



# MORE PSIONIC MONSTERS

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

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

## DRAGON

### Gem Dragons

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

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

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

### Amethyst Dragon

Dragon (Earth)

Climate/Terrain: Any land and underground

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

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

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

**Treasure:** Double standard

**Alignment:** Always neutral

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

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

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

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

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

### Combat

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

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

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

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

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

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

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

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

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

## Amethyst Dragons by Age

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

## Amethyst Dragon Abilities by Age

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

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

## Crystal Dragon

### Dragon (Air)

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

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

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

**Treasure:** Double standard

**Alignment:** Always chaotic neutral

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

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

## Crystal Dragons by Age

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

## Crystal Dragon Abilities by Age

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

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

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

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

### Combat

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

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

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

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

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

## Emerald Dragon

Dragon (Sonic)

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

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

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

**Treasure:** Double standard

**Alignment:** Always lawful neutral

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

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

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

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

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

### Combat

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

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

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

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

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

## Emerald Dragons by Age

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

## Emerald Dragon Abilities by Age

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

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

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

## Sapphire Dragon Dragon (Earth)

**Climate/Terrain:** Any underground

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

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

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

**Treasure:** Double standard

**Alignment:** Always lawful neutral

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



## Sapphire Dragons by Age

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

## Sapphire Dragon Abilities by Age

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

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

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

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

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

### Combat

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

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

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

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

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

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

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

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

## Topaz Dragons by Age

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

## Topaz Dragon Abilities by Age

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

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

## Topaz Dragon Dragon (Water)

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

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

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

**Treasure:** Double standard

**Alignment:** Always chaotic neutral

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

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

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

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

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

## Combat

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

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

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

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

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

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

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

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6–15 HD (Large)

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

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

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

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

## Combat

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

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

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

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

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

## SU-MONSTER

### Large Animal

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

**Initiative:** +2 (Dex)

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

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

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

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

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

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

**Special Qualities:**—

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

**Abilities:** Str 20, Dex 16, Con 14,

Int 2, Wis 12, Cha 7

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

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

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



## THRI-KREEN

### Medium-size Monstrous Humanoid

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

Climate/Terrain: Temperate or warm desert

Organization: Solitary, or pack (5-10)

Challenge Rating: 6

Treasure: None

Alignment: Any

Advancement: 6–15 HD (Large)

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

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

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

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

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

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

### Combat

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

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

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

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

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

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

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

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

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

### Thri-kreen Characters

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

#### Exotic Weapons—Melee

Large

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

#### Exotic Weapons—Ranged

Medium

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

‡ Double weapon.

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

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

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

## ABOUT THE AUTHOR

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

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