Moving this way is a full-round action. Failure results in the creature remaining in the same location and on the side of the wall they started on.

You also can form the wall into a sphere or hemisphere with a radius of up to 1 foot per level.

New Feat

Psionic Energy Infusion [Psionic]

You increase your metapsionic cap and can spend more power points manifesting powers with one of the five energy types (acid, cold, electric, fire, sonic) than would normally be possible.

Prerequisite: Manifester level 6th+.

Benefit: Your metapsionic cap is increased to a number of power points equal to your manifest level + 2 for purposes of manifesting powers with the energy type (acid, cold, electric, fire, sonic). For example, a 13th-level psion with a metapsionic cap of 12 would have that cap raised to 15 for purposes of manifesting these powers.

Special: You can take this feat up to 3 times. Each time you take this feat beyond the first, you can add 2 power points to the metapsionic cap for purposes of manifesting these powers. 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 *breath of the dragon*, 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).

About the Author

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Inspiration and testing provided by members of the Wizards of the Coast online community.

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Expanding Your Mind

Thirteen New Slightly Evil Powers and More...

By Mark A. Jindra, Mike Rainey, and Scott Brocius

While not all thirteen of these powers are evil, all of them have a decidedly darker edge to them than the standard psionic powers. Some even include vile damage, a concept first introduced in the *Book of Vile Darkness*. Also included in this article are suggestions for vile displays that continue this month's theme. And we top it all off with the *Dark Heart of Vollus*, a psionic item that is sure to make psionic undead even deadlier.

Vile Damage

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

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

Vile Displays

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

Auditory (Au): A dreadfully shrill death scream, rattling chains, or eerie howling winds that echo dissonantly.

Material (Ma): Instead of an area being briefly slicked in goo, the area is slicked in bubbling pools of thick black tar or even sickening pools of blood.

Mental (Me): Minds that notice the mental displays view a glimpse of absolute and personal fear taken form that sends shivers up their spine.

Olfactory (Ol): The scent of rotted, decaying, or burning flesh fills the area.

Visual (Vi): Instead of a rainbow or harmless light, a creeping mist or an eerie crimson light appear and the manifester's eyes burn may burn with crimson or an unwholesome green fire.

Powers

Psion Powers

1st-Level Psion Powers

Synaptic Shock: Your touch causes 2 points of temporary Constitution damage.
Psychometabolism (Str)

2nd-Level Psion Powers

Ectoplasmic Mist: You call forth a deep purple mist of ectoplasm that billows out from the point you designate. Metacreativity (Int)
Multiply Pain: This power causes subjects to take an additional 1d6 points of subdual damage for each attack that causes damage.
Telepathy (Cha) [Mind-Affecting]

3rd-Level Psion Powers

Vile Mist: As *ectoplasmic mist*, however anyone in the area takes 1d4 points of vile damage.
Metacreativity (Int) [Evil]

4th-Level Psion Powers

Bloodletting: Your mere touch causes 7d6 points of damage.
Psychometabolism (Str) [Evil]
Claw of the Fiend: The power grants you a natural attack (claw) with a base damage of 2d6.
Psychometabolism (Str) [Evil]
Hellish Mist: As *ectoplasmic mist* but the mist becomes unstable and ignites. Metacreativity (Int) [Fire]
Spontaneous Combustion: The target's internal temperature rises rapidly; inflicting 3d6 points of fire

6th-Level Psion Powers

Claw of the Shadow Demon: The power grants you a natural attack (claw) with a base damage of 1d6 points of vile damage.
Psychometabolism (Str) [Evil]

9th-Level Psion Powers

Scream of Death: You release a terrible scream of negatively charged sonic energy that kills living creatures (except for yourself). Psychokinesis (Con) [Evil, Sonic]

Psychic Warrior Powers

1st-Level Psychic Warrior Powers

Synaptic Shock: Your touch causes 2 points of temporary Constitution damage.
Psychometabolism (Str)

4th-Level Psychic Warrior Powers

Claw of the Fiend: The power grants you a natural attack (claw) with a base damage of 2d6.
Psychometabolism (Str) [Evil]

5th-Level Psychic Warrior Powers

Claw of Abomination: The power grants you a natural attack (claw) with a base damage of 2d8.
Psychometabolism (Str) [Evil]

damage. Psychokinesis (Con)

6th-Level Psychic Warrior Powers

5th-Level Psion Powers

Burning Blood: You excite the blood of a living creature, heating it to the point of combustion.

Psychokinesis (Con) [Evil]

Caducity of Flesh: Your touch 4d6 points of vile damage. Psychometabolism (Str) [Evil]

Claw of Abomination: The power grants you a natural attack (claw) with a base damage of 2d8. Psychometabolism (Str) [Evil]

Claw of the Shadow Demon: The power grants you a natural attack (claw) with a base damage of 1d6 points of vile damage. Psychometabolism (Str) [Evil]

Bloodletting

Psychometabolism (Str) [Evil]

Level: Psion 4

Display: Vi (see text)

Manifestation Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Until discharged (instantaneous)

Saving Throw: Fortitude partial (see text)

Power Resistance: Yes

Power Points: 7

Your mere touch causes blood to erupt from every opening on your target's body, including any open wounds it may have. This attack causes extreme pain and may cause the victim to become dazed. Your successful melee touch attack causes 7d6 points of damage; it also causes the victim to become dazed for 1d3 rounds unless it makes a successful Fortitude save.

Burning Blood

Psychokinesis (Con) [Evil]

Level: Psion 5

Display: Vi (see text)

Manifestation Time: 1 action

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

Target: 1 living creature at a time

Duration: Concentration, up to 1 round/level

Saving Throw: Fortitude negates (see text)

Power Resistance: Yes

Power Points: 9

Similar to *matter agitation*, you excite the blood of a living creature, heating it to the point of combustion

over time. The subject of this power receives a Fortitude save to avoid the effect. If the save succeeds, it cannot be affected by this manifestation of the power, otherwise the subject's blood begins to heat up. If you shift your focus to another subject, the first subject's blood cools and the second subject begins to heat up. You automatically lose concentration if the subject leaves the power's range.

1st Round: The creature's blood heats up, causing 2d4 points of damage. The creature must also make an additional Fortitude save to avoid taking 1 point of temporary Strength damage.

2nd Round: The creature's blood boils, causing 3d4 points of damage. The creature must also make an additional Fortitude save to avoid taking 2 points of temporary Strength damage.

3rd Round: The creature's blood ignites, causing 4d4 points of damage and 1d4+1 points of temporary Strength damage. The creature must also make an additional Fortitude save or fall unconscious for as long as the power affects the creature.

4th+ Round: For every round of concentration beyond the 3rd, the subject takes 1d4 points of fire damage, since its blood continues to burn, and 1 point of temporary Strength damage. The creature must also make an additional Fortitude save each round to avoid falling unconscious for as long as the power affects the creature.

Caducity of Flesh

Psychometabolism (Str) [Evil]

Level: Psion 5

Display: Vi, Me

Manifestation Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Until discharged (instantaneous)

Saving Throw: None

Power Resistance: Yes

Power Points: 9

Once you manifest this power, sickly green liquid with a foul stench drips from your fingertips until you discharge the effect; your touch causes a victim's flesh to wither and rot away, dealing 4d6 points of vile damage, +1 per manifester level (maximum +20), +2 points of temporary (vile) Constitution damage. This damage is vile damage (see *Book of Vile Darkness*).

Claw of Abomination

Psychometabolism (Str) [Evil]

Level: Psion 5/Psychic Warrior 5

Display: Vi, Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 9

Your fingers grow into long, sooty talons that smoke with an oily fetor. The power grants you a natural

attack (claw) with a base damage of 2d8. You can use this power in conjunction with feats, powers, or spells allowing additional attacks in 1 round. It also can be used with multiple attacks gained through level advancement. Wounds inflicted by *claw of abomination* fester and reopen, causing them to be twice as hard to heal as normal wounds. Reduce all healing applied to these wounds by half. For example, if a creature takes 6 points of damage from the claw, a *cure light wounds* spell that normally would heal 10 points of damage heals only 5 points instead. When a victim has any damage from this power, any healing he or she receives must be applied to that damage first. Damage done by this power to creatures that are under the effects of a *bless* spell may be healed normally.

Claw of the Fiend

Psychometabolism (Str) [Evil]

Level: Psion 4/Psychic Warrior 4

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 7

Your fingers grow into long, dark talons that drip with ichor. The power grants you a natural attack (claw) with a base damage of 2d6. You can use this power in conjunction with feats, powers, or spells allowing additional attacks in 1 round. It also can be used with multiple attacks gained through level advancement. Damage from *claw of the fiend* causes bleeding wounds. The injured creature loses 2 additional hit points each round until the wound is treated (Heal check DC 15) or receives psionic or magical healing.

Claw of the Shadow Demon

Psychometabolism (Str) [Evil]

Level: Psion 6/Psychic Warrior 6

Display: Vi, Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/2 levels (D)

Power Points: 7

The skin on your hand turns black, visible wounds appear in the skin from which blood slowly drips, and your fingers grow into long, dark talons. You can make a natural attack (claw) with these talons, which deal 1d6 points of vile damage, plus your Strength modifier. The talons are only semimaterial, and they bypass most forms of armor to sink into flesh. Your claw attack ignores armor bonuses, shield bonuses, and natural armor bonuses. Force effects provide effective armor or shield bonuses against your claw attack. You can grapple foes normally when using this power.

Ectoplasmic Mist

Metacreativity (Int)

Level: Psion 2

Display: Ma, Ol

Manifestation Time: 1 action round

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

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

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No

Power Points: 3

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

Hellish Mist

Metacreativity (Int) [Fire]

Level: Psion 4

Display: Ma, Ol

Manifestation Time: 1 action round

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

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

Duration: 3 rounds

Saving Throw: Reflex half

Power Resistance: No

Power Points: 7

As *ectoplasmic mist* with one exception: On the manifester's initiative of the 3rd round, the mist becomes unstable and ignites, enveloping anyone in the area of the mist in a hellish white hot flame similar to the *whitefire* power. The flame deals 4d4 points of fire damage +1 point per manifester level (maximum +20). The mist totally dissipates at the end of the 3rd round.

Scream of Death

Psychokinesis (Con) [Evil, Sonic]

Level: Psion 9

Display: Au

Manifestation Time: 1 action

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

Target: One living creature/level and all undead creatures within a 30-ft-radius spread, centered on you

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Power Resistance: Yes

Power Points: 17

You release a terrible scream of negatively charged sonic energy that kills living creatures (except for yourself). Creatures closest to the point of origin are affected first. Creatures who successfully make their initial Fortitude save to avoid death, as well as unattended inanimate objects, still suffer 3d6 points of vile damage, as unseen razor sharp claws rip and tear at them relentlessly, rending large swatches of flesh from living victims.

If the damage caused to an interposing barrier shatters or breaks through it, the sound may continue beyond the barrier if the power's range permits; otherwise, it stops there just as any other power effect

does.

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

Spontaneous Combustion

Psychokinesis (Con)

Level: Psion 4

Display: Au, Vi

Manifestation Time: 1 action

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

Target: One creature per 2 manifester levels, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 7

The target's internal temperature rises rapidly; inflicting 3d6 points of fire damage plus 2 points of temporary Constitution damage. You must have line of sight to a creature for this power to affect them. A successful Fortitude save reduces damage by half.

Multiply Pain

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Display: Me

Manifestation Time: 1 action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

This power causes the subject to believe that any wounds it suffers while this power is in effect are worse than they actually are. This belief is so strong that the sheer mental stress causes the subject to suffer physically, taking an additional 1d6 points of subdual damage for each attack that causes damage. The maximum dice of subdual damage a subject may take in a round cannot exceed 1/2 your manifester level.

Synaptic Shock

Psychometabolism (Str)

Level: Psion 1, Psychic Warrior 1

Display: Vi, Me

Manifestation Time: 1 action

Range: Touch

Target: One living creature

Duration: 1 round/level or until discharged (D)

Saving Throw: Fortitude partial (see text)

Power Resistance: Yes

Power Points: 1

This power shrouds your hand in a shimmering violet radiance that can cause synaptic damage to an opponent. A successful melee touch attack overloads synapses in the target's body, causing 2 points of temporary Constitution damage. If the target succeeds at a Fortitude save, it takes no Constitution damage and instead takes 1d6 points of subdual damage.

Vile Mist

Metacreativity (Int) [Evil]

Level: Psion 3

Display: Ma, Ol

Manifestation Time: 1 action round

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

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

Duration: 10 minutes/level

Saving Throw: Will negates

Power Resistance: No

Power Points: 5

As *ectoplasmic mist*, however the mist glows slightly with a sickly green aura. Anyone in the area takes 1d4 points of vile damage per round (see *Book of Vile Darkness*). The mist does not damage a creature that makes its save, but the creature's vision is still obscured.

Items

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

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

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

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

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Expanding Your Mind

Sixteen New Psychoportation Powers

By Scott Brocius and Mark A. Jindra

Over past few years we have brought you new powers for just about every psionic discipline. However, we realized that we had neglected psychoportation and immediately set out to rectify that situation. So this month we bring you sixteen new psychoportation powers.

Bend Space

Psychoportation (Dex)

Level: Psion 2/Psychic Warrior 2

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 3

You warp space around yourself, possibly deflecting one successful melee or ranged attack that would otherwise strike you. You can manifest this power immediately as a free action, even when it isn't your turn, in response to an attack. You can do this only once per round, as if it were a quickened power.

To deflect the attack, make a manifester level check (1d20+your manifester level, maximum +10). If your manifester level is higher than the opponent's attack roll, the attack misses.

This power does not protect you from effects such as an avalanche or cave-in, or from area spells.

Dimension Slip

Psychoportation (Dex)

Level: Psion 1/Psychic Warrior 1

Display: Vi

Manifestation Time: 1 standard action

Range: See text

Target: You (see text)

Duration: Instantaneous

Power Points: 1

You instantly transfer yourself from your current location to any other spot within 20 feet that you can see directly, though you cannot *dimension slip* through solid objects. You can take up to your medium carrying capacity with you, though you cannot take any living matter more than 20 pounds. After using this power, you can't take any other actions until your next turn.

Dimension Slip, Flash

Psychoportation (Dex)

Level: Psion 2/Psychic Warrior 2

Display: Vi

Manifestation Time: 1 standard action

Range: See text

Target and Area: You and a 10-foot radius burst centered on you; see text.

Duration: Instantaneous

Saving Throw: Reflex negates (see text)

Power Resistance: Yes

Power Points: 3

This power works as *dimension slip* with the additional effect of leaving a bright flash of light behind. Creatures with visual capability within a 10-foot radius of your exit location must make a Reflex save or be blinded for 1d4 rounds.

Dimension Slip, Quick

Psychoportation (Dex)

Level: Psion 2/Psychic Warrior 2

Display: Vi

Manifestation Time: See text

Range: See text

Target: You

Duration: Instantaneous

Power Points: 3

This power works as *dimension slip*, except that it can be used as a move action for the round. Instead of making a move action, you can manifest this power instead. After using this power, you can take a standard action if you have not already done so for the round. Using this power counts against the limitation of one quickened power per round.

Dimensional Rift

Psychoportation (Dex)

Level: Psion 3

Display: Vi, Ma

Manifestation Time: 1 standard action

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

Effect: Reality distortion in a 15-foot radius

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 5

This power causes a distortion in the fabric of reality in a 15-foot radius. Everything in the affected area bends, folds, and stretches, incurring considerable stress. Creatures affected by this power take 5d4 points of damage (Will save for half). Unattended objects also take this damage though hardness applies. Unattended objects in the area may break. Treat the spell as a Large creature with a Strength score of 16 (+7 bonus on attempts to break objects).

Dimensional Rift, Greater

Psychoportation (Dex)

Level: Psion 7
Display: Vi, Ma
Manifestation Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: 25-foot radius
Duration: Instantaneous
Saving Throw: Will half
Power Resistance: Yes
Power Points: 13

As *dimensional rift*, but this causes 15d4 points of damage and affects a 25-foot radius. Treat the spell as a Huge creature with a Strength score of 24 (+15 bonus on attempts to break objects).

Dimensional Rift, Improved

Psychoportation (Dex)
Level: Psion 5
Display: Vi, Ma
Manifestation Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 20-foot radius
Duration: Instantaneous
Saving Throw: Will half
Power Resistance: Yes
Power Points: 9

As *dimensional rift*, but this causes 9d4 points of damage and affects a 20-foot radius. Treat the spell as a Large creature with a Strength score of 20 (+9 bonus on attempts to break objects).

Dimensional Rift, Superior

Psychoportation (Dex)
Level: Psion 9
Display: Vi, Ma
Manifestation Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: 30-foot radius
Duration: Instantaneous
Saving Throw: Will half
Power Resistance: Yes
Power Points: 17

As *dimensional rift*, but this causes 19d4 points of damage and affects a 30-foot radius. Treat the spell as a Huge creature with a Strength score of 28 (+17 bonus on attempts to break objects).

Dimensional Shearing

Psychoportation (Dex)
Level: Psion 4
Display: Vi, Ma
Manifestation Time: 1 standard action

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

Target: 1 object or creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 7

This power causes a distortion in the fabric of reality. Creatures and unattended objects targeted by this power suffer a warping as reality tries to fold and stretch upon itself. Creatures affected by this power suffer 7d6 points of damage (Will save for half). Unattended objects also suffer this damage though hardness rules apply. Objects warped this way are permanently affected, though they can be repaired with the proper skills and tools. Treat the spell as a Large creature with a Strength score of 18 (+8 bonus on attempts to break objects).

Dimensional Shearing, Greater

Psychoportation (Dex)

Level: Psion 8

Display: Vi, Ma

Manifestation Time: 1 standard action

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

Target: 1 object or creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 15

As *dimensional shearing*, but this causes 15d6 points of damage. Treat the spell as a Huge creature with a Strength score of 26 (+16 bonus on attempts to break objects).

Dimensional Shearing, Improved

Psychoportation (Dex)

Level: Psion 6

Display: Vi, Ma

Manifestation Time: 1 standard action

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

Target: 1 object or creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 11

As *dimensional shearing*, but this causes 11d6 points of damage. Treat the spell as a Huge creature with a Strength score of 22 (+14 bonus on attempts to break objects).

Dimensional Shearing, Lesser

Psychoportation (Dex)

Level: Psion 2

Display: Vi, Ma

Manifestation Time: 1 standard action

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

Target: 1 object or creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

As *dimensional shearing*, but this causes 3d6 points of damage. Treat the spell as a Medium creature with a Strength score of 14 (+2 bonus on attempts to break objects).

Forced Dimension Door

Psychoportation (Dex) [Teleportation]

Level: Psion 6

Display: Vi, Au

Manifestation Time: 1 standard action

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

Target: 1 object or creature weighing up to 50 lbs. per level

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

Through means of this power, you attempt to transfer a creature from one location to another. The maximum distance a target can be moved is 100 feet plus 10 feet per manifester level. The psion chooses the direction and distance to send the target when manifesting the power. Attempting to send the target into solid material cancels the power. Creatures suffer a -2 penalty on attack rolls and saves for 1 round due to disorientation from the trip. A Will save cancels the power, and a target under the effect of a *dimensional anchor* is protected from this power as well.

Forced Dimension Slide

Psychoportation (Dex)

Level: Psion 4

Display: Vi, Au

Manifestation Time: 1 standard action

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

Target: 1 object or creature weighing up to 50 lbs. per level.

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

Through means of this power, you transfer an object or creature from one location to another within 25 feet + 5 feet per two manifester levels of its original spot. You must be able to see the starting and ending locations for this power to work. The object cannot pass through solid material through use of a *forced dimension slip*. Attempting to force the target into solid material will cancel the power. Creatures suffer a -2 penalty on attack rolls and saves for 1 round due to disorientation from the trip. A Will save cancels the power, and a target under the effect of a *dimensional anchor* is protected from this power as well.

Forced Dimension Slip

Psychoportation (Dex)

Level: Psion 2

Display: Vi, Au

Manifestation Time: 1 standard action

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

Target: 1 object or creature weighing up to 50 lbs. per level

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

Through means of this power, you transfer an object or creature from one location to another within 20 feet of its original spot. You must see the starting and ending locations for this power to work. The object cannot pass through solid material through use of a *forced dimension slip*. Attempting to force the target into solid material will cancel the power. Creatures suffer a -2 penalty on attack rolls and saving throws for 1 round due to disorientation from the trip. A Will save cancels the power and a target under the effect of a *dimensional anchor* is protected from this power as well.

Forced Teleport

Psychoportation (Dex) [Teleportation]

Level: Psion 8

Display: Vi, Au

Manifestation Time: 1 standard action

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

Target: 1 object or creature weighing up to 50 lbs. per level

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15

Through means of this power, you attempt to transfer a creature from one location to another. The manifester cannot control the distance or direction of the teleport. The subject vanishes and instantly reappears in an open space 1d10 x 1d10 miles in a random direction away from the manifester. If the destination is a solid object, the subject instead appears in an opening as close as possible to the original destination. Creatures suffer a -2 penalty on attack rolls and saves for 1 round due to disorientation from the trip. A Will save cancels the power, and a target under the effect of a *dimensional anchor* is protected from this power as well.

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The Mind's Eye

On the Road Again

By Scott Brocius and Mark A. Jindra

This month's theme is travel, so we came up with few new powers and psionic items, including a cool new arctic cat saddle. To round it all out, we also have an interesting a new mount: the [sand drummer](#).

New Psionic Items

Collar of Communication: The *collar of communication* is actually a set consisting of a crystal, studded leather collar and either a pendant, ring, or circlet of silver, depending on the creator's desire. This paired item, when worn by either a mount or pet and also the owner, provides an empathic link between them. The pair does not function unless the mount or pet wearing the collar has an Intelligence score of 1 or 2. The master and the pet or mount have an empathic link out to a distance of up to one mile. The master cannot see through the pet's or mount's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.



Faint telepathy; ML 1; Craft Universal Item, *lesser mindlink*; Price 3,000 gp.

Saddle of the Arctic Cat: Made from bone, leather, and crystalline strips, the saddle's form is tailored to fit the arctic cat. It includes extended leg braces with straps to help the rider stay on the cat as it races across the landscape. The special property of the saddle lies with the cat itself, however. The saddle is attuned to *dimension slide* when the cat does, allowing the rider to travel with the cat. After the *dimension slide*, the rider can attempt a single attack with a -4 penalty. The rider cannot use an item or manifest, since these actions cannot be performed after the disorientation from the *dimension slide*.

Faint psychoportation; ML 5th; Craft Universal Item, *dimension slide*; Price 21,000 gp.

Saddle of Speed: This is a standard saddle designed to enhance the speed of creature wearing it. It functions just like the Speed of Thought feat. Various levels of saddle exist, with each level representing taking the Speed of Thought feat once. If the saddle wearer has a psionic class, the saddle works just like the feat, and the wearer's actual speed depends on the kind of saddle and reserve power points the wearer has. If the saddle wearer has psionic powers, but no psionic classes, its maximum speed depends on the kind of saddle and the highest level power the wearer has in reserve, as shown below:

Reserve Power Points	Highest Level Reserve Power	Maximum Level Speed
3	1-2	1 (+10 ft.)
5-7	3-4	2 (+20 ft.)

9-11	5-6	3 (+30 ft.)
13-15	7-8	4 (+40 ft.)
17	9	5 (+50 ft.)

In any case, the wearer's speed increase is governed by what the saddle can provide, or the wearer's current reserve, whichever is lower.

Saddle of Speed 1: Faint Psychoportation; ML 3; Craft Universal Item, Speed of Thought; Price 2,000 gp.

Saddle of Speed 2: Moderate Psychoportation; ML 6; Craft Universal Item, Speed of Thought; Price 8,500 gp.

Saddle of Speed 3: Moderate Psychoportation; ML 9; Craft Universal Item, Speed of Thought; Price 18,000 gp.

Saddle of Speed 4: Strong Psychoportation; ML 12; Craft Universal Item, Speed of Thought; Price 32,000 gp.

Saddle of Speed 5: Strong Psychoportation; ML 15; Craft Universal Item, Speed of Thought; Price 50,000 gp.

Collar of Soundness These collars range in materials from plain metals and leather to crystal-encrusted platinum and gold, depending on the creator, but each is designed to do the same thing: provide temporary hit points for their favored mount. Several versions of these exist, depending on the ability of the creator. The temporary hit points can be generated by this item once per day. These temporary hit points do not stack with other sources of temporary hit points, and they last until they are used, dispelled, or replaced by activating the collar again.

Collar of Verve: This collar provides 1 temporary hit point per day. Faint psychometabolism; ML1; Craft Universal Item, *verve*; Price 400 gp.

Collar of Vigor: This collar provides 3 temporary hit points per day. Faint psychometabolism; ML1; Craft Universal Item, *vigor*; Price 800 gp.

Collar of Vim: This collar provides 12 temporary hit points per day. Faint psychometabolism; ML4; Craft Universal Item, *vim*; Price 6,400 gp.

Collar of Vehemence: This collar provides 18 temporary hit points per day. Moderate psychometabolism; ML6; Craft Universal Item, *vehemence*; Price 14,400 gp.

Collar of Vitality: This collar provides 24 temporary hit points per day. Moderate psychometabolism; ML8; Craft Universal Item, *vitality*; Price 25,600 gp.

Collar of Improved Verve: This collar provides 30 temporary hit points per day. Moderate psychometabolism; ML10; Craft Universal Item, *improved verve*; Price 40,000 gp.

Collar of Improved Vigor: This collar provides 36 temporary hit points per day. Strong psychometabolism; ML12; Craft Universal Item, *improved vigor*; Price 57,600 gp.

Collar of Improved Vim: This collar provides 56 temporary hit points per day. Strong psychometabolism; ML14; Craft Universal Item, *improved vim*; Price 78,400 gp.

Collar of Improved Vehemence: This collar provides 80 temporary hit points per day. Strong psychometabolism; ML16; Craft Universal Item, *improved vehemence*; Price 102,400 gp.

Collar of Improved Vitality: This collar provides 96 temporary hit points per day. Strong psychometabolism; ML18; Craft Universal Item, *improved vitality*; Price 129,600 gp.

New Psionic Powers

The following astral tasker powers continue the power chain established in the online article "[Astral Taskers](#)."

Astral Tasker VI

Metacreativity (Int)

Level: Psion 8

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: 15

As *astral tasker I* except you can create one 6th-level astral tasker, 1d3 5th-level astral taskers, or 1d4+1 astral taskers of lower level.

You can imbue a moderate amount of knowledge in a 6th-level astral tasker, thereby granting it the ability to perform tasks as though it has up to two specific Profession or Craft skills. The skills are equal to that of the manifester. You cannot empower a tasker with a skill you do not have. You can empower a tasker with up to 2 skills. For instance, a psion with the Craft (blacksmithing) and Knowledge (religion) skills could create a 6th-level astral tasker with these skills. They might be useful in forging a holy symbol or crafting a weapon favored by a specific clergy.

A 6th-level tasker can be shaped into any configuration that a 5th-level tasker can be shaped into. Additionally it can be shaped to resemble a boat of 15 feet in length and 5 feet in width. Doing so requires a successful Craft (sculpting) check (DC 24). The tasker has 3 sets of automated oars spaced evenly along each side that are capable of a top speed of 20 feet (nautical good). If imbued with the Profession (sailor) of at least 4 ranks, speed increases to 30 feet (nautical good). Part of the tasker shaped like a rudder at the rear of the boat is the means by which the tasker receives its movement commands. The tasker can carry

up to 8 passengers or 2,800 pounds of cargo (350 pounds replaces one passenger).

When crafting a 6th-level tasker, you can also choose to add the *resistance* ability from the Astral Construct Menu A twice, or the *heavy armor* or *buff* ability from the Astral Construct Menu B.

6th-Level Astral Tasker

Large Construct

Hit Dice: 10d10 (85 hp)

Initiative: -2

Speed: 30 ft. (6 squares)*

Armor Class: 12 (-1 size, -2 Dex, +5 natural), touch 7, flat-footed 12

Base Attack/Grapple: +7/+23

Attack: None

Full Attack: None

Space/Reach: 10 ft./5 ft.

Special Attacks: None

Special Qualities: Construct traits, darkvision 60 ft., ectoplasmic form, hardness 20, low-light vision

Saves: Fort +3, Ref +1, Will -2

Abilities: Str 35, Dex 6, Con -- Int --, Wis 1, Cha 1

Challenge Rating: 2

Alignment: Always neutral

Construct Traits: An astral tasker has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Darkvision 60 ft. and low-light vision.

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

***Tasker Movement:** If the tasker has multiple legs, its movement is 50 feet. With wheels, it moves 70 feet. Water oars provide it with a movement of 20 feet (nautical good).

Astral Tasker VII

Metacreativity (Int)

Level: Psion 9

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: 17

As *astral tasker* I except you can create one 7th-level astral tasker, 1d3 6th-level astral taskers, or 1d4+1 astral taskers of lower level.

A 7th-level tasker can be shaped into any configuration that a 6th-level tasker can be shaped into. Additionally it can be shaped to resemble a large boat of 25 feet in length and 10 feet in width. Doing so requires a successful Craft (sculpting) check (DC 26). The tasker has ten sets of automated oars spaced evenly along each side that are capable of a top speed of 15 feet (nautical average). If imbued with the Profession (sailor) of at least 4 ranks, its speed increases to 20 feet (nautical average). It also has a 25-foot-high mast and a sail capable of a speed of wind x 15 feet (nautical poor). The deck of the boat is flat with an area for passengers and storage below deck. Part of the tasker shaped like a ship's wheel near the rear of the boat is the means by which the tasker receives its movement commands. The tasker can carry up to 20 passengers or 7,000 pounds of cargo (350 pounds replaces one passenger). Additionally there is enough flat deck space to accommodate one catapult or two ballistae or light catapults should they be brought aboard.

When crafting a 7th-level tasker, you can also choose to add one of the astral construct abilities afforded to the 6th-level tasker as well as one Astral Construct Menu C ability (excluding *gore*) that is usable 3 times per day.

7th-Level Astral Tasker

Large Construct

Hit Dice: 13d10 (101 hp)

Initiative: -2

Speed: 30 ft. (6 squares)*

Armor Class: 12 (-1 size, -2 Dex, +5 natural), touch 7, flat-footed 12

Base Attack/Grapple: +9/+27

Attack: None

Full Attack: None

Space/Reach: 10 ft./5 ft.

Special Attacks: Special (see spell)

Special Qualities: Construct traits, darkvision 60 ft., ectoplasmic form, hardness 20, low-light vision

Saves: Fort +4, Ref +2, Will -1

Abilities: Str 39, Dex 6, Con -- Int --, Wis 1, Cha 1

Challenge Rating: 3

Alignment: Always neutral

Construct Traits: An astral tasker has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Darkvision 60 ft. and low-light vision.

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

***Tasker Movement:** If the tasker has multiple legs, its movement is 50 feet. With wheels, it moves 70 feet. Water oars provide it with a movement of 15 feet (nautical good), and its

sails provide it with movement of wind x 15.

Crystal Lodge

Metacreativity (Int)

Level: Psion 4, Psychic Warrior 4

Display: Me, Vi

Manifestation Time: 1 action

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

Effect: 20-ft.-square structure, 10 feet high

Duration: 2 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

This power creates a sturdy lodge made of crystallized ectoplasm that pulses with a green inner glow. The floor is level, clean, and dry. The lodge's walls are 20 feet long and its ceiling is 10 feet overhead with a flat roof. Upon manifesting the power, you decide how many doors and shuttered windows the structure has: One door or window may be placed every 10 feet along a side of the lodge. The lodge must have at least one door.

The temperature inside the lodge is 70 degrees Fahrenheit if the exterior temperature is between 0 degrees and 100 degrees Fahrenheit. An exterior temperature below 0 degrees or above 100 degrees lowers or raises (respectively) the interior temperature on a 1-degree-for-1 basis. (Thus if it's -20 degrees outside, it will be 50 degrees inside.) The manifester can alter the amount of light inside the lodge. It can be raised to equal that of a single torch or lowered to that of a faint green glow.

The doors and shutters are secure against intrusion; each is *psionic locked*. In addition, the manifester of the lodge is mentally alerted if a creature of Tiny or larger size touches a door or window of the lodge, as long as the manifester is within one mile of the lodge. Ethereal or astral creatures do not trigger the alert unless they become material while in contact with the door or window. Finally, an *astral tasker I* is created to provide service to you for the duration of the shelter.

The lodge provides considerable security for its occupants. It is as strong as a normal stone building, and it resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege machinery or giants).

The lodge has a hardness of 8 and can sustain 90 points of damage before it collapses. The crystallized ectoplasm cannot be dismissed by the *dismiss ectoplasm* power as normal and instead takes 3d8 damage.

Crystal Lodge: 1 in. thick; hardness 8; hp 90; break DC 35; climb DC 25.

About the Authors

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years. In 1998 he landed a job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly

Mind's Eye feature on the Wizards of the Coast website.

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He's been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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The Mind's Eye

Psionic Potpourri

By Mark A. Jindra and Scott Brocius

Over the course of the past few years, the Mind's Eye has brought you new powers, feats, prestige classes, monsters, and more. But for every new article, a few things get cut or bumped because they don't fit the concept of the article or just haven't been sufficiently tested. So we decided that this month's theme would be a compilation of those psionic odds and ends we had laying around.



Psionic Powers

Psion Powers

1st-Level Psion Powers

Call Armor: Never lack for armor or a shield.
[Psychoportation (Dex)]

Call Item: Never lack for items.
[Psychoportation (Dex)]

Time Skip: Subject moves forward in time to the end of the next round. [Psychoportation (Dex)]

2nd-Level Psion Powers

Minor Action: Warp time to allow you to take 10 on one skill check. [Psychoportation (Dex)]

Skill Knowledge: You gain a +5 competence bonus on a skill check or gain proficiency with a weapon or armor.
[Clairsentience (Wis)]

Temporal Blur: Grants concealment and bonuses on saves against direct magical and psionic effects. [Psychoportation (Dex)]

3rd-Level Psion Powers

Major Action: Warp time to allow you to take 20 on one skill check. [Psychoportation (Dex)]

4th-Level Psion Powers

6th-Level Psion Powers

Combat Transformation: You become a fighting machine -- stronger, tougher, faster, and more skilled in combat.
[Psychometabolism (Str) or Telepathy (Cha)]

7th-Level Psion Powers

Deepsight: As *true seeing*, however you can see into and through solid matter.
[Clairsentience (Wis)]

Psychic Warrior Powers

1st-Level Psychic Warrior Powers

Call Armor: Never lack for armor or a shield.
[Psychoportation (Dex)]

Call Item: Never lack for items.
[Psychoportation (Dex)]

2nd-Level Psychic Warrior Powers

Minor Action: You may take 10 on one skill check. [Psychoportation (Dex)]

Temporal Blur: Grants concealment and bonuses on saves against direct magical and psionic effects. [Psychoportation (Dex)]

Greater Skill Knowledge: You gain a +10 competence bonus on a skill check. [Clairsentience (Wis)]

5th-Level Psion Powers

Temporary Insanity: You reach into a subject's mind and cause it to descend into madness temporarily. [Telepathy (Cha)]

3rd-Level Psychic Warrior Powers

Major Action: Warp time to allow you to take 20 on one skill check. [Psychoportation (Dex)]

Call Armor

Psychoportation (Dex) [Teleportation]

Level: Psion 1/Psychic Warrior 1

Display: Au, Ma

Manifestation Time: 1 standard action

Range: Touch

Effect: 1 unattended item (see text)

Duration: 1 hour/level (see text) (D)

Saving Throw: None

Power Resistance: No

Power Points: 1 (see text)

You call a piece of armor or a shield "from thin air" into your waiting hand. (Actually, it is a real item hailing from some other random location in the multiverse.) You don't have to see or know of the item to call it -- in fact, you can't ever call a specific item. You just specify the type. If the specified armor or shield type is one you can call at your level, it appears. You can use it immediately upon manifesting the power (picking up the shield as part of the action you use to manifest the power), but you must take the time to don any armor you call. If the armor is ever off your body or you relinquish your grip on the shield you called for 2 or more rounds, it automatically returns to wherever it originally came from (for this purpose, you're considered to be wearing armor when you're donning or shedding it).

As your level increases, you can call better and better armor and shields, although the power point cost is also greater.

Level	Armor	Example	PP
1-3	Light/shield*	Chain shirt	1
4-6	Medium/extras**	Breastplate	3
7-9	Heavy	Full plate	7
10-12	+1 enhancement	+1 <i>buckler</i>	11
13-14	+2 enhancement	+2 <i>banded mail</i>	13
15-17	+3 enhancement	+3 <i>large steel shield</i>	15
18-20	+4 enhancement	+4 <i>full plate</i>	17

* All shields from Table 7-6 in the *Player's Handbook* may be called starting at 1st level.

** Armor and shields with extras from Table 7-5 in the *Player's Handbook* (such as shield or armor spikes) may be called starting at 4th level.

Armor and shields with enhancement bonuses are assumed to be psionic, unless you specify otherwise. Armor and shields gained by *call armor* are distinctive due to the low hum they emit.

Call Item

Psychoportation (Dex) [Teleportation]

Level: Psion 1/Psychic Warrior 1

Display: Au, Ma

Manifestation Time: 1 standard action

Range: Touch

Effect: 1 unattended item (see text)

Duration: 1 hour/level (see text) (D)

Saving Throw: None

Power Resistance: No

Power Points: 1 (see text)

You call a piece of nonmagical equipment "from thin air" into your waiting hand. (Actually, it is a real item hailing from some other random location in the multiverse.) You don't have to see or know of the item to call it -- in fact, you can't ever call a specific item. You just specify the type. This power cannot call weapons, armor, psionic items, masterwork items, living creatures, or valuable treasures (see Table 7-8 in the *Player's Handbook* for typical items called by this power). Using called items as spell components causes the spell to fail. If you relinquish your grip on the item you called for 2 or more rounds, it automatically returns to wherever it originally came from.

As your level increases, you can call better and better items, although the power point cost is also greater.

Level	Item Cost	Example	PP
1-3	10 gp	Silk rope	1
4-6	100 gp	Musical instrument	3
7+	1,000 gp	Spyglass	5

Items gained by call item are distinctive due to the low hum they emit.

Combat Transformation

Psychometabolism (Str) or Telepathy (Cha) (Compulsion) [Mind-Affecting]

Level: Psion 6

Display: Vi

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 11

You become a fighting machine -- stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't manifest powers, even from psionic items (nor can you

cast spells, even from magic items).

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose any ability to manifest powers, including your ability to use command thought, use activated, or power trigger psionic items, just as if the powers were not on your class list. You likewise lose the ability to use spell trigger or spell completion magic items. You lose the ability to use psionic attack modes, but can still use defense modes if attacked in psionic combat.

Deepsight

Clairsentience (Wis)

Level: Psion 7

Duration: 10 minutes/level

Power Points: 13

As *true seeing*, but you can see into and through solid matter within 30 feet as though it was transparent. Dense materials limit your vision; you can see through up to 3 feet of stone, 1 foot of common metal, or 1 inch of heavy metals like gold, lead, and platinum.

Greater Skill Knowledge

Clairsentience (Wis)

Level: Psion 4

Duration: 10 minutes/level (see text)

Power Points: 7

As *skill knowledge*, but you gain a +10 competence bonus on a single skill check. Alternatively, you gain proficiency with a single weapon (simple, martial, or exotic) or type of armor (light, medium, heavy, or shield) as if you had the appropriate feat.

Major Action

Psychoportation (Dex) [Time]

Level: Psion 3/Psychic Warrior 3

Power Points: 5

As *minor action*, however you are suspended in time long enough to take 20 on the skill check. You cannot use this power to "take 20" on an opposed check or on any check in which there is a penalty for failure (see Checks Without Rolls in Chapter 4 of the *Player's Handbook*).

Minor Action

Psychoportation (Dex) [Time]

Level: Psion 2/Psychic Warrior 2

Display: Vi (see text)

Manifestation Time: Special

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

This power warps time around you, providing a stable enough temporal environment that you can fully concentrate and may take 10 (if allowed for that skill) on one skill check immediately following the manifestation of this power. Others perceive you as surrounded by a silvery-blue glow for a fraction of a second. Because manifesting this power disrupts time, it is treated as a free action.

Skill Knowledge

Clairsentience (Wis)

Level: Psion 2

Display: Vi

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 3

This power grants you temporary knowledge. You gain a +5 competence bonus on a single skill check of your choice. If you have no ranks in the skill, you are considered trained in the skill for as long as this power lasts.

Alternatively, you gain proficiency with a single weapon (simple or martial) or type of armor (light, medium, heavy, or shield) as if you had the appropriate feat.

Temporal Blur

Psychoportation (Dex) [Time]

Level: Psion 2/Psychic Warrior 2

Display: Vi (see text)

Manifestation Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

The subject is shrouded in a temporal field that bends time slightly, causing the subject to appear a fraction of a second behind actual time. This grants the subject concealment (20% miss chance) and a +2 circumstance bonus on saves against magical and psionic effects targeted at the subject or aimed directly at the subject.

A *see invisibility* or similar effect does not counteract this power, but a *true seeing* or similar effect does. Opponents that cannot see the subject ignore the power's effects (though fighting an unseen opponent carries penalties of its own; see Chapter 8 of the *Player's Handbook*).

Temporary Insanity

Telepathy (Cha) (Compulsion) [Mind-Affecting]

Level: Psion 5

Display: Me

Manifestation Time: 1 standard action

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

Target: One living creature

Duration: 3d4 rounds

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

You reach into a subject's mind, causing it to descend into madness temporarily. If the subject fails a Will save, it suffers the effects of the insanity power for 3d4 rounds. A result of a 1 on the insanity table causes the subject to wander away for the duration of the power's effect. Additionally the subject takes 1 point of temporary Wisdom damage for each round that they are temporarily insane. If its Wisdom drops to 1, it does not suffer any further Wisdom damage. However, it is affected by insanity until its Wisdom score is restored to a value greater than 1, no matter how long this power lasts.

Time Skip

Psychoportation (Dex) [Time]

Level: Psion 1

Display: Vi, Au (see text)

Manifestation Time: 1 standard action

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

Target: Any object or creature whose weight is 600 lb. or less

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

As *time hop* (see the *Psionics Handbook*), but subject reappears at the end of the next round.

Feats

Disciplined Mind [Psionic]

Your mind is more disciplined, allowing greater flexibility in manifesting powers.

Prerequisite: Character level 3rd.

Benefit: The minimum key ability score for manifesting a power is reduced by 2 for all of your nonprimary disciplines. This feat does not grant the ability to manifest a nondiscipline power of a higher level than the highest-level primary discipline power you can manifest. For example, when manifesting a power, the required key ability score is normally 10 plus the power's level; this feat would reduce that to 8 plus the power's level. A psionic character without a primary discipline treats his highest ability score (when this feat is chosen) as his

primary ability for purposes of this feat.

Special: You may take this feat multiple times. Each time you take this feat beyond the first reduces the minimum key ability score required for manifesting a power by 2 for all of your nonprimary disciplines. If a score is reduced to zero through temporary or permanent ability score loss, this feat ceases functioning for that ability and for any discipline associated with that ability score.

Psionic Prodigy [General]

You have an exceptional gift for psionics.

Benefit: For the purposes of determining bonus power points and the saving throw DCs of powers you manifest, treat the key ability score associated with your primary discipline as 2 points higher than its actual value. A psionic character without a primary discipline treats her highest ability score (when this feat is chosen) as her primary ability for purposes of this feat.

Special: You may take this feat as a 1st-level character only. You can take this feat even if you don't have any classes that manifest psionic powers yet. Psionic classes that do not gain bonus power points do not gain any additional power points from this feat.

Note: This feat is the psionic version of Spellcasting Prodigy from the *Forgotten Realms Campaign Setting*, and you should treat it similarly when determining if this feat should be allowed in your game.

Retrograde Chain [Psionic]

You can tap into the memory of forgotten powers.

Prerequisites: Chain Link or Upgrade Power.

Benefit: By using the Chain Link or Upgrade Power feats, you can manifest any power that you have previously "forgotten." Manifestation of a power in this way costs +1 power point on top of its normal cost. Powers forgotten but available through use of this feat do not count as powers that you know or can manifest for the purpose of satisfying requirements of prestige classes, items, or other feats. To manifest the power, you must meet all ability requirements.

Note: This feat requires you to keep track of any "forgotten" powers adding a small amount of extra paperwork. While we normally try to avoid such a thing we feel the benefits far outweigh the extra work.

Upgrade Chain [Psionic]

You can tap into powers of which you have some knowledge.

Prerequisites: Chain Link or Upgrade Power.

Benefit: Once per day you may select a power that is in a power chain that has the Upgrade Power or Chain Link feat applied to it. You do not need to have ever known the power. You need to know at least one other power in the specific chain of the chosen power. The power is considered on your list of known powers for 1 day. The power's level cannot exceed the highest-level power you know minus one. To manifest the power, you must meet all ability requirements. Manifestation of the power costs +2 power points on top of its normal cost.

Special: You may take this feat more than once. Each time you take this feat beyond the first grants you an additional power for the duration.

Note: This feat requires you to keep track of all powers in a chain affected by Chain Link or Upgrade Power so that you can easily choose what power you will be selecting. Chain Link does not automatically allow you to choose any power from your primary discipline; you still need to know at least one other power in the specific chain of the chosen power.

Transdimensional Power [Metapsionic]

You can manifest powers that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the area affected.

Benefit: A transdimensional power has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the area affected. Such creatures include ethereal creatures, creatures that are blinking or shadow walking, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*. Powers affected by this feat no longer affect targets on the Prime Material plane.

You must be able to perceive a creature to specifically target it with a power, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

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

Normal: Only force powers and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any power other than a force effect fails against an incorporeal creature.

More Advanced Construction

Last year we added the [Advanced Construction](#) feat to a psionic character's repertoire. However since that time we have come up with a few more abilities that we think should be added to the feat. Simply add these abilities to the proper menu selections for Advanced Construction.

Lesser Power Storing (Menu A): As the power storing ability, but the psion can store a single, targeted psionic power of up to 1st-level in the astral construct

Power Storing (Menu B): When manifested, the psion can store a single, targeted psionic power of up to 2nd-level in the astral construct. (The power must have a manifestation time of 1 standard action.) The psion can have the astral construct 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 astral construct is empty, and the psion cannot imbed another power in the construct. The psion must maintain a power point reserve equal to the cost to manifest the power, for each construct with this ability, until the power is manifested. If she doesn't, the construct loses the power.

Greater Power Storing (Menu C): As the power storing ability, however the psion can store a single, targeted psionic power of up to 3rd level in the astral construct

Superior Power Storing (Menu D): As the power storing ability, however the psion can store a single, targeted psionic power of up to 4th level in the astral construct

Lesser Metaphysical Construct (Menu A): As the metaphysical construct ability, but the astral construct's body becomes a +1 psionic weapon.

Metaphysical Construct (Menu B): The astral construct's body becomes a +3 psionic weapon. This provides a +3 enhancement bonus on attack and damage rolls made with its slam attacks. While the power is in effect, the construct's body shimmers and arcs with static electricity.

Greater Metaphysical Construct (Menu C): As the metaphysical construct ability, however the astral construct's body becomes a +5 psionic weapon.

About the Author

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. He's been an **RPGA** member for several years and has helped organize and run **RPGA** events for several conventions, including Origins. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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Wyrms of the North

Eldenser, "The Worm Who Hides in Blades"

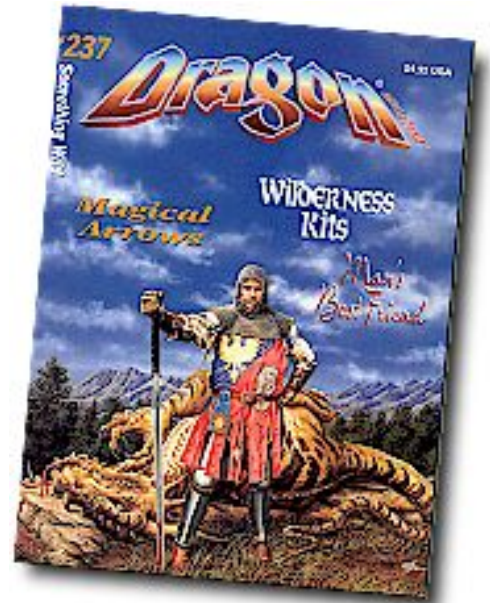
(Dragon Magazine #237)

By Ed Greenwood with supplementary material provided by Sean K Reynolds



This time around, Volo has uncovered one of the most unusual and interesting dragons of the North: Eldenser, the Worm Who Hides in Blades. Whispered of in obscure legends of the North for some six centuries (and described as frail with age even in his earliest mention), Eldenser is an amethyst great wyrm of decrepit, wearywise appearance. Long ago he mastered magic that allows him to leave his withered, wasted body in a secure hideaway (reportedly a crypt in Waterdeep's City of the Dead) and transport his sentience into the blade of any tempered, edged metal weapon.

In this way, Eldenser has cheated death down the ages, preserving his slowly-crumbling form as much as possible by leaving it unused and walled away from air and elements, as he passes from blade to blade, able to see, hear, and speak freely out of the metal -- and all metals in direct contact with a blade he currently inhabits.



Authorities unanimously refer to this dragon as a male, and the few that make mention of his true draconic body say that his wings are little more than tatters hanging between the structural spines, and that his scales are almost white in places, paling with age in the same way that the ancient black dragon of Cormyr became "the Purple Dragon." He is said to have tufted eyebrows and an extensive "beard" of spines on his chin, both white in hue, and to have very wise large eyes whose customary appearance is "twinkling with inner amusement."

In younger days, Eldenser was said to be a solitary wanderer among dragons, who flitted about Faerûn (the Sword Coast North wilderlands in particular) without apparent rhyme or reason, following his own whims. It's now clear that he was enjoying his first love: the observation of all living things, and learning how they appear and "work" in all stages of life. The deep knowledge of this sort that he's acquired down the ages makes him both less proud and more formidable than most dragons -- he knows the causes and effects of deeds and events more than most living beings of Toril.

It's also clear from the historical record that Eldenser tends to avoid other dragons -- but to reveal himself as a wily, enthusiastic, and savage fighter when attacked. Three women of the household of the long-ago nomad lord Tharnor of the North saw Lorrageauth, a black dragon of some reputation, swoop down to attack Eldenser when the Lurker was intruding into Lorrageauth's territory. As Lorrageauth spread his wings to slow and aim himself for a devastating pounce, Eldenser calmly snapped his wings once, rolling to rise sharply under Lorrageauth's right wing -- and the Lurker burst up through it, tearing one of his foe's wings almost right off the wyrm's body, sending the luckless Lorrageauth "cartwheeling across the rocks and sky, to a broken and splintered death against a mountainside some way off to the south."

Eldenser is also said to have snatched up a fishing boat while in full flight from a gigantic red dragon and looped in the air to use the vessel as a crude spear, piercing his foe's eye and slaying him before the racing red wyrm could slow down or duck aside. Most of Eldenser's exploits preserved in Realmslore, however, concern his deeds while lurking in various swords -- such as the time he caused the death of the notoriously cruel and destructive mage Arnaglym of Arrabar by unexpectedly reflecting a *fireball* spell that Arnaglym had cast at Eldenser's wielder, hurling it back at the mage, who stood in a hall with a massive hammerbeam ceiling hung with huge old tinder-dry tapestries -- which became a smothering inferno from which even the fell Arnaglym could not escape.

There are a score of similar surprising tales of astonishing powers bursting from blades that Eldenser is known to be the cause of, and many more that he isn't connected to by present-day bards and sages -- but for which he may in truth be responsible.

It's important to remember that Eldenser fights only when battle can't be avoided readily; he prefers to observe and remain undetected or at least ignored. He likes just to watch silently, and this habit has given him a rich range of experiences and knowledge, from how to cook certain complicated recipes to the configurations of sewers and back alleys in many cities, to where certain treasures lie hidden. It has been said (and repeated by some elder Harpers) that "Eldenser sees much, and never forgets anything from an expression on one face glimpsed in a crowd to the position of gaming pieces on a board seen through a doorway while passing in haste." The Lurker will never do anything as crass as sell such information, but he'll often trade a service for some of it, to get adventurers or others to do something he doesn't want to take a hand in directly -- but wants to watch.

Elminster has corrected many of the suppositions about Eldenser's powers that follow, but he stresses that adventurers shouldn't trust in what is said here; the Lurker's true abilities may be more potent. All of what immediately follows refers to the dragon's powers while he is within a metal object, which is almost always a sword of fine make.

Eldenser knows Common and several human and elven tongues. Eldenser dislikes the "feel" of metal items that have alignments not at least partially neutral, and he won't remain in them for more than a minimally necessary time to bring about a likely transfer to a more suitable home (in other words, until he perceives other metal items near; he never likes to go "drifting blind"). He won't manifest any of his powers or cast any spells when in such a situation except those that are likely to bring about an immediate possibility of transfer. (He might spit out lightning to attract an adventurer's attention, for example, to allow him to move into that adventurer's weapon.)

Eldenser is sometimes called "the Lurker" in the lore of the North because he reveals himself only if he chooses, often spending much time silently observing those who wield him (or rather, the blade he currently inhabits) before speaking to them or exhibiting his powers. About 1277 DR, he told a daring Harper who questioned him about this: "I prefer to watch the strivings of others and act only when I must. From time to time something within me stirs, and I rise up to work my will on Faerûn with vigorous energy . . . but those risings come seldom now; I must be growing old."

The Lurker's relationships with other dragons have been, in the words of the human sage Velsaert of Baldur's Gate (fast becoming recognized as an authority on the history of dragons up and down the Sword Coast), "A parade of friendly hidings -- but ready deadliness." Put into everyday words, that means that Eldenser prefers to conceal himself from other dragons, reacts with calm friendliness if he is discovered -- and is quick and savage in battle if forced to defend himself (or his wielder).

The key to Eldenser's character could be said to be his interest in the rich variety of Faerûn, as it unfolds all around him. He is patient, good-natured, and wise, able to draw on far more experience than most mortal beings, to outwit foes who plan ahead. He can cast prudence aside in an instant if he must, bursting into bold action, but he has no interest into luring or trapping others (though he may manipulate beings to aid his wielder, or merely to observe the result -- particularly if it is likely to reveal the character of someone he's interested in, perhaps as a possible wielder of the blade he's currently inhabiting).

Eldenser is said to be an accomplished mimic and to have a taste for riddles and puzzles. In recent years, he has become increasingly fascinated by love in all its forms, and what it can make beings do.

The Worm Who Hides in Blades is said to be a foe of whoever's pestering him right now -- he doesn't bother pursuing anyone on an ongoing basis, though he'll certainly thwart the Cult of the Dragon whenever he can.

Eldenser's Lair

The Lurker has no known servants, willing or unwilling, but he is thought to enjoy an alliance with the Simbul, Witch-Queen of Aglarond, and possibly with her sisters Syluné and, surprisingly, Dove (who has wielded him from time to time in big battles against Zhentarim, Thayans, or other magically-powerful menaces). He seems to have no true lair but rather a dozen or more inaccessible sea-isle or mountain-heart caverns in which to "stash" his immobile, stasis-ruled body.

For most of the time, this body lies in a crypt in the City of the Dead. The tomb is reachable only by correctly passing through several trapped *portals* that fling the unwary to random destinations (for example, a deep level in Undermountain or the outskirts of ruined Myth Drannor) unless a user utters the correct passwords while traversing them. The crypt is rumored to contain wardmists or similar protective magical barriers, including helmed horrors or similar automaton guardians, but no precise details of such defenses are available.

Eldenser's Domain

Inside blades, Eldenser roams all of Faerûn, considering none of it his "territory" but all of it his to traverse. He ignores nearby dragons of any breed -- unless they discover him, whereupon he cheerfully defies any attempts to establish authority over him (or anyone wielding the blade he currently inhabits). Eldenser usually has little interest in slaying other dragons of any sort, but he dislikes fleeing from them. He prefers to best other dragons or outwit them and then leave at his leisure, rather than allowing them to consider themselves victorious over him.

The Deeds of Eldenser

The favorite prey of the Lurker is a great cat of any sort, though he usually feeds on cattle, and even derives nutrients from any gore he spills while inhabiting a blade. He is said to enjoy good wine and sharp cheeses as well.

It's not known if Eldenser has ever mated with another dragon. He is known to have accompanied several human females -- and at least one elven lady -- for most of their lives, and to have formed friendships with heroic individuals of both genders and most intelligent races. At heart, though, he seems that rarest of

things, even among dragons: a contented loner.

Eldenser spends his days in three pursuits: observing the beauties of Faerûn and the entertaining strivings of its inhabitants (half-elves, humans, and elves in particular), trying to influence events in the same way that rulers and archmages do, and to follow Ossavitor's Way to fruition.

Ossavitor was -- or is (it is now either dead or dwelling on another plane) -- a dragon of forgotten breed, who achieved something very important to all dragonkind some 20,000 years ago: his Way, or magical process for achieving immortality.

Humans are warned that betrayal of any knowledge of this process (even mentioning its name in "confidential" inquiries at Candlekeep, for example) will attract the attention of both the Cult of the Dragon (who are anxious to eliminate rivals in their bid to influence dragons into achieving dracolichdom) and powerful dragons of all sorts.

Ossavitor's Way is a long, exacting, and difficult process, the details of which remain secret to this writer (in other words, Volo couldn't discover anything more about it, and Elminster refused to). Khelben "Blackstaff" Arunsun, the Lord Mage of Waterdeep (and presumably certain other powerful mages of his acquaintance, such as his consort Laeral and perhaps others of the Chosen of Mystra) has the entire process somewhere in one of his hidden libraries. Ambitious adventurers should take note that dragons -- after a long and increasingly impressive death-toll mounted alarmingly -- long ago gave up any hope of getting the secrets of Ossavitor from the Blackstaff.

What I have learned thus far is the end result of the process, and certain of its ingredients. The end result is practical immortality: It gives the dragon's sentience three bodies to inhabit (the unused two are in stasis, and typically hidden away in remote mountain caverns, buried under sand in the hearts of such vast deserts as the Plains of Purple Dust in Raurin, and so on), and allows the dragon to select the size and "age" of these bodies. The dragon retains its spell resistance and spells regardless of the apparent age of its form, but its size, Hit Dice, breath weapon, and the like vary with the age chosen. All of these newly created bodies are vigorous and have fast healing 3. How the dragon's sentience can move from one body to another also remains a mystery as of this writing, but the written evidence suggests that this can be done as often as desired, and with ease.

The process itself has been the hardest thing to unearth. I suspect that dragons or their agents, and folk of the Cult of the Dragon, have set about stealing or destroying as many references to the Way as possible. I'm confident that it involves gathering many draconic components, including the talon of a topaz dragon, a scale from a silver, some blood from a bronze, and so on. (Note: This confidence is Volo's, but Elminster did not correct this statement.)

Eldenser can be presumed to know (or to believe he knows) the entire Way, and to be pursuing the collection of components in a patient, almost leisurely manner. Certainly he has often influenced individuals who are wielding a blade he is part of to attack and slay dragons -- and if they are successful, to sever certain of their body parts which vanish at the blade's touch (presumably teleported away by a magic launched by Eldenser, to some secret hiding place).

Eldenser: Male great wyrm amethyst dragon; CR 25; Gargantuan dragon (earth); HD 39d12+234; hp 487; Init +2; Spd 40 ft., burrow 20 ft., fly 200 ft. (clumsy); AC 50, touch 8, flat-footed 48; Atk +46 melee (4d6+12, bite) and +41 melee (2d8+6, 2 claws) and +41 melee (2d6+6, 2 wings) and +41 melee (2d8+18, tail slap); Face/Reach 20 ft. by 40 ft./15 ft.; SA *amethyst telekinesis*, breath weapon (120-ft. line of concussive force), crush 4d6+18, *explosive gem* 13d6, frightful presence, psionic combat modes (all attack modes/all defense modes), *psionics*, tail sweep 2d6+18; SQ blindsight 360 ft., darkvision 1,200 ft., DR 20/+3, fire resistance 30, force resistant, low-light vision, planar travel, PR 31, psionic power points 170; AL N; SV Fort +27, Ref +23, Will +26; Str 35, Dex 15, Con 23, Int 24, Wis 21, Cha 22.

Skills and Feats: Bluff +48, Concentration +48, Diplomacy +49, Escape Artist +21, Hide -11, Intimidate +10, Knowledge (geography) +49, Knowledge (history -- the North) +49, Knowledge (local -- the North) +49, Knowledge (nature) +47, Knowledge (nobility and royalty) +37, Knowledge (psionics) +49, Listen +47, Psicraft +49, Search +49, Spot +47; Extend Power, Flyby Attack, Inertial Armor, Persistent Power, Power Attack, Power Penetration, Psionic Weapon, Quicken Power, Snatch, Wingover.

Amethyst Telekinesis (Sp): Once per day, Eldenser can use a *telekinesis* effect. With this ability, he can lift up to 10 tons (200,000 pounds), or hurl a creature against another object. The impact deals 20d6 points of damage to a Large creature, 15d6 to a Medium-size one, 10d6 to a Small one, 5d6 to a Tiny one, or 1d6 to a Diminutive or Fine creature.

Breath Weapon (Su): Once every 1d4 rounds, Eldenser can breathe a 120-foot line of concussive force. Each creature in the affected area takes 24d8 points of damage (Reflex DC 35 half). He may choose to deal an equal amount of subdual damage instead of normal damage.

Crush: When flying or jumping, Eldenser can land on Medium-size or smaller opponents as a standard action, using his whole body to crush them. A crush attack affects as many creatures as can fit under his body. Each creature in the affected area must succeed at a Reflex save (DC 35) or be pinned, automatically taking 4d6+18 points of bludgeoning damage. Thereafter, if Eldenser chooses to maintain the pin, treat it as a normal grapple attack (grapple bonus +63). While pinned, the opponent takes 4d6+18 points of bludgeoning damage each round.

Explosive Gem (Sp): Once per day, Eldenser can spit a crystalline violet lozenge up to 75 feet away with pinpoint accuracy. The gem explodes on impact, dealing 13d6 points of impact damage to every creature in a 20-foot radius (Reflex DC 29 half).

Frightful Presence (Su): This ability takes effect automatically when Eldenser attacks, charges, or flies overhead. It affects only opponents with 38 or fewer Hit Dice or levels. Each affected creature must make a successful Will save (DC 35) or become shaken for 4d6 rounds (if it has 5 or more Hit Dice) or panicked for 4d6 rounds (if it has 4 or fewer Hit Dice or levels). Success indicates that the target is immune to Eldenser's frightful presence for one day.

Psionics (Sp): 3/day -- *stomp*; 1/day -- *invisibility*, *body equilibrium*, *suggestion*.

Tail Sweep: Eldenser can sweep with his tail as a standard action. The sweep affects Small and smaller creatures within a 30-foot-diameter half-circle centered on the dragon's rear. Each affected creature that fails a Reflex save (DC 35) takes 2d6+18 points of bludgeoning damage; a successful

save halves the damage.

Blindsight (Ex): Eldenser can ascertain his surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). This ability enables him to discern objects and creatures within a range of 360 feet. He usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Force Resistant (Ex): Eldenser gains a +4 saving throw bonus against force-based psionic powers, spells, or effects.

Low-Light Vison (Ex): Eldenser can see four times as well as a human in low-light conditions and twice as well in normal light.

Planar Travel (Su): Eldenser has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Psionic Abilities (Sp): Eldenser uses psionics as a 17th-level psion (savant). He knows the following powers (8/5/5/4/4/4/3/3/2; save DC 1d20 + key ability score + power level): 0 -- *control shadow, daze, detect psionics, far hand, missive, my light, talons, verve*; 1 -- *biocurrent, charm person, conceal thoughts, lesser body adjustment, minor creation*; 2 -- *aversion, body adjustment, detect thoughts, invisibility, sever the tie*; 3 -- *charm monster, control sound, improved biofeedback, mindlink*; 4 -- *amplified invisibility, dimension door, dissolving touch, psychofeedback*; 5 -- *energy barrier, matter rearrangement, mind probe, steelsteal* (see below); 6 -- *breath of the dragon, bright and deadly ring* (see below), *disintegrate*; 7 -- *energy conversion, power turning, sequester*; 8 -- *matter manipulation, shadow body*.

Eldenser's Fate

Though his pursuit of Ossavitor's Way can be described fairly as leisurely and almost unconcerned, with a high value placed on enjoying the full range of experiences Faerûn has to offer a patient observer, it seems likely Eldenser will achieve the near-immortality of the Way. He has been working on it for so long and taking such care over the details that (in Elminster's estimation, at least) he's only a last grace note or crowning touch away from being able to enact the Way.

It's possible that Eldenser has achieved this state already and is simply reluctant to leave his present lifestyle. Perhaps he is trying to craft or discover psionics that will enable him to inhabit blades and travel between them and his three new bodies as freely as he does presently between his old, original body and the various weapons of which he has been a part. It is certain that he has spent a lot of time in and around Candlekeep and the Herald's Holdfast in recent years -- after having scoured both places centuries earlier for all references to the Way.

Against this rosy likelihood of success must be placed Eldenser's often dangerous lifestyle. More than most dragons, he places himself at risk often, and for extended periods of time. Only the gods can decide if ill fortune will find him before he enacts the Way -- and that brings to mind Volo's last note about the Worm Who Hides in Blades: There are many and persistent, but admittedly entirely unsubstantiated, rumors as to Eldenser being an ally or servant of this or that Faerûnian deity.

Elminster only smiled and shook his head when he read those lines, refusing to confirm or deny the truth of this. Instead, he pointed silently to Volo's very last words: "Bears watching. Keep an eye on this one -- if possible."

Eldenser's Magic

The Lurker is thought to have learned and practiced many rare and strange spells. He has all of the psionic abilities of an amethyst great wyrm, but his precise mind-powers remain mysterious; Elminster believes that one of Eldenser's achievements is the ability to duplicate the effects of certain high-level powers he can unleash once per day, costing hit points instead of power points.

Two of Eldenser's abilities in particular are sought by other dragons (and by ambitious mages of Thay and the Cult of the Dragon), and these follow. (The descriptions of these powers are drawn from the notes in books of Khelben "Blackstaff" Arunsun, who apparently received them from Eldenser long ago in trade for magic.)

Bright and Deadly Ring

Metacreativity (Int) [Force]

Level: Psion 6 /Psychic Warrior 6

Display: Au, Vi

Manifestation Time: 1 action

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

Target: 1 object or willing creature

Duration: 1 minute/level or until discharged (D)

Power Resistance: Yes

Saving Throw: None

Power Points: 11

You create a ring of glowing blue-white energy around the target resembling *faerie fire*, which provides light equal to a candle. The ring extends 5 feet horizontally from the target. The ring moves with the target and does not interfere with its motion or abilities. The ring can be programmed with one of two effects:

Complete discharge: The next enemy of the target that touches the ring discharges it, unleashing a pulse of force at the enemy that deals 11d6 points of force damage. This ends the power immediately.

Staggered discharge: As above, except each time the ring is touched by an enemy, it releases only a portion of its energy chosen by you (such as 3d6, 2d6, 1d6, and so on). The ring remains until it has released 11d6 dice of damage, at which point the power ends.

Steelsteal

Psychoportation (Dex)

Level: Psion 5

Display: None

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level or until you return to your body (D) (see text)

Power Points: 9

You free your spirit from your body, allowing you to travel as an incorporeal creature and inhabit metallic blades (such as daggers, swords, and so on). While incorporeal, you cannot make attacks or use any abilities, but you can fly at speed 30 (perfect). You do not carry any equipment with you but gain a deflection bonus to AC equal to your Charisma bonus. You can remain incorporeal for up to 3 rounds in succession, after which the power ends and your spirit returns to its body. When incorporeal, you are affected by spells and powers that ward or harm such disembodied spirits or possession attempts, such as *magic circle against evil*, which prevents you from entering or attempting to possess any blade within the area.

While incorporeal, you can overlap a metallic blade with your incorporeal form and enter it fully. While "possessing" the blade in this manner, you can see, hear, and feel as well as a normal human. You can speak and use any powers or abilities you have that don't require somatic or material components (therefore psionic abilities function normally). You cannot move the blade unless you have magic or psionics that allow you to move objects (such as *far hand*, *skate*, or *telekinesis*). You can remain within a blade indefinitely, subject to the duration of the power. As a standard action you can vacate the blade and become incorporeal again, or transfer directly between two blades in physical contact at the time. A blade possessed by you can bypass damage reduction as if it had a +2 enhancement bonus, but it does not gain any bonuses to hit or damage. Damaging the blade causes you no harm, and destroying it merely returns you to your incorporeal form. At any time you can end the power as a standard action and immediately return to your body.

If you attempt to possess an intelligent blade, the blade resists and you must attempt a Will saving throw (DC = item's ego). Success means you possess the blade and can use its abilities in addition to your own (so if the weapon could *teleport* once per day, you could activate that ability and teleport yourself and the blade to your choice of locations). Failure means you possess the blade but cannot use its abilities or any of your own (you are essentially a passenger), although you can still leave the blade normally.

Your body remains behind, unconscious. Effects on your body (such as poison, disease, and so on) continue while you are away, and because your body is still alive, it still needs air, water, and food. If your body is killed, you die.

About the Authors

Ed Greenwood lives in a house surrounded by woods that aren't infested with mosquitoes only when they're choked with chest-deep snow. He loves to look out windows at green growing things and the many flowers his wife Jenny coaxes into splendor -- but actually prefers flickering computer screens where he can bring new corners of the Realms to life.

Sean K Reynolds can usually be found working on his laptop while his girlfriend Willow tends her balcony flowerboxes, which most recently gained a host of ladybugs as guests. The sight of the hundred spotted red insects inspired him to create the game stats for a monstrous ladybug familiar. Find it and other game material at <http://www.seankreynolds.com>.

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Wyrms of the North

Malaeragoth, "The Dragon Unseen"

(Dragon Magazine #246)

By Ed Greenwood with supplementary material provided by Sean K Reynolds



*Somewhere east of Waterdeep
lurks The Dragon Unseen.
Silent now his claws they creep
Rending all; Bodies fall,
Watched by eyes of green
Orbs of patient death,
Sleepless they gleam
Above slaying breath
And jaws of thunder;
Smashing foes under
To further a bloody dream.*

Many have chanted those grim lines over a kindling fire in the Sword Coast North, because doing so is supposed to ward off beasts that see the blaze from afar. Most minstrels think "The Dragon Unseen" is no more than an impressive warning phrase, a clever bardic creation . . . but bards -- and all too many corpses -- have found the truth to be very different.



Malaeragoth the Unseen is a wily male sapphire dragon -- "very old" as humans measure the years of dragons -- who is rarely seen outside his lair. He lurks in its depths, devouring creatures of the Underdark (drow warbands, for example) who endlessly blunder into the caverns he calls home. He plots as he paces in the darkness, scheming out how -- without ever leaving his caverns -- he can achieve covert control over the pitiful but potentially dangerous human organization known as the Cult of the Dragon.

Once Malaeragoth served the wizard Uvalkhur the Undaunted as an occasional steed. It was a partnership he enjoyed, for he never ventured out into the sunlit skies of the surface world unless he had Uvalkhur on his back. The sardonic young wizard was an expert guide who didn't mind taking detours to show his curious aerial steed scorching deserts or frigid wastes.

Uvalkhur was the son of a rich Sembian merchant, much enmeshed in the intrigues of the wealthy merchants of that land. As his enemies grew, his need for swift journeys grew with it, and he called on Malaeragoth often. He didn't seem to mind that the dragon beneath him took close and persistent interest in spellbooks and the occasional magic Uvalkhur unleashed.

Over the years, Malaeragoth learned a little about spells, a little more about the use and handling of magic items, and much about Sembian politics and the players in its frenetic and rather dirty games, which Uvalkhur especially hated. The Cult of the Dragon, for instance, were forever hounding young wizards to join the Cult or at least to lend it magical assistance . . . or else face the "righteous and justified wrath" of the Followers of the Scaly Way. Regardless of a wizardling's reaction, they spread the word that he or she was now a loyal Cult member, and all Cultists could call on the wizardling for aid or sponsorship -- and any

refusal would make the wizardling subject to Cult justice.

It's expensive to be a wizard in Sembia. Well, it's expensive to be just about anyone in Sembia, but the training and components involved in spellcasting restrict wizardry to the very wealthy or the duly accomplished. That meant most of the rising wizards were young nobles (that is, the sons of established wealthy merchant families).

The Cult of the Dragon, on the other hand, was largely composed of ambitious non-nobles; clawing at every wizard in sight was a good way of weakening the influence of the nobility and increasing the reputation of the Cult. It was also a good way to make enemies -- but if your foes fear you, you can often force them to react in certain ways, giving you a measure of control over them. And as Uvalkhur put it, "the Sembian Cultists love every measure of control they can squeeze out of Faerûn around them."

There came a summer morning when Uvalkhur, no longer young, was attacked in his manor house in northern Sembia by bold Cultists bent on plunder and punishment. The battle that followed brought death to many, but after the Undaunted had been hacked apart on his best carpet at the heart of his spell-chambers, enough Cultists remained alive to shout victorious triumph to the skies and loot all the magic items and spellbooks they could find.

Unfortunately for their continued health, they lingered too long over intricate sliding panels and the wine bottles in the ambries behind some of them, thinking that Uvalkhur's last cries had been vain entreaties and not a summons to the only ally he could call. When Malaeragoth plunged down out of the sky, he saw at once what had happened and tore what was left of the manor apart as a child tears open the wrappings of a gift to reach the Cultists within.

What he left of the ruined manor house still stands, overgrown by its orchards, northwest of Saerb. Its riven walls have been further despoiled over the years by scavengers in search of magic, but phantom wizards and leucrotta have kept casual explorers away. Not much is left for even the most diligent seeker to find, anyway; Malaeragoth bore away from House Undaunted chests of potions and books, a cabinet full of scrolls, all the items from which he'd recalled seeing Uvalkhur unleash magic . . . and a powerful hatred of the Cult of the Dragon.

The rest of that summer, the sapphire wyrm indulged his rage, hunting down Cultists across Sembia to avenge his sometime master. That ended one autumn night when he was burned and blasted by the frantic spells of three Cult wizards working together. Their magic sent him rolling into a pond, his lashing tail inadvertently flicking barrels of oil into fires ignited in battle. The explosion that followed tore apart the Cult stronghold he'd attacked, sent smoke rising to the stars, and hurled two of his wizard foes to their deaths, broken on the stones of the walled manor where they'd made their stand. None saw the wounded dragon crawl out of the pond and up a rocky slope.

The journey back to his lair was long and painful, and Malaeragoth vowed he'd never stand against wizards in open battle again. As he lay healing and trying to master magic in the dark caverns of his lair, he used Uvalkhur's scrying mirror to watch Cult members and their doings, and he vowed revenge upon them all. Yet his wounds were great, and they kept him idle in the dark for months. Nor did the learning of magic go swiftly, though he found that he understood magic and could divine ways to reshape it to his bidding. It occurred to him, as he lay upon his bed of coins, that he was the very thing diligent Cultists went seeking. To draw them to him was too risky; he'd be inviting a battle into his home and abandoning all safety and privacy forever. Perhaps he could act as the senior Cultists did, issuing orders and sending one group of agents to spy on another. . . .

Malaeragoth set about trying to manipulate the Cult into serving him, and he found that it worked. At first he merely sent them to a variety of fiendish traps for his own amusement. Later he realized that the surviving Cultists could do useful things for him such as carrying out tasks a dragon couldn't and sparing him the danger of long travel away from his lair. His early attempts proved so successful that the Unseen Dragon set to work in earnest on learning impersonations, mind-reading and mind-controlling spells, and the workings of human society (and the desires and characters of humans) in the North. Thus he trained to control Cult members without their being aware of his manipulation. He succeeded with ridiculous ease. Almost disbelieving, he set additional schemes in motion and watched them succeed. Cult members were indeed too chaotic for words.

As he set to work to master magic, Malaeragoth found himself with two pastimes: reshaping his lair and manipulating the Cult. Over the years since, he has largely altered his lair to the way he wants it. Influencing the Cult has progressed to the point where he can see his way clear to controlling it eventually.

Nowadays, Malaeragoth prides himself on leaving no hints to his identity when he destroys Cult members, and on wiping out all tracing spells that might find him by means of the treasure he seizes. Cult members are only now aware that someone or something that does not like them is at work in an area roughly bounded by Scornubel to the Shining Falls, and the Lonely Moor to Uluvin -- but as yet none of them knows it is a dragon.

Malaeragoth takes an almost childlike glee in misleading Cultists as to his true nature and in deftly increasing his influence over them; covertly achieving control of the Cult has become his great passion and entertainment.

More often whispered of in the Underdark than on the surface of Faerûn, Malaeragoth takes delight not in an impressive reputation (as most wyrms do) but in remaining hidden and unknown, truly Unseen. He avoids even the company of his own kind and hides to avoid unnecessary contact. He has a natural aptitude for and grasp of magic, and he knows the general topography of Faerûn from aloft. He is otherwise ignorant of much lore, and his scrying of surface society is almost entirely concerned with the intrigues of Sembia and the activities of the Cult of the Dragon.

Malaeragoth is itching to make use of his knowledge of the Realm of Rolling Coins by means of investments, but he lacks an agent he can trust and doesn't want to spend time away from his caverns -- though he can assume the shape and manners of Sembian merchants with uncanny accuracy, should he be moved to do so. When adventuring bands or exploring dragons come seeking him, he often successfully masquerades as a lost, wandering human in need of their aid -- until the right moment to attack with his full draconic form and powers.

Watching and scheming consume his days. Through years spent in this way, Malaeragoth has developed patience and a sense of humor. The hot rising springs that run through his lair slake his thirst, and he dines on creatures of the Underdark who intrude on his lair, flocks of wildfowl who alight to sleep on the High Moor (scrying them, he swoops on them by night, awakening them and gulping huge numbers in the air as they flutter aloft in a huge mass), and the creatures produced by eight captive deepspawn that he keeps walled away in a network of mushroom-bedizened caverns that he opens only to enter and feed.

Malaeragoth's Lair

The Unseen dwells in a huge network of caverns beneath the Graypeak Mountains. Some of these subterranean chambers are natural and bring hot and foaming streams up from the depths to join the River Shining. Others are the halls and passages of a long-abandoned dwarven delve, its short and narrow ways blasted to larger tunnels by the spells of the Unseen. Traps and chasms are commonplace, and once-rough walls have been scoured and worn smooth by the passing bulk of the dragon who now rules here, stretching often like a gigantic and restless scaled cat but seldom emerging into the world beyond what he calls his "Realm of Stone and Shadow."

Malaeragoth keeps several "arms," which are dead-end strings of caverns walled off with huge rocks, for special purposes. One such arm is flooded and holds reserve water. Another is lit by the endless, silent flashes of many gems: the much-prized beljurils. Scrying mirrors drift slowly along the passages of the Realm of Stone and Shadow, like upright oval stone shields, their soft green-white surfaces flickering. Malaeragoth uses them to spy on the world outside, regularly scanning the lands around his lair, but bending the major part of his attention upon distant Sembia and the deeds of the Cult of the Dragon, wherever he detects or follows them.

Skeletons and zombies fetch and carry at Malaeragoth's bidding. If his lair is attacked by large groups of beings, he'll direct these undead to roll waiting, massed crushing boulders down on invaders in particular shafts or areas. The undead are otherwise walled away in unlit side-caverns to keep them out of the way of the Unseen Dragon's slow pacings. He enjoys solitude and taking slow walks through the caverns worn smooth by years of his passage, as he murmurs thoughts, comments, and unfolding schemes aloud (although he'll never do so when he knows guests are anywhere in his lair) and watches a scrying mirror that's drifting along with him.

Malaeragoth has no other servitors or allies, although he sometimes poses as this or that human and uses his scrying mirror to seek advice from various distant surface folk (or to manipulate them with offers of deals or the real or false news he imparts).

Malaeragoth's Domain

Save for his extensive lair "realm," Malaeragoth claims and patrols no territory but considers himself free to travel at will around surface Faerûn. He won't hesitate to fight if he encounters anyone barring or disputing his way on his rare forays out "under the sun." He does keep watch over the approaches to his lair, both on the surface and in the Underdark, having developed an intense dislike of surprise guests and visitations.

The Deeds of Malaeragoth

Malaeragoth eats and drinks as he sees the need, but takes no delight in devouring or hunting. He hates no dragons or anyone beyond Cult members, but he feels no need to take a mate or maintain friendships with dragons or other beings.

The dealings of merchants fascinate Malaeragoth, and he never tires of observing them. He hungers to take an ever-greater hand in secretly "steering" events in whatever direction he desires. First, make the Cult of the Dragon his unwitting puppets, then begin to manipulate factions and individuals -- everyone except priests and wizards who might well detect him -- in realms everywhere across Faerûn. . . .

Malaeragoth: Male very old sapphire dragon Wiz 5; CR 24; Huge dragon (earth); HD 29d12+174 plus 5d4+30; hp 404; Init +5; Spd 40 ft., burrow 5 ft., swim 10 ft., fly 150 ft. (poor); AC 43, touch 13, flat-footed 38; Atk +39 melee (2d8+10, bite) and +34 melee (2d6+5, 2 claws) and +34 melee (1d8+5, 2 wings) and +34 melee (2d6+15, tail slap); Face/Reach 10 ft. by 20 ft./10 ft.; SA breath weapon (50-ft. cone of sonic energy), crush, frightful presence, 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*), *psionics*; SQ blindsight 270 ft., DR 15/+2, fire resistance 30, immunities (electricity, paralysis, sleep), low-light vision, planar travel, power resistance 25, psionic power points 101, spider climb; AL LN; SV Fort +25, Ref +24, Will +27; Str 31, Dex 20, Con 23, Int 22, Wis 23, Cha 22.

Skills and Feats: Appraise +12, Bluff +38, Climb +26, Concentration +38, Diplomacy +39, Disguise +16, Gather Information +14, Heal +9, Hide -3, Intimidate +16, Intuit Direction +15, Knowledge (arcana) +21, Knowledge (geography -- the North) +16, Knowledge (local -- Sembia) +10, Knowledge (local -- the North) +20, Listen +22, Scry +31, Search +21, Sense Motive +14, Spellcraft +19, Spot +22, Swim +18, Wilderness Lore +9; Combat Manifestation, Craft Wand, Inertial Armor, Iron Will, Mind Trap, Power Attack, Psionic Metabolism, Psychic Bastion, Quicken Spell-Like Ability, Rapid Metabolism, Scribe Scroll, Sunder.

Breath Weapon (Su): Once every 1d4 rounds, Malaeragoth can breathe a 50-foot cone of sonic energy that deals 18d4 points of sonic damage to every creature in the area (Reflex DC 30 half). Each creature within the cone must also make a Fortitude save (DC 30) or be deafened for 1d4 rounds.

Crush (Ex): When flying or jumping, Malaeragoth can land on Small or smaller creatures as a standard action, using his whole body to crush them. A crush attack affects as many creatures as can fit under Malaeragoth's body. Each creature in the affected area must succeed at a Reflex save (DC 30) or be pinned, automatically taking 2d8+15 points of bludgeoning damage. Thereafter, if Malaeragoth chooses to maintain the pin (grapple bonus +47), treat it as a normal grapple attack. While pinned, the opponent takes crush damage each round.

Frightful Presence (Ex): This ability takes effect automatically when Malaeragoth attacks, charges, or flies overhead. It affects only opponents with 28 or fewer Hit Dice or levels within a radius of 270 feet. Each affected creature must make a successful Will save (DC 30) to resist the effect. On a failure, a creature with 5 or more Hit Dice or levels becomes shaken for 4d6 rounds, and a creature with 4 or fewer Hit Dice or levels becomes panicked for 4d6 rounds. Success indicates that the target is immune to Malaeragoth's frightful presence for one day.

Psionics (Sp): Always active -- *sense psychoportation*; 2/day -- *skate, stone shape*; 1/day -- *teleport*.

Psionic Powers (8/5/4/4/3/3/2; as 13th-level psion [nomad]; save DC 1d20 + power level + key ability modifier): 0 -- *burst, control shadow, daze, far hand, missive, my light, telempathic projection, verve*; 1st -- *charm person, combat precognition, conceal thoughts, feather fall, lesser body adjustment*; 2nd -- *clairaudience/clairvoyance, detect thoughts, invisibility, psionic lock*; 3rd -- *dimension slide, lesser domination, remote viewing, time hop*; 4th -- *detect remote viewing, dimensional anchor, polymorph self*; 5th -- *mind probe, sending, teleport*; 6th -- *null psionics field, trace teleport*.

Blindsight (Ex): Malaeragoth can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) to a range of 270 feet. Invisibility and darkness are irrelevant, though he still can't discern ethereal beings. He usually does not need to make Spot or Listen checks to notice creatures within range of his blindsight ability.

Low-Light Vision: Malaeragoth can see four times as well as a human in low-light conditions and twice as well in normal light.

Planar Travel (Su): Malaeragoth has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Spider Climb (Ex): Malaeragoth can climb on stone surfaces as though using the *spider climb* spell. This ability is always active.

Wizard Spells Prepared (4/5/4/2; save DC 16 + spell level): 0 -- *detect magic, ghost sound, light, mage hand*; 1st -- *burning hands, endure elements, expeditious retreat, silent image, true strike*; 2nd -- *blur, cat's grace, darkvision, invisibility*; 3rd -- *dispel magic, tongues*.

Spellbook: 0 -- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st -- *burning hands, endure elements, expeditious retreat, magic missile, silent image, sleep, Tenser's floating disk, true strike, unseen servant*; 2nd -- *blur, cat's grace, darkvision, endurance, invisibility, Melf's acid arrow, resist elements, web*; 3rd -- *ball of fangs, breath barb, dispel magic, fireball, gaseous form, halt undead, sapphire psionic shield, tongues*.

Malaeragoth's Fate

The Unseen Dragon is playing a dangerous game. His continued success depends on his existence remaining unsuspected, or at least his whereabouts and identity staying unknown. As Elminster observes, "No one -- gods or mortals -- can remain hidden forever." The Old Mage suspects that Malaeragoth of the Realm of Stone and Shadow will come to a violent doom when his meddlings go too far, or when they touch the wrong being. Most of the Chosen know of his existence, and Elminster suspects at least one Red Wizard is watching over the Unseen Dragon in much the same way as Malaeragoth watches over the strivings and intrigues of Sembia and the Cult.

The massed Cult of the Dragon, should it bring all of its force to bear in concert -- and avoid most of the traps of the dragon's realm -- should alone destroy Malaeragoth. On the other hand, Elminster observed in dry tones, it might well take the direct power and guidance of a god to make all the Cult do anything together.

Malaeragoth's Magic

Some of the wands that the Unseen Dragon salvaged from House Undaunted are rare and powerful "acid-hurling death wands," as foes call them (*wands of energy substitution (acid) fireball*, caster level 10); the same sort of weapon possessed by the dragon Lhammaruntosz. Whereas the Claws of the Coast

commands (so far as is known) only one such item, Malaeragoth owns at least four. This may well be the largest collection of this sort of wand anywhere; Elminster says very few such weapons still exist due to their inherent instability.

The Unseen Dragon has developed several interesting spells from the tomes he took from the ruins of his master's house; three of the most interesting of these follow. Due to his research (into spells beyond his present capabilities, in particular), Malaeragoth's understanding and recognition of spells cast by other creatures is extensive.

Ball of Fangs

Evocation [Force]

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

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

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a sphere of whirling, fanglike translucent blades of force that burst outward from a single point to a 10-foot-radius sphere. Creatures within the sphere take 1d6 points of force damage per caster level (maximum 10d6).

Breathbarb

Transmutation

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

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

Effect: One crystal lozenge (see text)

Duration: 1 day/level (see text)

Saving Throw: See text

Spell Resistance: Yes (see text)

You cast this spell, and on your next turn if you use your breath weapon, the spell traps the breath weapon into a gemlike lozenge 5 feet long and 1 foot in diameter, which floats and spins in midair. If you do not use a breath weapon before the end of your next turn or the breath weapon is of the kind that does not deal damage, this spell ends without effect. You may handle and move the lozenge as easily as an object of some infinitesimal weight. You must touch the lozenge to move it, and you cannot throw it. If any other creature touches it or if a creature comes within 5 feet of it, it triggers the release of the spell (see below).

When triggered, the lozenge explodes in a 20-foot-radius burst, releasing harmless sparks and the power of the breath weapon trapped within it. Any creature caught in this area suffers the effects of the breath weapon (maximum 5d8 points of damage) as if you had just breathed upon them; normal saving throws apply (using the DC of the breath weapon, not this spell). Creatures with spell resistance can ignore the effect of the explosion if you fail a spell penetration check against them. (Even though breath weapons are not usually subject to spell resistance, the influence of this spell on your breath weapon is enough to allow spell resistance to affect it.)

A *breathbarb* crystal cannot be used as a normal gem for any purpose (including as a material or focus component for a spell). Dispelling the spell or otherwise ending the duration of *breathbarb* causes the gem to explode and release the trapped breath weapon. If the duration expires normally, the gem fades and does not release the breath weapon.

Note: Magic traps such as *breathbarbs* are hard to detect and disable. A rogue (only) can use the Search skill to find the *breathbarb* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *breathbarb*.

Sapphire Psionic Shield

Abjuration

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

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

Target: 1 creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You shroud the target in a flickering, heatless, sapphire-colored aura that lights up the target with weak radiation equal to only half the illumination of a normal torch (10 feet). This aura protects the target against possession and mental control exactly like a *protection from evil* spell. The target also gains a +4 resistance bonus to saving throws against all mind-affecting effects and psionic attacks.

About the Authors

Ed Greenwood grew up glorying in the great fantasy epics of masters from Tolkien and Dunsany to Leiber and Zelazny. He's always wanted more stories of his favorite heroes and villains, so he created the **Forgotten Realms** as a place to tell them in.

Sean K Reynolds spends a lot of his time on trains, working on his laptop or reading books that usually end up left behind on the train for some other person to enjoy.

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Wyrms of the North

Raulothim, "The Silent Shadow"

(Dragon Magazine #253)

By Ed Greenwood with supplementary material provided by Sean K Reynolds



A century ago, the huge emerald dragon known as "the "Silent Shadow" could be seen at well-nigh every important event in the Sword Coast North -- gliding overhead, just watching. He never spoke (hence his sobriquet) and ignored most attempts to hail or attack him, serenely observing from an aloof distance and flying away when challenged -- but otherwise "always there" and missing nothing. Some barbarians thought him a "watching spirit" who reported to their own totem spirits or to strange gods; some sages and mages considered him a spy in service to some sinister cabal -- a belief encouraged by false confirmations announced by several sorcerous brotherhoods seeking to impress others.

In truth, Raulothim served only himself. He loved riding the high winds so prevalent over the North, and he hated missing anything. The Silent Shadow didn't care if he misinterpreted what he saw or never learned the reasons or forces behind the events he witnessed -- he just hated feeling left out (and hence, lonely).

The years changed him, however, as years change all beings. These days, the great emerald wyrm called Raulothim seems more a statue than a gliding shadow. He spends long days lying motionless and gazing out over the North from the lip of his lair in the Pit of Stars, the cauldron of an extinct volcano (known to the Netherese as Xardmount) on the rocky island of Axard, the north-easternmost isle of Ruathym. The pit is named for the many blobs of volcanic glass -- white, clear, and smoke-hued -- that line its walls and gleam in the sun like so many gigantic cabochon-cut gems.

The events that made Raulothim so thoughtful began with his chance encounter with a ship that sailed the skies. The ship's spelljamming crew were seeking to hide treasure on the "uninhabited" outer islets of Ruathym. When they found their treasure-burying efforts watched over by a silently attentive emerald dragon of monstrous size, some of that crew fled through a *portal* they opened into another plane. Those sights shattered what the Silent Shadow thought he knew of the world. Frankly, it scared him.

How many hidden realms -- and folk watching Toril from them -- are there? Who are these watchers, and what are their aims? How many mages who can open such *portals* serve masters on those hidden worlds? Can these wizards call on magical aid from their hidden masters? Did the ship's crew guess at his own innocence? Or do they consider him an agent working with a rival of theirs?

Pondering such questions, Raulothim sits and broods, mastering all the magic he can. Thus, Raulothim silently waits for the day someone who thinks he knows too much of such things seeks to slay him. Sometimes he steals forth to mages' towers, hoping to find no one home, a ruin to be plundered, or the owner weakened . . . so he can steal more magic. He's even been known to tear apart wizards' tombs, using deft lashes of his tail (and boulders dropped from high aloft) to trigger and yet avoid guardian spells by keeping clear of their ranges.

In Ruathym, little is known about the Wyrms of Axard beyond the bare rumors that his past was a far more active and colorful affair than his life today, and that he guards some of the mightiest magic in all Faerûn.

It's also widely reported that the gigantic emerald dragon enjoys hurling spells at those who come too close to his island home. In truth, Raulothim is terrified by how vulnerable his relatively puny magical skills leave him in the face of all these deadly foes. He has therefore set about accumulating the most puissant battle spells and most potent magic items he can find and seize, including things beyond his powers -- if they're hidden where only he knows, they can't fall into the wrong hands and be used against him.

Raulothim currently commands some four hundred battle-related spells, and he can use about three hundred of them (the most useful lower-level spells). He has accumulated thousands upon thousands of coins (to purchase spells he can't gain any other way) and many magic items. Magic items useful in battle he keeps at hand; the others he buries with the coins (beneath tons of gravel at the bottom of the Pit, which rests atop an incredibly hard volcanic "plug" that effectively prevents anyone tunneling up into it from beneath without the Silent Shadow getting lots of warning of their slow, laborious progress), for possible later use trading for magic he desires.

Raulothim's collection of battleworthy magic items is known to include *rods of flailing* and *lordly might*, a *mace of smiting*, a *staff of power* and two *staves of evocation*; four *wands of fireball*, three *wands of ice storm*, and at least one each of *wands of lightning bolt*, *hold monster*, and *baleful polymorph*, as well as a *javelin of lightning*, a ring that can unleash one *dispel magic* and two *reverse gravity* spells per day, and several magic swords. Most of these are concealed at various "ready" locations around Axard and are guarded against unauthorized use by guardian spells and by their being engraved with false command words that cause them to strike at (rather than obeying) the utterer.

Raulothim makes extensive use of a spell that enables him to animate wands to "float and fire" at his command (that is, hang in midair, aim, and discharge remotely). He uses the *staff of power* and a few wands to so guard his lair, and he carries other wands with him in a neck-sack for use in any duel he may have to fight (usually setting them to "float and fire" at a foe from one direction, while he attacks from another). The Wurm of Axard always wears a ring -- or rather, always wears a plain brass ring; some sages believe he possesses, and alternates, several magical rings.

Volo's notes indicate that Raulothim has visited a Mage Fair (in disguise). The dragon was fascinated by what he saw, terrified at being surrounded by so many folk who could destroy him with a few gestures, and reassured that not all mages in Faerûn were part of some vast conspiracy to rule the world together. The sometime tour guide of the Realms also found written references to the Silent Shadow being seen overhead at a minor battle fought somewhere in the Dessarin valley in 1211 DR. Elminster found no earlier mention of the wurm, but he did uncover the surprising news that Raulothim has traded, down the years, with the Taerserr family of halflings in Holgerstead -- exchanging large and detailed maps of his own making (scratched on great slabs of Axard rock) in return for items of minor magic (such as lanterns whose shuttered interiors hold stones on which *continual flame* spells have been cast, potions of healing, and so on). By all accounts, the dragon is an exacting and thorough cartographer of the Sword Coast North; Blucklo Taerserr's recent "Drawn by a dragon!" claims were hardly necessary to sell the table-sized maps to lordlings, Waterdhavian nobles, and merchants wealthy enough to mount them on the walls of their feast halls -- or upon actual tables.

Raulothim is also a collector of words of activation and magical command phrases (of which he has swift and excellent recall). He's currently engaged in using *crystal balls*, some having powers of *detect thoughts* or *clairaudience*, to spy on active adventuring bands so that he can learn their true natures. Raulothim believes he needs to find adventurers capable and formidable in both intrigue and combat, who above all will be loyal to him. He'll sponsor them (and, if need be, aid them with magic and his own fighting abilities) as they carry out a task that is likely to consume their lives: exploring the *portals* Raulothim has heard

about, finding and guarding any such portals near his lair, and devising some method of watching over all known gates for invasions by potentially deadly foes.

The Silent Shadow is aware that several adventuring bands will be necessary to replace the inevitable casualties of age and combat -- and that for his own protection, it's best if he somehow keeps the bands from learning of each other (both to keep them from joining forces against him and to prevent any mind-reading menace from learning of one group from captive members of another). Raulothim knows of several baelnorn who watch over portals near the sanctums they guard -- and wonders if he can bargain with such beings to have them monitor a farscrying network of "gatewatch" magics.

He deems such a watch urgently necessary. His own fleeting and sporadic examinations of *portals* have shown the Wyrms of Axard heavily armed creatures of many strange races furtively emerging from, and disappearing into, these *portals* to other worlds. Raulothim worries that Toril may already be a place of arms-storage and weapons-practice for "creatures from elsewhere," and that an unguarded Faerûn may someday, without warning, become a wasted battleground between warring forces from elsewhere . . . someday all too soon.

The Silent Shadow's relations with other dragons have been, according to the dragon expert Velsaert of Baldur's Gate, "a series of avoidances, flights from even friendly overtures, and deadly defenses of his lair." Raulothim has never mated and shows no interest in doing so. His paranoia rules him as surely as a tyrant master, although he's willing to accept allies (such as the baelnorn) under clearly defined conditions, and there seems no reason why a dragon could not be an ally. It should be noted that "allies" to Raulothim are beings who dwell at a safe distance and don't come calling unannounced.

Raulothim's Lair

The Silent Shadow dwells in a large, labyrinthine cave network opening off the ledge above the Pit of Stars where he likes to sprawl. These caverns bristle with traps. Most are *explosive runes* and similar spells, some placed on false spellbooks, and the lair also sports caverns not used by the dragon that feature falling-block traps to doom unwanted intruders.

Raulothim's lair is also defended by magically animated automatons: creatures controlled by his various magic items. Reports of these servitors identify them as golems, gargoyles, or other flying creatures made of "living stone," as well as stationary menaces that resemble the stones of the landscape until approached too closely.

The Pit of Stars is the lone true lair of the Silent Shadow, but the emerald dragon has eight or more "sleeping perches" (high mountain ledges sheltered by overhangs, from which he often has to chase roosting peryton or even wyverns) on various islets up and down the northerly Sword Coast. At least one of these perches leads to a hidden cavern where the dragon caches magic items and spellbooks, in case his main lair should ever be despoiled or destroyed.

It should be noted that Raulothim duplicated many of his most important spells by means of a magic, animated quill pen (possibly of Netherese or Myth Drannan origin) that traced magical writings and then reproduced them exactly . . . a pen that crumbled to dust decades ago when its magic was exhausted. He hopes, of course, to someday find another.

Raulothim is willing to allow mages to copy his spells for their personal use, so long as they also make

"second" copies for him -- or would be willing, if he could only find a way to trust wizards or guard against what he sees as their inevitable betrayal. He has found mention of a *bloodfire* spell used by an elven mage in Myth Drannor who took on human apprentices and protected himself by means of this magic. The spell required the recipient to willingly accept the spell, which would remain quiescent for years, defying all attempts to remove it -- until the caster, by a single act of will, either dismisses the spell without harm or causes the spell recipient's blood to boil and burst into flame, immolating him from within. According to the records Raulothim discovered, *bloodfire* was used twice against the mage's treacherous apprentices. The mage married a third apprentice -- and one of their half-elven daughters disappeared with the spell after her parents died together in a chain reaction disaster of activated magic items that blasted them, and the top of the tall, slender stone tower they shared, to nothingness. Raulothim has been unable to find any trace of spell or daughter, one Maerithlee leirimitarym.

For obvious reasons, Elminster notes, many archmages would value this spell highly. "Reluctance to trust" is a condition afflicting most dragons and accomplished wizards; almost all of them would use this spell if they could gain access to it -- and many are so tormented by their loneliness that they'd pay large sums to acquire a demonstrably effective copy of *bloodfire* (thought to be an 8th- or 9th-level wizard spell). "Oh, that I could trust enough to love," the character of the wizard Golothmiir cries out at the climax of the famous play *Argonyar in Amn* -- a scene that has moved many a mage to tears.

A heavily guarded lair passage leads to a cavern where the Silent Shadow is preparing to create a copy of himself . . . if he can ever successfully modify a stolen copy of the *stasis clone* spell used by Manshoon of the Zhentarim. To even begin to do so, Raulothim knows he'll need a *helm of supreme wizardry*, which allows use of spells beyond the normal abilities of a wearer. He's read about these helms in several diaries of humans who learned spellcraft in Myth Drannor but he hasn't yet located one. Still, he can't believe they were all destroyed in the fall of that fair city. (Indeed, the very next wyrm we'll visit in these pages, Saryndalaghlothtor, owns such a helm.)

Raulothim's Domain

The Silent Shadow largely ignores the concept of a domain, though he defends the island of Axard as one. He considers himself free to roam all Toril if he deems it necessary, but he is well aware of other dragons' territorial claims -- and that it's best to escape their notice entirely by avoiding their domains.

Raulothym: Male great wyrm emerald dragon wizard 10; CR 34; Gargantuan dragon (air); HD 39d12+312, 10d4+80; hp 670; Init +5; Spd 40 ft., burrow 5 ft., swim 60 ft., fly 200 ft. (clumsy); AC 45, touch 7, flat-footed 44; Base Atk +44; Grp +65; Atk +54 melee (4d6+14, bite); Full Atk +54 melee (4d6+14, bite) and +49 melee (2d8+7, 2 claws) and +49 melee (2d6+7, 2 wings) and +49 melee (2d8+21, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon (60-ft. cone of sonic energy), crush 4d6+21, frightful presence, spell-like abilities, tail sweep 2d6+21; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., immunities (paralysis, sleep, sonics), keen senses, low-light vision, planar travel, power resistance 31; AL LN; SV Fort +34, Ref +29, Will +34; Str 39, Dex 12, Con 27, Int 29, Wis 27, Cha 26.

Skills and Feats: Appraise +19, Autohypnosis +28, Bluff +29, Climb +24, Concentration +60, Craft (cartography) +29, Craft (trapmaking) +31, Decipher Script +31, Diplomacy +24, Escape Artist +30, Hide -11, Intimidate +10, Knowledge (arcana) +57, Knowledge (North geography) +54, Knowledge (North local) +54, Knowledge (psionics) +51, Listen +52, Psicraft +30, Search +41, Spellcraft +33, Spot +52, Survival +17, Swim +22; Alertness, Blind-Fight, Combat Casting, Combat Expertise, Combat Reflexes, Extend Spell, Hover, Improved Counterspell, Improved Initiative, Lightning

Reflexes, Magical Aptitude, Quicken Spell, Reactive Counterspell, Scribe Scroll, Silent Spell, Snatch, Spell Mastery*, Spell Mastery*, Still Spell, Wingover.

* Raulothym has the Spell Mastery feat twice, and his Intelligence at the times these feats were selected give him fourteen spells he can prepare without a spellbook. Though these spells are unknown, draconic sages believe *analyze portal*, *dimension door*, *fireball*, *lightning bolt*, and *magic missile* are five of these spells.

Breath Weapon (Su): Once every 1d4 rounds, Raulothym can breathe a 60-foot cone of sonic energy. Each creature in the area takes 24d6 points of sonic damage (Reflex DC 37 half). In addition to the saving throw against sonic damage, each creature within the cone must succeed on a Fortitude save (DC 37) or be deafened for 1d4+12 rounds.

Crush (Ex): Whenever Raulothym flies or jumps, he can land on opponents as a standard action, using his whole body to crush them. His crush attack affects Medium or smaller opponents within a 20-foot-by-20-foot area. Each potentially affected creature must succeed on a DC 37 Reflex save or be pinned, automatically taking 4d6+21 points of bludgeoning damage during the next round unless the dragon moves off. If Raulothym chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Frightful Presence (Ex): Whenever Raulothym attacks, charges, or flies overhead, each creature in a 360-foot radius that has 38 or fewer HD must make a DC 37 Will save. Failure indicates that the creature is panicked for 4d6 rounds (if it has 4 or fewer HD) or shaken for 4d6 rounds (if it has 5 or more HD).

Psionics: At will -- *object reading*; 3/day -- *augmented invisibility*, *clairaudience/clairvoyance*, *control sound*, *fog cloud*, *nondetection*, *shield of prudence*. Manifest level 19th; save DC 1d20 + power level + key ability modifier. Raulothym manifests powers as if he were a psion with Clairsentience as his primary discipline.

Tail Sweep (Ex): Raulothym can sweep with his tail as a standard action. The sweep affects Small or smaller creatures in a half-circle with a radius of 30 feet extending from an intersection on the edge of the dragon's space in any direction. Each potentially affected creature in the area takes 2d6+21 points of damage (Reflex DC 37 half).

Keen Senses (Ex): Raulothym can see four times as well as a human in shadowy illumination and twice as well in normal light. He also has darkvision to a range of 120 feet.

Planar Travel (Su): Raulothym has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Wizard Spells Prepared (4/7/6/5/5/4; save DC 19 + spell level): 0 -- *daze*, *mage hand*, *open/close*, *read magic*; 1st -- *burning hands*, *color spray*, *forcewave* (*Magic of Faerûn*), *Kaupaer's skittish nerves* (*Magic of Faerûn*), *mage armor*, *magic missile* (2); 2nd -- *blur*, *cat's grace*, *cloud of bewilderment* (*Magic of Faerûn*), *levitate*, *summon undead II* (*Magic of Faerûn*), *web*; 3rd -- *analyze portal*, *blink*, *dispel magic* (2), *Khelben's suspended silence* (*Magic of Faerûn*); 4th -- *confusion*, *Ghorus Toth's metal melt* (*Magic of Faerûn*), *greater invisibility*, *polymorph*, *Tirumael's energy spheres* (*Magic of Faerûn*); 5th -- *cloudkill*, *cone of cold*, *Grimwald's graymantle* (*Magic of Faerûn*),

teleport.

Spellbook: Raulothym has all of the spells listed above as well as all spells of 5th-level or lower listed in the *Player's Handbook*, ***Forgotten Realms Campaign Setting***, and *Magic of Faerûn*. He has books or scrolls with several dozen spells of 6th-level or higher as well, though the exact number and nature of these spells are unknown.

Psionic Powers (8/5/5/5/4/4/4/3/2/2; 19th-level psion; clairsentience primary discipline; 236 power points; save DC 1d20 + key ability modifier + power level): 0 -- *burst*, *catfall*, *detect psionics*, *know direction**, *missive*, *telepathic projection*, *trinket*, *verve*; 1st -- *combat precognition**, *compression*, *destiny dissonance*, *grease*, *vigor*; 2nd -- *augury**, *body adjustment*, *control body*, *ectoplasmic cocoon*, *sever the tie*; 3rd -- *claws of the vampire*, *dimension slide*, *greater concussion*, *ubiquitous vision**, *whitefire*; 4th -- *aura sight**, *dimensional anchor*, *dismissal*, *mass concussion*; 5th -- *ectoplasmic armor*, *energy barrier*, *greater domination*, *true seeing**; 6th -- *disintegrate*, *improved vigor*, *remote view trap**, *trace teleport*; 7th -- *divert teleport*, *energy conversion*, *sequester**; 8th -- *foresight**, *mind blank*; 9th -- *metafaculty**, *true telekinesis*.

Attack/Defense Modes (Sp): At will -- *ego whip*, *id insinuation*, *mind blast*, *mind thrust*, *psychic crush/empty mind*, *intellect fortress*, *mental barrier*, *thought shield*, *tower of iron will*.

*Clairsentience power.

Raulothim's Magic

Here are a pair of battle spells drawn from the Silent Shadow's ever-growing collection. The second spell is a modification of one known to be in use by human wizards in Neverwinter decades ago; several nondraconic variants of it may well be in circulation.

Forcebarb

Evocation [Force]

Level: Sor/Wiz 3

Components: V

Casting Time: 1 standard action

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

Effect: 1 force object

Duration: 1 round/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: No

You create a cylindrical glowing beam of force 10 feet long and 3 feet in diameter. One end of the *forcebarb* is a hook, while the other end is capped in a 5-foot-diameter sphere. It cannot be created to appear within a creature or solid object, though it is sufficient to occupy a 10 foot by 5 foot by 5 foot area (as if it were a creature with a space dimension equal to this amount). The *forcebarb* is immobile and sheds light as a candle.

A creature that touches the *forcebarb* or passes through the area it occupies must save or be stunned for 1

round and take 1d6 points of electricity damage per caster level (a successful save avoids the stunning but still deals half damage; maximum 10d6).

A *shield* spell that contacts a forcebarb is dispelled instantly if its caster level is less than yours, at no harm to the forcebarb. A forcebarb automatically destroys any *dispel magic* or *minor globe of invulnerability* effect whose area contacts it, destroying both the opposing spell and itself harmlessly in a spectacular burst of colored lights. Greater versions of these spells (such as *greater dispelling* or *globe of invulnerability*) negate a *forcebarb* instantly but are not destroyed by doing so.

Shimmermantle

Abjuration

Level: Sor/Wiz 4

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Up to 10 minutes/level or until discharged (see text)

You create a shimmering aura that protects you from attacks, both physical and magical. While the spell lasts there is a 20% chance that any attack of harmful effect that might affect you fails to do so. This works just like a miss chance, except that it also applies to magical effects, including spells, spell-like abilities, and supernatural abilities. When an area attack fails to affect you, its effects against other subjects remain unchanged. For example, a foe blasts you and your party with a *fireball* spell. There is a 20% chance that *shimmermantle* will protect you completely from the spell. If so, you take no damage from the fireball, but your companions gain no benefit at all.

Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged. If an attack allows a save for reduced damage, roll a saving throw to determine how much damage *shimmermantle* prevented. When *shimmermantle* prevents a nondamaging attack from affecting you, the attack has an effective damage rating that you must deduct from the *shimmermantle*'s protection. A nondamaging attack's effective damage is equal to its saving throw DC -10. For example, a carrion crawler's paralyzing touch (DC 13) counts as 3 points of damage, and a *command* spell from a Wisdom 11 cleric (DC 11) is a 1-point attack. For weapon attacks that also have a nondamaging component, combine the actual damage and the effective damage. For example, a stunning attack from a 2nd-level monk with Wisdom 16 (DC 14) counts as a 4-point attack, and if the monk's unarmed strike dealt 6 points of damage, the total damage deducted from the *shimmermantle* is 10 points. Likewise, a mummy dealing 13 points of damage with a slam also carries *mummy rot* (DC 16, for 6 point of effective damage) and drains 19 points from a *shimmermantle* spell.

Raulothim's Fate

The Silent Shadow seems to be a waiting, sitting target -- and this is deliberate: If adventuring bands and wizardly cabals come calling, they must do battle on his prepared ground. Most intruders notice the mound of gold coins and tumbled chests at the center of the Pit of Stars; a lure, of course. Raulothim dropped the treasure there because the Pit was once (before the last crumbling caldera walls fell away, leaving it open, as it is today) the lair of a powerful beholder. That eye tyrant is now an invisible doomsphere lurking deep in the Pit, awaiting intruders it can slay.

With the aid of his arsenal of magic items and such defenders as the doomsphere and his automatons, the

Silent Shadow is known to have brought about the doom of two score formidable bands of attackers (including a dozen Zhentarim magelings who styled themselves the Robes of Doom, and the chartered adventuring companies of Bendeever's Talons and The Bold Broadswords of Mirabar), as well as an unknown but large number of independent thieves.

Raulothim commands items that can levitate the remains of fallen intruders away from the doomsphere for his leisurely examination, plundering, and then tasteful arrangement around the Pit as lures and decoys. (A favorite is a chest containing an explosive trap or cursed magic items, surrounded by the bodies of fallen adventurers, which the Silent Shadow pretends to defend fiercely.)

Whether this dragon perishes under the attacks of treasure-seekers or the portal-hopping "overfoes" he so fears is anyone's guess, but if neither prevail over Raulothim in the next two decades, Elminster expects the emerald dragon to find a magical means of creating a *stasis clone* or otherwise prolonging his existence (such as lichdom). Though the Old Mage seems to admire the Silent Shadow's striving, Mystra's desire to have magic abroad in Faerûn rather than hoarded keeps her Chosen busy spreading rumors and treasure maps that bid fair to keep the Wyrms of Axard battling treasure-seekers often, until the day Raulothim is no more.

About the Authors

Ed Greenwood claims that he can, and often does, speak to folk who don't have silver hair, magic swords, and spells up their sleeves that can sear -- or remake -- worlds. He just prefers his more memorable tavern encounters all over the Realms to what generally confronts him in the here-and-now.

Sean K Reynolds is a vegetarian who long ago ate four one-pound hamburgers in one afternoon. He would like to thank Steven Domkowski for his help in acquiring the original ***Dragon Magazine*** text for this article.

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Wyrms of the North

Saryndalaghlothtor, "Lady Gemcloak"

(Dragon Magazine #254)

By Ed Greenwood with supplementary material provided by Sean K Reynolds



The dwarves dubbed the moody but essentially gentle dragon "Lady Gemcloak" for her glittering appearance . . .

Until the night of the dragon duel, many citizens of Mirabar, longtime mining capital of the Sword Coast North, were unaware that they'd acquired a dragon protector. It was a still, damp evening in spring (of the Year of the Tankard, 1370 DR). The proprietors of the Watchful Axe alehouse were just about to harness their mules to the "round-and-rounds" that turned the blades of large fans that cooled patrons of their rooftop beer garden, when a golden glow appeared in the air overhead. It rapidly became a line of fire, "as if a scimitar was carving an arc out of the sky, and letting fire beyond spill through," as one watcher put it.

The line became a rift -- an opening in the air -- and widened until it was as large across "as the length of the largest ships calling at Luskan to carry away the wares of Mirabar." Out of this fiery mouth flew a red dragon: an individual not seen before in the North, sages believe. None can agree on where it flew from or by what means it opened such a large *portal* in the sky (though the opinions most often muttered concerned the "crazed Cult of the Dragon mages" and "dabbling Red Wizards"), but all agree that it was large, sleek, and hungry.

As the rift that had brought it closed like a purposeful eyelid, the red dragon clapped its wings, reared upright in triumph, and swooped down on the city like a playful child. Roaring and banking over the tiled rooftops to slap tiles and slates alike into ruin with its tail, it laid waste to a dozen homes before the frantic booming of a bell was heard from the Crag just southwest of the city (specifically, from the bald height known as Crostar's Vigil). Moments later, another dragon erupted into the air from somewhere behind that sentinel pinnacle, "glittering like a shower of gold" in the sunset, and plunged down upon the red wyrm, taking it completely by surprise and pouncing on it with such fury that the red dragon was driven onto the flag spires of no less than six residences and transfixed.

The red freed itself with frantic thrashings, but not until after the newcomer, a crystal dragon, had bitten and torn viciously and enthusiastically at its underbelly. Dragon blood fell smoking into the streets as the red wyrm rose heavily into the air, flapping its wings in grim and obvious pain, and tried to fly away east up the Mirar.

The crystal wyrm pounced again, demonstrating its agility to the watching citizenry by folding its wings and dropping like a stone to avoid a sudden gout of fire and a furious midair charge, then buzzed around the red dragon as a small bird harries a crow out of its territory, biting and raking until its foe turned away. The crystal dragon darted after it, striking again and again, until the red dragon, trailing ribbons of blood, fled at last out to sea.

The crystal dragon followed, presumably to watch and prevent the red dragon's return, until its exhausted foe plunged into the waves and drowned. That red wyrm has been seen no more in Mirabar.

Speculation in the city as to the identity and whereabouts of the crystal dragon was intense, and normally shunned prospectors and miners were gifted with copious drinkables and questioned about the mysterious wyrm. The story that emerged, once corroborations had been made and the more obvious fancies discarded, is thus: The crystal dragon Saryndalaghlothtor was now lairing in the Crag just southwest of Mirabar, so close as to overlook the city. Her recent arrival was connected to the cessation of goblin raids on outlying steads and caravan encampments in the vicinity.

This unaccustomed peace befell shortly after overeager goblin mining caused an entire shoulder of mountainside to collapse into an underlying cavern (no doubt crushing scores of goblins in the process), and popular belief in Mirabar was that the "lurking goblins of the Crag" (long the bane of local dwarves) had well-nigh exterminated themselves. The truth was less tidy, but as dramatic: The collapse created a huge cave mouth in the side of one of the Crag, laying open a vast cavern that had hitherto been the center of the gem mine inhabited by the Kreeth goblin tribe.

That cavern led into a string of large caves, from which many mining tunnels ran outwards into soft, damp rock pockmarked by many geodelike natural chambers lined with gem crystals. For years the goblins had tunneled steadily onwards and outwards, mining abundant gems of many sorts; rubies and beljurils were among their most numerous yields. The spawn of Kreeth tunneled slyly into the cellars of Mirabar, too, and made many night forays into the city, in disguise, whispering into the ears of the most desperate and impoverished humans. After many unsuccessful attempts to subvert citizens, the goblins reached secret agreements with some of the more impoverished Mirabarran gem-traders (in particular, the once-proud but now poor human families of Gulathkond and Jammaer), supplying them with gems brought directly into their cellars. In return, the humans paid the goblins handsomely in food, weapons, furs, leatherwork, and mining tools, covering their activities with false words of new alliances with prospectors working out of the Ten Towns.

Freed from the need to undertake dangerous hunts for food on the surface and in the Underdark, the Kreeth goblins flourished, striking against any dwarves or human prospectors of Mirabar unwise enough to investigate the Crag too closely. Tales of their savagery and traps spread around the city, and few folk felt moved to investigate matters personally. "Breakneck" pits -- deep, narrow clefts equipped with sharpened stone spurs and covered with old tarpaulins concealed under handfuls of gravel, and held up with rotting saplings -- were commonplace Kreeth work, and they still stud the heights of the Crag within sight of the city, awaiting the unwary.

The appearance of the cave changed all that. It occurred at a time of year when many young, displaced, or simply restless dragons wandered the vast wilderlands of the North, hoping that the legends of the mighty wyrms who claim them as domains were overblown or out-of-date, and that new territories could be carved out of the seemingly endless forested hills and crags.

One such wanderer, an adult crystal she-dragon, found the raw, new scar in the rock almost at the gates of Mirabar and boldly dove down into the dazed remnants of the goblins, whom she slaughtered at will. They were too few and too terrified to strike at her from their small side tunnels as Saryndalaghlothtor roamed the larger caves, devouring exposed gem deposits and thinking she'd found some sort of crystal dragons' paradise. It had been a long and storm-wracked flight from the wastes of northern Raurin, but the ordeal, it seemed, had been worth it.

The arrival of the dragon had gone unnoticed in Mirabar, but the rumbling collapse that preceded it by a day or so had not. Many Mirabarran dwarves thought it imperative that the tumult be investigated, but the known menace of the goblins made necessary the whelming of a warband; eager younglings were sternly

prevented from "just hiking up for a look" by their elders.

In the end, the armed dwarven force reached the cave at about the same time that the surviving goblins began to dart out of the smallest crawl-tunnels, where the dragon could not go, and strike at her in vicious counterattacks. A few dwarves swung their axes and charged the dragon, seeking glory, but their elders wrestled them down with the harsh command, "Goblins first!"

The battle that followed was a long and bloody rout of dodging and chasing through the riven Kreeth mine, but in the end the last of the goblins were driven out or slain, and the dwarves warily approached the crystal dragon. One of the boldest, Haelbaran Stormshoulder, bade his fellows give him some time for parley, and then strode out and shared a dream with the wyrm: If she'd grant the Mirabarran dwarves permission to mine freely in her lair, defend it against intruders, and even to dwell in certain of its reaches, they'd feed her all the gems and metals she desired.

The dragon considered Stormshoulder's words, then accepted the bargain with calm language. Not quite believing their good fortune, and knowing that many Mirabarrans would be rather less accepting of a dragon dwelling nigh their gates, the dwarves elected to keep word of the deal as quiet as possible. Many told relatives in the city, but it's likely that not a single human heard of it. Humans, in particular, regard Mithral Hall as a foe endangering their traditional prosperity; it's likely they'd be even more furious with a dwarven hold right next door. So in the city, the returning Mirabarran dwarves gave out the grim news that the Crag held no new mine, but only "goblin despoil and devastation" that would take years to cleanse, and was best avoided. Mirabar heard and believed, and the House of the Axe was founded.

The dwarves dubbed the moody but essentially gentle dragon "Lady Gemcloak" for her glittering appearance, and later "The Axemother," as they came to see her as the "mother" under whose protection they could found a new city or tribe. She seemed happy to eat flawed and shattered gems and low-grade, leaden metal ores and rust scraps, and she and the dwarves soon came to trust each other. Word is spreading among dwarves across the North (and as far south as Waterdeep and Daggerford) of "a new hold" where dwarves of no famous clan or lineage can win a place among fellows in prosperity and ever-growing power. If the swelling ranks of dwarves dwelling all around her bothers Lady Gemcloak, she gives no sign of it.

The only thing that does seem to irk her is her feeble magic. When unaided by magic items, she can cast only a handful of low-powered spells without aid, though she has quite a roster of such spells to choose among. Dwarves who've talked long with her (in particular, Tarltus Ulforge, and his sister Shaelee) say that one of the things that caused Saryndalaghlothtor to roam the north in the first place was the legend of *Argaut's Brain*.

Briefly put, this recurring belief holds that anyone who finds and eats the brain of this long-dead (but magically preserved) archwizard gains his mastery of magic. Elminster confirms that this legend was born of wild apprentices' tales and given strength by an even more fanciful ballad; as far as he knows, the resting place of Argaut is lost, and he was no better preserved than most men who die suddenly. Moreover, the central belief, he insists, is false.

Volo also believes the tale is wishful thinking. Some secret writings happened to briefly fall into his hands at a recent nobles' revel in Waterdeep: a report of experiments carried out by certain members of the Arcane Brotherhood. Their conclusions indicate that devouring dead mages' brains leads sometimes to illness or even insanity and sometimes transfers confused memories (scenes of places, people, or even events), but never coherent information or lore.

Just how seriously Saryndalaghlothtor searched for Argaut's brain, or believed the tale, the dwarves know not . . . and Lady Gemcloak isn't telling.

She is one of the crystal dragons who can communicate with any intelligent creature -- and, according to the dwarves, she is in no hurry to roam again or to acquire a mate. Saryndalaghlothtor considers a very small area (Mirabar and a modest stretch of the Crag) her domain, but she defends it fiercely. Other dragons, predators of all sorts -- including greedy humans -- and anyone the House of the Axe dwarves don't want around are considered unwanted intruders and dealt with accordingly. Lady Gemcloak is vicious in battle and enjoys maiming and spectacularly slaying foes. (Dismemberments and crushings are favorite tactics.)

Saryndalaghlothtor's Lair

As is the way of dwarves, the inhabitants of the House of the Axe have named the larger caverns, strategic passageways, and waymoots of the ever-expanding gem mine. Most of these names they keep secret from outsiders, but Volo learned that Saryndalaghlothtor can traverse at least six linked caverns. The westernmost (and innermost) the dwarves call "Home-hold," and it serves as their meeting place and staging/work area. Moving eastward, one comes to "Wyrmslumber" (where the Axemother likes to curl up and sleep on a bed of gems; it is the largest of all the caverns, but it has an eastern opening that is a tight squeeze for Saryndalaghlothtor and would halt the passage of any larger dragon), "Theller's Anvil" (though Theller and his anvil are now elsewhere, in smaller caves to the west), "Blackrun," "Eldock's Rest," and "The Maw," where the cave mouth created by overzealous goblin mining looks east out of the shoulder of Bryn Crag.

The dwarves have left undisturbed the various goblin pit traps on the surface slopes around the lair. In addition, they added a few of their own, including "roll-boulder" deadfalls on high ledges all around the Maw (a succession of large rocks that can be rolled off a ledge to plunge down on intruders below) and "rockfalls" (stone slab ceilings on the major passages leading away from the Maw -- including the Slither, the main route used by Saryndalaghlothtor -- that can be winched aside to allow tons of loose rock above them to fall and block the way).

An underground spring feeds pools in the southwesternmost reaches of the mine, and the dwarves are thought to cache many of the best gems to the northwest. Although the House dwarves have fewer elders and "old rank" families than established dwarven realms, a few "Dwarves of the Ring" hold absolute authority. Prominent among the more active and warlike are Corthold Flamehand and his sister leilhalla; strong among the more stay-at-home and artistic are the master forgers Theller and Auldrymbrei. They seldom bark commands unless the House is at war, but dwarves who disobey or ignore them are expelled from the House. The Ring has kept iron control over the release of gems, keeping prices high and reducing the chance that some greedy human force or other -- the Arcane Brotherhood of Luskan, for example -- might learn how rich the House is and decide to seize it for their own. For the same reason, the Ring absolutely forbids visitors to penetrate the House beyond the Maw or to take up residence in the mine.

The dwarven accommodations are located in smaller outlying tunnels, mainly to the north (where anyone tunneling or skulking in from Mirabar is noticed), and they are always guarded by way-sentries equipped with alarm gongs and warhorns. Many sentry posts are equipped with small rockfall devices that the sentries can trigger to bar the way they guard and prevent invasions.

Saryndalaghlothtor's Domain

The Maw opens to the surface on the eastern face of Bryn Crag, which stands just west of the Long Road, shielded from the view of travelers by Old Man Crag (so named for its resemblance to the weathered face of a giant buried in the earth up to his neck, staring endlessly east across the road at Barlaerl's Crag). From this point, Saryndalaghlothtor roams the water-meadows of the River Mirar north over the city as far as the eye can see (about six miles), as well as a sweep of the Craggs from Tannath's Tor in the southwest to Ammirar's Blade to the northeast (a length of some nine miles and forty or so pinnacles and peaks).

The Axemother cares little about human or dwarven activity in her domain that doesn't actually involve invading her lair with raised weapons and threatening words, but she reacts to any dragon or goblin incursion by bursting from her lair in all-out attack. She loves to pounce, but she isn't as reckless as she seems, and she can seldom be duped into plunging into a waiting trap or a situation where she can be cornered by a prepared and alert foe.

The Doings of Saryndalaghlothtor

Lady Gemcloak, like all of her kind, enjoys dining on metallic ores and gems of all sorts, but she indulges in occasional "blood meals" of goblins, wyverns, or other creatures who challenge her. She hunts the skies over Mirabar and down the Mirar valley and does not hesitate to pursue foes out to sea or over the Evermoors. The Mirar is her favorite watering-hole, though she often drinks from meltwater pools high in the Craggs or the many small lakes that lie in the bogs to the north of the Mirar.

Saryndalaghlothtor spends a typical day dozing on her bed of gems chatting with dwarves (who bring her news of doings in Mirabar and the wider Sword Coast North, and who focus on traders passing through her domain in particular). She'll take to the air for a short "wingstretch and sniff the wind" flight (often at twilight or in concealing mists or rain) once every day or two if she can, and she takes an active interest in the development of the mine and her dwarven "children."

Saryndalaghlothtor: Female adult crystal dragon wizard 1; CR 14; Huge dragon (air); HD 20d12+100, 1d4+5; hp 237; Init +2; Spd 40 ft., burrow 5 ft., swim 40 ft., fly 150 ft. (poor); AC 29, touch 10, flat-footed 27; Base Attack +20; Grp +34; Atk +24 melee (2d8+6, bite); Full Atk +24 melee (2d8+6, bite) and +22 melee (2d6+3, 2 claws) and +22 melee (1d8+3, 2 wings) and +22 melee (2d6+9, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon (50-ft. cone of brilliant light), crush 2d8+9, frightful presence, *psionics*; SQ blindsense 60 ft., damage reduction 10/magic, darkvision 120 ft., fire resistance 15, immunities (cold, paralysis, sleep), keen senses, low-light vision, planar travel; AL CN; SV Fort +17, Ref +16, Will +15; Str 23, Dex 14, Con 21, Int 16, Wis 17, Cha 17.

Skills and Feats: Bluff +14, Concentration +29, Diplomacy +28, Escape Artist +17, Hide -6, Intimidate +5, Knowledge (arcana) +11, Knowledge (North local) +8, Knowledge (psionics) +25, Listen +26, Psicraft+13, Sleight of Hand+6, Spellcraft +9, Spot +26, Swim +29; Combat Casting, Combat Reflexes, Flyby Attack, Hover, Lightning Reflexes, Multiattack , Power Attack, Scribe Scroll, Wingover.

Breath Weapon (Su): Once every 1d4 rounds, Saryndalaghlothtor can breathe a 50-foot cone of brilliant light. Each creature in the area takes 12d6 points of damage and is blinded for 1d4 rounds. A successful DC 25 Reflex save halves the damage and negates the blinding effect.

Crush (Ex): When flying or jumping, Saryndalaghlothtor can land on Small or smaller opponents as a standard action, using her whole body to crush them. A crush attack affects as many creatures as can fit in the 15-ft.-by-15-ft. area under her body. Each creature in the affected area must succeed on a Reflex save (DC 25) or be pinned, automatically taking bludgeoning damage during the next round unless Saryndalaghlothtor moves off of it. If she chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Frightful Presence (Ex): When Saryndalaghlothtor attacks, charges, or flies overhead, each creature within a 360-foot radius that has 19 or fewer HD must attempt a DC 23 Will save. On a failure, it becomes panicked for 4d6 rounds if it has 4 or fewer HD or shaken for 4d6 rounds if it has 5 or more HD. Success renders the creature immune to Saryndalaghlothtor's frightful presence for 24 hours.

Psionics (Sp): 3/day -- *charm person* (DC 1d20 + 4). Manifest level 5th. Saryndalaghlothtor manifests powers and gains additional attack and defense modes as if she were a psion with Telepathy as her primary discipline.

Blindsense (Ex): Saryndalaghlothtor can pinpoint creatures within a distance of 60 feet. Opponents she can't actually see still have total concealment against her.

Keen Senses (Ex): Saryndalaghlothtor sees four times as well as a human in shadowy illumination and twice as well in normal light. She also has darkvision to a range of 120 feet.

Planar Travel (Su): Saryndalaghlothtor has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Psionic Powers (4/3/2; 15th-level psion; telepathy primary discipline; 19 power points): 0 -- *burst*, *detect psionics*, *far hand*, *missive*** (DC 1d20+3); 1st -- *empathy*** (DC 1d20+4), *grease* (DC 1d20+4), *lesser mindlink***; 2nd -- *brain lock*** (DC 1d20+5), *detect thoughts*** (DC 1d20+5).

Attack/Defense Modes (Sp): At will -- *ego whip*, *id insinuation*, *mind thrust*, *psychic crush/empty mind*, *intellect fortress*, *mental barrier*, *thought shield*, *tower of iron will*.

**Telepathy power.

Wizard Spells Prepared (3/2; save DC 13 + spell level): 0 -- *detect magic*, *disrupt undead*, *read magic*; 1st -- *forcewave* (*Magic of Faerûn*), *know protections* (*Magic of Faerûn*).

Spellbook: Saryndalaghlothtor has the following spells, as well as other rare spells of 1st and higher levels. 0 -- *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *electric jolt* (*Magic of Faerûn*), *flare*, *ghost sound*, *Horizikaul's cough* (*Magic of Faerûn*), *light*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, 1st -- *alarm*, *animate rope*, *burning hands*, *cause fear*, *charm person*, *color spray*, *comprehend languages*, *detect undead*, *disguise self*, *endure elements*, *erase*, *expeditious retreat*, *forcewave* (*Magic of Faerûn*), *grease*, *hold portal*, *hypnotism*, *Kaupaer's skittish nerves* (*Magic of Faerûn*), *know protections* (*Magic of Faerûn*), *mage armor*, *magic missile*, *obscuring mist*, *protection from chaos*, *protection from evil*,

protection from good, protection from law, Shelgarn's persistent blade (Magic of Faerûn), shield, shocking grasp, silent image, sleep, spirit worm (Magic of Faerûn), summon monster I, true strike, unseen servant, ventriloquism.

Saryndalaghlothtor's Magic

Among Lady Gemcloak's store of written spells are many beyond her mastery and a huge array of 1st-level spells. Most are old spells that are rarely found these days. She commands only a modest hoard but is known to possess a rare and powerful item, described hereafter, which she keeps well hidden, knowing she can't herself use its full effects but that they could be used against her to devastating effect.

Helm of Supreme Wizardry: This ornate, fluted "sallet"-style helm is of steel plated with a silver alloy and alters to fit the head of any creature donning it.

A helm of supreme wizardry allows any being already able to cast wizard spells who wears it to temporarily cast two additional spells of spell levels 6-9 (8 spells per day total). These are treated as bonus spell slots (as if from a very high Intelligence) and therefore can be used only by those already capable of casting spells of those levels (though such a caster can still use the slots to prepare lower-level or metamagicked spells). Casting a spell from one of these bonus slots deals 1d6+1 points of damage to the wearer (which can be healed normally or through magic); the caster takes the damage the instant she completes the spell. If the helm is removed, any bonus spells prepared with it are immediately lost.

The helm has several drawbacks. First, if all of the extra spells prepared with the helm are not cast within 12 hours of their preparation, it causes the wearer to lose all prepared wizard spells at the end of that period (affecting the bonus spells from the helm and any other wizard spells the wearer had prepared normally). The spell slots for those lost spells are considered cast (the wearer must rest again to use the spell slots). Note that only the bonus spell slots used by the wearer need to be expended to prevent this from happening. For example, a 12th-level wizard with the helm has access only to spell slots of 6th-level and lower. She can use only the two bonus 6th-level spell slots from the helm, and if she casts both of those within 12 hours of preparing them then this drawback is not triggered. (In other words, she is not penalized for not being able to use the 7th- and higher-level bonus spell slots granted by the helm.)

The second drawback is if the helm is ever used (not merely worn, but actually used to prepare spells in its bonus slots) by the same wearer twice in a tenday, it deals 1 point of permanent Intelligence drain upon the wearer, and the attempt to use the extra slots fails.

The third drawback is if the helm is ever used twice in the same 30-day period by the same wearer to prepare spells of the same school, the preparation succeeds but the wearer immediately suffers 1 point of permanent Intelligence drain and permanently loses 1 hit point. Despite this great price, as long as it is worn, the helm allows the wearer to cast these bonus spells, even if the Intelligence loss means the wearer could not normally cast spells of that level any more.

For example, if the wearer uses the helm to prepare *antimagic field* and *chain lightning*, then twenty-eight days later uses the helm to prepare *greater dispel magic* (the same school as *antimagic field*), the wearer would incur those losses. If she persisted in her folly and used the helm to prepare *Bigby's forceful hand* (the same school as *chain lightning*) she would suffer the losses again. If her Intelligence was originally 16, she'd be reduced to Intelligence 14, normally not enough to cast *greater dispel magic* or *Bigby's forceful*

hand, but the power of the helm allows her to still cast those spells (but not any other spells of that level prepared normally).

Strong transmutation; CL 20; Weight 3 lb.

Saryndalaghlothtor's Fate

Lady Gemcloak is likely to receive severe battle-testings at the hands of greedy adventurers (sponsored by Mirabarran mining families or the Arcane Brotherhood of Luskan, if by no one else), and might also be a magnet for dwarves desiring to join a "new" hold (free of old feuds and bitter clan memories) and goblins desiring revenge . . . and where goblins rush in, orcs usually follow.

Saryndalaghlothtor might swiftly perish if she rejects offers of alliances and aid from the Dragon Queen or other friendly wyrms (for instance, the reclusive Thalagyrt -- whom we'll look at next month -- possesses a spell, *gemfire*, that the Axemother would find very useful), dwarven adventuring bands, and the like -- for news of the whereabouts and gem-rich properties of her lair is certain to reach unfriendly draconic ears eventually. . . .

About the Authors

Ed Greenwood claims that he can, and often does, speak to folk who don't have silver hair, magic swords, and spells up their sleeves that can sear -- or remake -- worlds. He just prefers his more memorable tavern encounters all over the Realms to what generally confronts him in the here-and-now.

Sean K Reynolds is a vegetarian who long ago ate four one-pound hamburgers in one afternoon. He would like to thank Steven Domkowski for his help in acquiring the original ***Dragon Magazine*** text for this article.

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Epic Insights Special Edition

Psionic Prestige Classes - Part 1

By Mark A. Jindra

With inspiration and testing provided by members of the Wizards of the Coast online community.



This month we explore epic-level progressions for the four prestige classes in the *Psionics Handbook*.

Epic Metamind

The metamind knows that accumulating the most power in the shortest time is key to psionic superiority. Their single-minded pursuit of this power leads many to believe that continued focus into the realm of epic psionics will bring them the ultimate psionic power they seek.

Other Options: The epic metamind's ability to utilize Trigger Power and Epic Trigger Power to manifest many of his lower level powers helps him reach his goal of ultimate psionic power.

Hit Die: d4.

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

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

Psicrystals: The epic metamind's psicrystal continues to increase in power. Every two levels after 10th (12th, 14th, 16th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Trigger Power: Every other level starting at 11th, the epic metamind gains a bonus Trigger Power feat. Each time he takes this feat, he chooses a power of level 0 to 3 that he can attempt to manifest for free.

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

Epic Metamind Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, [Epic Trigger Power](#),



Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, metaminds learn "psionically flavored" versions of feats, as appropriate.

Level	Special
11	Trigger Power
12	--
13	Trigger Power, bonus feat
14	--
15	Trigger Power
16	Bonus feat
17	Trigger Power
18	--
19	Trigger Power, bonus feat
20	--

Epic Pyrokineticist

While few pyrokineticists venture into the realm of epic psionics, those that do find the experience brings them closer to becoming one with the flame. Pyros are generally shunned by society, and the epic pyro is even more so. Often pyros seek out one another and form small communities in barren wastelands on the fringes of society where they can study their art among those who truly appreciate it.

Hit Die: d6.

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

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

Psicrystals: The epic pyrokineticist's psicrystal continues to increase in power. Every two levels after 10th (12th, 14th, 16th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

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

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

Level	Special
11	--
12	Bonus feat
13	--
14	Bonus feat
15	--
16	Bonus feat
17	--
18	Bonus feat
19	--
20	Bonus feat

Epic Slayer

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

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

Hit Die: d10.

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

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

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

Epic Slayer Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire

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

Level	Special
11	Bonus feat
12	--
13	Bonus feat
14	--
15	Bonus feat
16	--
17	Bonus feat
18	--
19	Bonus feat
20	--

Epic Soulnife

Most soulnifes embrace epic psionics. They advance their mind-blades to powers unheard of in the world of normal psionics. The amount of violence they employ in their combat style increases along with their power, causing them to be shunned by society. They often seek out the societies of epic pyros to find acceptance.

Hit Die: d6.

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

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

Sneak Attack (Ex): The epic soulnife's extra damage from this ability increases by +1d6 at 11th-level and every other level gained thereafter (13th, 15th, and so on).

Mind-Blade (Su): When the epic soulnife reaches 12th level, his mind-blade gains a +6 enhancement bonus; this bonus increases by +1 at every other level gained thereafter (14th, 16th, and so on).

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

Epic Soulknife Bonus Feat List: Armor Skin, [Brilliant Mind-Blade](#), Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the soulknife can select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, each epic soulknife learns "psionically flavored" versions of feats, as appropriate.

Level	Special
11	Sneak attack +6d6
12	Mind-blade +6
13	Sneak attack +7d6
14	Mind-blade +7, bonus feat
15	Sneak attack +8d6
16	Mind-blade +8
17	Sneak attack +9d6
18	Mind-blade +9, bonus feat
19	Sneak attack +10d6
20	Mind-blade +10

Feats

Brilliant Mind-Blade [Epic] [Psionic]

Your mind-blade is a brilliant energy weapon.

Prerequisites: Mind-blade enhancement bonus of +6, reserve power points (see below).

Benefit: Your mind-blades have the brilliant energy weapon quality. You can choose to turn this ability on or off as a free action.

Special: This feat increases your prerequisite of reserve power points for your mind-blades by 10. This feat can be taken as a bonus feat by the epic soulknife.

Epic Trigger Power [Epic] [Psionic]

You choose one power that you can manifest for free.

Prerequisite: Inner Strength, Talented, Trigger Power, reserve power points (see below)

Benefit: Choose any 4th-, 5th-, or 6th-level power you know. From now on you can attempt to trigger that power without paying its cost. To trigger a power, you must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost you to manifest the power. Then, make an ability check appropriate for the power's discipline (for instance, you would make a Charisma check for *charm person*). If you meet or exceed the ability check DC (see below), the power is manifested normally with no power point cost. If you fail the check, you are forced to pay its cost, but the power is still manifested normally. You can't use Epic Trigger Power in conjunction with psionic attack or defense modes.

DCs for the ability check are determined by level: 4th level, 19; 5th level, 21; and 6th level, 23.

Special: You can take this feat multiple times, each time using it for a new triggered power. This feat can be taken as a bonus feat by the epic metamind.

Game Resources: To use the material in this article to its fullest, check out the [Epic Level Handbook](#), grab a copy of the [Psionics Handbook](#), and take a look at the Mind's Eye web features. Of course, you'll also want to keep the [Player's Handbook](#), [Dungeon Master's Guide](#), and the [Monster Manual](#) handy!

Special thanks go to the following members of the Wizards of the Coast online community for their contributions to this article: Michael Tree, Dr_Draco, Big Jake, and many more.

About the Author

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Go to the [D&D main news page](#) for more articles and news about the new **D&D** or check out the [D&D message boards](#) for a lively discussion of all aspects of the **D&D** game.

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Epic Insights

Psionic Prestige Classes, Part Two

By Mark A. Jindra



This month we explore epic-level progressions for the constructor, the crystal master, and the crystalsinger.

Epic Constructor

If you missed the constructor prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

Hit Die: d4.

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

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

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

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

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

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

Game Resources: To make full use of the material in this article, check out the following resources:

- [Psionics Handbook](#)
- [Epic Level Handbook](#)
- [Player's Handbook](#)
- [Dungeon Master's Guide](#)
- [Monster Manual](#)
- [Constructor Prestige Class](#)
- [Crystal Master Prestige Class](#)
- [Crystalsinger Prestige Class](#)

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

Level	Special
11	--
12	Efficient construction 4, Infused Construction
13	--
14	--
15	Efficient construction 5, Infused Construction, bonus feat
16	--
17	--
18	Efficient construction 6, Infused Construction
19	--
20	Bonus feat

Epic Crystal Master

If you missed the crystal master prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

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

Hit Die: d4.

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

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

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

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

Epic Embed Gem: The epic crystal master gains the Epic Embed Gem feat at 12th, 16th, and 20th levels.

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

Level	Special
11	--
12	Epic Embed Gem
13	--
14	Bonus feat
15	--
16	Epic Embed Gem
17	--
18	Bonus feat
19	--
20	Epic Embed Gem

Epic Crystalsinger

If you missed the crystalsinger prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

Many crystalsingers continue their advancement into epic psionics so that they can create more powerful

psionic items. They learn as much as they can about psionic item creation in the hopes that someday they will learn the secrets of artifact creation.

Hit Die: d4.

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

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

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

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

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

Epic Crystalsinger Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Forge Epic Ring, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. In addition to the feats on this list, the epic crystalsinger may select any item creation feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic crystalsingers learn "psionically flavored" versions of feats, as appropriate.

Level	Special
11	Metacreative creation 6
12	--
13	Metacreative creation 7, bonus feat
14	--
15	Metacreative creation 8
16	Bonus feat
17	Metacreative creation 9
18	--

19	Metacreative creation 10, bonus feat
----	--------------------------------------

20	--
----	----

Feats

Epic Embed Gem [Epic] [Psionic]

Your body can handle the stress of embedding additional gems.

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

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

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

About the Author

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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Epic Insights Psionic Prestige Classes, Part Three

By Mark A. Jindra



This month we explore epic-level progressions for three more of the prestige classes featured online!

Epic Diamond Warrior

If you missed the diamond warrior prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

Although it is uncertain what percentage of the diamond order is comprised of epic diamond warriors, some speculate that achieving epic status is reserved for only the greatest warriors.

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

Hit Die: d8.

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

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

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

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

Level	Special	Manifester Level
11	Bonus feat	+1
12	--	+1
13	--	--
14	Bonus feat	+1
15	--	+1
16	--	+1
17	Bonus feat	--
18	--	+1
19	--	+1
20	Bonus feat	+1

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

Manifester Level: 16th; *Prerequisites:* Craft Universal Item, *shadow body*; *Market Price:* 185,000 gp; *Weight:* 1 lb.

Epic Meditant

If you missed the meditant prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

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

Hit Die: d4.

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

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

Psicrystals: The epic meditant's psicrystal continues to increase in power. Every two levels after 20th

(22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

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

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

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

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

Level	Special
11	Epic Psychic Meditation
12	Bonus feat
13	Ethereal form 4/day
14	Epic Psychic Meditation
15	Bonus feat
16	Ethereal form 5/day
17	Epic Psychic Meditation
18	Bonus feat
19	Ethereal form 6/day
20	Epic Psychic Meditation

Epic Mindknight

If you missed the mindknight prestige class, hop over to it and [take a peek!](#)

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

Hit Die: d8.

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

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

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

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

Level	Special	Manifester Level
11	--	--
12	Bonus feat	+1
13	--	--
14	Bonus feat	+1
15	--	--
16	Bonus feat	+1
17	--	--
18	Bonus feat	+1
19	--	--
20	Bonus feat	+1

Epic Inner Harmony [Epic] [Psionic]

You achieve an inner harmony that allows psychic meditation effects to last longer.

Prerequisite: Meditant 11+ levels.

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

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

Epic Psychic Meditation [Epic] [Psionic]

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

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

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

Energy Center	Associated Bonus
Crown	+3 natural armor bonus to AC
Third Eye	2 temporary power points per manifester level
Throat	+2 enhancement bonus to Int, Wis, and Cha
Heart	Fast healing 3
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

About the Author

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Epic Insights

Psionic Prestige Classes, Part Four

By Mark A. Jindra



This month we explore epic-level progressions for three more of the prestige classes featured online!

Epic Psychic Weapon Master

If you missed the psychic weapon master prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

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

Hit Die: d8.

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

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

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

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

Epic Psychic Weapon Master Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm

of Throws, Superior Bonded Weapon, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the epic psychic weapon master may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic psychic weapon masters learn "psionically flavored" versions of feats, as appropriate.

Epic Psychic Weapon Master

Level	Special	Manifester Level
11	--	+1
12	Increased multiplier 6/day, bonus feat	+1
13	--	--
14	Increased multiplier 7/day	+1
15	Bonus feat	+1
16	Increased multiplier 8/day	+1
17	--	--
18	Increased multiplier 9/day, bonus feat	+1
19	--	+1
20	Increased multiplier 10/day	+1

Epic Sangehirn

If you missed the sangehirn prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

Hit Die: d6.

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

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

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

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

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

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

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

Epic Sangehirn

Level	Special
11	Stabilize self +6
12	--
13	Stabilize self +7
14	Damage reduction 4/--
15	Stabilize self +8, bonus feat
16	--
17	Stabilize self +9
18	Damage reduction 5/--
19	Stabilize self +10
20	Bonus feat

Epic Shadow Mind

If you missed the shadow mind prestige class, hop over to it and [take a peek!](#)

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

Hit Die: d4.

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

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

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

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

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

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

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

Epic Shadow Mind

Level	Special
11	Subpsionic defense +4
12	Subpsionic power +4
13	--
14	Subpsionic defense +5, bonus feat
15	Subpsionic power +5
16	--
17	Subpsionic defense +6
18	Subpsionic power +6, bonus feat
19	--

Superior Bonded Weapon [Epic] [Psionic]

Your bonded weapon gains the capacity for greater power.

Prerequisites: Psychic Weapon Master 11+, bonded weapon bonus +10.

Benefit: The maximum weapon bonus that your superior bonded weapon can have is equal to your total levels of psychic weapon master*. Also your bonded weapon's maximum enhancement bonus increases by +1 per level of epic psychic weapon master. You must still make an appropriate sacrifice to awaken this bonus, as shown on the table below. For instance, to increase a +5 psychic longsword to a +6 psychic longsword, the psychic weapon master must sacrifice a total of 12,100 XP. The psychic weapon master must meditate to increase the new ability as usual. This feat can be taken as a bonus feat by the epic psychic weapon master.

Table 1-1 Superior Bonded Weapons

Weapon Bonus	Total Sacrifice Required	Minimum Psychic Weapon Master Level	Meditation
+11	12,100	11	21 days
+12	14,400	12	23 days
+13	16,900	13	25 days
+14	19,600	14	27 days
+15	22,500	15	29 days
+16	25,600	16	31 days
+17	28,900	17	33 days
+18	32,400	18	35 days
+19	36,100	19	37 days
+20*	40,000	20	39 days

* Total weapon bonus may not exceed +20 regardless of level.

About the Author

Mark A. Jindra has been a fan of **Dungeons & Dragons** for the past 25 years and has organized **RPGA** Network events for many conventions and game days, including Origins and Winter Fantasy. In 1998 he landed his dream job as a web developer for Wizards of the Coast and is currently the developer of the **D&D** website. Mark has authored or coauthored various tournaments for the **RPGA** Network, and he also

coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

Special thanks go to the following members of the Wizards of the Coast online community for their contributions to this article: Michael Tree, Dr_Draco, Big Jake, and many more.

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