

Arch Psion

(Prestige Class)

By Mark A. Jindra



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

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



Hit Die: d4.

Requirements

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

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

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

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

Class Skills

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

Skill Points at Each Level: 2 + Int modifier

Class Features

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

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

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

Powers Discovered: Arch psions discover powers each level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

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

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

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

High Psionics: The arch psion discovers secrets unknown to lesser psions. She gains the ability to select a special ability from among the following by permanently decreasing her daily power points total. The number of power points that are lost are listed below. For example, a 15th-level psion with a primary attribute score of 18 would normally have 116 power points for the day. A character with 13 levels of psion and 2 levels of arch psion who chooses the psionic reach ability permanently loses 11 power points, leaving her with only 105.

Extra Power: The arch psion can learn one additional power of any level up to one level

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

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

The arch psion can alter innate powers with the use of metapsionic feats. She must pay the appropriate amount of power points, and the power spent cannot exceed the arch psionic character's metapsionic cap.

The arch psion can select this ability more than once. Each time she selects this ability, she can select a new power or extend the amount of free uses of an existing innate power by two. This ability causes the character to permanently lose 11 power points.

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

Psionic Energy Discharge (Su): The arch psion gains the ability to channel raw psionic energy into a focused ray. The discharge is treated as a ranged touch attack with long range (400 feet + 40 feet/level of arch psion) and deals 1d4 points of damage per level of arch psion plus 1d4 points of damage for every power point channeled to create the effect. The amount of power points spent cannot exceed your level minus 1. This ability cannot be modified by the use of metapsionic feats. Therefore, a character with 13 levels of psion and 2 levels of arch psion who channels 12 power points into psionic energy discharge deals 14d4 points of damage to the target if it hits. This ability causes the character to permanently lose 15 power points.

Psionic Energy Substitution: The arch psion can alter a power they know when manifesting so that it uses a different type of psionic energy than normal. For example, an arch psion could manifest *whitfire* and have it deal sonic instead of fire damage. This ability can alter powers with the acid, cold, fire, electricity, or sonic descriptors only. A

substituted power works normally in all respects except the type of damage dealt. The manifester decides whether or not to alter a power's energy type and chooses the new energy type when she begins manifesting. This ability costs 11 power points.

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

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

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

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

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

The Arch Psion

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

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The Crystal Master

(Prestige Class)

By Scott Brocius and Mark A. Jindra



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

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

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



Hit Die: d4.

Requirements

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

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

Feats: Encode Stone.

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

Class Skills

The crystal master's class skills are Alchemy (Int), Appraise (Int), Climb (Str), Concentration (Con),

Craft (gemcutting) (Int), Intuit Direction, Knowledge (gemology) (Int), Knowledge (psionics) (Int), Psicraft (Int), and Search (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

Powers Discovered: With the exception of 1st and 10th levels, crystal masters discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

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

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

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

Embed Gem (Su): When the crystal master gains this ability, she adds another embedded gem to her body. She can embed up to five gems -- one each in the arms, legs, and chest. Once a part of the body has a gem embedded in it, another gem cannot be embedded in that part of the body. The powers and restrictions on each gem are found below. The level restriction is the minimum level of crystal master needed to take this gem. Each type of gem can be embedded only once.

The gem itself must initially be unworked and nonenhanced in any way (in other words, it cannot have any magical or psionic properties). It needs to have a minimum value of 100 gp before it is cut. The crystal master needs to make a Craft (gemcutting) check (DC 15) to successfully shape the stone for embedding.

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

The Crystal Master

Level	Base Attack Bonus	Fort	Reflex	Will	Power Points Per Day	Special	Powers
1	+0	+0	+0	+2	+1 psion	<i>Craft Master's Third Eye</i>	--
2	+1	+0	+0	+3	level*	Embed Gem	+1 psion level
3	+1	+1	+1	+3			+1 psion level
4	+2	+1	+1	+4		Embed Gem	+1 psion level
5	+2	+1	+1	+4			+1 psion level
6	+3	+2	+2	+5		Embed Gem	+1 psion level
7	+3	+2	+2	+5			+1 psion level
8	+4	+3	+3	+6		Embed Gem	+1 psion level
9	+4	+3	+3	+6			+1 psion level
10	+5	+3	+3	+7		Embed Gem	--

Embedded Gems

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

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

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

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

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

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

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

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

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

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

Emerald: The crystal master gains power resistance equal to 11 + 2 per embedded gem she possesses.

Jade: The crystal master is immune to aging attacks and doesn't suffer the effects of old age. (Any penalties already

Embedded Stones By Level Restriction	
1st-Level Crystal Master	
-	Amethyst*
-	Aquamarine*
-	Bloodstone*
-	Bulls Eye Agate*
-	Calcite*
-	Emerald*
-	Malachite
-	Moonstone*
-	Onyx
-	Peridot
-	Red Garnet
-	Red Jasper
-	Ruby*
-	Sapphire
-	Smokey Quartz*
-	Sugilite*
-	Tiger Eye*
-	Tourmaline*
4th-Level Crystal Master	
-	Blue Zircon
-	Diamond
-	Jade
-	Jet
-	Opal
6th-Level Crystal Master	
-	Chrysocolla
8th-Level Crystal Master	
-	Obsidian
10th-Level Crystal Master	
-	Azurite

incurred stay in effect.) The character still dies of old age. (Level restriction: 4th.)

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

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

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

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

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

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

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

Red Garnet: The crystal master gains the ability to heal herself. She can heal 2 points per crystal master level each day. This can be divided up into many uses over the day.

Red Jasper: The crystal master becomes partially immune to ability draining attacks. The character can completely ignore the effects of ability-draining attacks a number of times per day equal to the number of gems embedded + the character's Strength modifier. This immunity does not apply to ability damage from psionic combat.

Notes

- 1) See the Embed Gem ability of the crystal master prestige class for more on level restrictions.
- 2) You may embed any gem provided you meet the minimum level restriction.
- 3) Gems that may be crafted into master's third eyes are indicated with an asterisk (*).

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

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

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

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

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

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

Psionic Items

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

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

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

+4	14th level	crystal master	8,000 gp	--
+5	16th level	crystal master	12,500 gp	--

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

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

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

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

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

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

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

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

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

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

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

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	5,000 gp	--
+2	10th level	crystal master	20,000 gp	--
+3	12th level	crystal master	45,000 gp	--
+4	14th level	crystal master	80,000 gp	--
+5	16th level	crystal master	125,000 gp	--

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

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

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

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

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

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

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

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

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

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	7th level	crystal master	50 gp	--
+2	9th level	crystal master	170 gp	--
+3	11th level	crystal master	370 gp	--
+4	13th level	crystal master	650 gp	--
+5	15th level	crystal master	1,000 gp	--

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The Crystalsinger

(Prestige Class)

By Scott Brocius and Mark A. Jindra



"They have heard the song."

The crystalsinger has learned the music all crystals possess. They have learned how to shape crystal cacophony into fluid melody -- how to truly tap the power trapped within crystals. While others can craft psionic items, the crystalsinger knows they do so without order and without the evenness that is inherent to the crystal.

The crystalsinger masters the ability to craft crystalline psionic items and how to make that which others cannot. They alone have learned how to create the drilbu, the true items of power. (See below for the drilbu description.)

Due to the length of time needed to create psionic items, most crystalsingers are NPCs. You can generally find them where there is a concentration of psions and psychic warriors.

Hit Die: d4.

Requirements

To qualify to become a crystalsinger, a character must fulfill all of the following criteria.

Manifesting: Ability to manifest a 5th-level power.

Knowledge (psionics): 10 ranks

Perform: 6 ranks.

Psicraft: 10 ranks.

Feats: Any 2 item creation feats.

Class Skills

A crystalsinger's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Knowledge (psionics) (Int), Perform (Cha), Psicraft (Int), Use Psionic Device (Cha).

Skill points at each level: 4+ Int modifier.

Class Features

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

Armor and Weapon Proficiency: The crystalsinger gains no proficiency in any weapon or armor.

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

Powers Discovered: With the exception of 5th and 10th levels, crystalsingers discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

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

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

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

Channeling (Su): The crystalsinger gains the ability to channel another psion's powers for use in the creation of items. The crystalsinger becomes a conduit for the power to be transferred to the item being created from another user. During item creation, if another psion is providing the powers to an item, the crystalsinger expends a number of power points equal to the highest power being used by the psion. If there is an XP cost associated with the power being imbued, the psion using it pays this cost, not the

crystalsinger (though the crystalsinger must still pay the 1/25 item cost in XP). All other item creation limitations listed in the *Psionics Handbook* are in affect, however.

When first learned, the crystalsinger may channel up to 5th-level powers. This increases to 6th-level powers at 3rd level, 7th-level powers at 5th, 8th-level powers at 7th, and finally 9th-level powers at 9th level. Powers may be channeled only for the creation of an item.

Enhanced Craft: The crystalsinger gains a bonus to all Craft skills of her selection. This bonus is +2 at 2nd level. This bonus increases by +1 at 4th, 6th and 8th levels, to a final bonus of +5 at 8th level.

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

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

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

The Crystalsinger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points Per Day	Special Abilities	Powers Discovered
1	+0	+0	+0	+2	*see text	Channeling 5th, Metacreative Creation 1	+1 Manifester Level

2	+1	+0	+0	+3	Enhanced Craft, Item Creation	+1 Manifester Level
3	+1	+1	+1	+3	Channeling 6th, Metacreative Creation 2	+1 Manifester Level
4	+2	+1	+1	+4	Enhanced Craft, Item Creation	+1 Manifester Level
5	+2	+1	+1	+4	Channeling 7th, Metacreative Creation 3	--
6	+3	+2	+2	+5	Enhanced Craft, Item Creation	+1 Manifester Level
7	+3	+2	+2	+5	Channeling 8th, Metacreative Creation 4	+1 Manifester Level
8	+4	+2	+2	+6	Enhanced Craft, Item Creation	+1 Manifester Level
9	+4	+3	+3	+6	Channeling 9th, Metacreative Creation 5	+1 Manifester Level
10	+5	+3	+3	+7	Item Creation, Song of the Crystal	--

Craft Drilbu [Item Creation]

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

Prerequisite: Manifester level 5th+

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

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

If desired, a power can be placed into the drilbu at half the normal cost and power limitations, but activating that particular power costs 2 charges from the drilbu. For example, the crafter decides to add *plane shift*, a 7th-level power, to her drilbu, and she decides to halve the cost. The *plane shift* now requires 2 charges to activate, but it counts only as 3.5 power levels (round down) for determining cost and power limitations. A single power can cost no more than 2 charges, and the manifester level for all powers must be the same.

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

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

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

-- Revised 6/17/2002

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The Constructor

(Prestige Class)

By Mark A. Jindra and Scott Brocius



"I'll call for reinforcements."

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

Bonus Download

We have created a special astral construct reference and worksheet for you. It includes a reference of all astral construct stats and special abilities, a combat reference sheet, and several worksheets for calculating your astral constructs stats.

[Download](#) (436k ZIP/PDF)

Hit Die: d4.

Requirements

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

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

Feats: Augment Construction, Empower Construction.

Class Skills

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

Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

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

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

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

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

Empower Construction: The constructor can manifest astral constructs with additional special abilities as the Empower Construction feat ([see this article for more information](#)). This ability stacks with that of the Empower Construction feat, granting an additional ability of the appropriate type at 5th and 8th levels.

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

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

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

The Constructor

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

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Diamond Warrior

(Prestige Class)

By Scott Brocius and Mark A. Jindra



The diamond warriors are an order that consists mainly of psychic warriors, though some psions are members. The order concentrates their fighting style on unarmed attacks and mobility, and they spend long hours training their minds and bodies to achieve this end.

It's not certain how long this group has existed, and its goals are unknown, but when they do appear, they have a specific task. They take specific items, help travelers in combat, disrupt ceremonies and cause people to be late for appointments. They usually appear in multiples of eight, but a lone diamond warrior has been seen on occasion. Those that hunt them speculate the diamond warriors have a base on the Astral Plane, but this has not been confirmed.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

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

Skills: Jump 6 ranks, Tumble 6 ranks.

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

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



Class Skills

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

(Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.



Class Features

All the following are class features of the diamond warrior prestige class.

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

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

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

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

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

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

Unarmed Attacks: The diamond warrior gains both the normal base attack bonus and the unarmed base attack bonus when using unarmed strikes. Their unarmed strikes follow the standard attack pattern for extra attacks each round and not the monk's unarmed strike pattern. For example, a 7th-level psychic warrior with 6 levels of diamond

warrior has a base attack bonus of +5 for psychic warrior, +4 for diamond warrior, and an additional +2 if he uses an unarmed attack. With a weapon, his final attack bonus is +9/+4, but with unarmed attacks, it is +11/+6/+1.

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

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

Improved Inertial Armor: The diamond warrior gains the Improved Inertial Armor feat.

Speed of Thought: The diamond warrior gains the Speed of Thought feat.

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

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

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

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

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

class requirements.

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

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

The Diamond Warrior Mask

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

Crystal Mask of Deception: When worn, the *crystal mask of deception* grants the wearer the benefits of the *conceal thoughts* power.

Manifester Level: 5th; *Prerequisites:* Craft Universal Item, *conceal thoughts*; *Market Price:* 1,500 gp; *Weight:* 1 lb.

Crystal Mask of Doubt: Any creature that enters melee combat with the wearer of the *crystal mask of doubt* must make a Will save (DC 14) or suffer a -1 morale penalty due to the shifting visage created by the *crystal mask of doubt*. This Will save is taken only once per combat.

Manifester Level: 5th; *Prerequisites:* Craft Universal Item, *demoralize*; *Market Price:* 1,500 gp; *Weight:* 1 lb.

Crystal Mask of Darkvision: When worn, the *crystal mask of darkvision* grants the wearer the benefits of the *darkvision* power.

Manifester Level: 6th; *Prerequisites:* Craft Universal Item, *darkvision*; *Market Price:* 8,000 gp; *Weight:* 1 lb.

Crystal Mask of Shifting: While worn, upon activation, this crystal mask manifests the *plane shift* power. It has the ability to do this once per day. The wearer and up to 7 other creatures can join hands to travel together.

Manifester Level: 14th; *Prerequisites:* Craft Universal Item, *plane shift*; *Market Price:* 40,000 gp; *Weight:* 1 lb.

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The Meditant

(Prestige Class)

By Mark A. Jindra and Scott Brocius



"Chance favors the prepared mind."

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

Hit Die: d4.

Requirements

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

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

Concentration: 8 ranks.

Feats: Psychic Meditation (four times).

Alignment: Any lawful.

Class Skills

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

Skill Points at Each Level: 4+ Int modifier.

Class Features

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

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

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

Powers Discovered: With the exception of 4th and 9th levels, meditants discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

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

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

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

Psychic Meditation: The meditant gains the Psychic Meditation feat and can select a psychic energy center that she has not already previously selected with this feat. If she has taken this feat all seven times, she cannot select any additional psychic energy centers. See "[Chance Favors the Prepared Mind](#)" for more information about this feat.

Intense Psychic Meditation: The meditant gains the Intense Psychic Meditation feat and can select a psychic energy center that she has not already previously selected with this feat. If she has taken this feat all seven times, she cannot select any additional psychic energy centers. See "[Chance Favors the Prepared Mind](#)" for more information about this feat.

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

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

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

Inner Harmony (Su): Once the meditant has gained the ability to intensely meditate and activate all seven psychic energy centers (via the Intense Psychic Meditation feat), the duration for the bonuses increases by 4 hours.

The Meditant

Level	Base Attack			Will	Power Points per day	Special	Powers Discovered
	Bonus	Fort	Reflex				
1	+0	+0	+0	+2	*see text	Psychic Meditation, Inner Peace 1	+1 Manifest Level
2	+1	+0	+0	+3		Psychic Meditation, Prepared Mind 1/day	+1 Manifest Level
3	+2	+1	+1	+3		Psychic Meditation, Inner Peace 2	+1 Manifest Level
4	+3	+1	+1	+4		Intense Psychic Meditation, Prepared Mind 2/day	--

5	+3	+1	+1	+4		Intense Psychic Meditation, Inner Peace 3	+1 Manifester Level
6	+4	+2	+2	+5		Intense Psychic Meditation, Prepared Mind 3/day	+1 Manifester Level
7	+5	+2	+2	+5		Intense Psychic Meditation, Inner Peace 4	+1 Manifester Level
8	+6	+2	+2	+6		Intense Psychic Meditation, Prepared Mind 4/day	+1 Manifester Level
9	+6	+3	+3	+6		Intense Psychic Meditation, Ethereal Form	--
10	+7	+3	+3	+7		Intense Psychic Meditation, Inner Harmony	+1 Manifester Level

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The Ruby Disciple

(Prestige Class)

By Scott Brocius and Mark A. Jindra



"We see you . . . move along now."

Even though Sardior's clergy tend to be welcomed everywhere much as bards are, they know not everyone is as friendly as they seem. A small group of his clergy trains to be a martial arm of the church, serving not only as a defense but also as a show of force so that they can keep potential thieves away.

This group is known as the ruby disciples. They seek the power of Sardior, the ruby dragon, to enhance their combat capabilities. Both cleric and psions enter the service of the dragon, and while their training is similar, they have marked differences in their abilities. A character possessing both cleric and psionic levels must choose to be a divine ruby disciple or a psionic ruby disciple.

Hit Dice: d8.

Requirements

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

Alignment: Any neutral.

Spells/Manifesting: Ability to cast a divine spell of 4th level or higher, or ability to manifest a 3rd-level telepathic power, or ability to manifest any 4th-level psionic power.

Feats: Combat Casting and any divine feat, or Combat Manifestation and Psychoanalyst.

Skills: Bluff 4 ranks, Diplomacy 4 ranks.

Special: Must be a worshiper of Sardior.

Class Skills

The ruby disciple's class skills are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Psicraft (Int), Remote View (Int, exclusive skill), Spellcraft (Int), Stabilize Self (Con).

Skill Points at Each Level: 4 + Int modifier.

Class Abilities Specific to the Divine Ruby Disciple

Spells per Day: When a character gains a level of divine ruby disciple (except as noted on the table below), the character gains new spells per day as if he had also gained a level in the divine spellcasting class he belonged to before becoming a ruby disciple. He does not gain any other benefit a character of that class would have gained.

Spell Use (Sp): Divine ruby disciples gain access to the Telepathy psionic discipline as clerical spells starting at 1st level. They can select psionic powers from the Telepathy discipline to replace normally granted spells per day. They must meet the normal Charisma requirements to cast these powers. For example, a divine ruby disciple would need a Charisma of 16 to cast a 6th-level telepathic psionic power.

Class Abilities Specific to the Psionic Ruby Disciple

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

Powers Discovered: With the exception of the levels noted on the table below, psionic ruby disciples discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

Power Use (Sp): Psionic ruby disciples can discover Sardior's domain spells as though they were telepathy powers of equal level. Discovering a spell this way replaces one of the normal powers discovered by the psionic ruby disciple. Psionic ruby disciples can discover domain spells as powers only when gaining a level of psionic ruby disciple.

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

Psicrystals: Psionic ruby disciple levels count toward the level of the psionic character for purposes determining psicrystal Intelligence and special abilities. Psicrystals are a

class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

0-Level Powers: Psionic ruby disciple levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

Class Abilities Common to Divine and Psionic Ruby Disciples

Armor and Weapon Proficiency: Ruby disciples become proficient with all types of armor (light, medium, and heavy). They also gain proficiency in simple and martial weapons, though many prefer to use their claws exclusively when they gain that class ability.

Ruby Eyes (Ex): At 1st level, the ruby disciple's eyes transform into rubylike crystal. They have an inner glow and can act as a holy symbol. At 1st level, this transformation gives the ruby disciple low-light vision. At 5th level, they also grant darkvision. If the character already has either of these, their range is doubled. At 8th level, their eyes grant them *true seeing*, usable up to 10 minutes per day.

Claws (Ex): The ruby disciple gains retractable claws that do a base d8 damage. Extending or retracting the claws is a free action, but doing so can be performed only once per round.

Natural Armor (Ex): As the ruby disciple gains levels, his skin undergoes a transformation. Initially, his skin becomes pale red in color, as though sunburned. As the transformation progresses, his skin gets deeper red in color and turns into faceted scales, as though covered with plates of ruby. This translates into a natural armor bonus of +2 at 3rd level, which increases to +4 at 6th level, and then to +6 at 9th level.

Breath Weapon (Su): Starting at 4th level, the ruby disciple gains a breath weapon. The type of breath weapon varies depending on the former class of the ruby disciple as shown on the chart below. Using the breath weapon is a full action, and can be used once per day. The power of the breath weapon increases at 7th-level and again at 10th-level.

The Ruby Disciple (Divine and Psionic)

<u>Level</u>	<u>BAB</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>Special</u>	<u>Powers/Spells</u>
1	+0	+2	+0	+2	Ruby eyes, spell/power use	--
2	+1	+3	+0	+3	Claws	+1 divine or manifester level
3	+2	+3	+1	+3	Natural armor (+2)	+1 divine or manifester level
4	+3	+4	+1	+4	Breath weapon	--
5	+3	+4	+1	+4	Ruby eyes	+1 divine or manifester level
6	+4	+5	+2	+5	Natural armor (+4)	+1 divine or manifester level
7	+5	+5	+2	+5	Breath weapon	--
8	+6	+6	+3	+6	Ruby eyes	+1 divine or manifester level
9	+6	+6	+3	+6	Natural armor (+6)	--
10	+7	+7	+3	+7	Breath weapon	+1 divine or manifester level

Ruby Disciple Breath Weapon

<u>Former Class</u>	<u>Breath Type</u>	<u>Damage at 4th Level</u>	<u>7th Level</u>	<u>10th Level</u>	<u>Save DC</u>
Egoist or Psychic Warrior	Cone of cold	2d8	4d8	6d8	DC 18
Nomad	Cone of sound	2d4	4d4	6d4	DC 17
Savant	Line of force	2d8	4d8	6d8	DC 18
Shaper	Cone of fire	2d10	4d10	6d10	DC 19
Cleric or Seer	Cone of sound	2d6	4d6	6d6	DC 18
Telepath	Cone of light	2d6	4d6	6d6	DC 17

*A line is always 5 ft. high, 5 ft. wide, and 60 ft. long.

**A cone is always 30 ft. long.

Psychic Weapon Master

(Prestige Class)

By Mark A. Jindra and Scott Brocius



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

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

Hit Die: d8.

Requirements

To qualify as a psychic weapon master, a character must fulfill the following criteria:

Base Attack Bonus: +5.

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

Weapon: Crystal Melee Weapon

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

Class Skills

The psychic weapon master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge



(weaponry) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

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

Psionic Combat: Psychic weapon masters do not gain any psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes.)

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

Bonded Weapon: The psychic weapon master can form a special bond with a single melee weapon. The weapon must be the same type as her weapon of choice. The weapon must be a standard crystal melee weapon (without any magic or psionic enhancements). As a psychic weapon master gains experience, she can sacrifice an amount of experience points (XP) to awaken supernatural abilities within her bonded weapon. This sacrifice cannot exceed the XP that she has gained since she last gained a level. Upon initially awakening her weapon, a small portion of the psychic weapon master's personality is encoded in the weapon. This personality is chosen from Table 1-4: Psicrystals in the *Psionics Handbook*. The personality grants the psychic weapon master the special properties that correspond with the chosen personality. The bonded weapon also has the *sighted* and *empathic link* abilities of a psicrystal and like psicrystals it has an *Intelligence* of 7. Upon awakening a weapon bonus of +3 the bonded weapon gains the *telepathic link* psicrystal ability.

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

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

A weapon can't have a bonus higher than +5. Use the weapon bonus on Table 1-1 below to determine the XP sacrifice when special abilities are added. Special abilities can be added from either Table 7-5: Melee Weapon Special Abilities in the *Psionics Handbook* and/or Table 8-15: Melee Weapon Special Abilities in the *Dungeon Master's Guide*. (Spell storing is considered the same as power storing.) Example: A psychic weapon master who has a +4 *longsword* can transform it into a +4 *mind feeder* with a sacrifice of 2,000 XP since *mind feeder* is a special ability worth a +2 bonus. The *psychic weapon master* may awaken the ability to store power points as a crystal capacitor in their bonded weapon. A +1 weapon bonus is equal to 5 power points, +2 adds 4 more points for a total of 9, +3 adds 4 more points for a total of 13, and +4 adds 4 more points for a final total of 17 power points.

If a bonded weapon is destroyed by accident or on purpose, the psychic weapon master must attempt a Fortitude save (DC 15). If the saving throw fails, the psychic weapon master must sacrifice an additional 500 XP upon awakening her next bonded weapon. A successful saving throw reduces the loss to 250 XP. A psychic weapon master's experience can never go below 0 as a result of a bonded weapon's destruction. A psychic weapon master can have only one bonded weapon at a time.

Five percent of all bonded weapons have a special quality. Special qualities are discovered upon becoming fully awakened (Weapon Bonus +10**). Your DM should determine if your weapon has a special quality. Roll d%. A result of 1-5 indicates a special quality, while a result of 6-100 indicates a normal bonded weapon. If a special quality results, the DM should generate this special quality for you (see Special Qualities on page 126 of the *Psionics Handbook*). Special qualities simply become active and do not require any additional XP sacrifice or meditation. Even though a bonded weapon has an intelligence score it is not automatically assumed to be an intelligent weapon.

Table 1-1: Bonded Weapons

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

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

** A weapon can't actually have a bonus higher than +5 see the above text.

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

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

Increased Multiplier: Determine the standard critical multiplier for your weapon of choice. With this ability, you can increase the multiplier by +1. For example, the longsword has a critical multiplier of x2. Using this ability, you can increase that multiplier to x3 ($2 + 1 = 3$) once per day at the 2nd level of the psychic weapon master prestige class. You gain an additional use per day at 4th, 6th, 8th, and 10th levels of this prestige class. You must declare the use of this ability before you roll any damage dice. You must maintain a reserve of at least 6 power points to use this ability. These reserve points are

not used up when the ability is used.

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

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

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

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

The Psychic Weapon Master

Level	Base Attack				Power Points		Special	Powers Discovered
	Bonus	Fort	Reflex	Will	Per Day			
1	+1	+0	+2	+0	--	Bonded weapon, psionic damage	--	
2	+2	+0	+3	+0	see text	Increased multiplier 1/day	+1 level psychic warrior	
3	+3	+1	+3	+1	see text	superior weapon focus	+1 level psychic warrior	
4	+4	+1	+4	+1	see text	Increased multiplier 2/day	+1 level psychic warrior	

5	+5	+1	+4	+1	--	superior combat reflexes	--
6	+6	+2	+5	+2	see text	Increased multiplier 3/day	+1 level psychic warrior
7	+7	+2	+5	+2	see text	psionic critical	+1 level psychic warrior
8	+8	+2	+6	+2	see text	Increased multiplier 4/day	+1 level psychic warrior
9	+9	+3	+6	+3	--	psionic whirlwind	--
10	+10	+3	+7	+3	see text	Increased multiplier 5/day	+1 level psychic warrior

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

REVISED 10/02/2002

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The Sangehirn

(Prestige Class)

By Scott Brocius and Mark A. Jindra



"It won't hurt long."

Sangehirns have learned that the best way to stay alive in a dangerous world is to know how to heal. They focus their minds on the body and learn how to keep it fit. They see the body as a simple pattern of blood flow, muscle, and bone -- easily repaired. As they advance in levels, this belief manifests itself in their own bodies, causing incredible healing capabilities.

Those that begin the path of the sangehirn have a true concern for their fellows. They usually worry more about their friends than themselves. Nonplayer character sangehirns are not too uncommon in a psionic-rich world. They are typically found in areas where their skills are needed most, but the occasional "miracle" healer charges outrageous fees for his or her services.

Hit Dice: d6.

Requirements

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

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

Stabilize Self: 5 ranks.

Heal: 3 ranks.

Feats: Rapid Metabolism.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

Healing Touch: The sangehirn has mastered the healing arts to the point that he can change the range of his powers. Any power in his list with a range of "personal" can be changed to "touch" at the expenditure of 3 additional power points. This is similar to the channel power ability (which you can review in the ["Master More Powers of the Mind"](#))

web article) except that a separate power and extra action are not required. Only the powers from the sangehirn powers list can be affected this way.

Fast Healing (Su): The sangehirn gains the supernatural ability of fast healing as long as he keeps 3 power points in reserve. The sangehirn regains hit points at an exceptionally fast rate -- usually 1 or more hit points per round -- as given in the entry. Except where noted here, fast healing is just like natural healing (see page 129 of the *Player's Handbook*). Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach body parts.

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

The Sangehirn

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

Sangehirn Powers List

Sangehirns can learn only the powers from the following list due to their focus on healing arts. If it isn't possible for a sangehirn to learn a power from this list, he may select the appropriate level power from whatever his previous class was. (Check out the [Damage Control](#) article for more information about the powers listed with red bullet ▪ below.

Powers described in an existing web article have a link to that article. The other powers listed are in the [Psionics Handbook](#).

0-Level Sangehirn Powers

- Minor Body Adjustment
- Verve

1st-Level Sangehirn Powers

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

2nd-Level Sangehirn Powers

- Body Adjustment
- Empathic Bond
- Vim

3rd-Level Sangehirn Powers

- Accelerated Metabolism
- Empathic Affinity
- Empathic Conduit
- Forced Empathic Bond ([article](#))
- Improved Biofeedback
- Lesser Energy Barrier
- Rejuvenation
- Vehemence

4th-Level Sangehirn Powers

5th-Level Sangehirn Powers

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

6th-Level Sangehirn Powers

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

7th-Level Sangehirn Powers

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

8th-Level Sangehirn Powers

- Improved Vehemence
- True Biofeedback
- True Rejuvenation

9th-Level Sangehirn Powers

- Forced Empathic Affinity
- Improved Body Adjustment
- Psychofeedback
- Vitality
- Greater Energy Conversion
- Improved Vitality
- True Metabolism

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Realms Personalities

Teliene Coloara, the Illithid Slayer*By Ramon Arjona*

There are creatures in the Underdark more powerful, more terrible, and more inhuman than the drow. The mind flayers, called illithids by some on the surface, came to Faerûn through means long lost in the fog of time. Spreading throughout the deepest regions of the Underdark with their slave races serving as both labor force and food supply, they seek nothing less than complete dominion over all other beings, sentient or otherwise. Standing between these squid-like horrors and their dreams of total conquest are a few brave individuals who have devoted their lives to ridding Faerûn of the illithid menace.

These are the slayers: Men and women from all races and walks of life who are united in their common hatred of the mind flayers. Teliene Coloara, a drow female originally of the city of Menzoberranzan, is one of these few.

Teliene and her family were members of a minor branch of one of the many warring houses of Menzoberranzan. Perhaps it was a rival house who delivered them into the hands of the illithids -- drow are known to be consistently cruel in their pursuit of blood feud. Or, perhaps it was merely a cruel twist of fate that left the teenaged Teliene in the tentacled clutches of the illithids, along with her parents and siblings. Teliene was forced to watch while her entire family was consumed by mind flayers. If not for the emergence of her latent psionic gift, brought forth by the traumatic experience of watching her family butchered, Teliene would certainly have met the same fate.

Teliene's nascent psionic ability posed no threat to her captors. However, the mind flayers did see in her the possibility for entertainment. And, they reasoned, if they refined her powers and developed them over the course of years, her brain would be that much sweeter when they finally chose to devour it. So Teliene was kept alive among the chuul and other slave races, where she lived like a prize-winning lamb while the illithids prepared her for the eventual feast.

Then one day, salvation came in the form of an attack upon the illithid city. While her captors were preoccupied with self-defense and as their enemies swarmed over the city walls, Teliene took advantage of the chaos and made good her escape. But freedom

soon proved nearly as cruel as captivity for young Teliene. She wandered for weeks through the caverns of the Underdark, hopelessly lost, living on scrapings of edible fungi and the few blind insects she could catch.

Alone, beaten, and starving, Teliene would certainly have died were it not for the ancient duergar hermit know to her only as Tyrak. A psychic warrior himself, he was drawn by the dying girl's hatred of the mind flayers. He took pity on her, gave her food and shelter, and nursed her back to health. Then he proceeded to give Teliene the tools that she would need to wreak her vengeance on the illithid race.

Her teacher has long since passed away, but Teliene perseveres. She has no desire to return to Menzoberranzan or rejoin drow society. She longs for nothing except the utter annihilation of the entire illithid race. She will move forward one mind flayer at a time, leaving a path of blood and psionic destruction in her wake, until every illithid city is in ruin and every elder-brain is destroyed.

It is the only way she can ever be certain that she has destroyed the illithids who devoured her family and held her captive so long ago.

Teliene Coloara: Female drow Psychic Warrior6/Slayer7; CR 13; Medium-size humanoid; HD hp 78; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Atk +7 melee (1d8+4/19-20, +1 *supression longsword*); SA psionic combat modes (mind thrust, ego whip, id insinuation, mind blast, empty mind, mental barrier, intellect fortress); SQ brain nausea, *cerebral blind*, drow traits, favored enemy (illithids, +1), illithid sense, lucid buffer, power points 50/day, SR 24; AL N; SV Fort +3, Ref +4, Will +7; Str 13, Dex 14, Con 12, Int 16, Wis 14, Cha 16.

Skills and Feats: Autohypnosis +9, Balance +7, Bluff +9, Concentration +8, Diplomacy +7, Intimidate +5, Jump -1, Knowledge (illithid lore) +11, Listen +10, Psicraft +9, Search +5, Sense Motive +8, Spot +10, Stabilize Self +8, Tumble +4, Use Psionic Device +10, Wilderness Lore +12; Cleave, Combat Manifestation, Deep Impact, Power Attack, Psionic Charge, Psionic Weapon, Psychic Inquisitor, Psychoanalyst, Speed of Thought, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

Brain Nausea (Su): Any creature that attempts to eat Teliene's brain must succeed at a Will save (DC 17) or become disinclined to do so. This ability is active so long as the slayer has 1 power point remaining.

Cerebral Blind (Sp): Whenever Teliene succeeds at a saving throw against a psionic power or attack mode, the attacker must immediately make a Will save using the DC of the original attack. On a failure, the attacker stands dazed for 1 round from the psionic backlash. This ability is active as long as she has 15 power points remaining.

Drow Traits: Teliene is immune to magic sleep spells and effects, and she has a +2 racial bonus on saves against enchantment spells or effects and a +2 racial bonus on Will saves against spells or spell-like abilities. She also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above). Teliene has darkvision to a range of 120 feet and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. Teliene also has light blindness; she is blinded for 1 round by abrupt exposure to bright light and takes a -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

Favored Enemy (Illithid): Due to her extensive study of her foes and training with the proper techniques for combating them, Teliene gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against illithids. Likewise, she gets the same bonus on weapon damage rolls against illithids, including ranged weapons against targets within 30 feet.

Illithid Sense (Su): Teliene can sense the presence of illithids within 60 feet, even if hidden by darkness or walls, but not their exact location. This supernatural power is active as long as she has 3 power points remaining.

Lucid Buffer (Su): Teliene receives a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. She also receives a +2 competence bonus on saving throws against psionic attack modes, which stack with any bonus granted by raising a psionic defense mode. This supernatural ability is active as long as she has 9 power points remaining.

Psionic Powers (5/5/2): 0 -- *bolt, burst, catfall, daze, detect psionics*; 1st -- *call weaponry, combat precognition, feel light, hustle, vigor*; 2nd -- *body equilibrium, claws of the bear*.

Possessions: +1 *ectoplasmic chainmail*, +1 *suppression longsword*, *tattoo of displacement (x2)*, grappling hook, 20 ft. rope, water, trail rations, a nonmagical locket with a lock of her mother's hair in it.

About the Author

Ramon Arjona is a software developer with Wizards of the Coast. His poetry has appeared in the *Absinthe Literary Review* (www.absinthe-literary-review.com) and ZYZZYVA. His short stories have appeared in *Strange Horizons* (www.strangehorizons.com).

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Character Closeup

Talrijik, Mind Killer of the Scars

By Eric Cagle



Talrijik, the Slave

Talrijik began life under the worst possible circumstances: as a slave. His owners were humans who lived in the strife-filled city of Pal Ador. Although technically illegal, the slave trade was such that most of the inhabitants of Pal Ador turned a blind eye toward this lucrative business. Talrijik's owners were very abusive, and he almost completely gave up hope of survival. However, over time, Talrijik discovered that he possessed some form of power that let him create things with his mind. He kept his power secret from his owners and honed it during the little

free time that he was allotted each day.

One day, during a particularly brutal beating session by his masters, Talrijik snapped and "summoned" a creature of some sort with his mind. The creature went on a rampage, driven by Talrijik's anger, and killed his owners. Covered in the blood of his previous masters, he panicked and made his escape into the squalid streets of Pal Ador.

- [Talrijik, Psion 2 \(CR 2\)](#)

Talrijik, the Wanted

Over time, Talrijik began to hone his talents to a remarkable degree. He found that he was different, mainly because his psionic powers set him apart from the sorcerers, wizards, and clerics of Pal Ador. They found his abilities difficult to fathom, and, as a result, shunned him. Not being a stranger to this sort of attitude, Talrijik took it in stride and began making a name for himself as a thug, thief, and "muscle" for hire.

The past finally caught up with him, however, when bounty hunters began asking questions about him among the various riff-raff in town. Family members of Talrijik's

former masters had hired the bounty hunters to bring him back dead or alive. His hunters found Talrijik on the bustling streets. Using the crowd as cover, Talrijik made his way into the hippodrome, where a huge chariot race was taking place. He evaded the bounty hunters for a short time, until they cornered him in the stables. A tremendous battle took place, with Talrijik emerging the winner after he released the stabled horses, who then trampled the bounty hunters to death. In the confusion and chaos, Talrijik slipped back out into the streets, where a mysterious figure approached him.

Exhausted from his previous encounter, Talrijik could do little to defend himself. Fortunately, the person did not want to kill him . . . he wanted to offer him a job. The person, who introduced himself as Mezriss, wanted Talrijik to become a member of the Scars, a group of assassins composed entirely of half-elves. Seeing no other choice, Talrijik accepted.

- [Talrijik, Psion 6 \(CR 6\)](#)
-

Talrijik, the Mind Killer

Talrijik took to the life of being a hired killer with relish. His powers increased, and he found that his psionic abilities were a complete surprise to the sorcerers and wizards that he specialized in eliminating. Talrijik delighted in the power he felt and in seeing those who relied on magic get defeated through the awesome might of the mind.

Like the rest of the Scars, Talrijik was finally brought down through the actions of the dwarf detective, Jesrug. He was slain in the epic battle alongside the wharf in Pal Ador, when dozens of heavily armed and armored troops rushed the psion. He did not go out easily, however. He summoned a ferocious storm of psychic power that killed over twenty men.

- [Talrijik, Psion 12 \(CR 12\)](#)
-

About the Author

Eric Cagle is the Administrative Assistant to the R&D Department at Wizards of the Coast. Don't let the title fool you: He's also a regular gamer. Eric has done numerous assignments for RPG R&D: He has designed part of a book due out in 2002, contributed

to the Star Wars RPG, and written numerous articles for the Wizards website and Dragon Magazine.

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Character Closeup

Talrijik, Mind Killer of the Scars

By Eric Cagle



Talrijik, Psion 2 (CR 2)

Talrijik: Male half-elf Psion 2 (Shaper); CR 2; Medium-size humanoid; HD 2d4+2; hp 7; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Atk +1 melee (1d6-1, masterwork sickle), or +1 ranged (1d8/19-20, light crossbow); SA psionic combat modes (ego whip, id insinuation, mind thrust; mental barrier, thought shield); SQ half-elf traits, psionic power points 5/day; AL NE; SV Fort +1, Ref +0, Will +5; Str 9, Dex 10, Con 12, Int 18, Wis 15, Cha 16. Height 5 ft. 6 in.

Skills and Feats: Alchemy +9, Appraise +9, Concentration +6, Craft (gemcutting) +5, Disguise +8, Gather Information +5, Knowledge (psionics) +9, Listen +3, Move Silently +2, Psicraft +9, Remote View +9, Search +5, Spot +3, Inner Strength.

Half-Elf Traits: Talrijik is immune to *sleep* spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects, as well as low-light vision (can see twice as far as a human in low-light conditions). Talrijik also has a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Powers Known: (3/2; base DC = 14 + power level): 0 -- *bolt, finger of fire, lesser natural armor, 1st -- astral construct I, lesser metaphysical weapon.*

Possessions: Masterwork sickle, light crossbow, 20 bolts, +1 *studded leather armor, potion of cure light wounds (2), potion of spider climb, potion of hiding, potion of sneaking.*

Psicrystal: The psicrystal possesses the following traits and abilities: 6 Intelligence, Sneak personality (+2 to owner's Move Silently checks; already factored above), sighted, and empathic link.

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 - [Talrijik, Psion 2 \(CR 2\)](#)
 - [Talrijik, Psion 6 \(CR 6\)](#)
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-

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Character Closeup

Talrijik, Mind Killer of the Scars

By Eric Cagle





Talrijik, Psion 6 (CR 6)

Talrijik: Male half-elf Psion 6 (Shaper); CR 6; Medium-size humanoid; HD 6d4+6; hp 21; Init +0; Spd 30 ft.; AC 15, touch 11, flat-footed 15; Atk +3 melee (1d6-1, masterwork sickle), or +3 ranged (1d8/19-20, light crossbow); SA psionic combat modes (ego whip, id insinuation, mind thrust, psychic crush; mental barrier, thought shield, tower of iron will); SQ half-elf traits, psionic power points 25/day; AL NE; SV Fort +4, Ref +3, Will +8; Str 9, Dex 10, Con 12, Int 19, Wis 15, Cha 16. Height: 5

ft. 6 in.

Skills and Feats: Alchemy +13, Appraise +9, Concentration +9, Craft (gemcutting) +6, Disguise +12, Gather Information +7, Knowledge (psionics) +13, Listen +3, Move Silently +4, Psicraft +13, Remote View +13, Search +5, Spot +3, Body Fuel, Inner Strength, Talented.

Half-Elf Traits: Talrijik is immune to *sleep* spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects, as well as low-light vision (can see twice as far as a human in low-light conditions). Talrijik also has a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Powers Known: (5/3/2/1; base DC = 14 + power level): 0 -- *bolt, distract, finger of fire, lesser natural armor, trinket*; 1st -- *astral construct I, firefall, lesser metaphysical weapon*; 2nd -- *astral construct II, burning ray*; 3rd -- *whitfire*.

Possessions: Masterwork sickle, light crossbow, 20 bolts, +1 *studded leather armor*, +1 *ring of protection*, *potion of cure light wounds* (3), *dorje of firefall*, *cloak of resistance* +1, *potion of hiding*.

Psicrystal: The psicrystal possesses the following traits and abilities: 8 Intelligence, Sneak personality (+2 to owner's Move Silently checks; already factored above), empathic link, self-propulsion, sighted, telepathic link.

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- [Talrijik, Psion 2 \(CR 2\)](#)
- **Talrijik, Psion 6 (CR 6)**

- [Talrijik, Psion 12 \(CR 12\)](#)

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Character Closeup

Talrijik, Mind Killer of the Scars

By Eric Cagle



Talrijik, Psion 12 (CR 12)

Talrijik: Male half-elf Psion 12 (Shaper); CR 12; Medium-size humanoid; HD 12d4+12; hp 46; Init +0; Spd 40 ft.; AC 15, touch 11, flat-footed 15; Atk +6/+1 melee (1d6-1, masterwork sickle), or +7 ranged (1d8/19-20, masterwork light crossbow); SA psionic combat modes (ego whip, id insinuation, mind blast, mind thrust, psychic crush; empty mind, intellect fortress, mental barrier, thought shield, tower of iron will); SQ half-elf traits, psionic power points 91/day; AL NE; SV Fort +6, Ref +5, Will

+12; Str 9, Dex 10, Con 12, Int 20, Wis 16, Cha 16. Height 5 ft. 6 in.

Skills and Feats: Alchemy +20, Appraise +10, Concentration +16, Craft (gemcutting) +7, Disguise +18, Gather Information +10, Knowledge (psionics) +20, Listen +4, Move Silently +9, Psicraft +20, Remote View +20, Search +6, Spot +4, Body Fuel, Craft Dorje, Inner Strength, Speed of Thought, Talented.

Half-Elf Traits: Talrijik is immune to *sleep* spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects, as well as low-light vision (can see twice as far as a human in low-light conditions). Talrijik also has a +1 racial bonus on Listen,

Spot, and Search checks (already figured into the statistics given above).

Powers Known: (8/4/4/3/3/2/1; base DC = 15 + power level): 0 -- *bolt, distract, finger of fire, lesser natural armor, missive, talons, telepathic projection, trinket*; 1st -- *astral construct I, firefall, lesser metaphysical weapon, minor creation*; 2nd -- *astral construct II, brain lock, burning ray, concussion*; 3rd -- *dimension slide, metaphysical weapon, whitefire*; 4th -- *detect remote viewing, dissolving touch, wall of ectoplasm*; 5th -- *ectoplasmic armor, teleport*; 6th -- *astral construct VI*.

Possessions: Masterwork sickle, masterwork light crossbow, 20 bolts, +1 *studded leather armor, potion of cure light wounds (3), potion of intelligence, ring of protection +1, cloak of resistance +1, crystal mask of detection, dorje of firefall, dorje of astral construct II, crystal capacitor (3 power points), crawling tattoo (whitefire)*.

Psicrystal: The psicrystal possesses the following traits and abilities: 11 Intelligence, Sneak personality (+2 to owner's Move Silently checks; already factored above), empathic link, power resistance, self-propulsion, sighted, speak with other creatures, telepathic link.

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D&D Fight Club

Kitzukhan: *Thri-Kreen Monk*

By [Scott Brocius](#)



Kitzukhan is an arrogant example of his race. He is a loner, due mostly to his belief that the thri-kreen are superior to all other forms of life. Everything else is either a raw material or food.

Trained as a monk, Kitzukhan constantly seeks new ways to hone his skills. Adventurers offer the perfect opportunity to test his abilities. He initiates contact by challenging one (or more if he judges the party to be weak) to combat. If the proposed opponent accepts, he does his best to kill --

though he refrains from using his poison attack. (The poison he reserves for true hunting; this is just sport.) If the challenged adventurer doesn't accept or other party members interfere with the battle, he flees. He then uses his chameleon, speed, and leaping abilities to stalk the party. By not accepting, or interfering, the party has broken his rules; the heroes no longer deserve any "honor" from him. His plan at this point is to exterminate the entire party by whatever method is the quickest.

Kitzukhan uses his chameleon ability almost all of the time, except when he presents himself to a party. Then, he makes sure the adventurers can spot him from an appropriate distance so as not to surprise the party initially. Upon entering combat, he like all thri-kreen, uses displacement to confuse opponents. He also enjoys employing lesser metaphysical weapon on his gythka during challenges. He likes the reaction the shimmering effect causes in lesser beings. Kitzukhan can make unarmed attacks with all of his hands, but cannot make multiple attacks with any of them.

Kitzukhan is presented here in three versions, for varied challenge levels, and with magic items equivalent to the value that a NPC of his level should have.

[5th level Thri-Kreen]/2nd level Monk

[6th level Thri-Kreen]/5th level Monk

[6th level Thri-Kreen]/11th level Monk

Challenge Rating: 8 [6 thri-kreen, +2 for monk class levels]	Challenge Rating: 12 [7 thri-kreen, +5 for monk class levels]	Challenge Rating: 18 [7 thri-kreen, +11 for monk class levels]
Hit Dice: 5d8 [thri-kreen] + 2d8 [monk] + 7 [Con]	Hit Dice: 6d8 [thri-kreen] + 5d8 [monk] + 33 [Con]	Hit Dice: 6d8 [thri-kreen] + 11d8 [monk] + 51 [Con]
Hit Points: 38	Hit Points: 82	Hit Points: 127
Initiative Modifier: +3 [+3 Dex]	Initiative Modifier: +3 [+2{3}Dex (gloves)]	Initiative Modifier: +9 [+3{5} Dex (gloves), +4 Improved Initiative]
Speed: 60 ft., 120 ft. with <i>boots of striding and springing</i>	Speed: 100 ft., 200 ft. with <i>boots of striding and springing</i>	Speed: 140 ft., 280 ft. with <i>boots of striding and springing</i>
Armor Class: 21 [+3 Dex, +5 natural, +2 Wis, +1 ring]	Armor Class: 27[+2{3} Dex (gloves), +7 natural, +1 monk, +2 Wis, +3 bracers, +1 ring]	Armor Class: 35 [+3{5} Dex (gloves), +7 natural, +2 monk, +2{4} Wis (periapt), +5 bracers, +2 ring]
<p>Attacks:</p> <ul style="list-style-type: none"> ● 4 claws +7 melee [+5 thri-kreen, +1 monk, +1 Str] (1d6+1) [unarmed strike damage for each natural claw attack] plus bite +5 [+3 thri-kreen, +1 monk, +1 Str] 1d4 + poison <p>OR</p> <ul style="list-style-type: none"> ● gythka +5/+5 [+3 thri-kreen, +1 monk, +1 Str] (1d8+1 [crit x3]) <p>OR</p> <ul style="list-style-type: none"> ● chatkcha +9/+9 [+5 thri-kreen, +1 monk, +3 Dex] (1d8+1 [crit x3]) 	<p>Attacks:</p> <ul style="list-style-type: none"> ● 4 claws +14 melee [+5 thri-kreen, +3 monk, +6 Str] (1d10+6) [unarmed strike damage base increase for large size, <i>Sword & Fist</i> pg. 62] plus bite +11[+3 thri-kreen, +3 monk, +6 Str] 1d4 + poison <p>OR</p> <ul style="list-style-type: none"> ● gythka +11/+11 [+3 thri-kreen, +3 monk, +6 Str] (1d8+6 [crit x3]) <p>OR</p> <ul style="list-style-type: none"> ● chatkcha +10/+10 [+5 thri-kreen, +3 monk, +2{3} Dex (gloves)] (1d8+2 [crit x3]) 	<p>Attacks:</p> <ul style="list-style-type: none"> ● 4 claws +21 melee [+5 thri-kreen, +8 monk, +6{8} Str (belt)] (1d12+8) plus bite +19 [+3 thri-kreen, +8 monk, +6{8} Str (belt)] 1d4 + poison <p>OR</p> <ul style="list-style-type: none"> ● gythka +19/+19/+14 [+3 thri-kreen, +8/+8/+3 monk, +6{8} Str (belt)] (1d8+8 [crit x3]) <p>OR</p> <ul style="list-style-type: none"> ● chatkcha +18/+18 [+5 thri-kreen, +8 monk, +3{5} Dex (gloves)] (1d8+8 [crit x3])
Face/Reach: 5 ft. x 5 ft./5 ft.	Face/Reach: 5 ft. x 5 ft./5 ft.	Face/Reach: 5 ft. x 5 ft./5 ft.
Size: Medium	Size: Large	Size: Large

Special Attacks/Qualities:

- Darkvision 60 ft.
- Sleep Immunity (Ex) -- Thri-kreen are immune to sleep psionics, magic, and effects.
- 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.

Chameleon power: Can alter coloration of itself and its equipment to match surroundings. Gives +8 racial bonus to Hide checks, not included below.

Displacement: Appear to be about 2 feet away from true location. Benefit from a 50% miss chance as if totally concealed, but *displacement* does not prevent enemies from targeting you normally. *True seeing* reveals true location. Duration: 1 round/lvl.

Know direction: Can instantly detect north. If in a place where magnetic field lines do not specify north, may know the direction of a preeminent landmark.

Lesser metaphysical weapon: One weapon (or group of 50 projectiles) gains a +1 enhancement bonus on attack and damage rolls (duration 1 hr/lvl). Does not stack with a masterwork weapon's +1 attack bonus. Projectiles lose their enhancement when used,

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but thrown weapons don't.

- Improved Grab (Ex) -- Must hit with one or more claw attacks. Grapple check gets +2 bonus for each additional claw hit. If grapple succeeds, it automatically bites. The bite deals normal damage and injects poison.
- Paralysis (Ex) -- Fort save DC 14 or be paralyzed for 10 minutes from bite. Thri-kreen secrete enough poison to bite once per day.
- Leap (Ex) -- +30 competence bonus to all Jump checks; is not limited to maximum distances.
- Superior Two-Weapon Fighting (Ex) -- Thri-kreen do not suffer any attack or damage penalties for using gythka as double weapons.
- Multiattack and Multidexterity feats -- can attack with all four claws with no penalty.
- Flurry of blows
- Fast Movement
- Unarmed Strike
- Stunning Attack 2/day
- Evasion

but thrown weapons don't.

- Improved Grab (Ex) -- Must hit with one or more claw attacks. Grapple check gets +2 bonus for each additional claw hit. If grapple succeeds, it automatically bites. The bite deals normal damage and injects poison.
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- Leap (Ex) -- +30 competence bonus to all Jump checks; is not limited to maximum distances.
- Superior Two-Weapon Fighting (Ex) -- Thri-kreen do not suffer any attack or damage penalties for using gythka as double weapons.
- Multiattack and Multidexterity feats -- can attack with all four claws with no penalty.
- Flurry of blows
- Fast Movement
- Unarmed Strike
- Stunning Attack 5/day
- Evasion
- Still Mind
- Slow Fall 30 ft.
- Purity of Body

but thrown weapons don't.

- Improved Grab (Ex) -- Must hit with one or more claw attacks. Grapple check gets +2 bonus for each additional claw hit. If grapple succeeds, it automatically bites. The bite deals normal damage and injects poison.
- Paralysis (Ex) -- Fort save DC 14 or be paralyzed for 10 minutes from bite. Thri-kreen secrete enough poison to bite once per day.
- Leap (Ex) -- +30 competence bonus to all Jump checks; is not limited to maximum distances.
- Superior Two-Weapon Fighting (Ex) -- Thri-kreen do not suffer any attack or damage penalties for using gythka as double weapons.
- Multiattack and Multidexterity feats -- can attack with all four claws with no penalty.
- Flurry of blows
- Fast Movement
- Unarmed Strike
- Stunning Attack 10/day
- Improved Evasion
- Still Mind
- Slow Fall 50 ft.
- Purity of Body
- Wholeness of Body (cure 22 hp per day on self)
- Leap of the Clouds
- Ki Strike (+1)
- Diamond Body

<p>Saving Throws:</p> <p>Fortitude +5 [+1 thri-kreen, +3 monk, +1 Con] Reflex +10 [+4 thri-kreen, +3 monk, +3 Dex] Will +9 [+4 thri-kreen, +3 monk, +2 Wis]</p>	<p>Saving Throws:</p> <p>Fortitude +9 [+2 thri-kreen, +4 monk, +3 Con] Reflex +12 [+5 thri-kreen, +4 monk, +2{3} Dex (gloves)] Will +11 [+5 thri-kreen, +4 monk, +2 Wis]</p>	<p>Saving Throws:</p> <p>Fortitude +15 [+2 thri-kreen, +7 monk, +3 Con, +3 cloak] Reflex +20 [+5 thri-kreen, +7 monk, +3{5} Dex (gloves), +3 cloak] Will +19 [+5 thri-kreen, +7 monk, +2{4} Wis (periapt), +3 cloak]</p>
Strength: 13	Strength: 22	Strength: 26 [+4 belt]
Dexterity: 16	Dexterity: 16 [+2 gloves]	Dexterity: 20 [+4 gloves]
Constitution: 12	Constitution: 16	Constitution: 16
Intelligence: 10	Intelligence: 10	Intelligence: 10
Wisdom: 14	Wisdom: 14	Wisdom: 18 [+4 periapt]
Charisma: 12	Charisma: 12	Charisma: 12
<p>Skills [28 thri-kreen, 8 monk]: Balance +7 [+4 thri-kreen, +3 Dex], Climb +7 [+6 thri-kreen, +1 Str], Hide +11 [+8 thri-kreen, +3 Dex], Jump +37 [+6 thri-kreen, +1 Str, +30 Leap], Move Silently + 7 [+4 monk, +3 Dex], Sense Motive +6 [+4 thri-kreen, +2 Wis], Tumble +7 [+4 monk, +3 Dex]</p>	<p>Skills [30 thri-kreen, 20 monk; all Dex skills have +1 additional bonus from gloves]: Balance +9 [+4 thri-kreen, +3 Dex, +2 synergy from Tumble], Climb +12 [+6 thri-kreen, +6 Str], Hide +17 [+10 thri-kreen, +4 monk, +3 Dex], Jump +42 [+6 thri-kreen, +6 Str, +30 Leap], Move Silently +10 [+7 monk, +3 Dex], Sense Motive +10 [+4 thri-kreen, +4 monk, +2 Wis], Tumble +8 [+5 monk, +3 Dex],</p>	<p>Skills [30 thri-kreen, 44 monk; all Str, Dex, & Wis skills have +2 additional bonus from magic items]: Balance +11 [+4 thri-kreen, +5 Dex, +2 synergy from Tumble], Climb +14 [+6 thri-kreen, +8 Str], Hide +25 [+10 thri-kreen, +10 monk, +5 Dex], Jump +54 [+6 thri-kreen, +10 monk, +8 Str, +30 Leap], Move Silently + 18 [+13 monk, +5 Dex], Sense Motive +12 [+4 thri-kreen, +4 monk, +4 Wis], Tumble +12 [+7 monk, +5 Dex]</p>

Feats [2 thri-kreen, 4 bonus thri-kreen *, 1 monk]: Deflect Arrows*, Dodge, Exotic Weapon Proficiency (gythka)*, Exotic Weapon Proficiency (chatkcha)*, Multiattack, Multidexterity, Two Weapon Fighting*.	Feats [2 thri-kreen, 4 bonus thri-kreen*, 1 free monk, 2 monk]: Deflect Arrows*, Dodge, Exotic Weapon Proficiency (gythka)*, Exotic Weapon Proficiency (chatkcha)*, Improved Trip [free monk feat], Mobility, Multiattack, Multidexterity, Two Weapon Fighting*.	Feats [2 thri-kreen, 4 bonus thri-kreen*, 1 free monk, 4 monk]: Deflect Arrows*, Dodge, Exotic Weapon Proficiency (gythka)*, Exotic Weapon Proficiency (chatkcha)*, Improved Initiative, Improved Trip [free monk feat], Mobility, Multiattack, Multidexterity, Spring Attack, Two Weapon Fighting*.
Alignment: Lawful evil	Alignment: Lawful evil	Alignment: Lawful evil
Languages: Thri-Kreen, Common	Languages: Thri-Kreen, Common	Languages: Thri-Kreen, Common
Equipment: The bonuses for these items are included in the statistics above. [7,200 gp for 7th level character] boots of striding and springing [2,500 gp], brooch of shielding [1,500 gp], potion of bull's strength [300 gp], potion of cat's grace [300 gp], potion of cure moderate wounds (2) [600 gp], ring of protection +1 [2000 gp]	Equipment: The bonuses for these items are included in the statistics above. [21,000 gp for 12th level character] boots of striding and springing [2,500 gp], bracers of armor +3 [9,000 gp], brooch of shielding [1,500 gp], gloves of dexterity +2 [4,000 gp], potion of bull's strength [300 gp], potion of cat's grace [300 gp], potion of cure moderate wounds (2) [600 gp], potion of heroism [750 gp], ring of protection +1 [2000 gp]	Equipment: The bonuses for these items are included in the statistics above. [100,000 gp for 18th level character] belt of giant strength +4 [16,000 gp], boots of striding and springing [2,500 gp], bracers of armor +5 [25,000 gp], cloak of resistance +3 [9,000 gp], gloves of dexterity +4 [16,000 gp], periapt of wisdom +4 [16,000 gp], ring of protection +2 [8000 gp]

For more information about Kitzukhan's psionic abilities, see the [Psionics Handbook](#). For complete statistics on thri-kreen and other psionic creatures such as gem dragons (amethyst, crystal, emerald, sapphire, and topaz dragons), and su-monsters, download our [Psionics Handbook web enhancement](#).

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Cerebral Assassin

(Prestige Class)

By Mark A. Jindra

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



"The mind is a terrible thing . . . indeed"

The cerebral assassin has chosen a different path than most and embraces the power of psionic combat. Unlike some, they believe that true psionic mastery involves a complete understanding of the mind. Their devotion can at times seem fanatical. They are shunned by most psions and psychic warriors, and they are generally not found in areas with a significant population.

Some believe that a secret society comprised of cerebral assassins may have a stronghold on a demiplane that can be reached only via the Astral Plane. Rumors are that they carry out raids against illithid and gith cities and strongholds, killing all that they find there. Their ruthless aggression and lack of compassion has labeled them as a menace to good and evil alike.

Note: The cerebral assassin was created to take advantage of the feats provided in the "[Battle of the Mind](#)" article as well as the material from the "[Alter Your Basic Psionic Combat](#)" article.

Hit Dice: d4.

Requirements

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

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

Psionic Combat Modes: 6.

Feats: Psychic Assault, Psionic Combat Buffer.

Skills: Knowledge (psionics) 4 ranks, Concentration 4 ranks.

Class Skills

The cerebral assassin's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Profession (Wis), Psicraft (Int), Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the cerebral assassin prestige class.

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

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

Powers Discovered: With the exception of 1st, 4th, 7th, and 10th levels, cerebral assassins discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

Psionic Combat: One psionic combat mode is discovered at each level of the prestige class. (Characters do not forget previously discovered attack and defense modes.) These combat modes cannot be traded in for feats with the Resculpt Mind feat.

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

0-Level Powers: Cerebral assassin levels count toward the level of psion for purposes determining the number of free manifestations per day of your 0-level powers.

Prepared Mind (Su): The cerebral assassin has mastered control of her psionic attacks. She can add half of her cerebral assassin levels as a modifier to the defender's Will save DC for psionic combat.

Guarded Mind (Su): The cerebral assassin has mastered control of her psionic defenses. She can add half of her cerebral assassin levels as a modifier to the her roll when defending in psionic combat.

Talented Mind (Su): The cerebral assassin may use one of her free 0-level manifeststions to reduce the base cost to activate a psionic combat mode by 1 power point. She may not use this ability more than once on a single activation.

Greater Psionic Combat Buffer (Su): At 1st level the cerebral assassin gains the Greater Psionic Combat Buffer feat if she did not already have it.

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

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

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

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

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

Mind Walk (Su): At 10th level, the cerebral assassin has become perfectly attuned to the patterns of brainwaves; she gains the ability to transport herself via the minds of living creatures. Once per day as a standard action she can seamlessly enter any living creature with an Intelligence score equal to or greater than 1 and pass to another living creature that meets the same requirements and is within line of sight of the first creature. The cerebral assassin appears as close to the second creature as possible.

The entry and destination creatures need not be familiar to the cerebral assassin, but they must be alive and have a metabolism. (Thus, plants and undead are not eligible targets.) The cerebral assassin cannot use herself as the entry or destination creature. Neither creature needs to be a willing participant. When exiting the destination creature, the cerebral assassin chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the cerebral assassin wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a psionic portal surprising and quite unsettling.

If she desires, the cerebral assassin can attempt to psionically assault either or both creatures. She can select an attack mode that she knows to assault the creature. Power points for the attack must be paid as normal. Psionic creatures cannot activate a defense mode and both psionic and nonpsionic creatures are caught mentally flat-footed. The cerebral assassin cannot activate any other attack modes this round. If the creature fails its Will save, it takes damage as normal from the attack as well suffering the effects of being stunned for +2d4 rounds.

The Cerebral Assassin

Level	Base Attack Bonus	Fort	Ref	Will	Special	Powers Discovered
1	+0	+0	+0	+2	Talented mind, Prepared Mind, Guarded Mind, Greater Psionic Combat Buffer	--
2	+1	+0	+0	+3	Bonus combat mode	+1 Level Psion
3	+1	+1	+1	+3	Bonus feat, Mind twist (1)	+1 Level Psion
4	+2	+1	+1	+4	Bonus combat mode	--
5	+2	+1	+1	+4	Superior Psionic Combat Buffer	+1 Level Psion
6	+3	+2	+2	+5	Bonus combat mode, bonus feat	+1 Level Psion
7	+3	+2	+2	+5	Mind twist (2)	--
8	+4	+2	+2	+6	Bonus combat mode	+1 Level Psion
9	+4	+3	+3	+6	Bonus feat, Mastered psionic combat buffer	+1 Level Psion
10	+5	+3	+3	+7	Mind walk	--

Psionic Prestige Classes, Part Two

By Mark A. Jindra

This month we explore epic-level progressions for the constructor, the crystal master, and the crystalsinger.

Epic Constructor

If you missed the constructor prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

Hit Die: d4.

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

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

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

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

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

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

Epic Constructor Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell,

Game Resources: To make full use of the material in this article, check out the following resources:

- [Psionics Handbook](#)
- [Epic Level Handbook](#)
- [Player's Handbook](#)
- [Dungeon Master's Guide](#)
- [Monster Manual](#)
- [Constructor Prestige Class](#)
- [Crystal Master Prestige Class](#)
- [Crystalsinger Prestige Class](#)

Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic constructors learn "psionically flavored" versions of feats, as appropriate.

Level	Special
11	--
12	Efficient construction 4, Infused Construction
13	--
14	--
15	Efficient construction 5, Infused Construction, bonus feat
16	--
17	--
18	Efficient construction 6, Infused Construction
19	--
20	Bonus feat

Epic Crystal Master

If you missed the crystal master prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

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

Hit Die: d4.

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

Powers: The epic crystal master does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic crystal master's effective manifester level increases by 1 per

level of epic crystal master gained above 10th. The epic crystal master's number of power points per day does not increase after 10th level.

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

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

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

Level	Special
11	--
12	Bonus feat
13	--
14	Bonus feat
15	--
16	Bonus feat
17	--
18	Bonus feat
19	--
20	Bonus feat

Epic Crystalsinger

If you missed the crystalsinger prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

Hit Die: d4.

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

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

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

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

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

Epic Crystalsinger Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Forge Epic Ring, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. In addition to the feats on this list, the epic crystalsinger may select any item creation feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic crystalsingers learn "psionically flavored" versions of feats, as appropriate.

Level	Special
-------	---------

11	Metacreative creation 6
12	--
13	Metacreative creation 7, bonus feat
14	--
15	Metacreative creation 8
16	Bonus feat
17	Metacreative creation 9
18	--
19	Metacreative creation 10, bonus feat
20	--

Feats

Epic Embed Gem [Epic] [Psionic]

Your body can handle the stress of embedding additional gems.

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

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

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

Epic Insights Special Edition

Psionic Prestige Classes - Part 1

By Mark A. Jindra

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



This month we explore epic-level progressions for the four prestige classes in the *Psionics Handbook*.

Epic Metamind

The metamind knows that accumulating the most power in the shortest time is key to psionic superiority. Their single-minded pursuit of this power leads many to believe that continued focus into the realm of epic psionics will bring them the ultimate psionic power they seek.

Other Options: The epic metamind's ability to utilize Trigger Power and Epic Trigger Power to manifest many of his lower level powers helps him reach his goal of ultimate psionic power.

Hit Die: d4.

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

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

Psicrystals: The epic metamind's psicrystal continues to increase in power. Every two levels after 10th (12th, 14th, 16th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Trigger Power: Every other level starting at 11th, the epic metamind gains a bonus Trigger Power feat. Each time he takes this feat, he chooses a power of level 0 to 3 that he can attempt to manifest for free.

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

Epic Metamind Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, [Epic Trigger Power](#),



Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, metaminds learn "psionically flavored" versions of feats, as appropriate.

Level	Special
11	Trigger Power
12	--
13	Trigger Power, bonus feat
14	--
15	Trigger Power
16	Bonus feat
17	Trigger Power
18	--
19	Trigger Power, bonus feat
20	--

Epic Pyrokineticist

While few pyrokineticists venture into the realm of epic psionics, those that do find the experience brings them closer to becoming one with the flame. Pyros are generally shunned by society, and the epic pyro is even more so. Often pyros seek out one another and form small communities in barren wastelands on the fringes of society where they can study their art among those who truly appreciate it.

Hit Die: d6.

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

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

Psicrystals: The epic pyrokineticist's psicrystal continues to increase in power. Every two levels after 10th (12th, 14th, 16th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

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

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

Level	Special
11	--
12	Bonus feat
13	--
14	Bonus feat
15	--
16	Bonus feat
17	--
18	Bonus feat
19	--
20	Bonus feat

Epic Slayer

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

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

Hit Die: d10.

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

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

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

Epic Slayer Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire

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

Level	Special
11	Bonus feat
12	--
13	Bonus feat
14	--
15	Bonus feat
16	--
17	Bonus feat
18	--
19	Bonus feat
20	--

Epic Soulnife

Most soulnifes embrace epic psionics. They advance their mind-blades to powers unheard of in the world of normal psionics. The amount of violence they employ in their combat style increases along with their power, causing them to be shunned by society. They often seek out the societies of epic pyros to find acceptance.

Hit Die: d6.

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

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

Sneak Attack (Ex): The epic soulnife's extra damage from this ability increases by +1d6 at 11th-level and every other level gained thereafter (13th, 15th, and so on).

Mind-Blade (Su): When the epic soulnife reaches 12th level, his mind-blade gains a +6 enhancement bonus; this bonus increases by +1 at every other level gained thereafter (14th, 16th, and so on).

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

Epic Soulknife Bonus Feat List: Armor Skin, [Brilliant Mind-Blade](#), Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the soulknife can select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, each epic soulknife learns "psionically flavored" versions of feats, as appropriate.

Level

Special

11	Sneak attack +6d6
12	Mind-blade +6
13	Sneak attack +7d6
14	Mind-blade +7, bonus feat
15	Sneak attack +8d6
16	Mind-blade +8
17	Sneak attack +9d6
18	Mind-blade +9, bonus feat
19	Sneak attack +10d6
20	Mind-blade +10

Feats

Brilliant Mind-Blade [Epic] [Psionic]

Your mind-blade is a brilliant energy weapon.

Prerequisites: Mind-blade enhancement bonus of +6, reserve power points (see below).

Benefit: Your mind-blades have the brilliant energy weapon quality. You can choose to turn this ability on or off as a free action.

Special: This feat increases your prerequisite of reserve power points for your mind-blades by 10. This feat can be taken as a bonus feat by the epic soulknife.

Epic Trigger Power [Epic] [Psionic]

You choose one power that you can manifest for free.

Prerequisite: Inner Strength, Talented, Trigger Power, reserve power points (see below)

Benefit: Choose any 4th-, 5th-, or 6th-level power you know. From now on you can attempt to trigger that power without paying its cost. To trigger a power, you must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost you to manifest the power. Then, make an ability check appropriate for the power's discipline (for instance, you would make a Charisma check for *charm person*). If you meet or exceed the ability check DC (see below), the power is manifested normally with no power point cost. If you fail the check, you are forced to pay its cost, but the power is still manifested normally. You can't use Epic Trigger Power in conjunction with psionic attack or defense modes.

DCs for the ability check are determined by level: 4th level, 19; 5th level, 21; and 6th level, 23.

Special: You can take this feat multiple times, each time using it for a new triggered power. This feat can be taken as a bonus feat by the epic metamind.

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

Hit Die: d4.

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

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

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

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

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

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

Epic Constructor Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell,

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- [Crystal Master Prestige Class](#)
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Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic constructors learn "psionically flavored" versions of feats, as appropriate.

Level	Special
11	--
12	Efficient construction 4, Infused Construction
13	--
14	--
15	Efficient construction 5, Infused Construction, bonus feat
16	--
17	--
18	Efficient construction 6, Infused Construction
19	--
20	Bonus feat

Epic Crystal Master

If you missed the crystal master prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

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

Hit Die: d4.

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

Powers: The epic crystal master does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic crystal master's effective manifester level increases by 1 per

level of epic crystal master gained above 10th. The epic crystal master's number of power points per day does not increase after 10th level.

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

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

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

Level	Special
11	--
12	Bonus feat
13	--
14	Bonus feat
15	--
16	Bonus feat
17	--
18	Bonus feat
19	--
20	Bonus feat

Epic Crystalsinger

If you missed the crystalsinger prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

Hit Die: d4.

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

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

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

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

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

Epic Crystalsinger Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Forge Epic Ring, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. In addition to the feats on this list, the epic crystalsinger may select any item creation feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic crystalsingers learn "psionically flavored" versions of feats, as appropriate.

Level	Special
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11	Metacreative creation 6
12	--
13	Metacreative creation 7, bonus feat
14	--
15	Metacreative creation 8
16	Bonus feat
17	Metacreative creation 9
18	--
19	Metacreative creation 10, bonus feat
20	--

Feats

Epic Embed Gem [Epic] [Psionic]

Your body can handle the stress of embedding additional gems.

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

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

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

Psionic Prestige Classes, Part Three

By Mark A. Jindra

This month we explore epic-level progressions for three more of the prestige classes featured online!

Epic Diamond Warrior

If you missed the diamond warrior prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

Although it is uncertain what percentage of the diamond order is comprised of epic diamond warriors, some speculate that achieving epic status is reserved for only the greatest warriors.

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

Hit Die: d8.

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

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

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

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

Level	Special	Manifester Level
11	Bonus feat	+1

12	--	+1
13	--	--
14	Bonus feat	+1
15	--	+1
16	--	+1
17	Bonus feat	--
18	--	+1
19	--	+1
20	Bonus feat	+1

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

Manifester Level: 16th; *Prerequisites:* Craft Universal Item, *shadow body*; *Market Price:* 185,000 gp; *Weight:* 1 lb.

Epic Meditant

If you missed the meditant prestige class in the Mind's Eye psionics features, hop over to it and [take a peek!](#)

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

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

Hit Die: d4.

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

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

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

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

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

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

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

Level	Special
11	Epic Psychic Meditation
12	Bonus feat
13	Ethereal form 4/day
14	Epic Psychic Meditation
15	Bonus feat
16	Ethereal form 5/day
17	Epic Psychic Meditation
18	Bonus feat
19	Ethereal form 6/day
20	Epic Psychic Meditation

Epic Mindknight

If you missed the mindknight prestige class, hop over to it and [take a peek!](#)

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

Hit Die: d8.

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

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

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

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

Level	Special	Manifester Level
11	--	--
12	Bonus feat	+1
13	--	--
14	Bonus feat	+1
15	--	--
16	Bonus feat	+1
17	--	--
18	Bonus feat	+1
19	--	--
20	Bonus feat	+1

Epic Inner Harmony [Epic] [Psionic]

You achieve an inner harmony that allows psychic meditation effects to last longer.

Prerequisite: Meditant 11+ levels.

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

Special: Psychic meditation bonuses are always considered temporary bonuses regardless

of how long they last and statistic increases do not affect bonus power points or any other ability that relies on a permanent statistic or value. This feat can be taken as a bonus feat by the epic meditant.

Epic Psychic Meditation [Epic] [Psionic]

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

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

Benefit: When you take this feat, you are granted additional psychic energy center bonuses. You can select a given psychic energy center only once. You can take this feat multiple times and must select a psychic energy center that you have not already previously selected. Bonuses from this feat stack with bonuses received from the Psychic Meditation and Intense Psychic Meditation feats. You can activate this feat only once per day. This feat can be taken as a bonus feat by the epic meditant.

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