

# 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).

### Obsidian Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Attack	Fort	Ref	Will
									Bonus	Save	Save	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
Wyrm	G	37d12+296 (536)	37	10	27	35	19	18	+46	+28	+20	+24
Great wyrm	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
Wyrm	22d10 (36)	32	34	17th	+0
Great wyrm	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>Whitfire</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*. Manifest 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.



# MORE PSIONIC MONSTERS

*The Psionics Handbook* Web Enhancement by Bruce R. Cordell

These psionic monsters are presented according to the rules set forth in the *Psionics Handbook*. Without the *Psionics Handbook*, some of the nomenclature and powers of the creatures below may be obscure and difficult to utilize. The psionic monsters included with this article include the gem dragons (amethyst dragons, crystal dragons, emerald dragons, sapphire dragons, and topaz dragons), su-monsters, and thri-kreens.

## DRAGON

### Gem Dragons

Gem dragons are dragons who have innate psionic abilities instead of sorcerous abilities. They are stand-offish and loners as a rule, and they are always most concerned about their own needs. Except as noted below, gem dragons adhere to all the dragon rules indicated in the *Monster Manual*.

**Psionic Powers:** A gem dragon knows and manifests psionic powers as a psion of the level and discipline indicated in its variety description, gaining bonus power points for a high key ability score. Even if a particular power noted for a dragon doesn't appear in the *Psionics Handbook* as a psionic power (instead appearing in the *Player's Handbook*) the power is considered to be manifested psionically.

**Psionics (Sp):** The psionic abilities a gem dragon can freely manifest depend on its age and variety. It gains the abilities listed for its age plus all previous ones, using its age category or its psion manifest level (whichever is higher) as the manifest level. The save DC is 10 + the dragon's key ability modifier + power level. All psionic abilities noted for a gem dragon are usable a number of times per day, as noted under each variety.

### Amethyst Dragon

Dragon (Earth)

Climate/Terrain: Any land and underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult,

mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

**Challenge Ratings:** Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25

**Treasure:** Double standard

**Alignment:** Always neutral

**Advancement:** Wyrmling 7–8 HD (Small); very young 10–11 HD (Medium-size); young 13–14 HD (Medium-size); juvenile 16–17 HD (Large); young adult 19–20 HD (Large); adult 22–23 HD (Huge); mature adult 25–26 HD (Huge); old 28–29 HD (Huge); very old 31–32 HD (Huge); ancient 34–35 HD (Gargantuan); wyrm 37–38 HD (Gargantuan); great wyrm 40+ HD (Gargantuan)

Amethyst dragons are wise and regal. They sometimes serve as intermediaries between warring dragons and even humanoid civilizations.

An amethyst dragon has lavender skin with small scales of a light, translucent purple when first hatched. As they grow older, their scales gradually darken and take on a crystalline quality. The amethyst dragon's scales are shaped like mineral crystals that form naturally in the earth.

Amethyst dragons live on the tops of isolated mountains in deep caves. The caves inhabited by amethyst dragons are naturally resplendent with crystal minerals of all colors.

Amethyst dragons of sufficient level to manifest psionic powers have the primary discipline of Psychokinesis; Constitution is thus their key ability score.

### Combat

Younger amethyst dragons avoid combat by flying away if possible. Older dragons use their special abilities, such

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Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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as invisibility, to improve their chances to surprise a target. Even adults flee if it is obvious after the first few rounds of combat that they cannot overpower their opposition.

**Breath Weapon (Su):** An amethyst dragon has one type of breath weapon: a line of concussive force. The concussive force pummels those affected with telekinetic force. The amethyst dragon may choose to deal an equal amount of subdual damage instead of normal damage.

**Explosive Gem (Sp):** Once per day the gem dragon can expel a crystalline violet lozenge which it can spit up to 75 feet away with pinpoint accuracy. The gem instantly explodes, inflicting impact damage to all creatures in a 20-foot radius. Targets who succeed at a Reflex saving throw (DC 17 + dragon's manifester level) suffer half damage.

**Amethyst Telekinesis (Sp):** Once per day the gem dragon can use true telekinesis; however, the amethyst dragon can lift up to 10 tons (200,000 pounds), or hurl a creature against another object for 20d6 points of damage. Amethyst dragons use this power as if they were a 20th-level manifester.

**Force Resistant (Ex):** Amethyst dragons gain a +4 saving throw bonus against force psionic powers, spells, or effects.

**Psionics (Sp):** 3/day—*stomp*; 1/day—*invisibility, body equilibrium, and suggestion*.

**Attack/Defense Modes (Sp):** At will—*ego whip/mental barrier*. As amethyst dragons gain levels of psion, they gain additional psionic attack and defense modes, according to the rules of a psion.

## Amethyst Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	PR
Wyrmling	S	6d12+6 (45)	17 (+1 size, +5 natural, +1 Dex)	+8	+6	+5	+5	2d8 (14)	—	—
Very young	M	9d12+18 (76)	19 (+8 natural, +1 Dex)	+11	+8	+6	+6	4d8 (16)	—	—
Young	M	12d12+24 (102)	22 (+11 natural, +1 Dex)	+15	+10	+8	+9	6d8 (18)	—	—
Juvenile	L	15d12+45 (142)	24 (-1 size, +14 natural, +1 Dex)	+18	+12	+9	+11	8d8 (20)	—	—
Young adult	L	18d12+72 (189)	27 (-1 size, +17 natural, +1 Dex)	+23	+15	+11	+13	10d8 (23)	21	19
Adult	H	21d12+105 (241)	29 (-2 size, +20 natural, +1 Dex)	+27	+17	+12	+15	12d8 (25)	23	21
Mature adult	H	24d12+120 (276)	32 (-2 size, +23 natural, +1 Dex)	+31	+19	+14	+17	14d8 (27)	25	22
Old	H	27d12+162 (337)	35 (-2 size, +26 natural, +1 Dex)	+35	+21	+15	+19	16d8 (29)	27	24
Very old	H	30d12+180 (375)	38 (-2 size, +29 natural, +1 Dex)	+39	+23	+17	+21	18d8 (31)	29	25
Ancient	G	33d12+231 (445)	39 (-4 size, +32 natural, +1 Dex)	+41	+25	+18	+23	20d8 (33)	31	27
Wyrm	G	36d12+288 (522)	42 (-4 size, +35 natural, +1 Dex)	+45	+28	+20	+25	22d8 (36)	33	29
Great wyrm	G	39d12+312 (565)	45 (-4 size, +38 natural, +1 Dex)	+49	+30	+22	+28	24d8 (37)	35	31

## Amethyst Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Manifester Level*
Wyrmling	40 ft., fly 100 ft. (average), burrow 20 ft.	13	12	13	10	11	10	Poison immunity, force resistant	—
Very young	40 ft., fly 150 ft. (poor), burrow 20 ft.	15	12	15	10	11	10		—
Young	40 ft., fly 150 ft. (poor), burrow 20 ft.	17	12	15	12	13	12		—
Juvenile	40 ft., fly 150 ft. (poor), burrow 20 ft.	19	12	17	14	15	14		1st
Young adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	23	12	19	14	15	14	Damage reduction 5/+1	3rd
Adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	27	12	21	16	17	16	Explosive gem 5d6 damage	5th
Mature adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	29	12	21	16	17	16	Damage reduction 10/+1	7th
Old	40 ft., fly 150 ft. (poor), burrow 20 ft.	31	12	23	18	19	18	Explosive gem 9d6 damage	9th
Very old	40 ft., fly 150 ft. (poor), burrow 20 ft.	33	12	23	18	19	18	Damage reduction 15/+2	11th
Ancient	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	35	12	25	20	21	20	Explosive gem 13d6 damage	13th
Wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	37	12	27	20	21	20	Damage reduction 20/+3	15th
Great wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	39	12	27	22	23	22	Amethyst Telekinesis	17th

\*Amethyst dragons manifest powers as if psions with Psychokinesis as their primary discipline.

## Crystal Dragon

### Dragon (Air)

**Climate/Terrain:** Temperate and cold mountains

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

**Challenge Ratings:** Wyrmling 2; very young 3; young 4; juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wyrm 21; great wyrm 23

**Treasure:** Double standard

**Alignment:** Always chaotic neutral

**Advancement:** Wyrmling 6–7 HD (Small); very young 9–10 HD (Medium-size); young 12–13 HD (Medium-size); juvenile 15–16 HD (Large); young adult 18–19 HD (Large); adult 21–22 HD (Huge); mature adult 24–25 HD (Huge); old 27–28 HD (Huge); very old 30–31 HD (Huge); ancient 33–34 HD (Gargantuan); wyrm 36–37 HD (Gargantuan); great wyrm 39+ HD (Gargantuan)

Crystal dragons are the friendliest of the gem dragons, always curious about the world. They enthusiastically converse with willing visitors.

## Crystal Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	PR
Wyrmling	S	5d12+5 (37)	15 (+1 size, +4 natural)	+7	+5	+4	+4	2d6 (13)	—	—
Very young	M	8d12+16 (68)	17 (+7 natural)	+10	+8	+6	+6	4d6 (16)	—	—
Young	M	11d12+22 (93)	20 (+10 natural)	+14	+9	+7	+8	6d6 (17)	—	—
Juvenile	L	14d12+42 (133)	22 (–1 size, +13 natural)	+17	+12	+9	+11	8d6 (20)	—	—
Young adult	L	17d12+68 (178)	25 (–1 size, +16 natural)	+22	+14	+10	+12	10d6 (22)	20	19
Adult	H	20d12+100 (230)	27 (–2 size, +19 natural)	+26	+17	+12	+15	12d6 (25)	23	21
Mature adult	H	23d12+115 (264)	30 (–2 size, +22 natural)	+30	+18	+13	+16	14d6 (26)	24	22
Old	H	26d12+156 (325)	33 (–2 size, +25 natural)	+34	+21	+15	+19	16d6 (29)	27	24
Very old	H	29d12+174 (362)	36 (–2 size, +28 natural)	+38	+22	+16	+20	18d6 (30)	28	25
Ancient	G	32d12+224 (432)	37 (–4 size, +31 natural)	+39	+25	+18	+23	20 d6 (33)	31	27
Wyrm	G	35d12+280 (507)	40 (–4 size, +34 natural)	+43	+27	+19	+24	22d6 (35)	32	28
Great wyrm	G	38d12+304 (551)	43 (–4 size, +37 natural)	+48	+29	+21	+27	24d6 (37)	35	30

## Crystal Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Manifester Level*
Wyrmling	40 ft., fly 100 ft. (average), swim 40 ft.	13	10	13	10	11	11	Cold immunity	—
Very Young	40 ft., fly 150 ft. (poor), swim 40 ft.	15	10	15	10	11	11		—
Young	40 ft., fly 150 ft. (poor), swim 40 ft.	17	10	15	12	13	13		—
Juvenile	40 ft., fly 150 ft. (poor), swim 40 ft.	19	10	17	14	15	15		1st
Young Adult	40 ft., fly 150 ft. (poor), swim 40 ft.	23	10	19	14	15	15	Damage reduction 5/+1	3rd
Adult	40 ft., fly 150 ft. (poor), swim 40 ft.	27	10	21	16	17	17	Charm person	5th
Mature Adult	40 ft., fly 150 ft. (poor), swim 40 ft.	29	10	21	16	17	17	Damage reduction 10/+1	7th
Old	40 ft., fly 150 ft. (poor), swim 40 ft.	31	10	23	18	19	19	Color spray	9th
Very Old	40 ft., fly 150 ft. (poor), swim 40 ft.	33	10	23	18	19	19	Damage reduction 15/+2	11th
Ancient	40 ft., fly 200 ft. (clumsy), swim 40 ft.	35	10	25	20	21	21	Domination	13th
Wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft.	37	10	27	20	21	21	Damage reduction 20/+2	15th
Great Wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft.	39	10	27	22	23	21	Control Winds	17th

\*Crystal dragons manifest powers as if psions with Telepathy as their primary discipline.

A wyrmling crystal dragon's scales are glossy white. As the dragon ages, the scales become translucent. Moonlight and starlight cause their scales to luminesce, and full sunlight lends them dazzling brilliance.

Crystal dragons prefer cold, open areas with clear skies (stargazing is a favorite crystal dragon pastime). Often, a crystal dragon builds a mansion of ice and packed snow, adding onto it over the ages of its long, long life. A crystal dragon ice mansion is a wondrous thing to look upon. Sometimes, white dragons and crystal dragons come into conflict. Crystal dragons have been known to make off with white dragon eggs, possibly to foster the white wyrmling as a friendlier dragon than most whites.

### Combat

Crystal dragons rarely instigate a fight without cause. If the target is intriguing or seems friendly, the dragon attempts a conversation. If the target appears dull, the dragon attempts to avoid a meeting. However, if visitors prove unfriendly, crystal dragons do not hesitate to respond in kind.

**Breath Weapon (Su):** A crystal dragon has one type of breath weapon: a cone of brilliant light. Targets who fail their saving throw against the damage are also blinded for 1d4 rounds.

**Cold Immunity (Ex):** Crystal dragons are immune to cold psionic powers, spells, and effects.

**Psionics (Sp):** 3/day—*charm person* and *color spray*; 1/day—*domination* and *control winds*.

**Attack/Defense Modes (Sp):** At will—*id insinuation*/*thought shield*. As crystal dragons gain levels of psion, they gain additional psionic attack and defense modes, according to the rules of a psion.

## Emerald Dragon

### Dragon (Sonic)

**Climate/Terrain:** Any warm and underground

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

**Challenge Ratings:** Wyrmling 2; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24

**Treasure:** Double standard

**Alignment:** Always lawful neutral

**Advancement:** Wyrmling 7–8 HD (Small); very young 10–11 HD (Medium-size); young 13–14 HD

(Medium-size); juvenile 16–17 HD (Large); young adult 19–20 HD (Large); adult 22–23 HD (Huge); mature adult 25–26 HD (Huge); old 28–29 HD (Huge); very old 31–32 HD (Huge); ancient 34–35 HD (Gargantuan); wyrm 37–38 HD (Gargantuan); great wyrm 40+ HD (Gargantuan)

Emerald dragons are inquisitive, particularly about local history and customs. Often, an emerald dragon's knowledge of an area surpasses that of the best sage, though the dragon's inborn paranoia makes it difficult for others to gain that knowledge.

Emerald dragons have translucent green scales at birth. As they age, the scales harden and take on every shade of green, scintillating in even the dimmest light. Their pupils fade as they age, until in the oldest the eyes resemble glowing green orbs.

Emerald dragons like to be near areas that are at least partly settled by a civilization (of any type), but not so near that their presence is generally known. If possible, they make their lairs in the cones of extinct (or seldom active) volcanoes. Emerald dragons nurture their wyrmlings; thus, any given lair of a young adult or older is likely to have at least one wyrmling as well.

### Combat

Emerald dragons distrust visitors, and their lairs bristle with hidden traps and alarms. Emerald dragons first hide (with *improved invisibility*) from visitors who are not deterred by the traps, but reveal themselves if their treasure or their wyrmling wards are discovered. They use *detect thoughts* to learn intelligent creatures' intentions. When attacking, they blind their opponents with *fog cloud* and then charge, or if flying, snatch them up. Against seafaring opponents they conjure up a storm or use their tails to smash the vessels' hulls. If a dragon is inclined toward leniency, ships might be merely becalmed, fogbound, or broken-masted.

**Breath Weapon (Su):** Emerald dragons breath a cone of keening sonic energy. In addition to making a Dexterity saving throw against sonic damage, creatures within the cone must succeed at a Fortitude save (versus the same DC) or be deafened for 1d4 rounds plus 1 round per age category of the dragon.

**Sonic Immunity (Ex):** An emerald dragon is immune to sonic psionic powers, spells, and effects.

**Psionics (Sp):** At will—*object reading*; 3/day—*invisibility*, *control sound*, *nondetection*, *remote viewing*, *sensitivity to psychic impressions*; 1/day—*shield of prudence*.

**Attack/Defense Modes (Sp):** At will—*id insinuation*, *psy-*



## Emerald Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	PR
Wyrmling	S	6d12+6 (45)	16 (+1 size, +5 natural)	+8	+6	+5	+7	2d6 (14)	—	—
Very young	M	9d12+18 (76)	18 (+8 natural)	+11	+8	+6	+8	4d6 (16)	—	—
Young	M	12d12+36 (114)	21 (+11 natural)	+15	+10	+8	+11	6d6 (18)	—	—
Juvenile	L	15d12+45 (142)	23 (-1 size, +14 natural)	+18	+12	+9	+13	8d6 (20)	—	—
Young adult	L	18d12+72 (189)	26 (-1 size, +17 natural)	+23	+15	+11	+15	10d6 (23)	23	20
Adult	H	21d12+105 (241)	28 (-2 size, +20 natural)	+27	+17	+12	+17	12d6 (25)	25	22
Mature adult	H	24d12+120 (276)	31 (-2 size, +23 natural)	+31	+19	+14	+19	14d6 (27)	27	23
Old	H	27d12+162 (337)	34 (-2 size, +26 natural)	+35	+21	+15	+21	16d6 (29)	29	25
Very old	H	30d12+180 (375)	37 (-2 size, +29 natural)	+39	+23	+17	+23	18d6 (31)	31	26
Ancient	G	33d12+231 (445)	38 (-4 size, +32 natural)	+41	+25	+18	+25	20 d6 (33)	33	28
Wyrm	G	36d12+288 (522)	41 (-4 size, +35 natural)	+45	+28	+20	+28	22d6 (36)	36	29
Great wyrm	G	39d12+312 (565)	44 (-4 size, +38 natural)	+49	+30	+22	+30	24d6 (37)	37	31

## Emerald Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Manifester Level*
Wyrmling	40 ft., fly 100 ft. (average)	13	10	13	14	15	14	Sonic immunity, object reading	—
Very young	40 ft., fly 150 ft. (poor), swim 60 ft.	15	10	15	14	15	14		—
Young	40 ft., fly 150 ft. (poor), swim 60 ft.	17	10	15	16	17	16	Invisibility	1st
Juvenile	40 ft., fly 150 ft. (poor), swim 60 ft.	19	10	17	18	19	18		3rd
Young adult	40 ft., fly 150 ft. (poor), swim 60 ft.	23	10	19	18	19	18	Damage reduction 5/+1	5th
Adult	40 ft., fly 150 ft. (poor), swim 60 ft.	27	10	21	20	21	20	Sensitivity to psychic impressions	7th
Mature adult	40 ft., fly 150 ft. (poor), swim 60 ft.	29	10	21	20	21	20	Damage reduction 10/+1	9th
Old	40 ft., fly 150 ft. (poor), swim 60 ft.	31	10	23	22	23	22	Nondetection, remote viewing	11th
Very old	40 ft., fly 150 ft. (poor), swim 60 ft.	33	10	23	22	23	22	Damage reduction 15/+2	13th
Ancient	40 ft., fly 200 ft. (clumsy), swim 60 ft.	35	10	25	24	25	24	Control sound	15th
Wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	37	10	27	26	27	26	Damage reduction 20/+3	17th
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	39	10	27	26	27	26	Shield of prudence	19th

\*Emerald dragons manifest powers as if psions with Clair-sentience as their primary discipline.

*chic crush/thought shield, tower of iron will.* As emerald dragons gain levels of psion, they gain additional psionic attack and defense modes, according to the rules of a psion.

## Sapphire Dragon Dragon (Earth)

**Climate/Terrain:** Any underground

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

**Challenge Ratings:** Wyrmling 2; very young 4;

young 6; juvenile 8; young adult 10; adult 13; mature adult 15; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24

**Treasure:** Double standard

**Alignment:** Always lawful neutral

**Advancement:** Wyrmling 6–7 HD (Tiny); very young 9–10 HD (Small); young 12–13 HD (Medium-size); juvenile 15–16 HD (Medium-size); young adult 18–19 HD (Large); adult 21–22 HD (Large); mature adult 24–25 HD (Huge); old 27–28 HD (Huge); very old 30–31 HD (Huge); ancient 33–34 HD (Huge); wyrm 36–37 HD (Gargantuan); great wyrm 39+ HD (Gargantuan)

## Sapphire Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	PR
Wyrmling	T	5d12+5 (37)	16 (+2 size, +3 natural, +1 Dex)	+7	+5	+4	+5	2d4 (13)	—	—
Very young	S	8d12+8 (60)	18 (+1 size, +6 natural, +1 Dex)	+10	+7	+6	+7	4d4 (15)	—	—
Young	M	11d12+22 (93)	21 (+9 natural, +2 Dex)	+13	+9	+7	+9	6d4 (17)	—	—
Juvenile	M	14d12+28 (119)	24 (+12 natural, +2 Dex)	+17	+11	+9	+11	8d4 (19)	—	—
Young adult	L	17d12+51 (161)	27 (−1 size, +15 natural, +3 Dex)	+20	+14	+10	+13	10d4 (21)	21	19
Adult	L	20d12+80 (210)	30 (−1 size, +18 natural, +3 Dex)	+25	+16	+12	+15	12d4 (24)	23	21
Mature adult	H	23d12+115 (264)	32 (−2 size, +20 natural, +4 Dex)	+29	+18	+13	+17	14d4 (27)	25	23
Old	H	26d12+130 (299)	35 (−2 size, +23 natural, +4 Dex)	+33	+20	+15	+19	16d4 (28)	27	25
Very old	H	29d12+174 (362)	39 (−2 size, +26 natural, +5 Dex)	+37	+22	+16	+21	18d4 (30)	29	26
Ancient	H	32d12+192 (400)	42 (−2 size, +29 natural, +5 Dex)	+41	+24	+18	+23	20 d4 (32)	31	28
Wyrmling	G	35d12+245 (472)	44 (−4 size, +32 natural, +6 Dex)	+43	+26	+19	+25	22d4 (34)	33	29
Great wyrmling	G	38d12+304 (551)	47 (−4 size, +35 natural, +6 Dex)	+47	+29	+21	+27	24d4 (37)	35	31

## Sapphire Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Manifester Level*
Wyrmling	40 ft., fly 100 ft. (average), burrow 15	11	12	13	12	13	12	Electrical immunity, spider climb	—
Very young	40 ft., fly 100 ft. (average), burrow 15	13	12	13	12	13	12		—
Young	40 ft., fly 150 ft. (poor), burrow 10	15	14	15	14	15	14		1st
Juvenile	40 ft., fly 150 ft. (poor), burrow 10	17	14	15	14	15	14	Sense psychoportation	3rd
Young adult	40 ft., fly 150 ft. (poor), burrow 5	19	16	17	16	17	16	Damage reduction 5/+1	5th
Adult	40 ft., fly 150 ft. (poor), burrow 5	23	16	19	16	17	16	skate, stone shape	7th
Mature adult	40 ft., fly 150 ft. (poor), burrow 5	27	18	21	18	19	18	Damage reduction 10/+1	9th
Old	40 ft., fly 150 ft. (poor), burrow 5	29	18	21	18	19	18	Teleportation	11th
Very old	40 ft., fly 150 ft. (poor), burrow 5	31	20	23	20	21	20	Damage reduction 15/+2	13th
Ancient	40 ft., fly 150 ft. (poor), burrow 5	33	20	23	20	21	20	Wall of stone	15th
Wyrmling	40 ft., fly 200 ft. (clumsy), burrow 5	35	22	25	22	23	22	Damage reduction 20/+3	17th
Great wyrmling	40 ft., fly 200 ft. (clumsy), burrow 5	37	22	27	22	23	22	Move earth	19th

\*Sapphire dragons manifest powers as if psions with Psychoportation as their primary discipline.

Sapphire dragons are territorial and naturally distrustful of others. Their territorial streak is most obvious with other dragons. They are powerful burrowers.

Sapphire dragon scales do not change as a dragon ages; the scales range in hue from light to dark blue, and scintillate in any light, casting a cascade of ghostly glints on cavern walls. A sapphire dragon's pupils fade with age, and the eyes of great wyrms resemble glowing sapphire orbs.

Sapphire dragons like dry, rocky subterranean caverns. They hide their lair entrances using *move earth* and *stone shape*. Within the lair, their treasures spread out among several chambers, arranged in a somewhat decorative manner. Giant subterranean spiders also roam sapphire dragon lairs, but only as a handy source of food. Sapphire dragons treat the evil races of the underdark only as enemies; drow, illithid, and aboleth trophies are sometimes prominently displayed in a sapphire dragon's lair.

### Combat

Sapphire dragons are not big on small talk, unless the discussion revolves around military strategy, at which

they enjoy showing off their prowess. In fact, they may forgive visitors their presence if a game of strategy is proffered. Of course, they hate to lose.

**Breath Weapon (Su):** Sapphire dragons breath a cone of keening sonic energy. In addition to making a Dexterity saving throw against sonic damage, creatures within the cone must succeed at a Fortitude save (versus the same DC) or be deafened for 1d4 rounds.

**Spider Climb (Ex):** The dragon can climb on stone surfaces as though using the *spider climb* spell.

**Electrical Immunity (Ex):** Sapphire dragons are immune to electrical psionic powers, spells, and effects.

**Psionics (Sp):** At will—*sense psychoportation*; 2/day—*skate, stone shape*; 1/day—*teleportation, wall of stone, and move earth*.

**Attack/Defense Modes (Sp):** At will—*id insinuation, ego whip/thought shield, empty mind*. As sapphire dragons gain levels of psion, they gain additional psionic attack and defense modes, according to the rules of a psion.

**Skills:** Sapphire dragons have the Climb skill for free at 1 rank per Hit Die.

## Topaz Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	PR
Wyrmling	S	7d12+7 (52)	17 (+1 size, +6 natural)	+9	+6	+5	+7	2d8 (14)	—	—
Very young	M	10d12+20 (85)	19 (+9 natural)	+12	+9	+7	+9	4d8 (17)	—	—
Young	M	13d12+26 (110)	22 (+12 natural)	+16	+10	+8	+11	6d8 (18)	—	—
Juvenile	L	16d12+ 48(152)	24 (-1 size, +15 natural)	+19	+13	+10	+14	8d8 (21)	—	—
Young adult	L	19d12+76 (199)	27 (-1 size, +18 natural)	+24	+15	+11	+15	10d8 (23)	23	20
Adult	H	22d12+110 (253)	29 (-2 size, +21 natural)	+28	+18	+13	+18	12d8 (26)	26	22
Mature adult	H	25d12+125 (287)	32 (-2 size, +24 natural)	+32	+19	+14	+19	14d8 (27)	27	24
Old	H	28d12+168 (350)	35 (-2 size, +27 natural)	+36	+22	+16	+22	16d8 (30)	30	26
Very old	H	31d12+186 (387)	38 (-2 size, +30 natural)	+40	+23	+17	+24	18d8 (31)	32	27
Ancient	G	34d12+238 (459)	39 (-4 size, +33 natural)	+42	+26	+19	+27	20 d8 (34)	35	29
Wyrm	G	37d12+333 (573)	42 (-4 size, +36 natural)	+47	+30	+21	+30	22d8 (36)	37	30
Great wyrm	C	40d12+400 (660)	41 (-8 size, +39 natural)	+48	+32	+22	+32	24d8 (39)	40	32

## Topaz Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Manifester Level*
Wyrmling	40 ft., fly 100 ft. (average), swim 60 ft.	13	10	13	14	15	14	Cold immunity, waterbreathing	—
Very young	40 ft., fly 150 ft. (poor), swim 60 ft.	15	10	15	14	15	14		—
Young	40 ft., fly 150 ft. (poor), swim 60 ft.	17	10	15	16	17	16		1st
Juvenile	40 ft., fly 150 ft. (poor), swim 60 ft.	19	10	17	18	19	18	Feather fall	3rd
Young adult	40 ft., fly 150 ft. (poor), swim 60 ft.	23	10	19	18	19	18	Damage reduction 5/+1	5th
Adult	40 ft., fly 150 ft. (poor), swim 60 ft.	27	10	21	20	21	20	Fog cloud	7th
Mature adult	40 ft., fly 150 ft. (poor), swim 60 ft.	29	10	21	20	21	20	Damage reduction 10/+1	9th
Old	40 ft., fly 150 ft. (poor), swim 60 ft.	31	10	23	22	23	22	Control winds	11th
Very old	40 ft., fly 150 ft. (poor), swim 60 ft.	33	10	23	24	25	24	Damage reduction 15/+2	13th
Ancient	40 ft., fly 200 ft. (clumsy), swim 60 ft.	35	10	25	26	27	26	Control weather	15th
Wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	39	10	29	28	29	28	Damage reduction 20/+3	17th
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	43	10	31	30	31	30	Metamorphosis	19th

\*Topaz dragons manifest powers as if psions with Psychometabolism as their primary discipline.

## Topaz Dragon Dragon (Water)

**Climate/Terrain:** Any aquatic (coastal)

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

**Challenge Ratings:** 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 chaotic neutral

**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 (Colossal)

Topaz dragons are unfriendly and selfish. Though not malevolent, their erratic behavior makes any dealings with a topaz dragon unpleasant, and probably dangerous.

A topaz wyrmling's scales are dull yellow with orange highlights. As the dragon approaches adulthood, its color slowly brightens until the individual scales become scarcely visible. From a distance, these dragons look as if they have been sculpted from pure topaz. As a topaz dragon grows older, its pupils fade until in the oldest the eyes resemble orbs of fire.

Topaz dragons prefer seacoast lairs on secluded beaches or caves below the waterline. They keep their lairs completely dry, even those with submerged entrances. They spend much of their time outside their lair on rocky outcroppings, enjoying the wind and spray. Of course, such a position also allows them to spot passing prey, such as sharks and large squid.

Because they lair in similar territories, topaz and bronze dragons often come into conflict. Duels between the two varieties are furious and deadly.

## Combat

Topaz dragons dislike intruders, but prefer to begin any potential confrontation with conversation. Hostile intruders are quickly attacked, but so are visitors who ultimately prove boring.

**Breath Weapon (Su):** Topaz dragons breath a cone of dehydration (water). When directed against aqueous liquids, one cubic foot of water evaporates per hit point of damage dealt.

**Waterbreathing (Ex):** Topaz dragons can breath water as readily as air.

**Cold Immunity (Ex):** Topaz dragons are immune to cold.

**Psionics (Sp):** *3/day—polymorph self, fog cloud, control winds; 2/day—feather fall; 1/day—control weather and metamorphosis.* A topaz dragon's *polymorph self* and *metamorphosis* work just like the psionic powers, except that each use allows only one change, which lasts until the dragon assumes another form or reverts to its own (which does not count as a use of this ability).

**Attack/Defense Modes (Sp):** At will—*mind thrust, ego whip/thought shield, mental barrier.* As topaz dragons gain levels of psion, they gain additional psionic attack and defense modes, according to the rules of a psion.

**Skills:** Topaz dragons have the Swim skill for free at 1 rank per Hit Die.

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6–15 HD (Large)

Su-monsters are psionic primates, but despite their mental might, continue to live as animals.

Su-monsters appear as large apelike monkeys. Gray, nappy fur covers most of their body, but black fur covers their faces and hands, while their furless palms are scarlet-hued. Un-apelike claws extend from their hands, and sharp teeth line their maws.

Though large, they appear somewhat gaunt, especially because their extra-large ribs and vertebrae show prominently, as does their skull structure and skeletal anatomy. Su-monsters sport long prehensile tails, easily capable of supporting their weight should they require the use of all their hands.

Several families of su-monsters usually live together in the heights of trees or other hard-to-reach places. Such clans are very territorial. Su-monsters are also particularly protective of others who make up their families or clans, though su-monsters who belong to different clans may meet as rivals.

## Combat

In addition to being territorial and pack hunters, su-monsters harbor a special hate for other psionic creatures, but especially psionic characters. If a psionic character is observed or sensed, lone su-monsters attempt to sneak off in order to bring back a pack of su-monsters to deal with the intruders.

Su-monsters use their schism power prior to any combat. They then wade into melee, attempting to rake their foes, and expending their extra partial action for one more claw attack or to use lesser body adjustment.

**Rend (Ex):** A su-monster that hits with both claw attacks latches onto its opponent's body and tears the flesh. This maneuver automatically deals an additional 2d6+10 points of damage.

**Psionics (Sp):** At will—*sense psionics, schism and lesser body adjustment.* These abilities are as the powers manifested by a 10th-level psion.

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

## SU-MONSTER

### Large Animal

**Hit Dice:** 5d8+10 (32 hp)

**Initiative:** +2 (Dex)

**Speed:** 30 ft., climb 30 ft.

**AC:** 16 (–1 size, +3 Dex, +4 natural)

**Attacks:** 2 claws +7 melee; bite +2 melee

**Damage:** Claw 1d6+5; bite 1d8+2

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Psionics, rend 2d6+10

**Special Qualities:**—

**Saves:** Fort +6, Ref +7, Will +5

**Abilities:** Str 20, Dex 16, Con 14,  
Int 2, Wis 12, Cha 7

**Skills:** Climb +13, Move Silently +11, Spot +9

**Climate/Terrain:** Any land or underground

**Organization:** Solitary, family (2–4), pack (6–11),  
or clan (11–22)

## THRI-KREEN

### Medium-size Monstrous Humanoid

Hit Dice:	5d8+5 (27 hp)
Initiative:	+3 (Dex)
Speed:	60 ft.
AC:	18 (+3 Dex, +5 natural)
Attacks:	4 claws +6 melee and bite +4 melee; or gythka +4/+4 melee; or 2 chatkcha +8 ranged
Damage:	Claw 1d4+1; bite 1d4+ poison; gythka 1d8+1; chatkcha 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, Leap, Psionics
Special Qualities:	Darkvision 60 ft., sleep immunity, superior two-weapon fighting
Saves:	Fort +2, Ref +7, Will +6
Abilities:	Str 13, Dex 16, Con 12, Int 10, Wis 14, Cha 12
Skills:	Balance +7, Climb +7, Hide +11, Jump +7, Sense Motive +6
Feats:	Deflect Arrows*, Exotic Weapon Proficiency (gythka)*, Exotic Weapon Proficiency (chatkcha)* Multiattack, Multidexterity, Two-Weapon Fighting*

Climate/Terrain: Temperate or warm desert

Organization: Solitary, or pack (5-10)

Challenge Rating: 6

Treasure: None

Alignment: Any

Advancement: 6–15 HD (Large)

\*Note: Thri-kreen receive these feats as bonus feats.

Thri-kreen are Medium-sized intelligent insects referred to as “mantis warriors.” They prefer deserts and savannas, where they range widely in a nomadic hunting lifestyle.

A thri-kreen appears much like human-sized mantis. Of the six limbs protruding from their midsection, two are used for walking; the other four end in four-fingered hands. A sandy-yellow exoskeleton covers an adult thri-kreen. Two compound eyes, two antennae, and a complicated jaw structure give their heads a startling visage. Thri-kreen often wear harnesses, belts, and slings other equipment, but seldom wear other clothing or armor.

Thri-kreen are at home in open, arid landscapes where they can easily blend in with windblown dunes and

bare rock. Thri-kreen are organized by packs—there are few or no permanent thri-kreen communities. Instead, packs range widely over their own territories, foraging and hunting for daily sustenance. Two or more packs may come together in order to join their strength against mutually hostile visitors.

Thri-kreen speak a language made up of clicks and snaps of their mandibles, but most thri-kreen in packs located near humanoid civilizations also speak Common.

### Combat

While hunting, thri-kreen utilize their *chameleon* psionic power to sneak up on potential prey. Thri-kreen close (and flee) combat more quickly than most of their foes due to both their 60 ft. speed and the Leap special ability. During a conflict, they always use *displacement*. Thri-kreen are natural masters of the gythka and chatkcha. The gythka is a double weapon, and a thri-kreen can attack with both ends of the weapon during the same round (as if attacking with a weapon in two hands) with no penalty. Despite their mastery of exotic weapons, their preferred method of combat is the use of their 4 claws, in combination with their improved grab and poisoned bite.

**Sleep Immunity (Ex):** Thri-kreen are immune to sleep psionics, magic, and effects. They do not sleep, but must enter a 4-hour resting state once per day, which provides them the benefits that 8 hours of sleep provide a human.

**Improved Grab (Ex):** If the thri-kreen hits with a claw, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The thri-kreen has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. The grapple check has a +2 bonus for each claw that hits. If it gets a hold and maintains it the next round, it automatically bites the foe. The bite deals normal damage and poison.

**Poison (Ex):** Poison attacks deal initial damage to the opponent on a failed Fortitude save (DC 14); a second Fortitude saving throw must be made immediately (DC 14). On a failed save, the victim is paralyzed for 10 minutes. Thri-kreen secrete enough poison to bite once per day.

**Leap (Ex):** Thri-kreen are natural jumpers. They gain a +30 competence bonus to all Jump checks and are not limited to maximum distances.

**Superior Two-Weapon Fighting (Ex):** Thri-kreen do not suffer any attack or damage penalties for using

gythkas as double weapons, attacking with both ends as if wielding a weapon in either of two hands.

**Psionics (Sp):** At will—*chameleon* and *know direction*; 1/day—*displacement*, *lesser metaphysical weapon*. These abilities are as the powers manifested by a 10th-level psion.

**Attack/Defense Modes (Sp):** At will—*mind thrust*, *ego whip/thought shield*, *empty mind*.

### Thri-kreen Characters

Thri-kreen characters' favored class is psychic warrior. However, a few choose monk and psion (primary discipline: Psychometabolism).

#### Exotic Weapons—Melee

Large

Gythka\*‡ 60 gp 1d8/1d8 \_3 — 25 lb. Slashing

#### Exotic Weapons—Ranged

Medium

Chatkcha 1 gp 1d8 \_3 20 ft. 3 lb. Piercing

‡ Double weapon.

**Gythka:** A gythka is a double weapon. It is a pole-arm with a blade at each end. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon (see Attacking with

Two Weapons, page 124 of the *Player's Handbook*). A creature using a double weapon in one hand, such as an ogre using an orc double axe, can't use it as a double weapon. Thri-kreen do not suffer any penalties when using the gythka as a double weapon.

**Chatkcha:** A chatkcha is a crystalline throwing wedge. The wedges are quite heavy, and unwieldy in the hands of those not proficient with them.

## ABOUT THE AUTHOR

Bruce R. Cordell synthesized DNA for a living until TSR offered him a salary to make stuff up. He abandoned science for a game design position in October of 1995. Since then, he's authored some 20 products, including *Return to the Tomb of Horrors*, *Gates of Firestorm Peak*, *College of Wizardry*, *Sahuagin Trilogy*, *The Illithiad*, *Illithid Trilogy*, *Dungeon Builder's Guidebook*, *Guide to the Ethereal Plane*, *Tangents*, *The Shattered Circle*, *Bastion of Faith*, *Return to White Plume Mountain*, *Killing Jar*, *The Psionics Handbook*, and *The Sunless Citadel*.

Bruce lives in Seattle with his wife Dee and four cats. He likes to read hard sci-fi and science news magazines/e-zines, as well as mainstream literature and selected fantasy novels. Check out his website at [www.brucecordell.com](http://www.brucecordell.com).

# Psionic Bestiary

## Arctic Cat



By Scott Brocius and Mark A. Jindra

The arctic cat is presented here in its base form, and in its two size increases due to advancement.

### Arctic Cat

#### Medium-Size Magical Beast

<b>Hit Dice:</b>	5d10+5 (32 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	50 ft., climb 25 ft.
<b>AC:</b>	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
<b>Attacks:</b>	2 claws +8 melee and bite +2 melee
<b>Damage:</b>	Claw 1d6+2, bite 2d6+1
<b>Face/Reach:</b>	5 ft. by 5 ft./5ft.
<b>Special Attacks:</b>	Improved grab, psionic pounce, psionics, rake 1d6+1
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision
<b>Saves:</b>	Fort +5, Ref +6, Will +2
<b>Abilities:</b>	Str 15, Dex 14, Con 13, Int 6, Wis 12, Cha 11
<b>Skills:</b>	Climb +14, Hide +14, Spot +9
<b>Feats:</b>	Improved Initiative, Weapon Focus (claw)
<b>Climate/Terrain:</b>	Cold mountains
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually neutral
<b>Advancement:</b>	6-8 HD (Large); 9-16 HD (Huge)

### Advanced Arctic Cat

#### Large Magical Beast

<b>Hit Dice:</b>	6d10+18 (51 hp)
<b>Initiative:</b>	+5
<b>Speed:</b>	50 ft., climb 25 ft.
<b>AC:</b>	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
<b>Attacks:</b>	2 claws +12 and bite +6
<b>Damage:</b>	Claw 1d8+6, bite 2d8+3
<b>Face/Reach:</b>	10 ft. by 10 ft./5ft.
<b>Special Attacks:</b>	Improved grab, psionic pounce, psionics, rake 1d8+3
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision
<b>Saves:</b>	Fort +8, Ref +6, Will +3
<b>Abilities:</b>	Str 23, Dex 12, Con 17, Int 6, Wis 12, Cha 11
<b>Skills:</b>	Climb +18, Hide +9, Spot +10
<b>Feats:</b>	Improved Initiative, Weapon Focus (claw)
<b>Climate/Terrain:</b>	Cold mountains
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually neutral
<b>Advancement:</b>	7-8 HD (Large); 9-16 HD (Huge)

## Advanced Arctic Cat

### Huge Magical Beast

<b>Hit Dice:</b>	9d8+45 (94 hp)
<b>Initiative:</b>	+4
<b>Speed:</b>	50 ft., climb 25 ft.
<b>AC:</b>	15 (-2 size, +7 natural), touch 8, flat-footed 15
<b>Attacks:</b>	2 claws +18 and bite +13
<b>Damage:</b>	Claw 2d6+10, bite 4d6+5
<b>Face/Reach:</b>	15 ft. by 15 ft./10ft.
<b>Special Attacks:</b>	Improved grab, psionic pounce, psionics, rake 2d6+5
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision
<b>Saves:</b>	Fort +11, Ref +6, Will +4
<b>Abilities:</b>	Str 31, Dex 10, Con 21, Int 6, Wis 12, Cha 11



<b>Skills:</b>	Climb +24, Hide +5, Spot +10
<b>Feats:</b>	Improved Initiative, Weapon Focus (bite), Weapon Focus (claw)
<b>Climate/Terrain:</b>	Cold mountains
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually neutral
<b>Advancement:</b>	6-8 HD (Large), 9-16 HD (Huge)

The arctic cat is a psionic predator that hunts the barren glacial peaks.

Arctic cats are active mostly at the times of dusk and dawn. They are carnivores that are capable of eating over 50 pounds of meat in one sitting. Arctic cats have a daily food requirement that increases as the cat gets bigger (50 pounds at Medium-size, 100 pounds at Large, and 200 pounds at Huge). Medium-size arctic cats are usually 6 to 9 feet long and weigh between 300 and 450 pounds. Large cats range between 8 and 12 feet long and weigh between 600 and 900 pounds, while their Huge counterparts are 12 to 16 feet in length and tip the scales at 1,200 to 1,800 pounds. The coat of an arctic cat is heavy, shaggy, and predominantly white with occasional dark stripes along the rear flanks.

## Combat

The arctic cat attacks using its claws and bite attacks, and it rakes with its rear claws when it gets the chance. It waits for prey by hiding in the terrain, and it uses its *dimension slide* to pounce.

**Improved Grab (Ex):** If a psionic cat hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +7 for a 5-HD cat, +16 for a 6-HD cat, or +27 for a 9-HD cat). If it gets a hold, it also attempts to rake on the same round. Thereafter, the arctic cat has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the arctic cat is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claws.

**Psionic Pounce (Sp):** If an arctic cat uses *dimension slide* on a creature, it can make a

full attack (including a rake attempt, see below) even though it has moved.

**Psionics (Sp):** At will -- *dimension slide*. Manifester level 16th.

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

**Rake (Ex):** On any round that an arctic cat has a hold on an opponent (see Improved Grab, above), it can make two rake attacks with its hind legs at its full attack bonus for the damage indicated. The arctic cat can also attempt to rake when it uses psionic pounce on an opponent.

**Skills:** An arctic cat has a +8 racial bonus on Climb checks and a +4 racial bonus on Spot and Hide checks. \*The Hide bonus rises by an additional +8 in winter terrain.

## Arctic Cats as Mounts

An arctic cat can be used as a mount, but only by a psionic character. The cat respects and serves someone with an "opened" mind. To gain one as a mount, a psionic character must either subdue one in combat (which must include psychic combat) or raise one from a cub. If a nonpsionic character raises a cub, it uses its *dimension slide* ability to gain its freedom shortly after reaching maturity.

Arctic cats require the use of an exotic saddle to be ridden properly (see the Ride skill in the *Player's Handbook*). While it has a rider, it takes a -6 penalty on its Climb checks, and it cannot climb at all with more than a light load. An arctic cat cannot use *dimension slide* with a rider.

Cat Size	Light Load	Medium Load	Heavy Load
Medium-size	up to 66 lb.	67-133 lb.	134-200 lb.
Large	up to 400 lb.	401-800 lb.	801-1200 lb.
Huge	up to 2448 lb.	2449-4896 lb.	4897-7360 lb.

## Special Mount

An arctic cat can also serve as a special mount for a paladin/psionic character multiclass. If approved by the DM, the character can call an arctic cat at 6th level of paladin. Small paladins normally receive the Medium-size cat, while Medium-size paladins get the Large cat. Large paladins have to wait until 8th level to call an arctic cat, but they call only the

Huge ones.

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## Psionic Bestiary

# Crystal Gargoyle

By Mark A. Jindra and Scott Brocius



## Crystal Gargoyle

### Small Psionic Beast (Magical Beast)

<b>Hit Dice:</b>	3d10+9 (25 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft., fly 70 ft. (average)
<b>AC:</b>	19 (+1 size, +3 Dex, +5 natural), touch 14, flat-footed 16
<b>Attacks:</b>	2 claws +7 melee and bite +5 melee and gore +5 melee
<b>Damage:</b>	Claw 1d4-2, bite 1d6-2, gore 1d6-2
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	Psionics, color spray
<b>Special Qualities:</b>	Cold immunity, darkvision 60 ft., DR 15/+1, freeze, low-light vision
<b>Saves:</b>	Fort +6, Ref +6, Will +1
<b>Abilities:</b>	Str 7, Dex 16, Con 16, Int 6, Wis 11, Cha 7
<b>Skills:</b>	Hide +12*, Listen +4, Spot +5
<b>Feats:</b>	Multiattack, Weapon Finesse (bite) (B), Weapon Finesse (claw) (B), Weapon Finesse (gore) (B)
<b>Climate/Terrain:</b>	Temperate and cold land, aquatic, and underground
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Always chaotic evil
<b>Advancement:</b>	4-6 HD (Medium-size); 7-9 HD (Large)

A crystal gargoyle is a vicious, flying predator that enjoys torturing creatures weaker than itself. Crystal gargoyles are winged crystalline statues slightly smaller than their stone cousins. They can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but they often eat their fallen foes out of

fondness for inflicting pain. They are solitary creatures that can usually be found waiting silently for prey. Crystal gargoyles prefer a cold climate. Crystal gargoyles speak Common and Terran.

The marine variety of crystal gargoyle, the crystal kapaocinth, uses its wings to swim at the listed fly speed.



alive.

## COMBAT

Crystal gargoyles remain still, then suddenly attack or dive onto their prey.

**Color Spray (Sp):** Once per day the crystal gargoyle can generate an internal discharge of light through its crystal body. This is treated as a *color spray* with a 40-foot radius area of effect. Caster (or manifester) level 3rd; save DC 9.

**Freeze (Ex):** A gargoyle can hold itself so still it appears to be a crystalline statue. An observer must succeed at a Spot check (DC 20) to notice the crystal gargoyle is really

**Psionics (Sp):** 1/day—charm person, inflict pain. Manifester level 3rd; save DC d20 + power level + key ability modifier.

*Attack/Defense Modes:* At will—*id insinuation/thought shield*.

**Skills:** \*A crystal gargoyle receives a +4 racial bonus on Hide checks when concealed against a background of worked stone, and a +10 racial bonus on Hide checks when concealed in water or against a background of ice.

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# Psionic Bestiary

## Energon (Xag-Az)

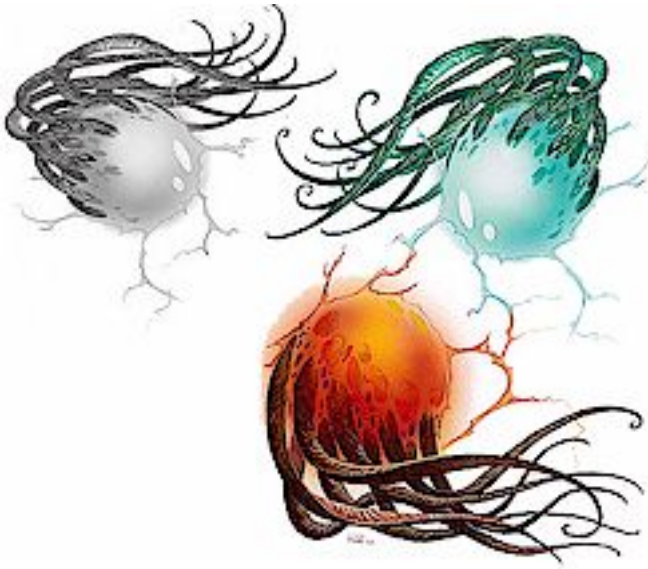
By Mark A. Jindra and Scott Brocius



### Xag-Az

#### Medium-Size Outsider (Incorporeal)

<b>Hit Dice:</b>	5d8+5 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	Fly 30 ft. (perfect)*
<b>AC:</b>	17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
<b>Attacks:</b>	4 incorporeal touches +8 melee touch, or energy ray +8 ranged touch
<b>Damage:</b>	Incorporeal touch 1d6, energy ray 1d8
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	Explosion, <i>psionics</i>
<b>Special Qualities:</b>	Energy lash, incorporeal subtype, plane shift
<b>Saves:</b>	Fort +5, Ref +7, Will +5
<b>Abilities:</b>	Str --, Dex 17, Con 12, Int 7, Wis 13, Cha 18
<b>Skills:</b>	Diplomacy +6, Hide +10, Search +6, Sense Motive +8, Spot +9
<b>Feats:</b>	Combat Reflexes, Speed of Thought
<b>Climate/Terrain:</b>	Any land and underground
<b>Organization:</b>	Solitary, pair, or cluster (3-8)
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	6-9 HD (Medium-size); 10-15 HD (Large)



Xag-az are energons that have evolved over centuries on the Astral Plane. They wander elsewhere to satisfy curiosity or fulfill some unknown plan. They are translucent globes about 2 feet across that float and shimmer in the air. The silvery glow that emanates from their bodies shifts into another color based on the energy they last used. This color change generally lasts a couple of hours before becoming its pale silver default, though the xag-az can shift at any time before then if it changes the energy form it uses again.

Emerging from the lower hemisphere of the globe are six to twelve tentacles. The only other feature is a pair of spots on the upper hemisphere that suggest eyes.

As an incorporeal creature, the xag-az takes no notice of features such as doors, walls, and furniture, and it silently glides from place to place on unknowable errands. They often pause to observe other creatures, and they tend to linger in places where the use of psionics has occurred or is currently occurring. Xag-az rarely start fights, but their mere touch is dangerous, so many creatures consider them a threat and try to drive them off.

Some powerful necromancers, clerics, and psions capture xag-az and use them to guard a location or assist in a ritual. When freed, xag-az generally disappear quickly into the nearest solid material.

Xag-az do not speak, even among themselves. Their feeding and reproductive habits remain unknown.

## COMBAT

Energons like to move around in combat, using their incorporeal state to outmaneuver material foes. A xag-az often fires its energy ray, then ducks into a solid object to avoid a counterattack. In melee combat, a xag-az tries to position itself so that its enemies can't maneuver easily and then tries to use Combat Reflexes to make extra attacks of opportunity. A xag-az can fight with only four tentacles at a time. While they seldom initiate psionic combat, they prefer to do so while hidden in a solid object.

**Explosion (Su):** If a xag-az is reduced to 0 hit points, its body is instantaneously destroyed in an explosion of energy that deals 1d8+6 points of damage to everyone in a

20-foot-radius burst (Reflex save DC 16 half). The type of energy (acid, cold, electricity, fire, or sonic) is random (see Table 1-1: Random Energy Determination).

**Psionics (Sp):** At will -- *detect psionics*; 3/day -- *dismiss ectoplasm, negate psionics*. Manifest level 15th; save DC key ability modifier + power level. *Attack/Defense Modes:* At will -- *ego whip/mental barrier*.

**Energy Lash (Su):** A xag-az can make a ranged touch attack or hit with an incorporeal touch attack to deal an additional 2d8+6 points of energy damage to the target. A xag-az can control its energy enough to select the type of energy (acid, cold, electricity, fire, or sonic) for each attack. This power can be used up to five times per day.

**Incorporeal Subtype:** A xag-az can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. A xag-az can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. A xag-az always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Outsider Traits:** Xag-az possess darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

**Plane Shift (Su):** If a xeg-yi or xag-ya makes contact with a xag-az, the xag-az is immediately shifted to a random location on the Astral Plane, and the xeg-yi or xag-ya is shifted to a random location on a random plane. If a xag-ya or xeg-yi perceives a xag-az, they flee if possible. The xag-az generally ignores both the xag-ya and xeg-yi, unless they happen to be guarding something the xag-az is curious about.

**Table 1-1: Random Energy Determination**

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

*With inspiration and testing provided by members of the wizards online community*



# Psionic Bestiary

## Onyx Worm

By Mark A. Jindra and Scott Brocius



### Onyx Worm

#### Huge Psionic Beast (Magical Beast)

<b>Hit Dice:</b>	14d10+70 (147 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	20 ft., burrow 20 ft.
<b>AC:</b>	18 (-2 size, +10 natural), touch 8, flat-footed 18
<b>Attacks:</b>	2 slams +16 melee
<b>Damage:</b>	Slam 4d6+8
<b>Face/Reach:</b>	5 ft. by 40 ft./10 ft.
<b>Special Attacks:</b>	Breath weapon, psionics, sonic blast
<b>Special Qualities:</b>	Darkvision 60 ft., death throes, DR 15/+1, low-light vision, tremorsense
<b>Saves:</b>	Fort +14, Ref +9, Will +4
<b>Abilities:</b>	Str 26, Dex 10, Con 20, Int 3, Wis 11, Cha 5
<b>Skills:</b>	Listen +5, Spot +3
<b>Feats:</b>	Psychic Bastion (x3) (B)
<b>Climate/Terrain:</b>	Any land and underground
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	14
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually neutral
<b>Advancement:</b>	15-21 HD (Huge); 22-42 HD (Gargantuan)

The onyx worm's long, black segmented body has a thick, crystalline carapace. These worms spend most of their life burrowing through earth and stone in search of crystalline deposits for nourishment, though they also have been known to surface and attack psionic creatures. Sounding like rolling thunder, an onyx worm's sonic attacks can resonate for miles underground.

While the true motivation for their attacks on psionic creatures is unknown, some believe that the worms have a need to ingest psionic creatures as part of their reproductive cycle. Dwarven miners have reported finding entire colonies of crismals completely decimated in areas where they heard the thunderous sounds of an onyx worm only days before. These worms often seek out neothelids and engage them in a battle that can last for days, though the combat often results in the death of both creatures.

## COMBAT

Onyx worms are relentless in combat, and they pulverize their foes with their body and constant mental and sonic assault. While they usually use their psionic abilities for movement and borrowing purposes, some have even been known to use them in combat, as well.

**Breath Weapon (Su):** Once per hour, an onyx worm can release a sonic energy attack in a cone shape similar to a breath weapon. The cone has a length of 80 feet and causes 15d6 points of damage (Reflex half DC 22). Creatures in the area of effect of the breath weapon are also psionically assaulted by a *mind blast* (psionic combat mode); psionic creatures can defend as normal. An onyx worm is immune to its own breath weapon.

**Psionics (Sp):** At will -- *body equilibrium, levitate, improved telekinesis, true metabolism*; these abilities are as the powers manifested by a 18th-level psion.

*Attack/Defense Modes (Sp):* At will -- *mind blast\**, *mind thrust\*/intellect fortress*. An onyx worm's *mind blast* attack is part of its breath weapon. *Mind thrust* is part of its sonic blast and death throes. The area of effect of these attack modes is the same as the attack instead of that as listed in the *Psionics Handbook*. The creature can use these attack modes only in conjunction with the listed abilities.

**Sonic Blast (Su):** Once per round, an onyx worm can release a blast of sonic energy that affects all creatures within 20 feet for 3d6 points of damage (Reflex half DC 22). This blast can be delayed. If delayed, the blast becomes more intense and increases by 3d6+3 points of damage per round. It also expands in size by a 10-foot radius per round. The blast can go up to a maximum of 12d6+9 points of damage and a 50-foot radius. Creatures in the area of effect of the blast are also psionically assaulted by a *mind thrust* (psionic combat mode); psionic creatures can defend as normal.

**Death Throes (Ex):** When killed, an onyx worm explodes with one final sonic-based explosion that sends shards of crystal in all directions. The explosion deals 12d6 points of sonic damage and 8d6 points of piercing damage to everything within 60 feet (Reflex

half DC 22). Creatures in the area of effect of the explosion are also psionically assaulted by a *mind thrust* (psionic combat mode); psionic creatures can defend as normal. The crystal shards have no value but are often mistaken for onyx.

**Tremorsense (Ex):** An onyx worm can automatically sense the location of anything within 60 feet that is in contact with the ground.

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# Psionic Bestiary

## Psi-Guardian

By Mark A. Jindra and Scott Brocius



### Psi-Guardian

#### Large Construct

<b>Hit Dice:</b>	15d10 (82 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft.
<b>AC:</b>	26 (-1 size, +2 Dex, +15 natural), touch 11, flat-footed 24
<b>Attacks:</b>	Slam +16/+11/+6 melee, or weapon +16/+11/+6
<b>Damage:</b>	Slam 1d8+9, by weapon (damage bonus +9 for two-handed use or +6 for one-handed use)
<b>Face/Reach:</b>	5 ft. by 5 ft./10 ft.
<b>Special Qualities:</b>	Call weaponry, construct traits, displacement, fast healing 5, find master, forced empathic bond, guard, power storing
<b>Saves:</b>	Fort +5, Ref +7, Will +5
<b>Abilities:</b>	Str 22, Dex 14, Con --, Int --, Wis 10, Cha 1
<b>Climate/Terrain:</b>	Any land and underground
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	9
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	16-24 HD (Large); 25-45 HD (Huge)

19-20 +4 enhancement greatsword

**Construct Traits:** A psi-guardian is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A psi-guardian has darkvision (60-foot range).

**Displacement (Su):** Melee and ranged attacks made against the psi-guardian miss 50% of the time unless the attacker can locate the construct by some means other than sight. *True seeing* or a similar effect negates this ability. Displacement can be manifested at will.

**Fast Healing (Ex):** A psi-guardian regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the psi-guardian to regrow or reattach lost body parts.

**Find Master (Su):** No matter the distance, as long as they are on the same plane, the psi-guardian can find the amulet wearer (or just the amulet if it is removed after the guardian is called).

**Forced Empathic Bond (Sp):** The wearer of the keyed amulet can activate this defensive ability if within 100 feet of the psi-guardian. Similar to the power of the same name, this transfers to the guardian half the damage that would be dealt to the amulet wearer. This ability functions even though the psi-guardian has no metabolism. (See the *forced empathic bond* power in the "[Master More Powers of the Mind](#)" article for more information.)

**Guard (Ex):** The psi-guardian moves swiftly to defend the amulet wearer by its side. It blocks blows and disrupts foes. All attacks against the amulet wearer suffer a -2 deflection penalty.

**Power Storing (Sp):** The psi-guardian can store one power of 4th-level or lower that is placed into it by another creature. It "manifests" this power when commanded or when a predetermined situation arises. Once this is used, it can store another power (or the same power).

## Construction

A psi-guardian costs 125,000 gp to create. This cost includes the construct's physical body, the keyed amulet, and all the materials that are consumed or become a permanent part of them. This cost includes 5,000 gp for the body and 500 gp for the amulet.

The first task is creating the body, which is a humanoid figure of bronze, stone, steel, and crystal. The construct's master can assemble the body or can hire someone else to do the job. Creating the body requires a successful Profession (engineering) or Craft (sculpture) check (DC 16).

The second requirement is creating a keyed amulet from bronze and crystal, which requires a successful Craft (metalworking) check (DC 12)

After the body and amulet are fashioned, the creature must be animated through an extended ritual that requires two weeks to complete. Understanding the ritual requires a 12th-level character with the Craft Universal Item feat. The creator must labor for at least 8 hours each day, which includes 4 hours of intense meditation in a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's laboratory and a smithy and costs 1,000 gp to establish.

When not working on the ritual, the character must rest and can perform no other activities except eating, sleeping, or talking. If personally constructing the creature's body, the creator can perform the building and ritual together. If the creator misses a day of the ritual, the process fails and must be started again. Money spent is lost, but XP spent are not. The psi-guardian's body can be reused as can the chamber.

Completing the ritual drains 2,000 XP from the creator and requires *call weaponry*, *displacement*, *ectoplasmic armor*, *know location*, *forced empathic bond*, and *true creation*, which must be manifested on the final day of the ritual. The creator must manifest the powers personally, but they can come from outside sources such as power stones or dorjes.

## Amulet

If the keyed amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the psi-guardian carries out the last command given.



Created by psions to be bodyguards, like their arcane counterparts (shield guardians), psi-guardians are constructs that protect their masters with powers and stamina.

A psi-guardian is an imposing humanoid figure of metal, stone, and crystal that, when fashioned, is keyed to a particular amulet. Henceforth it regards the wearer of that amulet to be its master, protecting and following that person everywhere (unless specifically commanded not to do so).

A psi-guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the

amulet can call the psi-guardian from any distance, and it will come as long as it is on the same plane.

## COMBAT

**Call Weaponry (Su):** The psi-guardian can manifest the call weaponry power up to 3 times per day. The guardian calls forth a weapon when it enters combat or when instructed by its master. The quality of the weapon is based on the level of the creator: If the level of the creator is unknown, it defaults to 16th level. See Table 1-1 for the weapon type and quality.

**Table 1-1: Call Weaponry Effects**

Level	Weapon	Typical
12	+1 enhancement	scimitar
13-15	+2 enhancement	longsword
16-18	+3 enhancement	falchion

# Not Quite 101 Uses for a Crysmal

By Mark A Jindra



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

The chances of coming across a crysmal crystal for sale are very rare, so you won't find them for sale at your local general goods store or even with most merchants that

usually carry magic items. The crystals you *do* find carry a rather high market price as a result of their rarity. However, some say that crysmal hunters (those who go out of their way to destroy crysmal lairs and harvest the crysmal's crystals) occasionally visit cities that are frequented by psions to sell their wares. If the DM allows characters to find crysmal crystals while looting a dead crysmal, he or she should reduce the treasure to standard goods (gems only).

A crysmal-based item has the standard market price, plus the values of the crysmal crystals used are added to the normal cost of crafting the item.

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

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

## HD Yields

- 3 3 small crystals
- 4 4 small crystals
- 5 5 small crystals
- 6 1 medium crystal\* and 1 small crystal



7 1 medium crystal\* and 2 small crystals

8 1 medium crystal\* and 3 small crystals

9 1 medium crystal\* and 4 small crystals

10 1 large crystal\*\*

11 1 large crystal\*\* and 1 small crystal

12 1 large crystal\*\* and 2 small crystals

13 1 large crystal\*\* and 3 small crystals

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

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

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

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

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

## Psicrystal

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

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

its owner a small bonus in combat.

## Psicrystal Personality

## Special

Hostile	Owner receives a +2 morale bonus to attack rolls. Once per day the crystal can do 1 point of damage to the psion.
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## Crystal Capacitors

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

When rolling randomly to generate crystal capacitors, there is a 2% chance that the crystals originate from a crysmal. Increase the number of power points it stores by 2, find the appropriate market price based on maximum power point storage, then add 160 gp to get the market price. The market price for a crystal capacitor that has a maximum of 19 power points of storage is 100,160 gp.

## Dorjes

A dorje created from crysmals can store up to 55 charges. Crafting a dorje from a crysmal costs the same as a regular dorje, though it requires that the crafter possess a manifester level of 6th or greater. Any dorje that stores a power with an XP cost also carries a commensurate cost (see Table 8-40 in the *Dungeon Master's Guide*). Essentially, in addition to the base cost you must pay 55 times the XP cost.

When rolling randomly to generate dorjes, there is a 2% chance that the crystals originate from a crysmal. If you have a crysmal dorje, when you roll to determine what kind on Table 7-8 in the *Psionics Handbook*, shift your result down one row. The market price for a crysmal dorje is 100 gp more than the listed market price.

## Drilbu

A [drilbu](#) created from crysmals can store up to 60 charges. Crafting a drilbu from a crysmal costs the same as a regular drilbu, though it requires that the crafter possess a manifester level of 13th or greater. Any drilbu that stores a power with an XP cost also carries a commensurate cost (see Table 8-40 in the *Dungeon Master's Guide*). Essentially, in addition to the base cost you must pay 60 times the XP cost.

When rolling randomly to generate drilbus, there is a 2% chance that the crystals originate from a crysmal. If you have a crysmal drilbu, when you roll to determine what kind on Table 7-8 in the *Psionics Handbook*, shift your result down one row. The market price for a crysmal drilbu is 200 gp more than the listed market price.

## Power Stones

Power stones made from crysmal's crystal look similar to that of regular power stones, except that they glow a little brighter than normal (in a manner similar to a power stone with two powers). The power stored in the power stone can be activated in the same way as a normal power stone.

Upon creation, a crysmal power stone is encoded with an additional random power from the list below. Add the value of that power to the market price (see below). The ability to manifest the additional powers requires the same checks and has the same requirements as the stored powers.

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

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

## DM's Notes

I thought I might share my thoughts on adding crysmal items to a campaign. Crysmal items are very rare, and I probably would not allow a character to have more than one item made from a crysmal. If a character happens to kill a crysmal and wants to make items from that crysmal, then he or she should be allowed to do so, but I would be strict about the time it takes to craft these items and not allow them to play the character for that period of time.

Crysmals tend to become hostile towards a character that is carrying a crysmal item and will attack them in an attempt to secure the item. I would probably spring this attack on the party after they have had had some time to use the item -- maybe three or four months after acquiring it.

It might be fun to give a character a crysmal item and not tell him or her of its origin. This could lead to having the party being stalked by crysmals at every turn. The party might encounter a NPC hunter who seeks crysmals and who might comment on the item. The hunter might even think of the PCs as a boon to his business. After all, if there are any crysmals within 60 feet of the PC with the crysmal item, that crysmal will attack, leaving itself open to the hunter!

Updated 08/27/2002

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# Wyrms of the North

## Gaulauntyr, "Glorytongue"

Dragon Magazine #240

By Ed Greenwood with supplementary material provided by Sean K Reynolds



The investigations of Volo continue this time with Gaulauntyr "Glorytongue."

First mentioned in the Sword Coast Curiosities, Gaulauntyr is a mature adult topaz dragon of sinuous appearance. She has haunted the Sword Coast from Baldur's Gate to Luskan for the last century, and she moves about often to avoid other dragons, whom she has no interest in fighting. She prefers a life of stealth in and about human cities to the more typical -- for wyrms -- slumbering in a lair in the heart of a territory one dominates.

Authorities unanimously refer to this dragon as female and solitary. If she has ever taken a mate, history knows nothing of him or of his fate.

Gaulauntyr is one of the most intelligent and paranoid dragons of the North. She almost always cloaks herself in illusory disguises and hides in forest glades, abandoned warehouses or ruins, or just under cover of darkness whenever possible. She's quite adept at landing softly atop the palaces and mansions of nobles, cautiously testing the roofs to see whether they'll bear her weight, then draping herself over them to be as hidden as possible from eyes watching either from below or from windows in the building itself. She then employs *remote viewing* and *unseen servant* powers, plus her *glorytongue* power, to pluck gems and magic items out of the building.

Gaulauntyr is sometimes called "the Thief Dragon" because of her hunger for gems and the manner in which she has used spells, human hirelings, and stealth to steal gems from humans -- notably Waterdhavian nobles, but also jewelers and gem-merchants in Luskan and other places up and down the Sword Coast. Gaulauntyr's more familiar nickname, "Glorytongue," comes from her habit of delivering touch effects with her tongue after employing a 1st-level power, *glorytongue*, to make it a long, precise ribbon of flesh that can enter rooms via openings as small as a keyhole.

Gaulauntyr's true success, however, comes from a magic item and her own sly wits. The item, *Jharakkan's Talon*, is a little-known draconic artifact of Faerûn. More importantly, her shrewd mind allows Gaulauntyr to understand the societies of Luskan, Neverwinter, Waterdeep, Baldur's Gate, and Caer Callidyr, thus learning where gems and wealth may be found, and when they'll be most poorly guarded. She has learned the way both dragons and humans tend to think, allowing her to misdirect those folk of both races time and time again.

Gaulauntyr often uses spells to lure or misdirect humans, employing such devices as the illusion of a beautiful human girl to give sobbing evidence or to distract pursuers. On one occasion, the Thief Dragon was lying in a stable yard, and she magically cloaked herself to appear as a fresh and steaming pile of manure, with her elongated *glorytongue* running through a cellar and up a heating-vent into a great bedchamber in an adjacent mansion. Guards were pounding on the door of the room, trying to reach its rightful occupant -- a noble lady whom Gaulauntyr was keeping bound, gagged, and stuffed above the canopy of her own bed with the dragon's *glorytongue*. The lady had struck an alarm-gong before being thus trapped, and the guards gave the dragon only a few minutes to think of something before they brought the door down. When they burst into the room at last, the astonished guards saw naked women diving out every window of the bedchamber, clutching their lady's gems and finery. When the men gave chase to the illusory thieves and the stolen treasure, Gaulauntyr stuffed the lady headfirst down her own garderobe to keep her quiet for a while, supervised an *unseen servant* while it tied up the best gems in some bed-linens, and rolled the bundle out a window.

The guard whom the falling gems almost hit had a few moments to stare at them before the dragon's tongue, emerging from the cellar, dealt him a spell that toppled him into slumber. The dragon snatched up the gems and took wing in the suddenly glowing guise of a red dragon with a certain and recognizable wizard riding a high saddle on its back, so that the crime would be blamed on someone else.

Gaulauntyr spends her days watching (*remote viewing*, in most cases) human life up and down the Sword Coast, devising new ways to steal gems or, sometimes, food. She loves exotic cheeses and sauces, even though human portions give her only fleeting tastes of such delicacies.

Glorytongue's relationships with other dragons have been, in the words of the human sage Velsaert of Baldur's Gate, "one long series of hurried escapes and misdirections."

The key to Gaulauntyr's character could be said to be her wry grasp of human and

did.

## **The Deeds of Gaulauntyr**

Although she customarily dines on what her captive deepspawn produces, Gaulauntyr favors wyverns, giant squids, and -- when she dares to attack them -- dragon turtles. She has almost died several times trying to slay dragon turtles. Once, during a storm, she succeeded in beaching one too far out of water for it to return, and she had a feast.

Gaulauntyr spends most days more lazily, using spells to spy on events up and down the coast. She has the strength to dive in and clamber out of the submerged mouth of her cavern in all but the worst storm weather or winter ice, and she is known to have some high meadows and desolate tors to rest upon when she can't return to her lair or doesn't want to lead pursuers to it.

## **Gaulauntyr's Fate**

Glorytongue is not likely to have a long and uneventful life. Sooner or later, one of the wizards who dwell in the Sword Coast North will catch up with her. Alternatively, an attempted theft might go seriously wrong. The topaz dragon can be a fearsome foe in any battle, but if she's caught overextended, she could well be slain.

At least one elven mage of Evermeet is considering how Gaulauntyr's psionic powers could be manipulated so as to make her steal things upon command, thus providing the elven realm with an additional line of defense. In such a case, Gaulauntyr could deprive explorers bent on reaching the fabled Far Isle of the magic they need, or of masts and keels for their boats, or she might merely distract them with the apparent rise of a persistent personal foe.

draconic nature, and the skill born of this that always keeps her thinking three steps ahead of opponents. She always has an escape route, a scheme to disappear or adopt a disguise, or a secondary plan for seizure of gems or goods if the first one fails. Often ending a secondary crime with a spectacular occurrence, such as pulling down a building, creates enough confusion that Gaulauntyr can pursue her original plan once more.

Gaulauntyr is said to be an accomplished mimic of human voices and is very good at improvising interesting small talk to put in the mouth of one of her spell-images. Many dragons are said to be halfheartedly seeking her to recover the gems she has stolen, but Gaulauntyr seems to have no strong and persistent foes. The Cult of the Dragon would probably be deadly enemies to her if they knew just who was behind many of the thefts from their agents and treasuries that have occurred up and down the Sword Coast.

### **Gaulauntyr's Lair**

Glorytongue makes her true lair in a many-armed tidewater cavern on the western face of a tiny island known as Alsapir's Rock, which was named for a long-ago fisherman who died when his boat was dashed apart against it during a storm. The Rock is so close to Mount Sar that it is ignored by most maps and charts.

Here she keeps the gems she steals, as well as a captive deepspawn, whose creatures can't escape from the caverns thanks to its watery entry. The monsters it births includes rothé, deer, and boars, among other prey suitable for Gaulauntyr's appetite. The cavern lacks any food for these beasts, but Gaulauntyr usually devours them long before they have any chance to escape.

The lair has no known traps or notable features, but Gaulauntyr usually devours any humans who see its interior. She keeps her treasures hidden in crevices and on ledges behind large boulders that she rolls up to form a false wall. Thus, most intruders think the cavern ends where her heaped boulders begin. The Thief Dragon has no known servants or habitual accomplices or allies.

### **Gaulauntyr's Domain**

From Alsapir's Rock, Gaulauntyr roams up and down the coast, usually keeping to the outward islets of the Moonshaes or the vicinity of Waterdeep, but sometimes working as far south as the Nelanther. Glorytongue is finding the City of Splendors and its environs increasingly crowded with various disguised dragons and other formidable spies and creatures of stealth. She makes fewer and less bold forays into its range than she once



**Gaulauntyr:** Female Mature Adult Topaz Dragon; CR 17; Huge dragon (water); HD 25d12+125; hp 287; Init +4; Spd 40 ft., burrow 5 ft., swim 60 ft., fly 150 ft. (poor); AC 32, touch 8, flat-footed 32; Atk +32 melee (2d8+9, bite) and +27 melee (2d6+4, 2 claws) and +27 melee (1d8+4, 2 wings) and +27 melee (2d6+13, tail slap) or +27 melee (2d8+17, crush); Face/Reach 10 ft. by 20 ft./10 ft.; SA breath weapon (cone of dehydration, 14d8), frightful presence, psionic combat modes (*mind thrust, ego whip, id insinuation, psychic crush, mind blast/empty mind, thought shield, mental barrier, tower of iron will*), psionics, spell-like abilities; SQ blindsight 210 ft., DR 10/+1, immunities, keen senses, psionic powers (71 power points), psionic resistance 24, water breathing; AL CN; SV Fort +19, Ref +16, Will +19; Str 29, Dex 10, Con 21, Int 22, Wis 21, Cha 20.

**Skills and Feats:** Appraise +16, Bluff +15, Concentration +30, Diplomacy +32, Disguise +15, Escape Artist +25, Gather Information +13, Hide -8, Intimidate +7, Knowledge (local [Amn]) +18, Knowledge (local [Nelander Isles]) +13, Knowledge (local [Sword Coast]) +18, Knowledge (local [Tethyr]) +13, Knowledge (local [the Moonshaes]) +14, Knowledge (local [Waterdeep]) +18, Listen +30, Scry +22, Search +31, Spellcraft +31, Spot +30, Swim +42; Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Psionic Focus (Psychometabolism), Snatch.

**Breath Weapon (Su):** Gaulauntyr has one breath weapon: a 50-foot cone of dehydration that deals 14d8 points of damage (Reflex DC 27 half). Her breath looks like a watery blast. When directed against an aqueous liquid (water or a liquid consisting mainly of water), this effect evaporates 1 cubic foot of water per hit point of damage dealt.

**Crush:** When flying or jumping, Gaulauntyr can land on opponents three or more size categories smaller than herself as a standard action, using her whole body to crush them. A crush attack affects as many creatures as can fit under her body. Each creature in the affected area must succeed at a Reflex save (DC 27) or be pinned. If Gaulauntyr chooses to maintain the pin, treat it as a normal grapple attack (grapple bonus +42). Each pinned creature automatically takes 2d8+17 points of bludgeoning damage that round and each succeeding round that it remains pinned.

**Frightful Presence (Su):** This ability takes effect automatically when Gaulauntyr attacks, charges, or flies overhead. It affects only opponents with 24 or fewer Hit Dice or levels. The affected creature must make a successful Will save (DC 27) or become panicked (if 4 or fewer HD) or shaken (if more than 5 HD). Success

indicates that the target is immune to Gaulauntyr's frightful presence for one day.

**Spell-Like Abilities:** 3/day -- *fog cloud*. Caster level 9th; save DC 15 + spell level.

**Blindsight (Ex):** Gaulauntyr can discern creatures and objects to a range of 210 feet by using nonvisual senses (mostly by hearing and scent, but also by vibration and other environmental clues). Invisibility and darkness are irrelevant, though Gaulauntyr still can't discern ethereal beings. Gaulauntyr usually does not need to make Spot or Listen checks to notice creatures within range of her blindsight ability.

**Immunities:** Gaulauntyr is immune to cold, sleep, and paralysis effects.

**Keen Senses (Ex):** Gaulauntyr has darkvision (700-foot range) and low-light vision that allows her to see four times better than a human.

**Psionics (Sp):** Gaulauntyr can use psionics as a 9th-level psion (egoist). She can also use the psionic power *feather fall* twice per day as a spell-like ability (manifest level 9th).

**Water Breathing (Ex):** Gaulauntyr can breathe water as readily as air.

**Psionic Powers Known** (save DC = d20 + power level + key ability modifier): 0 -- *daze, far hand, finger of fire, missive, my light, verve*; 1st -- *conceal thoughts, empathy, glorytongue, unseen servant* (as the spell, but a metacreative power); 2nd -- *body adjustment, claws of the bear, knock*; 3rd -- *displacement, false sensory input, remote viewing*; 4th -- *dimension door, psychofeedback*.

The topaz dragon is detailed in the [Monster Manual II](#).

## Gaulauntyr's Magic

One power devised by Gaulauntyr appears hereafter, but her mightiest magic is *Jharakkan's Talon*, a draconic artifact she wears at all times.

## Jharakkan's Talon

*Jharakkan's Talon* is really a talon-sheath: a hollow cone of black horn from some unknown creature. It is very hard and tough, so most blows don't even mark it. The *Talon*

is 8 inches long, and is large enough to fit over the end of a dragon's own talon. It has a pierced end, so the real talon protrudes through it, allowing the dragon to make claw attacks normally while wearing it.

The *Talon* is named for Jharakkan, a dragon-sorcerer who created it long ago. (No one alive is sure where or when.) Old legends recorded in books kept at Candlekeep say that Jharakkan was a black wyrm who lived for over 4,000 years and devised many magic items. No other evidence supports these tales, however, and some theorize that these tales are simply an exaggerated retelling of another tale, and so on.

The *Talon* was found about 60 summers ago by Gaulauntyr on the skeleton of a drowned dragon that was just off the end of the island of Highport in the Moonshaes. The skeleton might have been the remains of the red dragon known as Ualintharghar the Devouring Flame, of whom the Ffolk tell wild tales.

Other creatures (such as humanoids) that cannot wear the *Talon* can still employ its powers simply by touching it.

Certain organizations (such as the Zhentarim, the Red Wizards, the Arcane Brotherhood, and the Cult of the Dragon) would be very interested in acquiring the *Talon* to see whether its powers could be unraveled and adapted to the creation of items that would temporarily allow underlings to cast a few minor spells so as to aid in attacks, though it will probably drain the lives of those unfortunates in the process.

Holding or wearing the *Talon* allows any arcane spellcaster to cast six additional spells per day, with one coming from levels 1 through 6, similar to a *ring of wizardry's* ability to grant additional spell slots. The item must be held or worn to provide these additional slots; it cannot be used to prepare additional spells and then left behind. It does not allow a caster to use spells they could not normally use (so a 1st-level wizard could not use the *Talon* to prepare a 6th-level spell, but she could use the higher-level slots to prepare lower-level spells).

However, the *Talon* bears a curse: Every time one of the extra slots is used to cast (but not prepare) a spell, the artifact deals 1d6 points of damage to the user. This damage does not disrupt the caster's concentration and does not require any special magic to heal.

Several stories exist about how to destroy this artifact, if one were so inclined.

- The *Talon* must be immersed in the blood of at least a dozen kinds of true dragons

within the same month.

- The *Talon* must be struck by a *rod of negation* while it is in contact with six *rings of wizardry*. All items would be destroyed along with the *Talon*.

## Glorytongue

Psychometabolism (Str)

**Level:** Psion 1

**Display:** Ma

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Power Points:** 1

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

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

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

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

## About the Author

Ed Greenwood is the creator of the **Forgotten Realms** setting and sometimes appears at conventions dressed as the wise old sage Elminster. He's worn other costumes, too. As a result, he was once described as "quite a fetching tavern dancer -- except for the beard and the belly."

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## Psionic Bestiary

# Ectoplasmic Ooze

By Mark A. Jindra and Scott Brocius

## Ectoplasmic Ooze

### Medium-Size Ooze

<b>Hit Dice:</b>	3d10+10 (26 hp)
<b>Initiative:</b>	-5
<b>Speed:</b>	10 ft.
<b>AC:</b>	5 (-5 Dex), touch 5, flat-footed 5
<b>Attacks:</b>	Slam +3 melee
<b>Damage:</b>	Slam 1d6+1 plus 2d4 fire
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	Constrict 1d6+1, improved grab
<b>Special Qualities:</b>	Blindsight, ooze traits, plane shift, PR 20, whitefire
<b>Saves:</b>	Fort +1, Ref -4 Will -4
<b>Abilities:</b>	Str 12, Dex 1, Con 10, Int -- , Wis 1, Cha 1
<b>Climate/Terrain:</b>	Any land and underground
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	4-6 HD (Medium-size); 7-9 HD (Large)

An ectoplasmic ooze appears as a partially translucent mass of rippling ectoplasm. It can grow to a length of up to 9 feet and a thickness of 6 inches, but it can compress its body to fit into cracks as small as 1 inch.

### Combat

If an ectoplasmic ooze fails a saving throw against *dismiss ectoplasm*, it can be displaced. Roll d%: On a 01-75 result, it is shifted to a random location in the Astral Plane, and on 76-00 it is destroyed outright.

**Constrict (Ex):** With a successful grapple check, an ectoplasmic ooze can crush a grabbed opponent, dealing 1d6+1 points of bludgeoning damage.

**Improved Grab (Ex):** If an ectoplasmic ooze hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +3). If it gets a hold, it also constricts on the same round. Thereafter, the ectoplasmic ooze has the option to conduct the grapple normally, or simply hold the opponent with its pseudopod (-20 penalty on grapple check, but the ectoplasmic ooze is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam and

constriction damage.

**Blindsight (Ex):** An ectoplasmic ooze is blind, but its entire body is a primitive sensory organ that can ascertain prey by scent and vibration. This ability enables it to discern objects and creatures within 60 feet. The ectoplasmic ooze usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

**Ooze Traits:** An ectoplasmic ooze is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or flanking.

**Plane Shift (Ex):** Once per day an ectoplasmic ooze can move between the Material Plane and the Astral Plane.

**Whitefire (Ex):** An ectoplasmic ooze secretes raw, unstable ectoplasm that ignites with a hellish, white-hot flame. Each creature hit by the ooze's slam attack takes an additional 2d4 points of fire damage. The ooze's whitefire touch sets fire to combustibles and damages objects. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

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## Psionic Bestiary

# Lizardfolk, Quanak

*By Scott Brocius and Mark A. Jindra*

### Lizardfolk, Quanak

#### Medium-Size Humanoid (Aquatic, Reptilian)

<b>Hit Dice:</b>	2d8+2 (11 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	30 ft., swim 30 ft.
<b>AC:</b>	19 (+5 natural, +4 Inertial Armor), touch 10, flat-footed 19
<b>Attacks:</b>	Halfspear +2 melee
<b>Damage:</b>	Halfspear 1d6+1
<b>Face/Reach:</b>	5 ft. by 5 ft./5ft.
<b>Special Attacks:</b>	Psionics
<b>Special Qualities:</b>	Poison use
<b>Saves:</b>	Fort +1, Ref +3, Will +1
<b>Abilities:</b>	Str 13, Dex 10, Con 13, Int 11, Wis 12, Cha 12
<b>Skills:</b>	Balance +4, Jump +7, Swim +10
<b>Feats:</b>	Inertial Armor
<b>Climate/Terrain:</b>	Temperate and warm marsh
<b>Organization:</b>	Patrol (2-4), squad (11-20, plus 2 sergeants of 3rd level, and 1 leader of 3rd to 6th level), or tribe (30-100, plus 100% non-combatants, plus one 3rd level sergeant per 10 adults, one 4th-6th level lieutenant per 25 adults, and one leader of 7th-10th level).
<b>Challenge Rating:</b>	2
<b>Treasure:</b>	Standard coins, double goods, double items
<b>Alignment:</b>	Usually lawful neutral
<b>Advancement:</b>	By class

The quanaks are an extended tribe of lizardfolk that have tapped their psionic potential.

Quanaks are usually 6 to 7 feet tall with brown, green, gray, or bluish scales. They use their 3- to 4-foot-long tails for balance. They are excellent swimmers and can hold their breath twice as long as a human. Like normal lizardfolk, they are omnivores who prefer meat, but they have curtailed their desire for human flesh. In fact, they have become more sophisticated than their brethren and have developed trade with other races.

Quanaks speak Draconic and the language of their neighbors, which is usually Common.

### Combat

Quanaks have mastered small unit tactics, and, with the use of their psionics, tend to be deadly opponents.



Other tribes of lizardfolk have learned to leave them alone. They favor the use guerilla warfare: hit-and-run attacks and snare and trap use. Their preferred weapons are halvespears, and many groups have mastered the use of blowguns. Quanaks typically use greenblood oil or spider venom. (Both poisons are described in Chapter 3 of the *Dungeon Master's Guide*.)

**Psionics (Sp):** 3/day -- *combat precognition, lesser body adjustment, lesser metaphysical weapon*. Manifest level 12th; save DC d20 + power level + key ability modifier.

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

**Poison Use:** Quanaks are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Skills:** Thanks to its tail, a quanak receives a +4 racial bonus on its Jump, Swim, and Balance checks.

### Blowguns

The blowgun is a long tube used to propel needles. A needle can deliver poison of either the injury or contact type.

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

\* No weight worth noting.

### Quanak Society

Quanaks, like their brethren, have a patriarchal society whose primary goal is the propagation of the species. In addition, they also wish to enlighten their barbaric cousins. To accomplish this, they attempt to negotiate with groups of lizardfolk to add them to the quanak tribe. If negotiations fail, they make raids against the lizardfolk, taking the young and females. Because of this practice, the typical quanak dwelling has as many noncombatants as adults, and most of these are nonpsionic females and hatchlings.

Quanaks usually make their homes in swamps and marshes, or in areas with lots of water and vegetation. Their architecture is simple in design, consisting of the local floral, but it blends in with the surroundings. Travelers can come within a hundred feet of a village and never know it was there.

The patron deity of quanaks is Semaunya, whose chief concern is their survival.

### Quanak Characters

A quanak's effective character level (ECL) is equal to its class level + 2; thus, a 1st-level quanak psychic warrior has an ECL of 3 and is the equivalent of a 3rd-level character.