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HYPERCONSCIOUS: EXPLORATIONS IN PSIONICS

AN ADVENTURE-
SOURCEBOOK FOR
7th-LEVEL
CHARACTERS
by
BRUCE R. CORDELL

HYPERCONSCIOUS



MALHAVOC PRESS





HYPERCONSCIOUS

EXPLORATIONS IN PSIONICS

A psionics adventure-sourcebook for 7th-level characters

BY BRUCE R. CORDELL

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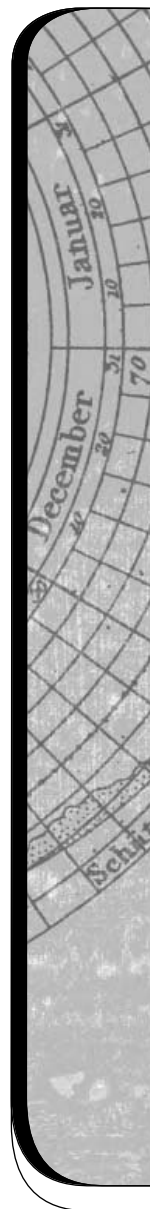
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The Gate of Dreams

*What was my dream? A distant, unknown world / That elemental ether doth immerse,
With matter in a wild disorder hurled, / And primal forces in contention whirled,
A senseless demon over all supreme, / Who seeks with apish malice to reverse
Creative influences, and coerce / A universe to death, and bring its scheme
To chaos whence it came? What was my dream?
—Joseph O' Connor; Edmund Clarence Stedman, ed.*

Dream is the gate, mind the fuel, and time an illusion. In *Hyperconscious: Explorations in Psionics*, discover psionics master Bruce R. Cordell's latest imaginative adventure, for 7th-level characters. During play, *Hyperconscious* unveils lots of valuable new game material. Many of the dozens of new psionic prestige classes, powers, monsters, feats, and items focus on psionic and dream-based themes derived from this adventure. Plus, in these pages you will discover more about the insidious entity known as the Dark Plea and its machinations—information that ties together the plotlines in all three of Bruce's previous Malhavoc Press titles.

Hyperconscious: Explorations in Psionics also updates Malhavoc Press' previous psionics rules material to v. 3.5 of the d20 System. Some of the material in Chapters Three through Eight originated Bruce's EN-World Award-winning psionics books *If Thoughts Could Kill* and *Mindscapes*. This material has all been updated to be fully compatible with the *Expanded Psionics Handbook*.

This book is the only place you can find the v. 3.5 updated source material from these books plus the new adventure all in one volume. If you do not want any updated rules from previous books, look for the electronic (PDF) edition of *Hyperconscious*, a 64-page book that contains only the new material (adventure plus new rules). If you'd like just the v. 3.5 updated versions of *If Thoughts Could Kill* and *Mindscapes*, they are also available in electronic editions. (Customers who have already purchased the v. 3.0 electronic editions of these books can buy low-cost upgrades to update their PDFs to the v. 3.5 editions.) You can find links to all these electronic products at <http://www.montecook.com/mpress.html>.

USING THIS BOOK

Throughout *Hyperconscious*, a dagger (†) is used to signify a class, creature, power, feat, or item introduced in this book. Otherwise, all references to powers, feats, and other rules come from the *Expanded Psionics Handbook* and the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

For the sake of convenience, each creature's statistics offer both Space/Reach and Face/Reach values, as well as the v. 3.0 and v. 3.5 versions of damage reduction (where applicable).

Bonus source material and ideas to augment the information in *Hyperconscious: Explorations in Psionics* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page: http://www.montecook.com/mpress_Hyper.html.

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Born in Watertown, S.D., **Bruce R. Cordell** earned a degree in Environmental, Population, and Organismic Biology from the University of Colorado. While working as a research associate in process chemistry he learned to synthesize DNA, but he could not resist the call of game design. In 1995, after a few years as a freelancer and designer of online text-generated virtual worlds, he abandoned science for a designer position at TSR, now Wizards of the Coast. His many design credits include the *Expanded Psionics Handbook*, *The Sunless Citadel*, and the *Epic Level Handbook*. He won the Origins Award for Return to the Tomb of Horrors and *ENnies* for *If Thoughts Could Kill*, *Mindscapes*, and his work on *Manual of the Planes*.

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Malhavoc Press

Malhavoc Press is game designer Monte Cook's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products such as *The Book of Eldritch Might* exhibit the mastery of the d20 System rules that only one of its original designers can offer.

Current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com. Look for *Beyond Countless Doorways*, a new book of planes by classic Planescape® authors, available soon.

Shades of Delusion

Every dream is a prophecy; every jest is an earnest in the womb of Time.

—George Bernard Shaw

The institution known as the Oraculus splinters, sundering the Seven Sages. Now, each Lone Sage decries the others as frauds and proclaims unique revelations of future eras—a future that whispers back secrets of unimaginable power! Are these visions true, or are they merely nightmares? Will the player characters find out?

Encounter Levels: *Hyperconscious* is designed to be a *challenging* adventure for four 7th-level player characters (PCs). Be advised that groups of fewer than four characters or groups of nonoptimized characters may want to start this adventure at 8th level. PCs should advance to 8th level through the course of the adventure. DMs can run the adventure for larger groups; such groups will have an easier time at the start of the adventure.

PREPARATION

As DM, you need four rulebooks to run this adventure: the DMG, the *Expanded Psionics Handbook*, the MM, and the *Player's Handbook*.

Each encounter provides you with a variety of information. Boldface blocks of text are player information, and you may read them aloud or paraphrase them as you see fit. Sidebars contain additional information for you. Bits of nonplayer character (NPC) conversation sometimes provide other information for players.

The new feats, items, monsters, powers, and prestige classes introduced over the course of this adventure are detailed in Chapters Four through Eight.

The adventure has no specific setting so that you can stitch it into your own campaign world. However, DMs may find the information in *When the Sky Falls* (Malhavoc Press, 2003) useful to expand upon the meteor crash that starts the chain of events leading to PC involvement. The following section also explains some of the basic concepts the PCs may discover for themselves as the adventure plays out.

ADVENTURE BACKGROUND

In the past, the Oraculus served as an important site, for it housed the Seven Sages. Kings sought out the Seven Sages to learn of the fate of their kingdoms and of their heirs. Generals sought the sages' advice on strategy. Pilgrims inquired about health and ways to get ahead in the world.

Over time, the sages' advice became a modern legend, and many truly believed that the Seven Sages could gaze, somewhat accurately, into the near future.

All that changed when what some called the punishing fist of the gods literally splintered the Oraculus. A fiery chunk of starstuff fell upon the temple of the Oraculus, leaving behind only a glowing crater.

While the Seven Sages physically survived, their unity did not endure that strike. Some of the sages fled, while others remained nearby. All those remaining swore enmity and decried the other sages as frauds. Some even claimed sudden new and powerful insight into the Far Future—a future that whispers back secrets of unimaginable power to those willing to listen. Of these remaining sages, a human named Thales is the only one still active in the public eye.

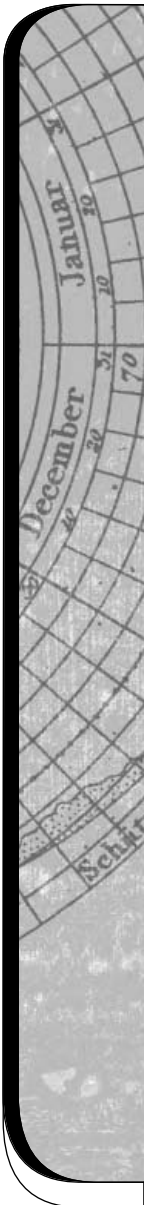
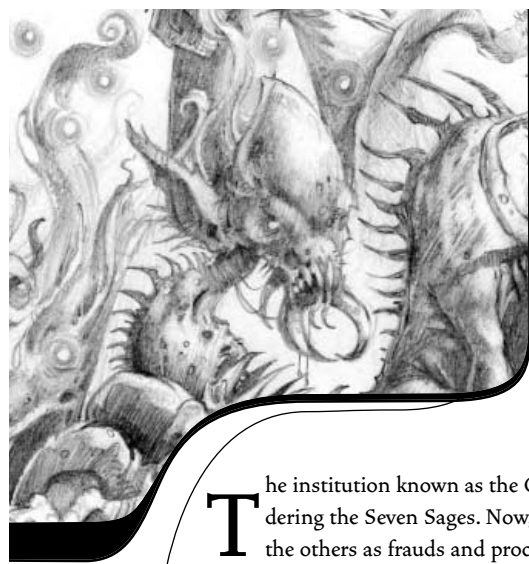
Now these sages, splintered as they are, seek further knowledge of the Far Future. Meanwhile, one of them wants to rebuild the Oraculus, regain its ties to a dreamlike environment called the Shallows, and recover the ability to create “dreamstained” items. This is, perhaps, not very wise given the Dark Plea's unseen influence on the Shallows and those who utilize these Dream-abutted environments. But even sages are ignorant of—or influenced by—certain things.

THE NATURE OF DREAM, THE SHALLOWS, AND THE DARK PLEA

There is a force in the multiverse known as the Dark Plea. Some believe it is merely a malign psychic force that can make its presence known only by the nightmares it causes in passing. In truth, the Dark Plea is something far more dire.

The betrayal of a psionic godmind by her siblings left a residue of this dark deed in the Far Future and created the prospect of the Dark Plea. The Dark Plea is a stain on the future that bleeds backward through time to help ensure the certainty of its own creation by any and all means. One avenue that the Dark Plea uses to affect the past (our present) is Dream.

So far, the Dark Plea's agents in this world are few, but on distant worlds and planes, its victories have been earth-shattering. Literally. These worlds have burst asunder under blows from the Dark Plea's most powerful, nightmare-spawned—but still unknown to us—other progeny.



One cannot pin down Dream in all its varied guises and its associated wonders, enigmas, and nightmares (some possibly even more potent than the Dark Plea). It has no single comprehensive definition: No laws bind it save its own—and those are mutable. Dream is many things to many creatures.

This makes Dream the perfect vehicle for a powerful entity of the Far Future to utilize as a medium for affecting the past.

Of course, Dream is too vast even for any one entity to encompass—even an entity as potent as the Dark Plea. But the Dark Plea is a powerful psionic force, and its affinity for Dream is strong. Using its power, it has seeded an ancillary region to Dream, which some call the Shallows.

THE SHALLOWS

The Shallows are akin to Dream, and they partake of the substance of Dream in that they require dreamstuff to inflate and stabilize their existence. Yet the Shallows are artificial environments—a series of manufactured planes of existence that abut Dream and sometimes ensnare dreamers wholly. Such dreamers never penetrate into the greater gulf of honest Dream that lies beyond. Dreamers so ensnared run a slight risk of gaining the notice of the Dark Plea, or at least servitors of the Dark Plea.

Many of the prestige classes offered in this book, including the dream keeper† and the awakened dreamer† (see Chapter Eight: Prestige Classes), draw their power partially from the Shallows and partially from actual Dream, though practitioners of these classes usually do not realize that a hostile mind created the Shallows. Indeed, many that dream within the Shallows never come to any harm, and servitors of the Dark Plea never notice them. Likewise, practitioners of classes that draw ability from the Shallows may never realize the truth or come under the influence of the Dark Plea.

If the adventure's conclusion brings about the final destruction of the Oraculus, the Dark Plea's influence over the Shallows ends but the Shallows persist. The Shallows have grown too large and too much a part of “reality” to fade—they've taken on an independent existence. Thus those who study prestige classes that rely partially or wholly on the properties of the Shallows are not harmed, though a few individual powers of those prestige classes may mutate into something different. (For instance, dream keepers† should replace the Craft Dreamgift† feat that they gain at 1st level with the Infuse Dream† feat.)

The Shallows have the following traits:

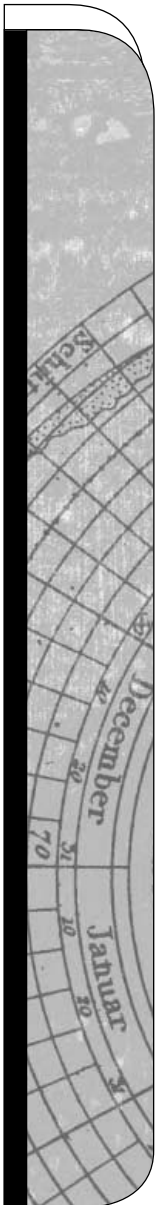
- **Subjective Directional Gravity.** Each region of the Shallows obeys its own rules of gravity.
- **Variable Time.** Time spent physically (or as a dreamer) in the Shallows never fully maps to real time. Sometimes more time passes in the waking world than in the Shallows, while other times less.

Each time a creature physically enters and leaves the Shallows, roll percentile dice to determine the differential using the following table:

d%	Time Differential
01–02	Only seconds have passed in the real world.
03–25	Real-world time that passed is only 75% of time spent in the Shallows.
26–75	Time spent in the Shallows is equal to time that passed in waking world.
76–98	Real-world time that passed is 175% of time spent in Shallows.
99–100	1d4 extra days have passed in the real world in addition to time spent in the Shallows.

- **Finite Size.** The Shallows are a series of artificial environments that, while able to multiply on their own, will only ever be an adjunct to the greater gulf beyond that constitutes Dream.
- **No Elemental or Energy Traits.** As a whole, the Shallows do not possess elemental or energy traits; however, a specific region of the Shallows might possess such traits. Discrete sections of Shallows are each referred to as a “shallow.”
- **Very Morphic.** The Shallows are not quite “highly morphic,” but neither are they completely stable in form and character. Usually, specific regions of the Shallows, once formed, persist for long periods unless someone applies concerted effort to change or delete that region. *The ability to grow a new shallow or alter an already formed shallow is not described in this book but is up to the individual DM's discretion.*
- **Mildly Neutral-Aligned.**
- **Normal Magic/Normal Psionics.**
- **Special Property.** Dreamers, as well as creatures that physically enter the Shallows, need not eat or drink to maintain perfect health, though they can do so if they desire.

The Shallows are coterminous to the Material Plane and also to the Astral Plane. Most creatures who reach the Shallows do so only as a dreamer (this is also referred to as being present as a “dreamself”), not physically, and they do so as easily as falling asleep. Even if an average dreamer tumbles into the Shallows instead of into true Dream on any given night, the dreamer has no guarantee of ever finding the Shallows again, unless a servitor of the Dark Plea marks the dreamer somehow. Characters who take levels in many of the prestige classes presented in this



book and who begin to dream usually enter the Shallows instead of Dream. In most cases, little distinguishes the Shallows from Dream to the average dreamer. The Dark Plea knows the difference, which allows it to find and touch dreamers each night and induce nightmares or worse. Luckily, the odds of any average dreamer in the Shallows running across the Dark Plea or one of its servitors are relatively miniscule.

Some creatures can enter the Shallows physically by using special powers granted by prestige classes, by utilizing supernatural or extraordinary powers, or by finding actual gaping portals (such as the one described in Chapter One, Part Three: The Crater).

Unlike in Dream, if a dreamself dies in the Shallows, the character must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage upon waking. If a creature in the Shallows physically dies, it is dead, and servitors of the Dark Plea sometimes steal its soul away for nightmares.

Unless a dreamself has the Lucid Dreaming† feat (see Chapter Four), the dreamer has little chance to realize that she is dreaming or to understand the extent of her abilities while within the Shallows. Even with the Lucid Dreaming feat, creatures physically present in a dream can dismiss a dreamer against whom they make a successful touch attack. (A lucid dreamer can attempt a Will save against a DC of [20 + half the attacker's HD + the attacker's Wisdom bonus] to remain in the dream and not wake up.)

Note that neither those physically present in a dream nor dreamselfs can fall asleep or be induced to sleep while visiting the Shallows or Dream. Dreamselfs are already sleeping, and those plunged physically into dreamsleep find normal sleeping impossible.

While creatures that are physically present in the Shallows can travel from shallow to shallow, they must walk far enough so that one dream shallow collapses and another random dream picks up. (Most dreamers cannot travel in this manner unless they use the Lucid Dreaming† feat.) Unfortunately, such travel is chaotic and random, and travelers seeking a desired locale usually don't find it. However, the Shallows of the Oraculus currently enjoy rigid linkages that ensure easy access between each shallow.

ADVENTURE SYNOPSIS

Thales, previously one of the Seven Sages, attempts to gain the characters' trust and aid. He gives them a version of the truth concerning dreamstained items (see Chapter Five: Psionic Items), offers to teach them his specialized psionic art, and indicates that if they aid him, they can gain more dreamstained items and some gold.

Characters who accept Thales' proposal visit the site of the former Oraculus to find a crater, but Thales indicates that all

is not as it seems. With the aid of the sage, all step into the crater to a dreamworld, where a portion of the original Oraculus yet stands. The PCs can see only a segment of the Oraculus initially, because six of the Seven Sages have convinced themselves that every other sage is a traitor, and each sage wishes to stay true to his or her own beliefs regarding the whispers from the future of what shall come hereafter. Thales indicates that first the PCs must find each drifting portion of the Oraculus, then deal with its resident renegade sage and retrieve that sage's particular "token of divination." These tokens allow a sage to access the True Adyton, where he can see full visions of the Far Future.

Presuming the characters go along with Thales' plans for any reason, they may learn more about the Oraculus, the Seven Sages, an entity known as the Dark Plea, and how Dream serves as a corridor to potential futures. (See the previous section for more on these topics.)

The last renegade sage, Anacharsi, attempts to tell the characters the truth: If the Oraculus returns to its former status, it will open a way to the Dark Plea, which is a creature that exists in the future. Anacharsi tries to tell the PCs that through manipulating the past (our present), the Dark Plea continually attempts to create itself.

CHARACTER HOOKS

Ideally, you can introduce the Oraculus to your campaign, at least in passing, some time prior to the inception of this adventure. Possibly someone the characters know visits the Oraculus from time to time, hoping for insights into the future. Perhaps a PC visited the Oraculus in the past for a reading.

Another hook is the existence of dreamstained items (see Chapter One, Part One and Chapter Five: Psionic Items). Dreamstained items are akin to standard psionic items; however, they are easier and less costly to create. While in truth these items are tainted and dangerous, most users do not realize this, and thus the common name for a dreamstained item is "dreamgift." Very few know the secret of dreamgift creation (only the Seven Sages of the Oraculus possess this secret; see the Craft Dreamgift† feat in Chapter Four). Because the cost of their creation is low, their market price is likewise less, making dreamgifts desirable to the common purchaser. Generally, a dreamgift costs only one-fourth the amount one would expect for a similar nondreamgift item, and the manifester level required to create the item is about one-half of what would normally be required.

But, dreamgifts have secret flaws: That which empowers them also invests each with a filament of nightmare. The Dark Plea is the ultimate source of each dreamstained item's special ability and unique curse. At the core of each item lurks a sick nugget of knowledge whispered from a potential

future. The Dark Plea seeks to assure its eventual creation at time's end by many avenues, and so it seeded bits of itself in the shape of dreamstained items into the imaginably distant past (our present). Every dreamstained item created by a misled sage and used by an unknowing wielder grants the Dark Plea's existence that much more probability.

Dreamstained items began to trickle out of the Oraculus a few years ago (though they were called dreamgifts), and some have spread far from their point of origin. One may have ended up in a PC's possession (which you included in some defeated monster or NPC's treasure before this adventure). Due to its capricious nature, the item elicited an investigation. That investigation finally leads the PCs to find Thales in his suite (see Chapter One, Part One). If a PC does not spearhead the investigation into the source of dreamstained items, perhaps a patron of the characters' adventuring party does so.

A simple, straightforward hook is the destruction of the Oraculus itself. A fiery, meteorlike object probably draws attention, and curious characters might follow the destruction to ground zero and meet Thales there instead of at his rented suite. (See *When the Sky Falls* for more on the after-effects of a meteorite strike in a fantasy world.)

PART ONE: A MESSAGE

As the adventure begins, the characters discover something of the nature of the Oraculus and dreamstained objects. (Chapter Five: Psionic Items offers an in-depth explanation of this new type of item.)

While the characters make their way through a small city or larger community, a messenger hails them. He gives them a document in a scroll case and a parcel wrapped in vellum-grade paper.

The document reads as follows:

I have gift for you if you wish to accept it. A far more lucrative offer accompanies this gift should you desire to aid me in my greatest need. I am lodging at the Crillon. Find me there if you wish to hear more.

—Thales, the Last Sage

Characters who succeed at a Knowledge (psionics), Knowledge (local), or Gather Information check (all DC 20) know or learn the information described under the "Adventure Background" section (but not the information under the section called "The Nature of Dream, the Shallows, and the Dark Plea"). This gives them the information that is generally known about Thales, the Seven Sages, and the lost Oraculus. Unless the characters are completely new to the region, they know that the Crillon is a particularly luxurious inn. Characters can seek the sage directly, as described in Part Two: Thales.

If the PCs unwrap the parcel, they find within it a *circlet of the brain's barricade*†, which appears strangely dim and shadowed even in full light. This is a dreamstained item (see "Dreamstained (Dreamgift) Items" in Chapter Five).

PART TWO: THALES

If the characters respond to the message, they can arrange to meet Thales in the common room of the Crillon.

The Crillon is famous for the sheer amount of expensive marble used in its construction. Even here in the common room, the marble floors and vaulted ceiling seem overly opulent. Large paintings on the walls depict nobles, kings, and famed adventurers who supposedly lodged here in the past. Amid the gracefully carved tables sits a thin man in flowing robes. The smoke from his water pipe lingers in the air, hinting at structure and shape, before dissolving. Goggles of opaque crystal hide the man's eyes, but he seems to see you among the crowd all the same. With a languid gesture, he beckons you closer.

The goggle-wearing man is Thales, and when he sees the characters, he calls them by name and invites them to sit.

Thales, Male Human Seer 5/Dream Keeper† 5; CR 10; Medium humanoid (human); HD 10d4; hp 36; Init +3; Speed 30 feet; AC 21 (assumes *inertial armor* manifest), touch 14, flat-footed 18; Base Attack +4; Grapple +4; Attack +5 melee (1d6+1/18–20, masterwork rapier) or +8 ranged (1d4/19–20, masterwork hand crossbow); Full Attack +5 melee (1d6+1/18–20, masterwork rapier) or +8 ranged (1d4/19–20, masterwork hand crossbow); SA *Midnight brood*; SQ Augment dream, Codex of Sleep, *dream of the real*; AL N; SV Fort +4, Ref +7, Will +9; Str 10, Dex 16, Con 11, Int 19, Wis 12, Cha 10

Skills and Feats: Concentration +13, Knowledge (history) +14, Knowledge (local) +17, Knowledge (psionics) +14, Knowledge (the planes) +17, Listen +3, Psycraft +19, Search +6, Spot +3; Combat Manifestation, Craft Dreamgift[®], Craft Universal Item, Great Fortitude, Latent Psi: Hardy†, Lucid Dreaming†, Power Penetration

Possessions: +1 *amulet of natural armor*, +2 *bracers of armor*, +1 *ring of protection*, masterwork rapier, masterwork hand crossbow, 10 bolts, *goggles of piercing scrutiny*†, +1 *cloak of resistance*, Thales' token (a necklace holding a charmlike pendant in the shape of a six-sided polygon), Codex of Sleep

Midnight Brood (Ps): Thales creates a dream-infused construct whenever he would normally create an astral construct; see the dream keeper prestige class in Chapter Eight.

Augment Dream: *Midnight brood* creatures gain a +2 enhancement bonus to Strength for the duration of the power that created them.

Codex of Sleep (Ex): Thales knows two additional powers: *mind vault*† and *dream prison*†.

Dream of the Real (Psi): Once per day, Thales gains the benefit of the *dream of the real*† power. While Thales need not expend psionic power points to use this power, he must expend the power's noted experience point cost (75 XP).

Seer Powers Known (6*/5*/4/4/2, 9th-level seer, DC 14 + power level, 90 power points): 1st—*destiny dissonance*, *entangling ectoplasm*, *inertial armor*, *mind thrust*, *mind vault*†, *psionic sleep*†; 2nd—*concussion blast*, *dream prison*†, *energy stun*, *object reading*, *psionic levitate*; 3rd—*astral construct*, *dispel psionics*, *energy burst*, *touchsight*; 4th—*correspond*, *energy adaptation*, *head trip*†, *remote viewing*; 5th—*clairtangent hand*, *dark union of dust*†

*Knows two additional powers due to Codex of Sleep ability.

Typical *Midnight Brood* Creature, “The Mauler”: CR 5; Large construct (dreamborn); HD 7d10+30; hp 68; Init +1; Speed 40 feet; AC 23 (20% miss chance), touch 10, flat-footed 22; Base Attack +7; Grapple +21; Attack Slam +16 melee (1d8+12); Full Attack 2 slams +16 melee (1d8+12); Space/Reach 10 feet/10 feet (Face/Reach: 10 feet × 10 feet/10 feet); SA —; SQ Construct traits, damage reduction 5/magic (or 5/+1), darkvision 60 feet, fast healing 3, low-light vision, muscle; AL N; SV Fort +2, Ref +3, Will +2; Str 35, Dex 13, Con —, Int —, Wis 11, Cha 10

Muscle (Menu B Choice) (Ex): The Mauler gains a +4 bonus to its Strength score (figured in above).

After greeting the group, Thales introduces himself:

“I am Thales, the Last Sage. Have you had a chance to play with my gift?”

The characters may have played with the dreamgift and taken ability damage (see Chapter Five). If so, they may not be inclined to treat with Thales. Despite this fact, Thales attempts to answer the characters' questions to the best of his ability, at the same time calming them and trying to win them over to his cause.

Some potential PC questions, and Thales' responses, follow:

Why did you send us this dangerous item? It hurt me!

“Say not that it is dangerous; instead, acknowledge that nothing in life is free. It is little enough to pay in return for the wonder of dreamgifts. You've had a little pain, but now that you've grown used to it, it hasn't bitten again, has it?”

I've been having nightmares.... “That is because the Oraculus has splintered. If you help me, all who suffer these nightmares will be released from night's bondage.”

What are dreamgifts? “The item I gave you is a dreamgift. Dreamgifts are the greatest triumph of the Oraculus. When the Seven Sages stood unified and possessed our greatest strength, we looked into the Far Future and won from it knowledge previously unknown. For all things are possible in the Far Future. The destiny of the cosmos has not yet been determined, thus while gazing out upon this vista of possibility, many things became known to us. One piece of knowledge we prized from the future was the secret of dreamgift manufacture. A dreamgift possesses as much power as any psionic item you'll find, but it requires only a quarter the cost and half the experience to create. These items carry the name “dreamgift” because the secret of each item's manufacture is whispered into the creator's mind while he dreams. At least, so it worked before our base, the Oraculus, was splintered. The Oraculus served as our channel to the Far Future, and until we restore it, none of us can create dreamgifts.”

Why have you contacted us? “I sought you out because your fame precedes you. I wanted to show you a dreamgift to encourage you to help us regain the ability of dreamgift creation. If you help me, great riches will be yours: dreamgifts, gold, and special psionic teaching that I can provide . . . the skills of the dream keeper†.” If pressed, Thales does say he can pay 30,000 gp, with a quarter paid for accepting the commission and the remainder upon successfully restoring the Oraculus.

What else did you learn in the Far Future? “It is a turbulent expanse, as I said, and nothing about it has solidified: Every possibility exists. We Seven Sages learned that the best way to gaze so far ahead was through the gateway realm of Dream, though, even then, most of us chose our own route. Sadly, of all the Seven, only I, Thales, chose correctly in the end. . . .”

What happened to the Oraculus/What happened to the other sages? “It is a sad tale. As I said, my brother and sister sages and I learned that our dreams served as the gate through which we could best view the future. Unfortunately, not all of us agreed upon the method whereby we could most safely access Dream.

“Even before the Oraculus was destroyed, I developed the art of the dream keeper†, and my fellows developed their own methods. I fear that one of my fellow sage's experiments brought about the sudden surge of dreamborn energy that streaked down from the sky like a meteor. It splintered the Oraculus and left nothing behind in the waking world but a hollow crater.

“That same surge of dreamborn energy was not only physically destructive, but also mentally unbalancing. Perhaps you heard about the fit of denunciation among the surviving sages? Yes? Well, I’m afraid that the surge unbalanced most of my brothers’ and sisters’ minds. I also hope to help them in whatever way I can if we come upon them while attempting to restore the Oraculus.”

Okay, we’re with you, Thales. What’s next? “You have my undying gratitude! And soon, even greater rewards shall be yours! For now, let us make ready. Within three days, I would like to visit the crater where the Oraculus once stood. Use that time as if you had to prepare for a journey into unknown lands for many months. Why? Because, my friends, the crater will serve us as a gate to the Shallows where the splintered Oraculus may yet be found. With the tokens of divination we collect from my dreamlost fellow sages, we can access the True Adyton. There, in the True Adyton, we can finally return the Oraculus to its former coherence and power.”

What are these tokens? “The token of each sage bears his or her oath of service to the Oraculus. Here, look at mine. (He shows the characters his token, which is a necklace holding a charmlike pendant in the shape of a six-sided polygon.) In sum, the seven tokens represent the symbolic strength of the Oraculus—if we can gather all the tokens, we can restore the Oraculus to reality.”

What is the True Adyton? “An adyton is a chamber at an oracle in which the seer gains her vision of the future. Likewise, the True Adyton is where we sages experienced visions of the Far Future.”

What are the Shallows? Thales doesn’t reveal more about what the Shallows might be or what he specifically hopes to accomplish at the site of the crater—he says he’ll explain everything when they reach the crater.

You said something about teaching us the skills of the dream keeper†? During this time of preparation, one or more characters may inquire about the arts of the dream keeper. Thales happily describes his art and begins coaching PCs who seem particularly interested in picking up levels in this prestige class; see the dream keeper† prestige class in Chapter Eight for rules and information.

PART THREE: THE CRATER (EL 9)

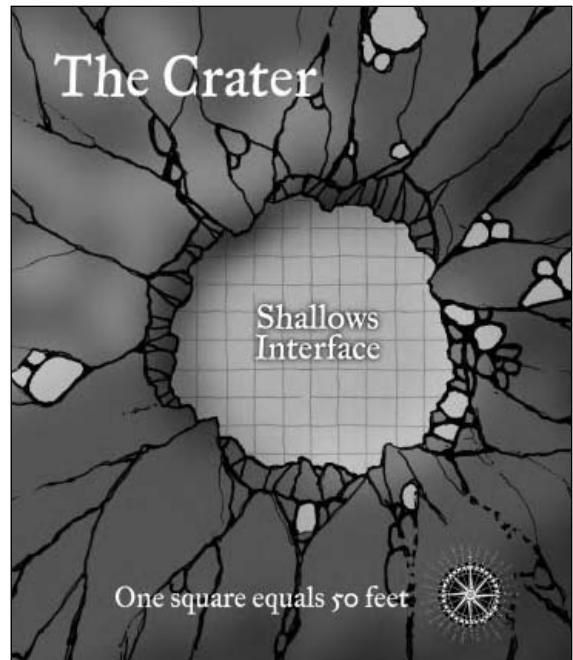
If the player characters come into this adventure after meeting Thales as described above, they have a few days to prepare for a journey. Unless you have a reason to do otherwise, locate the site of the crater about a day’s travel from the city where the characters first speak with Thales.

The crater is a circular depression surrounded by a rim of smashed and jumbled boulders that rises up above the surrounding level of the plain. The crater measures some 500 feet in diameter, and the rim rises some 40 feet above the surrounding plain. The violence of the celestial impact wiped clean whatever structures once existed in the area around the crater. The level of devastation in the area looks as if it would have obliterated anything in it, yet the sages somehow survived the utter destruction of the Oraculus.

Strange layers of rock and quartz glass mottle the rim. Some layers are blackened, and other sections appear as frosted white glass with blue translucent swirls. The cracked and uneven rim does not present a perfect barrier to the crater’s bowl.

If the characters move closer, they can make their way across the boundary of the rim through one of the many cracks that allows direct access to the center. This allows them to avoid dangerous Climb checks over the quartz glass. Once beyond the rim, they see what the crater contains:

The crater plunges steeply down, though beyond a couple of feet, vision becomes impaired due to a thick luminous fog. The obfuscating miasma writhes and churns with agitation independent of the wind above the rim. Figures, buildings, faces, and fantastic shapes sometimes appear to be on the edge of coalescing from the boiling mist, but the images collapse back into formlessness just before becoming familiar enough to name.



The crater serves as an open gate into the Shallows. The presence of any creature in the waking world draws the attention of some dream predators that lurk on the precipice between the Shallows and materiality.

CREATURES

The dream predators haunting the rim are not initially visible to the characters looking down into the crater at the interface. (The characters probably do not realize the fog

layer represents a raw interface between reality and the Shallows.)

However, from their vantage in the Oraculus Courtyard (see area 1 on the next page), the dream predators (called phrensies†) can see any creature peering down into the crater without problem, including the PCs.

On the third round after the first PC openly peers into the crater, the phrensies rush out (and from the PCs' perspective, up and out) of the crater, attempting to gain a surprise round.

Phrensies (4): 54 hp each; see Chapter Six: Psionic Monsters.

TACTICS

The phrensies attempt to reach a place where they stand adjacent to the highest concentration of prey, then they use their frenetic whirl ability.

DEVELOPMENT

Assuming they defeat (or flee from) the phrensies, the characters have had their first taste of the crater and its dangers. As a result, they probably have more questions for Thales about the Shallows. Thales answers the questions as follows:

What the @#%#! were those things that attacked us?

“Nightmares sometimes roam the realm of Dream. These escaped from this interface between reality and the Shallows—I guess they must linger just under the surface, seeking likely prey.”

Okay, Thales, what's the deal with the fog/What are the Shallows? “The Shallows lie on the edge of Dream, but they are not dissimilar from reality. We of the Oraculus found this portion of Dream well suited to searching the future for answers to our questions.”

Refer back to the section titled “The Nature of Dream, the Shallows, and the Dark Plea” in the Introduction. Thales knows all this information, but fails to make any mention of the Dark Plea to the characters.

What's Next? “As I mentioned before, the Oraculus and its gardens were situated on the plain before the meteorite crashed down. But, instead of destroying the Oraculus outright, the meteorite punched the Oraculus directly into the Shallows. Fortunately, all of us sages survived the transition. Unfortunately, such a violent transition broke the Oraculus into several independent parts, each of which was hurled into its own shallow. I fear it also broke the minds of my fellows. Each has retreated into the Shallows and holed up in a fragment of dream, believing that he or she knows the truth behind this retributive strike, though I don't claim to know why it occurred myself. We'll have to root out each in turn if we wish to restore the Oraculus and attempt to aid my fellow sages.”

What if your fellow sages refuse our help? “If each does not relinquish his or her claim on the portion of the Oraculus they've taken for themselves, we'll have to use force.”

What can we expect when we cross into Dream/Is it safe? “One never knows what to expect in Dream or in the Shallows. Sometimes it resembles the lands of the waking world. Other times, it changes as quickly and as dangerously as a storm at sea. Be prepared for anything.”

The Truth?

Some of the things that Thales says in Part Two of this chapter are not true, but he is under the influence of the Dark Plea and doesn't know this!

I've been having nightmares. . . . Thales believes that repairing the Oraculus will stop the nightmares. This belief has come about because of the influence his own dreamgift, the goggles of piercing scrutiny†, has on his mind. In fact, each dreamgift is the source of the user's nightmares, as described in the section on dreamstained items in Chapter Five.

Why have you contacted us? On the matter of reward, Thales believes his statement of payment is true because of the influence of his own dreamgift, but, in truth, Thales doesn't possess more than 15,000 gp—he can pay the quarter upon acceptance, but not more than an additional 7,500 gp afterward, assuming he is alive to deliver on his promise.

What happened to the Oraculus/What happened to the other sages? Because of the influence of his dreamgift, the goggles of piercing scrutiny†, Thales believes what he tells the PCs. In fact, when Anacharsi, the one sage not corrupted by a dreamgift, realized the truth behind these items, she destroyed the Oraculus so that everyone would stop producing dreamgifts. Through her arts, she splintered the Oraculus and sank its various surviving portions into dream. The warping influence of the Dark Plea on the dreamstained-corrupted sages, such as Thales, seeks to renew the Oraculus and the production of dreamgifts.

What are these tokens? In fact, only six of the seven tokens are required to access the True Adyton.

What is the True Adyton? The visions actually come from the Dark Plea, though Thales does not realize this yet.

Plunge Into Dream

*Is all that we see or seem
But a dream within a dream?*
—Edgar Allan Poe, "A Dream Within a Dream"

In Chapter Two of the adventure, the characters venture into the Shallows, which abut Dream. Make sure that by now you've read the details on the Shallows in the Introduction.

ORACULUS

The Oraculus was a most important site, for it housed the powerful Seven Sages, each of whom possessed the gift of seeing into the future. Generals sought the sages' advice on strategy, while colonists asked for guidance before they set out for the frontier. Adventurers inquired about their best course for seeking gold and glory. The sages' advice even figured prominently in the songs of minstrels and bards. But that was before the Oraculus vanished.

The strike on the Oraculus pushed it into the Shallows, and, while it survived, it did not survive intact. It splintered into seven distinct structures. None of the structures remain contiguous—all exist in a separate "space," each within its own shallow in the Shallows. However, connections linger between each piece of the separated Oraculus, and characters who overcome the threats of each individual shallow can journey to find each splintered structure, perhaps eventually reuniting the shattered Oraculus into a renewed whole. The diagram at right maps out the paths one can take to proceed through the various areas of the splintered Oraculus.

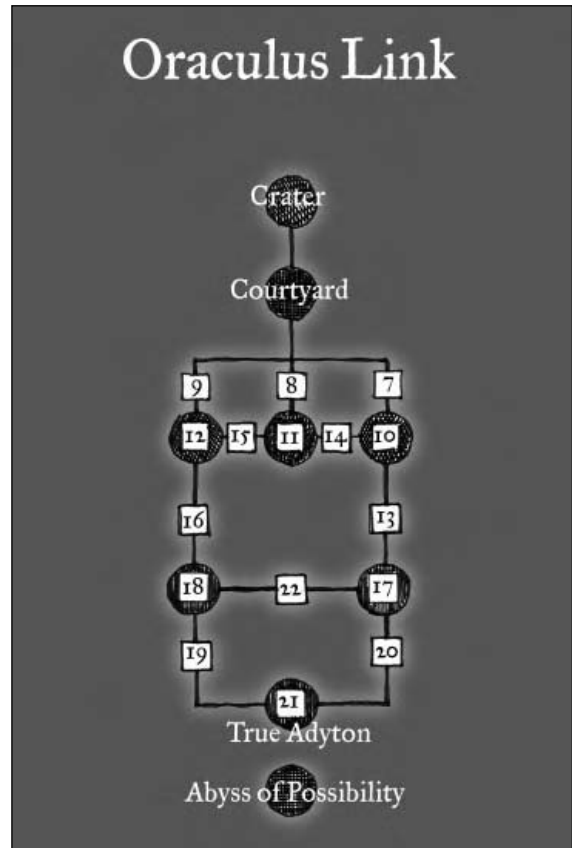
1. ORACULUS COURTYARD (EL 7)

Characters who enter the mist-filled crater described in Chapter One discover something far different than a fall into a steep, murky basin. The mist is a raw interface between reality and the Shallows (a version of Dream), which allows creatures to physically pass between the two states. (Usually, to reach the Shallows, sleeping creatures send mental constructs of themselves, known as dreamers or dreamselfes.)

Read aloud or paraphrase the following text:

You are on a thick shard of earth falling through an unending empyreal sky. Clouds swell in endless banks, some mere wisps, others towering thunderheads, with dark hearts of lightning. A crisp wind tugs and pulls, and rainbows glimmer amid the remote cumulus.

On the chunk of earth visible from this vantage is a bare section of stone, roughly 25 by 40 feet, without handrails to protect an unwise viewer from tumbling into the void.

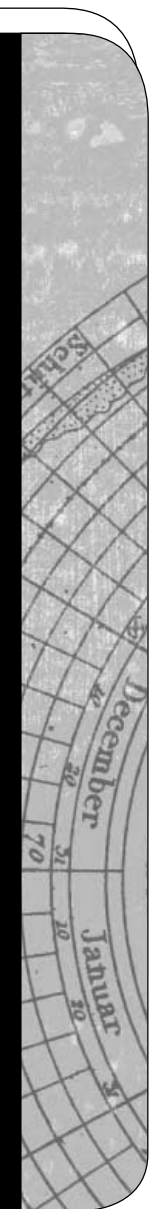


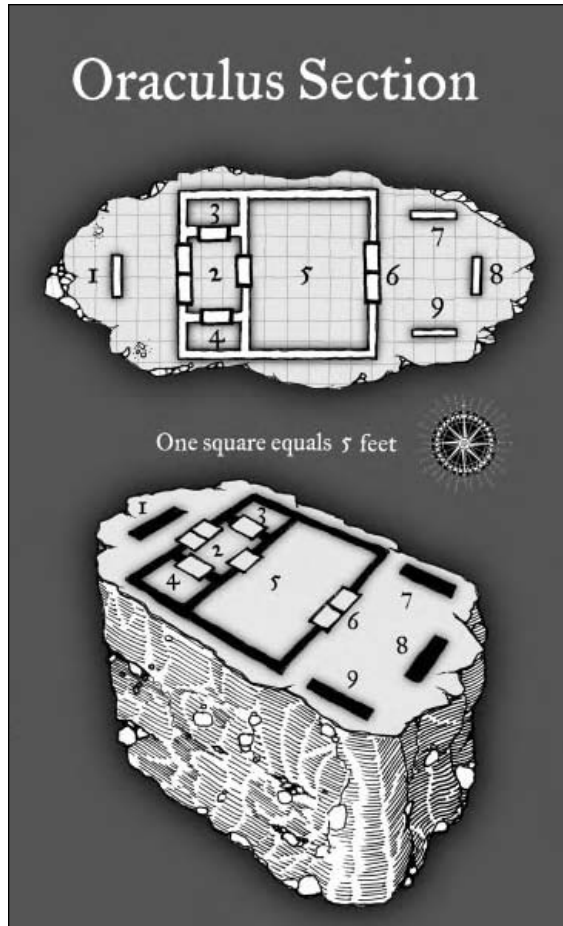
This area contains nothing other than a free-standing archway filled with a thin wall of opaque mist.

At the back of this courtyard is a white marble wall, like the side of some classical and grand structure. Double doors of decoratively carved wood stand slightly ajar in the center of the walls.

The Shallows side of the dream interface takes the form of a free-standing archway filled with a thin wall of opaque mist (keyed to area 1). Moreover, the orientation of the archway is horizontal, not vertical, so the passage from crater to archway requires a Balance check (DC 15). On a failed check, travelers fall prone into the courtyard.

Creatures: Sounds in the courtyard draw the attention of the phrensies† in area 2. They hurl themselves through the partially ajar double doors, slavering and raging, eager for the flesh of the waking.





Phrensies (2): 54 hp each (no miss chance); see Chapter Six: Psionic Monsters

Development: The courtyard is a bounded shallow, which means that despite the seeming immensity of the dream-space, something that is dropped (or a character that falls) from the courtyard eventually returns to the chunk of earth in a great falling arc. Unfortunately for the falling character, the 20 rounds spent falling and curving through the air builds up to terminal velocity, which deals 20d6 points of falling damage upon impact.

2. FAILED EMBASSY

Through the double doors in area 1, the PCs enter what appears to be an entry hall.

This 15-foot by 20-foot chamber has a lofty ceiling reaching some 20 feet high. Delicate relief carvings decorate the interior walls, revealing idyllic scenes. In harsh contrast are the bodies of three humanoid individuals sprawled across the floor, very obviously and thoroughly dead. All three bodies are more than half missing, as if something has been gnawing them away.

The deceased female elf, male human, and male dwarf have none of their equipment, and something has stripped them of large portions of their flesh and limbs. It is a grisly sight!

The phrensies† that infest this portion of the splintered Oraculus killed these “explorers.” They’ve been feeding on the bodies for several weeks now.

Development: Thales knows the dead—he hired the three to explore the interface a few weeks ago, but he never heard back from them. Characters who make a Sense Motive check (DC 15) note Thales’ expression of recognition upon seeing the bodies. If pressed, he admits to sending the team; he had wondered what had become of them. He is sad to find that they came to such a poor end.

Thales goes on to explain that the bodies’ continued existence reveals (if they didn’t already know it) that the dead were physically visiting the Shallows—dreamers and dream-born creatures killed in the Shallows merely dissipate, just as they do in the waking world.

3. POOL OF THE MIND’S TONIC

A single wooden door leads from the entry hall into area 3. Read aloud or paraphrase the following text:

A low, wide basin containing clear, sparkling fluid fills half this chamber. The liquid gives off a scent not unlike orange peel shavings, and small porcelain cups stand along the basin’s edge. Several more cups have tumbled and shattered, though a few float half submerged in the basin.

This self-renewing pool provided refreshment to travelers visiting the old Oraculus hoping for a view of their fate.

If Thales accompanies the characters, he steps to the pool and helps himself to a sip using one of the cups. The sage explains the pool’s beneficial effect if questioned.

Pool: A drink from this pool restores 1d4+1 psionic power points to any psionic character. To nonpsionic characters, the pool seems refreshing and thirst quenching, but it offers no other effect. The power point restoration effect affects a given individual once per day. Removing the fluid from the chamber robs it of its efficacy.

4. BEFOULED POOL (EL 5)

A wooden door leads from the entry hall into area 4. Read aloud or paraphrase the following text:

A low, wide basin that contains a grey, foul-smelling sludge fills half this chamber. Bones and smashed crockery litter the mud’s surface and subsurface. At least one of the bones is a humanoid skull, with grey sludge slowly oozing from the eye sockets.

This befouled pool once provided physical healing to visitors. Now, a dream predator makes its home in it.

Creature: A phrensy† lies within the mud, enjoying the diluted effect of the pool despite its befouled state. If any creature approaches within 5 feet of the pool, the phrensy leaps forth, gibbering and hungry. This phrensy, which spends all its time in the pool, has maximum hit points for a creature of its type.

Phrensy: 75 hp; see Chapter Six: Psionic Monsters

Pool: A drink from this pool restores 1d4+1 hit points to any creature, but in its current befouled state, an imbiber also requires a Fortitude save (DC 16) to avoid taking 1d4 points of temporary Dexterity damage from the tainted nature of the pool. The restoration effect affects a given individual once per day. Removing the fluid from the chamber robs it of its efficacy (though it still confers Dexterity damage if imbibed).

Treasure: The valuables stripped from the three bodies in area 2 have sunk to the bottom of the sludge-filled pool. The treasure includes a +1 composite shortbow, a +1 mithral chain shirt, two sets of +1 full plate, two +1 heavy steel shields, a masterwork rapier, a masterwork dwarven waraxe, a masterwork mighty (Strength +3) longbow, a masterwork heavy mace, 40 arrows, a scroll of *protection from energy*, a masterwork buckler, six potions of *cure light wounds*, and a *potion of bull's*

strength. There is also one additional scroll case. Inside this case is a handwritten message that reads, “*Good luck. Report back to me in the waking world as soon as you learn anything. I await you with little patience. —Thales.*”

5. PUBLIC ADYTON

A single wooden door leads from the back of the entry hall into a larger room. Read aloud or paraphrase the following:

Three skylights illuminate this large, high chamber. The chamber has a polished marble floor inlaid with a clever circular design. Five stone sconces for burning incense hang on each wall, and each sconce is carved to represent some fantastic or mythical creature.

Dreamers in the Shallows

Normally, those who sleep in the material world send dreamselves deep into Dream, where they have a greater or lesser ability to affect their surroundings. However, dreamers in the Shallows find that the environment is not nearly so accommodating. Dreamers (even lucid dreamers) in the Shallows cannot warp or alter the reality of a particular shallow, except in rare and special circumstances. (For that matter, those who physically enter the Shallows have no particular affinity for altering a shallow that has already been created and set.) Thus, dreamers often find their time in the Shallows nightmarish merely for its unyielding nature, even if they do not run across a dream predator or servitor of the Dark Plea.

A physically present creature (as opposed to another dreamer or a dreamborn creature) can automatically awaken dreamers who wish to wake up. Giving the dreamer a gentle shake, encouraging words, or similar actions can accomplish this.



A podium stands in the center of the chamber, affixed to the marble floor and occupying the center of the elaborate floor design. The sound of a child crying echoes very faintly in the room.

Common visitors who had little in the way of money could come here to the Public Adyton and still feel as if they could find some real knowledge of what fate had in store for them. In exchange for just 10 gp (negotiable), a lesser sage

(not one of the seven, but one of the several acolytes who also lived within the Oraculus) would manifest a targeted version of *precognition* on the petitioner. The sages reserved true views into the future for those willing to pay far more, and the sages did not reveal such visions in this chamber, but in the True Adyton (area 21).

Creature: The sound of crying comes from a dreamer from the material world who got caught here in the Public Adyton between the

hunting phrensies† on either side. The dreamer, Shara, is a child of only 10 years, and she has the same dream every night. In it, she finds herself in a strange building (the Oraculus) where strange creatures hunt her (the phrensies) before they finally catch and end her. This terrible occurrence wakes her up instantly, screaming, but in worse shape each time due to the shallow's sinister effect: She must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage upon waking.

Shara, human child: hp 3, AC 8

Development: Characters may take pity on the poor child, agree to kill all the “monsters” in the shallow (they may have done so already), and even try to send her dreamself back into the material world (in other words, wake her up). They can wake her up in a variety of ways: PCs could attempt to make an Intelligence check (DC 15) to come up with an acceptable (and safe) method; see the “Dreamers in the Shallows” sidebar on the previous page. Killing the phrensies, comforting the child, and waking her up are, in sum, good for an ad hoc experience point award of 1,000 XP for the party.

6. REAR COURTYARD (EL 11)

A set of wooden doors leads from the far side of the Public Adyton into the rear courtyard area. Read aloud or paraphrase the following:

Clouds race above this unsheltered expanse of stone. Thunder grumbles in the damp distance, while wind ruffles hair and loose clothing. No fence or railing along the exterior of the slab of cobbled stone separates an incautious visitor from what appears to be a limitless fall.

The chunk of flat earth visible from this vantage is a bare section of stone, roughly 40 by 40 feet. This bare area contains three free-standing archways, each filled with a thin wall of opaque mist. Standing in the middle of the area is a hulking, coal-black humanoid with eyes empty of all but the surrounding sky. Its hands clutch the pommel of a massive greatsword.

This area connects to three other sections of the splintered Oraculus; see areas 7, 8, and 9, below. However, travelers must first deal with the guard.

Creature: A specially constructed dreamborn creature, called a reflexion†, stands here guarding access to other sections of the splintered Oraculus. Pherecyde the sage set it here; she claimed the section of the Oraculus referred to as the Fire Temple (area 11). However, this reflexion of a fire giant is not communicative. It has been given a single task: Allow no one passage through any of the three archways. It takes no notice of any other activity (though it defends itself vigorously), and it does not answer even the simplest questions. If a creature attempts to enter any of the archways, it attacks.

Fire Giant Reflexion: hp 142; see Chapter Six: Psionic Monsters

Development: Thales indicates that the fire giant looks like the work of one of his fellow sages, Pherecyde, though its quality is far higher than he has ever seen her achieve before. Thales attributes it to the woman's newfound insanity.

Thales doesn't know which archway to take. He indicates that the substance of the Shallows mediated the splintering of the Oraculus, which means the substance also created connections between pieces that were before a seamless whole. The PCs' guess about which arch leads to what piece of Oraculus is as good as his, he says.

7. COURTYARD—PALE SHALLOW LINK

This archway instantly transfers those who step through it between areas 6 and 10.

8. COURTYARD—FIRE TEMPLE LINK

This archway instantly transfers those who step through it between areas 6 and 11.

9. COURTYARD—FLUME LINK

This archway instantly transfers those who step through it between areas 6 and 12. Some instability exists in this linkage, however; every third person that steps through this link steps out of the archway in area 18 instead of area 12.

10. THE PALE SHALLOW (EL 7)

Once the PCs step through the link, they see the following:

A barren, colorless plain of grey ash stretches away as far as sight extends in all directions. So, too, is the sky colorless and pale—merely a lighter color grey than the ashen ground. A single archway stands nearby; a thin wall of opaque mist fills it—again, no color. No color, that is, but for a single crimson speck just visible in the distance.

If the characters check themselves, they discover their clothes, skin, and possessions have no color at all—they have entered a realm of black and white, with one glaring exception, which lies farther out on the plain.

Should the characters approach the speck of red they see in the distance, they finally discover its true nature when they stand within two miles of it:

A body lies spread-eagled on the colorless ashen plain. His clothes, his skin, even his possessions—all are mere shades of grey. This makes the pool of blood suffusing the sand all the more shocking in its crimson vigor. The red, here in this colorless realm, almost wounds the eye with its contrast.

Not too far from the body are two more free-standing stone arches, their interiors opaque with mist.

Thales (if still with the party) shakes his head, saying, “Solon has finally found his end in the Shallows.” Thales explains that Solon was one of the Seven Sages. Obviously, something here got to him. The characters can freely search Solon (see “Development,” below), though before the search is complete, a predator arrives.

Creature: A hungry dreamer† phases into existence as part of a move action. It is bone white except for a red mouth and tendrils tipped with Solon’s red blood. The dreamer now hungers for more dreams. Remember that in the Shallows a dreamborn creature doesn’t appear out of focus, but all too real (see “The Dreamborn Subtype” in Chapter Six).

Hungry Dreamer: hp 44; see Chapter Six: Psionic Monsters

Tactics: After successfully stealing 1d4 dreams, the hungry dreamer disengages and attempts to use its *dream travel* psionic power to flee.

Development: If the characters search Solon’s body, they discover the items listed below under “Treasure.” They also



discover a scroll case in which a message is scrawled on parchment. The message reads as follows:

“Thales is in thrall to a dark power! If he succeeds in reuniting the Oraculus and pushes it back into reality, then all our nightmares shall be released. Thales must be killed. KILLED! I’ve hired some agents—but if he finds me here in this dreamspace, I’ll kill him myself. THALES MUST BE SLAIN!”

Thales points to the message to prove his point about how his brother and sister sages had been rendered insane in the blast that splintered the Oraculus. However, a worried expression crosses his face when he reads or hears about the “agents” Solon supposedly hired to come after him. Thales doesn’t wish to speculate on what that might mean, but he does squint at the characters suspiciously for a few minutes.

Treasure: Solon’s body contains the following equipment: *cognizance crystal* (3 power points), *dorje of energy current*, *power stone of energy missile*, and a *third eye guardian*† (a dreamgift item described in Chapter Five: Psionic Items).

Around Solon’s neck is a necklace on which is strung the sign of an eye. Thales claims this is Solon’s token. The characters must retrieve it to access the True Adyton.

SOLON’S AGENTS (EL 9)

Solon wasn’t so mad that he merely imagined hiring agents. In fact, he hired a small team of killers to track down Thales and slay him, wherever Thales traveled, even if it required that the team follow Thales into the Shallows. That team has been tracking Thales for the last month and had been on the

culp of attacking him when Thales and the characters entered the crater. The contract on Thales' life includes any of his associates, so the characters are now on the hook, even if Thales no longer accompanies them. Solon's agents are Kip, a male halfling rogue; Kindle, a female elan kineticist; and their leader, Dolor, a male human quietus†.

The DM should utilize Solon's agents in this adventure to add some dynamic tension. Preferably, the assassination team comes upon the characters after they are already involved in another encounter. For instance, a perfect opportunity to throw the killers at the party is right after they've dealt with the initial encounter in the Fire Temple shallow (area 11). The killers may peek in, assess the situation, and retreat, possibly making themselves seen only by PCs who have good Spot checks. The murderers then attack later, after spying on the characters for a bit to gain some sense of their strength. This allows the characters' tensions to build somewhat before the first full-blown encounter with the team.

Kip, Male Halfling Rogue 5: CR 5; Small humanoid; HD 5d6+5; hp 25; Init +8; Speed 20 feet; AC 20, touch 15, flat-footed 15; Base Attack +3; Grapple -1; Attack +5 melee (1d4/19-20, masterwork dagger) or +9 ranged (1d4/×3, masterwork shortbow); Full Attack +5 melee (1d4/19-20, masterwork dagger) or +9 ranged (1d4/×3, masterwork shortbow); SA Sneak attack +3d6; SQ Evasion, halfling traits (figured in where appropriate), trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +10, Will +3; Str 10, Dex 18, Con 13, Int 14, Wis 10, Cha 10
Skills and Feats: Appraise +10, Balance +6, Climb +6, Disable Device +10, Hide +20, Jump +4, Listen +10, Move Silently +14, Open Lock +12, Search +10, Spot +8, Tumble +12, Use Magic Device +6; Improved Initiative, Shield Proficiency

Possessions: +1 leather armor, masterwork buckler, masterwork dagger, masterwork shortbow, 10 normal arrows, 10 cold iron arrows, 10 silvered arrows, +1 cloak of resistance, 4 potions of cure light wounds, 2 potions of cat's grace, masterwork thieves' tools

Evasion (Ex): Against an attack that allows a Reflex save for half damage, Kip takes no damage on a successful save and full damage on a failed save.

Trap Sense (Ex): Kip has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attacks made by traps.

Trapfinding: Kip can use the Search skill to find traps with Search DCs higher than 20.

Uncanny Dodge (Ex): Kip can react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to Armor Class regardless of being

caught flat-footed or struck by an invisible attacker. He still loses any Dexterity bonus to Armor Class if immobilized.

Kindle, Female Elan Kineticist 5: CR 5; Medium humanoid; HD 5d4+5; hp 22; Init +2; Speed 30 feet; AC 13, touch 13, flat-footed 11; Base Attack +2; Grapple +2; Attack +2 melee (1d6, rapier) or +5 ranged touch (variable damage and effect, ray); Full Attack +2 melee (1d6, rapier) or +5 ranged touch (variable damage and effect, ray); SA Psionics; SQ Elan racial traits (see *Expanded Psionics Handbook*); AL N; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 18, Wis 13, Cha 6
Skills and Feats: Autohypnosis +7, Concentration +9, Listen +1, Knowledge (psionics) +12, Psicraft +12, Search +4, Spot +1; Empower Power, Latent Psi: Firestarter†, Psionic Talent, Weapon Focus (ray)

Possessions: +1 ring of protection, rapier, +1 cloak of resistance, +2 headband of intellect, +1 cognizance crystal, potion of cure light wounds

Kineticist Powers Known (5/4/2, DC 14 + power level, 38 power points): 1st—control object, energy ray, force screen, inertial armor, offensive prescience; 2nd—biofeedback, control air, energy adaptation, psionic knock; 3rd—energy cone, telekinetic force

Dolor, Male Human Telepath 5/Quietus† 3: CR 8; Medium humanoid; HD 5d4+5 + 3d6+3 +12; hp 49; Init +2; Speed 30 feet; AC 13, touch 12, flat-footed 11; Base Attack +4; Grapple +4; Attack +4 melee (1d6, staff); Full Attack +4 melee (1d6, staff); SA *Crisis of breath*, psionics, savage mind thrust +1d6; AL LE; SV Fort +4, Ref +7, Will +7; Str 11, Dex 15, Con 13, Int 19, Wis 12, Cha 11

Skills and Feats: Autohypnosis +7, Concentration +10, Disguise +5, Gather Information +5, Hide +6, Listen +6, Knowledge (psionics) +12, Psicraft +8, Search +4, Spot +7; Latent Psi: Vicious Mind†, Overchannel, Psionic Body (figured into hit points), Psionic Meditation, Quickened Power
Possessions: +1 ring of protection, staff, +1 cloak of resistance, *dorje of mind thrust* (manifest level 5th), *psionatrix of telepathy* (figured into save DC above)

Crisis of Breath (Ps): 1/day manifest *crisis of breath* as psi-like ability (DC 13). Manifest level 7th. The Difficulty Class is Charisma based.

Savage Mind Thrust: Dolor's *mind thrust* power deals some damage even if the target makes its saving throw; see the quietus prestige class ability in Chapter Eight.

Telepath Powers Known (5/4/4/2, 7th-level telepath, DC 15 + power level; 60 power points): 1st—call to mind, inertial armor, mind link, mind thrust, psionic charm; 2nd—aversion, brain lock, psionic suggestion, read thoughts; 3rd—body adjustment, false sensory input, hostile empathic transfer, mind trap; 4th—psionic dominate†, schism

11. FIRE TEMPLE (EL VARIES)

Read or paraphrase the following when the characters first enter this space from one of the dream links:

This rough-cut cavern is akin to being inside a gargantuan piece of cored charcoal. The glints and highlights of a distant fire play off the black stone walls, promising a great bonfire somewhere ahead.

11A. FIRE TEMPLE COURT (EL 7)

Read or paraphrase the following when characters get a view of the main chamber with the bonfire:

A stupendous bonfire dominates this large cavern. The flames apparently roar up from a cleft in the dark rocky floor, and the heat is a presence that seems just shy of crisping your hair. Next to the rift stands a black marble building with no openings except for a wide orifice directly facing the fire.

The flaming cleft (11b) and the building (11c) are manifestations of the sage Pherecyde's dream. Seeing destruction, she sought to seal herself in a small realm of fire and warmth. Pherecyde reclines in the building (11c), but other creatures monitor the main area against intruders.

Creatures: Should any creature openly enter the court, three flamebrother salamander reflexions† leap from the cleft (11b) and attack. The flamebrother reflexions are dream constructions, but evil drives them no less than it does living flamebrothers.

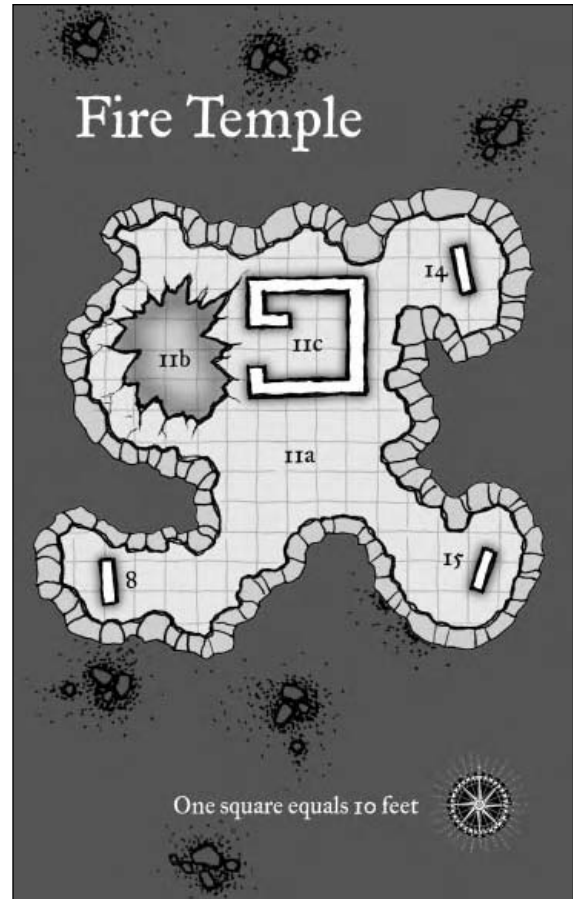
Flamebrother Salamander Reflexions (3): hp 26; see Chapter Six: Psionic Monsters

Development: On the third round after a fight begins, Pherecyde emerges from 11c, along with one more flamebrother salamander reflexion. She calls for a pause to the fight (see "Development" under 11c, below, to hear what Pherecyde has to say), unless she sees Thales, in which case she joins in with a murderous intensity.

11B. FLAMING CLEFT

Fire roars up from this cleft in the black stone as if from up the throat of a never-tiring dragon.

Much like the crater described in Part Three of Chapter One, this rift serves as another interface with the corporeal world; however, this rift opens directly into the Elemental



Plane of Fire. Pherecyde uses it to bolster her own reflexion creation—she has a predilection for fire.

On the other side of this interface (in the Elemental Plane of Fire), the rift looks far smaller (it measures 3 feet across). It punctures a large piece of coal that is one of many in a great brazier somewhere deep in the City of Brass. Those who make this traversal had best be immune to fire and willing to play hide and seek with belligerent efreets. (The rules for such an expedition are in the DM's hands; see the DMG and MM, respectively.)

11C. TEMPLE OF FIRE (EL 8)

Note that the scene below is evident only if the characters haven't drawn Pherecyde's attention already by having a fight in the main area of the chamber (11a) against the flamebrothers who guard it.

Heavy blankets swaddle this room, and the heat from four different stoves, along with the opening to the burning cleft and perhaps a hundred lit candles, makes it even more stifling. The center of the chamber somewhat resembles a blacksmith's shop. It holds a table on which

various tools and implements are set, including various hammers, tongs, and hard-to-identify paraphernalia. A woman wrapped in heavy blankets works away at what appears to be an unfinished sculpture of a red-hued creature whose form is half-man, half-serpent.

Creatures: Pherecyde labors here, rarely leaving—she sends her salamander reflexions after items that she most desperately needs, such as food. Otherwise, she contentedly labors away and attempts to fashion an army of reflexions (see “Development”). She isn’t instantly hostile, unless she sees Thales, in which case she attacks.

Pherecyde, Female Human Seer 5/Dreamwright† 3; CR 8;

Medium humanoid; HD 5d4 + 3d4+3; hp 25; Init +2; Speed 30 feet; AC 12, touch 12, flat-footed 10; Base Attack +3; Grapple +3; Attack +3 melee (1d6, staff); Full Attack +3 melee (1d6, staff); SA Psionics; SQ *Call reflexion, superior reflexion*; AL N; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 11, Int 18, Wis 12, Cha 10

Skills and Feats: Autohypnosis +7, Concentration +13, Craft (dream interpretation) +12, Knowledge (history) +7, Knowledge (psionics) +15, Knowledge (the planes) +7, Listen +1, Psicraft +12, Search +4, Spot +1, Use Psionic Device +2; Craft Dreamgift[†], Empower Power, Lucid Dreaming[†], Penetrating Power[†], Psionic Talent, Toughness

Possessions: *Ring of the frozen heart†*, +3 cognition crystal, 4 +4 shards, *potion of cure light wounds*

Call Reflexion (Ps): Dreamwrights can create reflexions†

Superior Reflexion (Ps): Dreamwrights can upgrade reflexions that they’ve created; see the dreamwright prestige class in Chapter Eight.

Seer Powers Known (5/4/4/2, 7th-level seer, DC 15 + power level; 63 power points): 1st—*attraction, deceleration, force screen, precognition, psionic daze*; 2nd—*cloud mind, id insinuation, sensitivity to psychic impressions, share pain*; 3rd—*energy burst, fate link, mental barrier, time hop*; 4th—*personality parasite, remote viewing*

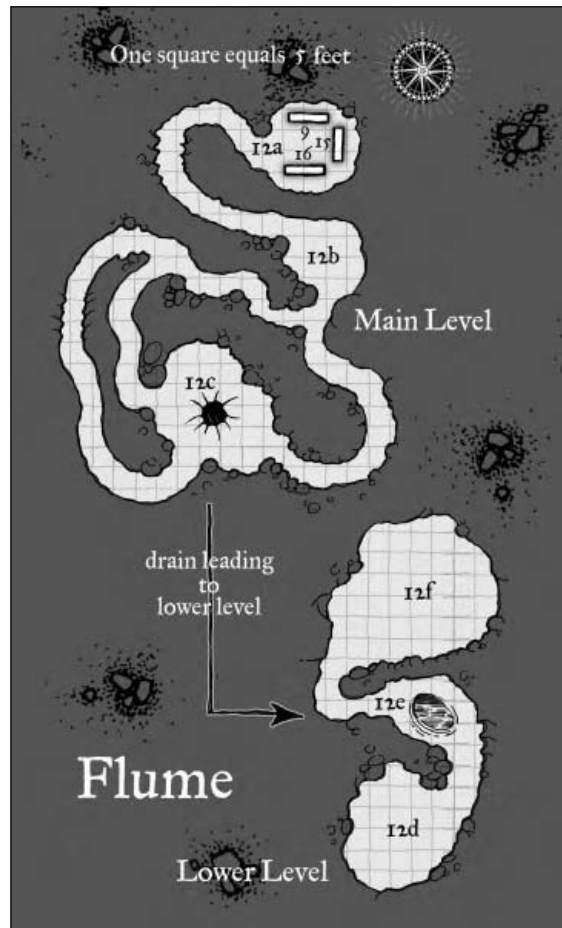
Flamebrother Salamander Reflexion (1): hp 26; see Chapter Six: Psionic Monsters

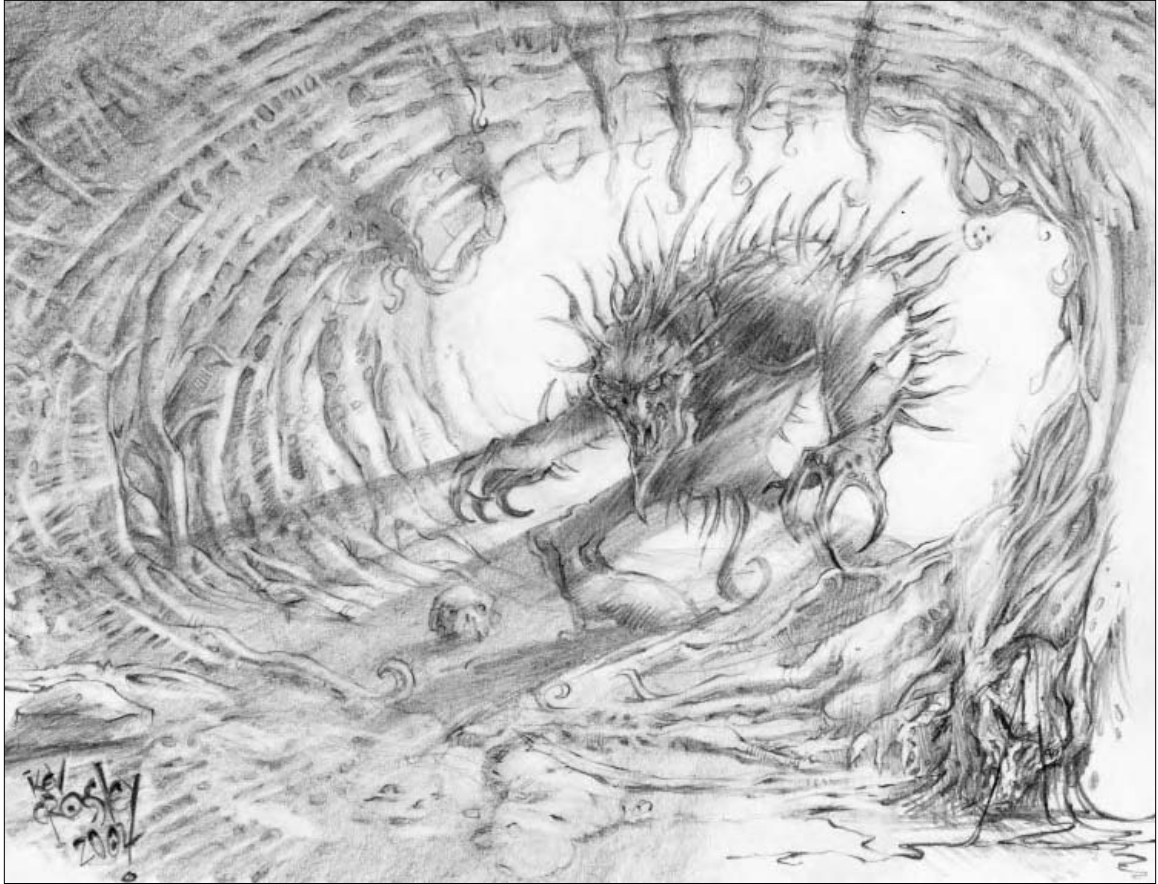
Tactics: Pherecyde always uses her *share pain* power on a nearby reflexion of her own creation. She also enjoys using *id insinuation* or, against a group, *energy burst*.

Development: Pherecyde believes that the destruction of the Oraculus has driven most of her fellow sages mad. Nothing can get her to believe otherwise. She has heard the flaming cleft speak, and it commanded the death of all her

fellow sages. Thus, she seeks to build an army of reflexions bred for a single purpose: Murdering sages. However, if she doesn’t see the characters in the company of Thales (or another sage), and the characters do not advertise the patronage of any other sage, they may change her attitude. Pherecyde initially begins with an unfriendly attitude if the characters take care to show no affiliation with any sage; otherwise, her attitude can’t be shifted from hostile in this circumstance. If the characters succeed at a Diplomacy check (DC 25) to change her attitude to friendly, she talks to them and even aids them.

A friendly Pherecyde is still a little mad-eyed and breathless. She tells the characters of her plan to create an army of reflexions that, when fully assembled, she wants to use to hunt down all former members of the Seven Sages. She truly believes that each sage is in the thrall of some terrible dream entity that hopes to enter the waking world permanently. Of course, she is half right, though she herself is “infected” because she wears her own dreamgift item (*ring of the frozen heart†*). If the PCs broach the subject, she doesn’t believe (her dreamgift won’t let her believe) that





the same power responsible for allowing the sages to build dreamgifts could be the entity that she fears—she laughs off such fears as ridiculous. If the characters indicate that they, themselves, seek to eradicate all the other sages, she offers to join them, along with one of her flamebrother reflexions—so she can “scout out” the positions of her enemies.

Treasure: Along with her standard implements and tools that one can find in any artificer’s shop, Pherecyde has hidden one *minor dreamseed*†, which allows her to exceed the Hit Dice limit on the reflexions she creates. She also keeps a box with 100 pieces of incense worth 10 gp apiece.

Around Pherecyde’s neck is a necklace on which is strung the sign of an open palm. This is Pherecyde’s token. The characters must retrieve it to access the True Adyton.

12. FLUME

After the characters use the dream link, they show up in area 12a, which a sage named Cleobulus originally controlled.

12A. FLUME (EL VARIES)

Read or paraphrase the following when the characters first enter this space:

A stench overpowers all other senses. This 7-foot-diameter, sickly grey-pink tunnel is uncomfortably close, and it slowly pulses in some sort of terrible peristaltic process. The tunnel walls are soft and yielding. The bottom foot of the tunnel runs with a milky liquid in which bits of charnel, filth, and other oddments float.

The sage Cleobulus originally formed the Flume as a dream of cleansing, but in the Shallows, it became a mental sewer, where all the mind’s worst elements fester, rot, and run in useless circles without ever finding release. Cleobulus called this shallow into existence, but it does not have the qualities he had desired: He had wanted it to ease the nightmares that assailed him when the Oraculus first splintered. Since that time, Cleobulus’ mental state and form have deteriorated beyond recall.

Development: Any other sage who accompanies the characters knows that this failed dream was Cleobulus’ dream

gone horribly bad. Now he or she believes Cleobulus is insane and dangerous. (Of course, most of the sages believe that of each of their former fellows.)

12B. MILKPOOL (EL 7)

After heading down the tunnel from 12a, the characters see the following:

A blisterlike chamber interrupts the tunnel. The same milky fluid that runs in the tunnels covers this floor, but the odor seems less oppressive here. A haze hangs over the fluid in this chamber.

Like a disembodied liver, this chamber served as one of Cleobulus' attempts to clean the filth that flows in this dream. While only a marginally successful filter, it certainly poses a danger to more than just filth.

Creature: An albino black pudding floats in this chamber, though its coloration makes it difficult for characters to discern it from the fluid on which it feeds.

Black Pudding, Albino (Dreamborn): hp 115; AC 3 (20% miss chance); see MM

Tactics: Call for Spot checks (DC 20) by any character who comes to within 10 feet of the edge of the pudding. If successful, the character notices that something is not quite right as the milky pudding shudders up from the pool to attack, using its 10-foot reach to best advantage. Characters who make the Spot check can participate in the surprise round.

Treasure: Hidden by the muck in the bottom of the pool where the milky pudding "laired" is an accumulation of stone detritus that the creature's acid could not break down. Lying within the morass is a +2 *wounding longsword* carved of a ductile stone that gives it the same qualities as metal. Words written in Elvish on the blade name it "Stoneward."

12C. DRAIN

Some time after leaving 12b, the characters see the following:

Dozens of slowly pulsing tunnels, most only a few feet in diameter, feed milky fluid into this chamber. A whirlpool in the center of the chamber constantly drains the excess fluid away to some lower, unseen destination.

The drain measures about 5 feet in diameter, large enough for even a Large creature to squeeze down. However, the sides of the drain are smooth, slimy, and difficult to climb, especially since climbers must climb while submerged and

battered by the draining fluid. But, those who wish to find Cleobulus must make the descent.

Climbing Down the Drain: Climbers must hold their breath for the duration of the climb. The drain is 100 feet deep, and those using the Climb skill normally move at only one quarter their normal speed per round (unless they attempt to move at half their speed and accept a –5 penalty on their Climb checks). This means the average creature with a 30 speed takes 13 rounds to descend the shaft (this assuming the creature can make Climb checks normally). Those who attempt to go faster can do it in 7 rounds. In the former case, those holding their breath may risk drowning (see "Drowning" in Chapter Eight: Glossary of the DMG).

The Climb DC for free-climbing the drain is 30. The Climb DC for a rope-assisted climb is 10, or for a knotted rope, 5. (These values include an additional –5 penalty for climbing while in the torrent of the milky fluid draining down the passage.)

12D. NADIR OF THOUGHT

A torrent of milky white fluid pours from a vent in the ceiling into this chamber. The air here is noticeably warmer and unpleasantly humid. A greenish mucous coats the curved, otherwise pinkish walls of this chamber, as well as the tunnel that leads away. The ubiquitous fluid drains away down the tunnel, burbling and gurgling.

12E. DEAD DREAMS

After climbing down the drain, the characters see the following sight:

The fluid is diverted around a slender projection in the floor. Lying scattered upon the dry pink surface are humanoid skeletons, each slicked with the green mucous that coats and dries on the walls.

These physical bodies come from dreamers who fell into this shallow. When the Flume captured their dreamselves, their physical bodies were drawn right through into the shallow. Then Cleobulus, who needs untainted dreams to retain his own form, fed upon them.

Development: No other sages know the low to which Cleobulus sank when he isolated himself here in his horrible shallow. But should any sages now accompany the party, they do not like the look of things and seem a bit frightened by the mucous-coated bodies. They say, "It portends a great change in Cleobulus—he has become an eater of more than just dreams."

12F. DREAMS ARE MEAT (EL 9)

The pulsing tunnel opens into a wide and high chamber. A sickly emerald light from a pustule rooted in the ceiling above reveals another wide island free of the milky fluid, which drains away down slender tubes on the chamber's periphery. The island is a smooth black expanse of obsidian that seems out of place in this moist, organic environment—like a foreign body lodged in a living creature. It serves as the source of the infection of this shallow. Complex sigils and signs are scribed all across the surface of the stone—equations, words, runes, and pictograms running into each other and garbling whatever sense each alone might have contained. Lying dead upon the slab are more humanoid corpses, which are skeletal and slicked with fresh green mucous.

Cleobulus procured this enigmatic stone from a dream on the very edge of the Shallows. Seeking to find comprehension in its mad scribbles, he only ended up ripping three psychoses from himself, each of which took on an all-too-real form. Gleefully, they turned on Cleobulus and consumed him; one of the mucous-coated skeletons is his.

Creatures: All that remains of Cleobulus are three of his most virulent psychoses given flesh. The three phthisics, as they are called, are Oblivion, Angst, and Hunger. They lurk in this chamber most often, though they sometimes head off into wider dreams (both in the Shallows and in Dream) seeking dreamselfes they can grab and bring back to feed upon. Other times, they go directly into the waking world by way of the crater, if they can slip by the fire giant reflexion† guarding the way.

The three phthisics rise to the surface of the milky fluid at the edges of the dark stone after a few rounds of activity in the chamber—they are always hungry. They each look somewhat similar to each other, and each wears some bits of Cleobulus' garments and clothing. Angst wears the token.

Oblivion, Angst, and Hunger (Phthisics) (3): hp 57 each; see Chapter Eight: Monsters in the *Expanded Psionics Handbook*

Development: The black stone with the various strange marks is cast off from a dream of a wyrm amethyst dragon that sleeps away the centuries in some lost lair of the material world. The stone, if deciphered (requiring three successful Knowledge [psionics] checks [DC 30] in a row; each check comes only after a week of steady research), provides enough information to locate the lair and a way to access the hoard and the sleeping dragon.

Treasure: Various oddments are hidden below the edge of the onyx stone, including some of Cleobulus' wealth: 942 gp in a rusted iron chest, an emerald worth 400 gp, and the *slumbering heart*†.

Around Angst's neck is a necklace on which is strung the sign of a fractured sphere. This is Cleobulus' token; the characters must retrieve it to access the True Adyton. On Hunger's finger is the *ring of electrocution*†, Cleobulus' dreamgift.

13. PALE SHALLOW—WILD FIELDS LINK

This archway instantly transfers those who step through it between areas 10 and 17.

14. PALE SHALLOW—FIRE TEMPLE LINK

This archway instantly transfers those who step through it between areas 10 and 11.

15. FIRE TEMPLE—FLUME LINK

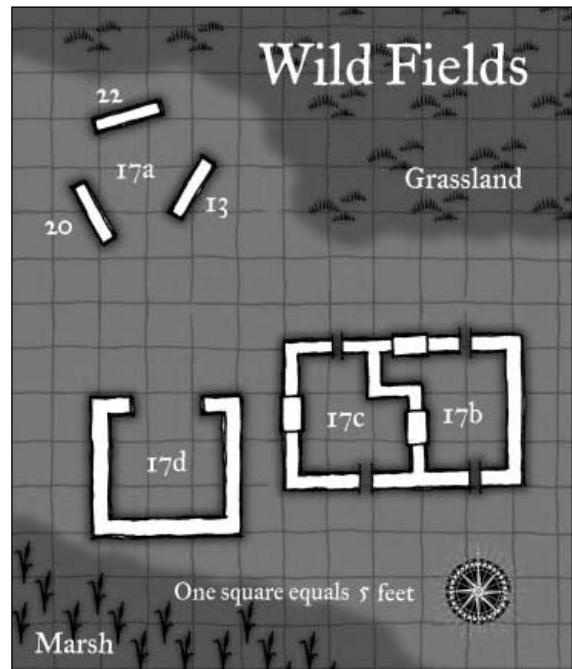
This archway instantly transfers those who step through it between areas 11 and 12.

16. FLUME—CITY LINK

This archway instantly transfers those who step through it between areas 12 and 18.

17. WILD FIELDS

The sage Chilon lives within the Wild Fields shallow, where he does his best to keep himself safe.



17A. ARRIVAL POINT (EL 10)

Read or paraphrase the following when characters first enter this space from one of the dream links:

A wide, rolling plain of grass stretches in all directions but one, where the edges of a watery, primeval marsh begin. A simple one-story house with an adjacent stable stands at the edge of the marsh. Across the plains, a herd of buffalo passes, making a sound like distant thunder.

Unless the characters take special pains to sneak through one of the links leading to this shallow, creatures lurking at the edge of the nearby marsh smell the newcomers and launch an attack.

Creatures: Twelve phrenic soldiers (giant ant soldiers with the phrenic template from the *Expanded Psionics Handbook*) burst from the cover of the tall grasses, intent on bringing fresh food back for the queen and workers that nest farther back in the swamp. Normally, the phrenic template is not compatible with mindless creatures; however, the dream-born subtype these vermin also possess (see Chapter Six: Psionic Monsters) mixes up the normal rules of reality in the Shallows.

Phrenic Soldier Giant Ants (12): CR 3; Medium vermin (dream-born, psionic); HD 2d8+2; hp 11; Init +0; Speed 50 feet, climb 20 feet; AC* 18 (20% miss chance), touch 11, flat-footed 17; Base Attack +1; Grapple +3; Attack +3 melee (2d4+3, bite); Full Attack +3 melee (2d4+3, bite); SA Acid sting, improved grab, psi-like abilities; SQ Naturally psionic (1 power point), power resistance 12, scent; SV* Fort +5, Ref +1, Will +3; Str 14, Dex 10, Con 13, Int —, Wis 15, Cha 15

* Presumes +1 bonus to Armor Class and saves for active *defensive precognition*

Skills and Feats: Climb +10; Track^b

Psi-Like Abilities: 3/day—*defensive precognition* (+1 insight bonus); 1/day—*force screen* (+4 to AC for two minutes). Manifest level 2nd. The save Difficulty Classes are Charisma based.

Tactics: From cover, all the ants activate their *defensive precognition* before attacking. Then, half of the phrenic soldiers move (charge if possible) and attack immediately. The other half move, then spend a standard action activating their *force screen* psi-like ability to increase their AC to 22, touch 11, flat-footed 21. After that, they join in on the attack. The phrenic soldiers break from cover across the wide line of the marsh edge, so grouping is minimal at first.

Development: On the third round of combat, Chilon the sage emerges from the stable (17d) astride his armored bayard†. He attacks the phrenic soldiers, helping the characters in the fight, even if Thales or another sage accompanies the party. He calls out, “Ho, dreamers, I am here to help!” If attacked (a possibility if one of the crazier sages accompanies the party), he turns his attention to defending himself.

Once the combat concludes, the PCs can speak with Chilon. See area 17d for Chilon’s perspective.

17B. CHILON’S FRONT ROOM

If the characters enter through the external or internal wooden door leading to area 17b, read aloud or paraphrase the following:

A large stone fireplace on one wall dominates the comfortable living space. Wood carvings of small creatures of the plains, including hares, jackals, and wolves, surround a single chair. Besides the comfortable chair, the side of the room opposite the door holds a small table, an indoor sink, pots and pans, and other cooking implements neatly stacked and clean.

Chilon spends a lot of time sitting in the large chair looking out the window at the rolling plains, and carving wood.

17C. CHILON’S BACK ROOM (EL 8)

Both an external and internal wooden door lead to area 17c. Read aloud or paraphrase the following once the PCs enter the area:

A grand and comfortable bed seems out of place in this rough-hewed home. But, then again, it is all a fabrication of the mind.

A Search check (DC 23) reveals a hidden trap door in the floor. The trap door opens to reveal a slender ladder that plunges 20 feet into a rock-sided vault. The vault contains a trapped and locked steel-door wall-safe (DC 28 to open lock). Inside is Chilon’s token (a silhouette of a leaping hare); Chilon’s dreamgift given him by Thales—which he has wisely put aside because he didn’t trust its providence—the *ring of fiery torment*†; and a trove of platinum in a flat metal box (300 pp in all).

Scything Blade Trap: CR 8; mechanical; touch trigger; manual reset; Attack +16 melee (2d4+8 plus poison, scythe); poison (DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19

17D. STABLE (EL 8)

The stable stands open to the area, though Chilon can close off its internal stalls by pulling the stall doors closed:

This stable contains two wide stalls, but one is obviously used for tack and feed. Strangely shaped saddles, leather straps, buckles, equipment for mucking out the stalls, and other mundane equipment hang neatly on the side walls.

Creatures: Characters who get into this shallow without gaining the attention of the phrenic ants, described in 17a find Chilon here, attending to his bayard†.

Chilon, Male Human Psychic Warrior 5/Astral Dragoon† 3; CR 8;

Medium humanoid; HD 5d8+10 + 3d10+6; hp 48; Init +1; Speed 20 feet (when not mounted on bayard); AC 23, touch 11, flat-footed 23; Base Attack +6; Grapple +9; Attack +12 melee (1d10+6/19–20/×2, +2 *bastard sword*) or +7 ranged (1d8, light crossbow); Full Attack +12/+7 melee (1d10+6/19–20/×2, +2 *bastard sword*) or +7 ranged (1d8, light crossbow); SA Psionics; SQ Astral dragoon prestige class traits; SV Fort +9, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 8

Skills and Feats: Concentration +10, Handle Animal +6, Ride +12; Combat Manifestation, Exotic Weapon Proficiency (bastard sword), Power Attack, Psionic Meditation, Psionic Weapon, Weapon Focus (bastard sword) (figured in), Weapon Specialization* (bastard sword) (figured in)

* *Chilon has this feat, normally inaccessible to him, due to the result of a reality revision power manifest by a previous patron.*

Possessions: +1 *full plate*, +1 *heavy shield* (mundane crystal), +2 *bastard sword* (mundane crystal)

Coalesce Bayard (Su): Chilon has a bayard as a mount.

Expert Rider (Ex): Chilon gains a competence bonus equal to his prestige class level on all Handle Animal and Ride checks associated with his bayard while he is mounted.

Call Bayard (Su): Once per day Chilon can call a bayard if the old one is no more.

Psychic Warrior Powers Known (3/3, 6th-level psychic warrior, save DC 12 + power level, 17 power points): 1st—*defensive precognition, empty mind, vigor*; 2nd—*body adjustment, body purification, dissolving weapon*

Bayard Mount, Modified: hp 52; +1 bonus to attacks and saves; see Chapter Six: Psionic Monsters

Development: Chilon acts amenable but indifferent. That is, he is very agreeable on all counts, except he won't actually agree to take a stand on any issue, especially concerning the Oraculus and the Seven Sages. As Chilon points out, "I'm retired from all that. Something is fishy with all these dreamgifts and Far Future messages. My job was to provide security for the Oraculus. And

look—I've failed. The Oraculus is no more, and I'm retired." He won't defend his position in the face of any arguments the PCs or other sages in tow might make.

If the characters can shift Chilon's attitude from indifferent to helpful (as per "Influence NPC Attitudes" in Chapter Four: Skills of the *Player's Handbook*) Chilon will give the characters his Seer token, which he keeps safe in his back room (17c). The DM should be willing to grant clever PCs a bonus on the Diplomacy check of as much as +5 if they come up with particularly compelling arguments why Chilon should give over his token. Characters who beat the required DC by 5 (a DC of 35) may even convince Chilon to accompany them to "get to the bottom of the situation."

18. THE CITY

The sage Biana exists, if that's the word for what's left of her, within the shallow known as the City.

A sourceless, wan light illuminates a fantastic city. The City is an architectural masterpiece built on, around, and within an incredibly huge pyramid-shaped temple that serves as the City's heart. The whole of the City is difficult to grasp due to its sheer size. Its complexity and beauty both attract and distract attention. A series of elevated towers, covered galleries, chambers, porches and courtyards on different levels linked by thousands of stairways makes up the huge temple. Intricate and beautiful relief carvings cover almost every edifice; they are complicated and symbolic of secrets lost to time. The highest and most prominent features of the City are five massive towers: four in the corners and one in the middle. Graduated tiers, one rising above the other, give the towers a conical shape. Near the top, rows of lotuses taper to a point. The overall profile of each tower imitates a lotus bud. And everywhere throng silent, faceless humanoid silhouettes.

In her desire for the semblance of persistence and community, Biana created the City. However, the buildings are but shells holding hollow interiors, and Biana populated the City with nothing but violent reflections of herself.

The City doesn't continue forever. In fact, despite the tremendous vista in the distance, characters find that they can never reach that location no matter how long they travel. When they reach any edge of The City map (see next page), they continue forward on the opposite side of the map but in the same direction (though the characters do not experience any visual or physical consequence of this "wrap"). The City is, in truth, a collection of hollow buildings surrounded by the image of a much larger and grander metropolis. If the characters continue in one direction long enough, they likely become suspicious when they encounter the same area more than once.

Creatures: The silhouettes are dire dreamselfes†. On close inspection, they all resemble the same person: a woman with light hair pulled back in a pony tail, long, thin limbs, pale skin, a flowing skirt, and a draped blouse. Any other sage who accompanies the PCs can identify this as Biana. Unlike what might be expected from standard dire dreamselfes, the thronging masses in the City do not immediately launch an all-out attack on newcomers. That is because they are deviations on the norm, created by Biana through use of her *contemplation pearl*† (see area 18d). Yet even these dire dreamselfes defend themselves if attacked, and the nearest three dire dreamselfes also join in on the following round.

Dire Dreamselfes (4): hp 41; see Chapter Six: Psionic Monsters

Tactics: Any time a dire dreamself enters combat, it attempts to use *psionic lion's charge* and *strength of my enemy*. If the characters fight with dreamselfes after they've dealt with Biana, they face new waves of three dire dreamselfes every 3 rounds (see area 18d) as the creatures lose their somnolent thronging state of existence.

The dire dreamselfes are everywhere; they are always visible no matter where the characters wander in the City, whether they remain outside or enter a hollow building (unless the characters specifically close them out—but then the dire dreamselfes attempt to burst through the dream walls of the buildings, which are none too strong).

Development: All the structures use the *walls of dream* awakened dreamer† class ability.

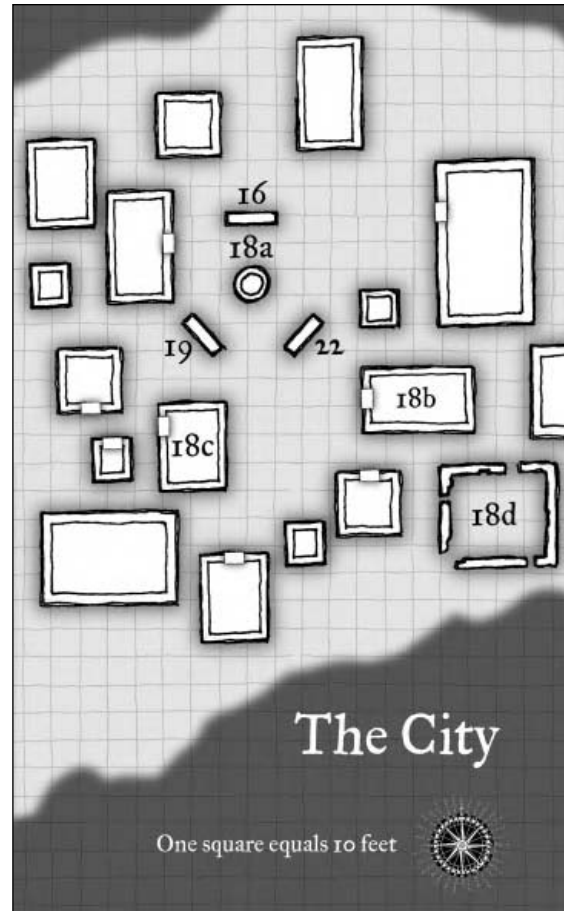
18A. CITY SQUARE

Allow the characters to absorb the information given to them when they first entered this shallow, then read aloud or paraphrase the following:

Milling, faceless silhouettes wander freely through the wide city square, which is framed by towering buildings studded with blind windows. A fountain stands at the center of the square, clear water lapping gently within it. Inscribed symbols dot the lip of the fountain. Three arches filled with opaque mist are spaced equidistantly around the fountain.

The symbols scribed on the edge of the basin are rendered in Common and read, "If I shed enough dreams, can I shed the taint growing in my brain?"

Development: Those who succeed at a Listen check (DC 18) hear a sound like wind blowing through eaves, faintly, in the direction of 18b. Those who succeed at a Spot check (DC 15) note that while all the visible buildings seem a uniform grey, one of the structures is clearly blue—see area 18c.



18B. TOWER OF SIGHS

When the PCs near the Tower of Sighs, read aloud or paraphrase the following:

This tower reaches a height of five stories, one of the highest structures in the City, though it leans slightly. Its blind windows open brokenly to the vista, and the single door at its base gapes wide. From these openings, wind sighs and shudders.

A pale disembodied light hangs at the center of this hollow structure, which stands five stories high. This is the source of the sighing wind. This close, a character can discern that the "wind" is in fact the sound of a woman crying. Woven into the sobs are whispered words and sentences: "Please!"; "The blackness grows!"; and "The Dark Plea has touched each of the Seven, even me!"

Development: Dire dreamselfes wander into and out of this open building. While they walk within it, their empty mouths move in conjunction with the sighing words emitted from the disembodied light.

If any sage accompanies the PCs, he or she blanches (Spot check, DC 15, for a PC to notice). Except for Anacharsi and Chilon (who no longer suffer any Dark Plea taint), no sage decries the Dark Plea, though all have come to know its dark form lurking in the shape of things to come, and they fear it, despite the control the Dark Plea exerts through its dreamgifts.

18C. BUILDING OF BLUE

As the characters near the building of blue, read aloud or paraphrase the following:

Where the other buildings of this morose city are drab and grey, this structure has a pearl blue hue. It rises to a height of three stories.

Inside this building stands an iridescent sculpture of a woman, apparently wracked with pain. Player characters may find it hard to look at the sculpture, since the woman seems to be in the process of splitting into three or more separate individuals, all of whom look identical. All of the individuals have wide staring eyes.

Any creature that enters the room hears a single telepathic message: “With each semblance I cast off, my mind knows peace—but only until the blackness grows again.”

Development: Any other sage who accompanies the characters immediately identifies Biana. The sage notes that she has apparently “gone ahead and done it”—with “it” meaning that she cut off her eyelids so that even in dream she can see reality.

18D. FOUNTAINHEAD (EL VARIES)

When the characters approach this ruined building, read aloud or paraphrase the following:

Black silhouettes constantly pour from several holes in this building. The forms enter the area around you in a ceaseless stream that apparently has no end.

The dire dreamself emerging from this building do so in numbers approximating 12 per round. When they emerge, they scatter randomly into the cityscape by crossing into the “backdrop vista” that simply doesn’t exist for the characters.

If the characters enter the building (by pushing past emerging dire dreamselfs or breaking out a window), read or paraphrase the following:

The hollow shell of this building is the fountainhead for the shadow forms. A woman with one hand raised above her head floats transfixed just a few feet off the floor. She

rigidly clutches something that strobes twice a second with electric blue light. A veritable river of dire dreamselfs pour off her. This flood of silhouette replicas discharge from the unmoving woman’s body like ebony termites fleeing a burning piece of wood. The woman’s eyes, shorn of their lids, are wide and staring. Blood continues to seep down both her cheeks, and her face strains with an unrelenting rictus of pain.

The woman is the sage Biana, and her inability to see the source of the taint on her mind has led to this final terrible event. She is now no more than a shell, and she serves as a source for an unending stream of terrible progeny. She sought to shed the black touch of the Dark Plea with each dire dreamself she created (an ability of her awakened dreamer† prestige class), but as long as she wore the dreamgift, the *ring of screaming anguish*†, the taint grew anew, always quicker than before. She decided that this was because the dire dreamselfs she threw off were not long-lasting enough, and so she utilized the *contemplation pearl*† to give longer life to her dire dreamselfs. But still the taint grew, even when she threw off multiple dreamselfs. As time passed, she found herself throwing off dreamselfs once per day, then once per hour, then once per minute . . . until now finally she is locked into the process of creating dreamselfs. The spawning process has taken over, and like all the buildings of the City and the empty reflections of herself, her mind is blank and only the act of giving birth to the river of shadow supports her body.

Development: If the characters remove the token from around Biana’s neck (a charm in the shape of the silhouette of Biana), they do not disturb the shell of Biana and the fountainhead of dire dreamselfs. However, if they remove from her finger her dreamgift (*ring of screaming anguish*) or remove from her hand the *contemplation pearl*, the shell of the awakened dreamer collapses inward in a bloodless crumbling, leaving nothing but dust, clothing, and equipment. Attacking the shell of Biana accomplishes the same result.

If the characters destroy Biana’s shell, it forms no more dire dreamselfs, and the *contemplation pearl* ceases its frenetic pulse. But the dire dreamselfs begin to lose their somnolence and start attacking the player characters on the round following the collapse of the shell. The dire dreamselfs attack in waves of three, with three more coming in to attack every 3 rounds. Essentially a limitless supply of these creatures exists in this shallow, so the plan that serves the characters best involves scooping up the token they need, along with any other bits of treasure they desire from the remaining equipment, and then running for one of the archway links at 18a.

Treasure: Biana's shell carries her token, the *ring of screaming anguish*†, the *contemplation pearl*, a box with 20 sticks of incense each worth 20 gp, and a pouch holding 54 pp.

19. CITY—TRUE ADYTON LINK

This archway does not function unless someone carrying six of the seven tokens first opens it. (Remember, each of the Seven Sages carries a token.) Once a creature enters the link with the requisite number of tokens, the link remains open thereafter, functioning like all previous links.

Once functioning, this archway instantly transfers those who step through it between areas 18 and 21.

20. WILD FIELDS—TRUE ADYTON LINK

Once functioning (see area 19; this archway does not grant access until the prerequisites have been met), this archway instantly transfers those who step through it between areas 17 and 21.

21. TRUE ADYTON

Once through the dream link, the characters find themselves in the place that Thales had hoped to reach: the True Adyton. Read aloud or paraphrase the following to give the characters an overview of the area:

You are on a thick shard of earth falling through a sky void of light. Dim red lightning crackles and stutters across the black formlessness. A sharp, cold wind tugs and pulls toward the rough precipice on three sides.

21A. TRUE ADYTON COURTYARD

After the characters absorb the impact of the area around them and seek to move about, read aloud or paraphrase the following:

You stand on a bare section of stone, roughly 25 by 40 feet, and no handrails protect an unwise viewer from tumbling into the void around you. This bare area is empty but for the two free-standing archways; a thin wall of opaque mist fills each one.

At the back of this courtyard is a discolored marble wall, like the side of some classical and grand structure. Double doors of decoratively carved wood stand slightly ajar in the center of the walls.

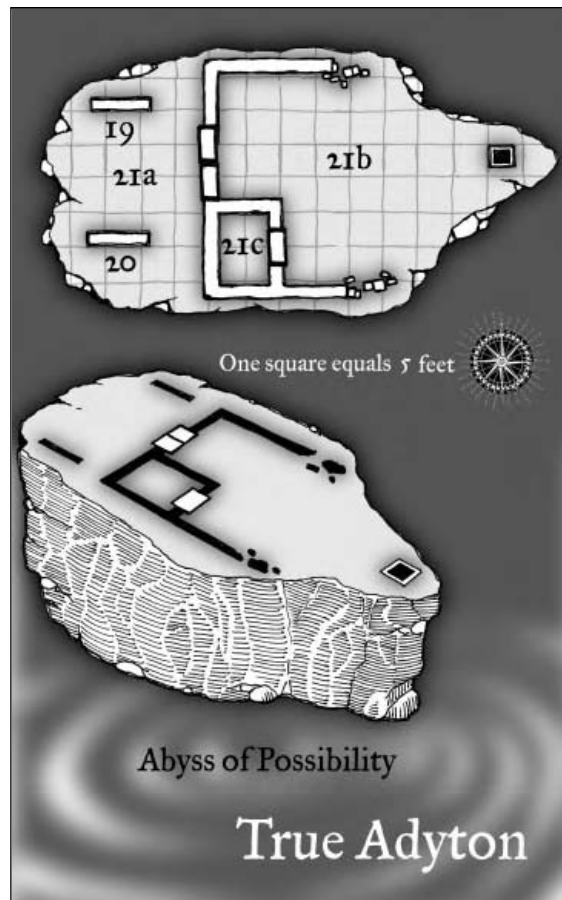
This is the last recognizable section of the original Oraculus, and the double doors lead into the True Adyton, area 21b.

Creatures: A psicrystal that sits propping open the double doors suddenly lights up should any creature come through either of the links. It is Anacharsi's psicrystal, and it immediately warns her of intruders. Using its flight ability, it flits back fully into area 21b, ready to aid Anacharsi.

21B. OVER THE ABYSS (EL VARIES)

This marble building that was once whole has shattered, leaving the far wall a gaping cavity that looks out over a terrible emptiness. A lip of stable rock reaches out over the void, which swirls and sucks below the floating island of rock like an abyss of possibility. The lip of rock contains a solid chunk of marble, to which a great tome is shackled. A vigilant woman in a white cloak stands before the marble podium.

The characters have found the inner core of the original Oraculus, and it stands exposed to the feral gaze of the Far Future. The presence of the Dark Plea's long reach is visible as the whirling vacuity below, which Anacharsi has come to call the Abyss of Possibility.





Creatures: And thus the characters discover Anacharsi, the last of the Seven Sages.

Thales (or any of the other tainted sages accompanying the party), screams with rage upon seeing Anacharsi, saying, “Finally we find the ultimate traitor—she who holds the Oraculus hostage to her own mad schemes!”

If Anacharsi sees that Thales or another of the tainted sages accompanies the characters, she calls out, “Hold! Will you hear the truth, or will you instead continue to listen to one whose mind is fully in the grasp of the Dark Plea?”

Anacharsi Female Human Seer 9: CR 9; Medium humanoid; HD 9d4+9 (+14 for Psionic Body, +3 for Toughness); hp 50; Init +3; Speed 30 feet; AC 22 (assumes *inertial armor* active), touch 14, flat-footed 19; Base Attack +4; Grapple +4; Attack +4 melee (1d6, staff); Full Attack +4 melee (1d6, staff); SA Psionics; SV Fort +6, Ref +8, Will +10; Str 10, Dex 16, Con 12, Int 19, Wis 13, Cha 8

Skills and Feats: Concentration +13, Craft (dream interpretation) +16, Knowledge (psionics) +16, Knowledge (the planes) +10, Listen +3, Psicraft +16, Spot +3; Empower Power, Lucid Dreaming† (figured into Will save), Psicrystal Affinity, Psionic Body, Psionic Meditation, Psionic Talent, Toughness

Possessions: +2 mithral buckler, +1 ring of protection, +1 amulet of natural armor, staff, 2 psionic tattoos of body adjustment (manifest level 1st), psionic tattoo of inertial armor, dorje ego whip (manifest level 5th), +2 cloak of resistance, +2 bracers of health, 5 power stones of hand of isolation†, 5 power stones of morality of isolation†

Seer Powers Known (5/4/4/4/2, DC 14 + power level, 92 power points): 1st—conceal thoughts, crystal shard, precognition, psionic daze, synesthete; 2nd—clairvoyant sense, ego whip, mass missive, thought shield; 3rd—body adjustment, dispel psionics, escape detection, psionic blast; 4th—energy adaptation, intellect fortress, psychic reformation, remote viewing; 5th—eye of isolation†, second chance

The characters could attack Anacharsi, though she continues to converse with them in an attempt to tell her story. If the characters wish to talk, refer to the following points. At some point during this conversation, if the characters seem to be buying Anacharsi’s side of things, Thales or another tainted sage accompanying the PCs (if any) simply attacks Anacharsi. Note that any PC wearing or attempting to remove a dreamstained item must also make a check at this point—see “Development,” on the next page.

All right, what is the truth? “The truth is that the Far Future was a false hope; the Oraculus and its sages fell for a falsehood spun by an entity whose creation is anything but assured—the Dark Plea. When we saw glimpses of the future, it was only the future this Dark Plea wished us to see. And the information it fed back to us was poisoned and aimed only at increasing its own likelihood of eventual creation. Specifically, it gave us knowledge of dreamgifts, or, as I call them, dreamstained items. Each dreamstained item created and used is another link that the Dark Plea could use to cement its own eventual certainty. And lest there be any mistake, the Dark Plea is evil, and all avenues to its probable future should be cut.”

What is the Dark Plea? “I believe it is a godmind that seeks vengeance against all living creatures of the present for its death—I do not know more than that, but I can infer that somehow its psionic influence persisted and grew, at least in one improbable timeline, which we call the Far Future. If things occurred naturally, the Dark Plea’s creation would be too improbable, and the possibility of the Far Future would collapse.”

Where is the Dark Plea? “In an improbable future.”

Why is the Dark Plea using Dream? “What is Dream but the mind’s power unbound and allowed to rear edifices of pure mentality? Dream is akin to the power of pure genesis, the most powerful force in the multiverse. Also it is the most mutable and most suited for the Dark Plea, as a psionic entity, to alter according to its will. Through Dream, the Dark Plea created channels of communication, and with its dreamstained items, links of control. It uses that control over the sages who continue to wear dreamstained items.”

What are you doing here? “I hold this direct channel to the Dark Plea’s future, down which it whispered its terrible secrets. As long as I guard this place, none of the tainted sages could attempt to return it to the waking world. I could not leave without opening the way to the other sages. But, now that you are here, tokens in hand, we can close this channel permanently.”

Why didn’t you close the channel when you splintered the Oraculus? “I tried, but the Dark Plea guessed my intention—I had hoped to permanently destroy the Oraculus, but through its influence, it sent each section of the Oraculus into a private dreamspace, preserving them against possible reunification.”

What is the book? “This monstrosity is called the *Book of the Shallows*†—someone wearing a dreamstained item linked to the Dark Plea penned it. When Thales first found it, he brought it to the Oraculus. He set in motion a series of events that has led to our current circumstances. I have perused it for a way to close this channel to the Far Future permanently, and I have indeed found a way. But it is a work of pure evil, and I had to read it by using mental powers of filtration to keep my soul clean from its foul influence. (Anacharsi refers here to her powers of *eye of isolation*†, *hand of isolation*†, and *morality of isolation*†.) I have learned from it, though, what I need to know.”

Abys of Possibility: If any creatures fall or are pushed from the floating section of True Adyton, the relentless pull of the Far Future sucks them in, like pieces of flotsam caught in a whirlpool. Such a creature endures 3 rounds of swirling around the edge of the abyss, each spin pulling it ever closer. Finally, the time tides grow too extreme, and, at the beginning of the fourth round, any creature still in the grip of the abyss is pulled asunder, and the void sucks the parts away into the Far Future. Essentially, the abyss destroys its victims beyond recall.

Development: Though the characters might not listen or they may choose not to believe Anacharsi, the preponderance of clues provided in the previous portions of the adventure argue that most groups will choose to believe her.

Several things happen at once:

Event One: If Thales or another tainted sage still accompanies the characters, he or they do not wait for the characters to draw any conclusions—their “good-guy” masks slip, and they scream out, fully under the control of the Dark Plea. Their screams burst forth in a new voice of ringing dread that joins in awful union with a far worse mental voice. “You shall block me no more, creature of mere flesh!”

Event Two: Any PCs wearing dreamstained items must immediately make a Will saving throw (DC 15). Those who fail come under sway of the Dark Plea and also attack Anacharsi for 1 round, after which they can make a new saving throw to attempt to break free. Characters who continue to wear dreamstained items and who have not fallen under the control of the Dark Plea, or who have gained control of themselves again, must make a new saving throw every round to resist the Dark Plea’s sway.

Event Three: The Dark Plea sends reinforcements—any tainted sages whom the PCs have not already killed or immobilized previously in the Shallows arrive in 1d4 rounds, and they have murder in their hearts. They attack uncontrolled PCs, untainted sages, and Anacharsi. On the second round following any hostilities, four dire dreamselv† arrive. (None possess an outline of anyone the characters know.) On the third round following the beginning of hostilities, one phrensy† arrives. On the fourth round, one hungry dreamer† shows up. And, on the fifth round, the body of any one sage the characters have previously killed (or whose dead body they saw) in an earlier shallow arrives through a link, animated by the Dark Plea’s fell psionic power. Though the animated body appears as a specific fallen sage, it has the abilities of a mohrg (see the MM).

The goal of the Dark Plea and its creatures is the destruction of all whom the Dark Plea does not control. The goal of Anacharsi (and the PCs) is to survive the attack.

21C. ANACHARSI’S CHAMBER

A single carved wooden door leads to the chamber Anacharsi claimed as her own. Read aloud or paraphrase the following:

This chamber contains a cot, a shelf stuffed with composition books in front of a tiny desk, a small flat-topped stove with a teapot, and several metallic bands. Each set of bands possesses a different tint. A chest sits beneath the desk.

“Dream journals” fill the shelves; each contains matter-of-fact accounts of dreams of hundreds of different random people of the material world.

Characters who open the last journal and look to the last entry see the following note:

“If all seven tokens are returned whence they came, the channel should seal itself. The beast on the edge of forever will lose its foothold in the Shallows, even though they are of its creation. My visions tell me that some travelers gather the tokens, even now, and soon they shall come to me. Is the end near?”

Treasure: Most of the bands are mere decoration, but one is the *torc of many in one*†, Anacharsi’s dreamstained item, which she sensibly refuses to wear. In the chest are 12 loose diamond chips each worth 10 gp, five sticks of sandalwood incense each worth 5 gp, and a small sculpture of a great bear in ebony worth 500 gp.

CONCLUSIONS

The battle in the True Adyton determines many future possibilities.

IF THE DARK PLEA PREVAILS

If the PCs fail and Anacharsi falls, the Dark Plea eventually reconstitutes the Oraculus with whatever sages remain, or with new sages, all controlled by dreamstained items. As time goes on, the dreamstained items slowly begin to gain a foothold in the campaign due to their low price in comparison to comparable magic or psionic items. And, as the dreamstained items spread, the Dark Plea’s power grows stronger and more insidious. What this means is up to the DM.

IF THE CHARACTERS PREVAIL

If the characters defeat all the threats that the Dark Plea can muster in the short period of time, described in the last encounter of the adventure, they have a chance to end the threat of the Oraculus permanently.

If Anacharsi survives, she immediately demands all the tokens, and, with a few weighty words, tosses them into the Abyss, along with any dreamstained items that remain. (Only the tokens create the effect—the dreamstained items do not need to be thrown into the Abyss.) The characters can achieve the same end by tossing all the assembled tokens into the Abyss, too. If Anacharsi is dead, the characters have to figure this out for themselves, though they’ll find a clue in Anacharsi’s private room (area 21c).

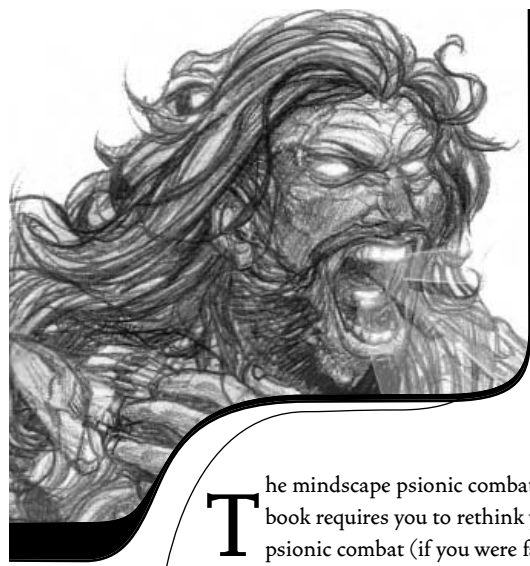
When all the tokens are tossed into the Abyss of Possibility, a chain reaction begins that takes 20 rounds to

conclude. From the throat of the whirlpool, a drop of red suddenly appears, and, round by round, it begins to swirl outward from the Abyss. It grows stronger and more vibrant, until all the surrounding space is a vast ruby hue. With the spread of the scarlet stain begins a sound. It is low at first, but, as each round proceeds, it grows in pitch until on the tenth round it becomes an almost unbearable scream.

Finally, a flash of white explodes so brilliantly that all creatures that have their eyes open are blinded for 1 round. In the afterglow, the Abyss of Possibility is gone. Where all before was a void (then scarlet), now a pearly glow illuminates the area softly. Most significantly, the archway links that hard-networked each Oraculus shallow to the next begin to flicker and stutter; they are beginning to fail. The characters have some time to find their way back to the waking world and exit through the crater. (*Note:* A DM could make this a race against time if desired and throw in some dreamborn threats to slow the characters down, too.) Otherwise, if the PCs wait until after the links fail, getting out could prove more troublesome (but not impossible).

Dreamstained Items: Any dreamstained item that still exists after the destruction of the Abyss of Possibility loses its connection to the Dark Plea. This means that the Dark Plea can no longer influence wearers. The items do not lose their other negative effects, but the characters have eliminated the dire possibility that a user of a dreamstained item can become a mere tool of the Dark Plea while using these items. No being can create further dreamstained items. Those with the Craft Dreamgift† feat instead know the Infuse Dream† feat in this scenario.

Dark Plea: While down, this entity is not out. However, its influence diminishes markedly in the world where the Oraculus once existed. With its tendrils of influence severed, even the Shallows is a far less dire place to dream than before. However, the Dark Plea is nothing if not resourceful. Even the most powerful of heroes cannot eradicate it in the present—it is only a future possibility. While the characters removed the best chance for influence in the campaign, it has corrupted other worlds completely, and the seeds of that corruption, like a conquering virus, still spread between worlds and planes. While the world of dreams is lighter for the destruction of the Abyss of Possibility, the Dark Plea will return to this, its most fruitful realm—that of dream, and mind.



Mindscape Psionic Combat

*Floating through a darkened mirror / Deep reflections in disguise
Soaring through lost altitudes / Without wonder, without fear
Symbols on a field of visions / Behind the curtain of sleeping eyes
On the instant of waking / Another world of dreams appears*

—Rush, “Nocturne”

The mindscape psionic combat system detailed in this book requires you to rethink your philosophy of psionic combat (if you were familiar with the psionic combat systems of the *Psionics Handbook* v. 3.0 and earlier editions of the psionics rules, that is). A few mindscape psionic combat terms are similar to terms utilized by the defunct combat system, but their meanings differ in this book. Here, psionic individuals engage each other’s mental avatars on a fully visualized mental plane, while their physical bodies clash in the realm of the real. This mental plane, this mindscape, lies beyond the senses and comprehension of nonpsionic creatures.

When two psionic beings encounter one another, they instinctively go on the defensive to protect the territory of their minds, much as wolves protect their territory when

threatened. This instinctual response can call up a mindscape, where each being presents an avatar of itself. A mindscape is a nonphysical plane where beings with psionic capability can meet. If either being seeks conflict, then mindscape psionic combat begins, and its effects can influence how matters go in the physical world.

WHAT HAS CHANGED?

The optional mindscape psionic combat system, which appeared in an earlier form in *Mindscaapes*, completely replaces the psionic combat system described in the *Psionics Handbook*

v. 3.0 and sits “on top” of the basic rules of the *Expanded Psionics Handbook* as a fully integrateable rule module. The psionic combat system described in the *Psionics Handbook* v. 3.0 is hereafter referred to as the “defunct system,” and the system presented here is referred to as the mindscape system. Keep in mind that the attack and defense modes of the defunct system have been translated into straightforward powers in the *Expanded Psionics Handbook* and are available for the various psionic classes to take as part of their psionic power repertoire. (You can see these powers in Chapter Five of the *Expanded Psionics Handbook*.)

When Zelestine the colorless adept encounters her acquaintance, T’leth the psion, their psychic avatars may immediately engage on a mental plane. As friends, the two call off their avatars, with no harm done. But, if ever they should meet as enemies, the results of that engagement have significant repercussions in the physical world, affecting their ability to manifest powers against each other, engage in melee, resist the effects of specific attacks the other might launch, and more.

In the defunct psionic combat system, psionic characters choose whether to engage in psionic combat. In the mindscape system, the mere presence of another psionically endowed creature can put a psionic individual on mental combat footing—it happens automatically when two or more psionic characters detect one another and at least one of them desires mindscape contact. However, whether actual psionic combat occurs is a decision either can make—they can refuse to clash psionically, they can keep the conflict to the mental plane alone, or they can allow the combat to spill over into the realm of the physical.

OVERVIEW

The mindscape psionic combat system includes the various psionic combat modes described in this book on page 36. A psionic creature automatically knows each combat mode described here; knowledge of each mode is simply part of every psionic creature’s heritage. Think of mindscape psionic modes as akin to “mental attitudes” for the psionic individual. One mode or another is always active—just as a normal creature always has an attitude, be it happy, sad, murderous, or pacifistic, so too does a psionic creature always have a mode active.

Key Terms

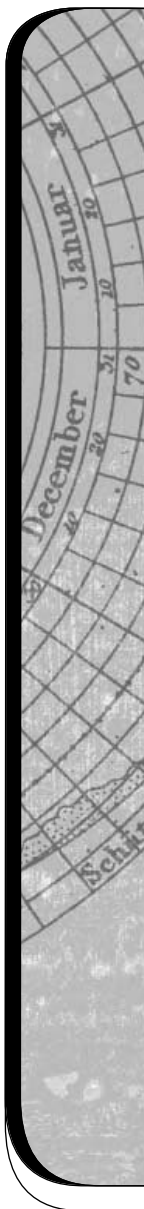
Mindscape: A mindscape is a nonphysical temporary plane that opens when two psionic beings knowingly encounter one another and at least one of them desires mindscape contact. On this temporary plane, psionic combat can ensue should either being seek it.

Mindscape Type: A mindscape type refers to the variety of landscape that makes up the mindscape. Each type provides a different mode check bonus.

Mode: In a manner similar to a nonpsionic creature’s mood or attitude, every psionic creature can choose the psionic state of its mind. The specific state, whether it is offensive or defensive in effect, is called a mode, and modes have an effect on psionic combat. Additionally each mode has a name, a modifier (for combat), and an effect.

Opposed Mode Check: An opposed mode check occurs after initiative is rolled and modes are declared. The check simply determines who gains the benefit of his or her chosen mode that round. Each combatant makes a mode check modified as appropriate, and the results are compared (thus it’s an “opposed” check). The higher score wins the opposed mode check.

Resting Mode: A psionic creature, under normal circumstances, always has a mode engaged. This mode is called a resting mode. A creature can change its resting mode at any time as a free action when not in a mindscape. Otherwise, changing a resting mode follows the rules presented under Step 3 in the mindscape psionic combat system (see page 32).



This “mental attitude,” or active mode, takes shape as a particular psychic avatar in a temporary mental plane (mindscape) created when two or more psionic creatures become aware of each other and at least one decides they should meet. Friendly psionic individuals can choose not to create a mindscape, or call off their psychic avatars and dissolve the mental plane after making initial contact. Other psionic creatures can use the outcome of a series of psionic clashes between their psychic avatars to decide a point of honor or to determine mental strength. Antagonistic psionic creatures battle both on the plane of the mind and in the physical world—the round-to-round outcomes of psionic combat on the mental plane directly influence the combatants’ physical attacks and tactics in the physical world. The choice of a particular mode can have a synergistic effect on the individual’s real-world attacks or defenses in a given round, alter one opponent’s saving throws for good or ill, or provide some other benefit or bane. From round to round, real effects can change as modes switch and as one combatant or the other wins the psionic combat round.

STEPS OF PSIONIC COMBAT

Follow this guide, step by step, when psionic combat occurs. Psionic combat occurs within the confines of a standard round during regular combat. That means that a psionic character takes one mindscape action and one normal round of action on each of her rounds.

STEP 1. MINDSCAPE FORMATION

When two or more psionic individuals knowingly encounter each other within a range of 60 feet, a plane of the mind (a mindscape) instantly springs into existence if at least one of the psionists desires mindscape contact. Mindscapes depend on the psychic resonance created by two or more psionic creatures that are aware of each other, and so mindscapes do not form around lone psionic creatures or psionic creatures who haven’t detected each other’s presence (or if one of the creatures is using *mind blank*, or if another is suffering from *brain lock*). Once the mindscape forms, the two avatars do not necessarily attack each other. Instead, they size each other up as two warriors would eye each other on the street or in a tavern when crossing paths by chance.

Nonpsionic creatures, or even lone psionic creatures farther than 60 feet from either of the combatants, cannot detect the mindscape. The mental plane springs up only if both psionic characters are aware of the other’s physical presence, so an undetected psionic creature in range of another psionic being will not form a mindscape until both

become aware of the other’s physical presence. Once mutually detected, neither has to know whether the other is psionic; the mindscape emerges if they both are psionic and at least one wishes it to form. Physical barriers, energy barriers, and force barriers block line of sight for the purposes of creating a mutual mindscape. The feat *Suppress Avatar*† (see Chapter Four) allows you to duck the formation of a mindscape.

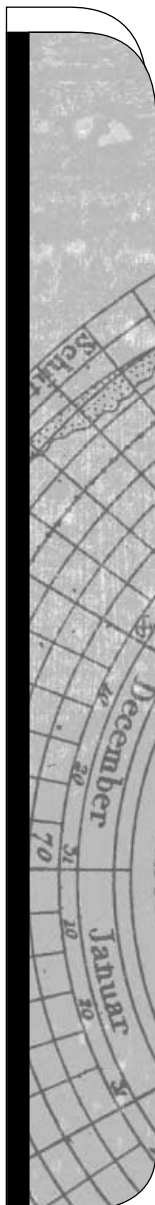
An avatar of each psionic individual in range populates the mental plane. The psychic avatar resembles the perfect self-image of each participant. The mental plane lasts only as long as at least two psionic creatures remain within 60 feet of each other and are directly aware of each other—the resonance creating the mindscape fails immediately when the range is exceeded or if one eludes physical, psionic, or magical detection by the other.

The landscape of the mental plane varies each time it is called up; however, the variance falls within six major types. (Minor variations within each major mindscape type are common but have no effect on psionic combat.) The mindscape type can help or hinder the success of each mode called up by avatars. See the *Mindscape Types* table on the next page for specific information on each variety of mindscape. Determine the mindscape type randomly when it springs up. Characters with a base bonus of at least +5 to their mode check (see the tables on page 37) who win initiative at the beginning of a mindscape combat can alter the mindscape type by up to two steps in either direction on the *Mindscapes Types* table. Those with a +8 bonus who win initiative can alter the mindscape type by choosing the type they prefer.

For example, Zelestine meets with T’leth, a psion, and T’leth wins initiative. The random roll results in a desert mindscape (result of 3). Since T’leth has a +5 mode bonus, he can choose to adjust the mindscape type to forest, plains, sea, or mountain. He chooses sea. This means that, should Zelestine or T’leth use either the *Mind Insurgency* or *Sap Mind* psionic combat modes (see the *Psionic Combat Modes Table* on page 36), she or he gains a +2 modifier to the opposed mode check in Step 4.

Adapting to Mindscapes

Mindscape psionic combat doesn't conflict with standard d20 System rules or with the expanded psionics rules—the mindscape combat merely sits atop the regular psionics rules, functioning as an adjunct to regular actions that a psionic character could take during a round.





MINDSCAPE TYPES

d6	Type	Mode Check Bonus
1	Plains	+2 on Brain Hammer or Force Multiplier mode checks
2	Forest	+2 on Reflex Catechesis or Id Feint mode checks
3	Desert	+2 on Fortitude Intuition or Body Tank mode checks
4	Sea	+2 on Mind Insurgency or Sap Mind mode checks
5	Mountain	+2 on Indomitable Will or Acumen Screen mode checks
6	Cavern	+2 on Empathic Multiplier or Psychic Subdual mode checks

STEP 2. DECIDE TO FIGHT

As the timeless instant stretches following the formation of the mindscape, one or both of the psionic combatants can choose to engage in psionic combat or ignore the formation of the mindscape. If one chooses to engage in combat, roll initiative normally. The initiative roll is the same roll used in the real world to determine the order of combat actions. Despite the appearance of both avatars in the mental plane, one can gain surprise over the other, if conditions for surprise are met. For instance, if an undetected psion attacks a psionic target from hiding, both suddenly become aware of each other, the mindscape instantly forms, but the attacking psion gains surprise both in the real world and in the mindscape.

If combat has already begun in the real world when the mental plane springs up (perhaps the psionic characters

were farther than 60 feet from each other when real-world hostilities broke out), the psionic combatants use their previously rolled initiative values.

STEP 3. DECLARE MODES

Each psionic combatant who has an action (those not surprised, or both combatants if not a surprise round) can switch to a different mode, if desired, as a free action. Activating or switching a mode does not require power points or any other special cost except the desire to do so. Once the combatant decides to activate a new mode (or stick with the old mode), she cannot switch modes again until her next action. A surprised psionic combatant maintains the mode she previously designated as her resting mode until she gains an action. Remember, a psionic creature, under normal circumstances, always has a mode engaged—this is her “resting mode.” See the Psionic Combat Modes table on page 36 for a list of common psionic combat modes available to all psionic entities, along with descriptions of the benefits of each mode.

Knowing your opponent’s mode is important: Her choice can affect your own choice of mode for the round. Thus, whoever has the highest initiative count each round declares his or her mode last, while the opponent with the lowest initiative declares first. Once declared, combatants cannot change modes until the following round. This gives the advantage to the combatant with the higher initiative. The delay action described in Chapter Eight: Combat of the *Player’s Handbook*—an action that can be taken only during real-world actions—becomes more important in psionic combat.

For example, since T’leth won the initiative, Zelestine has to choose whether to change her resting mode of Brain

Hammer -4 or keep it. Since Zelestine wishes to take advantage of the sea mindscape type, she switches over to Sap Mind $+0$. T'leth chooses to make use of the mindscape type's bonus by picking Sap Mind $+4$.

STEP 4. OPPOSED MODE CHECK

With modes chosen, the two psychic avatars clash on the highest initiative count of either combatant, first on the mental plane, then (if desired) in the physical world. The clash on the mental plane consists of an opposed mode check. When the initiative count reaches the first psionic combatant in the round, they make an opposed mode check. Any of the combatants could win and gain benefits, regardless of whose initiative triggered the check.

Combatants make one opposed mode check each round the psionic combat continues. Even a surprised psionic character makes a mode check opposed by the other combatants. (On the mental plane, the only consequence of being surprised is the inability to shift modes during the surprise round or attempt to modify the mindscape type.) Each participant makes only a single opposed mode check each round, no matter the number of psionic avatars in the mindscape. Whoever wins the opposed mode check (see next page) gains the benefit of his or her chosen mode in the real world for that round.

The opposed mode check is a $d20$ roll made by each combatant. Whoever rolls the highest modified score wins that round of psionic combat. Ties go to the participant with the higher base mode check bonus (see the progres-

sion tables on page 37); reroll the check if a tie persists. The following items modify each combatant's individual mode check roll:

- $+$ the mindscape type mode check modifier as appropriate (determined by the mindscape inhabited; see the Mindscape Types table on page 32);
- $+/-$ the psionic combat mode modifier (determined by the mode used; see the Psionic Combat Modes table on page 36);
- $+$ the character's mode check bonus (determined by the level and class of combatant; see the appropriate progression table on page 37 for the character's mode check bonus).

Thus, the formula is as follows:

$$\text{Mode check (opposed)} = 1d20 + \text{mindscape type modifier} + \text{psionic combat mode modifier} + \text{mode check bonus}$$

The winner of the opposed mode check gains a real-world advantage on his or her action on the same round, as described for each mode on the Psionic Combat Modes table on page 36. The loser gains no benefit this round and may suffer a negative influence for the round, depending on the victor's combat mode. See "An Example of Mindscape Combat" on the next page for an idea of exactly how it works.

Please note that ability score modifiers do not apply to opposed mode checks.



STEP 5. APPLY MODE EFFECTS

Combatants now can take their real-world actions in initiative order, beginning with the psionic character whose initiative score triggered the opposed mode check. Modify real-world actions according to the victor's psionic mode. No matter how many actions you can take this round, the benefits of the mode check apply for only one of your actions. If you can make multiple attacks during a single round, and

Mindscape Psionic Combat Sequence

It's important to remember that, during mindscape psionic combat, no actual physical action takes place within the mindscape. You don't use powers there, nor do you take a swing at your combatant. The mindscape is a purely mental plane in which a mode check victory gives a character the edge in an ongoing real-world conflict. Here's a quick recap of the combat steps:

- 1. Mindscape Formation:** Roll to determine the mindscape type. Combatants may adjust the mindscape type.
- 2. Decide to Fight:** If combat occurs, roll initiative unless initiative has already been rolled for physical combat.
- 3. Declare Modes:** The combatant with the lowest initiative declares its mode, then the next lowest declares its mode, and so on until all combatants have declared modes.
- 4. Opposed Mode Check:** Each combatant rolls a mode check on the highest initiative result achieved by any psionic combatant present. The check is opposed by all other combatants. The highest modified result wins the round.
- 5. Apply Mode Effects in the Real World:** Modify physical-world actions according to the winner's psionic combat mode.
- 6. End of Round:** When all creatures involved in mindscape and real-world battle have taken their actions, go to the next round. If the mindscape combat continues, go to Step 3 and repeat until mindscape combat ends.

your active mode grants you a bonus on attack rolls or damage, you gain the benefit on only one of the attacks (your choice) that round.

The combatants do not *have* to take physical actions each round if they don't want to. Some characters choose to confine their battles to a series of mode checks to determine the most psionically powerful among them. Nonpsionic creatures may remain completely unaware of the dual fight taking place between their psionic compatriots and psionic enemies.

round, proceed to the next round. If psionic combat continues, go back to Step 3 above, and repeat Steps 3 to 6 each round as necessary until the psionic combat and/or real-world conflict is over.

AN EXAMPLE OF MINDSCAPE COMBAT

Nagesh the 9th-level egoist catches Tulmercy the 12th-level lich shaper by surprise. Nagesh is not seeking a psionic battle, but Tulmercy always is, so the moment the two become aware of each other, the mindscape forms. A roll on the Mindscape Type table indicates that the mindscape takes

the form of a sea, which favors the mode checks Mind Insurgency and Sap Mind. Despite the lich's continual desire for mindscape contact, Nagesh originally took Tulmercy unawares, so the lich gives away a surprise round to Nagesh.

In the surprise round, Nagesh changes his resting mode from Force Multiplier +2 (a plains mode check) to Mind Insurgency +4, to take advantage of the sea mindscape. Then the two psionic combatants roll their opposed mode checks. Nagesh's mode check modifier for being a 9th-level egoist is +6, according to the Good Progression table (for all psion disciplines) on page 37. That value is adjusted by the modifier of the mode he chose, which is +4 (Mind Insurgency +4). Also, the mindscape type modifier adjusts the total by another +2, since the sea favors Mind Insurgency. So, Nagesh rolls a d20 and gets a 12. His total for the opposed mode check is 12 (roll) + 2 (mindscape type modifier) + 4 (psionic combat mode modifier) + 6 (psion mode check bonus) = 24.

Tulmercy, stuck with Fortitude Intuition +2 (his resting mode) because of being surprised—and flat-footed, to boot—rolls a 10. Fortitude Intuition is a desert mode, which, in the sea, grants no benefit. As a 12th-level shaper, his mode check modifier is +8. Thus, Tulmercy's total for the opposed mode check is 10 (roll) + 0 (mindscape type modifier) + 2 (psionic combat mode modifier) + 8 (psion mode check bonus) = 20.

Nagesh's 24 beats Tulmercy's 20, and the mindscape benefit for the round goes to Nagesh. Nagesh's Mind Insurgency +4 grants him, in the real world for his normal action, a +1 bonus to the Difficulty Class of any power he uses against his foe. It doesn't make any difference what Tulmercy's mode would have done—he doesn't get its benefit because he lost the opposed mode check. Taking advantage of this benefit, Nagesh's real-world surprise action is to manifest *stomp*, which normally has a Difficulty Class of 12 for him, but in this instance has a Difficulty Class of 13. Nagesh's *stomp* precipitates a shock that threatens to topple Tulmercy, who rolls his Reflex saving throw normally—and fails! He falls prone. The surprise round is over.

With the surprise action resolved, the combatants roll initiative for the first normal round of combat. And so the battle continues. . . .

COMPLICATING FACTORS

What if psionic combat is more complicated than the scenario described above? Refer to this section for your answers.

Unconsciousness: If one psionic combatant becomes unconscious, through any means, she can no longer take part in psionic combat, and her avatar drops out of the mindscape. If she is one of only two psionic entities sustaining it, the mindscape fades.

STEP 6. END OF ROUND

When all combatants, psionic and nonpsionic, have taken their actions as normal for the

Reluctant Combatant: If you engage an enemy in psionic combat who doesn't wish to clash, too bad for him. If the decision to drop the mindscape is not mutual, the mental plane stays. And, if you lash out with a mode on your initiative, your enemy's avatar's very nature means that it has to interact with yours. In other words, a mode check occurs, regardless of the reluctant combatant's wishes. Of course, if the reluctant combatant wins the mode check for the round, he doesn't have to press the advantage he gains in the realm of the real.

Multiple Combatants: When more than two psionic creatures come within 60 feet of each other, their avatars all appear in the same mindscape. No matter how many psychic avatars appear in a given mindscape, each combatant rolls only a single mode check per round. Those who are unfriendly to each other compare totals, and depending on whose opposed mode check is higher, two or more enemies could potentially win the mindscape combat round against a single foe, or just one, or none, depending on whose opposed check was highest. (Friends could compare their opposed checks, too, but in the portion of the round in which they take real-world actions, they most likely will not target each other with attacks or powers.)

For instance, if Zelestine and Nagesh (psionic characters) fight against three blues (psionic goblins from the *Expanded Psionics Handbook*), each rolls just a single opposed mode check. The results: blue #1 gets 25, Zelestine gets 23, blue #2 gets 19, Nagesh gets 18, and blue #3 gets 15. No matter the order of initiative, when blue #1 takes its real-world action, its unbeaten mode check this round means that its action (or defense) is positively modified versus any of the others. Of course, it can physically act against only one of its foes this round. Zelestine's opposed rolls were higher than two of her foes', so if she chose a plains mode, she'll target either blue #2 or #3 (but again, she can act against only one foe during one action with the benefits of her mode). Finally, Nagesh beat only one of the blues. Since he switched to a desert mode this round, he hopes that blue #3, at least, attacks him; it is the only foe against which his mode has an effect. If Nagesh had beat all the blues and had used the Reflex Catechesis mode (which grants a bonus on his Reflex saves), he'd gain that bonus against all three if they targeted him with an effect that required a Reflex saving throw.

Despite the number of contests, all opposed mode checks are rolled simultaneously during the action of the psionic character with the highest initiative.

Moving Around: You win a mode check, but your enemy (who won initiative) moves farther than 60 feet from you, and so collapses the mental plane before you take your action. It doesn't matter—if the mode check indicated you as the winner, you gain the benefits of the particular mode against your foe for the round (and vice versa).

Haste or Schism: Regardless of the number of actions you gain in the real world, the effects of an opposed mode check apply to only one of your actions during that round. However, in the case of *schism* (as described in the *Expanded Psionics Handbook*), each half of your mind can make a separate mode check and use the one that wins (if either). If both win the opposed mode check, you decide which one to apply for the round.

Multiple Heads: If a creature has more than one head but otherwise acts as a single creature (like an udoroot or a psionic hydra), it still makes only a single mode check (unless it is using *schism*).

Nonpsionic Combat Already

Begun: If a mindscape springs up in the midst of standard combat (such as when a new psionic character enters the fray), psionic characters previously in combat use their existing rolled initiative scores. Psionic characters newly entering into combat roll their initiative score normally, just as if they were entering standard combat. Roll the mindscape type and proceed to Step 3.

MINDSCAPE PSIONIC COMBAT MODES

Psionic combat modes in the variant system do not fall into offensive and defensive varieties as was the case in the defunct system. Instead, they are sorted into six categories, each one loosely based on a psychic terrain type. (See the table on the next page.) The theory is that every mode of a particular psychic terrain type has a similar theme. For instance, plains modes grant offensive abilities, while mountain modes grant defensive ones.

Every psionic creature designates a resting mode. This mode remains active at all times, unless the individual changes it during the course of psionic combat. For instance, Zelestine's resting mode is Brain Hammer -4, which befits her martial outlook. (She's willing to live with the negative modifier for the chance of doing extra damage.) Meanwhile, Nagesh's resting mode is Force Multiplier +2.

Abusing the Mindscape

Generally, the mindscape cannot be abused for getting around normal physical barriers. For instance, two psionic creatures cannot intelligibly communicate in a mindscape. (The avatars can make rough signals, but nothing as complicated as sign language—it just doesn't translate.) Also, the mindscape avatars cannot serve as the target of real-world powers if the psion doesn't have real-world line of sight. The mindscape cannot be used as a free way to get a "detect psionics" sort of power—trying to identify a psionic character in a room by noting who triggers a mindscape's formation is allowed, but only if the psionic characters in the room are aware of your physical presence and you, theirs.

PSIONIC COMBAT MODES

MINDSCAPE TYPE	MODE	MODIFIER*	EFFECT**
Plains	Brain Hammer	+4	+1 bonus on one melee or ranged attack roll against your foe
Plains	Brain Hammer	+0	+3 bonus on one melee or ranged attack roll against your foe
Plains	Brain Hammer	-4	+5 bonus on one melee or ranged attack roll against your foe
Plains	Force Multiplier	+4	+1 bonus on one melee or ranged damage roll against your foe
Plains	Force Multiplier	+2	+3 bonus on one melee or ranged damage roll against your foe
Plains	Force Multiplier	+0	+5 bonus on one melee or ranged damage roll against your foe
Forest	Reflex Catechesis	+4	+2 bonus on all Reflex saves against your foe
Forest	Reflex Catechesis	+2	+3 bonus on all Reflex saves against your foe
Forest	Reflex Catechesis	+0	+4 bonus on all Reflex saves against your foe
Forest	Id Feint***	+4	+2 bonus on any Tumble checks against your foe
Forest	Id Feint***	+2	+4 bonus on any Tumble checks against your foe
Forest	Id Feint***	+0	+6 bonus on any Tumble checks against your foe
Desert	Fortitude Intuition	+4	+2 bonus on all your Fortitude saves against your foe
Desert	Fortitude Intuition	+2	+3 bonus on all your Fortitude saves against your foe
Desert	Fortitude Intuition	+0	+4 bonus on all your Fortitude saves against your foe
Desert	Body Tank	+4	DR 1/— against your foe
Desert	Body Tank	+0	DR 3/— against your foe
Desert	Body Tank	-4	DR 5/— against your foe
Sea	Mind Insurgency	+4	+1 bonus to one power Difficulty Class against your foe
Sea	Mind Insurgency	+0	+3 bonus to one power Difficulty Class against your foe
Sea	Mind Insurgency	-4	+5 bonus to one power Difficulty Class against your foe
Sea	Sap Mind††	+4	1 pp drained from foe who fails a save against your power
Sea	Sap Mind††	+0	3 pp drained from foe who fails a save against your power
Sea	Sap Mind††	-4	5 pp drained from foe who fails a save against your power
Mountain	Indomitable Will	+4	+2 bonus on all your Will saves against your foe
Mountain	Indomitable Will	+2	+3 bonus on all your Will saves against your foe
Mountain	Indomitable Will	+0	+4 bonus on all your Will saves against your foe
Mountain	Acumen Screen	+4	+1 bonus to your Armor Class against all your foe's attacks
Mountain	Acumen Screen	+2	+2 bonus to your Armor Class against all your foe's attacks
Mountain	Acumen Screen	+0	+3 bonus to your Armor Class against all your foe's attacks
Cavern	Empathic Multiplier	+4	+1 point of damage to one damaging power manifested against your foe
Cavern	Empathic Multiplier	+0	+3 points of damage to one damaging power manifested against your foe
Cavern	Empathic Multiplier	-4	+5 points of damage to one damaging power manifested against your foe
Cavern	Psychic Subdual††	+4	+2 bonus on your mode check roll next round against your foe
Cavern	Psychic Subdual††	+2	+3 bonus on your mode check roll next round against your foe
Cavern	Psychic Subdual††	+0	+4 bonus on your mode check roll next round against your foe

* Implied progressions do not mean an extrapolated progression exists; extrapolating the implied progression could break the balance.

** Psionic mode effects are applicable in the real world only during the round in which the mode check was made, unless specifically noted otherwise (such as with Psychic Subdual).

*** If you win the opposed mode check, your Tumble check is considered +2, +4, or +6 points higher against your mindscape foe (against other creatures, your Tumble check is as normally rolled).

†† The mode check bonus granted by Psychic Subdual works only against the foe that you beat in psionic combat the previous round.

Your foe loses power points if she is affected by any one power you manifest this round (regardless of the nature of the power). If your foe is not affected either because she makes a successful saving throw or you don't target her with a power, she does not lose the power points. Powers that still have a partial effect even on the foe's successful saving throw and powers that affect a target without need for a saving throw also drain the foe's power points.

MINDSCAPE PSIONIC CHARACTERS

The mindscape psionic combat system uses a level-based bonus on the mode check. Every psionic character and creature has a mode check bonus based on either class level or monster Hit Dice. Essentially, there are two mindscapes mode progressions, “good” and “average.” Depending on the class or monster type, a particular character will benefit either from a good or average mode check bonus progression.

GOOD MINDSCAPES MODE CHECK PROGRESSION

The following character and prestige classes from the *Expanded Psionics Handbook* use the good mindscapes mode progression below: psion (all disciplines), soulnife, fist of Zuoken, metamind, psion uncarinate, and thrallherd.

GOOD PROGRESSION	
Level/HD	Check Progression
1	+2
2	+3
3	+3
4	+4
5	+4
6	+5
7	+5
8	+6
9	+6
10	+7
11	+7
12	+8
13	+8
14	+9
15	+9
16	+10
17	+10
18	+11
19	+11
20	+12

AVERAGE MINDSCAPES MODE CHECK PROGRESSION

The following character and prestige classes from the *Expanded Psionics Handbook* use the average mindscapes mode progression below: psychic warrior, wilder, cerebrer-mancer, elocater, pyrokineticist, slayer, and warmind.

AVERAGE PROGRESSION

Level	Check Progression
1	+0
2	+0
3	+1
4	+1
5	+1
6	+2
7	+2
8	+2
9	+3
10	+3
11	+3
12	+4
13	+4
14	+4
15	+5
16	+5
17	+5
18	+6
19	+6
20	+6

PSIONIC MONSTERS

Like psionic character classes, psionic monsters also make use of the mindscape psionic combat system. A monster’s mode check bonus is Hit Dice based. Use the good mode check progression for psionic monsters, substituting Hit Dice for level. For instance, the temporal filcher, an 8 HD monster, has a mode check bonus of +6. The cerebrilith from the *Expanded Psionics Handbook* has 9 HD, which, when using the good mode check progression, gives it a mode check bonus of +6, too.

Likewise, previously published psionic monsters, like psionic characters, “know” all the mindscape psionic combat modes listed in this chapter.

Phrenic Template: The phrenic template described in the *Expanded Psionics Handbook* allows the DM to create psionic monsters from nonpsionic base creatures. Phrenic monsters also use the good mode check progression.

Multiclassing: Characters who multiclass between psionic classes add their mode check bonuses together. Psionic monsters who take levels in a psionic class likewise add their monster and class mode check bonuses together.

Intelligent Items

Intelligent psionic items can have a place in mindscape psionic combat. Every round the item helps its owner, the owner gains a +2 bonus on her mode check. An item succeeds at helping its owner if its opposed mode check beats the roll of a psionic foe its owner is opposing. An intelligent item’s mode check is equal to d20 plus its Ego score. Just as with NPCs, the DM determines the active mode for intelligent items.

Psionic Feats

In a dream, in a vision of the night, when deep sleep falls on mortals, while they slumber on their beds, then he opens their ears, and terrifies them with warnings, that he may turn them aside from their deeds, and keep them from pride, to spare their souls from the Pit, their lives from traversing the River.

—Hebrew Bible: Job 33:15 -18, ed.

Many of the following feats appear in the *Hyper-conscious* adventure; however, DMs can make them all available for player characters regardless of whether they play through the adventure. Also, if you use the mindscape psionic combat system introduced in Chapter Three, you'll find some of the following feats particularly useful.

ANTICIPATE POWER (PSIONIC)

You can anticipate and cancel your enemy's manifestations.

Prerequisite: Manifester level 3rd

Benefit: The psionic complexus of your mind exists partially outside the timestream, and thus it is aware of events a scant few seconds into the future. You can use this feat by readying an action until an opponent tries to manifest a power. If an opponent attempts to manifest a power, make a Psicraft check (DC 15 + the power's level). If the check succeeds, you correctly identify your opponent's power and can counter it. (If the check fails, you can't do either of these things.) You must also take into account metapsionic and/or augmentation power point increases of the power anticipated when setting the Psicraft check Difficulty Class. (For every 2 additional power points an anticipated power costs above its base power point cost, the Difficulty Class of the Psicraft check goes up by 1.) Powers without displays and freely manifested powers cannot be anticipated.

To complete the action, you create a psionic interference pattern by expending a number of power points equal to the cost of the power you wish to cancel. (You must also pay the cost of any metamagic power point increases; you can't spend more power points countering than your effective manifest level.) If the enemy manifest level is within 30 feet of you, the target power is negated.

CONTINUAL POWER (METAPSIONIC)

You can manifest a power that repeats its effect each round while you maintain concentration.

Prerequisites: Any other metapsionic feat

Benefit: While you maintain your psionic focus, you can use this feat on any power that specifies a single target, has a

range greater than touch, and deals damage. Powers that do not deal damage or powers that deal damage only as a side effect cannot be used with this feat. When you use this feat on a power, the damage dice of the power equals its standard value minus two dice. However, for every round you can maintain concentration, you manifest the power at your foe (or a new foe in range) again, without any additional power point cost. The power's saving throw and power resistance requirements, if any, are resolved normally each round. You can maintain concentration for a maximum number of rounds equal to your manifest level. If you break concentration, or are forced to break concentration (see rules for Concentration in the *Player's Handbook*), the power also ends.

A continued power costs a number of power points equal to its standard cost + 4. If used with an augmented power, the power is augmented only on the first round of manifestation.

CORTICAL RESONANCE (PSIONIC)

Powers you manifest against psionic or nonpsionic targets do more damage than normal.

Prerequisite: Manifester level 3rd

Benefit: Choose any one power you know that targets one creature and that is not a ray or touch power. From now on, while you maintain your psionic focus, that power resonates destructively in the subject's mind, dealing an additional 2 points of damage in addition to the power's normal effect, if the power takes effect (that is, if the subject fails its saving throw against the primary effect of the power).

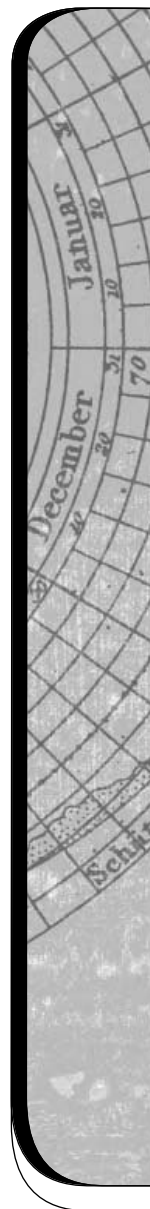
Special: You can take this feat more than once. Each time you take it, it applies to a new power you know.

CRAFT DREAMGIFT

(PSIONIC ITEM CREATION)

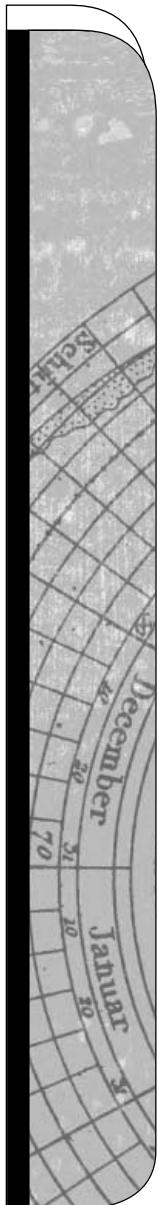
You can create a variety of special psionic items that mimic standard psionic items, except you are guided in your creation after dreaming special dreams.

Prerequisites: Manifester level 3rd, possess at least one dreamgift item† (also called a dreamstained item; see Chapter Five: Psionic Items)



NEW FEATS

Psionic Feat	Prerequisites	Benefit
Anticipate Power	Manifester level 3rd	Anticipate and cancel foe's manifestations
Cortical Resonance	Manifester level 3rd	Your powers do more damage than normal
Creature Capacitor	Psionic Talent	Store part of your daily unused power points
Dorje Blade	Use Psionic Device 4 ranks	Use a psionic dorje like a weapon
Durable Construct	Manifester level 3rd, Boost Construct	Astral constructs serve you longer than normal
Elemental Spike	Manifester level 3rd	Deal +1d6 points of energy damage with one power
Favored Energy	Know <i>energy missile</i>	Choose one type of energy to gain +1 per damage die
Heightened Dorje	Use Psionic Device 1 rank, Craft Dorje	Expend focus to increase dorje's manifest level +1
Latent Psi: Firestarter	—	Gain use of fire-related powers as psi-like ability
Latent Psi: Hardy	—	Gain use of toughening powers as psi-like ability
Latent Psi: Vicious Mind	—	Gain use of aggressive powers as psi-like ability
Lucid Dreaming	—	Gain benefits in dreamscapes
Mental Adversary	—	Gain +3 bonus on mindscape combat mode checks
Disarm Mind	Mental Adversary†	Deplete foe's power points during mindscape combat
Overwhelm Buffer	Mental Adversary†	Treat nonpsionic foe as psionic for mindscape combat
Permanent Focus	Narrow Mind	Retain your psionic focus for a given feat
Primordial Surge	Base attack bonus +2	Foe suffers –2 penalty to attacks, checks, and saves after you strike a critical hit
Visceral Surge	Primordial Surge	Foe must save each round or be cowed
Psychic Bastion	—	Gain ability depletion resistance 3
Mind Trap	Psychic Bastion†	Deplete 1 power point from foe in mindscape combat
Sequester Power	Psionic Talent, manifest level 3rd	Get additional power points/day for every power you sequester
Skill Finesse	Key ability score 13	Use your key ability score modifier for chosen skill
Student of the Shallows	Craft (dream interpreting) 4 ranks	Gain benefits while in any Shallows dreamscape
Suppress Avatar	—	Delay appearance of your avatar in mindscape combat
Transcend Limits	Overchannel, manifest level 3rd	Accelerate your increase of effective manifest level
Wounding Cut	Base attack bonus +3	Your critical hits against foes cause bleeding wounds
Metapsionic Feat	Prerequisites	Benefit
Continual Power	Any other metapsionic feat	Repeat a power's effect each round while concentrating
Penetrating Power	—	Expend focus to add +4 on power penetration checks
Persistent Power	Extend Power	Expend focus to make power last all day
Subconscious Power	Unconditional Power	Manifest powers on yourself even when indisposed
Preconscious Power	Manifester level 5th, Subconscious Power†	Manifest powers against foes even when indisposed
Wounding Resonance	Manifester level 3rd	Your power damage against foes causes bleeding wounds
Item Creation Feat	Prerequisites	Benefit
Craft Dreamgift	Manifester level 3rd, special	Create dreamgift (dreamstained) items
Enduring Tattoo	Manifester level 5th, Scribe Tattoo, Craft (tattooing) (6 ranks)	Extend the usage of the psionic tattoos you create
Permanent Tattoo	Manifester level 7th, Enduring Tattoo†, Craft (tattooing) (12 ranks)	Scribe permanent psionic tattoos
Infuse Dream	Manifester level 3rd, special	Create dream infused items



Benefit: You can create a dreamgift version of any psionic item (see the *Expanded Psionics Handbook* for information on psionic items, as well as the dreamstained items section in Chapter Five).

Crafting a dreamgift takes one night of dreaming, followed by one day for each 1,000 gp in its price (minimum one night and one day). To craft a dreamgift, you must spend 1/25 of the item's price in experience points and use up raw materials costing half of its price. Also, you can mend a broken dreamgift if you have the ability to craft it. Doing so costs half the experience points, half the raw materials, and half the time it would take to craft that item in the first place. Some dreamgifts incur extra costs in material components or experience points, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Special: Those who craft dreamstained items describe the guiding dream as slightly unsettling, with a whispering voice reaching down a darkened hall whose length seems infinite.

Note: While the Oraculus remains splintered into parts among the Shallows, characters cannot successfully utilize this feat. If the characters destroy the Oraculus, all characters who have this feat lose it and instead gain *Infuse Dream*†.

CREATURE CAPACITOR (PSIONIC)

You can store part of your daily unused power points per day.

Prerequisites: Psionic Talent

Benefit: You can store additional power points in your own body, treating yourself in some ways as a *cognizance crystal*. Unlike a standard *cognizance crystal*, you can store a number of power points equal to your effective manifester level. All other rules for using a *cognizance crystal* apply.

For instance, an 11th-level psion can store up to 11 power points, while a 4th-level psion could store only 4.

DISARM MIND (PSIONIC)

You can use psionic assaults to effectively relieve your enemies of all their power points.

Prerequisite: Mental Adversary†

Benefit: In addition to the benefit you gain upon winning a round of mindscape psionic combat, you also deplete a number of power points equal to your Charisma modifier (maximum 5 power points) from your opponent. Against a creature that freely manifests a power, you suppress one of its powers (chosen by the DM) for a day.

DORJE BLADE (PSIONIC)

You can use a dorje as a simple light weapon.

Prerequisite: Use Psionic Device 4 ranks

Benefit: You know to hold the length of the dorje within the palm so that a shardlike end extends from either side of your closed fist. As a result, you can use any dorje that has at least 1 remaining charge as a simple light weapon with the following weapon stats: *Damage* 1d6; *Critical* 19–20/X2; *Range Increment* —; *Type* Piercing.

Whenever you successfully confirm a critical on a foe in the course of regular combat, the dorje discharges, affecting your foe with the dorje's effect. (Your foe attempts a saving throw against the dorje's effect, as normal.) If the dorje produces an area-based effect, the edge of the effect begins in the square containing your foe and extends away from you. (In this case, other creatures in the area could be affected.) This uses up a charge of the dorje as normal.

Special: When making an attack, you can choose to expend a charge as a swift action to treat the dorje as a +1 weapon, expend three charges to treat it as a +2 weapon, or five charges for a +3 weapon.

A dorje without remaining charges cannot be used as a dorje blade.

Normal: Without the proper training, a dorje deals negligible damage if used as a melee weapon.

DURABLE CONSTRUCT (PSIONIC)

Astral constructs serve you longer than normal.

Prerequisites: Manifester level 3rd, Boost Construct

Benefit: Astral constructs you manifest last 10 minutes.

Normal: Astral constructs last a number of rounds equal to 1 round per manifester level.

ELEMENTAL SPIKE (PSIONIC)

You enhance your powers with an elemental spike.

Prerequisite: Manifester level 3rd

Benefit: When you take this feat, you must make two choices: you must choose any one power you know that targets one creature and which is not a ray or touch power, and you must select a favored energy type (fire, cold, acid, electricity, or sonic). When you maintain your psionic focus, the power you designate is psionically spiked with your chosen energy type and so deals +1d6 points of the appropriate type of damage in addition to its normal effect—if it takes effect.

Special: You can take this feat multiple times. Each time you take it, it applies to a new power you know.

ENDURING TATTOO (ITEM CREATION)

You can extend the usage of psionic tattoos that you create.

Prerequisites: Manifester level 5th, Scribe Tattoo, Craft (tattooing) (6 ranks)



Benefit: As Scribe Tattoo, except that you can activate tattoos you create with this feat twice before the psionic circuit fades. Once initially activated, the tattoo fades before reinvigorating itself 24 hours later, which makes it available for one more use. An enduring tattoo takes up two psionic tattoo slots.

FAVORED ENERGY (PSIONIC)

You prefer a certain energy type over all others.

Prerequisite: Ability to manifest the *energy missile* power

Benefit: Choose one type of energy to become your favored energy: cold, electricity, fire, or sonic. Any time you manifest a power that deals damage of your favored energy type, the damage is +1 per die.

HEIGHTENED DORJE (PSIONIC)

With your psionic expertise, you can coax better results from a dorje than normal.

Prerequisites: Craft Dorje, Use Psionic Device 1 rank

Benefits: To use this feat, you must expend your psionic focus. When you do so in conjunction with using a charge

normally, you increase the dorje's manifester level by 1. For example, if you use a *dorje of energy ray* (built at manifester level 3rd) and increase it to manifester level 4th, you deal 4d6 points of energy damage instead of 3d6, and you make power penetration checks at level 4 instead of level 3.

Special: This feat allows you to bypass the normal limit that says that the manifester level of a dorje cannot be more than five higher than the minimum manifester level to use the power it contains.

INFUSE DREAM

(PSIONIC ITEM CREATION)

Items you make have special qualities in dream.

Prerequisite: Manifester level 3rd

Benefit: You can create any psionic item whose prerequisites you meet. (For prerequisites and other information on psionic items, see the *Expanded Psionics Handbook* as well as the section on dreamstained items in Chapter Five: Psionic Items in this book.)

If the item adds a bonus on a single attack roll, a saving throw, skill check, ability score, or Armor Class, the item you create adds an additional +1 bonus to that quality. This bonus is referred to as a Gift of the Shallows, and its bonus type is a “Shallows” bonus. This Shallows bonus is only active on the item while its wielder maintains a psionic focus.

Note: This feat is not available while Craft Dreamgift† still exists in the game.

LATENT PSI: FIRESTARTER (PSIONIC)

You have a thing for fire.

Benefit: Another latent talent for psionics wakes, granting you the following psi-like ability:

Psi-Like Ability: 1/day—*control flames* or *matter agitation*.

Manifester level 1st; save DC 11 + Charisma modifier + power level.

Special: You can use one or the other of your latent psi-like abilities once per day—you can’t use both. Once you use one, you can’t use the other for the rest of the day.

Latent Psi Feats

Those who already possess a smidgeon of psionic aptitude can sometimes call upon buried latent psi feats. Latent psi abilities cannot be augmented.

LATENT PSI: HARDY (PSIONIC)

You can withstand more abuse than others.

Benefit: Another latent talent for psionics wakes, granting you the following psi-like ability:

Psi-Like Ability: 1/day—*thicken skin* or *vigor*. Manifester level 1st; save DC 11 + Charisma modifier + power level.

Special: You can use one or the other of your latent psi-like abilities once per day—you can’t use both. Once you use one, you can’t use the other for the rest of the day.

LATENT PSI: VICIOUS MIND (PSIONIC)

You can attack another’s mind.

Benefit: Another latent talent for psionics wakes, granting you the following psi-like ability:

Psi-Like Ability: 1/day—*demoralize* or *mind thrust*.

Manifester level 1st; save DC 11 + Charisma modifier + power level.

Special: You can use one or the other of your latent psi-like abilities once per day—you can’t use both. Once you use one, you can’t use the other for the rest of the day.

LUCID DREAMING (PSIONIC)

You do not lose yourself to dreams.

Benefit: When dreaming, you always retain clear knowledge of your own identity and the fact that you are dream-

ing. In game terms, this allows you to make use of all your psionic powers, power points, psionic items, and other equipment and abilities you possess at the moment you fell asleep, in whatever dream environment you find yourself inhabiting. However, creatures that are physically present in a dream can dismiss a dreamself from a dreamscape.

When you wake, you have depleted as many power points in the material world as those used in Dream; however, you find that you have not depleted any single-use items, item charges, ammunition, or other material possessions.

Special: If you physically enter a dream environment, you gain a +1 bonus on all your Will saving throws for the duration.

Normal: There is only a 1 percent chance that a dreamer realizes that she is dreaming or knows the extent of her abilities within a dream (even if informed). In most cases the dreamer loses her identity and sense of self to the unfolding dream environment.

MENTAL ADVERSARY (PSIONIC)

You supercharge your psionic assaults.

Benefit: You gain a +3 bonus on your mindscape psionic combat mode checks.

MIND TRAP (PSIONIC)

You can inflict retribution against psionic foes.

Prerequisite: Psychic Bastion†

Benefit: Even if you lose a round of mindscape psionic combat and do not gain the benefit for the round, you deplete 1 power point from your opponent. Against a creature that freely manifests powers, you suppress one of its powers (chosen by the DM) for 4 rounds.

OVERWHELM BUFFER (PSIONIC)

You are trained in psionic attacks against nonpsionic minds.

Prerequisite: Mental Adversary†

Benefit: You can choose to treat one nonpsionic target as if psionic for purposes of generating a mindscape. The nonpsionic target does not fully enter the mindscape; instead it appears only as a half-formed avatar. The target’s conscious mind is not aware of this pseudo-avatar or the mindscape. However, you can make an opposed psionic combat mode check against the pseudo-avatar normally. Your mode check roll is opposed by the pseudo-avatar’s Will saving throw. If the pseudo-avatar wins the mode check, there is no effect. If you win, apply the effect of the mode normally against the nonpsionic foe.

Normal: Mindscape psionic combat cannot be used against nonpsionic minds.

PENETRATING POWER (METAPSIONIC)

You manifest powers that can slice through an enemy's power resistance more easily than normal.

Benefit: When you expend your psionic focus, you add a +4 bonus on your power penetration checks.

Using this feat increases the power point cost of the power by 2. The power's cost cannot exceed your manifester level.

The bonus provided by this feat stacks with Power Penetration and Greater Power Penetration.

PERMANENT FOCUS (PSIONIC)

You can retain your focus for a given feat.

Prerequisite: Narrow Mind*

Benefit: When you take this feat, choose one psionic feat you already know that requires you to maintain your focus to utilize the feat's benefits. Once you've made this choice, it cannot be changed.

From now on, you are treated as if you constantly retain your psionic focus for purposes of gaining the benefit of the chosen feat, even if you have actually expended your psionic focus to gain the benefit of some other feat that requires such an expenditure.

Special: You may take this feat multiple times. Each time, it applies to a different psionic feat.

* *Narrow Mind* is a feat found in the Expanded Psionics Handbook.

PERMANENT TATTOO (ITEM CREATION)

You can scribe permanent psionic tattoos.

Prerequisites: Manifester level 7th, Scribe Tattoo, Enduring Tattoo \dagger , Craft (tattooing) 12 ranks

Benefit: As Enduring Tattoo, except that you can activate tattoos you create with this feat once per day. Once activated, the psionic tattoo fades before reinvigorating itself 24 hours later. A permanent tattoo takes up four psionic tattoo slots.

PRECONSCIOUS POWER (METAPSIONIC)

You can manifest powers against foes even when indisposed.

Prerequisites: Manifester level 5th, Subconscious Power \dagger

Benefit: The psionic complexus of your mind is aware, even when you are not. You can manifest a power on your action even if you are unconscious. As with Subconscious Power \dagger , you need not expend your psionic focus to use this power while unconscious. Unlike with Subconscious Power, your Preconscious Power allows you to target foes even if you would not normally sense them. For example, if you are at -3 hit points and unconscious, you could use *energy bolt* against an enemy even as you lie sprawled out and apparently senseless. You can't use preconscious powers if in stasis, suspended animation, *brain locked*, or in similar straits.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

PERSISTENT POWER (METAPSIONIC)

You make one of your powers last all day.

Prerequisite: Extend Power

Benefit: To use this feat, you must maintain a psionic focus, which allows you to manifest a persistent power. A persistent power has a duration of up to 24 hours, as long as you do not expend your psionic focus for some other reason. If you do expend your psionic focus, the persistent power immediately ends, even if the 24-hour duration has yet to elapse.

The persistent power must have a personal or a fixed range. This feat cannot affect powers of instantaneous duration, and it cannot affect a power whose effect is discharged. For powers that require concentration to learn extra information (such as *detect psionics*), you still must concentrate. Concentration on such a power is a standard action that does not provoke an attack of opportunity.

Using this feat increases the power point cost of the power by 12. The power's cost cannot exceed your manifester level.

The effect of this feat does not stack with the effect of the Extend Power feat.

PRIMORDIAL SURGE (PSIONIC)

Your melee and ranged attacks against living targets that inflict critical damage shake your foes.

Prerequisite: Base attack bonus +2

Benefit: When you achieve a critical hit with your melee or ranged attack (within 30 feet), you mentally impart an image of your foe's demise directly into its mind.

Your foe, shaken by the vivid flash, suffers a -2 morale penalty

on attack rolls, checks, and saving throws while the combat continues. This extraordinary effect cannot be negated or dispelled. Also, you can use this feat in conjunction with weaponlike powers.

PSYCHIC BASTION (PSIONIC)

You fortify yourself against ability depletion.

Benefit: While you maintain your psionic focus, you gain ability depletion resistance 3 against any attack that depletes an ability score, including poison, ability drain, ability

Weaponlike Powers

You can treat any power that requires an attack roll and deals damage as you would a weapon, which means it can achieve a critical hit. If you roll a natural 20 to hit with your attack power, reroll the attack. If you would hit your target, you confirm the critical and deal double damage.

damage, or enhancement penalties to ability scores. For instance, if some power, spell, effect, or poison deals you 4 points of temporary ability damage, you actually take just 1 point of temporary ability damage. The ability depletion resistance works on a per-attack basis.

SEQUESTER POWER (PSIONIC)

You get additional power points per day for every power you sequester.

Prerequisites: Psionic Talent, manifester level 3rd

Benefit: After each day's period of rest and concentration required to recharge your power points, you can also choose to sequester one or more powers you know. When you sequester a power, you lose the use of it for the day. At the same time, you gain a bonus to your power point total for the day equal to the power point cost of the power(s) you sequestered. Sequestered powers automatically return at the beginning of the following day, at which time you can choose to sequester the same, different, or no powers.

You cannot choose to sequester a power if it is the only power of your discipline that you know for a given level. You cannot choose to sequester so many powers that your new power point total would exceed your normal power point total by more than 50 percent.

SKILL FINESSE (PSIONIC)

You are especially adept at using a certain skill that can benefit from your key ability score.

Prerequisite: Key ability score 13+

Benefit: Choose one skill. With it, you can use your key ability score modifier instead of the ability modifier normally applicable for the skill. You gain no benefit in choosing a skill that is already modified by your key ability score.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a new skill.

STUDENT OF THE SHALLOWS (PSIONIC)

Through careful study of the Shallows and its essentially predatory nature, you have learned to impose your will over some aspects of the Shallows. (See Chapter Two: Plunge Into Dream for more on the Shallows.)

Prerequisite: Craft (dream interpreting) 4 ranks

Benefit: You have a +1 Shallows bonus that you can apply once per round to one activity that qualifies. You need not apply the Shallows bonus to the same activity each round, or at all. You can apply the bonus only while you (or your Lucid Dreaming† dreamself) are present in the Shallows. The allowed activities are: attack roll, damage roll, saving throw, skill check, or ability check.

SUBCONSCIOUS POWER (METAPSIONIC)

You can manifest powers on yourself even when indisposed.

Prerequisite: Unconditional Power*

Benefit: The psionic complexus of your mind is aware, even when you are not. You can manifest a power on your action even if you are unconscious. Unlike Unconditional Power*, you need not expend your psionic focus to gain the effect while unconscious. You can manifest subconscious powers that either have you as a target or are personal powers only.

For instance, if you are at -3 hit points and unconscious, you could use *body adjustment* as a subconscious power to cure yourself. You can't use Subconscious Power if in stasis, suspended animation, or if you are *brain locked*. You cannot subconsciously manifest powers adjusted by any other metapsionic feat or that are augmented, and you cannot subconsciously activate psionic items of any type.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

* *Unconditional Power* is a feat found in the Expanded Psionics Handbook.

SUPPRESS AVATAR (PSIONIC)

You can avoid psionic combat.

Benefit: When your avatar would otherwise appear in a mindscape, you can choose to delay its appearance when you take a move action to concentrate on suppression. You can suppress your avatar for a number of back-to-back rounds equal to your Dexterity modifier (minimum 1 round).

Normal: When two or more psionic individuals knowingly encounter each other within a range of 60 feet, a plane of the mind (a mindscape) instantly and automatically springs into existence if at least one of them desires it.

TRANSCEND LIMITS (PSIONIC)

You can boost your powers beyond their normal limits with metapsionic feats.

Prerequisites: Overchannel, manifester level 3rd

Benefit: This feat allows you to accelerate the schedule by which you increase your effective manifester level when using Overchannel, but you suffer more for this ability. While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 5th level, you can choose to increase your effective manifester level by two, but you take 5d8 points of damage. At 12th level, you can increase your effective manifester level by three, but you take 9d8 points of damage. At 17th level you can increase your effective manifester level by four, but you take 15d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increases all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers. If using Overchannel normally, the increased manifester levels come at 8th and 15th level.

VISCERAL SURGE (PSIONIC)

Melee and ranged attacks against living targets that inflict critical damage shake your foe.

Prerequisite: Base attack bonus +2, Primordial Surge†

Benefit: When you expend your psionic focus, you mentally impart an image of your foe's demise in a particularly bloody, visceral manner directly into its mind on your successful attack. You must declare you are using a Visceral Surge† attack before making the attack roll (a missed attack ruins the attempt). Your foe, cowed by the vivid flash, freezes in fear instead of acting on its next action. On your foe's following rounds of action, it must make a Will saving throw (DC = 5 + the damage you initially dealt) each round or be cowed for that round, too. After a successful save, the foe is no longer cowed.

Cowering characters lose their Dexterity bonus to Armor Class (if any) and take no actions. You and your allies gain a +2 bonus on attacks against cowering characters. You can use this feat in conjunction with weaponlike powers (see sidebar, page 43).

WOUNDING CUT (PSIONIC)

Your melee and ranged attacks that inflict critical damage against living targets also bleed.

Prerequisite: Base attack bonus +3

Benefit: When you achieve a critical hit with your melee or ranged attack (within 30 feet) and while you maintain your psionic focus, your weapon resonates destructively with living flesh so that any damage inflicted bleeds for 1 point of Constitution damage in addition to the weapon's normal damage. Multiple Wounding Cuts result in cumulative Constitution damage. You can use this feat along with weaponlike powers (see sidebar on page 43).

WOUNDING RESONANCE (METAPSIONIC)

Damaging powers you manifest that inflict damage against living targets also bleed.

Prerequisite: Manifester level 3rd

Benefit: When you expend your psionic focus, powers you designate that have a single target and that normally deal damage as their primary effect are tuned to destructively resonate and linger in living flesh. Any damage inflicted by a wounding resonant power bleeds for 1 point of Constitution damage in addition to the normal damage if the power takes effect. Multiple resonant wounds result in cumulative Constitution damage.

This feat doesn't work on powers that have been modified to deal damage (such as with cortically resonant powers).

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.



Psionic Items

We are the music makers, and we are the dreamers of dreams.

—*Willy Wonka*, Willy Wonka and the Chocolate Factory

Psionic characters often utilize items to bolster their mental abilities. To aid in the choices presented for psionic characters, more than a dozen new items appear in this chapter. Many of them are featured in the *Hyperconscious* adventure.

DREAMSTAINED ITEMS (DREAMGIFT ITEMS)

While dreamstained items are similar to standard psionic items, they are easier and less costly to create. Because of their low creation cost, their market price is likewise less (about one-fourth the price of a nondreamgift), which makes dreamgifts a popular choice. Additionally, the manifester level required to create the item is about one-half of the normal requirement. However, these cheaper and easier

items come at a price.

Because the Dark Plea is the source of the items' abilities, each item also possesses a taint.

Note that common methods of identification and divination cannot reveal the common stain associated with each dreamgift. Nothing short of a *reality revision* or *hypercognition* reveals the curse, and then only that "the ill will of an entity called the Dark Plea taints the item."

Prices of Dreamstained Items

Because the Dark Plea whispers into the mind of the crafter the secrets of making a dreamgift prior to item creation, crafters have an easier time making them. As a result, knowledge of prerequisites normally needed is not necessary, though the Craft Dreamgift feat is required. Likewise, the manifester level is not as high as an item containing a given power would be normally. The actual formula for creating dreamstained items is as follows: Figure out the regular price of the item, then divide by four for the actual price. Determine the regular manifester level for the item, then take half that value for the actual manifester level of the dreamstained item. Of course, as with determining the price of any psionic (or magic) item, discretion and subjectivity play their parts.

COMMON STAIN

In addition to each dreamstained item's listed abilities (and shortcoming, if any), they all share a few other properties in common.

First, anyone who wears or uses a dreamstained item that she has never worn or used before takes 1 point of temporary Constitution damage if she fails a Fortitude save (DC 13). However, this damage unaccountably feels good to the character. Moreover, the character knows that once she takes this damage, the item will no longer damage her, no matter how many times she wears or uses it.

Second, a character in possession of a dreamstained item who uses or wears that item on a given day has strange, disquieting dreams that night—sometimes nightmarish ones. However, the source of these dreams is not obviously tied to the dreamgift. Each night when the owner of a dreamstained item sleeps after using or wearing the item, the DM makes a Fortitude save (DC 10) for that character. On a failed save, the owner wakes with 1 point of temporary Constitution damage. (On a successful save, she probably does not remember having nightmares.) Note that the DM should not obviously tie the use of the dreamgift with the nightmare or the damage.

Finally, anyone actively using a dreamstained item leaves herself open to direct contact by the Dark Plea or one of its servitors. The DM can decide when this occurs, if ever, and what happens should the PC find herself involved with the Dark Plea. In the *Hyperconscious* adventure, both the dreamkeeper† Thales and the dreamwright† Pherecyde suffer from mental instability due to the Dark Plea's influence (and they are the least stricken of the affected sages).

Circlet of the Brain's Barricade: The *circlet of the brain's barricade* is a slender band that appears strangely dim even in full light. It provides the wearer with power resistance 13 against all mind-affecting powers.

Faint telepathy [dreamstained]; Manifester Level 2nd; Craft Dreamgift†; Price 3,000 gp

Goggles of Piercing Scrutiny: The lenses of *goggles of piercing scrutiny* are made of dark crystal, and they appear similar to *goggles of night*. However, when placed over the eyes of the wearer, they enable him to see normally.

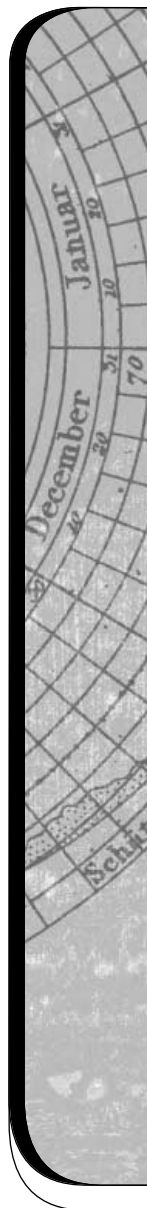
While worn, the lenses radiate a psychokinetic field in a 50-foot cone that negates all types of invisibility (though this power can't negate the effect of *cloud mind*). Any creature that fails its save to avoid the effect loses its invisibility.

Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round (until the beginning of your next turn) and do not have total concealment during this period.

The user must wear both lenses for the psionic power to take effect.

Faint psychokinesis [dreamstained]; Manifester Level 3rd; Craft Dreamgift†; Price 9,100 gp

Ring of Electrocution: A strange, electric smell and leaden taste in the air always seems to accompany the silvery *ring of electrocution*. Once per day the wearer of the ring can release a powerful stroke of electricity that deals 5d6 points



of damage to every creature or object within a 120-foot line. The beam begins at the user's fingertips. Creatures who succeed on a Reflex save (DC 16) take half damage. If used against creatures with power resistance, the manifester level check to overcome the resistance gains a +2 bonus.

Faint psychokinesis [dreamstained]; Manifester Level 3rd; Craft Dreamgift†; Price 1,500 gp

Ring of Fiery Torment: The bright red iron *ring of fiery torment* feels warm to the touch. Once per day, the wearer can explode in flame, bathing everything in a 40-foot-radius fire burst centered on the wearer and dealing 5d6+5 points of fire damage. The wearer is not affected. Creatures who succeed at a Reflex save (DC 14) take half damage.

Faint psychokinesis [dreamstained]; Manifester Level 3rd; Craft Dreamgift†; Price 1,500 gp

Ring of the Frozen Heart: The crystal *ring of the frozen heart* always feels cold to the touch, and it may freeze to solid surfaces (but it doesn't harm the wearer). Once per day the wearer can project a 60-foot cone of cold that extends outward from the wearer's hand. The cone deals 5d6+5 points of cold damage to every creature in the area. Creatures who succeed at a Fortitude save (DC 14) take half damage.

Faint psychokinesis [dreamstained]; Manifester Level 3rd; Craft Dreamgift†; Price 1,500 gp

Ring of Screaming Anguish: The dull lead *ring of screaming anguish* produces a barely audible hum if brought to the ear. Once per day the wearer can create an explosion of screams that deals 5d6–5 points of sonic damage to every creature or object within a 20-foot-radius spread at a range of up to 60 feet (ignoring an object's hardness), except for the wearer. Creatures who succeed at a Reflex save (DC 14) take half damage.

Faint psychokinesis [dreamstained]; Manifester Level 3rd; Craft Dreamgift†; Price 1,500 gp

Third Eye, Guardian: The *guardian third eye* is a small crystal with a wide, flat facet that resembles a closed eye. When the owner desires, the crystal adheres to the center of her forehead.

Once per day, this kind of *third eye* allows the wearer to slide out of range of a damaging burst attack that normally would deal half damage on a successful save, as if the wearer had manifest *evade burst*. When this occurs, the eye blinks wide, then closes again when the burst is past.

Moderate psychometabolism [dreamstained]; Manifester Level 7th; Craft Dreamgift†; Price 9,100 gp

Torc of Many in One: The *torc of many in one* is a band inlaid with precious metal, and a user wears it around his neck or upper arm. The wearer can manifest *fission* once per day as if a 13th-level manifester. However, there is a 5 percent chance that each duplicate formed sees itself as the mortal enemy of the user, and instead of doing the user's bidding, attempts to exterminate him.

Moderate psychometabolism [dreamstained]; Manifester Level 7th; Craft Dreamgift†; Price 9,100 gp

PSICRYSTAL STAVES

A *psicrystal staff* is a long shaft of wood or crystal designed to provide a “setting” for a psionic character's psicrystal, if a character has one. The basic *psicrystal staff* grants minimal ability to the psionic character's psicrystal; however, every *psicrystal staff* can be customized, modified, and upgraded by the addition of *setting stones*. Each stone grants different abilities to the psionic character who uses the staff to carry his psicrystal. Of course, many psionic characters already carry their psicrystals on staves—only practiced eyes can tell the difference between a decorative setting and a potent item.

Psicrystal staves have an Armor Class of 7, 10 hit points, a hardness of 8, and a break DC of 24.

Activation: *Psicrystal staves* are activated as a free action so long as the psionic character keeps his psicrystal docked on the staff's primary setting. The staff wielder must hold the staff to utilize its power.

Psicrystals (as well as ancillary *setting stones*) can be docked or free. As a standard action, the psion can dock or release his

psicrystal, psionically affixing it to the staff or releasing it; psicrystals with self-propulsion can dock or release themselves, at the direction of the psionic character. While docked, the psicrystal (and *setting stones*, if any) and the staff function as a unit.

Besides the psicrystal itself, the *psicrystal staff* can hold a total of three additional *setting stones*. The wielder can switch a *setting stone* with another as a standard action. *Setting stones*, when mounted, also become part of the staff.

Psicrystal Staff: Docked psicrystals are treated as if their owner's manifester level is +2 higher than it really is, thus unlocking psicrystal potential early. This power is conferred daily only if the psicrystal remains mounted for at least one hour out of every two hours. For instance, a 1st-level psion with a *psicrystal staff* and a mounted psicrystal gains the benefits of a psicrystal with the ability to deliver touch powers, +1 natural armor, and +1 Intelligence, which is something normally only a psionic character of 3rd to 4th level could expect.

Faint telepathy; Manifester Level 3rd; Craft Universal Item, Psicrystal Affinity, *mindlink*; Price 2,000 gp; Weight 5 lbs.

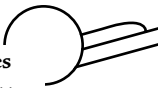
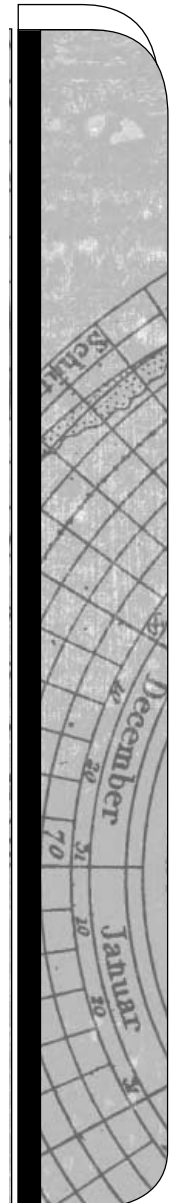
SETTING STONES

Setting stones function only when a character has mounted them to a *psicrystal staff*.

Setting Stone of Invigoration: The *setting stone of invigoration* is a hazy garnet. Once per day this stone's wielder can draw power from his splinter personality embedded in the psicrystal, invigorating his powers (if his psicrystal is also mounted). This invigoration lasts for 10 minutes. While

Psicrystal Staves and Setting Stones

Psicrystal staves resemble the staves used by spellcasters, but they focus on assisting characters with psionic abilities instead of providing spellcasting abilities. You can place your psicrystal, if you have one, within the staff and add setting stones or companion stones, which make the staff much more versatile than a spellcaster's traditional staff.



invigorated, the character gains many advantages: He gains a +2 morale bonus on saving throws, skill checks, and Difficulty Class modifiers; acquires +5 temporary power points; and gains +1 level to his manifester level.

Moderate psychometabolism; Manifester Level 9th; Craft Universal Item, Overchannel, Talented, *psychofeedback*; Price 10,080 gp; Weight —

Setting Stone of Kenosis: The *setting stone of kenosis* is a large jewel of unearthly origin. Once per day this stone's wielder can briefly suppress a creature's psi-like, spell-like, and supernatural abilities. To use this power, the psionic character targets the creature with a scintillating purple ray from the stone. On a successful ranged touch attack, the target is locked out of using its psi-like, spell-like, and supernatural abilities for 1d4 rounds (which includes the ability of spellcasters to use their spells and psionic characters and creatures to use their powers). Power resistance can prevent this effect—the effect is as if manifest by an 17th-level manifester.

Strong telepathy; Manifester Level 17th; Craft Universal Item, *apopsi*; Price 29,000 gp; Weight —

Setting Stone of Power Echo: The *setting stone of power echo* is a large sapphire. Once per day this stone's wielder can manifest any power of 3rd level or less that he manifested earlier in the same day as a free manifestation. More powerful *setting stones of power echo* exist for echoing powers of 6th level or less (*greater power echo*), and 9th level or less (*true power echo*).

Moderate (5th and 11th) or strong (17th) psychokinesis; Manifester Level 5th, 11th, or 17th; Craft Universal Item, *reddopsi*; Price 9,000 gp (3rd), 36,000 gp (6th), 81,000 gp (9th); Weight —

COMPANION STONES

A *companion stone* is similar to a *setting stone* in that it functions only in conjunction with a *psicrystal staff*. Like *setting stones*, *companion stones* add functionality to each staff. Unlike *setting stones*, however, *companion stones* take up orbit around the head of the staff, similar to the way *ioun stones* orbit the head of their owner. However, *companion stones* orbit only the head of a chosen *psicrystal staff*, not the wielder of the staff.

When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1 foot from the head of her staff. A character must grab the *companion stone* to remove it from orbit about the *psicrystal staff*. The owner may voluntarily seize and stow a stone to keep it safe, but she loses the benefits of the stone during that time. *Companion stones* have an Armor Class of 22, 8 hit points, and a hardness of 10.

The wielder can enhance her *psicrystal staff* with a maximum of 10 *companion stones* before the density of orbiting stones becomes too great. As with the benefits provided by *setting stones*, the character must have her *psicrystal staff* in hand to gain the benefits from any orbiting *companion stones*.

Companion Stone of Diplomacy: The wielder of a staff enhanced with this stone gains a +4 competence bonus on Diplomacy checks.

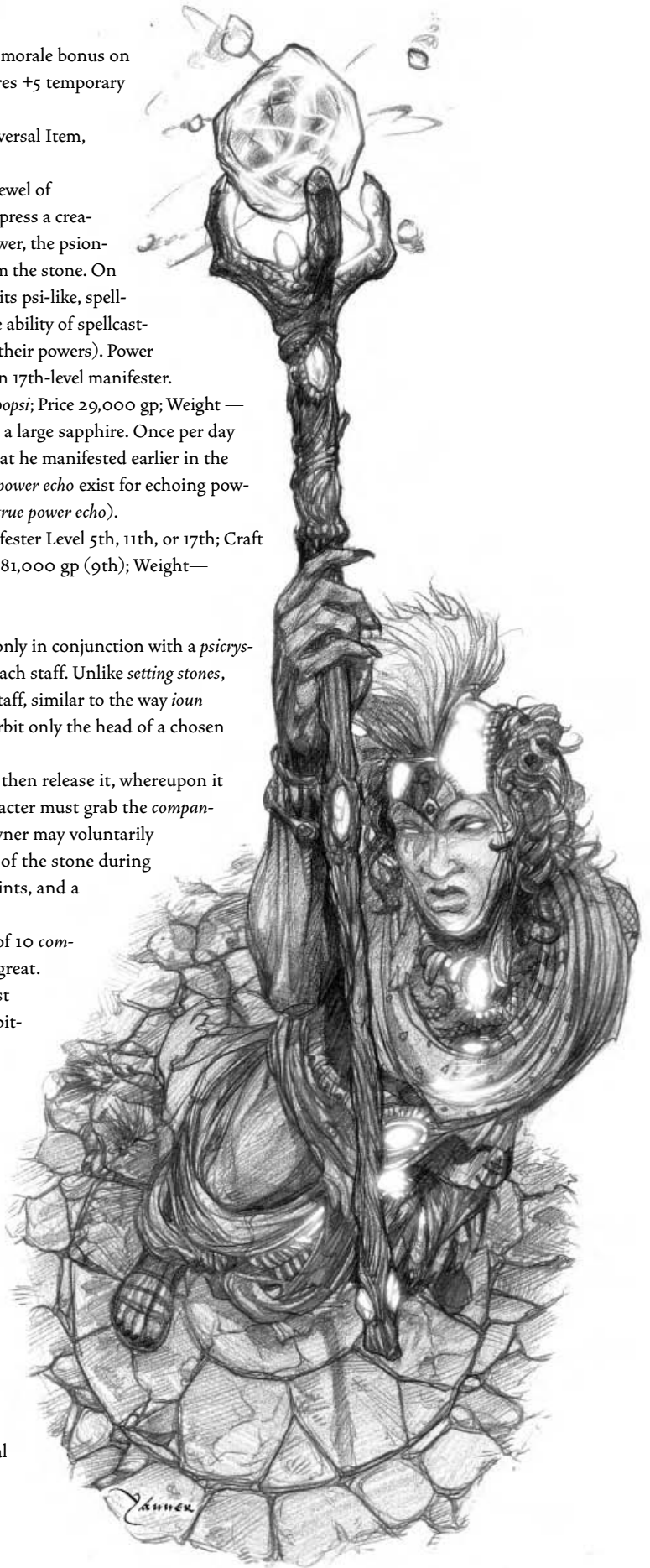
Faint telepathy; Manifester Level 5th; Craft Universal Item, *brokerf*; Price 1,700 gp; Weight —

Companion Stone of Electrical Protection: The wielder of a staff enhanced with this stone is protected from electrical damage. Each time the wielder takes damage from electricity, subtract 10 points from the total for each electrical attack.

Moderate psychometabolism; Manifester Level 7th; Craft Universal Item, *energy adaptation*; Price 27,200 gp; Weight —

Companion Stone of Far Sight: The wielder of a staff enhanced with this stone gains a +2 competence bonus on ranged attack rolls and a +2 competence bonus on saving throws against illusions.

Weak psychometabolism; Manifester Level 5th; Craft Universal Item; Price 7,500 gp; Weight —



Companion Stone of Fire: The wielder of a staff enhanced with this stone gains the ability to manifest cones of fire. When a character points the companioned *psicrystal staff* and issues the command thought, an *energy cone [fire]* effect discharges from the stone, as if fully augmented by a 10th-level kineticist (10d6+10 points of fire damage with a DC adjustment of +2). Each use requires one charge; a newly created *companion stone of fire* has 30 charges. When the charges are expended, the *companion stone* burns to ash.

Moderate psychokinesis; Manifester Level 10th; Craft Universal Item, *energy cone*; Price 17,000 gp; Weight —

Companion Stone of Resistance: The wielder of a staff enhanced with this stone gains a +4 resistance bonus to all saving throws (Fortitude, Reflex, and Will) once per day for up to five minutes—it is a standard action to activate this power.

Faint psychometabolism; Manifester Level 5th; Craft Universal Item, *psionic resistance*; Price 9,000 gp; Weight —

Companion Stone of Truthful Dealings: The wielder of a staff enhanced with this stone can *read thoughts* once per day for up to three minutes—it is a standard action to activate this power.

Faint telepathy; Manifester Level 3rd; Craft Universal Item, *read thoughts*; Price 10,800 gp; Weight —

SYNAPTIC MASKS

A *synaptic mask* consists of several thin leather straps that affix to the wearer's face. Most of the wearer's face is visible through the leather webbing. The strands that make up the mask all come together at the wearer's left temple, where a setting is affixed. The setting contains a clamp in which owners can set various types of special stones.

These masks use shards or meld stones to determine the effect granted to a character, thus ensuring that they are flexible in function.

A *synaptic mask* uses up the same area on the body as a headband, hat, or helmet; a character wearing one of these cannot also wear a *synaptic mask*.

Synaptic masks have an Armor Class of 5, 10 hit points, a hardness of 3, and break DC 15.

Activation: *Synaptic masks* are always active while worn (they do not require activation). A *synaptic mask* confers an effect only when a *shard* or a *meld stone* rests in its setting.

Synaptic Mask: Without a specified stone such as a *shard* in its setting, the *synaptic mask* confers no extra abilities. As described in Chapter Seven: Psionic Items in the *Expanded Psionics Handbook*, *shards* are fragments of crystal imbued with small portions of psionic power. Normally, using a *shard* is a standard action (*shards* telepathically reveal their command word into the minds of psionic creatures who handle them).

A *shard* grants a temporary competence bonus on one specific skill, ranging from +1 to +10. Normally, the bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Unless set in a *synaptic mask*, a *shard* disintegrates after use, even if its user doesn't utilize the bonus.

Competence Bonus	Price
+1	10 gp
+2	40 gp
+3	90 gp
+4	160 gp
+5	250 gp
+6	360 gp
+7	490 gp
+8	640 gp
+9	810 gp
+10	1,000 gp

Moderate psychometabolism; Manifester Level 7th; Craft Universal Item, creator must have ranks in the specified skill at least equal to the imprinted bonus; Price see above.

If a *shard* is placed (or replaced) in a *synaptic mask* setting (as a standard action), the wearer can use the *shard's* skill bonus indefinitely without using up the *shard*. The mask preserves the *shard* while at the same time allowing the wearer to continuously gain the *shard's* benefit. The wearer can remove the *shard* later and use it normally, though this results in the *shard's* disintegration as described above.

Moderate metacreativity; Manifester Level 7th; Craft Universal Item, *psionic fabricate*; Price 3,000 gp; Weight 1 lb.

MELD STONES

Meld stones appear similar to *shards* but are often crafted with higher gem-grade crystal. Unlike a *shard*, a *meld stone* cannot be used if not set in a *synaptic mask*. Each *meld stone* contains a suite of skill bonuses related by a theme or task.

Meld Stone of the Alchemist: When set in a *synaptic mask*, the *meld stone of the alchemist* grants its wearer a +8 competence bonus on Craft (alchemy) checks, a +6 competence bonus on Appraise and Use Magic Device checks, and a +4 competence bonus on Knowledge (arcana) checks.

Strong clairsentience; Manifester Level 5th; Craft Universal Item, 8 or more ranks in Appraise, Craft (alchemy), Knowledge (arcana), Use Magic Device; Price 3,040 gp; Weight: 1 lb.

Meld Stone of the Infiltrator: When set in a *synaptic mask*, the *meld stone of the infiltrator* grants its wearer a +8 competence bonus on Bluff checks, a +6 competence bonus on Disguise and Forgery checks, and a +4 competence bonus on Gather Information checks.

Strong telepathy; Manifester Level 5th; Craft Universal Item, 8 or more ranks in Bluff, Disguise, Forgery, and Gather Information; Price 3,040 gp; Weight: 1 lb.

Meld Stone of the Nimble Trickster: When set in a *synaptic mask*, the *meld stone of the nimble trickster* grants its wearer a +8 competence bonus on Tumble checks, a +6 competence bonus on Escape Artist and Hide checks, and a +4 competence bonus on Move Silently checks.

Strong psychometabolism; Manifester Level 5th; Craft Universal Item, 8 or more ranks in Escape Artist, Hide, Move Silently, and Tumble; Price 3,040 gp; Weight 1 lb.

OTHER ITEMS

Chalaziom Ocellus: When a chalaziom† (see Chapter Six) is slain, residual psionic energy lingers in 1d4 of its crystal lenses. If detached, each acts as a complete pair of eyes of charm. Each ocellus can be used only once against a single target, for a maximum of 10 rounds, before crumbling away with its psionic energy completely drained.

Faint telepathy, Manifester Level n/a; Price 75 gp; Weight —

Cloak of Probability: This flowing cape of mottled red affects its wearer as the psionic power *probability mantle*† once per day, as if manifested by an 11th-level manifestor.

Moderate psychoportation; Manifester Level 11th; Craft Universal Item, *probability mantle*†; Price 26,400 gp

Contemplation Pearl: Once per day using a standard action, a character holding a *contemplation pearl* can utilize the *bend reality* power. Use of the power debits the character the appropriate number of experience points, as described in the *bend reality* power description. Recently, Biana, one of the Seven Sages introduced in Chapter Two, overtaxed the *contemplation pearl*. Once someone removes the pearl from the dire dreamself† fountain, its power becomes inactive for one month, after which it resumes its former ability to function, though only intermittently. In this case, it has only a 50 percent chance to function on any given day.

Strong clairsentience; Manifester Level 15th; Craft Universal Item, *bend reality*; Price 37,500 gp

Dreamseed, Minor: Luminescent pearl in color, *minor dreamseeds* resemble seeds of grain measuring 1 or 2 inches in length. These items are not made—they are found or collected from rarely forming dangerous dreams and nightmares. Only a few beings have recovered one. A *minor dreamseed* allows a dreamwright† character to call a reflexion† whose Hit Dice total exceeds the character's normally allowed maximum by +2 HD. (More potent *dreamseeds* exist—in fact, the dreamwright known as Pherecyde found a *greater dreamseed* that allowed her to exceed the Hit Dice cap by +8, but she promptly used it.)

Strong metacreativity; can't be created, only found; Price 3,000 gp

Malafide Chalkstone: Malafides† (see Chapter Six) mine a special substance they call chalkstone from an undisclosed location on the Astral Plane. While most malafides are not given the location of this mine, most do receive a piece of chalkstone, which appears as chalky lump of multicolored rock. Any psionic creature can scribe a psionic tattoo of any power it knows using the chalkstone; possession of the chalkstone replicates the Scribe Tattoo feat in all ways (see the *Expanded Psionics Handbook*), save as follows: The scribe must use the chalkstone to scribe the power, the scribe must personally know the power to be scribed, and the owner does not need to pay a gold piece cost to scribe a psionic tattoo. Each piece of chalkstone can scribe up to five psionic tattoos. Possession of chalkstone counts toward an individual malafide's treasure.

Faint metacreativity; Manifester Level 5th; cannot be made, only mined; Price 6,565 gp per piece; Weight —

Ring of Psionic Teleport: This obsidian band allows the user to manifest *psionic teleport* once per day. Once per day the wearer can exceed his maximum load by ×5 when using *psionic teleport*.

Strong psychoportation; Manifester Level 12th; Craft Universal Item, *psionic teleport*; Price 28,800 gp

Slumbering Heart: The fist-sized *slumbering heart* looks like a coal-black stone shaped like an idealized heart the size of a fist. When first grasped by any character that has never before done so, the heart turns transparent and shines with a beautiful prismatic light. The character holding the heart has the opportunity at that point to make use of the *psychic reformation* power from the *Expanded Psionics Handbook*. The character does not lose experience points for taking advantage of the power. The character can “reformat” up to her last four levels with the *slumbering heart*, if desired. Once a particular character makes use of the heart's *psychic reformation* effect, the stone grows opaque and dark, and that character can never call upon it again. Those who wish to “back up” and pick up levels of a new prestige class can find this item particularly useful for rewriting their own minds and hearts.

Moderate telepathy; Manifester Level 7th; Craft Universal Item, *psychic reformation*; Price 11,200 gp

Third Eye of Continual Power: This item appears as a small, flat crystal. With the proper command thought, it adheres to the wearer's forehead. A *third eye of continual power* confers the Continual Power† feat (see Chapter Four) on its wearer, allowing the character to use the feat once per day.

Strong psychometabolism; Manifester Level 15th; Craft Universal Item, Continual Power†, *bend reality*; Price 48,000 gp

ARTIFACTS

Book of the Shallows: Penned by a servitor of the Dark Plea, the *Book of the Shallows* is an artifact of insidious evil. Written in a way that first leads a reader to believe the tome is a treatise on Dream, the true nightmare-drenched nature of the book becomes apparent upon deeper perusal. A complete read of the tome requires one week of study. Once an evil manifestor accomplishes this, he gains a +1 inherent bonus to Intelligence and one experience level—receiving enough experience points to put the character's experience point total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

All lawful neutral, neutral, or chaotic neutral characters who touch the book take 5d4 points of damage, and reading its pages causes them to either lose 2d6 points of damage and 1,000 XP (01–50 on d%) or change their alignment to evil without gaining the benefits above for being evil (51–100).

Good psions, wilders, and psychic warrior characters (LG, NG, CG) perusing the pages of the *Book of the Shallows* have to make a Fortitude save (DC 16) or die. If they do not die, they must succeed at a Will save (DC 15) or suffer from a



continuous *head tript* effect (per the power of the same name introduced in Chapter Seven). In the latter event, even if the save succeeds, the character loses 20,000 XP, minus 1,000 for each point of Intelligence he has. (This calculation cannot result in an experience point gain.) Other characters of good alignment take 5d6 points of damage from just handling the tome. If such a character looks inside, there is an 80 percent chance that a frenzy of phrensies† (five to eight of them) attacks the character that night.

Once a manifester reads the book, he can use the book as if it were a power stone: Once per day, he can manifest the powers *crownfire*†, *dark union of dust*†, and *head tript*†.

Strong clairsentience [evil]; Manifester Level 19th; Weight 3 lbs.

Crystal Consciousness (major artifact): One account claims that the *Crystal Consciousness* is the remnant mind of a god from another cosmology trapped in our own multiverse long ago (or perhaps even the kureshim's lost god; see "Kuresh" in Chapter Six). Another account describes the *Crystal Consciousness* as the physical manifestation of the

collective unconscious of every psionic creature everywhere.

Whatever the truth of the matter, the object is a potent force that wakes once every 5,000 years. At these times, known as "Waking Events," it reportedly has the power to alter the very disciplines on which psionic power is based. The rest of the time, the *Crystal Consciousness* remains quiescent, though it has great "residual" powers that a wielder may call upon:

Malleable Form: The *Crystal Consciousness* takes the form of any one "chakra" item as desired by its wielder (headband, hat, helmet, pair of eye lenses, psionic third eye, goggles, cloak, cape, mantle, amulet, brooch, medallion, necklace, periapt, scarab, robe, psychoactive skin, vest, vestment, shirt, pair of bracers or bracelets, pair of gloves or gauntlets, ring, belt, or pair of boots); see "Chakra Savant" in Chapter Eight: Psionic Prestige Classes.

Various Powers: The wielder can use various powers from the artifact as if the item were a power trigger item. At will—*catfall*, *detect psionics*, *far hand*, *missive*; 3/day—*astral construct*, *burst*, *control object*, *destiny dissonance*, *psionic charm*, *thicken skin*; 2/day—*animal affinity*, *dimension swap*, *energy missile*, *object reading*, *psionic repair damage*, *read thoughts*; 1/day—*inertial barrier*, *true metabolism*, *ultrablast*; 1/week—*reality revision* (requires expenditure of XP, if any).

Staff of the Primal Artificer: This crystalline staff was recovered recently, unscathed, from the crater of an ancient meteorite. Dating back several cycles of reality, the Primal Artificers were beings of nearly godlike power whose minds were naturally contained in exotic crystal. The staff may indeed be one of their tools.

Whosoever holds the *Staff of the Primal Artificer* may use a power similar to *psionic dominate* up to three times per day. However, the power of the staff is specifically limited to entities who possess nonbiological sentience, including constructs (even nonintelligent constructs), machine intelligences, and even undead (the effect of the staff is not a mind-affecting compulsion). The staff has no power over living intelligences.

Psionic Monsters

I dream of vague shapes that hint of my heart's desire.

—Mason Cooley

Several of the creatures in this chapter appear in the adventure in Chapters One and Two. Each psionic monster is designed to be used with the mindscape psionic combat system detailed in Chapter Three. Mode check and resting mode notations in the creatures' Special Attacks statistics refer to this modular subsystem. If you prefer not to use the psionic combat system, simply disregard these references. With a variety of Challenge Ratings ranging from 1 to 20, there's a creature here to throw at every adventuring party!

BAYARD

Large Construct

Hit Dice: 5d10+30 (57 hp)

Initiative: +2

Speed: 40 feet (8 squares), climb 5 feet

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

Base Attack/Grapple: +3/+14

Attack: Hoof +9 melee (1d6+7)

Full Attack: 2 hooves +9 melee (1d6+7)

Space/Reach: 10 feet/5 feet (Face/Reach: 5 feet × 10 feet/5 feet)

Special Attacks: —

Special Qualities: Construct traits, darkvision 60 feet, low-light vision, trample 2d6+10

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

Abilities: Str 25, Dex 15, Con —, Int —, Wis 10, Cha 10

Skills: Climb +15

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This savage creature is a scaled and ridged quadruped, though its powerful limbs end in claws rather than hooves. The beast is akin to a tiger, save for its monochrome paleness and the cruelly ridged scales where fur would be found on a natural creature.

Bayards are not natural creatures, but instead they are stabilized astral constructs—only the mental resonance between the bayard and its rider steadies it. Should the rider ever go too far (see the astral dragoon† class in Chapter Eight), the bayard returns to the component ectoplasm from which it formed.

A bayard stands about 5 feet tall at the shoulder, and though its ridged scales seem cruel and unwelcoming, its back is well suited to hold a rider.

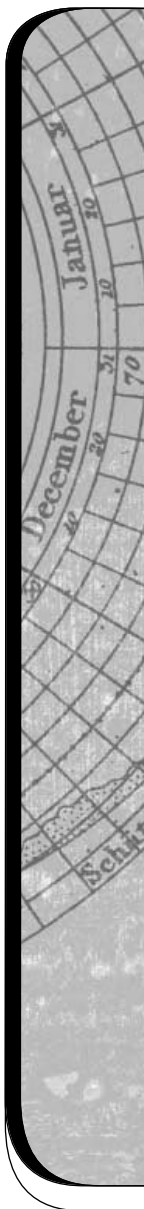
Carrying Capacity: A light load for a bayard is up to 800 lbs.; a medium load is 801–1,600 lbs.; and a heavy load is 1,601–2,400 lbs. A bayard can drag 4,000 lbs.

COMBAT

A bayard responds instantly to the commands of its rider. Generally, that means using its claws in combat, but often it means using its ability to trample its foes.

Trample (Ex): As a standard action during its turn each round, a bayard literally can run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 2d6+10. The target can attempt a Reflex save (DC 19) to negate the damage, or it can instead choose to make an attack of opportunity at a −4 penalty (see “Trample” in the MM).

Construct Traits: A bayard has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.



CHALAZIOM

Small Aberration (Psionic)

Hit Dice: 4d8+16 (34 hp)

Initiative: +3

Speed: 30 feet (6 squares), swim 20 feet

AC: 20 (+1 size, +3 Dexterity, +6 natural), touch 14, flat-footed 17

Base Attack/Grapple: +3/+0

Attack: Slam +5 melee (1d4+1) or eye ray +7 ranged touch (2d6)

Full Attack: 3 slams +5 melee (1d4+1) and eye ray +5 ranged touch (2d6)

Space/Reach: 5 feet/5 feet

(Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Psi-like abilities, mode check +4, resting mode Sap Mind +4

Special Qualities: Chameleon power, DR 10/magic (or 10/+1), darkvision 120 feet, fire resistance 10

Saves: Fort +5, Ref +4, Will +5

Abilities: Str 13, Dex 17, Con 18, Int 12, Wis 12, Cha 15

Skills: Hide +10, Listen +7, Search +12*, Spot +18*, Swim +16*

Feats: Alertness, Multiattack

Environment: Any aquatic and underground

Organization: Solitary or collection (2–5)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 5–9 HD (Small); 10–17 HD (Medium); 18–36 HD (Large)

Level Adjustment: +3

From a distance, this creature has the rough appearance of a 4-foot-tall humanoid, complete with four limbs and a head.

But its upright appearance is a mimicry—a chalaziom is far more simplistic. Five stubby, starfishlike limbs radiate from a central disk.

The chalaziom can alternately crawl on all five limbs or walk on just two or three.

Instead of a standard hide or scales, the chalaziom's body is covered with tiny lenses made of calcite crystals; its entire surface acts as one big compound eye composed of hundreds of tiny lenses. It uses these lenses to change its body coloration, see with unbelievable clarity, discharge psionically intensified beams of light, and capture the minds of the incautious with its full-body gaze.

The chalaziom is a cunning creature that uses light and psionics to waylay its foes. They are always voracious. They don't usually distinguish between sentient and nonsentient creatures when it comes to prey. They prefer small prey but eat anything they can catch. Because they regard all other creatures as potential food, most beings consider them simple animals. However, chalazioms have a secret culture they share only among themselves, and they communicate in rapid pulses of light from "eye" to "eye" quicker than any other creature can follow. Deep below the earth in hidden aquifers, chalazioms gather in colossal clumps, each transmitting whole libraries of information in moments with light pulses. Rolling through the dark waters, these masses of signaling chalazioms look like lightning-lit thunderheads drowned in dark liquid.

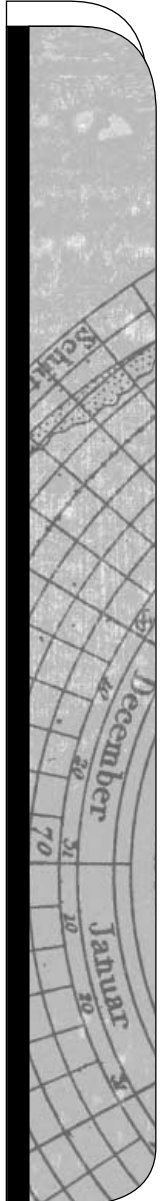
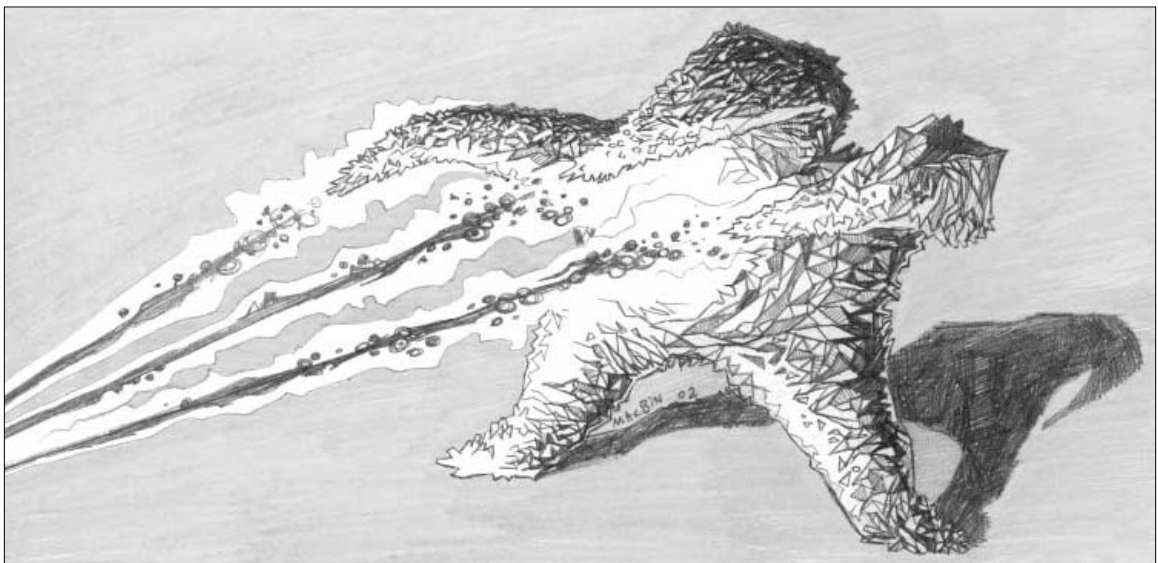
COMBAT

Chalazioms slam opponents with their limbs, fascinate the unwary, and blast eyebeams at their closest prey.

* **Skills:** The chalaziom enjoys a +8 racial bonus on Search, Spot, and Swim checks.

Psi-Like Abilities: Chalazioms produce these effects at will.

Eye Ray: Once per round the chalaziom can gather ambient light (or a portion of light it has stored) and release from its lens-covered body a ray of energized radiance that deals 2d6 points of damage. The chalaziom can make this attack in conjunction with its melee attacks and it does not draw an attack of opportunity.



Gaze: During any round that the chalaziom takes only a move action, its gaze ability potentially affects any creature within 30 feet without conscious effort on the chalaziom's part. Creatures affected by the gaze stand fascinated and take no actions for 1d4 rounds while they stare into the incredible compound eye that covers the creature's body. If something attacks the affected creature, this fascination breaks. A Will save (DC 16) negates the effect. Each opponent within range of a gaze attack must attempt a saving throw every round at the beginning of its turn in initiative order. The creature also can gaze actively as an attack action by choosing a target within range, which must then attempt a saving throw. A chalaziom is immune to its own gaze attack.

Chameleon Power (Ex): The chalaziom can skillfully manipulate the light entering and reflecting from its myriad crystal lenses, thus changing the coloration of itself and its equipment to match its surroundings. This provides a +8 circumstance bonus on the chalaziom's Hide checks.

DIRE DREAMSELF

Medium Monstrous Humanoid

(Dreamborn, Psionic)

Hit Dice: 4d8+23 (41 hp)

Initiative: +2

Speed: 40 feet (8 squares)

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; 20% miss chance

Base Attack/Grapple: +4/+8

Attack: Claw +8 melee (1d4+4)

Full Attack: 2 claws +8 melee (1d4+4) and bite +6 melee (1d6+2)

Space/Reach: 5 feet/5 feet

(Face/Reach: 5 feet × 5 feet/5 feet)

Special Attacks: Psi-like abilities, mode check +4, resting mode Acumen Screen +2

Special Qualities: Damage reduction 10/cold iron, darkvision 60 feet, ferocity, power resistance 14

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

Abilities: Str 18, Dex 15,

Con 20, Int 6,

Wis 11, Cha 17

Skills: Hide +7*, Listen +4, Spot +4

Feats: Multiattack, Toughness

Environment: Any

Organization: Solitary, pair, or clutch (5–16)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil



Advancement: 5–6 HD (Medium); 7–12 HD (Large)

Level Adjustment: +5

This creature is a negative reflection, or a defined shadow, or even a silhouette of a crazed humanoid. Its hair streams in an unfelt wind, and its voiceless mouth screams in soundless fury.

Dire dreamselfs are generally humanoid in shape and dimension (though they seem two-dimensional from a distance), but each individual dire dreamself has a different silhouette that mimics the physical shape of the random real individual that serves as the dire dreamself's template.

The thoughts of violence and essence of remembered nightmares form a dire dreamself. As such, it is a creature of violence and it finds itself drawn to melee like a moth to a flame. Dire dreamselfs that form spontaneously in nether dreams of the Shallows attack all creatures mindlessly, serving no master. Some dire dreamselfs extrude from characters or creatures with the special ability to extract their worst impulses on command (see the awakened dreamer† prestige class in Chapter Eight). These still mindlessly attack foes, but they do not attack the creator or those the creator designates. However, an extruded dire dreamself cannot receive any other commands. It can only throw itself into melee, hoping to expend its charge of cruelty in the heat of battle.

The Dreamborn Subtype

The dreamborn subtype applies to creatures that are spawned in Dream (or affiliated "locales," such as the Shallows), are created from dreamstuff, or that possess dream-related abilities in such extreme measure that the subtype has to be applied.

Traits: All dreamborn creatures appear hazy and out of focus, such that all melee and ranged attacks against dreamborn creatures are assessed a 20 percent miss chance. This 20 percent miss chance is not the same as concealment and does not preclude the possibility of effective sneak attacks. The subtype also identifies creatures that may be vulnerable to powers, spells, and effects that target dreamborn creatures.

Dire dreamselfs do not speak, and it is doubtful they care to understand any language.

COMBAT

Dire dreamselfs have wisdom enough to choose among their psi-like abilities the one most suited to a given situation, but they attempt to manifest *strength of my enemy* as soon as possible in any conflict.

Ferocity (Ex): A dire dreamself is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Psi-Like Abilities: 3/day—*hustle*, *psionic lion's charge*, *strength of my enemy* (manifest as a swift action; manifest level 5th). Manifest level 4th.

* **Skills:** Dire dreamselfs have a +2 racial bonus on Hide, Listen, and Spot checks. The Hide bonus increases by +8 when a dire dreamself is concealed within a dream environment, including any shallow (as opposed to the waking world).

DUNCHARATH

Medium Undead (Psionic)

Hit Dice: 14d12 (91 hp)

Initiative: +5

Speed: 40 feet (8 squares), climb 20 feet

AC: 21 (+1 Dexterity, +10 natural), touch 11, flat-footed 20

Base Attack/Grapple: +7/+13

Attack: Slam +13 melee (1d8+6)

Full Attack: 2 slams +13 melee (1d8+6) and 6 claws +11 melee (1d4+3)

Space/Reach: 5 feet/5 feet

(Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Psi-like abilities, mode check +9, resting mode Brain Hammer +0

Special Qualities: Undead, darkvision 60 feet

Saves: Fort +4, Ref +7, Will +9

Abilities: Str 22, Dex 12, Con —, Int 10, Wis 10, Cha 11

Skills: Climb +14, Hide +18, Listen +19, Move Silently +18, Spot +19

Feats: Alertness, Improved Initiative, Improved Natural Attack, Lightning Reflexes, Multiattack

Environment: Any land and underground

Organization: Solitary, pair, or nest (2d4)

Challenge Rating: 8

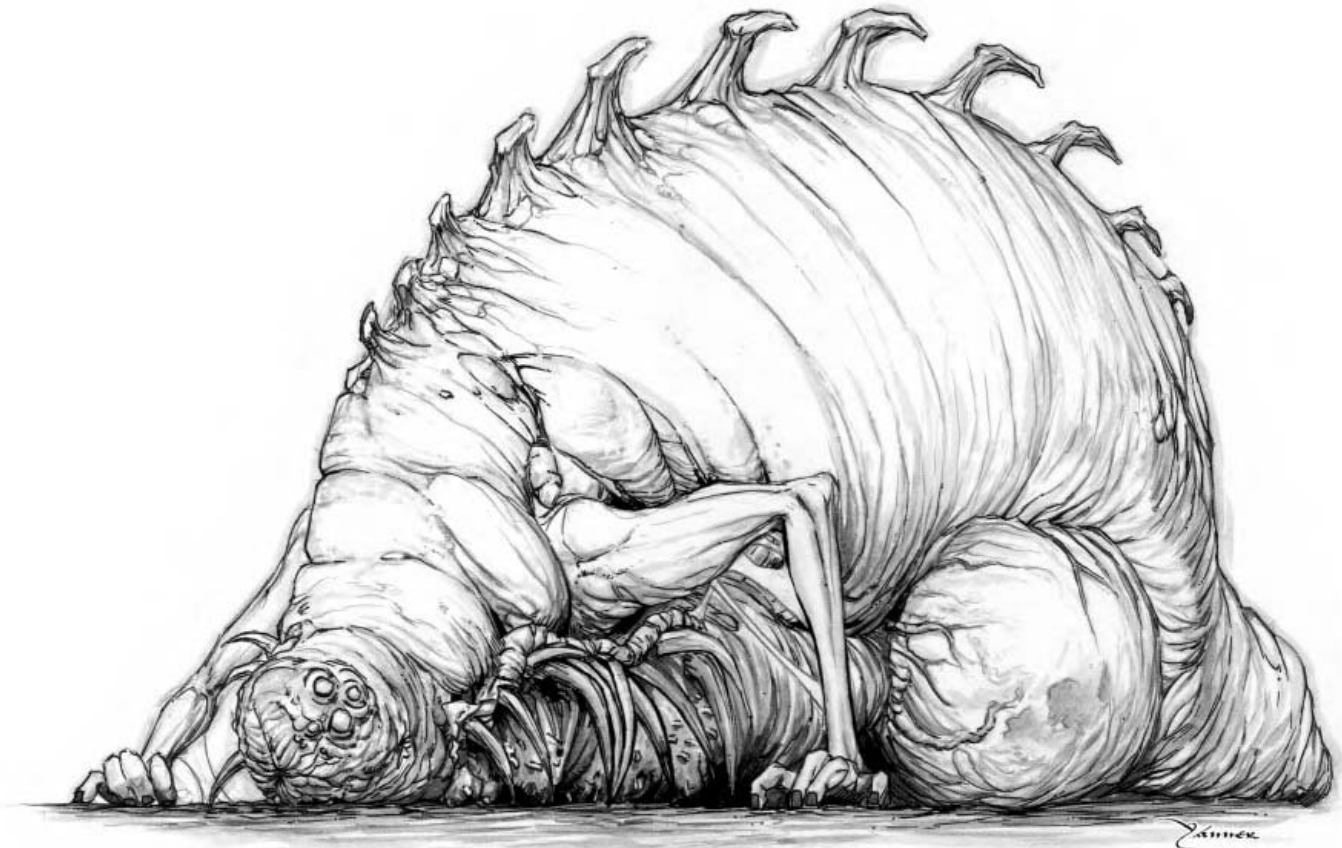
Treasure: Standard

Alignment: Any evil

Advancement: 15–21 HD (Medium); 22–28 HD (Large); 29–35 HD (Gargantuan)

Level Adjustment: —

This creature looks like an aborted cross between a maggot and a human. It has no legs, but it does have vestigial arms. Its most notable and terrible physical feature is its terrifyingly overdeveloped spine and ribs, both of which have broken out of the dead skin. The ribs are particularly awful in that they serve it as legs, as if a many-legged spider. Its eyes, like most psionic creatures', blaze with power.



Duncharaths are the warped skeletal remains of evil psionic individuals or creatures who perish using their mental powers toward diabolical ends.

COMBAT

Duncharaths attack by slamming their enemies with their slender but strong arms and with the clawlike ends of their horribly articulated ribs. When appearing in groups of two or more, one duncharath uses its psionic powers against the PCs each round, while the others enter melee.

Psi-Like Abilities: At will 3/day—*psionic dimension door*, *psionic dimensional anchor*, *wall of ectoplasm*. Manifest level 10th. Save DCs are Charisma based.

Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, death effects, mind-affecting effects; not subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain; no Constitution score, thus immune to any effect requiring a Fortitude save (unless it affects objects). An undead manifest level or spellcaster uses its Charisma modifier when making Concentration checks. See MM for additional details on the undead.

FUNGIFORM EGO*

Medium Ooze (Psionic)

Hit Dice: 5d10+23 (60 hp)

Initiative: +1

Speed: 30 feet (6 squares)

AC: 19 (+1 Dexterity, +3 natural, +5 +1 *chainmail*), touch 11, flat-footed 18

Base Attack/Grapple: +3/+6

Attack and Full Attack: +1 *greatsword* +8 melee (2d6+7)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Psi-like abilities, mode check +4, resting mode Brain Hammer +4, fruiting aura

Special Qualities: Blindsight 60 feet, ooze traits

Saves: Fort +6, Ref +2, Will +4

Abilities: Str 16, Dex 13, Con 14, Int 12**, Wis 12, Cha 14

Skills: Jump +7, Knowledge (nature)+5, Knowledge (psionics)+5, Listen +5, Sense Motive +5, Spot +5

Feats: Combat Reflexes, Iron Will, Power Attack, Toughness, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

Environment: Any

Organization: Solitary or colony (6–12)

Challenge Rating: 6

Treasure: Standard

Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: +2

* *Templated creature; template appears on next page.*

** *Emulates/takes control of former host's Intelligence +4. Skill points equal to (2+Intelligence modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.*

This figure appears to nourish a terrible infection. Crests of vile fungus sprout and burrow on the man's skin. His eyes look like cloudy sacs of rot, and his flesh is veined yellow and green.

The fungiform ego kills the higher minds of those it infests and fuses itself into the mindless decaying corpse of its new fleshy body.

Formed by the infection of a previous fungiform ego's fruiting aura, the creature described here dwells in the body of a typical human mercenary complete with +1 *chainmail* armor and a +1 *greatsword*. The fungus on the host's skin preserves its flesh against total decay. The chest cavity is partially hollowed out and filled with a packed mass of squalid vegetable matter. The fungiform ego still wears the clothing and uses the equipment of the base body and retains access to all the base body's memories, abilities, and traits. Fungiform egos can disguise their bodies with untarnished armor, gauntlets, and a helm, or a voluminous robe, if attempting to pass as normal. In addition to serving as a tool for interacting with the physical world, the body provides the main mass of the creature (in the chest) with some protection. Despite the condition of its fleshy carapace, the fungiform ego is very much alive.

Fungiform egos work toward their own inscrutable goals, which invariably run counter to those of most other creatures. Rumors indicate that every fungiform ego is a minor infection of a much greater mass that spreads rhizoid fingers through the damp soils of little-visited lands. The goals of this greater mass, called the Mother Mass, may include eventual coverage of the entire world—the ecosystem would consist only of it and its progeny.

Fungiform egos speak the language their hosts originally spoke (usually Common), though they also “speak” to each other via a rhizoid-mediated language requiring direct contact.

COMBAT

Fungiform egos rely somewhat on the raw combat ability of their bodies if their base bodies are warriors. Others rely on psionic powers or spells if their base bodies could use either of those abilities. However, every fungiform ego counts on its fruiting aura to eventually overcome its foes, using its psionic powers generally in a support capacity.

Fruiting Aura (Ex): Once per day the fungiform ego can generate a cloud of spores from quickly extruded fruiting bodies. As a move action, the fungiform ego's skin produces dozens of bulbous, inflamed, seemingly pus-filled spots (abscesses); however, when these burst—with ghastly, wet popping sounds—into a haze of spores, it becomes clear that something more insidious is afoot.

The haze of spores reaches a radius of 10 feet and lasts up to 10 rounds (though wind or breeze disperses the fruiting aura in 1d4 rounds). Upon initial exposure to the aura, any creature in it (including undead, but not constructs, oozes, or elementals) must make a Fortitude saving throw (DC 15). Those who fail are infected. A new save is required for exposure to a different aura.

Creatures cannot be infected again by the same fruiting aura once they've already become infected. An infected creature immediately takes 1d3 points of temporary Dexterity and Constitution damage. Even while out of the aura, the infected creature must continue to make a Fortitude saving throw (DC 15) every minute. On each failed save, the victim takes another 1d4 points of temporary Charisma and Constitution damage. If the victim succeeds at three saving throws in a row or receives psionic or magical relief from disease, the infection is stemmed. Should the character's Charisma or Constitution go to 0, the character is lost, and a new fungiform ego is born, with the personality, knowledge, and goals of its progenitor fungiform ego. See "Creating a Fungiform Ego" below.

Psi-Like Abilities: 3/day—*attraction, aversion, false sensory input, psionic charm, schism, steadfast perception*. Manifester level 7th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifestor level, if appropriate to the power.

Ooze Traits: A fungiform ego is immune to poison, *sleep*, paralysis, stunning, and polymorphing. Unlike other oozes, fungiform egos are susceptible to mind-affecting effects (because each shares a single mind made up of contributions from each individual fungal unit). They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blindsight special quality.

Oozes normally have no natural armor ratings, but fungiform egos "armor" themselves in the fleshy bodies that give them shape. Inside the husk, fungiform egos are difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus hit points (see the MM).

CREATING A FUNGIFORM EGO

"Fungiform ego" is a template that can be added to any living creature (referred to hereafter as the "base creature"). Constructs are not viable choices, though undead are, as mentioned above. Creatures with this template are also often referred to as "fungiform" creatures. The creature's type changes to "ooze," albeit an ooze that retains and even improves its Intelligence score (based on that of the base creature). It uses all the base creature's statistics and special abilities except as noted here. Statistics and abilities not presented below are as the base creature.

Hit Points: +10 bonus hit points

AC: Natural armor improves by +3 (this represents the fungus that hardens to form a carapace on the skin of the base creature the fungiform ego uses as a vessel).

Special Attacks: A fungiform ego retains all the special attacks of the base creature. It also gains psi-like abilities and a fruiting aura.

Psi-Like Abilities: 3/day—*attraction, aversion, steadfast perception, false sensory input, schism*. Manifester level 7th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifestor level, if appropriate to the power.

Fruiting Aura (Ex): Once per day, the fungiform ego can generate a cloud of spores from quickly extruded fruiting bodies. As a move action, the fungiform ego's skin produces dozens of bulbous, inflamed, seemingly pus-filled spots (abscesses); however, when these burst—with ghastly, wet popping sounds—into a haze of spores, it becomes clear that something more insidious is afoot. The haze of spores reaches a radius of 10 feet and lasts up to 10 rounds (though wind or breeze disperses the fruiting aura in 1d4 rounds). Upon initial exposure to the aura, any creature in it (including undead, but not constructs, oozes, or elementals) must make a Fortitude saving throw (DC 15). Those that fail this save are infected. A new save is required for an exposure to a different aura.

Fruiting Body Nutritional Value

If defeated, the mass of dead fungus found in the chest cavities of most hosts has a hideous stench and begins to rot almost immediately. However, if the mass is consumed in its entirety within the first 24 hours following death, psionic characters regain up to 19 spent power points for the day (if any) while psionic creatures that freely manifest their powers regain up to 3 usages for the day. The downside is that one Fortitude saving throw (DC 15) determines whether the diner is infected by the fruiting aura.



Creatures cannot be infected again by the same fruiting aura once they've already become infected. An infected creature immediately takes 1d3 points of temporary Dexterity and Constitution damage. Even while out of the aura, the infected creature must continue to make a Fortitude saving throw (DC 15) every minute. On each failed save, the victim takes another 1d4 points of temporary Charisma and Constitution damage. If the victim succeeds at three saving throws in a row or receives psionic or magical relief from disease, the infection is stemmed. Should the character's Charisma or Constitution go to 0, the character is lost, and a new fungiform ego is born, with the personality, knowledge, and goals of its progenitor fungiform ego.

Special Qualities: A fungiform ego has all the special qualities of the base creature, plus it gains the benefits of being an ooze (except immunity to mind-affecting effects).

Ooze Traits: A fungiform ego is immune to poison, *sleep*, paralysis, stunning, and polymorphing. Unlike other oozes, fungiform egos are susceptible to mind-affecting effects (because each shares a single mind made up of contributions from each individual fungal unit). They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blindsight special quality.

Oozes normally have no natural armor ratings, but fungiform egos "armor" themselves in the fleshy body that gives

them shape. Inside the husk, fungiform egos are difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus hit points (see the MM).

Abilities: +4 Charisma, +4 Intelligence. Unlike most oozes, a fungiform ego has an Intelligence score and thus is not immune to mind-affecting effects. A fungiform ego has skill points equal to 2 + Intelligence modifier (minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Challenge Rating: Same as the base creature +1

Alignment: Usually any evil

HUNGRY DREAMER*

Medium Outsider (Dreamborn, Extraplanar, Psionic)

Hit Dice: 8d8+8 (44 hp)

Initiative: +5

Speed: 20 feet (4 squares)

AC: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15;
20% miss chance

Base Attack/Grapple: +8/+10

Attack: Bite +10 melee (1d4+2 plus poison)

Full Attack: Bite +10 melee (1d4+2 plus poison) and
4 tendrils +5 touch (1 plus dream consumption)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Dream consumption, poison bite, mode
check +6, resting mode Body Tank +0

Special Qualities: DR 5/cold iron, darkvision 60 feet,
dreamborn traits, power resistance 15, psi-like abilities

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

Abilities: Str 14, Dex 13, Con 13, Int 10, Wis 11, Cha 16

Skills: Climb +13, Escape Artist +12, Hide +12, Jump +13,
Listen +11, Search +11, Spot +11, Survival +0
(+2 following tracks), Tumble +13

Feats: Dodge, Improved Initiative, Mobility

Environment: Any

Organization: Solitary or pair

Challenge Rating: 7

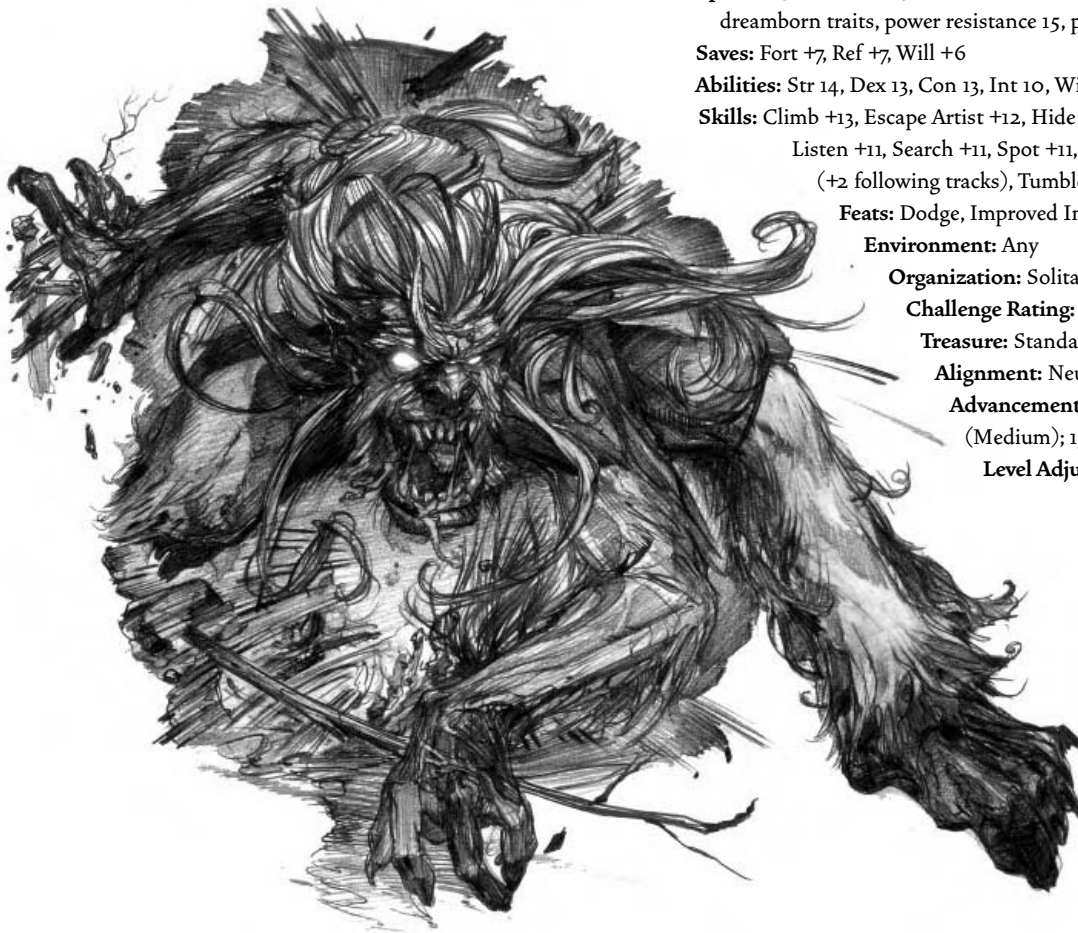
Treasure: Standard

Alignment: Neutral evil

Advancement: 9–12 HD
(Medium); 13–24 HD (Large)

Level Adjustment: —

* Updated version of a
creature introduced in
When the Sky Falls.



This creature appears as a devolved humanoid that moves about on all fours, like a beast. It is clothed only in matted, bone-white hair that extends from its head and down its back like a mane. Dozens of additional hairlike tendrils extend farther from the mane, undulating in the air as if possessed of a life all their own. The creature's eyes are expressive, and its mouth gapes with overlarge teeth, drooling poison.

Desire smolders in the darting eyes of a hungry dreamer, revealing its never-ending appetite for living minds.

A hungry dreamer appears hazy, even in perfect light, as if it walks partly outside the world of matter or as if it exists partly in dream.

Hungry dreamers are born of normal humanoids, pregnant with child, whose nightmares led them too far into darkling corners of dream—specifically, the Shallows. There, the Dark Plea touched them. Curled in the womb, hungry dreamers appear normal enough at birth, but as they age, they slowly take on their bestial qualities, grow their tendrils, and gain a hunger for the thoughts and dreams of other living beings. Many believe that stolen thoughts and dreams fuel the growing presence of the Dark Plea in the world.

Hungry dreamers speak the language of their parents (usually Common).

COMBAT

Hungry dreamers rely on their hunger to defend themselves, biting only when opponents come within reach. Despite slouching along on all fours “naturally,” a hungry dreamer still retains many aspects of its original humanoid form, and so it is somewhat painful for the creature to move too much or too fast. Thus those fleeing a hungry dreamer are rarely pursued.

Dream Consumption (Su): The prey of a hungry dreamer must beware the prehensile hairlike tendrils from the dreamer's mane—they dart forward, piercing the eyes of their victims to find the brain beneath, leaving behind a mind sucked dry of dreams in seconds! Creatures that are successfully struck by the tendril touch attack must succeed at a Will save (DC 17) or a dream is sucked from the victim's mind. This spiritual affliction affects the victim bodily and confers a –1 penalty on all attack rolls, saving throws, and skill checks. Multiple dreams could be consumed, with mounting penalties. This effect, which lasts for 24 hours, is the same whether a hungry dreamer attacks prey in the waking world or prey that has physically traveled into the Shallows or a dreamscape.

When a hungry dreamer successfully attacks a dreamself in the Shallows or any other dreamscape, a failed save on the part of the dreamer means that its dreamself is killed—the dreamer wakes immediately in the waking world. Regardless of whether the dreamself died in the Shallows or some safer dream, the victim must make a Fortitude save (DC 15) or receive 1 point of temporary Constitution damage—if killed in the Shallows, a victim is on the hook for 2 points of temporary Constitution damage. The save Difficulty Class is Constitution based.

Psi-Like Ability: 2/day—*dream travel*. Manifest level 8th.

Poison Bite (Ex): Initial damage (1d2 Wisdom); secondary damage (1d4 Wisdom); Fortitude save (DC 15).

IDLOCK / IDBEAST*

Medium Magical Beast (Psionic)

Hit Dice: 2d10+6 (17 hp)

Initiative: +3

Speed: 50 feet (10 squares)

AC: 22 (+3 Dexterity, +9 natural), touch 13, flat-footed 19

Base Attack/Grapple: +2/+6

Attack: Claw +6 melee (1d8+4)

Full Attack: 2 claws +6 melee (1d8+4) and bite +1 melee (2d6+2)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Id strike, psi-like abilities, mode check +3, resting mode Force Multiplier +0

Special Qualities: Blindsight 30 feet, cunning, immunities, poison immunity, scent, and acid, cold, electricity, and fire resistance 10

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

Abilities: Str 19, Dex 17, Con 17, Int 8, Wis 12, Cha 8

Skills: Climb +7, Hide +14**, Listen** +10, Move Silently** +7, Search +3, Spot** +11

Feats: Alertness

Environment: Any mountains and underground

Organization: Solitary or tribe (leader plus 5–20 grimlocks)

Challenge Rating: 2

Treasure: Standard coins; standard goods (gems only); standard items

Alignment: Always neutral evil

Advancement: By character class

Level Adjustment: +2

** Templated creature; template appears on next page.*

This creature is an impressive specimen, having lean predatory lines, thick musculature, catlike eyes, and a ferocious, hungry demeanor that never fades. Its body swells with excess power as its emotions run especially high.

Primitive instincts and impulses do not always connote a primitive organism. Predatory instincts drive all creatures to some extent. For some, predation is all. Though few drives are so basic as the need to eat, even the most highly evolved consciousness requires sustenance and harbors an idbeast that slavers for freedom.

Under the right circumstances, a living creature can undergo a terrifying transformation catalyzed by its mind. A rare storm of psychic potential can touch off a wave of physical and mental alterations in the creature, allowing its most primitive instincts to reshape its body and abilities. Psionic energy, something every creature has the potential to harness, plays a part in this transformation. Ironically, a creature without psionic abilities before its “release” finds itself awakened to the power of the mind in its new, more primitive, embodiment.

Permanently transformed idbeasts are too wild to live in the confines of their original society, tribe, herd, or other group. These loners hunt the edges of civilization in search of ways to gratify their next unconquerable urge, be it for food or pleasure.

The idlock is an example of a creature—in this case, a grimlock—overcome by its internal idbeast.

COMBAT

Idlocks are blind, but their exceptional senses of smell and hearing allow them to locate foes nearby. As a result, they usually shun ranged weapons and charge into the fray with their claws and teeth.

Id Strike (Su): The idlock can make a normal attack to deal additional damage equal to its Hit Dice total (maximum of +20) against a foe once per day. When it makes such attacks, it visibly seems to swell with power as its muscles ripple and its eyes blaze out like beacons of hunger.

Psi-Like Ability: 3/day—*biofeedback*. Manifest level 2nd. Augmentable powers are augmented to the limit of the manifest level, if appropriate to the power.

Blindsight (Ex): Idlocks can ascertain all foes within 30 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see “Concealment” in Chapter Eight: Combat in the *Player’s Handbook*).

Idlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating an idlock’s sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). Negating both effectively blinds the idlock.

Cunning (Ex): An idlock is never caught flat-footed.

Immunities: Idlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

****Skills:** An idlock’s dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks in mountains or underground. An idlock gains a constant +4 id bonus on Hide, Listen, Move Silently, and Spot checks.

CREATING AN IDBEAST

“Idbeast” is a template you can add to any living creature with an Intelligence of at least 3 (referred to hereafter as the “base creature”). Constructs and undead are not viable choices (though an idbeast could become undead at a later date with the application of the vampire template, for example). With the application of this template, the creature’s type changes to “magical beast.” It uses all the base creature’s statistics and special abilities except as noted here. Statistics and abilities not presented below are as the base creature.

To name your final idbeast, simply add the word “id” to the front of the creature’s name as appropriate. If confusion could result when you drop part of the creature’s name and replace it, simply add “id” to the name instead. For example, an umber hulk could become an id hulk, a harpy becomes an id harpy, and so on.

Speed: The creature’s base speed improves by +20

AC: Natural armor improves by +5

Attacks: An idbeast gains bite and claw attacks in addition to the base creature’s attacks, if it did not have them already.

Damage: If the base creature does not have bite and claw attacks, use the damage values in the table below. Otherwise, use the values below or the base creature’s damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1d3	1d2
Diminutive	1d4	1d3
Tiny	1d6	1d4
Small	1d8	1d6
Medium	2d6	1d8
Large	2d8	2d6
Huge	4d6	2d8
Gargantuan	4d8	4d6
Colossal	8d6	4d8



Special Attacks: An idbeast retains all the special attacks of the base creature. Idbeasts with Intelligence or Wisdom scores of 8 or higher possess the following psionic abilities, using their Hit Dice or level as the manifester level (an augmentable power is always augmented fully to the limits of that manifester level), as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities
1–2	Id strike, <i>biofeedback</i>
3–4	<i>Vigor</i>
5–6	Id charge 3/day
7–8	Id strike 2/day
9–10	<i>Dimension door</i> , <i>psionic</i>
11–12	<i>Suggestion</i> , <i>psionic</i>
13–14	Id strike 3/day
15–16	<i>Defer fatality</i> †
17–18	<i>Ultrablast</i>
19+	<i>Monster domination</i>

Id Strike (Su): The creature can make a normal attack to deal additional damage equal to its Hit Dice total (maximum of +20) against a foe a number of times per day as noted in the table. When it makes such attacks, it seems to swell with power as its muscles ripple and its eyes blaze like beacons of hunger.

Id Charge (Ex): If an idbeast charges a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Special Qualities: Idbeasts have all the special qualities of the base creature, plus they gain immunity to poison, and have acid, cold, electricity, and fire resistance 10. They also gain cunning and are considered psionic creatures (they can participate in mindscape combat).

Cunning (Ex): An idbeast is never caught flat-footed.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +4, Int –2, Wis +4, Cha +2.

Skills: Idbeasts receive a +4 id bonus on Hide, Listen, Move Silently, and Spot checks.

Challenge Rating: Same as the base creature +1 (for 1–2 HD creatures); same as base creature +2 for 3–16 HD creatures; same as base creature +3 for HD 17+ creatures.

Alignment: Always neutral

IDBEASTS AS CHARACTERS

Idbeast humanoids often have a character class; they favor fighters and barbarians.

KURESH

Kureshim are intelligent and forward-thinking survivors. Kuresh individuals make their way across the land, often a step ahead of their enemies. Other races react to these wanderers with suspicion or curiosity. An individual kuresh might be a hidden crusader for the repressed or a bitter enemy of civilization bent on revenge. Regardless, kureshim are ingenious and inventive.

Personality: Kureshim prefer deep thoughts to rash action. They are notoriously creative. Trusting to their luck, they dare deeds others fear to emulate.

Kureshim often seek relics of their vanished home (see below). As such, an individual kuresh is often proud to show off bits of strangely scribed pottery, small statues, odd jewelry, and other bits they claim originated on their own world.

Physical Description: Kureshim stand about 6 feet tall and usually weigh between 110 and 130 lbs.—by the standards of other races, they are naturally exceptionally thin. Their skin is brownish, their hair red and straight. They have blue, gray, or even silvery eyes. Their most astonishing feature is a third eye set in the center of their forehead.

Their ears are pointed on top. Many Kureshim wear their hair short, and the men often grow short and carefully groomed beards. They like to wear simple, comfortable, and practical clothes, though they are not shy about displaying items of wealth, such as jeweled belts or costly necklaces. A kuresh reaches adulthood in his middle teens and generally lives into the beginning of his second century.

Relations: Kureshim feel outcast and as such are often a bit stiff in mixed racial company. Still, they attempt to fit into a community of humans, dwarves, elves, or gnomes by making themselves as inconspicuous as possible, but well-regarded when they are noticed.

Alignment: Kureshim tend to be chaotic but not overly so. They like to “give their luck a try” (a chaotic trait), but prefer to do so within the confines of a larger, well-thought-out plan.

Kuresh Lands: Kureshim have no lands of their own, though they lay claim to an entire world lost to some only partly-remembered catastrophe. They claim their world was a companion planet to this one. Though it is now lost to the outer darkness, they hope it exists somewhere yet. Present-day kureshim are few and descend from the original survivors of that catastrophe. Now wanderers all, they live in the lands of other races. Kureshim sometimes form traveling mercenary bands, selling their skills as suits their mood.

Religion: Most kureshim tend to be nonreligious, feeling that their god abandoned them. Those that still profess a faith worship a deity called Nyrocamaz (LN), god of the mind, the Lord of Insight. His symbol is three eyes. He is associated with the domains of Law, Luck, and Protection.

Language: Kureshim speak and write in Common, though rumors claim they once possessed their own spoken language and unique script.

Names: A kuresh has a given name and, rarely, a designator (such as “The Silent One”). Family names are never conferred.

Male Names: Amogh, Charan, Gagen, Ishwar, Janak, Lokesh, Mandar, Pavan, Rupak, Rulwar, and Vandan.

Female Names: Amchala, Ankita, Indula, Jayani, Kamala, Lavanya, Mamata, Nilima, and Ruljula.

Adventurers: Kureshim, young and old alike, seek always to discover more of their heritage. Thus, they are perfect adventuring companions, willing to leave no stone untouched or side corridor of a buried ruin unexplored.

KURESHIM RACIAL TRAITS

- **Medium:** As Medium creatures, kureshim have no special bonuses or penalties due to their size.
- **Kuresh base speed** is 30 feet.
- **Low-Light Vision:** Kureshim can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **+2 racial bonus** on Spot, Search, and Sense Motive checks: Kureshim are sure-eyed.
- **+1 luck bonus** on all saving throws: Kureshim prove surprisingly lucky.
- **+2 racial bonus** on saving throws against any mind-affecting psionic power (but not arcane or divine spells): Kureshim are naturally resistant to psionic attacks on the mind (This bonus stacks with the kuresh’s +1 luck bonus to saving throws in general.)
- **Naturally Psionic:** Kureshim gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- **One extra psionic or metapsionic feat** at 1st level: Kureshim are quick to master the specialized tasks associated with psionic power. They may not take feats for which they have not met the prerequisites. Kureshim attribute this gift to their third eye.
- **Automatic Languages:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic).
- **Favored Class:** Psion. A multiclass kuresh’s psion class does not count when determining whether he suffers an XP penalty for multiclassing (see “XP for Multiclass Characters” in the *Player’s Handbook*). Kureshim have long mastered the mental arts, and the vocation of psion comes naturally to them.

Note: Kureshim can wear the psionic items known as *third eyes*; when they do so, it appears as if the item replaces the kuresh’s natural third eye, though in fact the kuresh can remove and replace the item normally without harm or obscurement of his natural third eye.



MALAFIDE

Medium Aberration (Psionic)

Hit Dice: 8d8+24+4 (64 hp)

Initiative: +2

Speed: 30 feet (6 squares)

AC: 21 (+2 Dexterity, +5 natural, +4 *inertial armor*), touch 12, flat-footed 19

Base Attack/Grapple: +6/+8

Attack: Claw +8 melee (1d6+2)

Full Attack: 3 claws +8 melee (1d6+2)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Operant, mode check +6, resting mode Mind Insurgency +0

Special Qualities: Astral freedom, DR 10/magic (or 10/+1), darkvision 60 feet

Saves: Fort +7, Ref +4, Will +6

Abilities: Str 15, Dex 14, Con 17, Int 15, Wis 10, Cha 12

Skills: Bluff +6, Concentration +8, Diplomacy +6, Knowledge (psionics) +7, Knowledge (the planes) +7, Psicraft +6

Feats: Imprint Stone, Psionic Body, Subconscious Power†

Environment: Astral Plane

Organization: Solitary or raid (3–6)

Challenge Rating: 8

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +3

This creature stands upright like a humanoid, but its flesh appears horribly wrinkled, as if steeped much too long in water, or like the surface of a prune or raisin dried in the sun. It has three arms equidistantly spaced around its upper torso, and it

possesses two legs. Its head looks lizardlike, with the same horribly wrinkled flesh that covers its body. It dresses in grand robes of pure white, in which are stitched various psionic diagrams and cortical pathways.

Malice on the Astral Plane has a new name: the malafide.

The malafides are a race of malicious alien psionic creatures that live on caravan-cities that ply the infinite Astral Plane.

When their caravans come into close spatial proximity to worlds of the Material Plane, they fade into material existence in search of psionic lore and plunder. They consider themselves lords of the Astral Plane, and so they viciously hunt other astral denizens whenever they encounter them—so far, most remain unaware that the malafide caravans have begun to “arrive” from farther realities. While the caravans, each headed by a different malafide “tribe,” constantly roam the Astral Plane, once they find a new material world to loot (or trade with, in rare circumstances), a caravan may linger for 10 to 50 years. Malafides speak their own language.

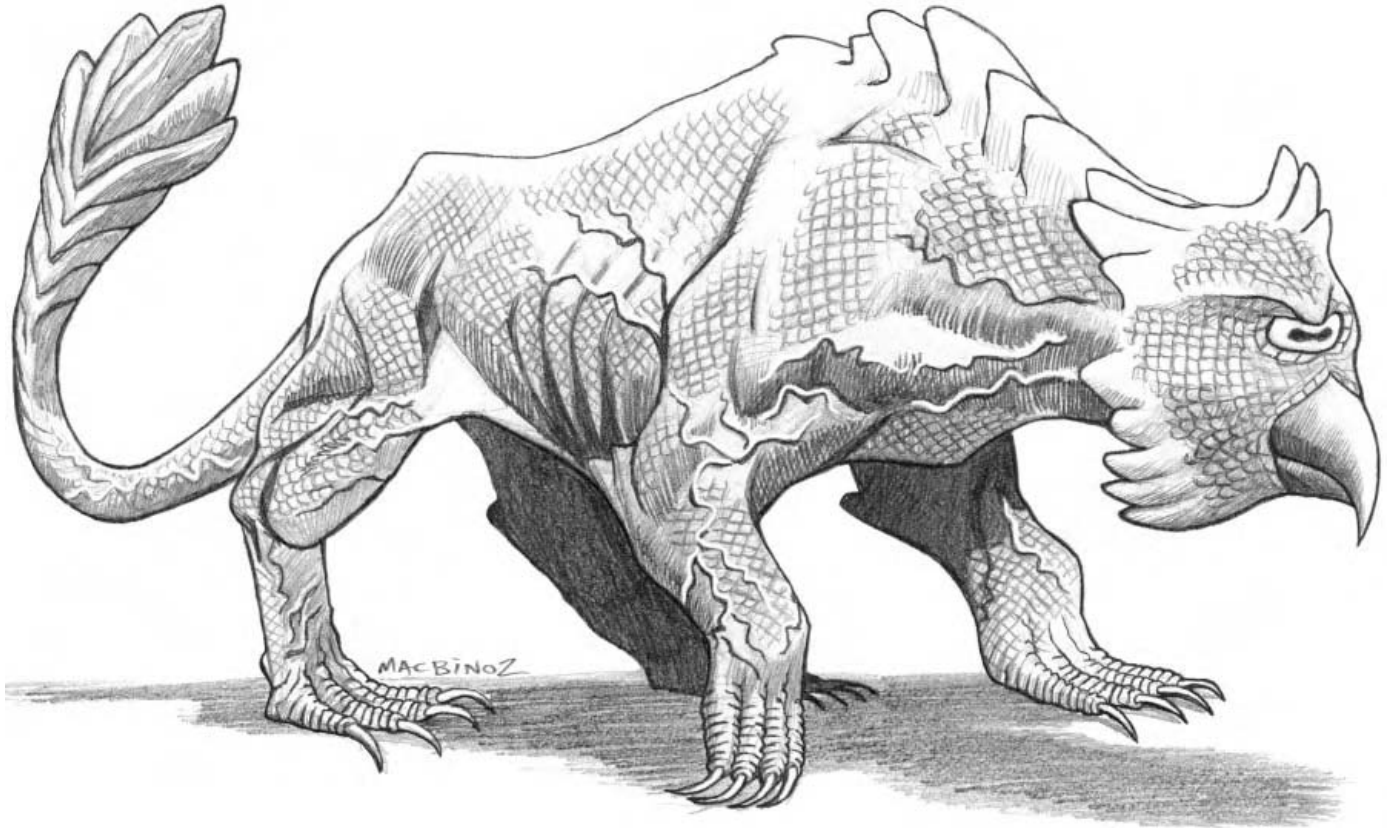
Operant Creatures

Operant creatures do not freely manifest their psionic powers, but they instead pay power points to manifest powers like psionic characters. (If “operant” is added as a template, a creature may continue to freely manifest any power it could freely manifest as the base creature.)

Operant creatures manifest powers as if a psion in all ways but one: they cannot chose a primary discipline. Their manifester level varies by creature type. However, they learn powers from the psion/wilder list according to their manifester level, gain power points (and possibly bonus power points for high Intelligence), gain the ability to use metapsionic feats to adjust their powers, and so on.

Some operant creatures learn powers from the psychic warrior list instead of the psion/wilder list.





COMBAT

Malafides are psionic creatures first and are naturally operant—almost like psions (see page 63). Many of them take levels of psion to increase their might, but even untrained adults are fearsome psionic combatants.

Operant (Ps): A malafide manifests as an 8th-level psion.

Psionic Powers Discovered: (5/4/4/4; save DC 12 + power level; power points 64): 1st—*astral construct, energy ray, conceal thoughts, detect psionics, inertial armor*; 2nd—*concussion blast, concealing amorpha, mass missile, swarm of crystals*; 3rd—*body adjustment, energy blast, eradicate invisibility, share pain-forced*; 4th—*correspond, energy adaptation, personality parasite, psionic dimension door*

Astral Freedom (Su): A malafide can shift from the Astral to the Material Plane as a free action, and it can shift back again as a move action (or as part of a move action) each time it pays a cost of 5 power points.

MEIBOMIAN CYST

Large Aberration (Shapechanger, Psionic)

Hit Dice: 12d8+96 (150 hp)

Initiative: +1

Speed: 40 feet (8 squares)

AC: 24 (−1 size, +1 Dexterity, +14 natural), touch 10, flat-footed 23

Base Attack/Grapple: +9/+21

Attack: Claw +16 melee (1d6+8)

Full Attack: 2 claws +116 melee (1d6+8) and bite +13 melee (1d8+4) and tail slam +13 melee (1d8+4)

Space/Reach: 10 feet/10 feet

(Face/Reach 5 feet × 5 feet/10 feet)

Special Attacks: Improved grab, psi-like abilities, mode check +6, resting mode Acumen Screen +4, rend 3d6+12

Special Qualities: Alternate form, darkvision 60 feet, DR 10/magic and piercing (or 10/+2), power resistance 16

Saves: Fort +16, Ref +9, Will +10

Abilities: Str 26, Dex 12, Con 27, Int 13, Wis 14, Cha 10

Skills: Bluff +7, Diplomacy +7, Hide +8, Intimidate +7, Listen +11, Spot +14

Feats: Alertness, Combat Reflexes, Multiattack, Power Attack, Weapon Focus (claw)

Environment: Any land and underground

Organization: Solitary or parasitic team (one cyst and one ancient green dragon)

Challenge Rating: 9

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 13–20 HD (Large); 21–29 HD (Huge)

Level Adjustment: +4

This large, muscular, scaled beast sports a single eye on its owl-like head. Its body has the proportions of a very broad hunting cat, though transparent scales cover it, and a dense network of red arteries pulses beneath the scales. Its beak is cruel and sharp, as

are its talons. Its long, thick, prehensile tail ends in a large, bony swelling that is perfect for smashing its enemies.

While its detached form is described above, a meibomian cyst actually spends much of its life in cyst form, acting as a parasitic third eye upon the head of a Gargantuan or Colossal creature. When necessary, the cyst detaches from its host and assumes a far more dangerous guise.

A meibomian cyst is a natural dealmaker, but only with creatures large enough to provide the destruction it craves and the body size its parasitic nature needs (see the creature's alternate form quality below). Though meibomian cysts prefer to parasitize a larger creature, they sometimes remain detached, without a host, and slink around the lair of a dragon or another legendary creature, seeking an introduction.

Meibomian cysts speak Common, Draconic, and Giant.

COMBAT

When forced into combat, meibomian cysts prove themselves to be vicious killers.

Psi-Like Abilities: 3/day—*catfall*, *object reading*, *psionic true seeing*, *remote viewing*, *sensitivity to psychic impressions*.

Manifest level 12th; save DCs are Intelligence based.

Augmentable powers are augmented to the limit of the manifest level, if appropriate to the power.

Improved Grab (Ex): To use this ability, the cyst must hit a Medium or smaller opponent with a claw. If it gets a hold, it automatically deals claw damage and rends.

Rend (Ex): A cyst that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 3d6+12 points of damage.

Alternate Form (Su): A meibomian cyst can assume two forms. The first is a Large spherical, eyelike cyst. The second form is the Large detached form described above.

In cyst form, the creature can attach itself to a willing Gargantuan or larger creature (preferably in the center of the forehead). It appears to be a swelling or infestation on the parasitized creature,

complete with a wide, blinking eye at its center. While so attached, it can relay any information it gains from using its psi-like abilities directly to the parasitized creature, as if that creature were the ability's recipient. (It cannot relay its *catfall* ability to its host.) While it remains attached, the cyst gains all its requisite nourishment from this host; while attached, the host's Constitution score drops by 2 points. As a standard action, the cyst can detach itself, fall to the ground, and assume its detached form.

While it is in cyst form, foes who know enough to recognize the "third eye" as a separate creature may target it instead of the host, although the cyst enjoys its host's Armor Class, if better than its own. Likewise, it enjoys its host's saving throw bonuses, if better than its own.

MELD

Huge Aberration (Psionic)

Hit Dice: 14d8+42 (105 hp)

Initiative: +2

Speed: 40 feet (8 squares)

AC: 28 (–2 size, +2 Dexterity, +18 natural), touch 10, flat-footed 16

Base Attack/Grapple: +10/+25

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

Full Attack: 2 slams +16 melee (2d8+7)

Space/Reach: 15 feet/15 feet

(Face/Reach 10 feet × 10 feet/15 feet)

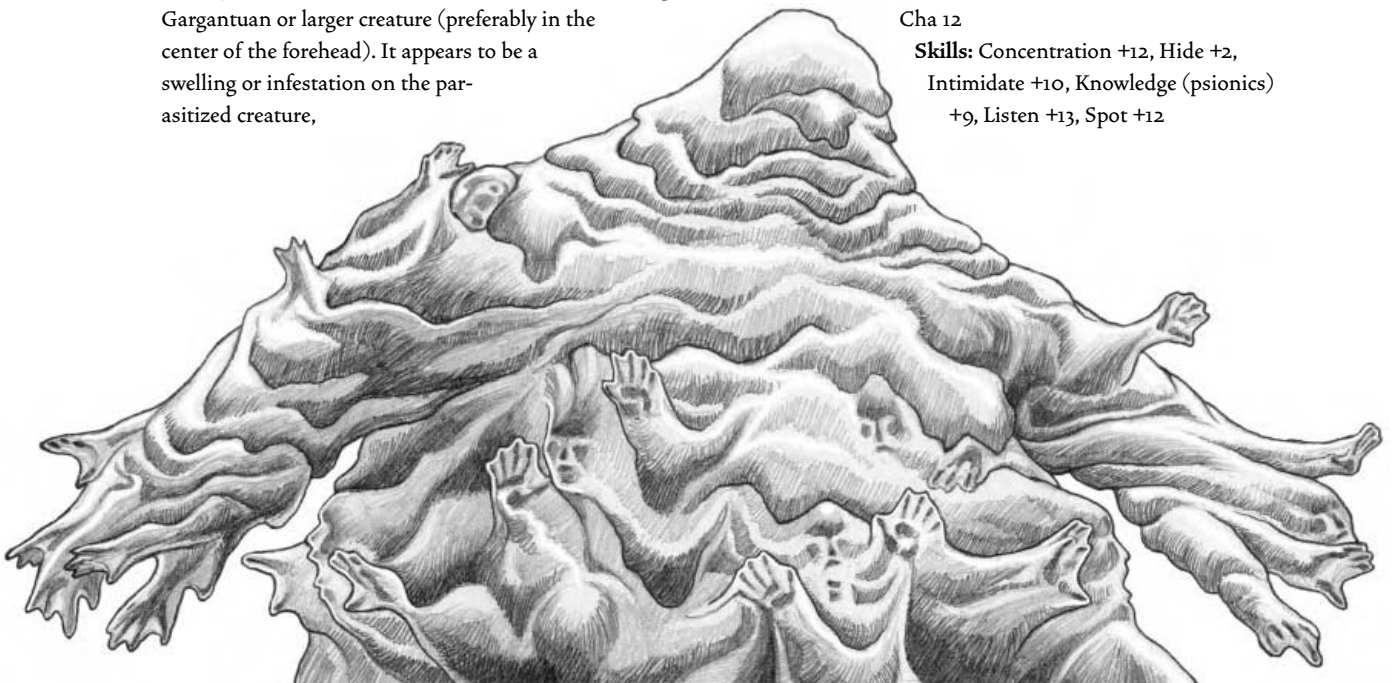
Special Attacks: Extrude fleshslave, improved grab, meld, psi-like abilities, mode check +9, resting mode Brain Hammer –4

Special Qualities: Darkvision 60 feet, fast healing 5, power resistance 23

Saves: Fort +7, Ref +6, Will +11

Abilities: Str 25, Dex 15, Con 17, Int 12, Wis 14, Cha 12

Skills: Concentration +12, Hide +2, Intimidate +10, Knowledge (psionics) +9, Listen +13, Spot +12



Feats: Alertness, Combat Reflexes, Psionic Fist, Psionic Meditation, Weapon Focus (slam)

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 13

Treasure: Standard

Alignment: Often chaotic evil

Advancement: By character class

Level Adjustment: +5

This humanoid shape towers 18 feet high and appears to weigh approximately 9,000 lbs. Its body looks thick, broad, and bloated, seemingly composed of slowly setting mud or dough the color of mucous. Silently screaming faces and futilely grasping hands stretch the wet, slick skin of its upper body, as if full-size absorbed creatures constantly attempt to scream or crawl out. Careful watch of these phenomena reveals them to be mere tides of skin without real substance behind them.

The half-amorphous meld defeats its foes by absorbing their bodies, integrating their minds, then extruding its newest free-roaming part.

A meld is every creature's worst nightmare. Most would wholeheartedly submit to the total domination of a cruel telepath before being "controlled" by a meld. That's because a meld absorbs a victim directly into itself, integrating the victim's tissue into its own—in essence, the victim *becomes* the meld, and all the knowledge, abilities, and skills of the victim become available to the meld for later use, as does the victim's equipment. If it later desires, a meld can call upon any creature it has absorbed and release a nearly perfect facsimile, sending it out to do the meld's desires or to help defend the meld when threatened.

Melds hail from a world completely coated in living slime. Like a sea of mucous, the slime teems with foul life that is hard to distinguish from the medium of the ocean itself. Melds are free-roaming portions of that world that have achieved a measure of independence due to their psionic abilities. Despite their independence, they still possess many traits of the world they left behind.

A meld speaks all the languages of every creature it has ever absorbed, which means a mature meld speaks most languages of the region in which it hunts.

COMBAT

A meld attempts to use its psi-like abilities to weaken its target, then it wades in and grabs as many victims as possible to absorb with its meld power. It also can extrude a fleshslave if it has capacity available.

A meld also uses its Psionic Fist feat when it is psionically focused to deal more damage to its foes.

Extrude Fleshslave (Ex): A meld can trigger the release of any creature it has previously absorbed with its meld power as a free action; however, once triggered, a fleshslave extrudes from the meld's own flesh as a full-round action

and can take its action at the beginning of the meld's next round of actions. While a meld can "remember" any number of previous absorptions, it can only extrude and control a number of fleshslaves whose total Hit Dice do not exceed 26. Additionally, it can extrude only one active version of a given absorbed victim. If the meld extrudes more Hit Dice worth of fleshslaves than it can control, previously active fleshslaves slump into so much mucous, until the Hit Dice cap again falls below 26. So, while a meld that has successfully depopulated a thorp of a dozen residents could individually extrude all those creatures, it could never extrude all of them simultaneously.

A fleshslave looks like its original before it was absorbed except for a strange greenish cast to its eyes (noticeable with a Spot check [DC 18]). It has all the knowledge, abilities, powers, and potentially even the equipment of the original; a meld can carry in its body equipment for up to four Large and eight Medium creatures, so fleshslaves may extrude with their stored equipment intact. However, the fleshslave becomes an extension of the meld—what it knows, the meld knows, and vice versa.

A fleshslave lasts 24 hours before slumping into so much mucous.

Improved Grab (Ex): To use this ability, the meld must hit a Large or smaller opponent with a slam.

Meld (Ex): A meld can try to absorb a grabbed opponent of Large or smaller size by making a successful grapple check. On a successful check, the victim is enveloped by the meld's mucouslike flesh. Once inside, the victim takes 2d8+10 points of crushing damage plus 3d8 points of acid damage per round from the meld's corrosive tissue. An absorbed creature can attempt to struggle free of the meld's flesh with a successful grapple check. This returns it to the meld's sticky exterior, where another successful grapple check is needed to get free. An absorbed creature also can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the surrounding flesh (AC 24). Once the creature exits, the mucouslike flesh closes over the hole; another absorbed opponent must cut its own way out.

Creatures brought to -10 hit points or less are completely dissolved, absorbed, and integrated into the meld. If the absorbed creature has 13 Hit Dice or less, the meld maintains perfect tissue recollection of the creature and can later spawn that creature as a free-roaming part of itself (see Extrude Fleshslave).

The meld's interior can hold two Large, four Medium, eight Small, or 16 Tiny or smaller opponents.

Psi-Like Abilities: 3/day—*brain lock, cloud mind, ectoplasmic cocoon, thicken skin*. Manifest level 14th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifest level, if appropriate to the power.



MIND GRUB COLLECTIVE

Medium Aberration (Psionic)

Hit Dice: 8d8+8 (44 hp)

Initiative: +6

Speed: 30 feet (6 squares)

AC: 15 (+2 Dexterity, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +6/+7

Attack: Slam +8 melee (1d4+1)

Full Attack: 2 slams +8 melee (1d4+1)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: *Mind blast*, improved grab, engulf, psionic powers, mode check +6, resting mode Mind Insurgency -4

Special Qualities: Blindsight 60 feet, spell resistance 25, telepathy 100 feet

Saves: Fort +3, Ref +4, Will +9

Abilities: Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17

Skills: Bluff +11, Concentration +11, Diplomacy +7, Disguise +11, Intimidate +9, Knowledge (any) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11

Feats: Combat Manifestation, Improved Initiative, Weapon Finesse

Environment: Underground

Organization: Solitary, pair, or sect (6–10)

Challenge Rating: 8

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +7

This sodden, leather-wrapped humanoid smells of the sea. But the creature is no undead mummy—or if it is, it is infested by hundreds of grubs whose motions squirm and writhe beneath the filthy wrappings.

Mind grub collectives are truly bizarre aberrations whose mere existence disturbs the sane.

The mind grub collective is as it is named—a mass of grubs worming through a slush of salty ooze. Individually the grubs are mere harmless vermin, but together they are a sentient entity, a single psionic mind formed of hundreds of tiny grubs. A collective keeps its form through psionic adhesion and Metacreative tweaking of the ooze its grubs inhabit within its wrappings. The tightly wound leather straps covering a single collective are more important for hiding its true form, although the protection to armor isn't negligible. Often a mind grub collective displays two glowing eyes in its "head" but this is merely for show—it senses its world with its blindsight ability.

Some hypothesize that individual grubs are an immature form of some as-yet unnamed (or unrecognized) creature. However, while collected and united as a single mind, a mind grub collective cares not for its past, but only for its future as a living psionic mind.

A mind grub collective can telepathically speak to any creature within 100 feet that has a language (it can't audibly speak, as the collective has no mouth).

COMBAT

Mind grub collectives prefer to use their psionic abilities first, beginning with *mind blast*, since that costs them no power points. Sometimes the creatures use their engulf ability in combat if the opportunity presents itself, though normally they use the ability only to feed.

Mind Blast (Ps): This psionic attack is a cone 60 feet long. Anyone caught in this cone must succeed on a Will save (DC 17) or be stunned for 3d4 rounds. The save DC is Charisma based. This ability is the equivalent of a 4th-level power.

Psionic Powers: A mind grub collective manifests powers as a psion (but a mind grub collective can choose any discipline list power!) of 9th level. The save DCs are Intelligence based.

Typical Psion Powers Known (power points 90, save DC 14 + power level): 1st—*defensive precognition, detect psionics, energy ray, mind thrust* (DC 15*), *psionic charm* (DC 15*); 2nd—*body equilibrium, ego whip* (DC 16*), *id insinuation* (DC 16*), *psionic levitate, psionic suggestion* (DC 16*), *read thoughts* (DC 16*); 3rd—*body adjustment, dispel psionics, mental barrier*; 4th—*intellect fortress, metamorphosis, psionic dominate* (DC 18*); 5th—*mind probe* (DC 19*), *psionic teleport*.

* Power can be augmented.

Improved Grab (Ex): To use this ability, the mind grub collective must hit a creature equal to or smaller than its own size with its slam attack. On a successful hit it gets a hold with grublike “hands” that emerge from its wrappings.

Engulf (Ex): A mind grub collective that maintains its hold (with appropriate grapple checks) for two consecutive rounds can attempt to engulf its opponent on the beginning of its third turn: With a final successful grapple check, it automatically engulfs the opponent's body through a wide opening in its wrappings, instantly killing that creature as the collective's individual grubs go into a feeding frenzy. This power is useless against constructs, elementals, oozes, plants, and undead. The mind grub collective is noticeably obese following the engulfing of another Medium foe. After it has engulfed an opponent, a mind grub collective may not use this power again for one hour.

MOURNWRATH

Medium Outsider (Extraplanar, Psionic)

Hit Dice: 14d8+56 (119 hp)

Initiative: +6

Speed: 30 feet (6 squares)

AC: 24, 20% miss chance (+2 Dexterity, +12 *pale armor*), 20% miss chance *dream cloak*), touch 12, flat-footed 22

Base Attack/Grapple: +14/+18

Attack: *Hateblade*† +18 melee (2d6+10)

Full Attack: *Hateblade* +18/+13/+8 melee (2d6+10)

Space/Reach: 5 feet/5 feet

(Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: *Hateblade*, psi-like abilities, mode check +9, resting mode Body Tank +0

Special Qualities: Birthsense, darkvision 60 feet, *dream cloak, pale armor*

Saves: Fort +13, Ref +11, Will +11

Abilities: Str 18, Dex 15, Con 19, Int 15, Wis 14, Cha 16

Skills: Bluff +20, Concentration +14, Diplomacy +12, Disguise +20, Gather Information +8, Hide +7, Intimidate +10, Knowledge (the planes) +7, Listen +21, Move Silently +14, Sense Motive +17, Spot +21

Feats: Alertness, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (greatsword)

Environment: Any

Organization: Solitary, pair, or pod (3–12)

Challenge Rating: 8

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +4

The thin, poised humanoid is dressed in a voluminous cape of white, which drapes articulated plate armor the color of pale flesh. Hair the shade of bone is pulled back from its face, which contains only overlarge eyes that stare in an accusatory glare of sorrow. The figure has no ears, mouth, or nose—only vague indentations of where they might be.

Grief burns in a mournwrath's eyes, which bear a psychic burden of sorrow that can never be sated.

Also known as the Faded, Tainted Fiends, and the Stained, mournwraths have only slight indentations where most of their facial features may have existed in their ancestry. But, mournwraths do not lack for mouths—in fact, they have two. One hides in the palm of each of their two hands. All mournwraths appear hazy, even in perfect light, as if they walk partly outside the world of matter. (Some say they always walk partly in dream.)

Mournwraths are born of humans who were touched by the Dark Plea (a little-understood psychic force that mentally plagues many worlds of the multiverse, usually making its presence known only by the nightmares it causes in passing). Curdled in the womb, they are considered abominations by their natural parents. Before the malformed child can be cast out for the monster it is, nearby adult mournwraths sense the birth and steal the child away to raise it according to the secret strictures of the Dark Plea and to equip it with their signature equipment and weaponry (*dream cloak, pale armor, and hateblade*).

Mournwraths speak the language of their parents (usually Common).



COMBAT

Mournwraths often serve as the leaders of unrelated evil creatures or characters, though sometimes a few of them work together to achieve their nefarious ends.

Mournwraths serve the needs of even more powerful evil creatures; they always instantly do the direct will of the Dark Plea in those instances where the Dark Plea makes demands of its progeny.

Hateblade: Most mournwraths wield a *hateblade*. Quenched in tears of unrequited loss, a *hateblade* is treated as a +4 *greatsword* that deals an additional 1d4 points of temporary Wisdom damage on each successful hit (8 points of Wisdom damage on a critical hit). If wielded by any creature other than a mournwrath, a *hateblade* slowly dissolves into uselessness over the course of 24 hours.

Psi-Like Abilities: 3/day—*attraction*, *aversion*, *dismiss ectoplasm*, *dissolving touch* (gout of acid seems to emerge from mouth in palm), *dream travel*. Manifester level 16th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifestor level, if appropriate to the power.

Birthsense (Su): When a mournwrath is to be born in the waking world, mournwraths know it and send two or three of their number to collect the child.

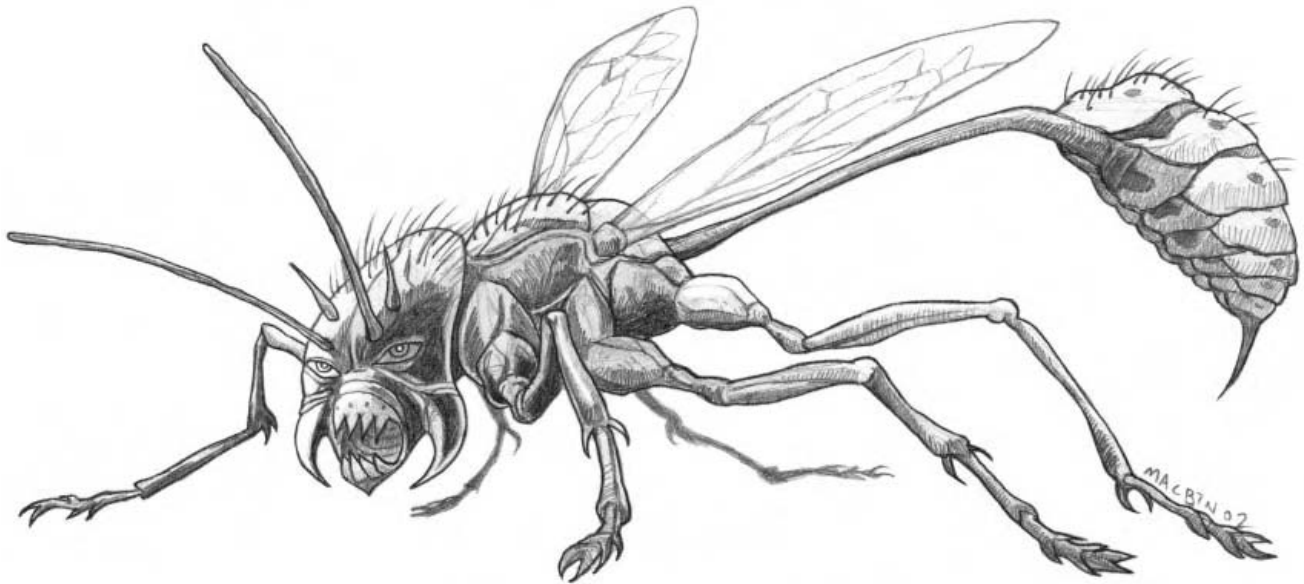
Dream Cloak: Most mournwraths possess a *dream cloak*. Woven from the tortured nightmares of children, the *dream cloak* lends the mournwrath a hazy, dreamlike quality even in the waking world, granting

it a 20 percent miss chance. If worn by any creature other than a mournwrath, a *dream cloak* slowly dissolves into uselessness over the course of 24 hours. *True seeing* and similarly mighty powers and spells pierce this miss chance.

Pale Armor: Most mournwraths are equipped with *pale armor*. Fashioned from pearl wrung from the Dying Sea of Nevermore, *pale armor* functions as +4 *full plate*. If worn by any creature other than a mournwrath, a suit of *pale armor* slowly dissolves into uselessness over the course of 24 hours.

Preserving Mournwrath Equipment

Quick-thinking victors can attempt to preserve a piece of mournwrath equipment. Those who permanently sacrifice 2 points of Wisdom and 2 points of Intelligence to a piece of equipment can stabilize it. The Wisdom and Intelligence drain cannot be healed by any means while the mournwrath equipment persists, but it can be healed following the destruction of the stabilized mournwrath equipment. If the wielder or wearer of personally stabilized equipment passes it to another for use, the equipment becomes unstable and must be preserved anew by its new owner.



NHALCID

Large Magical Beast (Psionic)

Hit Dice: 5d10+10 (37 hp)

Initiative: +3

Speed: 20 feet (4 squares), fly 60 feet (good)

AC: 21 (−1 size, +3 Dexterity, +9 natural), touch 12, flat-footed 18

Base Attack/Grapple: +5/+14

Attack: Sting +9 melee (1d3 plus poison)

Additional Psychic Larva Side-Effects

Implanted psychic larvae grant their hosts a couple of positive side effects prior to hatching, leading some would-be hosts to purposefully accept a larva with the idea that they'll abort it prior to hatching—a tactic that does not always succeed. Those harboring psychic larvae gain +2 insight bonuses on their saving throws and skill checks. Hosts also add +2 to the Difficulty Classes of psionic powers they manifest (if any).

Special Attacks: Implant larva, poison, psi-like abilities, mode check +4, resting mode Body Tank +4

Special Qualities: Darkvision 60 feet, low-light vision, power resistance 14

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 21, Dex 16, Con 14, Int 9, Wis 14, Cha 13

Skills: Hide +6, Listen +11, Spot +11

Feats: Alertness

Environment: Any land or underground

Organization: Solitary, nest (2–5), or swarm (5–20)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 6–10 HD (Large); 11–17 HD (Huge)

Level Adjustment: +4

Full Attack: Sting +9 melee (1d3 plus poison) and ovipositor +7 melee (1d3 plus larva implantation)
Space/Reach: 10 feet/10 feet (Face/Reach 5 feet × 5 feet/10 feet)

This creature is a wasplike monstrosity 6 feet in diameter. Its body is a soft, mother-of-pearl coloration, and its wings are so translucent that they are almost a mist. Of particular note are its eyes, which appear completely human instead of the compound eyes normally associated with vermin—even overlarge vermin. The eyes reveal a startling depth of intelligence:

The nhalcid exists to breed, and it breeds to control other living creatures by implanting initially formless psychic larvae into its prey. The color and shape of the nhalcid's eyes match those of the creature from which the nhalcid hatched, leaving the former host blind and eyeless.

Nhalcids speak whatever languages their host spoke, which usually include Common.

COMBAT

A nhalcid can attempt to bring its psi-like abilities to bear against a foe, though its best tactic is to use them to get its foes into position for a successful use of its ovipositor to implant a larva, after which it can send the new host on its way. For instance, the favorite *suggestion* of a nhalcid to a potential host is, “Stand still so I can give you a nice new inside friend.”

Implant Larva (Ex): If the nhalcid makes a successful melee attack with its ovipositor, the victim must succeed at a Will save (DC 14). On a failed save, the victim is injected with a psychic larva. A nhalcid can implant up to three psychic larvae per day.

The psychic larva has no physical form—it is purely a psionic impulse, albeit an incredibly complex one. It is a nascent lifeform. One of the side-effects of being implanted with a psychic larva is that hosts react to the nhalcid implanter as if they were under the compulsion of a *psionic dominate* power (even if not a humanoid). A nhalcid can command the new host to defend the nhalcid, go lose itself

and wait for its “new inside friend” to hatch, or take some other action important to the nhalcid.

A psychic larva typically hatches and takes on physical form four to six weeks after implantation. In taking on a physical form, it incorporates some of the material substance of its host's body. The host is permanently drained of 2 points of Constitution, goes blind as his eyes are directly incorporated into the newly hatched nhalcid, and loses knowledge of one power, should it have one (chosen by the hatching nhalcid, who gains it as one of its daily psi-like abilities in place of *psionic dimension door*).

A psychic larva can be killed prior to its hatching with a *dispel psionics* successfully targeted against an effect created by a 10th-level manifester, though the host can take steps to prevent this from happening.

Poison (Ex): Fortitude save (DC 14); initial damage 1d6 points of temporary Wisdom, secondary damage 2d6 points of temporary Wisdom.

Psi-Like Abilities: 3/day—*dispel psionics*, *missive*, *psionic dimension door*, and *psionic suggestion*. Manifester level 8th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifester level, if appropriate to the power.

OGRE PSYCHIC

Large Giant (Psionic)

Hit Dice: 12d8+48 (102 hp)

Initiative: +1

Speed: 30 feet (6 squares)

AC: 26 (–1 size, +1 Dexterity, +8 natural, +8 full plate armor), touch 10, flat-footed 25

Base Attack/Grapple: +9/+19

Attack: Claw +15 melee (2d6+6)

Full Attack: 2 claws +15 melee (2d6+6) and gore +12 melee (2d8+3)

Space/Reach: 10 feet/10 feet

(Face/Reach 5 feet × 5 feet/10 feet)

Special Attacks: Chakra feed, improved grab, psi-like abilities, mode check +8, resting mode Mind Insurgency +0

Special Qualities: Darkvision 60 feet, power resistance 22, regeneration 3

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

Abilities: Str 22, Dex 13, Con 19, Int 20, Wis 17, Cha 20

Skills: Concentration +19, Hide +12, Knowledge (psionics) +20, Listen +18, Psicraft +18, Sense Motive +17, Spot +17

Feats: Combat Reflexes, Multiattack, Power Attack, Psionic Fist, Weapon Focus (claw)

Climate/Terrain: Any land or underground

Organization: Solitary, pair, or super-troupe (1, plus 1–2 ogre mages, plus 2–4 ogres)

Challenge Rating: 12

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +3

This ogrelike creature stands about 12 feet tall and appears to weigh some 800 lbs. Its skin varies in color from light yellow to light red, and it is utterly devoid of body hair. A single short ivory horn protrudes from the center of its forehead. The eyes are dark with strikingly white pupils, and the teeth and claws are jet black. The creature wears heavy armor.

The ogre psychic's physical and mental abilities put to shame even its lesser ogre mage cousins. When the body fails, the mind prevails, or so believe ogre psychics. Of course, the bodies of ogre psychics, energized by their psionic might, rarely fail them. And when the body weakens, ogre psychics can feed on the chakra residue of living creatures to restore their power.

Ogre psychics prefer to hide their true mental abilities by lairing with lesser ogres and even ogre mages, whom an ogre psychic mentally dominates so they pretend to be in charge of the lair. The occurrence of an ogre psychic among normal ogres is rare, and to survive childhood, each learns to conceal its power until it has gathered sufficient force to reveal itself.

Ogre psychics speak Giant and Common, but they can also communicate telepathically with any creature within 100 feet that has a language.

COMBAT

Ogre psychics prefer to use their psionic abilities to bring foes low, though their physical prowess is unmatched by



other ogres. To use their most frightening power, chakra feed, ogre psychics must achieve close contact.

Chakra Feed (Su): An ogre psychic feeds on its prey's life force each round with a successful opposed grapple check. On the prey's round, the victim can attempt an opposed grapple check to break free (as normal). Each round the ogre psychic makes a successful grapple check against grabbed prey, it also deals automatic gore damage: The ogre psychic holds the prey firmly in two hands and impales the prey with its single horn. Life force visibly drains from the victim through the horn as if it were an electric current of energy.

Every round the ogre psychic successfully feeds diminishes the victim's crown chakra†. This partly incinerates the victim's flesh, leaving behind pockets of ash. Against nonpsionic creatures, the chakra feed permanently drains 1d4+1 points of Intelligence. Against psionic creatures that use power points, it drains 2d5+1 power points (which do not return unless the ogre psychic is slain). Against creatures with psi-like abilities, each chakra feed eliminates one daily freely manifested power (which does not return unless the ogre psychic is slain).

If an ogre psychic slays its opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. For every 8 HD or levels of a psionic creature an ogre psychic consumes, it gains one of the eaten creature's psionic powers as a daily manifest power for one day. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse.

Improved Grab (Ex): To use this ability, the ogre psychic must hit a Large or smaller foe with a claw attack. If the ogre psychic gets a hold, it can feed on the opponent's life force using chakra feed.

Psi-Like Abilities: At will—*telekinesis* (all three telekinetic powers); 3/day—*mind wipe*, *read thoughts*, *psionic dimension door*, *psionic suggestion*, *psionic true seeing*, *ultrablast*, *wallwalker*; 1/day—*mind blank*—*personal*, *null psionics field*, *psionic dominate*. Manifest level 14th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifest level, if appropriate to the power.

Regeneration (Ex): Ogre psychics take normal damage from cold and electricity.

PHRENSY

Large Outsider (Dreamborn, Extraplanar, Psionic)

Hit Dice: 6d8+27 (54 hp)

Initiative: +2

Speed: 40 feet (8 squares)

AC: 21 (−1 size, +2 Dex, +10 natural), touch 11, flat-footed 19; 20% miss chance

Base Attack/Grapple: +6/+16

Attack: Claw +12 melee (2d6+9)

Full Attack: 2 claws +12 melee (2d6+6) and bite +7 melee (2d6+3)



Space/Reach: 10 feet/10 feet

(Face/Reach: 10 feet × 10 feet/10 feet)

Special Attacks: Frenetic whirl, psi-like abilities, mode check +5, resting mode Brain Hammer +0

Special Qualities: Darkvision 60 feet, dreamborn traits, phantasmic fission

Saves: Fort +9, Ref +7, Will +7

Abilities: Str 23, Dex 14, Con 18, Int 11, Wis 15, Cha 16

Skills: Balance +11, Climb +14, Hide +10, Jump +14, Listen +11, Move Silently +11, Sense Motive +11, Spot +11

Feats: Toughness, Weapon Focus (bite), Weapon Focus (claw)

Environment: The Shallows

Organization: Pair or frenzy (5–8)

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral evil

Advancement: 7–20 HD (Large); 21–32 HD (Huge)

Level Adjustment: —

Like thick, milky taffy pulled into the shape of a nightmare, this creature has a warped and crooked shape. More than anything else, it visually represents the word "awful." Its slug-white flesh quivers with the hunger resident in the void of its quavering mouth and slashing, glasslike claws. Its eyes blaze like the blue of an empty sky.

A phrensy looks like a large dreamborn humanoid in shape and it has demonic features. It always hungers for both the flesh of dreams and, even better, the more succulent marrow of physical beings. It stands a little over 8 feet tall and weighs about 350 lbs.

Phrensies are native to the Shallows—when the Dark Plea leached energy from Dream to create the Shallows, the Plea's vile influence breathed life into motes of quiescent dreamstuff. Phrensies are merely one manifestation of the foul life engendered by the Plea's workings. Since their chance creation, these dream predators have spread to nearly every shallow, as well as into Dream, and even into the waking world. Because the flesh of the real energizes them and gives them a high not unlike the ingestion of a drug, phrensies find themselves drawn to wherever the walls between sleep and reality are the thinnest. Here they hope to break through.

Phrensies cannot speak, though they understand a variety of languages, including Common.

COMBAT

A phrensy does whatever it can to get its claws and mouth into contact with its foes, becoming like unto its namesake.

Phantasmic Fission (Su): Whenever a phrensy is brought to 0 or fewer hit points, there is a 25 percent chance that its body splits, and its two component parts spontaneously arise as two half-strength phrensies on the following round (see below for statistics). Treat half-strength phrensies as full-strength phrensies with three negative levels. Half-strength phrensies cannot undergo fission or use their psi-like abilities. Half-strength phrensies that survive for more than 24 hours lose their negative levels and become regular phrensies.

Frenetic Whirl (Ex): Once per day when a phrensy uses its full attack action, it can give up its regular attacks and instead make one claw attack at its full base attack bonus against each opponent within reach.

Psi-Like Abilities: 3/day—*biofeedback, grip of iron, skate*. Manifest level 6th. Save Difficulty Classes are Charisma based.

HALF-STRENGTH PHRENSY

As the full-strength phrensy, except as noted above. A half-strength phrensy cannot access fission or psi-like abilities until it matures in 24 hours.

Phrensy, Half-Strength: CR 5; Large Outsider (Dreamborn, Extraplanar, Psionic); HD 6d8+27 [-15] (39 hp), effective level 3; Init +2; Speed: 40 feet; AC 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19, 20% miss chance; Base Attack +3; Grapple +11; Attack Claw +9 melee (2d6+9); Full Attack 2 claws +9 melee (2d6+6) and bite +4 melee (2d6+3); Space/Reach: 10 feet/10 feet (Face/Reach: 10 feet × 10 feet/10 feet); SA Frenetic whirl; SQ Darkvision 60 feet, dreamborn traits; AL NE; SV Fort +6, Ref +4, Will +4; Str 23, Dex 14, Con 18, Int 11, Wis 15, Cha 16

Skills and Feats: Balance +8, Climb +11, Hide +7, Jump +11, Listen +8, Move Silently +8, Sense Motive +8, Spot +8; Toughness, Weapon Focus (bite), Weapon Focus (claw)

PSIMECH SAURIAN / PSIMECH*

Large Monstrous Humanoid (Psionic)

Hit Dice: 7d10+40 (78 hp)

Initiative: +0

Speed: 30 feet (6 squares)

AC: 23 (-1 size, +14 natural), touch 9, flat-footed 23

Base Attack: +7/+17

Attack: Bite +13 melee (2d8+6)

Full Attack: Bite +13 melee (2d8+6) and 2 claws +10 melee (1d8+3)

Space/Reach: 5 feet/10 feet (Face/Reach 5 feet × 5 feet/10 feet)

Special Attacks: *Discharge capacitor*, implant, perfect targeting, plasma jump, pounce, psi-like abilities, mode check +5, resting mode Force Multiplier +0, skinburst

Special Qualities: Acid resistance 5, cold resistance 5, defensive field 5, electrical transformation, fast healing 1/hour, fire resistance 5, operant, psimech traits, sonic resistance 5

Saves: Fort +3, Ref +2, Will +4

Abilities: Str 23, Dex 11, Con —, Int 8, Wis 15, Cha 8

Skills: Listen +9, Knowledge (engineering)**, Knowledge (psionics)**, Knowledge (the planes)**, Spot +9

Feats: Alertness, Multiattack, Weapon Focus (bite)

Environment: Any

Organization: Solitary, gang (2–5), or pack (6–10)

Challenge Rating: 10

Treasure: Standard

Alignment: Chaotic neutral

Advancement: 8–10 HD (Large); 11–21 HD (Huge)

Level Adjustment: +4

* *Templated creature; template description appears on the next page.*

This creature looks like a muscular humanoid toad half sheathed in metallic skin, complete with protruding crystal heat dissipater fins and aglow with chaotic and psionic energy.

When machines were intentionally fused with psionically “living” crystals by the mysterious Primal Artificers, psimechs were created, stored against future need, then forgotten. Now, ages later, an ancient cache of psimechs has spiraled out of the sky like a falling star, loosing psimechanical life on the land.

Psimechanically enhanced creatures are beings that have been captured by alpha psimechs, altered through the fusion of metal and crystal alloys, psionic circuits, and psychic imperatives, then released to do the work of the Machine Enclave: Convert the world of the biological into the world of the psimechanical.

A little-known race of intelligent saurians proved ideal psimech fodder, as described here.

COMBAT

A psimech saurian has more options than simply swiping at its foes (though this remains a favorite). It can begin any combat at range by using its *discharge capacitor* ability. In a desperate situation, it can briefly take to the air with its plasma-assisted jump, wreaking havoc on all creatures near its launch point.

Discharge Capacitor (Ps): The psimech saurian can release a 5-foot-wide and 60-foot-long electrical bolt that deals 1d6 points of electricity damage per power point spent (maximum 10d6) to each creature within its area. Creatures that make a successful Reflex save (DC 15) take half damage.

Perfect Targeting (Ex): A psimech saurian gains a +2 bonus on all attack rolls and on its power Difficulty Classes.

Primal Artificers

The legend of the Primal Artificers dates back several cycles of reality. According to recently deciphered UroTaliph rune-texts, the Primal Artificers were spawned on a world completely unlike commonly encountered biomes. A cataclysm of some sort extinguished their sun and replaced it with a pit of all-consuming darkness that constantly emitted jets of exotic energy and strained reality. The Primal Artificer world, bathed in these jets, evolved crystal life that subsisted on exotic energy, as plants on a normal world do on the sun's light. With life came intelligence, and eventually the Primal Artificers came into being. The UroTaliph rune-texts attribute to them almost godlike capabilities. Thus, from the perspective of a Primal Artificer, living crystal may not have been such a strange concept.

Plasma Jump (Ex):

Using an advanced application of its *discharge capacitor* ability, the psimech saurian electrically generates a sun-hot gas that it can use to give itself a +20 bonus on its Jump check per 2 power points spent (+100 bonus maximum); it can exceed normal Jump maximums. Using this ability also scorches all creatures in a 20-foot radius, dealing 1d6 points of fire damage and 1d6 points of electricity damage per 2 power points spent. For instance,

if spending 6 power points, the psimech saurian can make a one-time Jump check with a +100 bonus on its roll. At the same time, all creatures within 20 feet of the launch take 3d6 points of fire damage and 3d6 points of electricity damage.

Pounce (Ex): If a psimech saurian leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Operant (Ex): Operant creatures manifest powers by paying power points. See the Operant Creatures sidebar on page 63 for details.

Psionic Powers Discovered: (3/3/3/1; power points 40) 1st—*biofeedback, offensive precognition, vigor*; 2nd—*animal affinity, psionic levitate, thought shield*; 3rd—*evade burst, psionic keen edge, vampiric blade*; 4th—*psionic freedom of movement*.

Skinburst (Su): Once per day a psimech saurian's skin can emit a brilliant flash of psionically pumped chromatic

light. Every creature within 20 feet must succeed at a Fortitude save (DC 16) or become dazed for 1d4 rounds.

Defensive Field (Ex): Psimech saurians gain damage reduction 5/—.

**** Skills:** The psimech saurian enjoys a +10 competence bonus to Knowledge (engineering), Knowledge (psionics), and Knowledge (the planes).

Electrical Transformation (Ex): All psimechs have electrical transformation 10. This resembles electricity resistance 10 in that the first 10 points of electricity damage per electricity attack do not harm the creature (while electricity damage in excess of 10 points harms the psimech normally). However, the first 10 or fewer points of electricity damage that the psimech would otherwise sustain are instead transformed into psionic power points on a 5-for-1 basis (every 5 points of electricity damage are transformed into 1 power point). Psimech saurians can never accumulate more than their maximum operant psionic power point total of 40 power points using electrical transformation.

Fast Healing (Ex): Psionically mediated subroutines grant fast healing that allows the psimech saurian to regain 1 hit point per hour if damaged. The *psionic repair damage* power also cures damaged psimech creatures.

Psimech Traits: Psimechs are a subtype of construct. Psimechs are immune to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects. They also are immune to any effect that requires a Fortitude save, unless it also works on objects. They cannot heal damage (though *regeneration* and *fast healing* still apply, if present, as does *psionic repair damage* and other powers or spells that heal constructs) and are not subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain. They are not at risk of death from massive damage, but are destroyed when reduced to 0 hit points or less; they cannot be raised or resurrected; they have darkvision 60 feet.

CREATING A PSIMECH

“Psimech” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). Those with this template are often called “operant machine” creatures. The creature's type changes to “construct (psimech).” It uses all the base creature's statistics and special abilities except as noted here. Statistics and abilities not presented below are as the base creature.

Hit Dice: Constructs have no Constitution score. However, psimechs are hard to kill because their bodies are difficult to damage, as reflected by bonus hit points (in addition to hit points from Hit Dice), according to size: Fine 5; Diminutive 10; Tiny 15; Small 20; Medium 30; Large 40; Huge 50; Gigantic 70; Colossal 100.

AC: Natural armor improves by +8. Steel and crystal alloys replace much of the creature's normal exterior.



Special Attacks: A psimech creature retains all the special attacks of the base creature. All operant machine creatures gain access to psionic powers, as described below. All psimech creatures also possess the following mechanical abilities as specified by level of the base creature in the table below.

Level	Abilities
1–2	Discharge capacitor
3–4	—
5–6	Perfect targeting
7–8	Plasma jump
9–15	—
16+	Plasma lance

Discharge Capacitor (Ps): The operant machine operates on a flux of psionic power points. An operant machine can discharge a portion of its excess power (it costs 1 point per 1d6 points of electricity damage), releasing it as a powerful electrical bolt. The bolt is 5 feet wide and 60 feet long, and it deals 1d6 points of electricity damage per power point spent (maximum 10d6) to each creature within its area. Creatures that make a successful Reflex save (DC 10 + 1/2 the psimech's Hit Dice + the psimech's Dexterity modifier + perfect targeting, if available) take half damage.

Perfect Targeting (Ex): Adaptive optics grant the psimech a +2 bonus on all attack rolls and its power Difficulty Classes.

Plasma Jump (Ex): Using an advanced application of its discharge capacitor ability, a psimech electrically generates a sun-hot gas that it can use to give itself a +20 bonus on its Jump check per 2 power points spent (+100 bonus maximum; can exceed normal Jump maximums). Using this ability also scorches all creatures in a 20-foot radius,

dealing 1d6 points of fire damage and 1d6 points of electricity damage per 2 power points spent. For instance, if spending 6 power points, the psimech can make a one-time Jump check with a +100 bonus on its roll. At the same time, all creatures within 20 feet of the launch take 3d6 points of fire damage and 3d6 points of electricity damage.

Plasma Lance (Ex): At this level, the psimech can focus the effects of its plasma generation better. An operant machine can convert power to plasma (the cost is 1 power point per 1d6 points of electricity damage and 1d6 points of fire damage), releasing it as a powerful bolt. The bolt is 10 feet wide and 60 feet long, and it deals 1d6 points of fire damage and 1d6 points of electricity damage per power point spent (maximum 20d6; 10 power points per bolt) to each creature within its area. Creatures who make a successful Reflex save (DC 10 + 1/2 the psimech's Hit Dice + the psimech's Dexterity modifier + perfect targeting) take half damage.

Special Qualities: A psimech creature retains all the special qualities of the base creature, except where noted. All operant machine creatures gain electrical transformation 10, as described below. All psimech creatures also possess the mechanical abilities specified by the level of the base creature in the table on the next page. Finally, all psimechs gain

The Machine Enclave

The Machine Enclave is a loosely associated group of intelligences that have two things in common—they gained their sentience through artificial or mechanical means (often assisted by magic or psionics; many magically animated constructs with intelligence work in Machine Enclave cells), and a strong dislike of purely biological intelligences. Not every artificial intelligence wants to eradicate “soft life,” though. In fact, there is a strong recruiting arm on the Machine Enclave’s part. To the misfortune of soft life, agents of the Machine Enclave discovered and awakened psimech crystals. Thus, psimechs are almost exclusively servants of the Machine Enclave, though some have broken free of their programming.

construct traits, save that psimechs retain all their ability scores except Constitution.

Electrical Transformation (Ex): All psimechs have electrical transformation 10. This resembles electrical resistance 10 in that the first 10 points of electricity damage per electrical attack do not harm the creature (while electricity damage in excess of 10 points harms the psimech normally). However, the first 10 or fewer points of electricity damage that the psimech would otherwise sustain are instead transformed into psionic power points on a 5-for-1 basis (every 5 points of electricity damage are transformed into 1 power point). A psimech can never accumulate more power points than its Hit Dice \times 6.

Operant (Ex): Operant creatures manifest powers by paying power points. See the Operant Creatures sidebar on page 63. Psimechs are treated as psychic warrior manifesters with a manifester level equal to their HD $+2$.

Psimech Traits: Psimechs are a subtype of construct. Psimechs are immune to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects; they cannot heal damage (though *regeneration* and *fast healing* still apply, if present, as does *psionic repair damage* and other powers or spells that heal constructs); not subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; can't be raised or resurrected; darkvision 60 feet.

Level	Abilities
1–2	Defensive field 1, fast healing
3–4	Defensive field 3
5–6	Defensive field 5
7–8	—
9–15	Defensive field 7
16+	—

Defensive Field (Ex): Operant machine creatures psionically generate a deflective screen that hinders kinetic attacks. This grants operant machines damage reduction equal to the value noted on the level-dependent table. For instance, a 1st-level base creature has damage reduction 1/—.

Fast Healing (Ex): Psionically mediated subroutines grant all operant machines fast healing that allows them to regain 1 hit point per hour if damaged. The *psionic repair damage* power also cures damaged psimech creatures. If the creature already possesses fast healing, this version replaces that quality.

Abilities: Modify the base creature's abilities as follows: Str $+4$, Dex -2 , Con (stripped), Int $+2$, Cha -2 .

Skills: Operant machines gain a $+10$ competence bonus on any three Knowledge skills.

Challenge Rating: Same as the base creature $+5$

PSIONIC LICH*

Psionic lichs are undead psionics users—usually psions, but sometimes psionic monsters—who have interred their mentality into the necrotic tissue of their once-living bodies, thus preserving their existence indefinitely.

A psionic lich appears in some ways as it did in life: Its flesh remains pliant, soft, and warm to the touch. However, it has no heart, and no blood flows through its veins—it is psionic power that animates the flesh. If you cut a psionic lich, its veins are empty of blood, though stray sparks of power flash briefly. Its eyes are always completely silvered and glowing with a faint radiance. A psionic lich wears clothing for simple modesty or disguise, not to protect it from the environment. Thus, many wear only simple leggings, tunics, and sandals, if that.

Psionic lichs speak Common plus any other languages they knew in life.

* *Templated creature*

CREATING A PSIONIC LICH

“Psionic lich” is a template you can add to any aberration, dragon, giant, humanoid, magical beast, monstrous humanoid, or outsider (referred to hereafter as the “base creature”), provided it can create the required phylactery (see “The Psionic Lich’s Phylactery” on the next page). Following the transformation, the creature’s type changes to “undead.” It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the base creature’s

AC: The psionic lich has $+2$ natural armor or the base creature’s natural armor, whichever is better.

Damage: Creatures without natural weapons gain a touch attack that uses negative energy to deal $1d8+5$ points of damage to living creatures. Creatures with natural attacks can use their natural weaponry or the touch attack, as they prefer.

Special Attacks: A psionic lich retains all the base creature’s special attacks and also gains those listed below. Saves have a DC of $10 +$ half the lich’s HD $+$ the lich’s Charisma modifier unless noted otherwise.

Life-Draining Touch (Su): Any living creature the lich touches as a melee touch attack sustains 2 points of temporary Constitution damage (4 on a critical hit)—the lich gains drained points as extra psionic power points on a 1-per-1 basis.

Arcane Spell Bane (Su): The bane of arcane magic, the mere presence of a psionic lich interferes with arcane spellcasting. Any arcane spell cast within 30 feet of a psionic lich requires a successful Concentration check, or the spell is lost. The Concentration check is against a DC of $10 +$ half the lich’s HD $+$ the lich’s Charisma modifier. Even if the standard option of psionics and magic affecting each other

is being used, this effect interferes only with arcane spells (not psionics, other spell-like abilities, divine spells, etc.).

Powers: The psionic lich can manifest any power it could manifest while alive.

Special Qualities: A psionic lich retains all the base creature's special qualities and those listed below, plus it also gains the undead type.

Power Point Boost (Ex): When first transforming itself into a psionic lich, the character receives a one-time addition of power points to its power point total equal to its current total manifest level. Thus, a 12th-level psion who becomes a psionic lich has an additional 12 power points more than it otherwise would have had.

Turn Resistance (Ex): A psionic lich has +4 turn resistance.

Power Resistance (Su): A psionic lich has power resistance equal to its manifest level +5.

Fast Healing (Su): A psionic lich's undead body is constantly revitalized by the psionic energy coursing through it, granting it Fast Healing 3.

Immunities (Ex): Psionic lichs are immune to cold, electricity, and polymorph attacks.

Damage Reduction (Su): A psionic lich's undead body is tough, giving it damage reduction 15/piercing and magic (or DR 15/+1). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Saves: Same as the base creature's

Abilities: A psionic lich gains +2 to Intelligence, Wisdom, and Charisma, but being undead, it has no Constitution score.

Skills: A psionic lich receives a +8 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise its skills are the same as the base creature's.

Feats: Same as the base creature's

Environment: Any

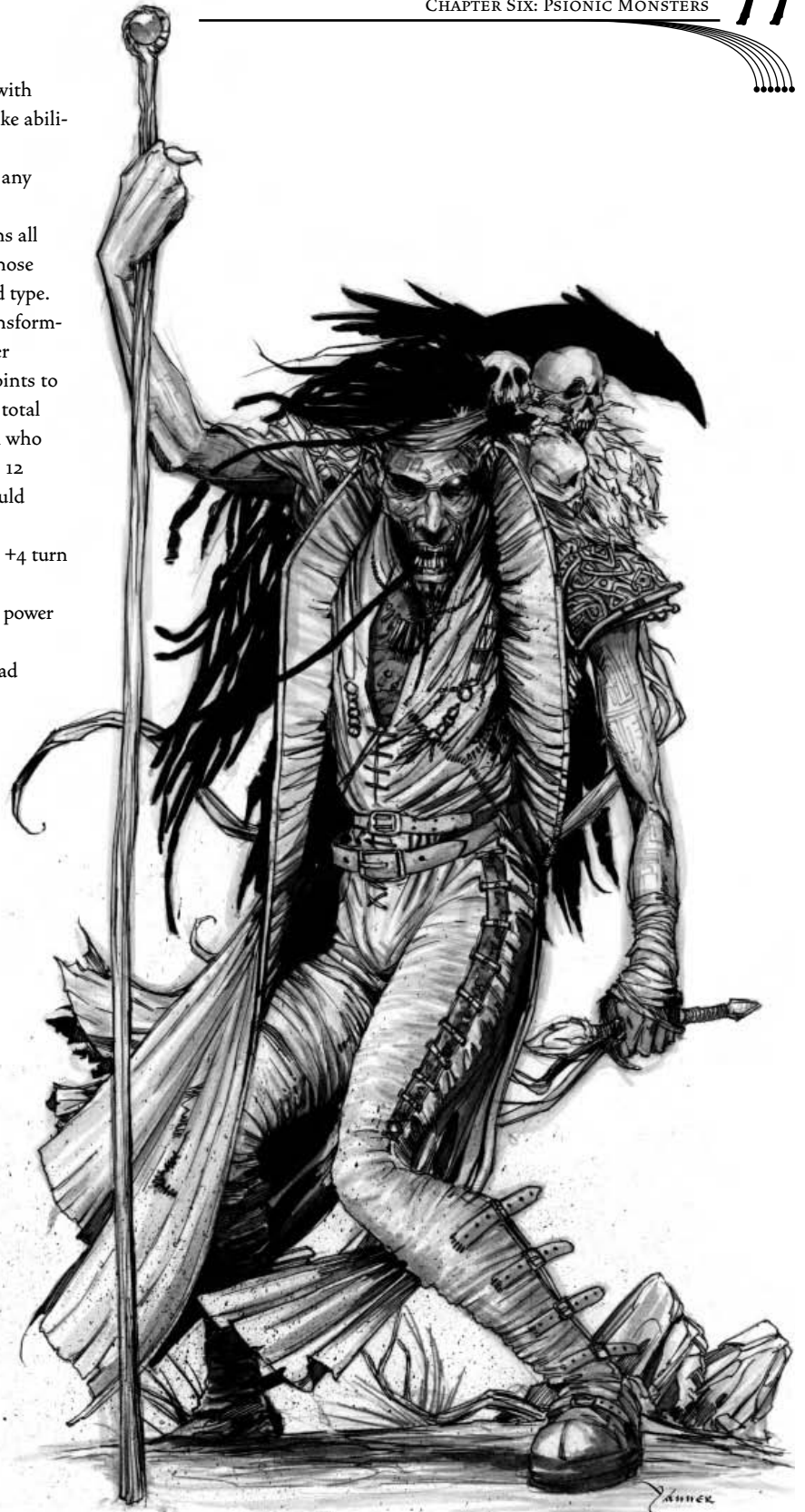
Organization: Solitary

Challenge Rating: Same as the base creature's + 2

Treasure: Standard coins; double goods; double items

Alignment: Any evil

Advancement: By character class



PSIONIC LICH CHARACTERS

Characters can undertake the process of becoming a psionic lich only through their own free will. Following the transformation, the lich retains all the class abilities it had in life.

THE PSIONIC LICH'S PHYLACTERY

An integral part of becoming a lich is creating a psionic phylactery in which the creature affixes its life force to the mortal coil. Unless the phylactery is located and destroyed, a psionic lich reappears 1d10 days after its apparent death in an area adjacent to its phylactery.

Each psionic lich must make its own phylactery, which requires the Craft Universal Item feat. The character must be a psion of at least 11th level (or be able to manifest at least one 6th-level power and have at least 11 HD). The phylactery costs 120,000 gp and 4,800 XP to create and has a manifester level equal to that of its creator at the time of creation.

Psionic phylacteries often take the form of costly gemstones set into rings, amulets, or other adornments. A close look at such items reveals an inner glow, and phylacteries always detect as psionic powers in operation. The gemstone is Fine and has a hardness rating of 20, 40 hit points, and a break DC of 40.

QIN

Medium Humanoid (Psionic)

Hit Dice: 1d8+2 +2 (8 hp)

Initiative: +2

Speed: 30 feet (6 squares)

AC: 15 (+4 *inertial armor*, +1 Dexterity), touch 11, flat-footed 14

Base Attack/Grapple: +0/-1

Attack and Full Attack: Quarterstaff -1 melee (1d6-1) or crossbow +1 ranged (1d8)

Space/Reach: 5 feet/5 feet

(Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Psi-like abilities, mode check +2, resting mode Mind Insurgency +4, *siphon life*

Special Qualities: Qin telepathy, naturally psionic

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

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

Skills: Bluff +7, Concentration +6, Knowledge (psionics) +6, Psicraft +6

Feats: Psionic Body

Environment: Any land

Organization: Solitary, band (2-4 qin), or squad (one 7th-level master spy, two 5th-level journeymen, and 5-7 qin)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +1

This stocky figure, while humanlike in height and mode of dress, possesses large eyes of golden hue.

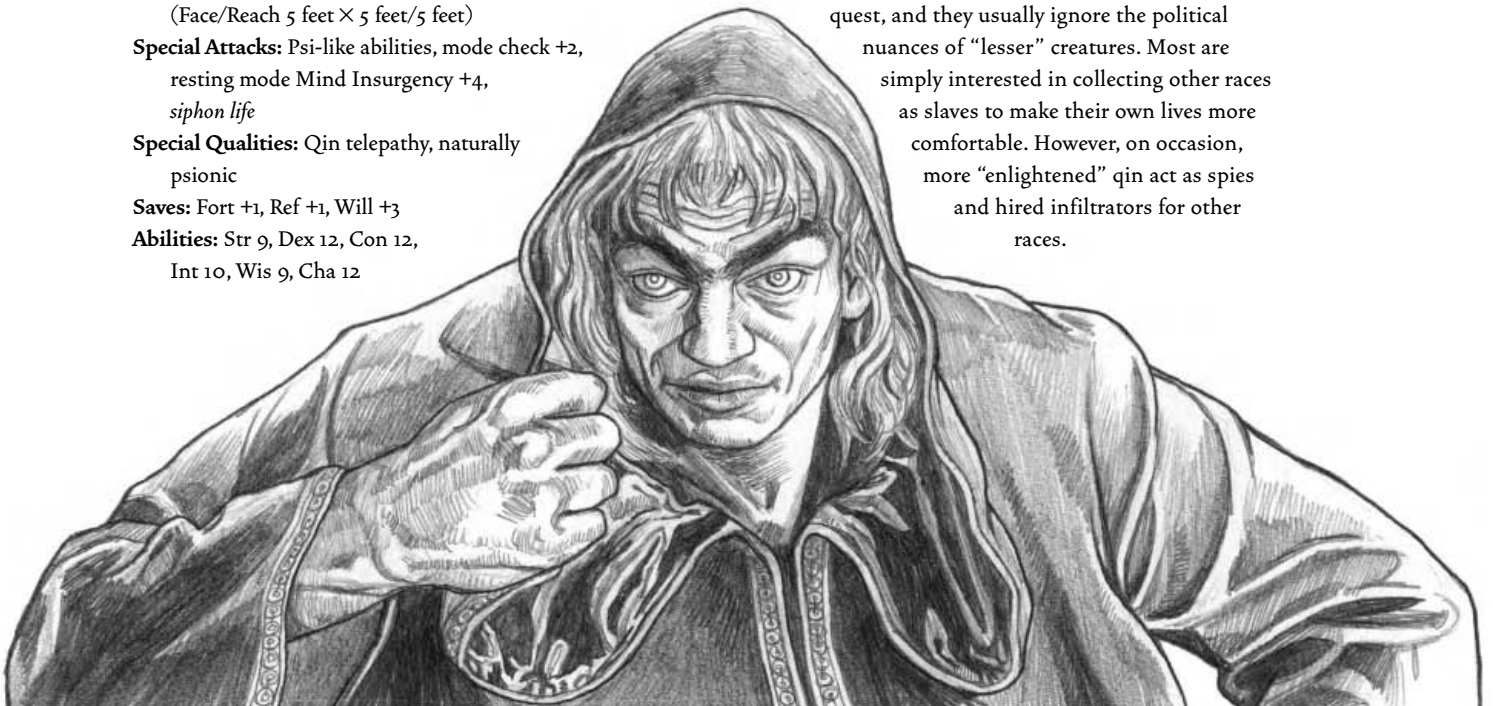
The qin are psionic humanoids who view other intelligent races as property by right of mind.

Qin dress according to the norms of the humanoid society they infiltrate. Indeed, they can easily pass for humanoids for short periods of time in all but the most vigilant of communities (using their psi-like abilities).

When not infiltrating human cities, qin live in caves or camps in the wilderness called communes; however, they have established secret communes in humanoid cities as well. In their communes, slaves perform most of the labor-intensive tasks, such as gathering forest products. Hidden urban communes usually have few, if any slaves, which are transferred to the main communes as soon as possible. Qin never arm their slaves, though qin may allow skilled slaves to work in smithies and other sensitive areas.

Although not a unified race, qin rarely fight with each other. Different communes may work together toward a common goal, such as subjugating an outlying humanoid village. Qin that have disputes with each other resort to arbitration, if possible, or allow a standing vote of the commune to decide the proper course of action.

The qin people have no plans for world conquest, and they usually ignore the political nuances of "lesser" creatures. Most are simply interested in collecting other races as slaves to make their own lives more comfortable. However, on occasion, more "enlightened" qin act as spies and hired infiltrators for other races.



Qin do not speak any racial tongue. Instead, they rely on telepathy among themselves, though they learn to physically speak appropriate humanoid tongues (usually Common).

COMBAT

Qin prefer to use their psi-like abilities to charm their foes just long enough to physically capture and enslave them. They are poor warriors, but if pressed into combat against a foe they cannot charm, they attempt to siphon the life force of their foe first.

Psi-Like Abilities: 3/day—*conceal thoughts*, *psionic alter self* (as *alter self* in the *Player's Handbook*), *psionic charm*; 1/day—*inertial armor*, *psionic daze*. Manifester level 2nd; save DCs are Intelligence based. Augmentable powers are augmented to the limit of the manifestor level, if appropriate to the power.

Siphon Life (Ps): Once per day, a qin can make a ranged touch attack with a psychometabolic life-draining ray (range 60 feet). This ray drains 1d6 hit points. If the qin has class levels, it instead drains 1d6 hit points per three psionic class levels (maximum 5d6) from a single living creature. On a successful hit, the hit points are transferred to the qin as temporary hit points that last one minute.

Naturally Psionic: Qin gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers beyond those they manifest as psi-like abilities, unless they gain that ability through another source, such as levels in a psionic class.

Qin Telepathy (Su): A qin can communicate with another qin within 100 feet, even if they do not share a common language.

QIN AS CHARACTERS

Qin characters have the following racial traits.

- –2 Str, +2 Dex, +2 Con, –2 Wis, +2 Cha
- Medium size
- Qin telepathy (see above)
- Psi-like abilities (see above)
- Siphon life (see above)
- Naturally psionic (see above)
- Automatic Languages: Common
- Favored Class: Telepath
- Level Adjustment: +1

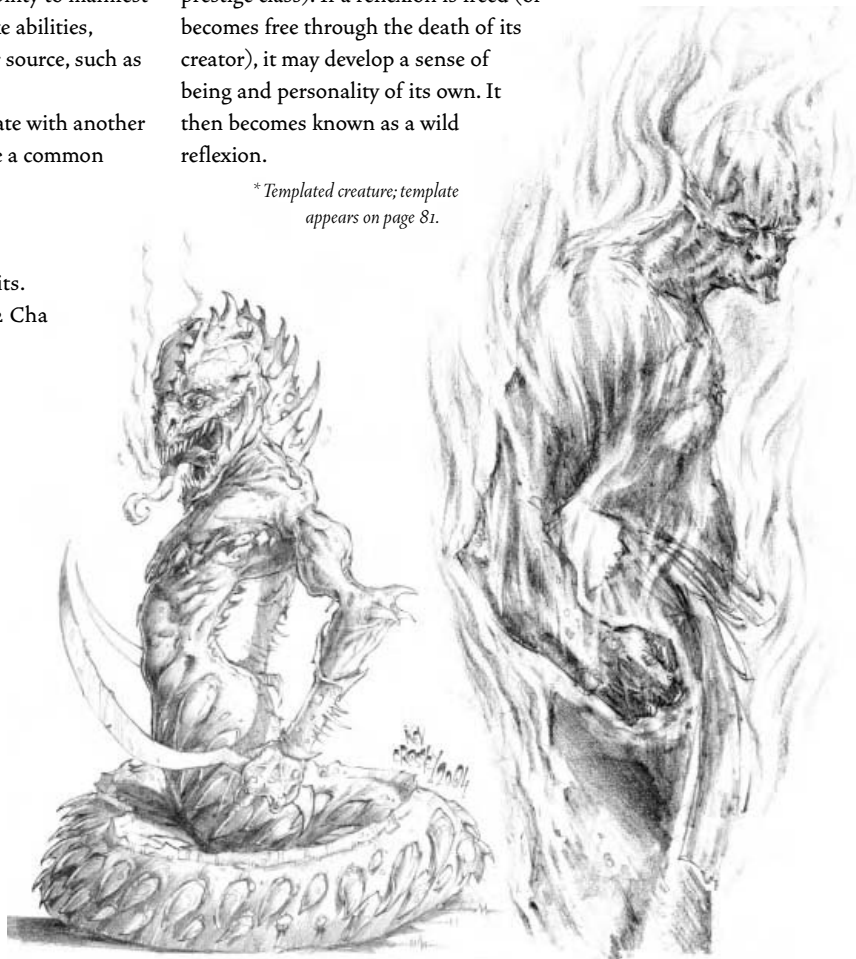
REFLEXION*

Reflexions are psionically crafted physical entities assembled from phantasmal matter mined in Dream. Whether visages of the heart's desire or nightmares given shape and substance, all reflexions are bound and solidified by the psionic energy poured into them at their creation. Unlike creatures naturally encountered in a night of dreaming, a reflexion's form allows one to guess at its power and ability—for instance, a reflexion of a jackal is less powerful than a hell hound reflexion.

All reflexions, whether similar in shape to a jackal, hell hound, or something entirely different, share a common façade in that they seem more slender and graceful than the common run of that creature. Moreover, reflexions appear slightly hazy, as if the eye refuses to quite focus on them. Finally, all reflexions that possess eyes have solid orbs of glowing empyreal blue.

Reflexions respond to the mental commands of their creator if she is within 100 feet. They do not respond to commands given by others, even if the creator asks it of a reflexion. Reflexions that are still bound to their creator are heedless, unthinking creatures with no initiative of their own, and so they can do no less than exactly follow the orders given them, without regard for the consequences of such actions. Therefore, simple instructions usually work best. Particularly skilled reflexion creators can wholly possess their creations (see the dreamwright prestige class). If a reflexion is freed (or becomes free through the death of its creator), it may develop a sense of being and personality of its own. It then becomes known as a wild reflexion.

**Templated creature; template appears on page 81.*



FIRE GIANT REFLEXION**Large Giant (Dreamborn, Extraplanar, Fire, Psionic)****Hit Dice:** 15d8+75 (142 hp)**Initiative:** +0**Speed:** 30 feet (half-plate armor); base speed 40 feet (8 squares)**AC:** 26 (−1 size, +10 natural, +7 half-plate armor) touch 9, flat-footed 26; 20% miss chance**Base Attack/Grapple:** +11/+25**Attack:** Greatsword +20 melee (3d6+15) or slam +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)**Full Attack:** Greatsword +20/+15/+10 melee (3d6+15) or 2 slams +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)**Space/Reach:** 10 feet/10 feet

(Face/Reach: 10 feet × 5 feet/10 feet)

Special Attacks: Psi-like abilities, rock throwing, mode check +9, resting mode Brain Hammer −4**Special Qualities:** Body of dreams, fast healing 7, immunity to fire, low-light vision, rock catching, unthinking, vulnerability to cold**Saves:** Fort +14, Ref +5, Will +9**Abilities:** Str 31, Dex 11, Con 21, Int 10, Wis 14, Cha 15**Skills:** Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14**Feats:** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack**Environment:** Any**Organization:** None**Challenge Rating:** 11**Treasure:** None**Alignment:** Neutral**Advancement:** —**Level Adjustment:** —

It is hard to focus on this giant—haze demarks where its coal-black skin ends and the air begins. Its hair is red, but its eyes glow with a sky-blue light. While the dark hands that clutch the pommel of the massive greatsword seem out of focus, the blade itself appears as all too real.

Fire giant reflexions are as forbidding as their normally born “kin.”

COMBAT

Fire giant reflexions attack with the sword, unless commanded to throw rocks or use their psionic abilities.

Rock Throwing (Ex): The range increment is 120 feet for a fire giant reflexion's thrown rocks.

Body of Dreams (Ex): All attacks against the reflexion suffer a 20 percent miss chance.

Fast Healing (Su): Fire giant reflexions heal 7 hit points per round.

Unthinking (Ex): Fire giant reflexions gain a +4 bonus on all Will saving throws to resist mind-affecting effects.

Psi-Like Abilities: 1/day—*cloud mind, dream travel, id insinuation*. Manifest level 15th. The save Difficulty Classes are Charisma based.

FLAMEBROTHER SALAMANDER**REFLEXION****Small Outsider (Dreamborn, Fire, Psionic)****Hit Dice:** 4d8+8 (26 hp)**Initiative:** +2**Speed:** 20 feet (4 squares)**AC:** 22 (+1 size, +2 Dex, +9 natural), touch 13, flat-footed 20; 20% miss chance**Base Attack/Grapple:** +4/+1**Attack:** Spear +6 melee (1d6+1/×3 plus 1d6 fire)**Full Attack:** Spear +6 melee (1d6+1/×3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire)**Space/Reach:** 5 feet/5 feet (Face/Reach: 5 feet × 5 feet/5 feet)**Special Attacks:** Constrict 1d4 plus 1d6 fire, heat, improved grab, psi-like abilities, mode check +4, resting mode Brain Hammer +4**Special Qualities:** Body of dreams, darkvision 60 feet, immunity to fire, fast healing 3, unthinking, vulnerability to cold**Saves:** Fort +6, Ref +6, Will +6**Abilities:** Str 12, Dex 15, Con 12, Int 14, Wis 15, Cha 17**Skills:** Craft (blacksmithing) +8, Hide +13, Listen +11, Move Silently +7, Spot +11**Feats:** Alertness, Multiattack**Environment:** Any**Organization:** None**Challenge Rating:** 4**Treasure:** None**Alignment:** Usually evil (any)**Advancement:** None**Level Adjustment:** —

The dreamy haze resolves to reveal a muscular humanoid upper body, but a serpentine form extends from the waist down. Covered in red and black scales, as well as flame-shaped spines, this creature seems an adherent of fire.

Flamebrother salamander reflexions are dream-fashioned versions of regular salamanders.

COMBAT

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free

action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Body of Dreams (Ex): All attacks against the reflexion suffer a 20 percent miss chance.

Fast Healing (Su): Flamebrother reflexions heal 3 hit points per round.

Unthinking (Ex): Flamebrother salamander reflexions gain a +4 bonus on all Will saving throws to resist mind-affecting effects.

Psi-Like Abilities: 1/day—*cloud mind, dream travel, id insinuation*. Manifester level 4th. The save Difficulty Classes are Charisma based.

CREATING A REFLEXION

“Reflexion” is a template that can be added to any corporeal aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or vermin. A reflexion uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature gains the psionic subtype, plus the dreamborn subtype (see sidebar on page 54). It retains its base type and other subtypes, if any, but does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Armor Class: The reflexion’s natural armor improves by 2 points. The dreamstuff that makes up a reflexion can anticipate blows and become slightly harder just before impact.

Attack: A reflexion retains all the natural attacks, manufactured weapon attacks, and weapon proficiencies of the base creature.

Special Attacks: A reflexion retains all the base creature’s supernatural and extraordinary special attacks but loses all the base creature’s spell-like and psi-like abilities, if any. It also gains the special attacks listed below.

Psi-Like Abilities: 1/day—*cloud mind, dream travel, id insinuation*. Manifester level equal to creature’s Hit Dice. (A reflexion can still manifest a noted power at the power’s lowest effect even if the creature’s manifester level would normally be too low to manifest the given power.) The save Difficulty Classes are Charisma based.

Special Qualities: The reflexion loses all special qualities of the base creature, but it gains the special qualities listed below.

Body of Dreams (Ex): The hazy, slightly unfocused manner in which reflexions appear in the material world makes it difficult to hit them—all attacks against a reflexion are assessed a 20 percent miss chance. (This is a trait the creature gains for having the dreamborn subtype).

Fast Healing (Su): Being composed of dreamstuff, a reflexion’s physical form is partially phantasmagorical, despite being stabilized and solidified by psionic energy. This has the effect of granting a reflexion the ability to heal damage dealt to it. A reflexion gains fast healing based on the base creature’s Hit Dice:

Hit Dice	Fast Healing
1–3	1
4–6	3
7–10	5
11–15	7
16–20	10
21+	15

Unthinking (Ex): While reflexions are not mindless, they are heedless of all consequence. If manufactured, they must be explicitly commanded—otherwise, they show no initiative. Moreover, it is hard to get a mental lock on these creatures composed of flighty dream. Thus, they gain a +4 bonus on all Will saving throws to resist mind-affecting effects.

Abilities: Modify the base creature’s ability scores as follows: Dexterity +2, Charisma +4.

Environment: Any

Organization: None

Challenge Rating: Same as base creature +1

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

CRAFTING A REFLEXION

Sometimes, wild reflexions come into being spontaneously, either in Dream or in the Shallows. However, dreamwrights† most often create them.

The minimum manifester level required to create a reflexion equals the reflexion’s Hit Dice.

The first experience point component cost of the reflexion depends on its body size:

Size	XP Cost
Tiny	300 xp
Small	400 xp
Medium	600 xp
Large	1,200 xp
Huge	2,200 xp
Gargantuan	5,200 xp
Colossal	10,200 xp

The second experience point component cost of the reflexion depends on its Hit Dice: 80 xp per Hit Die. The total experience point cost is equal to the two component experience point costs: body size and Hit Dice. Note that dreamwrights must also pay a gold-piece cost in special materials for all reflexion creations, as well as an additional experience point cost for certain modifications they can make. (See Chapter Eight: Psionic Prestige Classes.)

SCAMPERING MAW

Medium Aberration (Psionic)

Hit Dice: 7d8+28 (59 hp)

Initiative: +4

Speed: 60 feet (12 squares)

AC: 22 (+4 Dexterity, +8 natural), touch 14, flat-footed 18

Base Attack/Grapple: +5/+9

Attack: Bite +9 melee (2d4+4)

Full Attack: Bite +9 melee (2d4+4) and 2 claws +7 melee (1d8+2) and 2 rakes +7 melee (2d6+2)

Space/Reach: 5 feet/5 feet

(Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Attach, blood drain, natural *schism*, psi-like abilities, mode check +5, resting mode Acumen Screen +2

Special Qualities: Darkvision 60 feet

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

Abilities: Str 19, Dex 18, Con 19, Int 7, Wis 19, Cha 15

Skills: Climb +9, Jump +9, Listen +11, Spot +11

Feats: Alertness, Multiattack, Power Attack

Environment: Any warm

Organization: Solitary or race (2–7)

Challenge Rating: 6

Treasure: Standard

Alignment: Neutral evil

Advancement: 8–10 HD (Medium); 11–18 HD (Large)

Level Adjustment: +2

This monster is built around the wide circular, tooth-lined orifice of its mouth. Several sizes too big for the body, the circular maw protrudes slightly from the main trunk. Half-feathered, the body shares attributes with large flightless birds of prey, including two muscled legs built for running and raking. In a shocking display of morphological aberration, the creature sports a tiny dragonlike head and two small manipulator arms on the lower body opposite the main mouth, as well as crablike claws near the main mouth.

What should have died at birth, lived, and the two-in-one creature known as the scampering maw breeds true.

Scampering maws are scavengers of desert lands that constantly seek blood for nutrition and hydration. Sometimes, scampering maws get loose in lush civilized lands where life (and blood) is plentiful.

Responsibility for the scampering maw is laid at the feet of a psionic breeder-archivist known only as the Tasker. Supposedly the Tasker's hidden enclave deeply buried under the desert sands serves as the refuge to hundreds of equally abominable creatures, which may also one day escape their confinement to trouble the world.

Scampering maws speak invective-laden Common.



COMBAT

Scampering maws need to absorb blood every day to sate their voracious appetite. They prefer to charge potential prey from surprise if possible, using their *schism*-enabled ability to help them waylay their prey or deter their prey's companions for a few rounds.

Attach (Ex): If a scampering maw hits with a bite attack, its voracious teeth latch onto the opponent's body. An attached scampering maw's Armor Class drops to 18.

Blood Drain (Ex): A scampering maw drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once the creature has drained its prey to 0 points of Constitution (killing its prey), it runs off in search of more blood to feed its unending appetite.

Natural Schism (Ex): The scampering maw exists in a natural state similar to *schism*; its posterior head and arms are capable of taking a single standard action each round independent of the rest of the creature. Usually, this means the posterior head uses a psi-like ability.

Psi-Like Abilities: 3/day—*concussion blast*, *daze*, *wall-walker*. These abilities are as the powers manifested by a 6th-level psion. Save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifester level, if appropriate to the power.

SCAPEWORM

Gargantuan Magical Beast (Psionic)

Hit Dice: 15d10+120 (202 hp)

Initiative: -1

Speed: Fly 20 feet

AC: 23 (-4 size, -1 Dexterity, +18 natural), touch 5, flat-footed 23

Base Attack/Grapple: +15/+34

Attack and Full Attack: Bite +23 melee (8d8+16)

Space/Reach: 15 feet (uncoiled)/15 feet (Face/Reach 10 feet × 60 feet (uncoiled)/15 feet)

Special Attacks: Chomp, psi-like abilities, mode check +9, resting mode Force Multiplier +2

Special Qualities: Blindsight 200 feet, DR 10/admantine (or 15/+2), power resistance 23

Saves: Fort +17, Ref +10, Will +11

Abilities: Str 32, Dex 8, Con 27, Int 17, Wis 19, Cha 22

Skills: Concentration +26, Hide +4, Listen +24, Move Silently +17, Spot +24

Feats: Alertness, Greater Psionic Fist, Psionic Fist, Psionic Meditation, Unavoidable Strike, Weapon Focus (Bite)

Climate/Terrain: Any (mindscape)

Organization: Solitary

Challenge Rating: 13

Treasure: Standard

Alignment: Always neutral

Advancement: 16–32 HD (Gargantuan); 33–45 HD (Colossal)

Level Adjustment: —

Scapeworms are scavengers born of the mind, and they come into being only when mindscapes form. (See Chapter Three: Mindscape Psionic Combat.)

A scapeworm is 10 feet in diameter and 60 feet long when a formation of a mindscape knocks the inkling of its presence into reality. It spirals down out of the sky, and its eyeless face is a mass of gnashing teeth and slender pseudopods. Its body glistens like crystal, and it hazes to red and green opacity at its core.

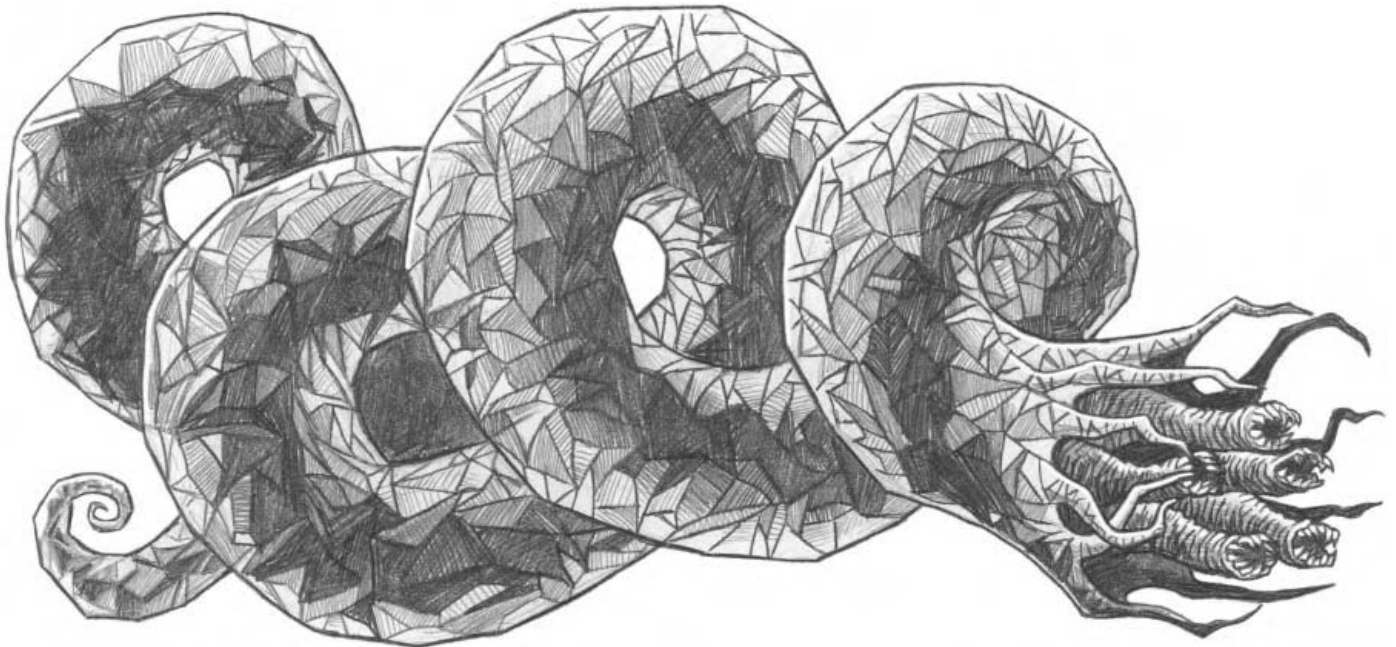
Scapeworms do not speak; they only eat.

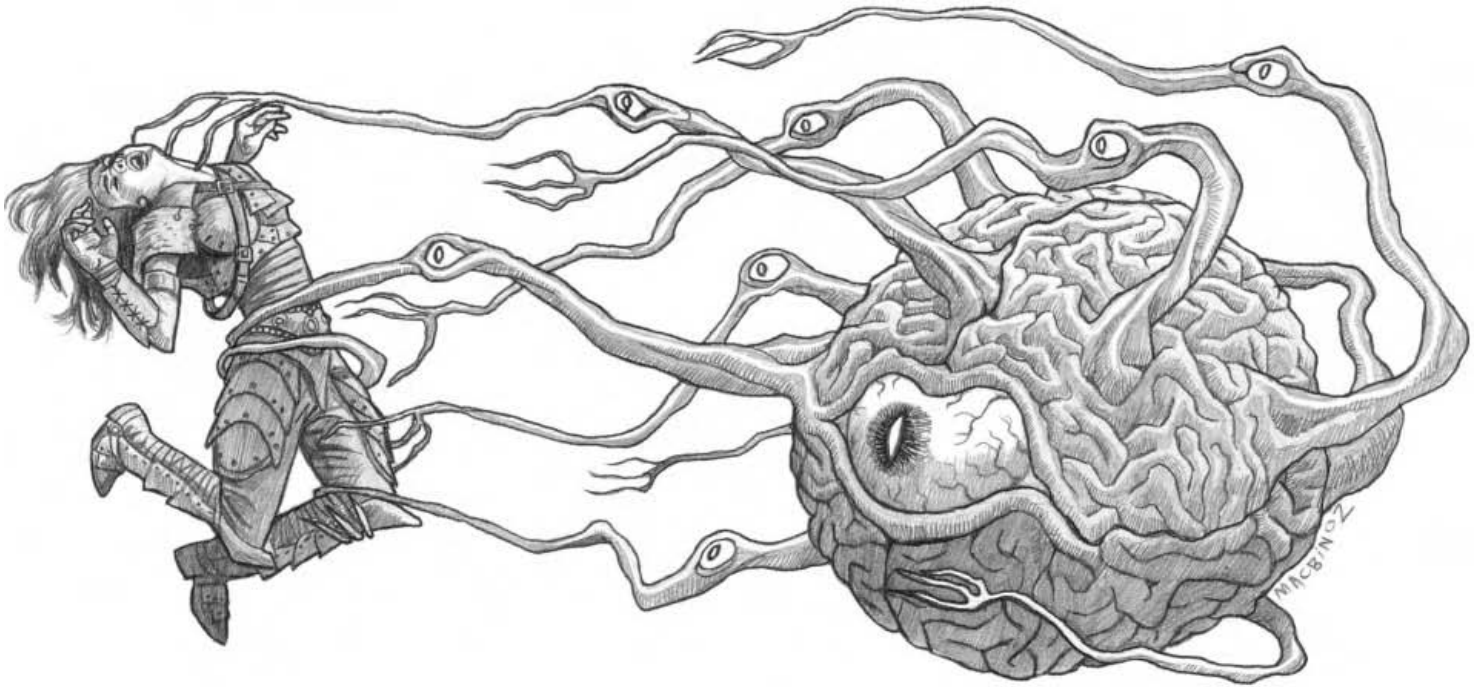
COMBAT

Once real, a scapeworm persists even after the mindscape that bore it dissolves. A scapeworm that eats at least one creature fades away (actually, it uses *psionic plane shift* to move back into the Astral Plane). It prefers sentient creatures over nonsentient, but it targets nonpsionic creatures over psionic. Without other psionic creatures to externally trigger a mindscape, scapeworms wouldn't sense living creatures in the Material Plane on which to feed. But, if the only choice is a psionic creature, scapeworms must eat. A scapeworm's bite often kills its victims on the first chomp, especially if it has softened up its enemies first with its psionic power of *shatter stormf*.

Chomp (Ex): Whenever a scapeworm deals at least 30 points of damage on a single bite, it chomps down all the harder, dealing an additional 4d8+8 points of damage.

Psi-Like Abilities: 3/day—*psionic plane shift*, *shatter stormf*. Manifest level 15th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifester level, if appropriate to the power.





SOULSHRIVER

Large Aberration (Psionic)

Hit Dice: 12d8+36 (90 hp)

Initiative: +3

Speed: 5 feet (1 square), fly 30 feet (good)

AC: 17 (–1 size, +3 Dexterity, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +9/+16

Attack: *Brain lock* cone (see below)

Full Attack: *Brain lock* cone and 10 synaptic tendrils +11 touch (1d4+3 plus psionic effect)

Space/Reach: 10 feet/20 feet

(Face/Reach 5 feet × 5 feet/20 feet)

Special Attacks: *Brain lock* cone, psi-like abilities, mode check +8, resting mode Mind Insurgency +0, synaptic transmission

Special Qualities: All-around vision, death shrive, flight

Saves: Fort +9, Ref +9, Will +11

Abilities: Str 17, Dex 16, Con 16, Int 11, Wis 12, Cha 15

Skills: Hide +4, Listen +8, Spot +8

Feats: Alertness, Great Fortitude, Iron Will, Lightning Reflexes, Psionic Body

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 11

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 13–15 HD (Large); 16–30 HD (Huge); 31–36 HD (Gargantuan)

Level Adjustment: —

This creature looks to be 5 feet across with wrinkled and convoluted skin—almost as if composed of naked brain tissue. Its rounded body contains only a single central eye and 10 tendrils that wetly sprout from its skin, each bearing a single eye halfway along the length. The creature floats in the air, and with its tendrils fully deployed, it looks like it's hanging in a synaptic web.

Soulshivers are psionic monsters that kill with sizzling mind bolts.

These horrible, manic creatures represent an evolutionary offshoot of a parent race. They adapted better to developing the inner power of the brain than wielding arcane magic.

The stuff of nightmares, soulshivers can speak telepathically to any creature within 60 feet that has a language.

COMBAT

Soulshivers hunt with their eye-tendrils retracted, but they make ready to launch them whenever creatures come to within striking distance. If possible, they enjoy fixing their prey in place with *brain lock*, but this is not mandatory.

Brain Lock Cone (Su): A soulshriver's central eye continually produces a 60-foot *brain lock* cone extending straight ahead from the creature's front. This functions similarly to the *brain lock* manifested by a 12th-level psion (DC 16). All humanoids in the area of Medium or smaller size who fail the save stand mentally paralyzed and cannot use their psionic powers; a new save is required each

round. Once each round, during its turn, the soulshriver decides which way it will face and whether to make the *brain lock* cone active or not (the soulshriver deactivates the cone by shutting its central eye). Unlike a regularly manifest *brain lock*, the soulshriver need not concentrate to maintain *brain locks* on its affected foes.

Psi-Like Abilities: Unlike standard psionic creatures, a soulshriver can manifest only the psionic powers it knows via a synaptic tendrils, which do not draw attacks of opportunity when so transferred. It can freely manifest a particular power only once every round. Even powers that normally have an area are transferred only to the touched target. On a successful touch attack, if the transferred power normally allows a save, the save is fixed at DC 18.

The psi-like abilities of a soulshriver are as follows: At will—*control body*, *crisis of breath*, *detect thoughts*, *disable*, *dismiss ectoplasm*, *dissolving touch*, *ectoplasmic cocoon*, *psionic charm*, *psionic dominate*. Manifest level 12th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifest level, if appropriate to the power.

Synaptic Transmission (Su): On a successful touch attack, each of the 10 synaptic tendrils can transfer a psionic power the soulshriver knows. The creature can easily lash all its tendrils upward, but its own body tends to get in the way when it tries to attack creatures in other directions. During a round, the creature can make five attacks against targets in any one arc other than up (forward, backward, left, right, or down). The remaining tendrils must attack targets in other arcs or not at all. A soulshriver can tilt and pan its body each round to change which tendrils it can bring to bear in an arc.

All-Around Vision (Ex): Soulshrippers are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked.

Death Shrive (Ex): At death, the creature's tendrils lash violently, while expending all remaining psionic power. All creatures within 20 feet must make a Reflex saving throw (DC 16) or take 2d10 points of damage (half damage on a successful save).

Flight (Ex): A soulshriver's body is naturally buoyant. This buoyancy allows it to *psionic fly* as the power, as a free action, at a speed of 30 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

TAENIAD

Medium Monstrous Humanoid (Psionic)

Hit Dice: 6d8+3 (30 hp)

Initiative: +2

Speed: 20 feet (4 squares)

AC: 16 (+2 Dexterity, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +6/+6

Attack: Rapier +8 melee (1d6)

Full Attack: Rapier +8/+3 melee (1d6)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Psi-like abilities, mode check +5, resting mode Acumen Screen +2, tendrils aura

Saves: Fort +2, Ref +7, Will +6

Abilities: Str 10, Dex 14, Con 11, Int 12, Wis 13, Cha 15

Skills: Bluff +11, Disguise +11, Listen +3, Spot +12

Feats: Alertness, Toughness, Weapon Finesse (rapier)

Environment: Any land and underground

Organization: Solitary or meeting (2–4)

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually chaotic evil

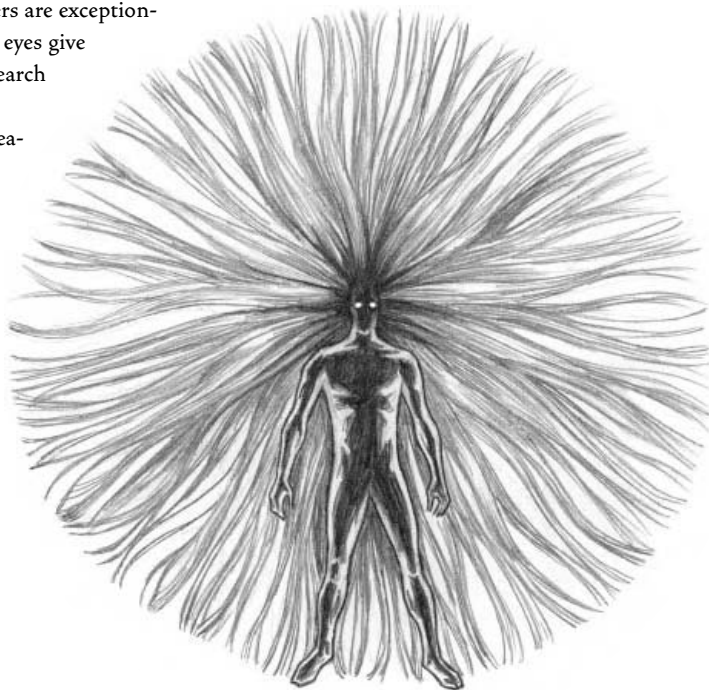
Advancement: By character class

Level Adjustment: +5

At a distance of greater than 30 feet, this figure looks like a normal human with exceptionally long "hair" partially hidden beneath concealing clothing.

The taeniad is a destructive creature that delivers all living beings that enter into its tendrils range into a hidden subterranean prison forevermore.

Once the taeniad is clearly visible, its true nature becomes apparent; the mass of silver "hair" seems to animate, as if alive, creating a 30-foot-radius of waving, silvery



tendrils. Within the aura of waving tendrils, the taeniad stands partially obscured as if enmeshed in a silver snowfall, or perhaps a sphere of flickering electricity. Its eyes likewise glow silver, while its body remains completely humanlike, although slightly pale with a hint of sparkle at close range.

Taeniads worked their way up from a secret prison stronghold deep in the underworld. Children of a lesser god (so they claim), taeniads were outcast and imprisoned for their abnormalities and dismal powers. But after millennia, taeniads evolved beyond their prisons and broke free. As a race, they feel cheated of what they say should be divine status in a pantheon little known among the common religions. Regardless of the truth of their claims, taeniads are usually vindictive and treacherous, no matter the promises they speak.

Taeniads range across many planes, often in the guise of a regular human or fey creature, especially when it serves them to interact with the criminal underworld of a particular location.

COMBAT

A taeniad prefers to use its psi-like abilities or other class abilities (if it has advanced in a class) prior to using its tendril aura, for once it uses the aura, no one can deny the taeniad's monstrous nature.

Psi-Like Abilities: 3/day—*eradicate invisibility, escape detection, steadfast perception*. Manifest level 7th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifest level, if appropriate to the power.

Tendril Aura (Su): Any living creature (that possesses eyes) that comes within 30 feet of a taeniad must avert or cover its eyes, lest a lashing tendril brush the outer surface of the eye. Every round that potential victims remain within 30 feet of the taeniad while not averting their eyes requires a Fortitude save (DC 14) to avoid being lost to the surface world. On a failed save, the victim is instantly drawn into the earth to be entombed in a state of suspended animation in a small sphere of flashing silvery tendrils.

The location of the entombment is far beneath the surface of the earth, but it may be near the original prison-stronghold from which the taeniads escaped (this has never been proved). Psionic search by *remote viewing* or magical scrying reveals the prisoner's plight. As a special use of each, when *dispel psionics* or *dispel magic* is used in conjunction with the *remote viewing* or *scry*, a successful dispel check against a 7th-level manifest level serves to free the prisoner, immediately transferring the prisoner to the viewer's location. Freed prisoners complain of strange, antediluvian dreams of horrific entities slowly peeling away their minds, layer by layer. . . .

Averting Eyes: The opponent avoids looking at the taeniad's face and instead looks at its body, watches its shadow, tracks it in a reflective surface, and so on. Each round, the opponent has a 50 percent chance to avoid having to make a saving throw against the tendril aura.

Wearing a Blindfold: The opponent cannot see the taeniad at all (this is also possible by turning one's back on it or shutting one's eyes). The taeniad gains total concealment against the opponent (a 50 percent miss chance).

As a standard action, a taeniad can focus its tendrils, choosing a single target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, an opponent could save against a taeniad's tendril aura twice during the same round: once before the opponent's own action and once during the taeniad's turn.

THELIHYDRA

Huge Aberration (Psionic)

Hit Dice: 16d8+112+3 (187 hp)

Initiative: +4

Speed: 20 feet (4 squares), climb 20 feet, swim 20 feet

AC: 18 (−2 size, +10 natural), touch 8, flat-footed 18

Base Attack/Grapple: +12/+27

Attack: Tentacle rake +18 melee (2d4+7)

Full Attack: Tentacle rake +18 melee (2d4+7, maximum 8 attacks per Medium opponent)

Space/Reach: 20 feet/15 feet

(Face/Reach 20 feet × 20 feet/15 feet)

Special Attacks: Breath weapon, improved grab, psi-like abilities, mode check +10, resting mode Brain Hammer +0, swallow whole

Special Qualities: Blindsight 250 feet, DR 10/admantine (or 10/+1), power resistance 21

Saves: Fort +12, Ref +5, Will +11

Abilities: Str 25, Dex 10, Con 24, Int 18, Wis 13, Cha 9

Skills: Climb +26, Hide +11, Knowledge (psionics) +23,

Listen +22, Spot +22, Swim +26

Feats: Alertness, Combat Reflexes, Improved Initiative, Power Attack, Toughness, Weapon Focus (tentacle rake)

Environment: Any

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Lawful evil

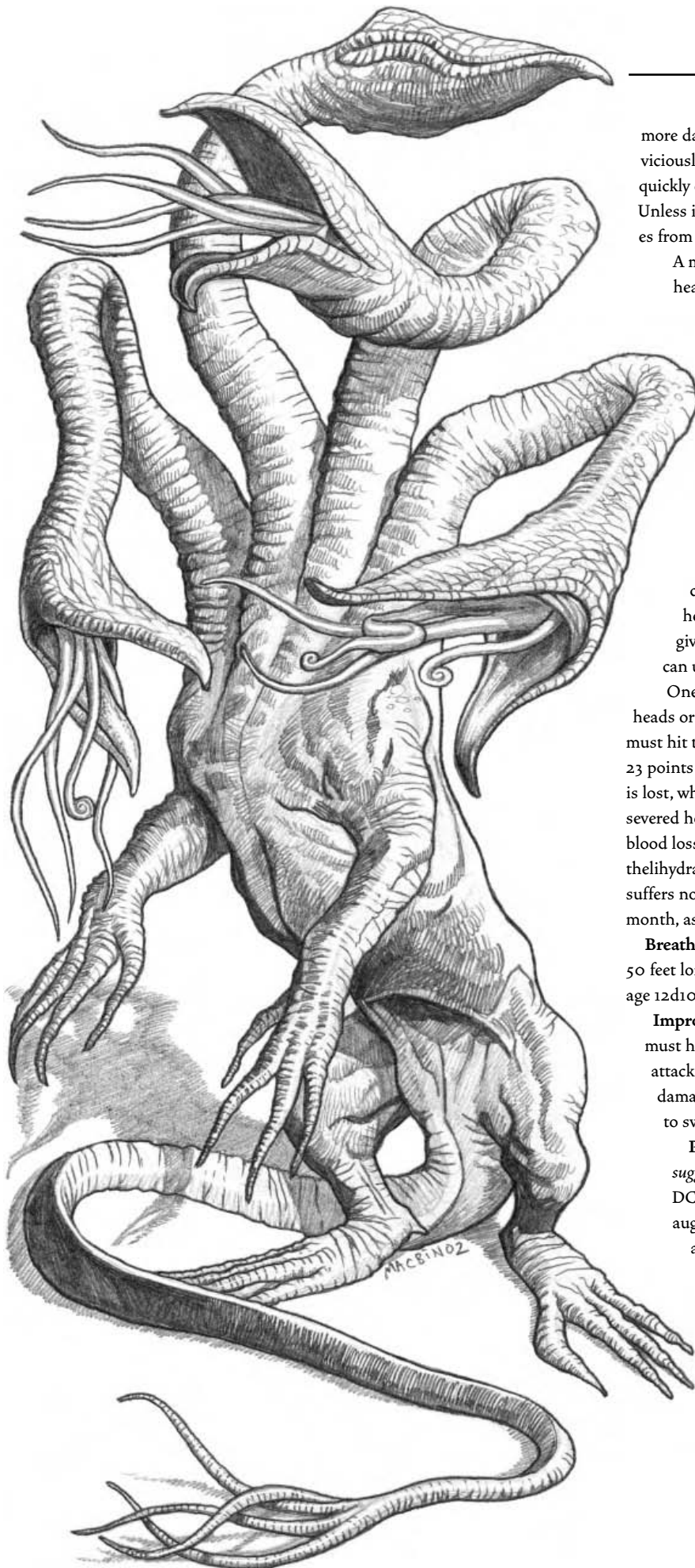
Advancement: 17–27 HD (Huge); 28–36 HD (Gargantuan)

Level Adjustment: —

This reptilelike monster sprouts multiple heads at the end of long, dragonlike necks—except where each head would normally be appears instead an eyeless, four-tentacled maw! The creature's body is also dragonlike, though a pungent, caustic slime covers it.

When living monstrosities of psionic and draconic ilk are forcibly bred, thelihydraz are born.

Thelihydraz are the rare result of the psiogenetic union of a neothelid with an eight-headed hydra. Less intelligent, but



more dangerous than brooding neothelids, thelihydraz viciously attack all creatures, and without management, quickly eradicate all living creatures in their territory. Unless it finds a new territory to hunt, a thelihydra perishes from starvation.

A mature thelihydra is about 20 feet long, has eight heads, and weighs some 6,000 lbs.

COMBAT

Beyond a doubt, the thelihydra's terrible melee attacks make it one of the most feared psionic monsters in existence. And, like one of its progenitors, it remains capable of belching forth acidic breath once per day from any one of its mouths.

A thelihydra can use only three of its heads (and so 12 of its tentacles) against a single Large creature, two of its heads (and so eight of its tentacles) against a single Medium creature, and just one head against Small or smaller opponents on any given round. Against Huge or larger foes, a thelihydra can use all its tentacles.

One can kill a thelihydra either by severing all of its heads or by slaying its body. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal 23 points of damage in a single blow; excess damage, if any, is lost, while less than 23 points of damage does nothing. A severed head dies (the neck automatically seals itself against blood loss and the escape of swallowed creatures), and the thelihydra can no longer attack with the severed head (but suffers no other penalties). A severed head regrows in a month, assuming the creature survives.

Breath Weapon (Su): A thelihydra breathes a cone of acid 50 feet long, once per day from any one of its mouths (damage 12d10, Reflex half, DC 25).

Improved Grab (Ex): To use this ability, the thelihydra must hit a creature with three tentacles during the same attack. If it gets a hold, it automatically deals tentacle damage on each subsequent round, and it can attempt to swallow the foe with a successful grapple check.

Psi-Like Abilities: 1/day—*body equilibrium, psionic suggestion, psionic teleport*. Manifestor level 15th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifestor level, if appropriate to the power.

Swallow Whole (Ex): A thelihydra can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+9 points of crushing damage plus 1d6 points of acid damage per round from the thelihydra's flesh-dissolving secretions. A swallowed creature can climb out with a successful grapple check.

This places the escapee in one of the thelihydra's tentacled maws; another successful grapple check is needed to get free.

A swallowed creature also can cut its way out by using claws or a Small or Tiny slashing weapon to deal 15 points of damage to the stomach (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The thelihydra's interior can hold one Medium or two Small opponents (if digestion kills an opponent, more room becomes available).

VULTAUR

Large Monstrous Humanoid (Psionic)

Hit Dice: 7d8+14 (45 hp)

Initiative: +1

Speed: 30 feet (6 squares), fly 10 feet (poor)

AC: 20 (−1 size, +1 Dexterity, +6 natural, +4 scale mail), touch 10, flat-footed 19

Base Attack/Grapple: +7/+16

Attack: Huge greataxe +12 (2d8+7)

Full Attack: Huge greataxe +12/+7 (2d8+7)

Space/Reach: 10 feet/10 feet

(Face/Reach 5 feet × 5 feet/10 feet)

Special Attacks: Choose prey, psi-like abilities, mode check +5, resting mode Body Tank +4

Special Qualities: Darkvision 60 feet, scent

Saves: Fort +4, Ref +6, Will +5

Abilities: Str 21, Dex 12, Con 15, Int 11, Wis 10, Cha 11

Skills: Intimidate +5, Listen +9*, Search +9*, Spot +9*

Feats: Cleave, Power Attack, Weapon Focus (greataxe)

Environment: Any

Organization: Solitary, wing (2–5), or flock (5–20)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +2

This creature has an enlarged, vulturelike head and the powerfully muscled frame of a humanoid. It stands nearly 8 feet in height. Its body is naturally armored in scales, plus it wears scale mail stitched together from various hides.

Vultaurs are strong, vulturelike humanoids that seem as happy feasting on fresh meat as on carrion. A vultaur's psi-like abilities allow it to track and feast on its intended prey with brutal efficiency.

Vultaur culture is savage. The creatures base their mores on the assumption that everything that walks is potentially prey, "carrion walking"—even each other. A code of the predator governs vultaurs, however. They are not commonly given to attacking each other, unless one transgresses against the flock, making a "carrion mistake," as they say. Some vultaurs can learn to see sentient creatures of other races as members of their own flock, but of course, that is not perfect immunity from eventually being stalked as food. Vultaurs do afford those



of their own flock who have become food one honor above other types of prey: The scaled hides of vultaurs can be stitched into scale mail. Every vultaur who wears the scale mail stitched together from the hides of its ancestors regards it as a constant reminder not to make a "carrion mistake."

Vultaurs speak Auran.

COMBAT

Vultaurs use their hand-crafted greataxes to great effect in melee—even more so if they've decided to see their foe as simple prey.

Choose Prey (Su): A vultaur can select a specific creature as its choice of prey. Through psionic imprinting, the vultaur gains intimate knowledge of its prey, and so it gains a +4 bonus on Bluff, Listen, Sense Motive, and Spot checks when using these skills against the prey. Likewise, the vultaur gets a +4 bonus on weapon damage rolls against the target.

A vultaur can have only one choice of prey at one time. A vultaur can change its choice of prey if it successfully eats the original prey, although it can't select a new choice of prey until after the last is properly digested (24 hours after the demise of its prior choice) and it feels hungry again. A vultaur also can switch choices without eating its prior prey, although in this case it can't switch to a new choice for 48 hours.

Psi-Like Abilities: 3/day—*detect psionics, steadfast perception, synesthesia*. Manifestor level 5th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifestor level, if appropriate to the power.

* **Skills:** Vultaurs receive a +4 racial bonus on Listen, Search, and Spot checks.

VULTAURS AS CHARACTERS

Vultaurs can take on any player character class, though their favored class is ranger.

Racial Ability Modifiers: +10 Str, +2 Dex, +4 Con

Level Adjustment: Add +2 to the vultaur's Hit Dice to get its Equivalent Level, which is 9th. Thus, a 1st-level barbarian vultaur couldn't join the game until you would normally allow 9th-level characters to join, or when most of the rest of the party has reached 9th level.

XENOCRYSTH

Gargantuan Magical Beast (Psionic)

Hit Dice: 26d10+286 (429 hp)

Initiative: +12

Speed: 50 feet (10 squares), burrow 30 feet

AC: 41 (−4 size, +8 Dexterity, +27 natural), touch 14, flat-footed 33

Base Attack/Grapple: +26/+54

Attack: Gore +39 melee (4d6+16)

Full Attack: Gore +39 melee (4d6+16) and tongue +37 ranged touch (1d4 plus burrowing) and 2 claws +37 melee (2d6+8) and tail slam +36 melee (4d8+8)

Space/Reach: 20 feet/20 feet

(Face/Reach 20 feet × 20 feet/20 feet)

Special Attacks: Burrowing tongue, catapso leech, constrict 4d8+28, improved grab, psi-like abilities, mode check +12, resting mode Force Multiplier +0

Special Qualities: Darkvision 60 feet, DR 10/adamantine (or 25/+5), power resistance 34

Saves: Fort +26, Ref +25, Will +14

Abilities: Str 43, Dex 26, Con 33, Int 16, Wis 19, Cha 24

Skills: Hide +25, Listen +35, Sense Motive +33, Search +32, Spot +35

Feats: Alertness, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Weapon Focus (claws), Weapon Focus (gore), Weapon Focus (tongue)

Environment: Any

Organization: Solitary, unit (2–5), or squad (9–11)

Challenge Rating: 20

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: Gargantuan (27–38 HD); Colossal (39+)

Level Adjustment: —

This creature has a massive snakelike lower form fused with a faintly humanoid upper torso. Its torso is hunched, and it is armored heavily with bony plates from which extend terrible horns. Its dragonlike head possesses fearsome teeth and a long tongue. Its clawed hands put fear into its hardest foes, but its long, serpentine lower body ends in a large bony mass perfect for pulping its prey.

The Dark Plea's most formidable soldier in its war on reality is the unstoppable xenocrysth.

These hulking monsters reach more than 30 feet in length and weigh some 40,000 lbs. But for all their mass, they are unnervingly quick and limber. Equally terrifying, their flickering serpentine tongue can burrow easily through steel, stone, and flesh.

Sages believe that xenocrysths have slipped from a lucid dream of the Dark Plea (or perhaps a dream-dimension of the Dark Plea's own creation called the Shallows) into the waking world to stir up disorder and anarchy. What some had relegated to simply a malign psychic force has proved a far more serious threat, as the Dark Plea's progeny continue to squirm forth, birthed from the foulest nightmares of powerful psionic creatures. Where xenocrysths go, death follows.



Xenocrysts do not speak, but they impart their thoughts directly into the mind of those with whom they wish to communicate, as if the subject suddenly recalled a memory. Likewise, xenocrysts use their psionic powers to read the thoughts of those around them.

COMBAT

Xenocrysts prefer to eradicate their foes by squeezing the life out of them with their flexible lower body, but only against those whom their burrowing tongues have not already putrefied. Even being in the presence of a xenocryst is anathema to both psionicists and arcane casters.

Burrowing Tongue (Ex): If the xenocryst makes a successful touch attack against a living target with its tongue (range 50 feet), the subject must make a successful Fortitude save (DC 34). On a failed save, the victim loses 50 hit points as its internal organs, fat, and muscle begin to putrefy rapidly, running in rivulets of liquefied fat from rents and cuts in the subject's skin, finally leaving only small, crisp remains (if a victim is killed by a touch of the tongue). On a successful save, a victim takes only 25 points of damage.

Catapsi Leech (Su): The xenocryst constantly generates a peculiar form of psychic static, making it more difficult for psionic creatures within 100 feet of it to manifest their powers. (The xenocryst and those it designates are not affected.) All psionic activity within the area requires twice as many power points as normal to manifest, unless opponents make a successful Will save (DC 19) each time they manifest a power. Freely manifesting powers takes 1 full round, instead of one standard action, in the leech field.

Unlike the similarly named power, catapsi leech allows the xenocryst to transfer all the "wasted" power points of its foes directly to any operant or power point-paying manifester that it designates within 100 feet (usually those it has dominated) as a free action. It can't "store up" power points round to round, and it cannot transfer points to creatures that already possess full power points.

Constrict (Ex): The xenocryst crushes its opponent, dealing 4d8+28 points of bludgeoning damage, after making a successful grapple check.

Improved Grab (Ex): To use this ability, the xenocryst must hit a Huge or smaller opponent with a tail slam. If it gets a hold, it automatically deals tail slam damage and constricts.

Psi-Like Abilities: At will—*detect thoughts*; 3/day—*greater metamorphosis*, *psionic dominate*, *psionic teleport*. Manifester level 20th; save DCs are Charisma based. Augmentable powers are augmented to the limit of the manifester level, if appropriate to the power.

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Psionic Powers

I dream for a living.
—Steven Spielberg

The psionic powers in this chapter are available for psionic PCs to choose as they advance in level. The dozens of powers presented here augment those offered in Chapter Five of the *Expanded Psionics Handbook*.

POWER LISTS

These power lists follow the same format and use the same conventions as those used in the *Expanded Psionics Handbook*:

1ST-LEVEL PSION/WILDER POWERS

- Avaunt^A.** You gain a +2 bonus on your Intimidate check.
- Aver^A.** You gain a +2 bonus on your Bluff check.
- Bound^A.** You gain a +2 bonus on your Jump check.
- Broker^A.** You gain a +2 bonus on your Diplomacy check.
- Chrysalis^A.** You gain damage reduction 1/—.
- Circumstance Shield^A.** You gain a +2 insight bonus on Reflex saves.
- Clot.** You resist bleeding.
- Detect Compulsion.** You know if the target is controlled.
- Jigger^A.** You gain a +2 bonus on your Open Lock check.
- Judge^A.** You gain a +2 bonus on your Sense Motive check.
- Mind Vault^A.** You store an item in a Shallows dreamscape.
- Resistance, Psionic^A.** You gain a +2 resistance bonus on saves for one minute/level.
- Sleep, Psionic^A.** You put 4 HD of creatures to sleep.
- Slow Light.** Languid movement of light grants the target a 10 percent miss chance.

2ND-LEVEL PSION/WILDER POWERS

- Alloyed Hide^A.** You gain damage reduction 5/bludgeoning (or DR 5/+2).
- Call Beast of the Id.** You summon a specific psionic creature.
- Construct Toughness.** You are immune to critical hits and bludgeoning damage for 10 minutes per level.
- Dream Prison^A.** You imprison a sleeping foe in a Shallows-based dreamscape.
- Empathic Condition Relief.** You relieve a target's condition.
- Psychic Bodyguard.** You make a target's Will saving throws for it.

3RD-LEVEL PSION/WILDER POWERS

- Causal Loop.** The target is doomed to repeat its last action for 1 round per level.
- Expunge Psionic Circuit^A.** Foe's loss of psionic tattoo deals it 3d6 points of damage.
- Mindful Aura^A.** Onlookers are shaken with your apparent power and majesty.
- Steal Item^A.** Distant or tended objects appear in your grasp.

4TH-LEVEL PSION/WILDER POWERS

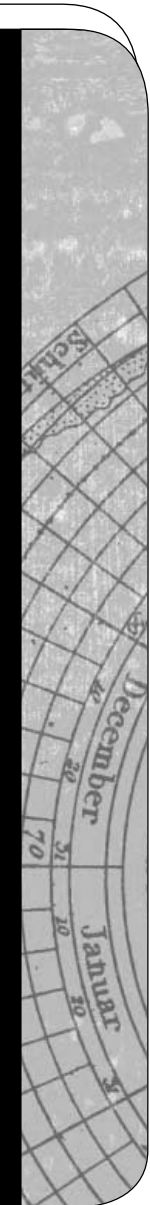
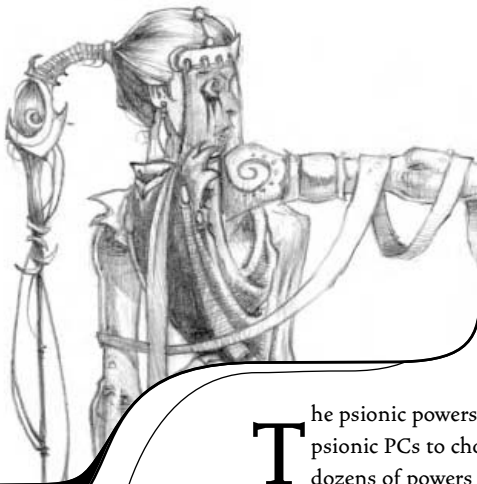
- Double Dimension^X.** You make a space bigger on the inside than on the outside.
- Head Trip^A.** You trap a foe's mind in a hellish landscape, and the foe's body falls prone.
- Phantasmal Killer, Psionic^A.** You create a fearsome visage that kills a foe or deals 3d6 points of damage.
- Sensorineural Cascade^A.** You overwhelm sensory systems of targets for 1 round per level.
- Shatter Storm^A.** The target and all within 20 feet take 5d6 points of damage from crystal shrapnel.

5TH-LEVEL PSION/WILDER POWERS

- Correspond, Persistent.** You engage in ongoing mental conversation with subject.
- Dark Union of Dust^A.** You return your foe to dust, or your foe takes 9d6 points of damage.
- Dream, Psionic^A.** You send a message to a sleeping target.
- Eye of Isolation.** You create a visual filter that allows you to gaze on evil treatises without moral harm.
- Impresa^A.** You create a rough duplicate of a creature.
- Leech Known Power^A.** You steal powers from another's mind.
- Nightmare, Psionic^A.** You send a vision that deals 1d10 points of damage and causes fatigue.
- Psianimate Dead.** You create undead under your mental command.
- Unleash Idbeast^X.** You gain the idbeast† template for 1 round/level.

6TH-LEVEL PSION/WILDER POWERS

- Brutalize Wounds.** Your target takes more damage than normal from wounds.



Crownfire^A. You ignite a brain-consuming fire in a foe's mind, dealing 9d6 points of damage plus 2 points of permanent Intelligence drain; the mind-fire can spread to other nearby creatures on subsequent rounds.

Defer Fatality^X. You avoid death through suspended animation.

Hand of Isolation. You create a psionic ward that allows you to touch or wield an evil object without moral harm.

Probability Mantle^A. You gain partial concealment and can reroll once.

7TH-LEVEL PSION/WILDER POWERS

Crawling Cromlech^A. You create a deadly widening circle bounded by stone slabs.

Dream's Fatal Embrace. You push a creature into the Shallows, and it can never return.

Morality of Isolation. You create a mental filter that allows you to manifest evil powers without moral harm.

8TH-LEVEL PSION/WILDER POWERS

Detonate Psicrystal^{XM}. You detonate your psicrystal to deal 30d6 points of damage in a 20-foot radius.

Erase Presence^X. Enemies forget you and your allies are present for 1 round per level.

Mindquake^A. You deal 15d6 points of damage to creatures in the area.

9TH-LEVEL PSION/WILDER POWER

Id Cascade^A. You instantly kill an intelligent creature.

EGOIST (PSYCHOMETABOLISM)

DISCIPLINE POWERS

- Transmigrate^M.** You transmigrate the soul of a dead subject into the body of a living creature.
- Desolate^A.** Your touch deals 13d6 points of damage plus 2d6+4 points of temporary Strength damage.

NOMAD (PSYCHOPORTATION)

DISCIPLINE POWERS

- Teleport Auxiliary^A.** The target doesn't count toward the limit of teleport.
- Temporal Concussion^A.** Temporally shock creature for 7d6 points of damage and 1d4+2 Intelligence damage.
- Dimensional Obstruction^A.** You bar extradimensional movement in an area.

SHAPER (METACREATIVITY)

DISCIPLINE POWERS

- Throw Ectiform^X.** You create weak ectoplasmic duplicates of yourself.
- Dream of the Real^X.** You fashion a tangible dream-self from which you can manifest powers.
- Stabilize Construct^{XG}.** Astral construct remains to serve you.

TELEPATH (TELEPATHY)

DISCIPLINE POWERS

- Suppress Compulsion^A.** You attempt to free a target temporarily from another's control using conflicting signals.
- Dominate, Psionic^A.** Control target telepathically; augment for "utter thrall" effect.
- Apopsic Hemorrhage^X.** You delete 4d4 powers from the target (Difficulty Class modifier -10).

PSYCHIC WARRIOR POWERS

1ST-LEVEL PSYCHIC WARRIOR POWERS

Avaunt^A. You gain a +2 bonus on your Intimidate check.

Bound^A. You gain a +2 bonus on your Jump check.

Chrysalis^A. You gain damage reduction 1/—.

Circumstance Shield^A. You gain a +2 insight bonus on Reflex saves.

Clot. You resist bleeding.

2ND-LEVEL PSYCHIC WARRIOR POWERS

Alloyed Hide^A. You gain damage reduction 5/bludgeoning (or DR 5/+2).

Construct Toughness. You are immune to critical hits and bludgeoning damage for 10 minutes per level.

3RD-LEVEL PSYCHIC WARRIOR POWERS

Steal Item^A. Distant or tended objects appear in your grasp.

5TH-LEVEL PSYCHIC WARRIOR POWERS

Unleash Idbeast^X. You gain the idbeast template for 1 round/level.

6TH-LEVEL PSYCHIC WARRIOR POWERS

Brutalize Wounds. Your target takes more damage than normal from wounds.

Defer Fatality^X. You avoid death through suspended animation.

Hand of Isolation. You create a psionic ward that allows you to touch or wield an evil object without moral harm.

POWER DESCRIPTIONS

ALLOYED HIDE

Metacreativity

Level: Psion/Wilder 2, Psychic Warrior 2

Display: Visual (see text)

Manifesting Time: One standard action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

Power Points: 3

Your outer skin takes on the sheen and strength of hard glass, giving you some resistance to blows, cuts, stabs, and slashes. You gain damage reduction 5/bludgeoning (or DR 5/+2). (You ignore the first 5 points of damage each time you take damage from a weapon, though a bludgeoning weapon bypasses the reduction.) Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points), it is discharged.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, your skin takes on the sheen and strength of mineral, giving you damage reduction 5/magic (or DR 8/+3). This augmentation doesn't stack with the primary effect or other augmentations.
2. If you spend 4 additional power points, your skin takes on the sheen and strength of iron, providing damage reduction 5/mithral (or DR 15/+6). This augmentation doesn't stack with the primary effect or other augmentations.
3. If you spend 6 additional power points, your skin takes on the sheen and strength of adamantine, providing damage reduction 10/adamantine (or DR 20/+7). This augmentation doesn't stack with the primary effect or other augmentations.

APOPSIC HEMORRHAGE

Telepathy

Level: Telepath 9

Manifestation Time: 1 round

Range: Close (25 feet + 5 feet/two levels)

Target: One living psionic creature

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Power Resistance: Yes

Power Points: 17, XP Cost

As *apopsi* (see *Expanded Psionics Handbook*), except that 4d4 powers are permanently deleted if the target fails a Fortitude saving throw (with a Difficulty Class adjustment of -10).

XP Cost: 50 experience points per level of the deleted powers.

AVAUNT

Psychometabolism

Level: Psion/Wilder 1, Psychic Warrior 1

Display: None

Manifestation Time: One swift action

Range: Personal

Target: You

Duration: One Intimidate check

Power Points: 1

You gain temporary, intuitive insight into intimidation. Your Intimidate check gains a +2 insight bonus.

Augment: For each 2 additional power points you spend, you can increase your Intimidate check by +1.

AVER

Clairsentience

Level: Psion/Wilder 1

Display: None

Manifestation Time: One swift action

Range: Personal

Target: You

Duration: One Bluff check

Power Points: 1

You gain temporary, intuitive insight into lying. Your Bluff check gains a +2 insight bonus.

Augment: For each 2 additional power points you spend, you can increase your Bluff check by +1.

BOUND

Psychoportation

Level: Psion/Wilder 1, Psychic Warrior 1

Display: None

Manifestation Time: One swift action

Range: Personal

Target: You

Duration: One Jump check

Power Points: 1

You gain temporary, intuitive insight into moving farther with less energy. Your Jump check gains a +2 insight bonus.

Augment: For each 2 additional power points you spend, you can increase your Jump check by +1.

BROKER

Psychometabolism

Level: Psion/Wilder 1

Display: None

Manifestation Time: One swift action

Range: Personal

Target: You

Duration: One Diplomacy check

Power Points: 1

You gain temporary, intuitive insight into dealing equitably with others. Your Diplomacy check gains a +2 insight bonus.

Augment: For each 2 additional power points you spend, you can increase your Diplomacy check by +1.

BRUTALIZE WOUNDS

Telepathy [Compulsion, Mind-Affecting]

Level: Psion/Wilder 6, Psychic Warrior 6**Display:** Visual**Manifestation Time:** One standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One creature**Duration:** 1 round/level**Saving Throw:** Will partial**Power Resistance:** Yes**Power Points:** 11

You invade the target's mind and temporarily reduce its ability to ward off damage. If the target succeeds at its saving throw, its hardness is still depleted; the target takes 1 extra point of damage per die of damage it is dealt while the duration lasts. If it fails its save, it takes maximum damage per die of damage it is dealt while the duration lasts. For instance, if a greatsword that normally deals 2d6 points of damage hits it, the target takes 12 points of damage from the hit automatically.

CALL BEAST OF THE ID

Clairsentience and Psychoportation [Summoning]

Level: Psion/Wilder 2**Display:** Audible, visual**Manifestation Time:** 1 round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One summoned creature**Duration:** 1 round/level (D)**Saving Throw:** None**Power Resistance:** No**Power Points:** 3 (see text)

This power summons a specific psionic creature from this chapter. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its

CALLING BEASTS OF THE ID

Beast of the Id	Manifester Level	Minimum Power Points
Qin	4	3
Idlock	5	3
Chalaziom	6	5
Nhalcid	7	5
Vultaur	8	7
Scampering maw	9	7
Taeniad	10	9
Mournwrath	11	9
Meibomian cyst	12	11
Psimech	13	11
Soulshriver	14	13
Ogre psychic	15	13
Meld	16	15
Thelihydra	18	17
Xenocrysth	23	21

ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The power's ability to call creatures depends on the level of the manifester, as does the total power point cost of the power, as shown in the table here. You can always choose to call a lesser creature than the most powerful one you could call using this power.

CAUSAL LOOP

Psychoportation

Level: Psion/Wilder 3**Display:** Audible**Manifestation Time:** One standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** All creatures in a 10-foot diameter area**Duration:** 1 round/level**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 5

You entangle your foes in a loop of causal time, dooming them to repeat their last action every round until the duration elapses.

If the target manifests a power, it manifests a power again in the exact same location. If the target attacks a foe, it attacks the same foe again even if the foe has retreated or is dead. Even if prevented, the target makes every effort to repeat its last action, even if the action will cause itself harm. For instance, a running foe continues to run each round and may eventually run into a ravine. Despite its obliviousness to its surroundings, a target's power points used and any points of damage sustained accumulate normally. A target's mind may be caught in a *causal loop*, but not so its body. For the same reason, targets are not denied their Dexterity if attacked while *causal looping*.

CHRYSALIS

Metacreativity

Level: Psion/Wilder 1, Psychic Warrior 1**Display:** Visible (see text)**Manifesting Time:** One standard action**Range:** Touch**Target:** Creature touched**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Power Resistance:** Yes (harmless)**Power Points:** 1

You create a crystalline coating around the subject like a second layer of skin. The *chrysalis* grants resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 1/—. (It ignores the first point of damage each time it takes any, regardless of the attack's enhancement bonus; magical attacks bypass the reduction.) Once the *chrysalis* has prevented a

total of 10 points of damage per manifester level (maximum 150 points), it is discharged.

Augment: For each 4 additional power points you spend on this power, the damage reduction increases by +1/—.

CIRCUMSTANCE SHIELD

Psychopotation (Dexterity)

Level: Psion/Wilder 1, Psychic Warrior 1

Display: None

Manifestation Time: One standard action

Range: Personal

Target: You

Duration: One hour/level

Power Points: 1

Your shield of insight alerts you to potential dangers and supercharges your reaction time. You gain a +2 insight bonus on your Reflex saving throw while the duration lasts.

Augment: For every 5 additional power points you spend, your insight bonus to your Reflex saving throw increases by +1.

CLOT

Psychometabolism

Level: Psion/Wilder 1, Psychic Warrior 1

Display: Olfactory

Manifestation Time: One immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You mentally force your body to resist the effects of bleeding wounds that take the form of Constitution damage, such as those caused by magic weapons of wounding, Wounding

Cuts†, Wounding Resonant† powers, blood loss, blood drain, or any other effect that causes you to bleed for 1 or more points of Constitution damage.

When this power is manifest, you take no Constitution damage from bleeding from one attack that causes bleeding or blood drain, though you are still subject to Constitution damage from sources. If you are subject to more than one wounding effect in a round that you manifest this power, you only gain the benefits of the wounding resistance against one of those attacks.

CONSTRUCT TOUGHNESS

Psychometabolism

Level: Psion/Wilder 2, Psychic Warrior 2

Display: Audible, material

Manifestation Time: One swift action

Range: Personal

Target: Self

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No

Power Points: 3

Your body takes on a toughness similar to a construct's, allowing you to ignore critical hits and take only half damage from bludgeoning weapons. Though you are like a construct, you are not a construct; you are still subject to sneak attacks.

CRAWLING CROMLECH

Metacreativity

Level: Psion/Wilder 7

Display: Visual (see text)

Manifestation Time: 1 round

Range: Close (25 feet + 5 feet/two levels) (see text)



Effect: Dozens of vertical stonelike slabs that initially surround a 10-foot-diameter area

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Power Resistance: No

Power Points: 13

You call forth an arrangement of stonelike slabs in a 10-foot-diameter circle and charge them with psionically destructive energy. This “cromlech” of ectoplasmic vintage reverberates with a physical storm of psionic interference within the circle it encloses. It deals damage to any animate creature within the circle to a height of 20 feet above the circle’s floor (see illustration on the previous page).

At your command (as a swift action), the cromlech widens in radius at a rate of up to 10 feet per round (up to a final maximum 100-foot diameter). Each round, anything that enters the circle or is caught up in its expansion takes 50 points of damage. These attacks are psionic, so creatures with damage reduction are not safe. Creatures may be subject to the death by massive damage rule.

If a creature makes its saving throw, it takes no damage when the cromlech wave overtakes it.

Augment: For every 2 additional power points you spend, you charge your cromlech with an additional 10 points of destructive power.

CROWNFIRE

Telepathy [Mind-Affecting, Evil]

Level: Psion/Wilder 6

Display: Visual; see text

Manifesting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One primary target, plus one target/level (each of which must be within 30 feet of the primary target)

Duration: 1 round/level; see text (D)

Saving Throw: Will half

Power Resistance: Yes

Power Points: 11

You ignite a terrible, brain-consuming fire in the mind of your foe. This fire does not burn physically—it burns in the Astral Plane where all minds connect. In fact, this mental fire can leap from mind to mind, like a natural fire leaps from treetop to treetop in a forest where the trees stand too close. The power affects a primary target, who takes 9d6 points of damage and 2 points of permanent Intelligence drain (Will save for 5d6 points of damage and 1 point of permanent Intelligence drain) on the first round of effect. On the subsequent rounds of the duration, the primary target continues to serve as the center of effect, but only takes damage as a secondary target; see below.

The raging *crownfire*, physically visible as a corona of silver flame, can jump to other creatures susceptible to mind-affecting effects who stand within 30 feet of the primary target and fail Will saves of their own. Each secondary victim takes 5d6 points of damage and 1 point of permanent Intelligence drain. On failed saves, secondary targets take no damage but must save again the next round, and so on, if they remain within 30 feet of the primary target.

You can choose which secondary targets fall prey to the *crownfire* effects (as long as they are within 30 feet of the primary target). You cannot change the choice of secondary targets once you have manifested the power upon them.

Augment: For each additional power point spent, the primary and secondary targets take an additional 1d6 points of damage, but no additional Intelligence drain. For each 2d6 points of additional damage dealt, the Difficulty Class for all targets increases by +1.

CORRESPOND, PERSISTENT

Telepathy [Mind-Affecting]

Level: Psion/Wilder 5

Display: Mental

Manifestation Time: One standard action

Range: See text

Targets: One creature with an Intelligence score of 3 or higher

Duration: One day/level or until utilized

Saving Throw: None

Power Resistance: No

Power Points: 9

You forge a passive mental link with a creature. From now on (until the duration expires), either you or the creature to whom you forged the link can initiate a purely mental conversation, no matter how far removed either of you are from the other; even planar boundaries do not enforce a limit. Once either one of you establishes active conversation, each of you can exchange 25 words or less once per round for 1d4 rounds. Once an active conversation has occurred, the power ends.

Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

DARK UNION OF DUST

Psychometabolism [Evil]

Level: Psion/Wilder 5

Display: Visual; see text

Manifesting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Power Resistance: Yes

Power Points: 9

You take a hold of the base substance of your foe and separate it from the moisture that grants it vitality, dealing 9d6 points of damage (Fortitude save for half). If the damage dealt brings the victim to 10 percent or less of its normal maximum hit points (even if other sorts of damage contributed to the victim's lower hit point total), the *dark union of dust* becomes a call too strong to resist—the victim immediately takes another 5d6 points of damage (no saving throw).

If either the initial damage or subsequent damage brings the victim to 0 or fewer hit points, the target returns to the dust from which it was constructed.

Targets with the plant type and/or water subtype have a –4 penalty to their saving throws to avoid this power's effect.

Augment: For each additional power point spent, the target takes 1d6 additional points of initial damage.

DEFER FATALITY

Psychometabolism

Level: Psion/Wilder 6, Psychic Warrior 6

Display: Audible

Manifestation Time: One immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 11, XP Cost

When death is about to claim you because of a lethal attack of any sort, you instead enter a state of suspended animation. While fatality is deferred, you do not age, breathe, grow hungry, sleep, or regain power points. You are unaware of your surroundings and cannot use subconscious powers. Outside forces can damage your body, but as long as your head remains attached to your torso and your brain remains intact, the physical damage can be healed.

You can manifest this power quickly enough to avoid complete tissue destruction if you are unexpectedly affected by a lethal melee or ranged attack. You cannot manifest this power if you are unconscious (unless you have the Subconscious Power† feat).

You remain in a state of deferred fatality until some third party provides you with magical or psionic curing in the amount equal to 10 points + the amount of damage your body originally (and subsequently) sustained which dropped you into this deferred state. When so cured, you become conscious, possess 1 hp, 1 power point, and sustain 1d4+1 points of temporary ability damage on each of your six ability scores. (Psychic Bastion† can ameliorate

this damage—if this brings your Constitution score to 0, you die normally.)

If using this power would deplete your XP to a point below your current level, you can't use this power.

XP Cost: 250 XP

DESOLATE

Psychometabolism

Level: Egoist 7

Display: Visual

Manifestation Time: 1 round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Power Resistance: Yes

Power Points: 13

A touch from your hand renders the flesh of your target into a wasteland of desiccation. Each touch deals 13d6 points of damage and possibly also 2d6+4 points of temporary Strength damage. (A successful Fortitude saving throw negates the Strength damage.)

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

DETECT COMPULSION

Clairsentience and Telepathy

Level: Psion/Wilder 1

Display: None (see text)

Manifestation Time: One swift action

Range: 60 feet

Target: One creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect if the target creature is under the effects of a compulsion or charm. Affected creatures appear to have an amber aura, though no one but you sees this visual effect.

DETONATE PSICRYSTAL

Psychokinesis

Level: Psion/Wilder 8

Display: Visual, olfactory

Manifestation Time: One standard action

Range: One mile (see text)

Area: 20-foot-radius burst centered on psicrystal

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: No

Power Points: 15, Material Cost, XP Cost

Sometimes extreme situations call for extreme measures. By any standard, detonating your own psicrystal in a cataclysmic spray of crystal shrapnel is an extreme measure.

You can manifest this power only by channeling it through your psicrystal (which means you can't use this power if your psicrystal is more than one mile from you, or if you do not possess a psicrystal). Once manifest, your psicrystal overloads, magnifying the power with the sum of its own essence and blossoming into a burst of psiactive shrapnel that deals 30d6 points of damage to all creatures within the area. Unattended objects also take this damage. Detonating a hero psicrystal deals an additional 2d6 points of damage, while detonating a coward psicrystal deals 2d6 fewer points of damage.

The purposeful detonation of your psicrystal entails a sacrifice on your part (and your psicrystal's!). You must attempt a Fortitude save (DC 15). If the saving throw fails, you lose 200 experience points per class level. A successful saving throw reduces the loss by half. You also lose the abilities granted by the psicrystal and a piece of your mind as originally imbedded in the psicrystal (which drains your Intelligence by 2 points). A destroyed psicrystal cannot be replaced for six months. The drain to your Intelligence cannot be recovered until you gain a new psicrystal.

Material Cost: Your psicrystal

XP Cost: As noted above

DIMENSIONAL OBSTRUCTION

Psychoportation

Level: Nomad 5

Display: Audible

Manifestation Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Area: 60-foot-radius emanation centered on a point in space

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: Yes

Power Points: 9

As *dimensional anchor* (see *Expanded Psionics Handbook*), except that this power potentially affects multiple targets that enter into the area (or are already present). The emanation does not hinder any movement or action other than those noted under *dimensional anchor*. The effect is not visible.

Augment: For every 1 additional power point you spend, the duration increases by 10 minutes/level.

DOMINATE, PSIONIC

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4

Display: Mental

Manifesting Time: 1 round

Range: Medium (100 feet + 10 feet/level)

Target: One humanoid

Duration: Concentration

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As *psionic dominate* (in Chapter Five: Powers in the *Expanded Psionics Handbook*), except as noted here.

This power is not a new power—it merely adds functionality to *psionic dominate* as it appears in the *Expanded Psionics Handbook*. If you know that power, you know the following augmentations.

Augment: You can augment this power in one or more of the following ways.

1. You can augment this power in one or more of the ways described in the *Expanded Psionics Handbook*.

2. If you spend 1 additional power point, this power's duration is one hour rather than Concentration. If you spend 2 additional power points, this power's duration is one day rather than Concentration. If you spend 4 additional power points, this power's duration is one day per manifester level rather than Concentration.

3. If you expend 8 additional power points, this power's duration is Permanent (D), rather than Concentration (this augmentation is sometimes called the "utter thrall" augmentation). As with any permanent power, this augmentation is subject to dispelling, and *protection from evil/good/law/chaos* temporarily suppresses the effect.

As described in the base power, for every 2 additional power points you spend to achieve any of these augmentations, and/or those described in the *Expanded Psionics Handbook*, this power's save DC increases by 1.

DOUBLE DIMENSION

Metacreativity

Level: Psion/Wilder 4

Display: Olfactory

Manifesting Time: 10 minutes

Range: Close (24 feet + 5 feet/2 levels)

Area: Up to one 10-foot cube/2 levels

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 8, XP Cost

You make a space bigger on the inside than on the outside. You double either the length, width, or height dimension of a bounded space (any space with some sort of floor, ceiling, and four walls), if the additional space does not exceed the maximum area allowed by the power. Though one internal dimension doubles, the external size of the space is not affected. You can only double the length, width, or height of a space that is already at least 5 feet square. You cannot double a dimension of a space that is already doubled or otherwise psionically or magically maintained (such as the interior of a *bag of holding*).

For instance, an 8th-level manifester could double the width of a space 15 feet long, 10 feet tall, and 10 feet wide to make its new interior dimensions 15 feet long, 10 feet tall, and 20 feet wide—in all, the manifester added only three 10-foot cubes of space, well within the maximum allowable area. If the space had been 25 feet wide, the manifester couldn't have doubled the width.

XP Cost: 250 XP per additional 10-foot cube of space created

DREAM OF THE REAL

Metacreativity

Level: Shaper 7

Display: Visual

Manifesting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Effect: One shadow duplicate

Duration: One minute (D)

Saving Throw: None

Power Resistance: No

Power Points: 13, XP Cost

You fashion dreamstuff from the Shallows to create a dreamborn version of yourself. The dreamborn version looks, sounds, and smells like you, but it is only a dream. It mimics your actions (including speech) unless you direct it to stand quietly (which is a move action) or relinquish control of its senses (also a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While using its senses, your body is considered blinded and deafened. When not using its senses, it is mindless (and cannot be affected by mind-affecting effects) and stands motionless. You cannot command it in any other way except for when you take control of its senses.

If you desire, any power you manifest that has a range of touch or greater can originate from the dreamborn version of you instead of from you. The dreamborn cannot manifest any powers on itself. The powers affect other targets

normally, despite originating from the dreamborn version of you.

You must maintain line of effect to the dreamborn version of you at all times. If your line of effect is obstructed, or if you purposefully break the line of effect, the power ends.

The dreamborn image of you is hazy and enjoys a 20 percent miss chance from all attacks. If successfully attacked, the dreamborn version of you is exceedingly fragile—if it takes more than 10 points of damage, it is destroyed and the power ends.

XP Cost: 75 XP

DREAM PRISON

Metacreativity

Level: Psion/Wilder 2

Display: Mental

Manifesting Time: One standard action

Range: Touch

Target: One sleeping creature

Duration: One hour/level (D)

Saving Throw: Will moderates (see text)

Power Resistance: Yes

Power Points: 3

As *mind vault*, except you can also “store” creatures. The creatures you want to store in the Shallows must be sleeping (or unconscious, either through nonlethal damage or by physical damage that brings them to negative hit points). Any sleeping creature you touch is automatically physically transferred into a random region of the Shallows. (This space is a different dream space than your *mind vault* space if you have manifested that power previously.) The dream prisoner appears, to the eye of any that might come upon it in Shallows, in a state of suspended animation. It remains so for the duration of the power or until dismissed. You can dismiss the power from any location in the waking world or the Shallows/Dream.

You cannot manifest this power on dreamers or creatures already physically present in any dream environment.

When the power ends, the dream prisoner appears in the physical location where it faded into dream.

If you physically (or as a lucid dreamer) attempt to question or otherwise interrogate your prisoner in the Shallows, the prisoner wakes and immediately slips back into the waking world.

On a successful Will saving throw, the duration lasts only 1 round.

Augment: Spend an additional 4 power points to change the duration to one day/level (D), or spend an additional 13 power points to make the duration permanent.

If augmented for increased length, on a successful Will saving throw, the duration lasts only minutes per level or one day, respectively.

DREAM, PSIONIC

Telepathy [Mind-Affecting]

Level: Psion/Wilder 5**Display:** Mental**Manifesting Time:** One minute**Range:** Unlimited**Target:** One living creature touched**Duration:** See text**Saving Throw:** None**Power Resistance:** Yes**Power Points:** 9

As *dream* (from Chapter Eleven: Spells in the *Player's Handbook*), except as noted here.

Augment: If the recipient is awake when you begin to manifest the power, the messenger can choose to expend a number of power points (if the messenger is psionic) equal to the recipient's Hit Dice -4 to plant the message, which the recipient receives when next she sleeps.

DREAM'S FATAL EMBRACE

Psychometabolism

Level: Psion/Wilder 7**Display:** Visual; see text**Manifesting Time:** One standard action**Range:** Touch**Target:** One living creature**Duration:** Instantaneous**Saving Throw:** Will partial; see text**Power Resistance:** Yes**Power Points:** 13

You push any creature you touch into the Shallows physically if it fails its Will saving throw. However, this visit is not idyllic—the creature permanently relinquishes its ties to the waking world and becomes but a passing dream with a life forever bound to dreamland. Should the creature ever seek to pass the boundary between Dream and the waking world, it disperses into nothingness as if a dream forgotten upon waking. (Note that the creature remanded to *Dream's fatal embrace* does not gain the dreamborn subtype—it is too ephemeral for that benefit.) Worse, without the Lucid Dreaming† feat, the creature pushed into Dream soon forgets its identity, abilities, powers, and possessions (see Chapter Four: Psionic Feats).

Only through the use of the *dream birth* power can a creature remanded to *Dream's fatal embrace* return to the waking world without dispersing.

A creature that makes a successful Will saving throw is partially affected and takes 6d6 points of damage as its corporeality partially transforms into dream substance, which flashes away like steam. If this damage reduces the creature to 0 or fewer hit points, you still transform it into dream substance.

You cannot manifest this power on dreamers or creatures already physically present in any dream environment.

EMPATHIC CONDITION RELIEF

Psychometabolism

Level: Psion/Wilder 2**Display:** Olfactory**Manifestation Time:** One standard action**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Fortitude negates (harmless)**Power Resistance:** Yes (harmless)**Power Points:** 3

You cleanse the subject's body of unhealthy influences and relieve 1d2+1 rounds' worth of debilitating conditions specified by this power: The subject gains instant relief if she is dazed, *confused*, nauseated, shaken, and/or stunned.

If the duration of the debilitating condition is longer than the relief provided by this power, the subject remains affected by the debilitating condition, but for a reduced time. So, if the subject is dazed for 10 rounds, using this power shortens that period by 1d2+1 rounds. You could manifest this power again to relieve the additional rounds of the specified debilitating conditions.

ERASE PRESENCE

Telepathy [Mind-Affecting]

Level: Psion/Wilder 8**Display:** Audible, visual**Manifestation Time:** One standard action**Range:** Personal and touch**Target:** You and up to one creature/level**Duration:** 1 round/level (see text)**Saving Throw:** None**Power Resistance:** Yes**Power Points:** 15, XP Cost

You generate a null sensory field that erases you and up to one ally per level (with whom you retain contact) from the minds of all other creatures that would otherwise see or *remote view* (or *scry*) you. Not only is your presence erased, but also the memory of your initial presence. You and your allies are effectively cloaked and hidden from all other creatures in the vicinity until the duration elapses or you (or an ally) make physical contact with another creature. A successful pick pocket attempt using Sleight of Hand (with a +10 circumstance bonus) doesn't end the effect, but all other contact or influence, including melee, ranged, spell, or power attacks cancels the power.

Once the duration elapses, creatures suddenly become aware of your presence, and moreover, they remember everything that transpired of your actions while and before your presence was erased.

XP Cost: 100 XP

EXPUNGE PSIONIC CIRCUIT

Psychokinesis

Level: Psion/Wilder 3

Display: Visual, audible, material

Manifestation Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 5

A thick, opaque beam springs forth from your pointed finger, striking one psionic tattoo on an opponent's body, causing pain and expunging the tattoo. On a successful ranged touch attack (ray), you destroy the circuit and your opponent takes 3d6 points of damage from the feedback.

Augment: If you pay an additional 4 power points, you destroy all your foe's psionic circuits, dealing 5d6 points of damage per destroyed tattoo.

EYE OF ISOLATION

Clairsentience

Level: Psion/Wilder 5

Display: Visual

Manifesting Time: One minute

Range: Personal

Duration: One hour/level

Power Points: 9

You imbue your eyes with a powerful filter that allows you to peruse the pages of an evil tome without automatically triggering its baneful effects against nonevil readers (if any). The *eye of isolation* does not benefit you if you are evil, and it does not allow you to gain the benefits, if any, of the evil tome perused. It does, however, allow you to learn the tome's contents in broad strokes. If a specific piece of information could bring forth horrific mental images, the *eye of isolation* blocks complete understanding so that you grasp only a general summary of that topic.

Avoiding baneful effects in this manner still bequeaths 1d4 periods of nightmares to good- and neutral-aligned manifesters. (At the DM's discretion, you may even visit the Shallows.) For instance, when the good-aligned psion Khara manifests this power, then attempts to page through the *Book of the Shallows*† (using inert metal rods to turn the pages), she does not fall prey to the baneful effects normally visited upon curious good-aligned readers; however, neither



does she fully understand or grasp the contents therein, and so she gains no benefit. The broad summaries of the various fetid topics give her nightmares for the next 1d4 nights.

Good manifesters first tempted by evil usually begin innocently by gaining access to this power in a power stone.

HAND OF ISOLATION

Clairsentience

Level: Psion/Wilder 6, Psychic Warrior 6

Display: Material

Manifesting Time: One minute

Range: Personal

Duration: 10 minutes/level

Power Points: 11

You imbue your hand with a powerful psionic ward that allows you to touch or wield an evil item without automatically triggering its baneful effects against nonevil creatures (if any). The *hand of isolation* does not benefit you if you are evil. With this power in effect, you can transport an evil item or even wield an evil or unholy weapon without suffering any of its baneful effects. However, you still have some risk—when wielded, you have a 10 percent chance to experience a catastrophic failure of the power as the evil burns through the protective ward you've created. For instance, when a good-aligned psychic warrior attempts to wield a *+5 unholy rapier*, he does not gain a negative level; however, he has a 10 percent chance to have the power fail immediately.

Good manifesters tempted by evil gain access to this power in a power stone.

HEAD TRIP

Telepathy [Mind-Affecting, Evil]

Level: Psion/Wilder 4

Display: Mental

Manifesting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature of up to Large size

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You brutally force the target's mind into a mental dimension far distant from its body. This unnatural dislocation opens conduits of pain for the target that it may never have endured before. While hellish landscapes unfold in the victim's mind, the victim's body collapses to a prone and helpless position, insensate to the world around it, and it screams mindlessly (literally).

When the power ends, the memory of the awful pain remains, making the target susceptible to other mind-affecting effects (a -2 penalty on Will saves against mind-affecting effects) for a period of one day.

Augment: For each additional power point spent, the duration lasts an additional 2 rounds.

ID CASCADE

Telepathy [Death, Mind-Affecting]

Level: Psion/Wilder 9

Display: Mental

Manifesting Time: One standard action

Range: Close (25 feet + 5 feet/2 levels)

Targets: One sentient creature/round

Duration: Concentration (see Augment)

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 17

You induce a mental death spiral in a creature that possesses intelligence, killing it instantly.

Augment: For each successive round beyond the first that you continue to concentrate and pay an additional 5 power points, you eradicate one additional creature's subconscious complex, killing it. You can target a new creature each round during which you maintain unbroken concentration and pay additional power points, even if one of the previous targets makes its saving throw.

On successive rounds you can target again a creature who made its saving throw. Each time you target the same creature on a subsequent round and pay an additional 5 power points, the creature receives a cumulative -2 circumstance penalty to its saving throw. Thus, if the same creature is targeted for 3 rounds, its saving throw on the third round is assessed a -4 circumstance penalty. If you shift to a new creature on a subsequent round (as you would do if the previous creature succumbed), saving throw penalties start again at zero.

IMPRESA

Metacreativity

Level: Psion/Wilder 5

Display: Material (see text)

Manifestation Time: One hour

Range: 0 feet

Effect: One rough-duplicate creature

Duration: 24 hours

Saving Throw: None

Power Resistance: No

Power Points: 9

Impresa creates a rough copy of any creature you have physically touched whose normal Hit Dice value does not exceed your own character level \times 1.5 (round down) and whose size does not exceed your own unmodified size category. You create the *impresa* from astral matter. (It is considered a construct.) The *impresa* appears generally the same as the original, but differences exist: The *impresa* has only 20 percent of the hit points, knowledge (including level, skills, and personal memories), and personality of the real creature. Creatures familiar with the original detect the ruse with a successful opposed Sense Motive check versus your pre-rolled Bluff check each time they interact with the *impresa* in any meaningful way. You must make a Bluff check with a +10 circumstance bonus when you manifest the power to determine how good the likeness is. You can choose to use a Disguise check in place of Bluff.

At all times the *impresa* remains under your absolute command. No special telepathic link exists, so you must command it verbally. The *impresa* has no ability to become more powerful. It cannot increase its level or abilities. It does not maintain knowledge of sensitive information, such as passwords or secret plots that its original may have had—it can't be used as a source of sensitive information of this type. If destroyed, it reverts to ectoplasm and evaporates.

Augment: For each additional 2 power points you spend, the *impresa* lasts for another 24 hours (unless it is destroyed sooner).

JIGGER

Psychokinesis

Level: Psion/Wilder 1

Display: None

Manifestation Time: One swift action

Range: Personal

Target: You

Duration: One Open Lock check

Power Points: 1

You gain a minor telekinetic ability to adjust locks. Your Open Lock check gains a +2 insight bonus.

Augment: For each 2 additional power points you spend, you can increase your Open Lock check by +1.

JUDGE

Telepathy

Level: Psion/Wilder 1

Display: None

Manifestation Time: One swift action

Range: Personal

Target: You

Duration: One Sense Motive check

Power Points: 1

You gain temporary, intuitive insight into piercing lies. Your Sense Motive check gains a +2 insight bonus.

Augment: For each 2 additional power points you spend, you can increase your Sense Motive check by +1.

LEECH KNOWN POWER

Clairsentience

Level: Psion/Wilder 5

Display: Visual, mental

Manifestation Time: One standard action

Range: Touch

Target: One individual

Duration: One minute/level

Saving Throw: Will partial (see text)

Power Resistance: Yes

Power Points: 9

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

While the power lasts, you are treated as if you know the leech powers. During this same period, the target of your power is locked out of those powers and can make no use of them. When the duration expires, you lose access to the leech powers and the target regains immediate use of them. The relapse occurs regardless of the distance between you and the target. If you extend the duration of *leech known power* (or attempt to make it permanent), the original target gains a Will saving throw every 10 minutes beyond the original duration. If the target succeeds, the power's duration ends. If something kills the target before the duration lapses, you immediately lose the powers.

You cannot take a power that is beyond your level to manifest or that is not on your power list (such as an exclusive psychic warrior power or a power on a discipline select list that is not your primary discipline).

Augment: For every 1 additional power point you spend, the duration lasts one additional minute.

MINDFUL AURA

Clairsentience [Mind-Affecting]

Level: Psion/Wilder 3

Display: Visual (see text)

Manifestation Time: One standard action

Range: Personal

Area: 10-foot-diameter emanation centered on you

Duration: One minute/level

Saving Throw: Will (half)

Power Resistance: Yes

Power Points: 5

Your clairsentient insight into the minds of others allows you to appear wise and powerful to all who see you; you actually emanate a brilliant aura bright enough to see by within a 5-foot radius.

You gain a +4 insight bonus on any Diplomacy, Bluff, Intimidate, and Sense Motive checks you make while the aura remains active. Upon seeing you resplendent in your aura, all creatures must make a Will saving throw. Creatures that fail the save gain a –2 penalty on any attack rolls against you, saving throws against your powers, and skill checks made in opposition to you for the duration of the power. Those that succeed in their Will save are still affected but gain only a –1 penalty.

Augment: For every 3 additional power points you spend, you can increase your Diplomacy, Bluff, Intimidate, and Sense Motive checks by +1. For each +1 increase of your interaction checks, the DC of the power increases by +1.

MIND VAULT

Metacreativity

Level: Psion/Wilder 1

Display: Mental

Manifesting Time: One standard action

Range: Touch

Target: One object of up to 10 lbs./level

Duration: For objects, until retrieved; for your dreamself, up to eight hours; see text

Saving Throw: None (object)

Power Resistance: None

Power Points: 1

Manifest this power up to eight hours before you sleep. Prior to sleep, clutch in your hands the item you would like to store elsewhere. When sleep finally comes (normally or induced), your dreamself finds a secure portion of the Shallows that only it can access, which is referred to as your dream vault. Any item on your person or grasped by you as you fell asleep is with your dreamself (up to 10 lbs. per level). When you wake, the selected object is no longer with you physically—you safely stored it in your dream where no one can access it but you. Objects remain stored until such time as you manifest this power again to retrieve them, and you can bring them back one item at a time (but see this power's augmentation).

You cannot manifest this power while already in a dream environment.

Mind vault doesn't put you to sleep or make you more likely to sleep, but if you manifest it any time prior to sleep, you can access your dream vault. While your dreamself is in the vault, you can access items stored there with previous manifestations of the power, if any.

If you have the Lucid Dreaming† feat, this power can serve you well in another way. Besides acting as a place to store valuables, the dream vault can allow you to catch up on your reading (if you have the tome you wish to read with you in the vault), or, if you have assembled all the requisite physical materials needed (through multiple manifestations of this power), you can accomplish other tasks. For instance, if you brought or stored the proper items, you could repair weaponry or make arrows (though normal skill checks apply). Your lucid dreamself can stay in the dream vault for a maximum of eight hours. Any external force that would normally awaken you also wakes you and ejects you from the dream vault. When your dreamself leaves the dream vault (and you wake up), you may take any one object with you back into the waking world. This object appears in the hands of your physical body as you wake.

The down side of using Lucid Dreaming to catch up on tasks in your dream vault is that you do not gain the restful benefits of sleep, including power point recovery.

No matter where you are located physically when you sleep, you can always access your dream vault. (Note that you can't fall asleep while physically visiting the Shallows or Dream, and a dreamself cannot fall asleep.)

Augment: For every additional power point you spend, you can bring one additional object into the dream vault (of up to 10 lbs./level) when you manifest this power. Similarly, you can expend additional power points to remove more than a single item from the dream vault when you wake (1 power point per item, so long as the total expenditure of power points for a visit to the vault, including the manifestation cost of this power, does not exceed your manifest level).

MINDQUAKE

Psychokinesis [Force]

Level: Psion/Wilder 8

Display: Audible (see text)

Manifesting Time: One standard action

Range: 20 feet

Area: All creatures within a 20-foot-radius burst centered on you

Duration: Concentration (up to 10 rounds)

Saving Throw: None

Power Resistance: Yes

Power Points: 15

A turbulent current of psychokinetic force spreads out in all directions from the point of origin, dealing 15d6 points of damage to nearby creatures, accompanied by thunderlike rumbling.

Augment: For each successive round beyond the first that you continue to concentrate and pay an additional 1 power point, you inflict an additional 10d6 points of damage to nearby creatures.

MORALITY OF ISOLATION

Clairsentience

Level: Psion/Wilder 7

Display: Mental

Manifesting Time: One standard action

Range: Personal

Duration: One day

Power Points: 13

You imbue yourself with a powerful mental filter that allows you to manifest an evil power without immediate moral harm (if you are not evil). Evil manifesters gain no benefit from *morality of isolation*, and this power does not allow you to avoid special power costs—such as ability score damage or other nontraditional costs—of specialized powers.

After you manifest *morality of isolation*, you have a time window during which you can manifest powers (usually from a power stone) with the evil descriptor without immediate moral consequence (alignment drift or shift), physical damage, or other baneful effects that might result from nonevil manifesters learning and manifesting evil powers. However, for each evil power manifested, you have a 5 percent chance that *morality of isolation* fails. If *morality of isolation* fails while a character is manifesting an evil power, he must immediately make a Fortitude save (DC 18) to avoid gaining four negative levels or immediately accept an evil alignment shift (and avoid the negative levels).

You also remain immune to the negative effects of wearing a dreamstained item† (see Chapter Five: Psionic Items) while the power is in effect.

NIGHTMARE, PSIONIC

Telepathy [Mind-Affecting, Evil]

Level: Psion/Wilder 5

Display: Mental

Manifesting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

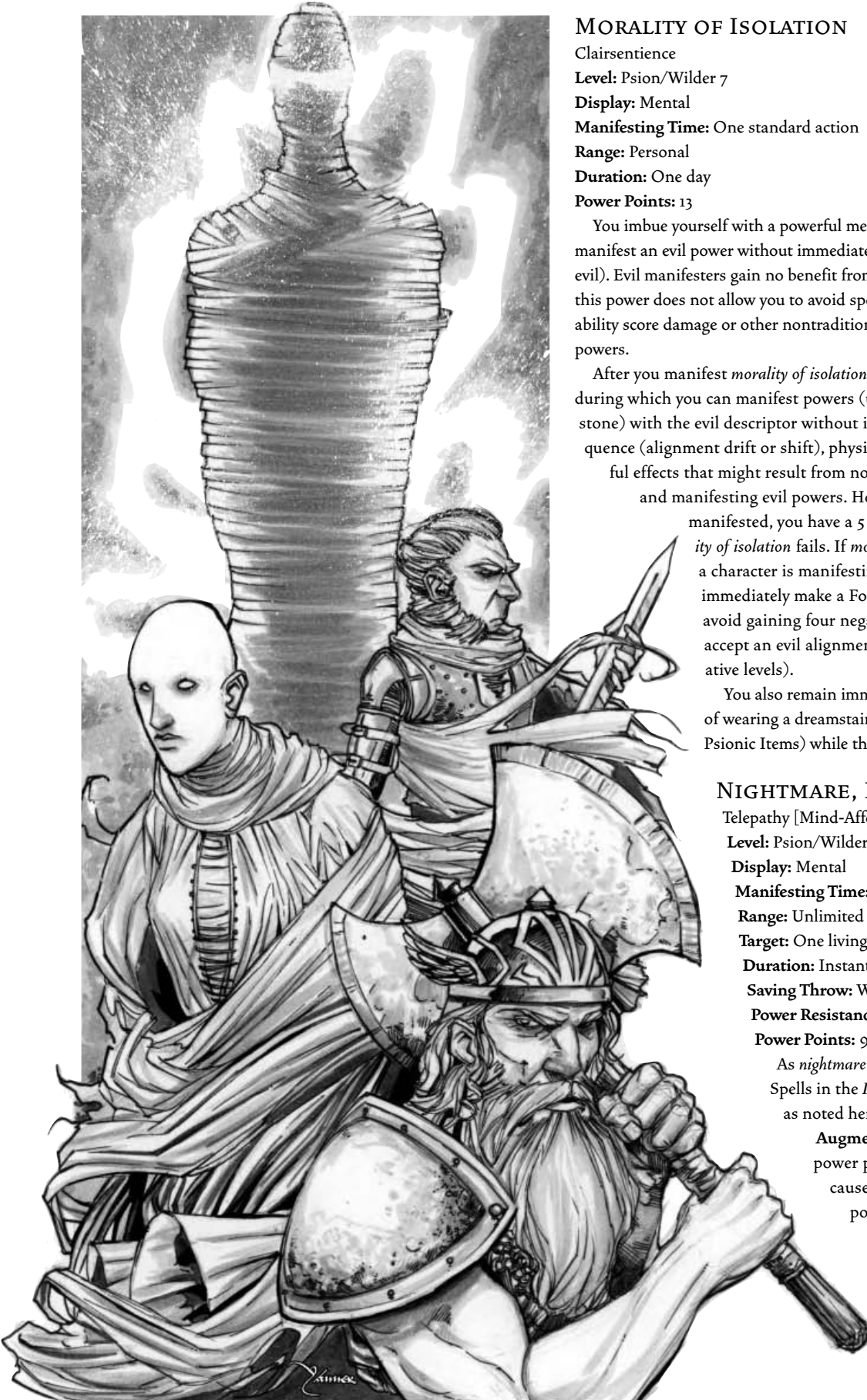
Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 9

As *nightmare* (from Chapter Eleven: Spells in the *Player's Handbook*), except as noted here.

Augment: For every 2 additional power points spent, this power causes an additional 1d10 points of damage when the sleeper wakes.



PHANTASMAL KILLER, PSIONIC

Telepathy [Fear, Mind-Affecting]

Level: Psion/Wilder 4**Display:** Visual; see original text**Manifesting Time:** One standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One living creature**Duration:** Instantaneous**Saving Throw:** Will disbelief (if interacted with), then Fortitude partial; see original text**Power Resistance:** Yes**Power Points:** 7

As *phantasmal killer* (see Chapter Eleven: Spells in the *Player's Handbook*), except as noted here.

Augment: For every 2 additional power points spent, both Difficulty Classes increase by 1. For every 5 additional power points spent, you can attempt to affect one additional creature. If affecting more than one creature, no two can be more than 30 feet apart.

PROBABILITY MANTLE

Psychopotation

Level: Psion/Wilder 6**Display:** Audible**Manifesting Time:** One standard action**Range:** Personal**Duration:** 1 round/level**Saving Throw:** None (harmless)**Power Resistance:** No**Power Points:** 11

You place yourself in a state of unresolved probability. You are trailed by several faint reflections of yourself, slightly out of phase with your own movements—these are echoes of possible probabilities.

While the duration lasts, the images create a blurring effect that grants you partial concealment (20 percent miss chance)—since these images are all potentially equally “real,” *true seeing* and similar effects cannot pierce the concealment. More importantly, while the duration lasts you may reroll one dice roll you have just made each round (be it an attack, a saving throw, or some other in-game roll—for instance, you cannot reroll a poor Hit Dice roll when you gain a new level). You must take the result of the reroll, even if it's worse than the original roll. You do not have to make any rerolls if satisfied with your normal rolls, but you cannot store up unused rerolls.

Augment: For each 2 additional power points you pay past the end of the stated duration, the power lasts one additional round.

PSIANIMATE DEAD

Metacreativity [Evil]

Level: Psion/Wilder 5**Display:** Audible**Manifesting Time:** One standard action**Range:** Touch**Targets:** One or more corporeal corpses touched**Duration:** Instantaneous**Saving Throw:** None**Power Resistance:** No**Power Points:** 9

This power turns the bones or bodies of a dead creature into an undead version of its former self, one with powers that outpace undead creatures that are merely animated with arcane or divine energy (see below). The *psianimated* undead creature follows your mental commands to the best of its ability (you can mentally command the undead you *psianimated* if within 50 feet of them, even if you do not have line of sight, though the undead cannot communicate with you). The undead remain *psianimated* until they are destroyed. (A destroyed *psianimated* undead creature can be *psianimated* again, if time permits and if its destruction has left sufficient body parts to work with.)

Unlike standard undead, *psianimated* undead remain animate only so long as you have a power point reserve of at least 1 point. When you go below 1, no matter how far away you are or how many planes removed from your creation, the *psianimated* undead that you've created and controlled become inert. When your power point reserve climbs to 1 or higher, your *psianimated* undead return to normal, assuming they haven't been destroyed in the meantime.

Regardless of the type of undead, you cannot use a single manifestation of *psianimate dead* to animate more HD of undead than twice your manifester level with a single use of this power. The undead creature you *psianimate* retains all its extraordinary abilities, but not its supernatural or spell-like abilities. The undead creature loses all class abilities, if any. The *psianimated* creature retains all its ability scores, except for its Constitution (which undead do not possess). The *psianimated* creature gains the undead type.

The undead creature you *psianimate* remains under your control indefinitely. However, no matter how many times you use this power (or similar powers or spells), you can control only 4 HD worth of undead creatures per manifester level. If you exceed this number, all the newly *psianimated* undead creatures fall under your control, but any excess undead from previous manifestations become inert (you choose which creatures become inert). *Psianimated* undead rendered inert in this fashion must be animated again with this power, if you desire their service once more.

PSYCHIC BODYGUARD

Clairsentience

Level: Psion/Wilder 2**Display:** Mental, visual**Manifestation Time:** 1 round**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature**Duration:** One hour/level**Saving Throw:** Yes (harmless)**Power Resistance:** Yes (harmless)**Power Points:** 3

You forge a specialized clairsentient connection between yourself and one or more allies. Since you may manifest this power only on willing creatures, it does not allow a saving throw or power resistance. Whenever an ally must make a Will save, you make the save instead as if the effect targeted you. If you fail in the saving throw, your ally suffers the consequences of the effect that forced the Will save. Once the connection is forged, your mind takes Will saves for your ally as long as she remains in range. If she strays out of range, the power ends.

RESISTANCE, PSIONIC

Psychometabolism

Level: Psion/Wilder 1**Display:** Mental**Manifesting Time:** One standard action**Range:** Personal**Target:** You**Duration:** One minute/level**Power Points:** 1

You imbue yourself with psionic energy that protects you from harm, granting yourself a +2 resistance bonus on saves.

Augment: For every 2 additional power points you spend, you gain an additional +1 resistance bonus to saves.

SENSORINEURAL CASCADE

Telepathy [Mind-Affecting]

Level: Psion/Wilder 4**Display:** Visual**Manifestation Time:** One standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** All creatures in a 15-foot radius**Duration:** 1 round/level**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 7

You foul up the targets' subconscious sensory system, overloading vision, hearing, feeling, and other more esoteric sensory systems, including vibration sensitivity, thermal

sensing, and others—in effect, the cascade buries the senses of the target creatures (even those with blindsight, tremor-sense, touchsight, or other esoteric methods of sensing the environment) with randomly firing neurons for the duration. The creatures are treated as if blinded (see the “Blinded” condition summary in the *Player's Handbook*). However, from round to round, an affected creature has a chance to sense normally. Each round on the creature's action, roll 1d4. Unless you roll a 4, the target does nothing for 1 round as it stands attempting to re-establish contact with its senses. Rolling a 4 frees the creature of the effect for 1 round.

Sense-blocked creatures that are attacked (and damaged) are shocked out of their sense deprivation for 1 round by the tissue damage—they can attack or attempt to flee however they desire on their next action. The following round they are subject once again to the *sensorineural cascade* (unless they are continually attacked each round).

Augment: If you spend an additional 4 power points, the condition lasts 24 hours. If you spend an additional 6 power points, the condition is permanent.

SHATTER STORM

Metacreativity [See Text]

Level: Psion/Wilder 4**Display:** Audible (see text)**Manifestation Time:** One standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** 20-foot-radius burst**Duration:** Instantaneous**Saving Throw:** Reflex half**Power Resistance:** No**Power Points:** 7, Crystal Cost

The crystal you throw at a target explosively shatters with a thunderous sound of breaking glass. You must succeed at a ranged touch attack to hit your target. The *shatter storm* deals 5d6 points of damage (shrapnel) to all creatures within a 20-foot-radius burst that fail a Reflex saving throw. Note that creatures immune to psionic powers, such as psion killers, take the shrapnel damage.

Crystal Cost: Unlike almost all psionic powers, this power requires a physical seed: a green-hued crystal worth at least 1 gp that you imbue with psionic potential as you hurl it at a target. The crystal shatters beyond recovery.

Augment: You can augment this power in one or more of the following ways. However you augment this power, the DC increases by 1 for every additional 2d6 points of energy damage dealt. Creatures immune to psionic powers, such as psion-killers, are also immune to the extra energy damage.

1. For every 1 additional power point you spend, the shards are charged with caustic power, dealing +1d6 points of acid damage per power point.
2. For every 1 additional power point you spend, the shards are charged with chill power, dealing +1d6 points of cold damage per power point.
3. For every 1 additional power point you spend, the shards are charged with electrical power, dealing +1d6 points of electricity damage per power point.
4. For every 1 additional power point you spend, the shards are charged with fiery power, dealing +1d6 points of fire damage per power point.
5. For every 1 additional power point you spend, the shards are charged with reverberating power, dealing +1d6 points of sonic damage per power point.

SLEEP, PSIONIC

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/Wilder 1

Display: Mental

Manifesting Time: 1 round

Range: Medium (100 feet + 10 feet/level)

Area: One or more living creatures in a 10-foot-radius burst

Duration: One minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

As *sleep* (see Chapter Eleven: Spells in the *Player's Handbook*), except as noted here.

Augment: For every additional power point you spend, this power can affect targets that have Hit Dice equal to 4 plus the additional points spent.

If you instead spend 11 additional power points, you can completely remove the Hit Dice cap for the power's effect within the area.

SLOW LIGHT

Psychopotation

Level: Psion/Wilder 1

Display: Visual (see text)

Manifestation Time: One standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You retard the target's visual image as it reflects into the timestream. The target's outline appears distorted, jerky, and imprecise. This distortion grants the target a 10 percent miss

chance. The miss chance granted by *slow light* stacks with miss chances granted by other miss-chance effects, such as actual partial concealment, though only by half its value; a target in this situation would possess a 25 percent miss chance.

Foes who cannot see the target ignore the power's effect.

STABILIZE CONSTRUCT

Metacreativity

Level: Shaper 8

Display: Material

Manifestation Time: See text

Range: Close (25 feet + 5 feet/2 levels)

Target: One personally crafted astral construct

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15, gp cost, XP Cost

You impress a portion of your psyche into an astral construct that you have manifested using the *astral construct* power.

After creating an astral construct, you must manifest this power before it normally "evaporates" back into the Astral Plane (the first manifestation anchors the construct—while it is anchored, it remains inactive and unresponsive to stimuli). Stabilizing an astral construct requires one week of meditation per level of the construct (thus, a 9th-level astral construct, created with *astral construct IX*, requires a little more than two months of daily meditation). Daily meditation means eight hours per day, during which time this power must be manifested once per HD of the astral construct to be stabilized. When not meditating, you must rest and may perform no other activities except personal maintenance. Additional costs for special ingredients and XP are noted below.

Once a portion of your mentality is fully implanted, the construct does not "evaporate" back into the Astral Plane; it becomes your personal servant. Despite having a fraction of your Intelligence score (one-fourth, rounded down), the *stabilized astral construct* does nothing without orders from you. Incapable of strategy or tactics, it follows instructions explicitly. You can command your stabilized construct if within 60 feet of it, as long as it can see and hear you. If uncommanded, the stabilized construct follows its last instructions, though if attacked it returns the attack. You can give your stabilized construct simple commands to govern it until you return.

Gold Piece Cost: 3,000 gp per Hit Die of the astral construct to be stabilized in crystal essences and other special but obtainable ingredients. (These materials cannot be fabricated with other uses of Metacreativity powers.)

XP Cost: 120 XP per Hit Die of the astral construct to be stabilized.

STEAL ITEM

Psychokinesis

Level: Psion/Wilder 3, Psychic Warrior 3**Display:** Visual**Manifestation Time:** One standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One unattended or attended weapon/item**Duration:** Instantaneous**Saving Throw:** Reflex negates**Power Resistance:** No**Power Points:** 3

You attempt to steal an attended or unattended weapon or item weighing no more than 50 lbs. If the item is unattended, you succeed automatically and can either place the item in your possession in the same round, or transfer it to any point you designate within range.

If the item is attended or held, then the creature attending it makes a Reflex save to react quickly enough to keep hold of the item. If the creature fails, the item falls from its grasp. If it fails the save by 4 or more, the item automatically appears in your possession or is transferred to any point you designate in range.

Augment: For every 2 additional power points you spend, the Difficulty Class increases by 1.

SUPPRESS COMPULSION

Telepathy [Mind-Affecting]

Level: Telepath 1**Display:** None**Manifestation Time:** One swift action**Range:** Close (25 feet + 5 feet/two levels)**Target or Area:** One dominated or controlled creature**Duration:** 1 round**Saving Throw:** None**Power Resistance:** No**Power Points:** 1

You can attempt to suppress a compulsion or charm effect on another creature by overwhelming the creature with conflicting telepathic signals, temporarily canceling the domination. When you manifest this power, make a suppression check against the ongoing controlling power currently in effect on the creature. A suppression check is 1d20 + your manifester level (maximum +5) against a Difficulty Class of 11 + the manifester level of the entity that originally manifested the controlling power. On a successful check, the control is suppressed for 1 full round. Even though suppressed, the compulsion or charm is still considered to be running off its duration.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, you can attempt to permanently terminate a compulsion or charm effect on another creature, including *psionic dominate* (see page 98 for variant augmentations of this power). When you manifest this power, make a termination check against the ongoing controlling power currently in effect on the creature of 1d20 + your manifester level (maximum +5) against a Difficulty Class of 11 + the manifester level of the entity that originally manifested the controlling power. On a successful check, you terminate the control.

2. For every 1 additional power point you spend, you increase both your check result and the maximum result by +1.

TELEPORT AUXILIARY

Psychoportation

Level: Nomad 1**Display:** Mental**Manifestation Time:** One swift action**Range:** Touch**Target:** Up to Medium creature touched**Duration:** One teleport power**Saving Throw:** None (harmless)**Power Resistance:** Yes (harmless)**Power Points:** 1

Your intimate knowledge of the Psychoportation discipline allows you to bend space farther than normal. The target of this power does not count toward the weight or number limits, if any, of any power with the teleport descriptor. Regardless of the number of times you manifest this power, a single teleportation power will not affect more targets than it normally can plus a number of targets equal to your effective manifester level.

Augment: For every 3 additional power points you spend, you can affect a creature of up to one size category larger than normal. For instance, if you spend 6 additional power points on this power, you can affect up to a size Huge creature.

TEMPORAL CONCUSSION

Psychoportation

Level: Nomad 4**Display:** Visual (see text)**Manifestation Time:** One standard action**Range:** Medium (100 feet +10 feet/level)**Effect:** Ray**Duration:** Instantaneous**Saving Throw:** Will partial (see text)**Power Resistance:** Yes**Power Points:** 7

You emit a ray that shimmers between past, present, and future, disrupting the temporal continuity of a conscious creature you successfully target with a ranged touch attack. You deal 7d6 points of damage as the target's body attempts to throw off the temporal shock, and possibly also 1d4+2 points of temporary Intelligence damage as the target's synapses fire forward and backward in the timestream simultaneously. (A successful Will saving throw negates the Intelligence damage.)

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

THROW ECTOFORM

Metacreativity

Level: Shaper 2

Display: Visual (see text)

Manifestation Time: One standard action

Range: Personal (see text)

Target: You

Saving Throw: Will (partial)

Duration: 1 round/level

Power Points: 3, XP Cost (see text)

You create ectoplasmic duplicates of yourself each round, confusing enemies and creating weak assistants called ectoforms.

While the duration lasts, you throw off one ectoform per round (but see below). The ectoforms seem to fission seamlessly from your own form or from an earlier generated ectoform, and they initially appear in any clear space you designate that is adjacent to you or adjacent to one of your earlier ectoforms (if the earlier ectoform is adjacent to you). "Throwing" occurs automatically at the beginning of each round and requires no action on your part. The power is suppressed if you are in a space with no physical room to allow you to spawn additional ectoforms or if you have a number of ectoforms equal to your manifester level already in existence from previous rounds of using this power. The power begins to function again when space permits or when one or more of your previously thrown ectoforms is destroyed. When the duration elapses, all surviving ectoforms dissipate. (Nothing can prevent this, although the astral zealot prestige class abilities may extend the duration as noted in Chapter Eight.) If you manifest this power a second time while the first is still active, the first power lapses and the second takes its place.

Ectoforms possess a thin semblance of your personality, but none of your powers or abilities (treat them as constructs); if interacted with outside of melee, they are instantly recognizable as shams. Your ectoforms pop like balloons, dissipating, if they are successfully attacked or targeted by any melee, ranged, power, or spell attack, or if they otherwise take damage, no matter how slight. An ectoform's Armor Class is 10 + size modifier + your Dexterity modifier. An ectoform is weak, and it can directly accomplish anything you could accomplish with the *far hand* power, but no more. It can speak, sounding like you, but its memories are vague and shadowy—obviously fabricated and incomplete.

An ectoform is partially independent, though it acts on your wishes when first thrown, since it is a reflection of you. Thereafter you cannot mentally command it or verbally direct it. For instance, you may have intended for the ectoform formed in the first round to run west for 500 feet then report back, while the ectoforms of the next round can be directed to run interference between you and a foe. You do not gain any special means of communication with your ectoform.



As a special function of the power, you can instantaneously and secretly exchange places with an ectoform as it is thrown into an adjacent space so that you can further confuse enemies. (You can do this only as you throw an ectoform, not with a previously thrown one.) Enemies attempting to attack you or manifest powers at you must select from among indistinguishable targets. On each round you generate an ectoform that you change places with (and remain adjacent to for that round), attackers must succeed at a Will saving throw to determine which figure is really you. They gain a cumulative -2 circumstance penalty on their Will save for each ectoform adjacent to you beyond the first. *True seeing* and *psionic true seeing*, of course, reveal the real you.

Note: This power is psychophilosophically incompatible with the arcane spell *mirror image*; if both are attempted, the one manifest (or cast) first is the effect that occurs; the other effect is nullified.

XP Cost: Each time you manifest *throw ectoform*, you pay 1 XP (1 XP per manifestation, not 1 XP per ectoform).

TRANSMIGRATE

Psychometabolism (Healing)

Level: Egoist 6

Display: Visual, audible, mental

Manifestation Time: One minute

Range: Touch

Target: One dead and living creature touched

Duration: Instantaneous

Saving Throw: Will, see text

Power Resistance: Yes

Power Points: 11, Material Cost

You restore life to a deceased creature by initiating a transmigration of the dead creature's soul into the body of another living creature, as opposed to *psionic revivify*, which restores life to the deceased creature in its original body, assuming not too much time has passed. The receptacle body must be of the same type and can't possess more Hit Dice than the deceased creature. You can transmigrate a creature that has been dead up to one week per manifest level. In addition, the target's soul must be free and willing to return. If the target's soul is not willing to return, the power does not work. Targets who want to return receive no saving throw. If the living body is not willing to become a vessel to the returning soul, it must succeed at a saving throw; on a successful saving throw, the power does not work. (If attempting to transmigrate a dead soul into an unwilling, unsecured target, you must also make a successful melee touch attack when you finish manifesting the power.) The returned soul is considered alive again but loses a level (or 1 Constitution point, if at 1st level) when transmigrated.

Regardless of the level, gender, or other physical qualities of the living vessel, the transmigrated soul immediately begins to modify its new housing so that in a matter of just a week no physical difference exists between the transmigrated soul's original body and her new body. (She gains a $+10$ circumstance bonus on her Disguise check during that week if attempting to play the part of her vessel's identity.) However, when first transmigrated, she has just 1 hit point, 0 power points (if psionic), no prepared or available spells (if a spellcaster), and 1d4 points of temporary ability damage to all her ability scores except Constitution. The mental and physical ability scores of the vessel are immediately erased, including innate abilities such as psionics, and replaced with the ability scores of the transmigrated soul. Any powers, spells, or other ongoing effects still affecting the vessel now affect the transmigrated soul; it's her body now.

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

The original soul remains encapsulated in the new body and can mentally communicate with the transmigrated soul, though it possesses no other abilities. (However, it can use its Knowledge skills to answer questions.)

At the option of the transmigrating soul, it can give the body back to the original soul. In such a case, the body's physique would revert back to its original appearance, as well. The original soul may make its own bid to reclaim its body, but only under conditions the DM determines.

Material Cost: One living body of the same creature type and of equal or lower level as the transmigrated soul.

UNLEASH IDBEAST

Psychometabolism

Level: Psion/Wilder 5, Psychic Warrior 5

Display: Mental

Manifestation Time: One standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 5, XP Cost

You reach deep into your subconscious and psionically empower your id. You gain the idbeast template for the power's duration. When the power ends, subtract the number of hit points, power points, and other losses from your normal scores.

Player Note: If you plan to use this power, prepare a separate character sheet with the effects of the template already applied before you intend to use it in the game.

XP Cost: 50 XP

Psionic Prestige Classes

I had a dream, which was not all a dream.

--George Gordon Noel Byron

This chapter offers a veritable cornucopia of psionic prestige classes. Each one's class advancement table includes the mode check bonus for the mindscape psionic combat system in Chapter Three. Unless noted otherwise, use the following formulas to determine the DC (if any) and manifester level (if required) for these class' psi-like abilities: DC 10 + Charisma, Intelligence, or Wisdom modifier (whichever serves as the base classes' key ability) + half manifester level. Manifester level equal to manifester level of character.

ASTRAL DRAGOON

When considering the psionic arts of telepathy, transubstantiation, and travel, one might think travel receives the least consideration by serious psionic practitioners. Many make that estimation without considering the astral dragoon. The astral dragoon can call a mount at need, but such a mount! Crafted of the medium of thought itself, the bayard (see the bayard's entry in Chapter Six) serves as a thoughtful beast of burden, a mount, and better yet, a useful companion in any conflict in which the rider is mounted. While few ever consider the possibility of training an astral construct as a mount, the astral dragoon does so with aplomb, having learned the secret of retaining a specific construct's services as a mount over long periods of time.

Astral dragons usually live or wander in places where beings understand and practice the art of psionics, and they also travel into stranger realms. After all, astral dragons often seek to push geographical and planar boundaries while mounted on their faithful bayard.

Hit Die: d8

REQUIREMENTS

To qualify to become an astral dragoon, a character must fulfill all the following criteria.

Base Attack: +3
Handle Animal: 4 ranks
Ride: 8 ranks
Feat: Mounted Combat
Manifesting: Able to manifest 2nd-level powers
Feat: A psion must create a bayard to rider's specifications (see below)

CLASS SKILLS

The astral dragoon's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (psionics) (Int), Profession (any) (Int), Ride (Dex), and Spot (Wis). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

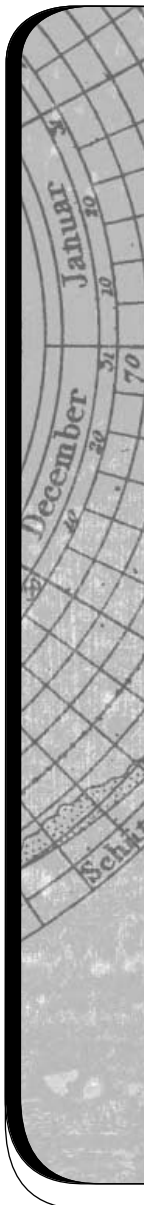
All of the following are astral dragoon class features.

Weapon and Armor Proficiency: Astral dragons gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the class table, an astral dragoon gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added

THE ASTRAL DRAGOON

Class Level	Base			Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save				
1	+1	+2	+0	+0	+0	Coalesce bayard	—
2	+2	+3	+0	+0	+0	Expert rider, bayard advancement	+1 level of existing class
3	+3	+3	+1	+1	+1	Call bayard 1/day	—
4	+4	+4	+1	+1	+1	—	+1 level of existing class
5	+5	+4	+1	+1	+1	Augmented attack	—
6	+6	+5	+2	+2	+2	—	+1 level of existing class
7	+7	+5	+2	+2	+2	Pounce	—
8	+8	+6	+2	+2	+2	—	+1 level of existing class
9	+9	+6	+3	+3	+3	Call bayard 2/day	—
10	+10	+7	+3	+3	+3	Extra choice	+1 level of existing class





the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psycrystal special abilities, and so on). This essentially means that he adds the level of astral dragoon to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before he became an astral dragoon, he must decide to which class he adds the new level of astral dragoon for the purpose of determining power points per day, powers known, and manifest level.

Coalesce Bayard: The character learns of a secret method of stability for one certain type of astral construct, which requires a commitment of life and loyalty. The character must find a psion who knows *astral construct* (and is at least 5th level) and ask the psion to manifest the power exactly to the rider's specifications. The presence of the astral dragoon allows the psion to manifest a power as required to create a bayard, even if the psion doesn't have the requisite Craft skill to create such a perfect creature. Moreover, the presence of the astral dragoon allows the psion to create a 3rd-level construct large enough to ride. The resultant construct, called a bayard, remains stabilized as long as it stays within 25 feet plus 5 feet per two levels of astral dragoon.

The bayard serves the astral dragoon as a mount and as a combat steed. It doesn't attack or threaten enemies unless the rider is mounted, though it follows the astral dragoon if the character is not mounted on it. As with all mounts, all attacks

made from the back of a bayard against foes that are not mounted gain a +1 bonus on the attack roll.

The character can have the bayard's tack and harness, as well as barding, modified from generally available tack and harness. The bayard shows loyalty only to its rider. The astral dragoon can dismiss his mount at any time, which causes the bayard to disintegrate and steam away like a normal astral construct at the end of its short life time—none of the bayard's equipment comes to harm when a bayard is dismissed (or destroyed).

In the event that something destroys or dismisses the bayard (such as through a malicious use of the *dismiss ectoplasm* power), the character can fashion a new one with the aid of a psion who knows the *astral construct* power. When the character reaches 3rd level, he may call his own bayard without external aid (see *Call Bayard*).

Expert Rider: An astral dragoon gains a competence bonus equal to his prestige class level on all Handle Animal and Ride checks associated with his bayard while he is mounted.

Call Bayard (Ps): Once per day the character can call a bayard, as if manifesting *astral construct* at the appropriate level. A new bayard appears only if the rider has dismissed the previous bayard or if the previous bayard has been destroyed.

At 9th level, the dragoon can call a new bayard twice per day.

Bayard Advancement: At 2nd level and at alternating astral dragoon class levels thereafter, the bayard gains 1d10 bonus hit points and a +1 bonus on all its attack rolls and saving throws. If a character advances through all 10 astral dragoon levels, the bayard continues to advance at alternating character levels (even though they are no longer astral dragoon levels).

Augmented Attack (Su): The astral dragoon can supplement one of his bayard's

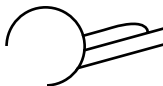
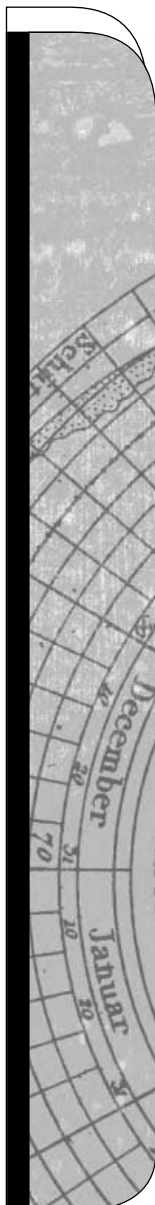
claw attacks in melee (in combination with the rider's own attacks) once per round a number of times per day equal to the astral dragoon's class level. An augmented claw attack roll is the sum of the rider's base attack bonus and the bayard's Strength modifier. Determine damage normally.

On rounds when the rider chooses not to induce his bayard to make an augmented attack, the bayard makes its attacks normally.

Pounce (Ex): Once per day a bayard ridden by the astral dragoon can make a full attack if it charges a foe, including

Dream Rider

When Chilon from the Hyperconscious adventure rides his mount, it is not purely an astral construct—it is a dream. In fact, the prestige class to which Chilon belongs could more properly have the name "dream rider." The abilities of the dream rider are the same as that of an astral dragoon, except for the fact that the dream mount has the dreamborn subtype. However, in exchange for gaining the dreamborn subtype (and 20 percent miss chance), dreamborn bayards have 1 fewer hit point per Hit Die than standard bayards.



two rake attacks with its rear claws. The bayard makes its rake attacks at the creature's regular claw attack bonus, and they deal 1d6+3 points of damage.

Extra Choice: From now on, whenever the astral dragoon calls his bayard, he can make one additional menu choice from the Astral Construct Menu B on in Chapter Eight: Monsters of the *Expanded Psionics Handbook*. The astral dragoon cannot break the choice into two A choices, but the choice can differ each time he calls a new bayard.

ASTRAL ZEALOT

The medium of the Astral Plane, when drawn into a corporeal plane, is ectoplasm; every psionic student of meta-creativity knows this. Shapers daily draw that astral substance into the plane of the real to work wonders. But the astral zealot goes further, becoming a lifelong student in the study of the form, substance, and nature of ectoplasm itself to fabricate reality according to her will. To the astral zealot, ectoplasm acts as a medium in which she can forge any creation, including semiliving versions of herself, and warp and bend to her will the ectoplasmic creations of others. Ectoplasmic constructs look with envy on the permutations and powers of the astral zealot.

Shapers pick up the astral zealot prestige class most often; however, anyone with a psionic bent could eventually meet the prerequisites to manipulate astral matter.

Astral zealots who grow in power frequently clothe themselves only in skins of living ectoplasm, which become far better than simple clothing in providing protection against the extremes of the environment and the travails of adventure. Thus, NPC astral zealots stand out vividly with their swirling, skin-tight garments of conjoined ectoforms. However, some who become particularly adept at manipulating astral matter can make their protective layer appear as if simple clothing. Many PC astral zealots choose to blend in—at least, until they need to display their power.

Hit Die: d4

REQUIREMENTS

To qualify to become an astral zealot, a character must fulfill all the following criteria.

Craft (Alchemy): 2 ranks

Craft (Sculpting): 2 ranks

Knowledge (Psionics): 8 ranks

Manifesting: Ability to manifest at least one 3rd-level psionic power

CLASS SKILLS

The astral zealot's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (any) (Int), Disguise (Cha), Knowledge (psionics) (Int), Perform (Cha), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

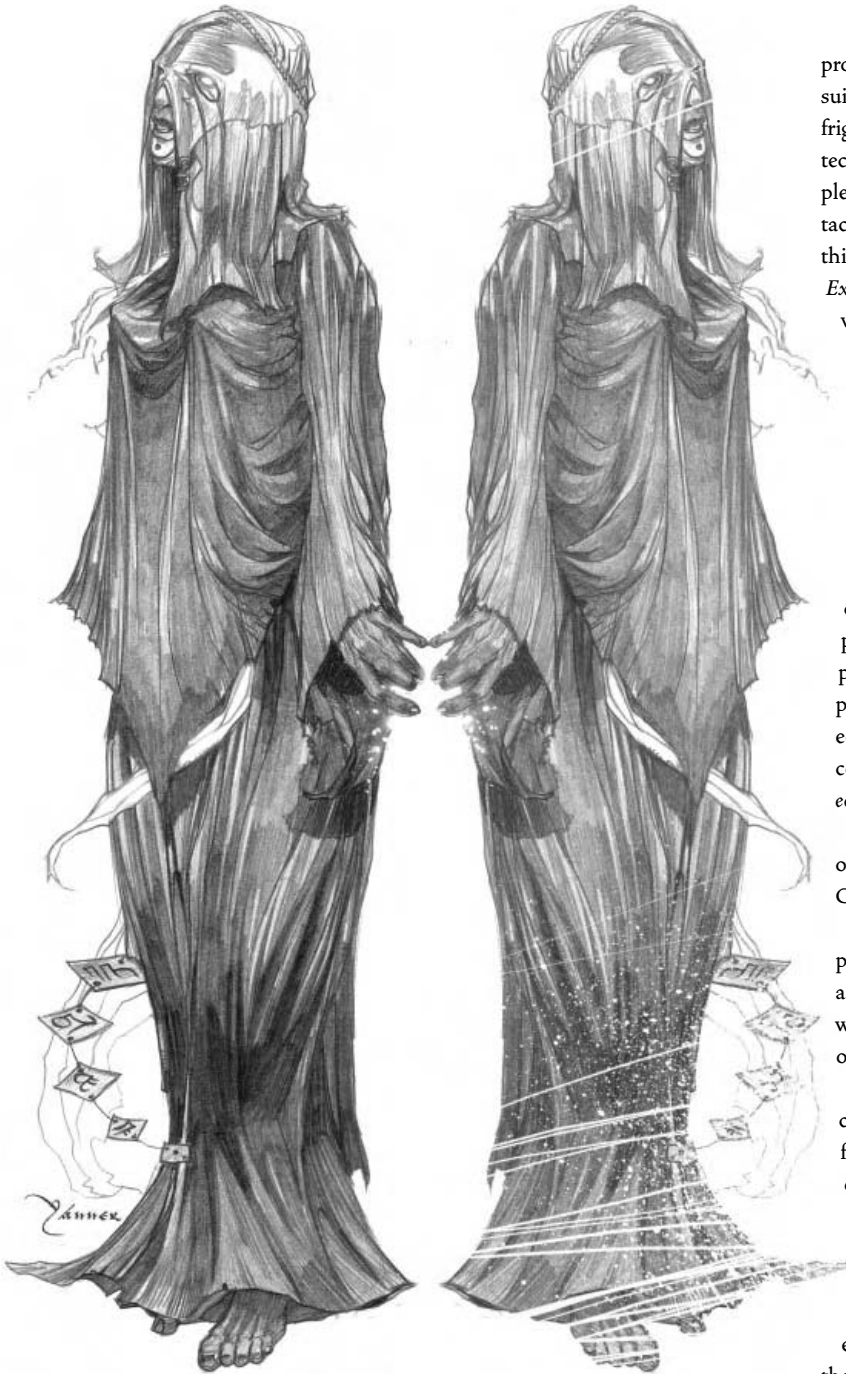
All of the following are class features of the astral zealot prestige class.

Weapon and Armor Proficiency: Astral zealots gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those she receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining effective manifest level.

THE ASTRAL ZEALOT

Class Level	Base		Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save					
1	+0	+2	+0	+0	+0	Ectopic suit, <i>throw ectoform</i>	—
2	+1	+3	+0	+0	+0	Conjoin ectoform	+1 level of existing class
3	+1	+3	+1	+1	+1	Upgrade construct	+1 level of existing class
4	+2	+4	+1	+1	+1	Ectopic proficiency	+1 level of existing class
5	+2	+4	+1	+1	+1	Improved ectoform	+1 level of existing class
6	+3	+5	+2	+2	+2	Ectopic expertise	+1 level of existing class
7	+3	+5	+2	+2	+2	Metacreative latency	+1 level of existing class
8	+4	+6	+2	+2	+2	Ectopic mastery	+1 level of existing class
9	+4	+6	+3	+3	+3	Advanced ectoform	+1 level of existing class
10	+5	+7	+3	+3	+3	Ectopic dispersion	—



For example, a 7th-level psion/6th-level astral zealot has a character level of 13th and a manifester level of 12th. So, the character manifests powers with level-dependent parameters as if she were 12th level.

Ectopic Suit (Su): As a free action, the character can clothe herself in custom clothing of solidified astral material. The suit's color, cut, design, and consistency vary at the whim of the wearer (it could appear as intimidating body armor or even as a specific creature*), but it provides as much or as little

*Attempts to appear as a creature provide a +4 bonus on Disguise checks.

protection as standard clothing. For instance, the full body suit could provide as much protection from the rigors of a frigid environment as a parka and furs, or provide as little protection as a skirt and a tunic. Even when wearing a completely enclosing full body suit, the wearer doesn't lose any tactile, visual, or auditory sensitivity to her environment. In this way, ectopic suits resemble psychoactive skins (see *Expanded Psionics Handbook*). In fact, psychoactive skins worn in conjunction with ectopic suits seamlessly blend and merge, without loss of function for either. Null psionic fields do not disperse ectopic suits, though they could suppress any powers imbedded in the suit.

Throw Ectiform (Ps): At 1st level, the character discovers deeper abilities of shaping. She learns *throw ectiform* as if normally learning a new power through gaining an effective manifester level. Moreover, she gains one free manifestation of this power per day. The character learns *throw ectiform* in addition to any other powers she otherwise learns (see Chapter Seven for the power description). If the character already knows this power, she can choose another Metacreativity power of equal or lower level to unlock from latency, though she continues to gain the free manifestation of *throw ectiform*, not the substitute power.

Regardless of whether the astral zealot freely manifests or normally manifests *throw ectiform*, she never pays the XP Cost for the power.

Conjoin Ectiform (Su): When using the *throw ectiform* power, the character can throw a duplicate that forms around her instead of appearing in an adjacent square while she maintains her psionic focus. The consequences of this ability vary.

The character does not gain the normal benefit of the chance to confuse her enemies if conjoining an ectiform from the *throw ectiform* power. Nor does the conjoined ectiform appear exactly as the character; instead it takes on the qualities of her ectopic suit. Each round that her *throw ectiform* continues, the character can thicken her conjoined ectiform by conjoining instead of normally throwing the astral duplicate. Each layer of conjoined ectiform minutely enlarges the character's appearance as the astral layer incrementally thickens.

The first benefit of a conjoined ectiform is damage reduction 1/—. Each layer of conjoined ectiform provides an additional +1/— bonus to damage reduction, so three conjoined ectiforms provide DR 3/—. However, whenever the damage reduction is used (from hits, but not spells, energy attacks, spell-like abilities, and supernatural abilities), the conjoined ectiform dissipates. For example, if the character wearing three conjoined ectiforms with damage reduction 3/— takes what would normally be 2 points of damage, she instead takes no damage, but now retains only a single conjoined ectiform and damage reduction 1/—. If

she had instead taken what would normally be 5 points of damage, she instead takes 2 points of damage and loses all her current conjoined ectoforms and damage reduction. On her next action she can conjoin another ectoform if the duration of her original *throw ectoform* power has not yet elapsed. Conjoined ectoforms last past the duration of the *throw ectoform* power or until destroyed.

The astral zealot gains further benefits of a conjoined ectoform at higher levels.

Note: If a character conjoining an ectoform is using another power that grants damage reduction (such as *chrysalisf* or *alloyed hidef* from this book), apply the damage reduction gained from the conjoined ectoform first from damage sustained, before deducting damage reduction from the powers.

Upgrade Construct (Ex): Whenever the character manifests an *astral construct* power, she can make one additional menu choice from the customization menu at the highest level allowed for the construct being created, as described in the *Expanded Psionics Handbook* in Chapter Eight: Monsters under the astral constructs entry. However, she can't subdivide a choice off Menu B or C for multiple lower menu choices. For instance, in addition to giving a 1st-level astral construct cold resistance as normal, the character could also give it acid resistance or trip. This power does not work in conjunction with the improved ectoform or advanced ectoform abilities (see below).

Ectopic Proficiency (Ex): Once per day the character can customize her ectopic suit (whether conjoined or not) as if it were an astral construct by making one choice from Menu A as described above. In so modifying the ectopic suit, treat the benefits as if conferred upon the character. At 4th level, a character can possess only a single customization.

For example, the character could confer *psionic fly* on her ectopic suit, which means that she gives that power to herself. If she instead conferred Improved Bull Rush, she would gain that benefit herself.

Powers conferred on the character are now triggered by the character. For instance, if using trip or Improved Bull Rush, the character uses her Dexterity or Strength score to modify the check, respectively. Likewise, power Difficulty Classes are set according to the character's appropriate ability score. Nonconstant conferred powers (such as the level C menu choice *concussion*) can be used only three times per day, not once per round.

Improved Ectoform (Su): Once per day when the character manifests *throw ectoform*, those ectoforms not conjoined continue to duplicate her and provide the base effect of the power, but they have the stats of 3rd-level astral constructs (including a choice from Menu A as described for astral con-

structs in Chapter Eight: Monsters of the *Expanded Psionics Handbook*). However, like astral constructs, improved ectoforms last only a brief period—until the duration of the *throw ectoform* power elapses. At the character's option, she can throw base ectoforms mixed in with improved ectoforms on a round-to-round basis; the base ectoforms persist as normal (and could be conjoined), while the improved ectoforms wink out when the *throw ectoform* power lapses. Improved ectoforms can't be conjoined.

Ectopic Expertise (Ex): As ectopic proficiency, except the character gains one choice from Menu B (she can't subdivide her Menu B selection into two choices from Menu A). At 6th level, she can gain the benefits of both the Menu B (from this ability) and Menu A (from ectopic proficiency) choices simultaneously.

Metacreative Latency: At 7th level, the character's knowledge of her craft broadens. She learns any power from the Metacreativity discipline (including powers from the shaper's select list) as if normally learning a new power through gaining an effective manifester level; however, the character learns this power in addition to any other powers she otherwise learns. The Metacreativity power unlocked from latency can be any power of a level equal to or lower than the highest-level power she can currently manifest.

Ectopic Mastery (Ex): As ectopic expertise, except the character gains one choice from Menu C (she can't subdivide her Menu C selection into two choices from Menu B). At 8th level, she can gain the benefits of the Menu C (from this ability), Menu B (from ectopic expertise), and Menu A (from ectopic proficiency) choices simultaneously.

Advanced Ectoform (Su): Once per day, the character can throw ectoforms with the base stats of a 4th-level astral construct (including one choice from Menu B as described above). The character can use this ability while she retains a power point reserve of 11+ power points. She could continue to use improved ectoform as her actions permit, as well.

Ectopic Dispersion (Su): Starting at 10th level, the astral zealot can attempt to cheat death once per week. When death from a lethal melee or ranged attack is about to claim her, or when she would normally die from bleeding, instead she has a chance to disperse her form. The astral zealot attempts a Fortitude save (DC 21); if successful, the astral zealot simply evaporates, as if composed of unstable ectoplasm, along with anything she is holding or carrying. Twenty-four hours later, the astral zealot condenses at a point randomly determined by the DM within 10 miles of where she was dispersed. While dispersed, the astral zealot exists outside of time. When she condenses, she has 1 hit point and 1 power point.

AWAKENED DREAMER

No mystery veils the divide between waking and dreaming for a fortunate few. With eyelids shorn, the awakened dreamer never sleeps, and in time dreams begin to intrude upon reality, and reality to bleed into dream. For the awakened dreamer, little distinguishes reality from fantasy, and even less divides what is impossible from what can happen only in a dream. For the truth is that the mind catalyzes dream, and Dream is a type of reality. All is possible, and Dream denies little. Where others fall past that unmarked boundary between awareness and oblivion, volition and stupor, the awakened dreamer straddles that divide and impresses her potent will on the waking world as if in a lucid dream.

Few choose the shocking steps necessary to cement the powers of an awakened dreamer, but those who do live in distant material locations in castles built of dreamstuff, or they haunt dreamscapes and shallows of their own creation. Each awakened dreamer explores some facet of reality that seems most pleasing. All, however, seem a bit mad to “sleepers,” which is what awakened dreamers call all other creatures, and all awakened dreamers probably pose great danger to sleepers.

REQUIREMENTS

To qualify to become an awakened dreamer, a character must fulfill all the following criteria.

Craft (Dream Interp.): 8 ranks

Knowledge (Psionics): 8 ranks

Feat: Lucid Dreaming†

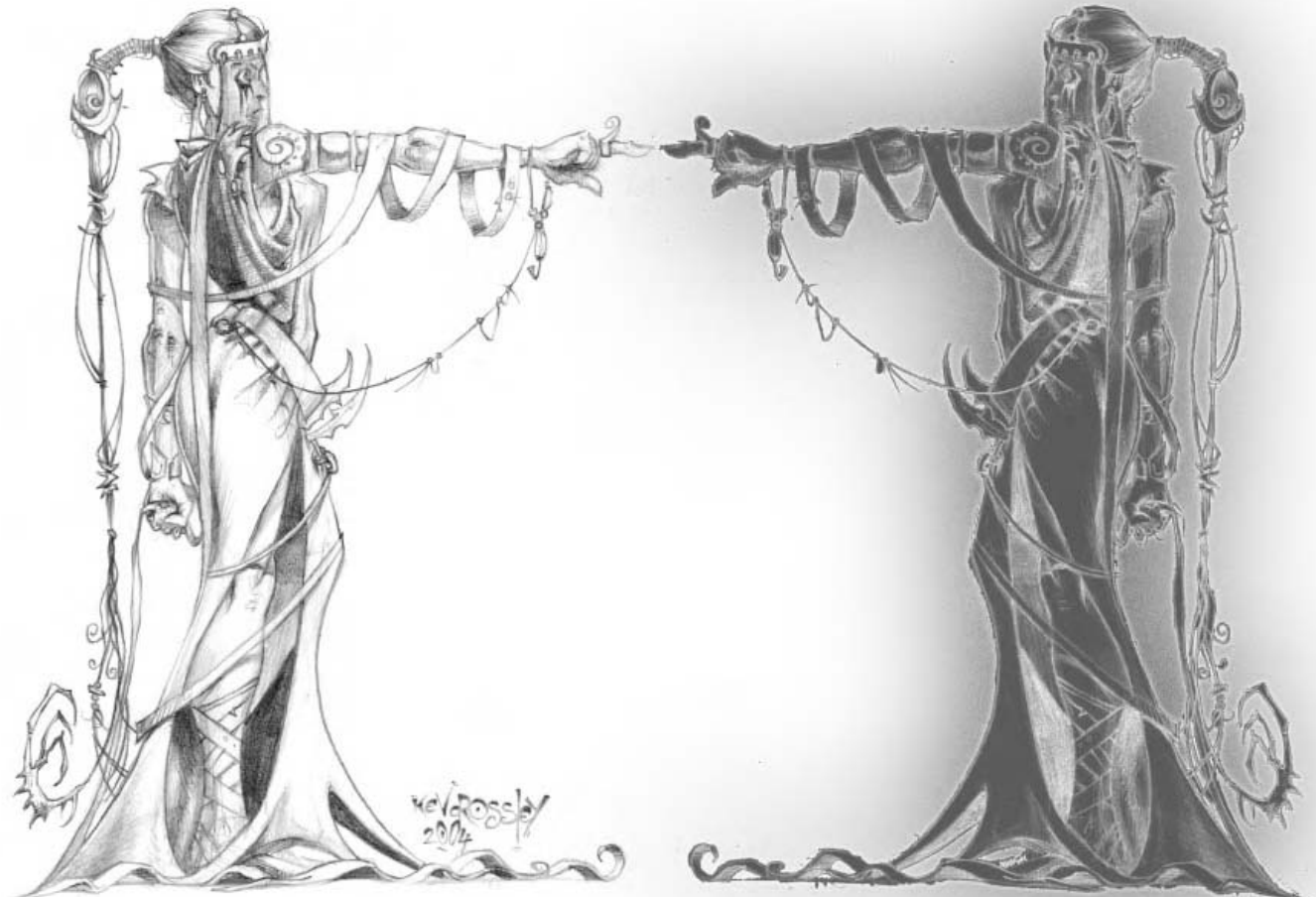
Manifesting: Ability to manifest 3rd-level psionic powers

Special: Must shear eyelids as part of initiation process (see below)

CLASS SKILLS

The awakened dreamer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (psionics) (Int), Profession (any) (Int), Ride (Dex), and Spot (Wis). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier



THE AWAKENED DREAMER

Class Level	Base		Reflex Save	Will Save	Mode		Special	Powers Known
	Attack Bonus	Fortitude Save			Check Bonus	Check Bonus		
1	+0	+0	+0	+2	+0	—	Impose will, shorn lids	+1 level of existing class
2	+1	+0	+0	+3	+0	—	Craft Dreamgift	+1 level of existing class
3	+1	+1	+1	+3	+1	—	<i>Extrude dire dreamself</i>	+1 level of existing class
4	+2	+1	+1	+4	+1	—	—	+1 level of existing class
5	+2	+1	+1	+4	+1	—	<i>Cloak of dreams</i>	—
6	+3	+2	+2	+5	+2	—	—	+1 level of existing class
7	+3	+2	+2	+5	+2	—	Student of the Shallows	+1 level of existing class
8	+4	+2	+2	+6	+2	—	<i>Walls of dream</i>	+1 level of existing class
9	+4	+3	+3	+6	+3	—	—	+1 level of existing class
10	+5	+3	+3	+7	+3	—	Dream crown	—

CLASS FEATURES

All of the following are awakened dreamer class features.

Weapon and Armor Proficiency: Awakened dreamers gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the class table, an awakened dreamer gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of awakened dreamer to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became an awakened dreamer, she must decide to which class she adds the new level of awakened dreamer for the purpose of determining power points per day, powers known, and manifester level.

Impose Will (Su): The awakened dreamer sees no difference between the fabrications of the mind (called dreams) and the fabrications of the world (called reality). This belief is no mere aberration, because the character can alter reality merely by imposing her will.

The character can impose her will to boost a save Difficulty Class of a power she manifests, a skill check result, an attack roll result, or a saving throw result. The character uses her psionic power points to energize this imposition of will as a free action. Power points are utilized on a curve; 1 power point increases a check or DC by 1, 3 power points increase a check or DC by 2, 5 power points increase a check or DC by 3, and so on. However, an awakened dreamer can spend only a number of power points per day equal to her awakened dreamer class level. No single roll or check can be modified by more than +4, even if the character has more allowed power points to spend. If the character imposes her will to increase

the Difficulty Class of a power, it does not count toward the standard power point level limit for manifestation of powers.

For example, a 3rd-level awakened dreamer can spend 1 power point to increase her Psicraft check result by one, then later spend her final 2 allowed power points to impose her will for the day to increase the Difficulty Class of one of her powers.

Shorn Lids: Awakened dreamers suffer dry, red eyes from the awful procedure of removing their eyelids. Most awakened dreamers take to wearing swathes of moist gauze to protect their never-closing eyes. In any event, the character suffers a –4 penalty on all interaction checks (except Intimidate) and a –2 penalty on Spot and Search checks.

Craft Dreamgift: The character gains the Craft Dreamgift† feat as a bonus feat. Substitute the Infuse Dream† feat in campaigns that do not include the Dark Plea (or in campaigns where the Oraculus has been destroyed; see Chapter Two).

Extrude Dire Dreamself (Ps): The awakened dreamer can siphon off a portion of her mind to create a dire dreamself, which appears in an adjacent square. The awakened dreamer can create a number of dire dreamselfs equal to her prestige class level at any one time (all of which must be adjacent, if not to the character, then at least to the closest dire dreamself). The character can use this ability once per day. Dire dreamselfs so created last one minute. Thoughts of violence and the essence of remembered nightmares coalesce to form the dire dreamself. As such, it is a creature of carnage, and only when conflict beckons does it extrude from the awakened dreamer.

An awakened dreamer can extrude a dire dreamself both in the waking world or while physically navigating Dream or the Shallows. The character can have only one dire dreamself extruded at any one time.

See the dire dreamself creature described in Chapter Six.

Cloak of Dreams (Ps): Once per day, the character can swathe her body in a cloak of dreams by creating a diaphanous shell of dreamstuff that partially blends with her physical body. The character's cloak of dreams grants her a +1 insight bonus to Armor Class per three prestige class levels, a +1 morale bonus on Will saves against

mind-affecting effects per three prestige class levels, and temporary hit points equal to 8 +1 per prestige class level. The cloak of dreams lasts a number of hours equal to the character's prestige class level.

Student of the Shallows: The character gains the Student of the Shallows† feat as a bonus feat.

Walls of Dream (Ps): The character can make constructions of nothing more substantial than the will to build. Essentially, the awakened dreamer can manufacture one dreamwall per day. The awakened dreamer can add a new construction by anchoring it to older dreamwalls so that she can create ever larger edifices. Dreamwalls have the following characteristics:

An awakened dreamer can create dreamwalls in sections of up to one 10-foot square per prestige class level, and she can create them both in Dream (or the Shallows) and in the material world. They last until destroyed. A dreamwall cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when an awakened dreamer creates it can attempt a Reflex save to disrupt the wall as it forms. A successful save indicates that the dreamwall does not form.

Like all objects, dreamwalls take half damage from applicable attacks, and they have a hardness of 2. A dreamwall can be up to 1 inch thick per prestige class level. Each 10-foot square of wall has 1 hit point per inch of thickness. It covers up to a 10-foot-square area per prestige class level. The awakened dreamer can orient the wall in any fashion as long as she anchors it. She can anchor a vertical wall to the floor, while she can anchor a horizontal or slanting wall on two opposite sides. Creatures can hit a dreamwall automatically. A section of wall whose hit points drop to 0 steams away to nothing. If a creature tries to break through the wall with a single attack, the Difficulty Class for the Strength check is 10 plus prestige class level.

Dream Crown (Su): At 10th level, the awakened dreamer can self-immolate with dreamstuff drawn from the Shallows once per day for a period of one minute. A radiance as of many stars surrounds the character, protecting her and strengthening her.

The awakened dreamer briefly gains the dreamborn subtype (and so all attacks against her suffer a 20 percent miss chance). In addition, she gains a +4 deflection bonus to Armor Class as well as a +4 resistance bonus on all saves, a +4 competence bonus on all skill checks and ability checks, and a +4 bonus to set Difficulty Classes of powers she manifests. While radiating raw dreamstuff, the awakened dreamer gains power resistance 10 plus half her manifester level. If a creature succeeds at a melee attack against the aura-protected character, the offending attacker's vision is replaced with a dream of the awakened dreamer's choice—in effect, the attacker is blinded on a failed saving throw (Fortitude save negates, DC 14 + the character's Intelligence bonus).

CEREBRAL RAGER

Secret furies shake the mental depths of every living creature—some more, some less. A few learn to harness that secret rage in shackles of pure will. Whereas others suppress their rages, lest their impartiality falter, the cerebral rager directs his white-hot anger through specially forged mental pathways. Pumping these emotions to a peak, the cerebral rager bleeds energy directly into his psionic abilities. Those who would risk the cerebral rager's ire must beware the consequences.

The qualifying requirements for this prestige class virtually assure that multiclassed barbarian/psions or barbarian/psychic warriors take up the cerebral rager class. Of course, wilders are also exceptional candidates.

Cerebral ragers are sometimes strangely restrained—they bottle up all their emotions to fuel their power. They sometimes act as leaders, envoys, or heads of small companies. Because their rages live inside, they can interact with the world on a seemingly cold and calculating basis. When they do make an exterior display of their towering anger, it is all the more effective for its rarity. Other cerebral ragers dress and behave boisterously and allow some of their nature to slip into their demeanor. Few can tolerate these outsiders because nobody knows when they will blow up next.

Hit Die: d6

REQUIREMENTS

To qualify to become a cerebral rager, a character must fulfill all the following criteria.

Alignment: Any nonlawful
Concentration: 2 ranks
Intimidate: 4 ranks
Knowledge (Psionics): 7 ranks
Special: Able to rage as a barbarian at least once per day or possess the volatile mind class ability

CLASS SKILLS

The cerebral rager's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Intimidate (Cha), Knowledge (any) (Int), Psicraft (Int), and Sense Motive (Wis). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the cerebral rager.

Weapon and Armor Proficiency: Cerebral ragers gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the

prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 1st-level barbarian/6th-level psion/6th-level cerebral rager has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as if he were 12th level.

Cerebral Rage (Ex): When necessary, a cerebral rager can ignite his inner fury. In a cerebral rage, the character gains mental strength and single-minded fortitude but becomes reckless and less able to see reason. He temporarily gains +4 to his key ability score, and a +2 morale bonus on Fortitude saves, but he also suffers a –2 penalty on Will saves. The increase to his key ability score does not last long enough to increase his power point total, but he does gain more power points temporarily as described below. Cerebral rage and barbarian rage cannot be used simultaneously.

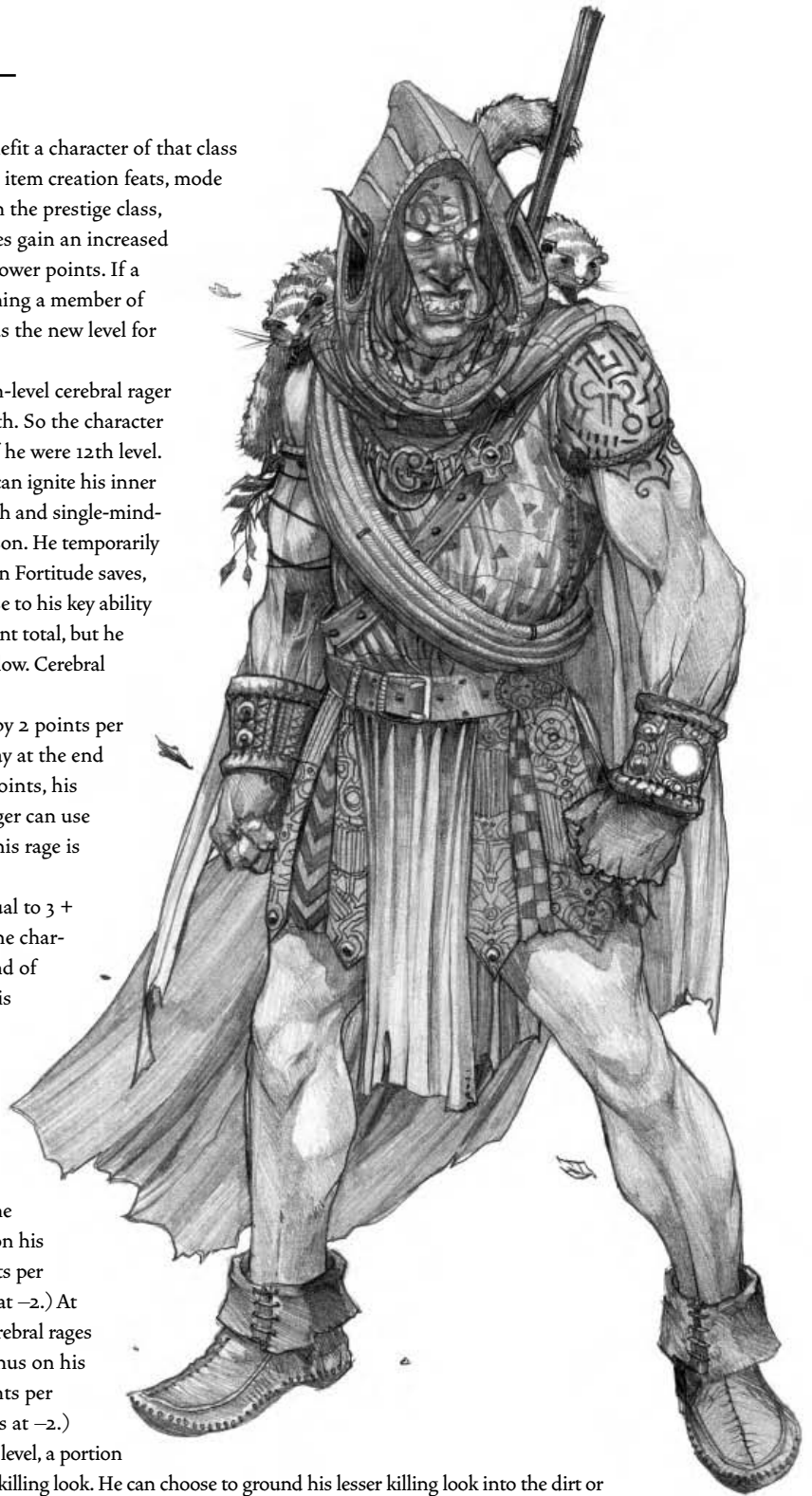
Cerebral rage increases the character's power points by 2 points per effective manifester level, but these power points go away at the end of the rage. If this would bring him to negative power points, his power point total is set at 0. While raging, a cerebral rager can use skills that require patience and concentration, because his rage is shackled to his will.

A fit of cerebral rage lasts for a number of rounds equal to 3 + the character's (newly improved) key ability modifier. The character can prematurely end the rage voluntarily. At the end of the rage, the cerebral rager is mentally fatigued (–2 to his key ability score) for the duration of that encounter—unless the cerebral rager is 10th level, when this limitation no longer applies. The cerebral rager can fly into a rage only once per encounter and only a certain number of times per day (determined by level).

Beginning at 4th level, the character can burn his two daily uses of cerebral rage simultaneously. This pumps the character's key ability score by +6, gives him a +4 bonus on his Fortitude saves, and increases his power points by 3 points per effective manifester level. (The Will save penalty remains at –2.) At 7th level, the character could burn all three of his daily cerebral rages to increase his key ability score by +8, give him a +6 bonus on his Fortitude saves, and increase his power points by 4 points per effective manifester level. (The Will save penalty remains at –2.)

Lesser Killing Look (Ps): Once per day, starting at 2nd level, a portion of the cerebral rager's hate seeps out in the form of a lesser killing look. He can choose to ground his lesser killing look into the dirt or gaze harmlessly into the sky, but he can't stop it from occurring sometime within a 24-hour period, though he can choose the time for the discharge. If he directs the *lesser killing look* at a person or object within 30 feet, he makes a gaze attack (see the MM for more information on gaze attacks). The target that meets his gaze (an opponent always meets the rager's gaze unless actively attempting otherwise) must make a successful Fortitude saving throw (DC = 13 + the character's key ability score) or take 7d6 points of damage as the full weight of rage flashes from the rager's eyes. The target takes half damage on a successful saving throw.

Hate (Ex): Beginning at 3rd level, as a swift action, a cerebral rager can designate one opponent as the focus of his hate. He thereby receives a +1 bonus on damage (melee, ranged, power, or spell) from a successful attack that normally damages that opponent as a primary effect.



Glare (Ex): At 5th level and up, a cerebral rager gains a +6 morale bonus on his Intimidate checks.

Abhor (Ex): Beginning at 6th level, as a free action, a cerebral rager can designate one opponent as the focus of his abhorrence. He thereby receives a +2 morale bonus on damage (melee, ranged, power, or spell) from a successful attack that normally damages that opponent as a primary effect. Abhor stacks with the bonus granted by hate.

Killing Look (Ps): Starting at 8th level, once per day a portion of the cerebral rager's hate seeps out in the form of a killing look. He can choose to ground his *killing look* into the dirt or gaze harmlessly into the sky, but he can't stop it from occurring sometime within a 24-hour period, though he can choose the time for the discharge. If he directs the *killing look* at a person or object within 30 feet, he makes a gaze attack (see the MM for more information on gaze attacks). A target that meets his gaze (an opponent always meets the rager's gaze unless actively attempting otherwise) must make a successful Fortitude saving throw (DC = 16 + the character's key ability modifier) or take 13d6 points of damage as the full weight of rage flashes from the rager's eyes. The target takes half damage on a successful saving throw.

Despise (Ex): Beginning at 9th level, as a free action, a cerebral rager can designate one opponent as the focus of his despise. He thereby receives a +1 bonus on damage (melee, ranged, power, or spell) from a successful attack that normally damages that opponent as a primary effect. Despise stacks with the bonuses granted by hate and abhor.

Nimbus of Fury (Ps): At 10th level, the cerebral rager can manifest his fury as a nimbus of raging psionic energy for one hour per day. The nimbus surrounds and coats the character in brilliant red light, which flickers almost like fire. While manifesting his nimbus, he gains benefits as if in a constant cerebral rage (see above). His flashing eyes contain an even deeper threat to those he despises. While he maintains a psionic focus, he can use his *killing look* every 4 rounds (for instance, he can use it on the first round of combat and then on the sixth round, but only if he maintained his psionic focus unbroken from the first to the fifth round).

CHAKRA SAVANT

Chakras are invisible energy centers that all creatures possess, though few know how to exploit this energy. To those with the spiritual eyes to see, chakras appear as seven energy vortexes, each one centered over one part of a character's body. They serve as the openings for life energy to flow into and out of the character. Their function is to vitalize the physical body and to bring about the development of one's self-consciousness, and they are associated with a character's physical, mental, and emotional interactions. To the chakra savant, they are the keys to even greater psionic power and eventual cosmic consciousness.

Any psionic class may show interest in studying the ways of the chakra savant, especially those spiritually motivated to discover their connection with reality and life. Those most likely to become chakra savants, however, are egoists.

NPC chakra savants are visually identical to standard psions and psychic warriors—only their philosophies and ways to power differ. The same is true for PC chakra savants.

Hit Die: +1 Hit Die of existing class (in other words, if previously a psion, her Hit Die is a d4; if previously a psychic warrior, her Hit Die is a d8). If a character has more than one class, use +1 Hit Die of the class in which she possesses more levels. If equal, choose the class with fewer Hit Dice.

REQUIREMENTS

To qualify to become a chakra savant, a character must fulfill all the following criteria.

Autohypnosis: 4 ranks

Knowledge (Psionics): 4 ranks

Manifesting: Ability to manifest *biofeedback* and at least one 3rd-level power

THE CEREBRAL RAGER

Class Level	Base			Mode			Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus			
1	+0	+2	+0	+0	+0	Cerebral rage 1/day	—	
2	+1	+3	+0	+0	+0	Lesser killing look	+1 level of existing class	
3	+2	+3	+1	+1	+1	Hate	+1 level of existing class	
4	+3	+4	+1	+1	+1	Cerebral rage 2/day	+1 level of existing class	
5	+3	+4	+1	+1	+1	Glare	+1 level of existing class	
6	+4	+5	+2	+2	+2	Abhor	+1 level of existing class	
7	+5	+5	+2	+2	+2	Cerebral rage 3/day	+1 level of existing class	
8	+6	+6	+2	+2	+2	Killing look	+1 level of existing class	
9	+6	+6	+3	+3	+3	Despise	+1 level of existing class	
10	+7	+7	+3	+3	+3	Nimbus of fury, no longer fatigued after cerebral rage	—	

THE CHAKRA SAVANT

Class Level	Base				Mode		Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus			
1	+0	+2	+0	+0	+0		<i>Root chakra</i>	—
2	+1	+3	+0	+0	+0		<i>Sacral chakra</i>	+1 level of existing class
3	+2	+3	+1	+1	+1		Solar chakra	+1 level of existing class
4	+3	+4	+1	+1	+1		<i>Heart chakra</i>	+1 level of existing class
5	+3	+4	+1	+1	+1		Throat chakra	+1 level of existing class
6	+4	+5	+2	+2	+2		<i>Brow chakra</i>	+1 level of existing class
7	+5	+5	+2	+2	+2		<i>Crown chakra</i>	+1 level of existing class
8	+6	+6	+2	+2	+2		Chakra balance	+1 level of existing class
9	+6	+6	+3	+3	+3		<i>Chakra blast</i>	+1 level of existing class
10	+7	+7	+3	+3	+3		Cosmic consciousness	—

CLASS SKILLS

The chakra savant's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (psionics) (Int), Psicraft (Int), and Swim (Str). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the chakra savant prestige class.

Weapon and Armor Proficiency: Chakra savants gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those she receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/6th-level chakra savant has a character level of 13th and a manifester level of 12th. So, the character manifests powers with level-dependent parameters as if she were 12th level.

Root Chakra (Ps): At 1st level, the chakra savant gains a deep and abiding understanding of the *root chakra*, which is the grounding force that connects the character to earth energies and empowers her being. The chakra is associated

with the base of the spine. Whenever the character sits quietly in contact with raw earth for a period of 10 minutes, she regains a number of spent power points equal to her chakra savant class level. Whenever the character uses the power, it creates a visual display: A cherry-red aura of soft light surrounds her. The chakra savant can use this power a number of times per day equal to her chakra savant class level.

Sacral Chakra (Ps): Beginning at 2nd level, the character gains a deep and abiding understanding of the *sacral chakra*, which governs her personal emotional and creative energies. The chakra is associated with the lower abdomen to the navel. This power grants the character the ability to freely manifest *mindful aura†* (see Chapter Seven: Powers) once per day as a character of her effective manifester level. Whenever the savant uses the power, its standard display (an aura) possesses a vivid orange tinge.

Solar Chakra (Su): Starting at 3rd level, the character gains a deep and abiding understanding of the solar chakra, which governs one's sense of self and self worth. The chakra is associated with the upper abdomen just above the point where the ribs separate. Once per day the character can ignore any one charm or compulsion; she must make the choice to ignore the charm or compulsion before making a saving throw to avoid the effect normally. This power allows the character to avoid the effect even if a save is not normally allowed. Whenever the savant uses the power, it creates a visual display. A rich yellow aura of soft light briefly surrounds the character.

Heart Chakra (Ps): At 4th level and above, the character gains a deep and abiding understanding of the *heart chakra*, which is the center of a living energy system and is the unconscious focus in bringing about healing. The chakra is associated with the center of the chest. Whenever the character sits quietly in contact with raw earth for a period of 10 minutes, she regains a number of lost hit points equal to her chakra savant class level. Whenever the character uses the power, the power creates a visual display: An emerald

green aura of soft light surrounds her. The chakra savant can use this power a number of times per day equal to her chakra savant class level.

Throat Chakra (Su): Beginning at 5th level, the character gains a deep and abiding understanding of the throat chakra, which governs one's willpower. The chakra is associated with the throat and neck. Understanding this chakra grants the character a permanent +2 bonus on her Will saving throws. Whenever she makes a Will saving throw, a sky-blue aura of soft light briefly surrounds her.

Brow Chakra (Ps): Starting at 6th level, the character gains a deep and abiding understanding of the *brow chakra*, which is one's avenue to truly understanding the world. The chakra is associated with the center of the forehead. This power grants the savant the ability to freely manifest *psionic true seeing* once per day as a character of her effective manifester level. Whenever she uses the power, its standard visual display is replaced with an indigo aura of soft light that briefly surrounds her.

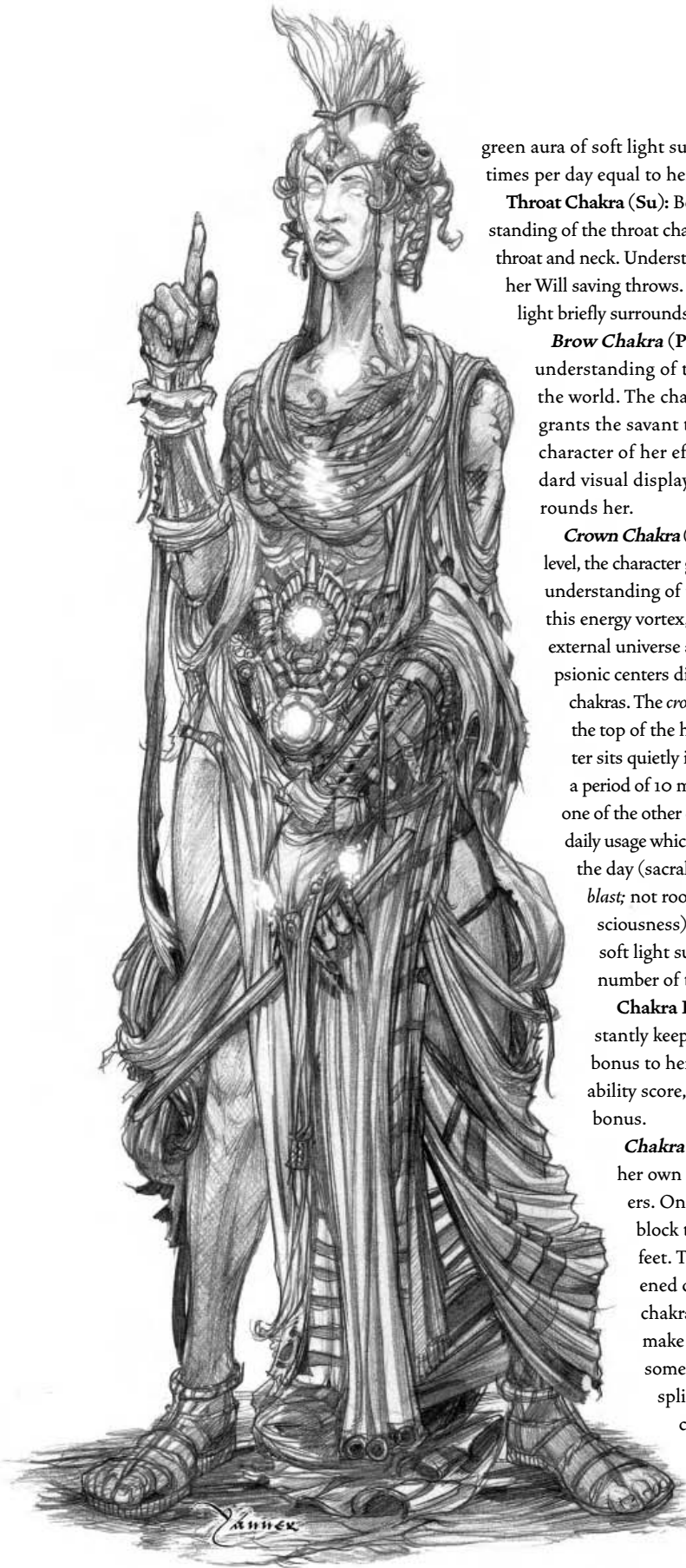
Crown Chakra (Ps): Upon attaining 7th level, the character gains a deep and abiding understanding of the *crown chakra*. Through this energy vortex, the life force of both the external universe and the character's internal psionic centers disperses into the lower six chakras. The *crown chakra* is associated with the top of the head. Whenever the character sits quietly in contact with raw earth for a period of 10 minutes, she can revitalize one of the other chakra powers that has a daily usage which she has already used for the day (sacral, solar, brow, and *chakra blast*; not root, heart, or cosmic consciousness).

Using the power creates a visual display: A pure white aura of soft light surrounds the character. The chakra savant can use this power a number of times per day equal to half her chakra savant class level.

Chakra Balance (Ex): At 8th level, the character becomes adept at constantly keeping her chakras in balance and gains a permanent +2 insight bonus to her key ability score as a result. If the character doesn't have a key ability score, she can choose any one of her ability scores to receive the +2 bonus.

Chakra Blast (Ps): At 9th level, the character's deep understanding of her own chakras grants her a native understanding of the chakras in others. Once per day, the savant can use her own purged residual energy to block the chakras of another sentient creature she can see within 30 feet. The chakra savant concentrates and releases seven bolts of darkened chakra light, each of which crackles forth from one of her own chakras and hits the target's corresponding chakra. The savant must make a ranged touch attack to hit. If the attack succeeds, it blocks some or all of the target's chakras. If desired, the chakra savant could split up her *chakra blast*, dividing her blast between targets. In this case, she must make a separate ranged touch attack for each target (up to seven targets all within 30 feet of her), and the total negative effect (see below) is likewise divided.

When a chakra becomes blocked, it is damaged, and this damage affects the target's body and soul; the target gains 1d7 (1d8, reroll 8s) negative levels. If the target has at least as many negative levels as Hit Dice, it dies. Each negative level



Undead and Chakras

Sentient undead have chakras, just like living creatures, but they don't have all of them; they do not have the biology to sustain anything other than brow and crown chakras. Thus, undead who take the chakra savant prestige class (or chakra savants who somehow become undead and retain their class levels) do not gain benefits from most of the powers of the prestige class. They do gain the benefits from brow chakra, crown chakra, chakra balance, and chakra blast, but they can never crest into godmind with cosmic consciousness.

gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the strength, duration, Difficulty Class, and other details of powers, spells, or special abilities). Additionally, a psionic character targeted with the effect loses a number of power points equal to the power point cost of the highest-level power the character can manifest, and loses knowledge of that power. (A spellcaster loses one spell or spell slot from his highest available level.) Negative levels stack.

Twenty-four hours after gaining any negative levels, the target must make a Fortitude saving throw ($DC = 15 + 1/2$ effective manifester level) for each negative level. If the save succeeds, that negative level is negated. If it fails, the negative level goes away, but one of the target's character levels has been permanently drained. (See Chapter One: Running the Game in the DMG for more information about negative levels and energy drain.)

This ability has no effect on another chakra savant.

Cosmic Consciousness (Ex): Once per week the savant can expand her mind far beyond its mortal confines. This occurs when all the chakras are open, bright, and clean, and glowing their associated color. For a moment, she crests into godmind and can see greater patterns in reality and existence. Few things are beyond her ability for a precious few seconds—just long enough for her to manifest one power. When cresting, the savant can manifest *reality revision*. If the manifestation incurs an XP Cost, the savant doesn't need to pay it immediately to manifest the effect; however, she must pay it later, and until she pays the cost, she can't use cosmic consciousness again.

CHRONOREBEL

Psychoportationists instinctively know that the dimension of space is linked inextricably to the dimension of time. Time is a fabric invisible to most eyes, but it forms the backdrop to all psionic activities that impinge on the realm of the real. Most psions ignore the shape of the cosmos, as if their

minds do not stay in tune to the flow of time. However, some learn to embrace their sense of timespace and use its structure as a springboard to greater power. Despite natural laws to the contrary, the chronorebel wields time the way other psions wield psychic energy. Who knows where moments go once past? The chronorebel knows.

Any psionic character who meets the requirements can become a chronorebel, but those with a past grievance they obsess over are most likely to take this prestige class.

When events critical to the future happen (often realized only in hindsight), it is a sure bet that a concentration of chronorebels from the future have floated downstream to observe, though most PCs and NPCs would be hard-pressed to pick them out, since the Edict of Time (see sidebar) forbids the alteration of history.

Hit Die: d6

REQUIREMENTS

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

Concentration: 8 ranks
Knowledge (History): 2 ranks
Knowledge (Psionics): 2 ranks
Feats: Speed of Thought
Manifesting: Ability to manifest the powers <i>defensive precognition</i> and <i>offensive precognition</i>

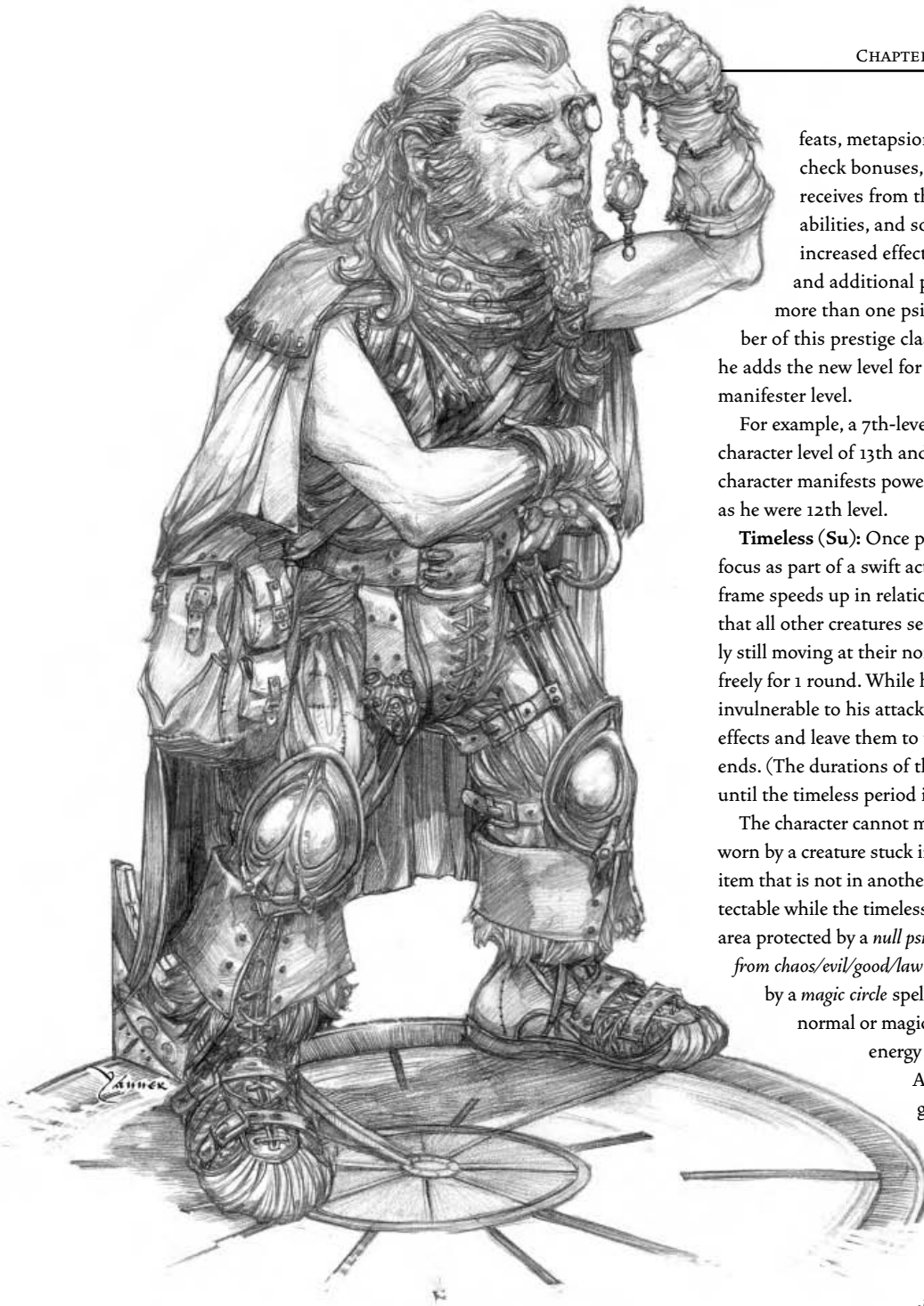
CLASS SKILLS

The chronorebel's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (history) (Int), Knowledge (psionics) (Int), Psicraft (Int), and Speak Language. See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

THE CHRONOREBEL

Class Level	Base		Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save					
1	+0	+0	+2	+0	+0	Timeless 1/day	—
2	+1	+0	+3	+0	+0	<i>Slow light</i> latency	+1 level of existing class
3	+2	+1	+3	+1	+1	Precience +1	+1 level of existing class
4	+3	+1	+4	+1	+1	<i>Causal loop</i> latency	+1 level of existing class
5	+3	+1	+4	+1	+1	<i>Backslip</i>	+1 level of existing class
6	+4	+2	+5	+2	+2	Precognition +1	+1 level of existing class
7	+5	+2	+5	+2	+2	Timeless 2/day	+1 level of existing class
8	+6	+2	+6	+2	+2	<i>Temporal concussion</i> latency	+1 level of existing class
9	+6	+3	+6	+3	+3	Temporal focus	+1 level of existing class
10	+7	+3	+7	+3	+3	<i>Chrosynchrony</i>	—



CLASS FEATURES

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

Weapon and Armor Proficiency: Chronorebels gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus

feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/6th-level chronorebel has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as he were 12th level.

Timeless (Su): Once per day when he expends his psionic focus as part of a swift action, a chronorebel's personal time frame speeds up in relation to the standard time frame so that all other creatures seem frozen; however, they are actually still moving at their normal speeds. The character can act freely for 1 round. While he is timeless, other creatures are invulnerable to his attacks; however, he can create psionic effects and leave them to take effect when his timeless period ends. (The durations of the psionic powers do not begin until the timeless period is over.)

The character cannot move or harm items held, carried, or worn by a creature stuck in normal time, but he can affect any item that is not in another creature's possession. He is undetectable while the timeless period lasts. He cannot enter an area protected by a *null psionics field*, or by magical *protection from chaos/evil/good/law* as appropriate for his alignment, or by a *magic circle* spell. If the character passes through normal or magical fire, cold, gas, and the like, these energy effects harm him normally.

As the chronorebel gains levels, he gains additional usages of his timeless ability per day as shown on the table.

Slow Light Latency (Ex): At 2nd level, the chronorebel unleashes a latent time-related power from his mind—he learns *slow light* as if normally learning a new power through gaining an effective manifester level; however, the chronorebel learns *slow light* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another Psychoportation power of equal or lower level to unlock from latency.

Precience +1 (Su): Starting at 3rd level, when the character manifests *defensive precognition*, he gains the added benefit of a +1 bonus to his Armor Class.

Causal Loop Latency (Ex): The chronorebel unleashes a latent time-related power from his mind—he learns *causal loop* as if normally learning a new power through gaining

an effective manifester level; however, the chronorebel learns *causal loop* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another Psychoportation power of equal or lower level to unlock from latency.

Backslip (Ps): Working in a fraction of time no longer than six seconds, the character can briefly defy the Edict of Time without fear of retribution and slip back 1 full round into the past once per day. In effect, the character “replays” the previous round of activity. The power regresses time to the beginning of the character’s very last full-round action before the

action the character used to initiate the power.

The DM does not absolutely have to remember exactly what happened on the previous round because the “paradox flux” created during the *backslip* is sufficient to explain discrepancies of position, actions of other PCs, and NPC action. In all cases, the DM has the final word—when you *backslip* in the DM’s world, the DM calls the shots as to how events play out the second time.

When the character uses *backslip*, he retains knowledge of the next round of activity and can attempt to communicate that knowledge to anyone around him. During the round he relives, he can act on knowledge of the immediate future.

Based on his actions, the round could play out completely differently. If the character attempts to use this ability outside of combat, he slips back 10 seconds. For instance, he could warn the rogue that, despite her belief to the contrary, there really is a lethal trap on the door. No matter what the character does in the previous round, he has used this ability for the day, even though when he “relives” the original round, he doesn’t use this power. Likewise, power points spent by the chronorebel remain spent, even if in a second go-around the character does not manifest a power.

Precognition +1 (Su): From 6th level on, whenever the character manifests *offensive precognition*, he gains the extra added benefit of a +1 competence bonus on his attack roll.

Temporal Concussion Latency (Ex): At 8th level, the chronorebel unleashes a latent time-related power from his mind. He learns *temporal concussion* as if normally learning a new power through gaining an effective manifester level; however, the chronorebel learns *temporal concussion* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another Psychoportation power of equal or lower level to unlock from latency.

Temporal Focus (Ex): Starting at 9th level, all the chronorebel’s time-related powers become more potent. The character adds +2 to the Difficulty Class for all saving throws against powers he manifests that directly manipulate time to achieve their effect, such as *temporal concussion*.

Chrosynchrony (Ps): At 10th level, the character achieves a breakthrough in temporal cognition and gains the ability to travel into the far past once per day as a standard action using a 9th-level power. He can’t use this power while he is already traveling in the past, however—only from his home time. The chronorebel can bring along objects and willing creatures totaling up to 50 lbs. per manifester level. The character doesn’t make a saving throw, and the power resistance is not applicable to him; only objects held or in use (attended) by another person receive saving throws and power resistance.

A chronorebel can move into the past only within a preset chronological window. Once moving, he has to move a minimum of 17 days into the past (he has to expend significant energy to get over a temporal “hump,” and once expended, it is impossible to travel any less time) and a maximum number of years into the past equal to $500 \times$ his effective manifester level. A chronorebel can spend a maximum of one day per effective manifester level in the past before he and all he brought with him are automatically pulled back into their present by a temporal elastic spasm. Nothing can prevent this elastic spasm, except maybe deific intervention or epic-level psionic effects.

The farther the chronorebel moves into the past, the less likely he is to be tripped up by the Edict of Time. Those who make a habit of traveling the minimum temporal distance have become very good at blending in so as to avoid creating temporal ripples. Whether moving into the recent or far past, a chronorebel’s worst nightmare is to return to the present only to discover a change, either subtle or great. A subtle change might be a sculpture erected in the town square where none previously existed. A great change could be as drastic as the color of the sun, or even a shift in the predominant race on the world. Major changes of this magnitude, if not fixed, end up budding off a new parallel world, leaving the original world unaffected—of course, this doesn’t save the chronorebel from the retribution of the Edict of Time. To escape the Edict, the chronorebel must use this power again to undo whatever influence was exerted the first time.

Edict of Time

While a chronorebel can use knowledge he gained in the past to inform his actions of the present, those who knowingly alter history to any significant degree are destroyed in their present. None know who or what monitors the timestream, if anything other than the cosmos itself, but timestream alteration of any significance always results in the chronorebel’s destruction (and the destruction of his friends, if any). The destruction comes by apparent chance—an earthquake, a marauding dragon, a psion killer, or even a solar flare or meteor strike that inflicts collateral damage beyond just the chronorebel. However, it never fails to find the chronorebel within seven days (in his personal timeframe) of the historical change. Thus, those given to abuse of the timestream are self-limiting. Those who change the timestream have seven days (in their own personal time) to put things aright, if they can.

To the DM: *The Edict of Time doesn’t mean you should always quash your PC chronorebel’s desire to use chrosynchrony. Many subtle interactions are easily allowed, including simple observation, sample retrieval, and even conversations with historical figures. The cosmos has a way of mending what would otherwise be chaotic disruptions to the timestream, so unless the PCs take fairly drastic action, they’ll be okay. Of course, the murder of an ancient ruler who had yet to make his historically noted major contribution to the future is right out, and it dooms PCs unless they stop themselves from making the change.*

When the chronorebel travels into the past, he does not move physically. He appears in the same physical location he was in when he left the present. If this would mean appearing in a solid object that existed in the past, he is immediately pulled back to the present by a particularly violent temporal elastic spasm, dealing 6d6 points of damage to all would-be temporal travelers. When he appears, the amount of personal timeframe time spent in the past has elapsed in the traveler's present. Thus, if the chronorebel spends two days and 10 minutes in the past, when he returns to his present, two days and 10 minutes have passed from the time he first used the power. If he returns to the present to find a solid object now exists where he left, he (and his companions, if any) appears in the nearest unoccupied space from where he departed.

COLORLESS ADEPT

A colorless adept is a psionic individual who belongs to a select guild called the Colorless Lodge. Colorless adepts value psionic lore and the accumulated psionic powers of all members, sharing knowledge of their powers among each other. Colorless adepts truly tap the mind's potential because they forge mental pathways that connect one adept to another, regardless of physical distance.

Nonpsionic characters gain little benefit from becoming a colorless adept—in fact, the prerequisites make it unlikely they can ever do so. Psions have by far the most to gain when joining the order, though psychic warriors also find it useful to expand their repertoire of powers (though at the expense of higher Hit Dice and their bonus feats, the choice is difficult; few psychic warriors gain more than a couple levels). Some psionic creatures also qualify for the prestige class and can benefit from the abilities the class confers.

An adventuring party might encounter colorless adept NPCs in almost any otherwise standard psionic encounter. Thus, characters could meet members of this class anywhere adventure beckons and psionic beings congregate.

Hit Die: d4

REQUIREMENTS

To qualify to become a colorless adept, a character must fulfill all the following criteria.

Knowledge (Psionics):	8 ranks
Feats:	Two psionic or metapsionic feats, one of which is Sequester Power†
Manifesting:	Ability to manifest psionic powers of 2nd level or higher
Special:	Prospective members must accept special commissions from Colorless Lodge elders to continue to enjoy the power sharing ability

CLASS SKILLS

The colorless adept class skills (and the key ability for each skill) are Autohypnosis (Int), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (any) (Int), Profession (any) (Wis), Psicraft (Int), and Spot (Wis). See new skills and expanded uses of existing skills in Chapter Three of the *Expanded Psionics Handbook*. See Chapter Four of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the colorless adept prestige class.

Weapon and Armor Proficiency: Colorless adepts gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). He does gain an increased effective level of psionic manifestation and additional power points. If a

THE COLORLESS ADEPT

Class Level	Base		Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save					
1	+0	+0	+0	+2	+0	<i>Power sharing I</i>	+1 level of existing class
2	+1	+0	+0	+3	+0	—	+1 level of existing class
3	+1	+1	+1	+3	+1	—	+1 level of existing class
4	+2	+1	+1	+4	+1	<i>Power sharing II</i>	+1 level of existing class
5	+2	+1	+1	+4	+1	<i>Colorless fire</i> , bonus feat	—
6	+3	+2	+2	+5	+2	—	+1 level of existing class
7	+3	+2	+2	+5	+2	<i>Power sharing III</i>	+1 level of existing class
8	+4	+2	+2	+6	+2	—	+1 level of existing class
9	+4	+3	+3	+6	+3	—	+1 level of existing class
10	+5	+3	+3	+7	+3	<i>Colorless rain</i> , bonus feat	—



character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/6th-level colorless adept has a character level of 13th and a manifester level of 12th. So, powers he manifests that have level-dependent parameters are manifest as if the character were 12th level.

Power Sharing (Ps): Beginning at 1st level, colorless adepts can share knowledge of powers, mind to mind. In all the multiverse, the hundreds of colorless adepts of every level assure that almost any power is available for the sharing, except for discipline powers from each discipline's select list.

The range of available powers increases at levels 4 and 7.

Borrowing a Power: A manifester can borrow a power at any distance, but he must have used the Sequester Power† feat (see Chapter Four) on at least one power and designated the sequestered power to be shared, so long as it is not a power from a discipline's select list—

these powers can never be shared or borrowed. When a sequestered power is shared, the adept does not gain the additional power points per day he normally would for a sequestering a power; instead, the sequestered/shared power becomes available to other colorless adepts everywhere. Likewise, the manifester can borrow from some other adept knowledge of one psionic power of the same level as the one he sequestered/shared.

As usual when sequestering a power, the manifester temporarily loses knowledge of the sequestered power and may not manifest it for the day. The upside: The manifester now can borrow a number of powers per day equal to the number of powers he sequestered and designated as shared (he may borrow one power of the same level as each power he sequestered/shared).

When the manifester borrows a power, he takes two full-round actions to concentrate on mentally contacting the "network" of shared powers. Knowledge of the desired power appears in the manifester's mind at the beginning of his next turn in the third round and can be used immediately, assuming the adept has the power points to manifest the power. However, if he does not manifest the borrowed power within one minute per effective manifester level, the borrowed power fades.

Worse, the adept pays the power point cost of

the faded power as if he actually manifested it. Once the adept uses (or loses) a borrowed power in exchange for a sequestered/shared power, he cannot use that same sequestered/shared power again that day to borrow another power; however, he may have sequestered/shared several different powers that day and can use one of them to borrow another power.

Despite a power's temporary presence in the manifesters' mind, he cannot learn it, nor make a psionic item with it. Of course, he can learn the power later as a normal part of gaining a new level.

Power Availability: There are three stages of power sharing. An adept first joining the Colorless Lodge gains *power sharing I* privileges, which allow him to share and borrow psionic powers of 1st to 3rd level. *Power sharing II* allows 4th- to 6th-level powers, and *power sharing III* grants 7th- to 9th-level powers.

Colorless adepts whose other primary class is psion can use the power sharing "network" to borrow any power on the psion/wilder power list in the *Expanded Psionics Handbook*, as well as any additional powers designated by the DM. Adepts whose other primary class is psychic warrior can use the "network" to borrow any power on the psychic warrior power list, as well as others the DM designates. Psychic warriors rarely gain more than seven levels of the colorless adept prestige class, because *power sharing III* provides them no additional benefits (there are no psychic warrior powers higher than 6th level)—in fact, most psychic warriors seem happy to take only the initial level of colorless adept.

Bonus Feats: A colorless adept gains a bonus feat at 5th level and 10th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels (as described in the *Player's Handbook*). A colorless adept is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

Colorless Fire (Ps): At 5th level, the colorless adept can direct colorless energy at foes. The colorless adept draws unstable ectoplasm from the Astral Plane; the damage dealt has no energy descriptor and affects anything that can be affected by a psi-like ability (PR/SR applies). *Colorless fire* deals 10d6 points of damage to all creatures within the 20-foot-radius spread the adept designates within a range of 600 feet (the adept must be able to see the target area or a portion of it). Reflex saves (DC 17 + adept's Intelligence modifier) are allowed for half damage. Unattended objects also take damage.

An adept can freely manifest *colorless fire* a number of times per day equal to his class level minus 2. Once the adept has used all free manifestations for a day, he can no longer use *colorless fire* as a normal power (it has no level or power point cost—thus it cannot be augmented).

Colorless Rain (Ps): At 10th level, the colorless adept can direct a storm of colorless energy at foes; the attack has no energy descriptor and affects anything that can be affected by a psi-like ability (PR/SR applies). *Colorless rain* deals 20d6 points of damage to all creatures within the 40-foot-radius spread the adept designates within a range of 800 feet (the adept must be able to see the target area or a portion of it). Reflex saves (DC 23 + adept's Intelligence modifier) are allowed for half damage. Unattended objects also take damage.

An adept can freely manifest *colorless rain* a number of times per day equal to his class level minus 5. Once the adept has used all free manifestations for a day, he can no longer use *colorless rain* as a normal power (it has no level or power point cost—thus it cannot be augmented).

CRYSTAL PROSELYTE

The gradual upgrade from frail flesh to unyielding crystal is a transformation for the psionic few capable of appreciating the purity and power of living mineral. The crystal proselyte seeks ascendancy above mortal skin and bones, and he discovers an affinity in himself for the most wondrous apotheosis possible. The bell-like tones of purity that accompany those who are partly and fully ascended to crystal reveal the power inherent in their very bodies.

Initially, a crystal proselyte doesn't seem dramatically changed—a crystal eye, veins of crystal running through his skin, or crystal teeth are common for those who have just begun the journey. Later, a crystal proselyte can exchange whole limbs for crystal, including large portions of his skin. No one who sees him can deny his mineral strength, especially when he allows his power to visibly blaze forth in psionic light and clear tones as loud as thunder.

Crystal proselytes usually live and work in ancient places, where they research lost psionic races and attempt to better understand their ties to crystal. Others follow naturally crystalline creatures, ever curious about their own similarities and differences. PC crystal proselytes seek adventure like any psion, reveling in their enhanced durability and focused power.

Hit Die: d4

REQUIREMENTS

To qualify to become a crystal proselyte, a character must fulfill all the following criteria.

Appraise:	1 rank
Knowledge (Psionics):	8 ranks
Perform (Any):	1 rank
Manifesting:	Ability to manifest two or more 2nd-level psionic powers
Special:	The crystal proselyte must break a crystal psionic item worth 100 gp or more. Doing so allows the proselyte to mentally infuse the essence of the crystal into his flesh.

CLASS SKILLS

The crystal proselyte's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (any) (Int), Intimidate (Cha), Knowledge (psionics) (Int), Perform (any) (Cha), Profession (any) (Wis), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

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

Weapon and Armor Proficiency: Crystal proselytes gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/6th-level crystal proselyte has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as if he were 12th level.

Infuse Crystal (Su): A crystal proselyte uses a psionic crystal item (100 gp or more in value) to catalyze a crystalline morphological change in his own body. The process, sometimes called crystal ascendancy, is painful and even a little dangerous. Once the crystal proselyte breaks the item, the ritual requires 10 rounds from initiation to completion. Once begun, nothing can halt its progress. The crystal essence partly replaces the outer layer of the character's skin in an agonizing process that deals 1d4 points of damage each round of the ritual.

When finished, the crystal proselyte has exchanged a thin layer of dermal flesh for crystal. However, as he gains additional levels of the prestige class, crystal replaces more and more of his body, including deeper layers of his skin, whole limbs, and some of his internal organs! The character determines the color of the crystal, and once chosen, the color remains constant.

The crystal grants the character a +4 natural armor bonus, the ability to produce illumination equal to daylight from his crystal portions in up to a 60-foot-radius, and the ability to produce bell-like tones of utter purity at will. The character can use these tones to produce a countertone that negates magical or psionic effects that depend on sound (but not powers with audible displays or spells with somatic components).

Countertone (Ps): The crystal proselyte can emit a *countertone* as a swift action costing 1 power point per round. During each round the *countertone* sounds, any characters and creatures within 30 feet who are affected by sonic or language-



dependent psionic or magical attacks (such as *sound burst* or *command*) gain another saving throw to resist.

Heat Resistant (Ex): At 2nd level, the crystal infusion spreads further, granting the character fire resistance 5.

Crystal Blaze (Ex): At 3rd level, the character gains the ability to illuminate his crystalline portions with a dazzling, unnerving light once per day. A crystal blaze is a standard action that affects any creature that can see within 60 feet. All unprepared creatures in the radius must succeed at a Fortitude save equal to 13 + the crystal proselyte's key ability modifier or become blinded and discomfited. The blindness and discomfiture last for 10 minutes. Discomfited creatures suffer a –2 morale penalty on attack rolls, damage rolls, and saving throws. Blinded creatures suffer a 50 percent miss chance in combat, lose any Dexterity bonus to Armor Class, move at half speed, and suffer a –4 penalty on Search checks and on most Strength and Dexterity-based skill checks. Any skill that relies on vision, such as Spot, automatically fails. Opponents of a blinded character gain a +2 bonus on their attack rolls, being effectively invisible.

Crystal Knowledge: The crystal infusion continues, reverberating with psionic power. At 4th and 8th level, the character gains a bonus feat for which he already meets the prerequisites.

Crystal Adaptation (Ex): By 5th level, crystal and flesh become more seamless in their integration, as if they had never been separate. The crystal infusion's natural armor bonus increases to +6, the ability to produce illumination from the proselyte's crystal portions equals daylight in up to a 120-foot radius, and the proselyte gains the ability to focus the bell-like tones he produces into a *sonic cone* of destructive harmonics:

Sonic Cone (Ps): The character can blast sonic energy in a cone up to 60 feet long as a standard action each time he pays a cost of 3 power points. The crystal proselyte can tune the bell-like tones he produces into destructive harmonics that disrupt tissue and rend bone, dealing 5d6 points of

sonic damage to all within the cone (Reflex save [DC 15 + key ability modifier] half); for each additional power point paid, the proselyte deals an additional 1d6 points of damage, up to a maximum of 10d6 points of sonic damage. All objects made of wood, stone, metal, or glass within the cone must succeed at a Fortitude save (DC 15 + the crystal proselyte's key ability modifier) or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Electricity Resistant (Ex): At 6th level, the crystal infusion spreads further, granting the character electricity resistance 5.

Crystal Mind (Su): At 7th level, the crystal proselyte's crystalline nature allows him to treat his whole body as if it were a cognizance crystal 7. All rules for using a cognizance crystal apply (see Chapter Seven: Psionic Items in the *Expanded Psionics Handbook*).

Crystal Carapace (Ex): By 9th level, crystal and flesh are on the verge of total integration. The crystal infusion's natural armor bonus increases to +8. Additionally, the proselyte's ability to produce illumination equal to daylight from his crystal portions increases to a 240-foot radius, and the proselyte gains the ability to change the duration, color, and intensity of the light he produces to create a *prismatic burst*:

Prismatic Burst (Ps): The character can release a 20-foot-radius burst of prismatic light centered on himself as a standard action once per day. The prismatic burst is psionically harmonic. It creates a spray of shimmering, intertwined, multicolored beams. Each beam has a different power. Creatures in the area with 8 HD or less are automatically blinded (see *blindness/deafness*) for 2d4 rounds. All creatures in the area are randomly struck by one or more beams, which have additional effects. Roll on the table below for each creature affected to determine which beam strikes it. The Difficulty Classes for the effects below are equal to 17 + the crystal proselyte's key ability modifier.

THE CRYSTAL PROSELYTE

Class Level	Base		Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save					
1	+0	+2	+0	+2	+0	Infuse crystal, <i>countertone</i>	—
2	+1	+3	+0	+3	+0	Heat resistant	+1 level of existing class
3	+1	+3	+1	+3	+1	Crystal blaze	+1 level of existing class
4	+2	+4	+1	+4	+1	Crystal knowledge	+1 level of existing class
5	+2	+4	+1	+4	+1	Crystal adaptation	+1 level of existing class
6	+3	+5	+2	+5	+2	Electricity resistant	+1 level of existing class
7	+3	+5	+2	+5	+2	Crystal mind	+1 level of existing class
8	+4	+6	+2	+6	+2	Crystal knowledge	+1 level of existing class
9	+4	+6	+3	+6	+3	Crystal carapace	+1 level of existing class
10	+5	+7	+3	+7	+3	Crystalline	—

1d8	Beam's Color	Effect
1	Red	20 points sonic damage (Reflex half)
2	Orange	40 points cold damage (Reflex half)
3	Yellow	60 points force damage (Reflex half)
4	Green	Disintegrate (turns to dust; Fortitude partial, take 20 points of damage instead)
5	Blue	Turned to blue crystal shot through with cracks (Fortitude negates)
6	Indigo	Infected with <i>mind seed</i> of crystal proselyte (Will negates)
7	Violet	Sent into personal <i>microcosm</i> (Will negates, unlike in power)
8	—	Struck by two rays; roll again twice, ignoring any "8" results

Crystalline (Ex): At 10th level, the crystal infusion and the proselyte become one. Proselytes who achieve crystalline status become pure crystal through and through. A crystalline proselyte is immune to poison and disease and is no longer at risk of death from massive damage. Characters are no longer subject to critical hits, and by extension, sneak attacks. Crystalline proselytes gain a sonic-dependent power resistance—they have power resistance equal to their manifester level + 10 against psionic or magical effects that deal sonic damage.

In addition, crystalline characters can use their prismatic burst power more than a single time per day, but must pay 9 pp for the privilege with each use beyond the first.

DREAM KEEPER

A dream keeper has devoted his mind to the study and manipulation of dreams. He has slept for days on end so that he can distill his sleep-born philosophy, steal the dreams of others, and record them in his Codex of Sleep for later use. Sometimes he lets his "midnight brood"—his collected dreams—loose to scamper gleefully in the waking world, where they bring nightmares to his enemies and fair gifts to his friends.

Psions and wilders usually become dream keepers since they more frequently choose a dream over reality.

Dream keepers see themselves as researchers and keepers of dreaming lore that most people never discover. Thus, they spend their time sleeping and dreaming. They attempt to insinuate themselves into the dreams of others so that they can gain new insight into the stuff of dreams. When they see the need, they emerge from sleep or send forth their dream-selves. Player characters might come into conflict with an NPC dream keeper who is after some rare dream that they have had—or they might need the help of a dream keeper if they seek interpretations to frightening nightmares.

Hit Die: d4

REQUIREMENTS

To qualify to become a dream keeper, a character must fulfill all the following criteria.

Knowledge (Psionics): 8 ranks
Knowledge (the Planes): 8 ranks
Manifesting: Ability to manifest the <i>astral construct</i> power
Feat: Must be capable of normal sleep (elves, undead, and certain other creatures automatically fail this requirement)

THE DREAM KEEPER

Class Level	Base		Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save					
1	+0	+0	+0	+2	+0	Craft Dreamgift, <i>midnight brood</i>	—
2	+1	+0	+0	+3	+0	Codex of Sleep (+1)	+1 level of existing class
3	+1	+1	+1	+3	+1	Augment dream	+1 level of existing class
4	+2	+1	+1	+4	+1	Codex of Sleep (+2)	+1 level of existing class
5	+2	+1	+1	+4	+1	<i>Dream of the real</i>	+1 level of existing class
6	+3	+2	+2	+5	+2	Codex of Sleep (+3)	+1 level of existing class
7	+3	+2	+2	+5	+2	Dream sustenance	+1 level of existing class
8	+4	+2	+2	+6	+2	Codex of Sleep (+4)	+1 level of existing class
9	+4	+3	+3	+6	+3	Extra dream	+1 level of existing class
10	+5	+3	+3	+7	+3	Codex of Sleep (+5)	—

CLASS SKILLS

The dream keeper's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Intimidate (Cha), Knowledge (all, taken individually) (Int), Psicraft (Int), Sense Motive (Wis). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All the following are dream keeper class features.

Weapon and Armor Proficiency: Dream keepers gain no additional proficiency in any weapon or armor.

Powers Known: At each dream keeper level, except for 1st and 10th, the dream keeper gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a dream keeper, he must decide to which class he adds the new level for purposes of determining effective manifest level.

Craft Dreamgift: The character gains the Craft Dreamgift feat as a bonus feat. Substitute the Infuse Dream† feat in campaigns that do not include the Dark Plea (or in campaigns where the Oraculus has been destroyed; see Chapter Two).

Midnight Brood (Ps): When a dream keeper manifests any *astral construct* power, he uses dreamstuff (pulled from the Shallows, a region ancillary to Dream) to fashion his construct instead of astral ectoplasm. Thus, he creates a “dream construct”

instead of the base astral construct described in the *Expanded Psionics Handbook*. Instead of appearing silvery, the dream construct's coloration is midnight black.

The dream construct retains all its normal abilities, but it also gains the dreamborn subtype, which grants the construct a 20 percent miss chance. In addition, the dream keeper's constructs are partially phantasmagorical, despite being stabilized and solidified by psionic energy. This has the effect of granting a dream keeper's constructs the ability to heal damage dealt them. A construct gains fast healing based on the base creature's Hit Dice:

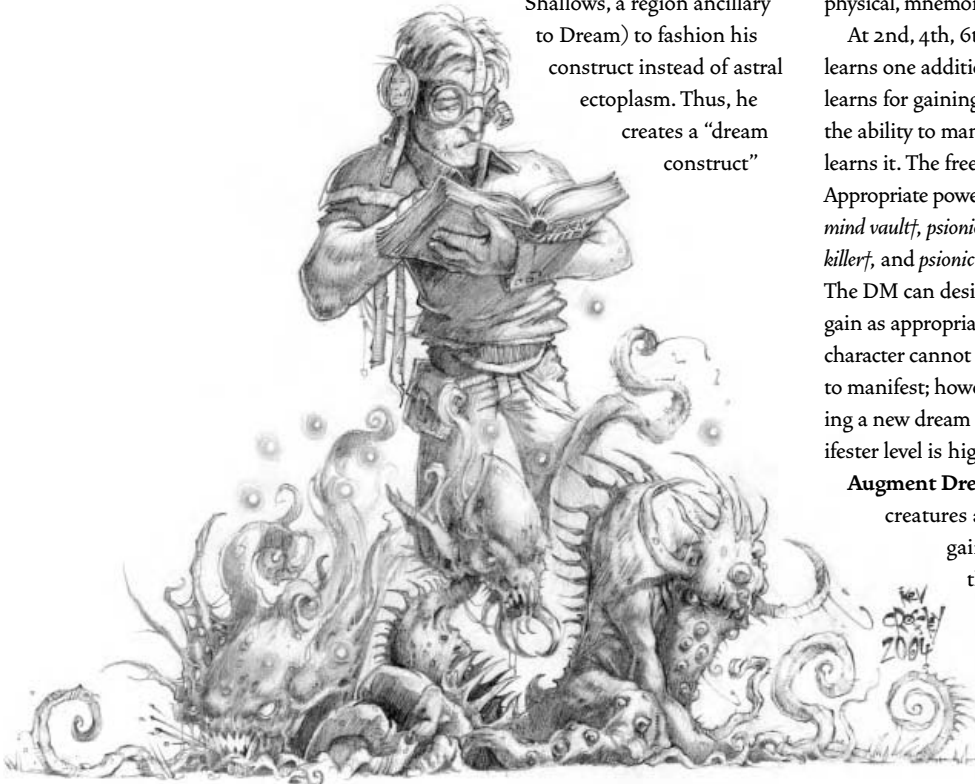
Hit Dice	Fast Healing
1–3	1
4–6	2
7–10	3
11–15	5
16–20	7
21+	10

Dream creatures created with this power are referred to as belonging to the character's “midnight brood.” Midnight brood creatures dissipate normally when the *astral construct* power's duration elapses.

Codex of Sleep (Ex): The character nightly travels into the Shallows as a dreamer, distilling his dream philosophy, observing (and sometimes stealing) the dreams of others, and recording them in his Codex of Sleep for later use. The Codex of Sleep is entirely a mental construction, though while in the Shallows or Dream, it appears as an elaborately bound book with vellum pages. (However, it can never be lost or destroyed, even in a dreamworld.) The Codex of Sleep serves the dream keeper as a physical, mnemonic device of the dreams he has witnessed.

At 2nd, 4th, 6th, 8th, and 10th level, the dream keeper freely learns one additional power in addition to any new powers he learns for gaining a new level of psionic ability. He doesn't gain the ability to manifest the power more often—he just freely learns it. The free power must be one that deals with dreams. Appropriate powers include *dream of the real†*, *dream prison†*, *mind vault†*, *psionic dream†*, *psionic nightmare†*, *psionic phantasmal killer†*, and *psionic sleep†* (see Chapter Seven: Psionic Powers). The DM can designate other powers that the dream keeper can gain as appropriate (if they somehow deal with dreams). The character cannot learn powers that he is not high enough level to manifest; however, if desired, the character can defer learning a new dream power to a later level, when his effective manifest level is high enough to learn the desired dream power.

Augment Dream (Ex): The dream keeper's *midnight brood* creatures are more powerful than normal, and they gain a +2 enhancement bonus to Strength for the duration of the power that created them.



Dream Construct Menu Choices

When using the astral construct power, dream keepers have additional menu options for the dreamborn creatures they create than straightforward shapers do. Alternatively, the DM could make these additional menu choices available to shapers who manifest astral constructs.

Dream Construct Menu A

Brawn (Ex): The construct gains a +2 competence bonus on damage with each successful strike.

Dodge (Ex): The construct gains the Dodge feat as an extraordinary ability (even if it does not meet the prerequisites for Dodge).

Dream Construct Menu B

Batter (Ex): A construct that hits with both attacks (if it has two attacks) pummels the opponent's body and ruptures the flesh. This attack automatically deals extra damage equal to +1d6 plus half the Strength modifier.

Dream Construct Menu C

Gore (Ex): The construct has a horn and gains one additional gore attack at its highest attack bonus; all attack rolls suffer a -2 penalty. If the construct has the Extra Attack ability, all attacks are made with a -4 penalty on the attack roll. This attack automatically deals extra damage equal to double the dice of the construct's main attack and double the damage modifier.

Dream of the Real

(Ps): Once per day, the character gains the benefit of the *dream of the real*† power. While the character need not expend psionic power points to use this power, he must expend the power's noted experience point cost (75 XP).

Dream Sustenance

(Su): An uninterrupted eight hours of sleep provides the character with both rest and sustenance for a full day—the character no longer needs to eat or drink to maintain his health, but he instead relies on his dream feasts every night.

Extra Dream (Ex):

The dream keeper gains a one-time bonus of 13

power points that he permanently adds to his reserve.

However, the character must keep track of these points separately, because he can use them only to manifest his *astral construct* powers that, of course, become dream constructs.

DREAMWRIGHT

Rapt with the twirling stuff of Dream, the dreamwright is an expert on the many ways that dreams can intrude upon reality. Sleepy trials during a score and more of nights eventually teach the dreamwright the skill he requires to infuse dream into reality and allow him to craft a reflexion† (see Chapter Six: Psionic Monsters). Both the dream keeper† and the dreamwright concern themselves with the creation of dreamborn creatures, but where the dream keeper creates fleeting constructs of Dream

that have an existence measured in seconds, the dreamwright calls lasting dreams with a life all their own.

The reflexions that the dreamwright pulls from Dream then serve the dreamwright in a variety of ways. Only by the path of the mind can the dreamwright gain such mastery, which allows him to forge real shape and substance where none existed before.

Dreamwrights are usually psion shapers who wish to expand their ability beyond creating astral constructs. Some dreamwrights use the reflexions they create as personal companions that guard their creators in ongoing adventures. Of these adventuring dreamwrights, some seek knowledge, others search for glory, while a few use their reflexions as simple assassins. Some dreamwrights contentedly sell the results of their craft to those with the cash to pay for custom dreams made real.

Hit Die: d4

REQUIREMENTS

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

Craft (Dream Interp.): 8 ranks

Knowledge (Psionics): 5 ranks

Psicraft: 5 ranks

Use Psionic Device: 5 ranks

Feat: Craft Universal Item

CLASS SKILLS

The dreamwright's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Knowledge (all skills taken individually) (Int), Profession (any) (Wis), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All the following are dreamwright class features.

Weapon and Armor Proficiency: Dreamwrights gain no proficiency in any weapon or armor.

THE DREAMWRIGHT

Class Level	Base		Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save					
1	+0	+0	+0	+2	+0	<i>Call reflexion</i> , Craft Dreamgift	—
2	+1	+0	+0	+3	+0	—	+1 level of existing class
3	+1	+1	+1	+3	+1	<i>Superior reflexion</i>	+1 level of existing class
4	+2	+1	+1	+4	+1	—	+1 level of existing class
5	+2	+1	+1	+4	+1	Reflexion bond	—
6	+3	+2	+2	+5	+2	—	+1 level of existing class
7	+3	+2	+2	+5	+2	<i>Experiential reflexion</i>	+1 level of existing class
8	+4	+2	+2	+6	+2	—	+1 level of existing class
9	+4	+3	+3	+6	+3	<i>Advanced reflexion</i>	+1 level of existing class
10	+5	+3	+3	+7	+3	<i>Reflexion possession</i>	—



Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a dreamwright, he must decide to which class he adds the new level for purposes of determining effective manifester level.

Call Reflexion (Ps): All dreamwrights learn to give substance to dreams in a specific way that allows them to create creatures known as reflexions† (see Chapter Six: Psionic Monsters). The dreamwright can call a reflexion whose maximum Hit Dice equal his total character level.

Calling a reflexion first requires a dream of shaping, wherein the character dreams of the eventual shape of the reflexion to be called. This requires a Craft (dream interpretation) check (DC 15) and a span of at least eight hours of uninterrupted sleep. The dreamwright must prepare by burn-

ing 10 gp worth of incense before and during the dream of shaping. The experience point cost to call the reflexion's body depends on its size and Hit Dice, as described under the reflexion monster entry in Chapter Six.

The minimum manifester level required to create a reflexion equals the reflexion's Hit Dice.

Craft Dreamgift: The character gains the Craft Dreamgift† feat as a bonus feat. Substitute the Infuse Dream† feat in campaigns that do not include the Dark Plea (or in campaigns where the Oraculus has been destroyed; see Chapter Two).

Superior Reflexion (Ps): At 3rd level, a dreamwright can reshape his reflexions† with an additional dream of shaping (each requiring special incense that costs 10 gp and an infusion of 20 XP per Hit Die of the reflexion to be made superior), granting all those that undergo the dreamshaping a permanent +1 competence bonus on attacks, damage, and saves.

Reflexion Bond (Su): The 5th-level dreamwright can create a bond between himself and one of his reflexions†. This requires an additional dream of shaping (each requires special incense that costs 10 gp and an infusion of 20 XP per Hit Die of the reflexion to be bonded) granting the reflexion that undergoes the dreamshaping a psicrystal-like bond with the dreamwright. If the dreamwright currently has a psicrystal, that bond remains.

A psicrystal-like bond to a reflexion grants the dreamwright the following specific abilities (see the psicrystal description in the *Expanded Psionics Handbook* for description of powers): share powers, telepathic link, and telepathic speech. When the dreamwright gains another level in this class, he gains sight link and, when he gains 10th level, channel power.

A dreamwright can bond to no more than one reflexion at any time. If the bonded reflexion is destroyed, or if the dreamwright wants to establish a new bond, he can create a bond to another reflexion by undergoing another dream of shaping.

Experiential Reflexion (Ps): Now, whenever a dreamwright calls a reflexion†, the total experience point cost is 10 percent less than expected.

Advanced Reflexion (Ps): At 9th level, a dreamwright can shape a reflexion† with an additional dream of shaping (each requiring special incense that costs 10 gp and an infusion of 30 XP per Hit Die of the reflexion to be made advanced), granting all those that undergo the dreamshaping a permanent +3 competence bonus on attacks, damage, and saves.

Reflexion Possession (Ps): Upon reaching 10th level, the dreamwright can mentally possess a reflexion† he has created

if he expends 1 power point plus a number of power points equal to the reflexion's Hit Dice. Manifest level caps power point usage as normal. While expending the requisite power points, the dreamwright must spend 1 full round in contact with the chosen reflexion to establish mental communication. At the beginning of his next round, all sense of the character's physical body lapses and instead the dreamwright now mentally inhabits the reflexion. The character keeps his Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The reflexion retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A reflexion with extra limbs does not allow the character to make more attacks (or more advantageous two-weapon attacks) than normal. The character can't choose to activate the reflexion's extraordinary or supernatural abilities, if any. Once he mentally controls the reflexion, it can travel any distance from his physical body without disrupting the control, until the duration expires. The dreamwright can control no more than a single reflexion at one time. The character can initiate this control only from his physical body.

The control lasts for up to 10 rounds, or less if the character chooses to end it. The duration immediately expires if the character's defenseless, senseless body takes damage or if the reflexion is destroyed. If the reflexion is destroyed before the duration of the control lapses, the character is no worse for wear and immediately finds himself in full control of his physical body.

GHOSTBREAKER

The power of the insightful mind can discern what is alive, what is dead, and what treads the shadowy veil in between. The self-appointed task of the ghostbreaker is to eradicate those demons of necrotic flesh that outstay their welcome in life's pageant. The ghostbreaker uses the power of mind, not prayer or entreaties to a divine power, to eradicate flesh that walks without living. Thus she is the hated enemy of the undead. The ghostbreaker bears any deprivation to track undead to their crypts and slay them, lest their unholy influence spread.

The ghostbreaker draws on many skills, not the least of which is simple knowledge, to fight undead. The skills of

the warrior are necessary to fight those undead who cannot be cleansed any other way than by the blade—thus those with levels of psychic warrior or even fighter find this class easier to take. The most common ghostbreaker is someone with four levels of psion and two levels of ranger or paladin (though fighters and barbarians are almost as common).

Ghostbreaker NPCs are found standing vigil in lonely tombs or ruined necropoli. Player character ghostbreakers can join their strength with groups who have a habit of running into undead on a regular basis.

Hit Die: d8

REQUIREMENTS

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

Base Attack Bonus: +3
Concentration: 8 ranks
Knowledge (Psionics): 4 ranks
Knowledge (Religion): 2 ranks
Special: Must have slain an undead and have fashioned from a portion of the slain undead a focus to wear as an amulet, brooch, circlet, or ring.

CLASS SKILLS

The ghostbreaker class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (psionics) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (any) (Wis), Psicraft (Int), Search (Int), and Spot (Wis). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

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

Weapon and Armor Proficiency: Ghostbreakers gain no additional proficiency in any weapon or armor.

THE GHOSTBREAKER

Class Level	Base			Mode		Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus		
1	+1	+2	+0	+2	+0	Effective turning, <i>detect undead</i>	+1 level of existing class
2	+2	+3	+0	+3	+0	Raze undead	+1 level of existing class
3	+3	+3	+1	+3	+1	Endure drain	+1 level of existing class
4	+4	+4	+1	+4	+1	Drain feedback	+1 level of existing class
5*	+5	+4	+1	+4	+1	Turning harrier	+1 level of existing class

*You cannot progress farther than 5th level in this prestige class.



Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, morale check bonuses, hit points beyond those she receives from the prestige class, psycrystal special abilities, and so on). The character does gain

an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining effective manifest level.

For example, a 10th-level psion/3rd-level ghostbreaker has a character level of 13th and a manifest level of 13th. So the character manifests powers with level-dependent parameters as if she were 13th level.

Effective Turning (Su): A ghostbreaker can turn undead as divinely inspired clerics do, but she uses the power of her mental presence, not a channel to a higher power. A ghostbreaker turns undead with an effective turning level equal to her manifest level minus 2 by mentally channeling and manipulating positive energy. Thus, a psion 6/ghostbreaker 1 turns undead as if she were a 5th-level cleric. A ghostbreaker who also has levels as a cleric or paladin adds those levels to determine effective turning level. Charisma continues to modify the turning check and turning damage.

Detect Undead (Ps): Ghostbreakers can detect that peculiar mental deficiency that indicates an undead mind animated with negative energy, not life. The ghostbreaker can *detect undead* (per the spell) as a standard action within a 60-foot radius automatically while she retains her psionic focus. The amount of information received depends on how long the character ponders:

1st Round: She determines the presence or absence of undead.

2nd Round: She determines the number of undead in the area and the level of the strongest undead present.

3rd Round: She knows the level and location of each undead. If an undead is outside her line of sight, then she discerns its direction but not its exact location.

Raze Undead (Su): Starting at 2nd level, a ghostbreaker can raze undead with one melee, ranged, touch, or psionic power attack that directly deals damage, such as *concussion blast*. On a successful attack, she deals 2 extra points of damage per effective manifest level (regardless of whether the undead makes its save, if any). The character can raze undead a number of times per day equal to her prestige class level plus her Charisma modifier (if positive).

Endure Drain (Su): Beginning at 3rd level, while the character retains her psionic focus, she enjoys limited protection from level-draining attacks. Each round, the character ignores the first negative level that she would otherwise receive from any attack that bestows negative levels (such as from a vam-

pire's attack). This ability absorbs only negative levels bestowed, not damage associated with the attack, if any.

Drain Feedback (Su): From 4th level on, any time the character takes negative levels (such as when her endure drain ability doesn't shield her fully from a level-draining attack), the extra negative levels trigger an autonomic psionic response against a specific attacker (such as an undead, a spellcaster casting *enervate*, a fighter wielding a level-draining sword, and so on). As an immediate action, the character sends an arc of feedback energy at the level-draining attacker (even if invisible or out of line of sight, as long as an uninterrupted path exists between the two). The feedback has one of two effects. Undead are treated as if subject to a free effective turning effect by the ghostbreaker, with a +3 bonus to effective turning levels (treat these undead as rebuked, as the feedback energy is negative, not positive). Against living creatures who bestow negative levels with powers, spells, or items, the feedback arc bestows one negative level. Either way, the ghostbreaker takes the negative level or levels that caused the feedback, too. Even if the ghostbreaker takes multiple levels, only a single feedback arc forms, with the specified effect described above.

Turning Harrier (Su): At 5th level, ghostbreakers become even better at turning undead. A ghostbreaker turns undead with an effective turning level equal to her manifester level +2 (which replaces the -2 effective turning level of the previous ability) by mentally channeling and manipulating positive energy. Thus, a psion 6/ghostbreaker 5 turns undead as a 13th-level cleric! A ghostbreaker who also has levels as a cleric or paladin adds those levels to determine effective turning level. Charisma continues to modify the turning check and turning damage.

INNATE PRETENDER

Solely reliant on his skills of mind and body, the innate pretender moves like a shadow through society—just below notice and behind the scenes. And that's how innate pretenders prefer it. Hiding their true purpose to all who know

them, innate pretenders focus their psionic ability toward deception, robbery, spying, and sometimes even assassination. Adaptable to almost any situation, whether with psionic powers or by calling on their razor-sharp skills, innate pretenders fear little.

The qualifying requirements for this prestige class virtually ensure that multiclassed psion/rogues or wilder/rogues are the primary candidates. However, psychic warrior/rogues and soulknife/rogues can also qualify for this class, and they make up a small percentage of innate pretenders.

Innate pretenders, masters of misdirection, focus on powers that improve their stealth and mobility. Those who meet NPC innate pretenders rarely recognize them. More often than not, even PCs are taken in by a pretender's act and may not realize until later that they have been burgled. Characters who come into contact with pretenders less interested in larceny and more interested in assassination rarely survive the experience.

Hit Die: d6

REQUIREMENTS

To qualify to become an innate pretender, a character must fulfill all the following criteria.

Alignment: Any nonlawful
Bluff: 5 ranks
Disguise: 2 ranks
Hide: 5 ranks
Knowledge (Psionics): 2 ranks
Manifesting: Ability to manifest <i>far hand</i> and <i>body equilibrium</i>
Special: Sneak attack +2d6

CLASS SKILLS

The innate pretender's class skills (and the key ability for each skill) are Appraise (Int), Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather

THE INNATE PRETENDER

Class Level	Base		Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save					
1	+0	+0	+2	+2	+0	<i>Chameleon</i> 3/day	—
2	+1	+0	+3	+3	+0	Sneak attack +1d6	+1 level of existing class
3	+2	+1	+3	+3	+1	Innate <i>far hand</i> 3/day	+1 level of existing class
4	+3	+1	+4	+4	+1	Sneak attack +2d6	—
5	+3	+1	+4	+4	+1	Innate attack 1/day	+1 level of existing class
6	+4	+2	+5	+5	+2	Sneak attack +3d6	+1 level of existing class
7	+5	+2	+5	+5	+2	Slippery customer 3/day	—
8	+6	+2	+6	+6	+2	Sneak attack +4d6	+1 level of existing class
9	+6	+3	+6	+6	+3	<i>Mind blank</i> 1/day	+1 level of existing class
10	+7	+3	+7	+7	+3	Sneak attack +5d6	—

Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Psicraft (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the innate pretender prestige class.

Weapon and Armor Proficiency: Innate pretenders gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 2nd-level psion/3rd-level rogue/3rd-level innate pretender has a character level of 8th and a manifester level of 4th. So the character manifests powers with level-dependent parameters as if he were 4th level.

Chameleon (Ps): The innate pretender's first instinct is to blend into his surroundings. At 1st level, the innate pretender can freely manifest the psionic power *chameleon* three times per day. Manifester level is equal to the character's manifester level.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If the innate pretender receives a sneak attack modifier from another source (such as rogue levels), the extra damage stacks.

Innate Far Hand (Ps): In conjunction with the *far hand* power, an innate pretender can perform one of the following class skills at the range of the *far hand* power: Disable Device, Open Lock, or pick pocket using Sleight of Hand. Working at a distance increases the normal skill check Difficulty Class by +2, and the innate pretender cannot take 10 on the check. Any object so manipulated must weigh 5 lbs. or less.

Innate Attack (Su): At 5th level, the innate pretender can apply sneak attack damage to a foe he strikes in melee or ranged combat (within 30 feet) once per day. He enjoys this bonus on damage regardless of whether he would normally have gained it based on considerations of flanking or the opponent being denied its Dexterity bonus to Armor Class. The innate pretender's psionic sense of his opponent guides his hand.

Slippery Customer (Ex): By 7th level, foes find it almost impossible to pin down an innate pretender. The character can reroll a roll that he just made. He must take the result of the reroll, even if it's worse than the original roll (unless he chooses to apply another use of this ability for the day). He can reroll three rolls per day. Unlike others, the innate pretender makes his own luck.

Mind Blank (Ps): To his enemies (and friends), the innate pretender always remains a closed book. At 9th level, the innate pretender can freely manifest the psionic power *mind blank* once per day. The ability's manifester level is equal to the character's manifester level.



LUCID CENOBITE

The lucid cenobite pursues philosophies that advocate renunciation. She looks upon the visible material world as an illusion and knows well the supreme mental reality that lies beyond it, invisible to nonpsionic creatures. The cenobite believes that the mindscape that forms as psionic creatures prepare to duel is a manifestation of this supreme mental reality; dreams are echoes of it. As such, the lucid cenobite has given up worldly pleasures and roams the earth to seek spiritual solace in the world that traps her. Through achievement of supreme physical grace and ability, she believes she can transcend the physical and enter the realm of the mental. By her lucid actions, she seeks to throw back, however briefly, the cloak of the world and reveal the mental reality beyond.

Only those who have trained as monks and have awakened psionic latency can hope to walk the philosophical path of the lucid cenobite. Psion/monks are the most common lucid cenobite since they qualify fairly quickly, but psychic warrior/monks also qualify for the lucid cenobite prestige class soon enough.

Characters can encounter a lucid cenobite without knowing it. Nothing distinguishes a lucid cenobite from a common monk; however, when the lucid cenobite demonstrates her powers, the distinction becomes clear. Player character lucid cenobites travel the world seeking physical perfection, and they act as unintended agents of Law—not only does the lucid cenobite seek to purify herself, but she also seeks to curb the chaotic tendencies of the world around her.

Hit Die: d8

REQUIREMENTS

To qualify to become a lucid cenobite, a character must fulfill the following criteria.

Alignment: Any lawful
Autohypnosis: 6 ranks
Knowledge (Psionics): 2 ranks
Manifesting: Ability to manifest <i>biofeedback</i>
Feats: Improved Unarmed Strike
Class Abilities: Still mind

CLASS SKILLS

The lucid cenobite's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Profession (any) (Wis), Psicraft (Int), Swim (Str), and Tumble (Dex). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the lucid cenobite prestige class.

Weapon and Armor Proficiency: Lucid cenobites are proficient with the club, crossbow (light or heavy), dagger, hand-axe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Lucid cenobites are not proficient with any armor or shields—in fact, many of the cenobite's special powers require unfettered movement. When wearing armor, using a shield, or carrying a medium or heavy load, a cenobite loses her AC bonus, as well as her fast movement and flurry of blows abilities (from her monk class).

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those she receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining effective manifest level.

THE LUCID CENOBITE

Class Level	Base				Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save				
1	+0	+0	+2	+2	+0	Student, id strike	—	
2	+1	+0	+3	+3	+0	Tranquil mind	+1 level of existing class	
3	+2	+1	+3	+3	+1	Diamond eyes	+1 level of existing class	
4	+3	+1	+4	+4	+1	—	+1 level of existing class	
5	+3	+1	+4	+4	+1	Lucid thrust, bonus feat	—	
6	+4	+2	+5	+5	+2	<i>Eradicate invisibility</i> latency	+1 level of existing class	
7	+5	+2	+5	+5	+2	Accepting body, bonus feat	—	
8	+6	+2	+6	+6	+2	—	+1 level of existing class	
9	+6	+3	+6	+6	+3	Ego slap	—	
10	+7	+3	+7	+7	+3	Lucidity	+1 level of existing class	



For example, a 7th-level psion/3rd-level monk/3rd-level lucid cenobite has a character level of 13th and a manifester level of 9th. So the character manifests powers with level-dependent parameters as if she were 9th level.

Student (Ex): Lucid cenobites are monks, though they achieve physical enlightenment and hope to transcend the physical eventually. As such, a lucid cenobite gains the flurry of blows, *ki* strike abilities, unarmed damage, Armor Class bonus, and the unarmored speed of a monk whose level equals her monk level + her lucid cenobite level. If the lucid cenobite has levels in another psionic class such as psion or soulnife, she can count half of those levels to determine her effective student of perfection ability. For instance, a 4th-level monk/4th-level psychic warrior/1st-level lucid cenobite has a flurry of blows attack bonus of +4/+4 (as if she were a 7th-level monk). Those who meet the requirements for this class who are not monks or psychic warriors gain these abilities as monks of a level equal to their lucid cenobite level only.

Id Strike (Su): A lucid cenobite can pierce the physical shell of matter with her unarmed attacks. The character can use this ability once per round on one attack, but no more than once per prestige class level per day. The character must declare she is using an id strike attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the character takes normal damage, but also must make a Fortitude saving throw (DC 11 + the lucid cenobite level + Wisdom modifier). If the saving throw fails, treat the

attack as if the lucid cenobite had automatically confirmed a critical hit. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by the id strike. This ability doesn't trigger other feats, powers, or *grafted* weapons whose abilities are activated on a naturally occurring successful critical hit.

Tranquil Mind (Ex): Starting at 2nd level, the lucid cenobite gains a +2 bonus on saving throws against powers from the Telepathy discipline. The bonus stacks with the +2 bonus gained to resist spells and effects from the Enchantment school.

Diamond Eyes (Su): Beginning at 3rd level, the lucid cenobite sees all things as they actually are to a range of 120 feet for a number of minutes per day equal to her prestige class level. (As a free action, she can choose which minutes to use the power.) She sees through normal and magical darkness, notices secret doors hidden by psionics or magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of psychometabolically changed, polymorphed, or transmuted things. Further, she can focus her vision to see into the Ethereal Plane (but not into extradimensional spaces).

Lucid Thrust (Su): From 5th level forward, a lucid cenobite can pierce the physical shell of matter with her unarmed attacks. The character can use this ability once per day. The character must declare she is using a lucid thrust attack before making the attack roll (thus, a missed attack roll ruins the

attempt). A foe struck by the character must make a Will saving throw (DC 11 + the lucid cenobite's level + Wisdom modifier) in addition to receiving normal damage. If the saving throw fails, the victim is dominated as if affected by a power similar to *psionic dominate*, except that when struck by lucid thrust, any creature type subject to mind-affecting effects of up to Large size is affected for a duration of one minute.

Bonus Feat: At 5th and 7th level the character can choose any psionic, metapsionic, or psionic item creation feat for which she would normally qualify as a bonus feat.

Eradicate Invisibility Latency (Ex): Starting at 6th level, the lucid cenobite unleashes a latent power from her mind. She learns *eradicate invisibility* as if normally learning a new power through gaining an effective manifester level; however, the lucid cenobite learns *eradicate invisibility* in addition to any other powers she otherwise learns. If the character already knows this power, she can choose another clairsentient power of equal or lower level to unlock from latency.

Accepting Body (Su): Beginning at 7th level, the lucid cenobite's aura of incisive understanding absorbs psionic powers, spells, spell-like abilities, and supernatural abilities targeted against her, rather than suffering their effects. This ability absorbs only powers and spells that have the lucid cenobite as a target. Effect and area powers are not affected.

Each day, the cenobite can absorb a number of power levels equal to her lucid cenobite level plus her Wisdom modifier. Subtract the level of each power absorbed from the amount of absorption left. However, a power is never partially absorbed. Any time a power with a level higher than the cenobite's remaining amount of daily absorption targets the character, the power affects her normally, without drawing down the amount of absorption left or impeding the power.

Ego Slap (Su): A lucid cenobite has the ability to pierce the physical shell of matter with her unarmed attacks. The character can use this ability once per round, but no more than once per two prestige class levels per day (round down). The character must declare she is using an ego slap before making the attack roll (thus, a missed attack roll ruins the attempt). A

foe struck by the character must make a Will saving throw (DC 11 + the lucid cenobite's level + Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the creature loses a number of power points equal to the cost of manifesting its three highest-level powers. (The cenobite doesn't get these; the points are simply lost.) Against a creature that freely manifests its psionic powers, ego slap suppresses one usage of its "best" power for the day (determined by the DM). Against spellcasters, ego slap erases their three highest-level spells, either as prepared spells or spell slots for the day (against those who cast like sorcerers).

Lucidity (Su): The remaining distractions of reality are cleared up. The lucid cenobite sees truth in all things to a range of 120 feet for a number of rounds per day equal to her Wisdom modifier. (As a swift action each round, she can choose which rounds to use the power.) The cenobite can see through solid objects no thicker than 1 inch per prestige class level plus her Wisdom modifier. Her sight pierces concealment, including that caused by fog and the like. She can pierce mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means; she gains a +20 lucid bonus on her Spot check. Her lucidity extends through psionic powers or devices that further extend seeing or viewing, so she could use lucidity in conjunction with *clairaudience/clairvoyance* or *remote viewing*.

PATTERN MASTER

Indelible designs inked on living flesh supersede art when a psionic character mentally charges the scribed circuit with the potential for power. Called psionic tattoos, these psionic circuits are works more of artistry than design in the hands of a true master of the craft: the pattern master. Few appreciate the joy of tattooed flesh more fully.

Also called "engravers of power," these specialists scribe tattoos of rare strength, and do so both for aesthetics and for utility. But utility is almost secondary; pattern masters are at least as interested in the intricacy and beauty of any given design as they are with the power held within it.

THE PATTERN MASTER

Class Level	Base				Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save				
1	+0	+2	+0	+2	+0	Enduring Tattoo	—	
2	+1	+3	+0	+3	+0	Mind activation	+1 level of existing class	
3	+1	+3	+1	+3	+1	Crawling tattoo	+1 level of existing class	
4	+2	+4	+1	+4	+1	Upgrade tattoo	+1 level of existing class	
5	+2	+4	+1	+4	+1	Extend tattoo	+1 level of existing class	
6	+3	+5	+2	+5	+2	Permanent Tattoo	+1 level of existing class	
7	+3	+5	+2	+5	+2	<i>Steal tattoo</i>	+1 level of existing class	
8	+4	+6	+2	+6	+2	<i>Expunge psionic circuit</i>	+1 level of existing class	
9	+4	+6	+3	+6	+3	Virgin canvas	+1 level of existing class	
10	+5	+7	+3	+7	+3	Psychoactive tattoo	—	

Pattern masters have quicker access to abilities that enhance the effects of their tattoo-stored powers, and so PCs are often drawn to this prestige class. Nonplayer character pattern masters often own circuit schools or tattoo parlors where they command hefty fees for their craft.

Hit Die: d4

REQUIREMENTS

To qualify to be a pattern master, a character must fulfill the following criteria.

Concentration: 8 ranks

Craft (Tattooing): 4 ranks

Feats: Scribe Tattoo

Manifesting: Ability to manifest at least two 2nd-level powers

CLASS SKILLS

The pattern master's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Craft (tattooing) (Int), Knowledge (psionics) (Int), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are pattern master class features.

Weapon and Armor Proficiency: Pattern masters gain no additional proficiency in any weapon or armor.

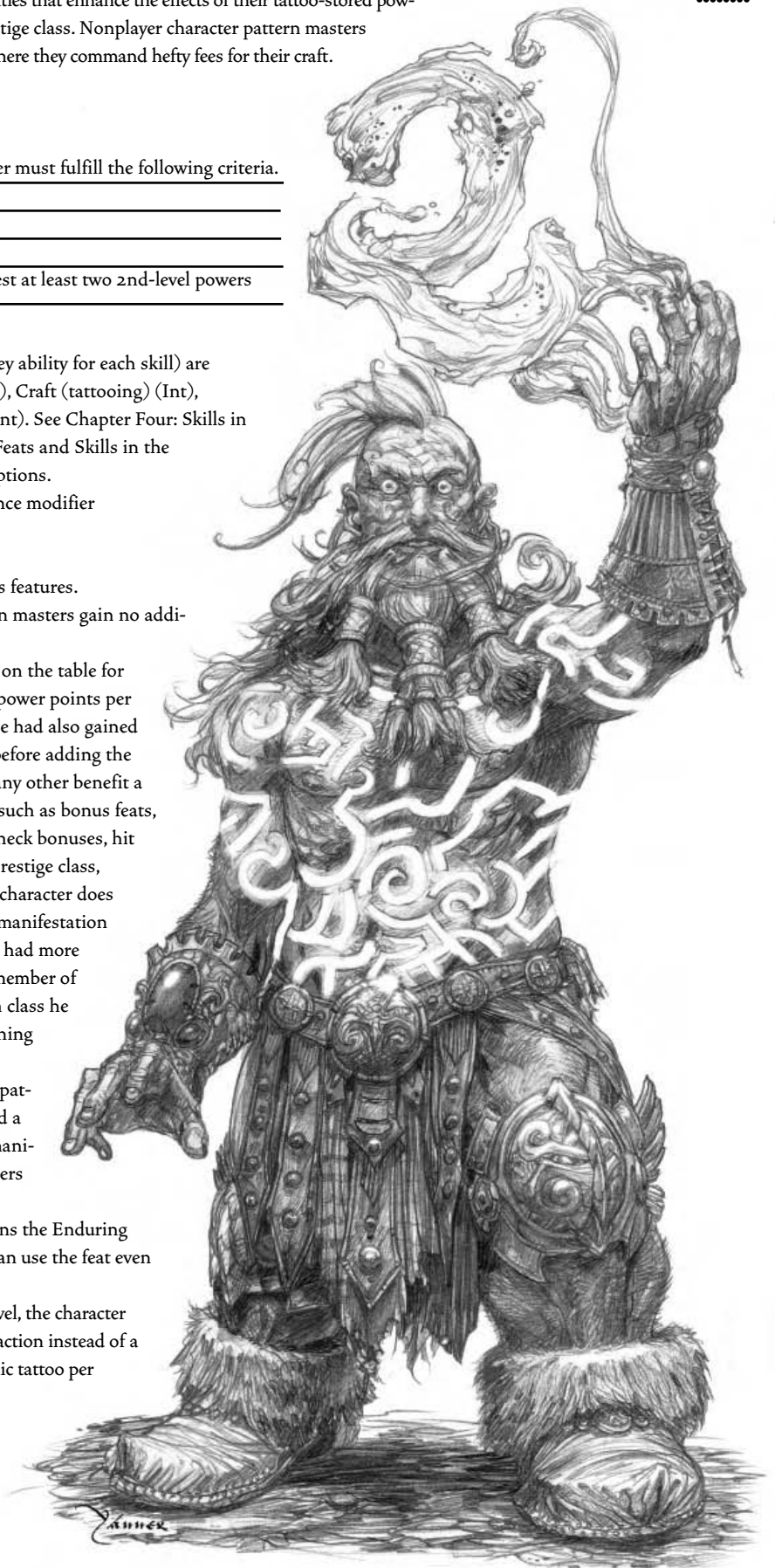
Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 7th-level psion/6th-level pattern master has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as if he were 12th level.

Enduring Tattoo (Ex): The character gains the Enduring Tattoo feat as a bonus feat. He gains and can use the feat even if he doesn't otherwise qualify for it.

Mind Activation (Ex): Starting at 2nd level, the character can activate his psionic tattoos with a swift action instead of a tap. He can mentally activate only one psionic tattoo per round in this fashion.

Crawling Tattoo (Ex): Beginning at 3rd level, the pattern master gains Craft



Universal Item as a bonus feat. He can apply this bonus feat only to the creation of crawling tattoos (see Chapter Seven: Psionic Items in the *Expanded Psionics Handbook*).

Upgrade Tattoo (Ex): From 4th level forward, the character learns how to scribe powers of up to 5th level in his psionic tattoos. However, he can scribe only powers he knows personally. Upgraded tattoos take up one more psionic tattoo slot than normal. For instance, if scribing an upgraded enduring psionic tattoo, the tattoo takes up three slots. A character can normally wear a total of 20 psionic tattoos.

Extend Tattoo (Ex): The pattern master can extend the duration of powers stored in a tattoo starting at 5th level. Effectively, he gains the Extend Power metapsionic feat (see Chapter Three: Skills and Feats in the *Expanded Psionics Handbook*), but only in conjunction with scribing tattoos. All the rules that apply to using Extend Power also apply to extended tattoos. However, extended tattoos do not cost more power to scribe, and they do not count toward the metapsionic power point limit when manifesting a power. They do take up one more psionic tattoo slot than normal.

Permanent Tattoo (Ex): Upon reaching 6th level, the pattern master gains Permanent Tattoo as a bonus feat. He gains and can use the feat even if he doesn't otherwise qualify for it.

Steal Tattoo (Ps): Beginning at 7th level, once per day when the pattern master makes a successful melee touch attack, he gains knowledge of all the psionic tattoos his foe possesses (if any) and automatically transfers 1d4 desired tattoos to his body if he has psionic tattoo slots available.

Expunge Psionic Circuit (Ps): From 8th level on, once per day the pattern master can freely manifest *expunge psionic circuit* even if he doesn't normally know this power. This ability's manifester level is equal to the character's manifester level.

Virgin Canvas (Ex): When he reaches 9th level, the character's number of potential psionic tattoo slots on his body increases from 20 to 40.

Psychoactive Tattoo (Su): At 10th level, the pattern master gains expert proficiency with psionic tattoos and can spontaneously animate and merge psionic tattoos into a

design greater than the sum of its parts. Once per day, the engraver's tattoos combine to form a special psychoactive skin for one hour. Pattern masters call this the *skin of the tattoo*. Even while so transformed, the character can still call upon any of his underlying psionic tattoos.

The *skin of the tattoo* has two main abilities. First, the skin answers the first attack made against the pattern master each round with an automatically manifested and targeted "emblem burst" against his attacker. On his action, the burst lifts off the skin in the form of an intricate, twisting design, not unlike what a flying crawling tattoo might look like. The burst makes a ranged touch attack using the pattern master's base ranged attack bonus (range increment 10). If hit, his enemy takes 2d6 points of damage as the design psychically brands the enemy's flesh. This attack does not in any way hinder him, count against the pattern master's total actions for the round, or draw an attack of opportunity; it doesn't even take up an immediate or swift action.

Second, the skin grants the pattern master regeneration 1. Damage dealt to him is treated as nonlethal damage, except for fire and cold damage, which damages him normally. He automatically heals nonlethal damage at rate of 1 point per round. If rendered unconscious through nonlethal damage, he can be killed with a *coup de grace*.

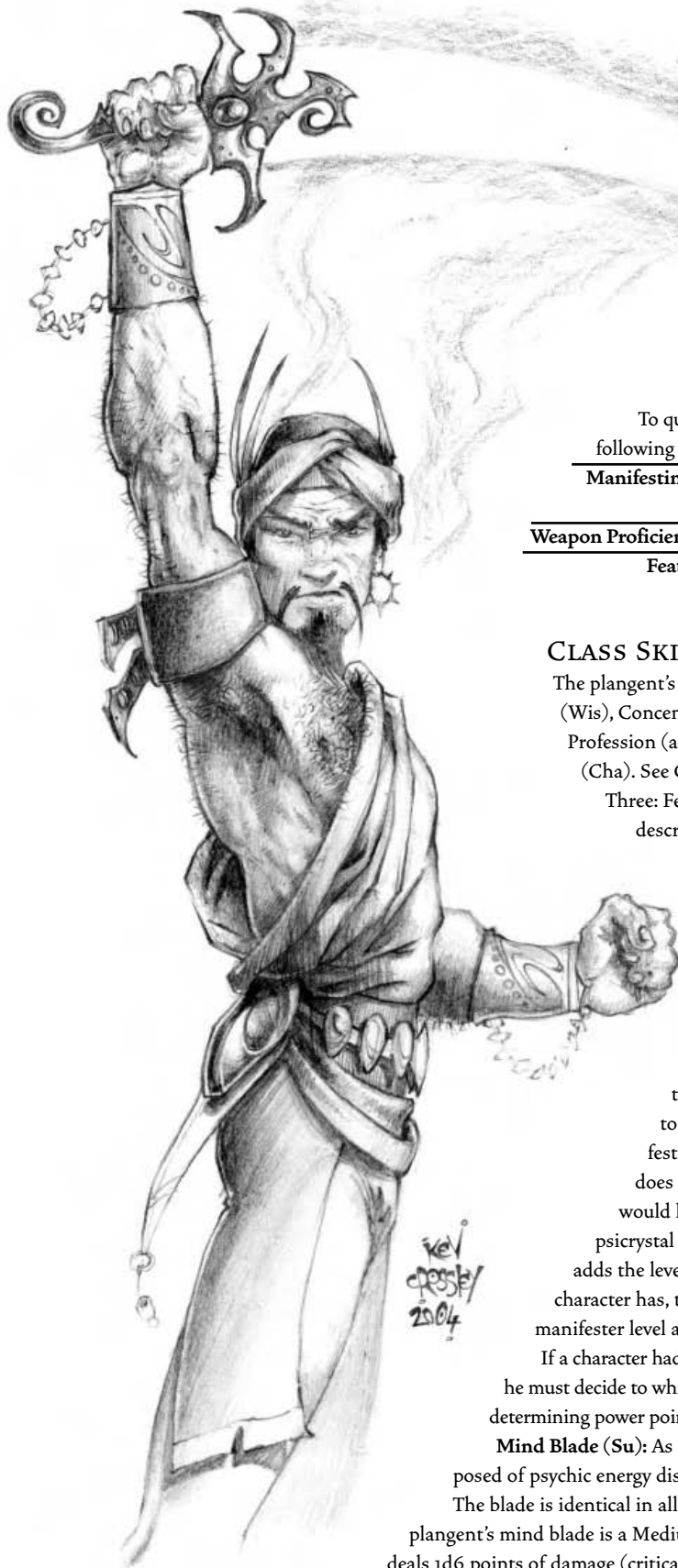
PLANGENT

A cerebral lot, psions rarely trouble with the physical—less even than the war-minded psychic warrior or even the soulknife, who wields a "blade" of mind's energy. But despite these predilections, one psionic tradition sees the value in objects—especially in objects of pure mental structure. They understand the beneficial effect that resonances of specific objects have with psionic power. And, of all objects, few have more potency and symbolism than the sword, or in the case of the plangent, the mind blade.

The plangent is a psion whose use of a mind blade goes beyond that of simply using it as physical weapon; instead he combines it with psionic powers to forge a deadly duo.

THE PLANGENT

Class Level	Base				Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save				
1	+0	+0	+0	+2	+2	Mind blade, blade resonance	—	
2	+1	+0	+0	+3	+3	Free focus 1/day	+1 level of existing class	
3	+2	+1	+1	+3	+3	—	+1 level of existing class	
4	+3	+1	+1	+4	+4	Mind blade +1	+1 level of existing class	
5	+3	+1	+1	+4	+4	Potent resonance	+1 level of existing class	
6	+4	+2	+2	+5	+5	Free focus 2/day	—	
7	+5	+2	+2	+5	+5	—	+1 level of existing class	
8	+6	+2	+2	+6	+6	Mind blade +2	+1 level of existing class	
9	+6	+3	+3	+6	+6	Free focus 3/day	+1 level of existing class	
10	+7	+3	+3	+7	+7	Sword of mind's might	+1 level of existing class	



Most psionic characters, upon learning of the existence of lore of the plangent, laugh or disbelieve, until the time comes when they must match their powers against the unsheathed mind blade of the plangent.

Hit Die: d6

REQUIREMENTS

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

Manifesting: Ability to manifest 3rd-level psionic powers and knowledge of at least three psychometabolism powers

Weapon Proficiency Must be proficient with one or more martial weapons

Feats: Combat Manifestation, Craft Psionic Arms and Armor, Exotic Weapon Proficiency (any exotic sword)

CLASS SKILLS

The plangent's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Knowledge (psionics) (Int), Profession (any) (Wis), Psicraft (Int), Ride (Dex), and Use Psionic Device (Cha). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All the following are plangent class features.

Weapon and Armor Proficiency: Plangents gain no proficiency in armor, but they gain proficiency in the use of the mind blade.

Powers Known: At every level indicated on the class table, the plangent gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of plangent to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before he became a plangent, he must decide to which class he adds the new level of plangent for the purpose of determining power points per day, powers known, and manifest level.

Mind Blade (Su): As a move action, a plangent can create a semisolid blade composed of psychic energy distilled from his own mind.

The blade is identical in all ways to a soulknife's mind blade. Like a soulknife's blade, a plangent's mind blade is a Medium weapon that he can wield as a light weapon, and the blade deals 1d6 points of damage (critical 19–20/x2). Plangents who are smaller or larger than Medium create mind blades identical to short swords appropriate for their size, with a corresponding change to the blade's damage (see Table 7–4 and Table 7–5 in the *Player's Handbook*). The wielder of a mind blade gains the usual benefits to his attack roll and damage roll from a high Strength bonus.

At 4th level the mind blade gains a +1 enhancement bonus on attack rolls and damage rolls, and at 8th level it becomes +2. However, no other benefits that accrue to a soulknife's mind blade accrue to the plangent's mind blade.

Blade Resonance (Su): The character can resonate some of his powers through his mind blade.

Any power resonated through his mind blade is treated as if the plangent had a +1 manifester level. (It is a free action that does not count against other free actions in the round to resonate power through the blade, but not a free action to manifest the power; the plangent must manifest the power normally.) The plangent must wield the weapon in at least one hand to use it for resonance.

The plangent can resonate a number of powers per day through the mind blade equal to his plangent class level.

Free Focus (Ex): Once per day, when a plangent resonates a power through his mind blade, he can gain the benefit of expending his psionic focus for that power, even if he is not currently focused. If the character is focused currently, using this ability doesn't expend the focus.

As the character gains additional levels in the plangent class, he gains additional free expenditures of focus per day.

A plangent cannot use his free focus on a feat, power, or other activity that already benefits from focus expenditure.

Potent Resonance (Su): At 5th level, the save Difficulty Class of any power resonated through the plangent's mind blade increases by 1.

Sword of Mind's Might (Su): Once per day, a plangent can hurl his mind blade at a creature within 30 feet to which he has line of sight, striking it unerringly. If

the struck creature fails a Will saving throw (DC = 18 + plangent's Intelligence bonus), the creature is transfixed (and helpless) for as long as the plangent concentrates; however, the plangent is equally vulnerable, since he is concentrating his entire being on transfixing the target creature.

PSYCHIC CHIRURGEON

The hurts done to others are as open wounds to the psychic surgeon, who feels others' pain as his own. The psychic surgeon has other concerns but has decided to devote part of his development as a psionic entity toward the study of psionic healing. His concentration in psionic healing pays big dividends; with only a small loss of his original skills, the psychic surgeon begins to compete with divine healers in their ability to bring relief from hurt.

Psions who study the ways of the Psychometabolism discipline most easily pick up the psychic surgeon prestige class, though psions of other flavors can eventually assume the prestige class as well.

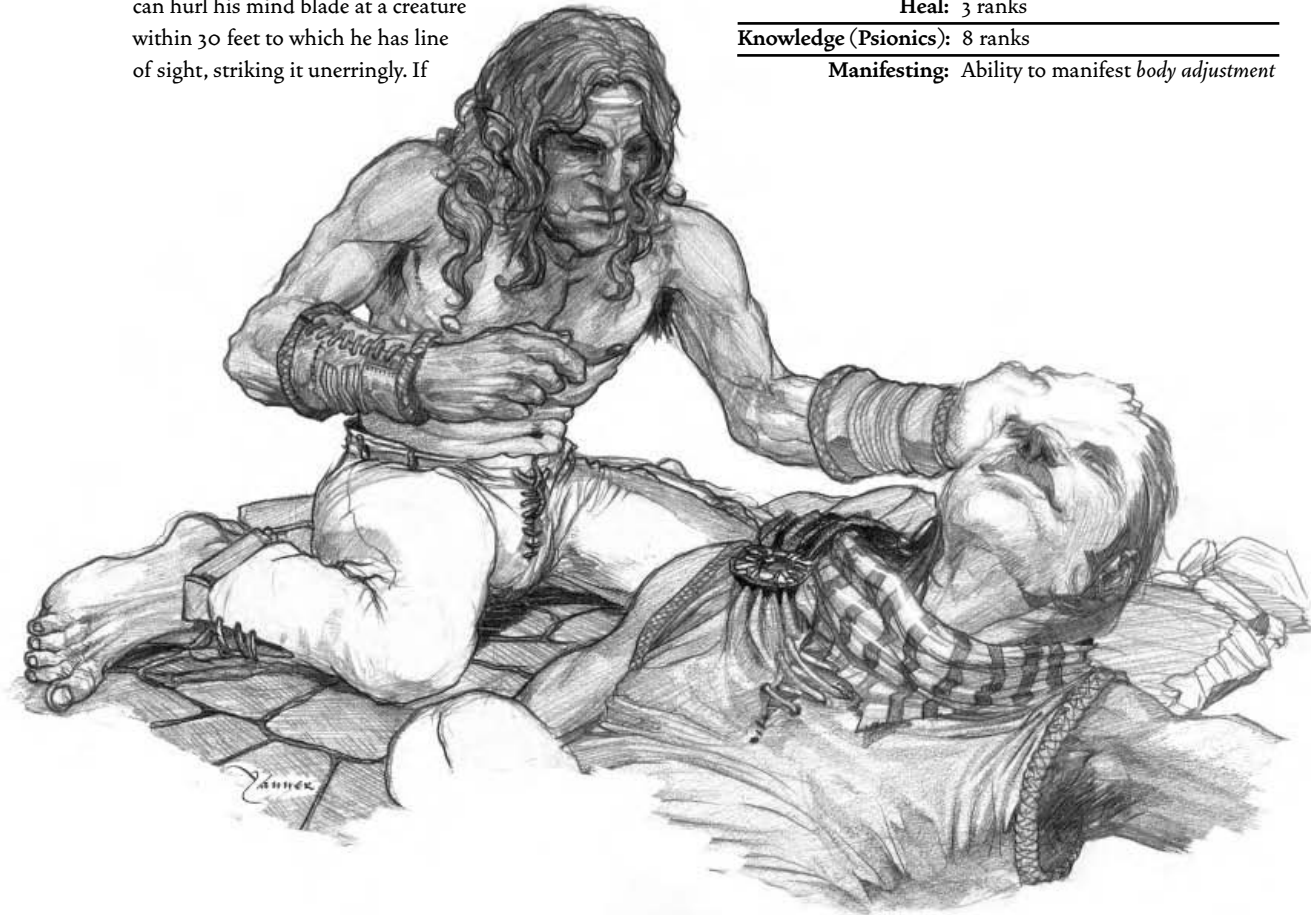
Many consider psychic surgeons *de rigueur* members of any adventuring party that can't find or won't countenance a cleric member. In areas where divine magic is absent or discouraged, psychic surgeons are the only game in town.

Hit Die: d8

REQUIREMENTS

To qualify to become a psychic surgeon, a character must fulfill the following criteria.

Heal: 3 ranks
Knowledge (Psionics): 8 ranks
Manifesting: Ability to manifest <i>body adjustment</i>



THE PSYCHIC CHIRURGEON

Class Level	Base		Reflex Save	Will Save	Mode		Special	Powers Known
	Attack Bonus	Fortitude Save			Check Bonus			
1	+0	+2	+0	+0	+0		<i>Metahealer I</i>	—
2	+1	+3	+0	+0	+0		Rapid Metabolism	+1 level of existing class
3	+2	+3	+1	+1	+1		<i>Empathic condition relief latency</i>	+1 level of existing class
4	+3	+4	+1	+1	+1		Psionic Metabolism	+1 level of existing class
5	+3	+4	+1	+1	+1		<i>Psionic repair damage latency</i>	+1 level of existing class
6	+4	+5	+2	+2	+2		<i>Metahealer II</i>	+1 level of existing class
7*	+5	+5	+2	+2	+2		<i>Chirurgion savant</i>	—

* You cannot progress further than 7th level in this prestige class.

CLASS SKILLS

The psychic surgeon's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (psionics) (Int), Profession (any) (Wis), Psicraft (Int), and Swim (Str). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the psychic surgeon prestige class.

Weapon and Armor Proficiency: Psychic surgeons gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 10th-level psion/3rd-level psychic surgeon has a character level of 13th and a manifester level of 12th. So the character manifests powers with level-dependent parameters as if he were 12th level.

Metahealer I (Ps): The psychic surgeon can absorb the hurts of the creature he touches by curing 3d8 points of damage +1 point per effective manifester level (up to +15) when he expends 5 power points. Though the harm passes

briefly to the psychic surgeon, he feels only a slight twinge. The absorbed wounds instantly melt away, leaving no initial or lasting harm or scar.

Rapid Metabolism (Ex): At 2nd level, the character gains the Rapid Metabolism feat from the *Expanded Psionics Handbook*.

Empathic Condition Relief Latency (Ps): At 3rd level, the character discovers further avenues for healing. He learns *empathic condition relief* as if normally learning a new power through gaining an effective manifester level; however, the character learns *empathic condition relief* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another Psychometabolism power of equal or lower level to unlock from latency.

Psionic Metabolism (Ex): At 4th level, the character gains the Psionic Metabolism feat from the *Expanded Psionics Handbook*.

Psionic Repair Damage Latency (Ps): At 5th level, the character discovers even more methods of healing. He learns *psionic repair damage* as if normally learning a new power through gaining an effective manifester level; however, the character learns *psionic repair damage* in addition to any other powers he otherwise learns. If the character already knows this power, he can choose another Psychometabolism power of equal or lower level to unlock from latency.

Metahealer II (Ps): Starting at 6th level, the psychic surgeon can absorb the extraordinary hurts of the creature he touches by completely curing all diseases, blindness, deafness, hit point damage, and all temporary ability damage when he expends 11 power points. His touch absorbs poisons in the target's system so that his target suffers no additional damage or effects. His touch absorbs a *feeblemind* effect, insanity, and other mental disorders caused by powers, spells, or injury to the brain. The effects of the absorbed damage briefly have their way with the healer, causing severe discomfort, but the absorbed hurts melt away quickly, leaving no lasting harm, scar, poisonous taint, or mental disorder.

Chirurgion Savant (Ps): Beginning at 7th level, the character can use the power *psychic surgery* once every week as

if he were an 18th-level manifester. Though he can use the power only once every week, he need not spend power points; however, if he implants powers, he must pay the XP Cost noted under the power description (see the *Expanded Psionics Handbook*).

QUIETUS

The quietus uses the power of her mind to permanently eradicate the consciousness (and life) of other creatures, especially psionic creatures. Drawing on a suite of psionic abilities, the quietus finds that she can sneak when necessary, hide when the situation demands, deceive those who cannot be fought, and puncture with a psionic thrust the minds of those whose lives must end.

Psions who specialize in the discipline of telepathy most commonly pick up this prestige class. Those exploring the class find its arts useful for overcoming enemies of all types, whether psionic or mundane in mental character.

NPC quietuses work in guilds or hidden associations based in large cities, or they stay secreted away in a hard-to-find wilderness area. Sometimes they serve a more powerful quietus or group of quietuses. Only the most capable quietus willingly operates without any sort of support or backup.

Hit Die: d6

REQUIREMENTS

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

Alignment: Any nongood
Hide: 4 ranks
Knowledge (Psionics): 8 ranks
Manifesting: Ability to manifest <i>mind thrust</i> and <i>ubiquitous vision</i>

CLASS SKILLS

The quietus' class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (any)

(Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Psionic Device (Cha). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All the following are quietus class features.

Weapon and Armor Proficiency: A quietus is proficient with light armor but not with shields. A quietus gains no new proficiency with weapons.

Powers Known: At every level indicated on the class table, the quietus gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of quietus to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a quietus, she must decide to which class she adds the new level of quietus for the purpose of determining power points per day, powers known, and manifester level.

Savage Mind Thrust (Su): When a quietus attacks a vulnerable creature with a *mind thrust* power, the *mind thrust* penetrates the creature's mind, even if the creature succeeds at its saving throw. A victim is considered to be in a vulnerable position any time it is within 30 feet of the quietus.

Normally, when the *mind thrust* power is used, a creature that makes a successful saving throw takes no damage

THE QUIETUS

Class Level	Base				Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save				
1	+0	+0	+2	+0	+2	Savage <i>mind thrust</i> +1d6	—	
2	+1	+0	+3	+0	+3	—	+1 level of existing class	
3	+2	+1	+3	+1	+3	<i>Crisis of breath</i>	+1 level of existing class	
4	+3	+1	+4	+1	+4	Lethal <i>mind thrust</i> , savage <i>mind thrust</i> +2d6	—	
5	+3	+1	+4	+1	+4	—	+1 level of existing class	
6	+4	+2	+5	+2	+5	<i>Mass cloud mind</i>	+1 level of existing class	
7	+5	+2	+5	+2	+5	Savage <i>mind thrust</i> +3d6	—	
8	+6	+2	+6	+2	+6	—	+1 level of existing class	
9	+6	+3	+6	+3	+6	<i>Crisis of life</i>	+1 level of existing class	
10	+7	+3	+7	+3	+7	Savage <i>mind thrust</i> +4d6	—	



whatsoever. However, the ability of the quietus is such that even creatures that succeed at a saving throw take some damage: 1d6 at 1st level, and +1d6 every three quietus levels thereafter. If the victim makes a saving throw against an augmented *mind thrust*, the extra power points spent only deal extra damage on a 1-per-1 basis (instead of adding extra d10 of damage, as would be the case normally). A quietus can make a savage *mind thrust* only against creatures that are normally vulnerable to mind-affecting powers.

Crisis of Breath (Ps): The quietus learns the *crisis of breath* power, even if she is normally too low a level to learn it. However, she cannot manifest it. Instead, once per day, the quietus can use the power as a psi-like ability (DC 10 + Charisma modifier + half manifester level). Manifester level equal to character's manifester level. The Difficulty Class is Charisma based.

Lethal Mind Thrust: If a quietus studies her victim for 3 rounds and then makes a savage *mind thrust* that successfully deals damage, the attack has the additional effect of possibly either paralyzing or killing the target (quietus' choice). While studying the victim, the quietus can undertake other actions so long as her attention stays focused on the target and the target does not detect the quietus or recognize the quietus as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the quietus' class level + the quietus' Intelligence modifier) against the lethal effect, the victim dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering the victim helpless and unable to act for 1d6 rounds plus 1 round per quietus level. If the victim's saving throw succeeds, the attack is just a normal savage *mind thrust*.

Once the quietus has completed the 3 rounds of study, she must make the death attack within the next 3 rounds. If a lethal mind thrust is attempted and fails (the victim makes her save) or if the quietus does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another lethal mind thrust.

Mass Cloud Mind (Ps): The quietus learns the *mass cloud mind* power, even if she is normally too low a level to learn it. However, she cannot manifest it. Instead, once per day, the quietus can use the power as a psi-like ability (DC 10 + Charisma modifier + half manifester level). Manifester level equal to character's manifester level. The save Difficulty Class is Charisma based.

Crisis of Life (Ps): The quietus learns the *crisis of life* power, even if she is normally too low a level to learn it. However, she cannot manifest it. Instead, once per day, the quietus can use the power as a psi-like ability (DC 10 + Charisma modifier + half manifester level). Manifester level equal to character's manifester level. The save Difficulty Class is Charisma based.

SPIRITUEL

The banished gods of mental capacity sometimes briefly return to the known planes of reality to show forth their power. Like divine gods, psionic godminds act upon the worlds mostly through intermediaries—their spirituels. A spirituel is a psionic individual who hears the faint call of a psionic godmind and responds wholeheartedly, giving the godmind worship and praise. In return, the psionic godmind invigorates its worshiper with psionic abilities that it channels from the divine sphere to the mortal realm.

Any psionic character can potentially become an adherent of a psionic godmind, though seers become aware of the divine minds most often. Even then, psionic characters have few godminds to choose from. Most godminds are banished, and the rest are hidden. Thus the route to becoming

a spirituel is not straightforward. Luck and chance play at least as much a role as desire and planning for those seeking psionic communion with a higher entity. Of the few

Godminds: What Are They?

Godminds, like gods, are immensely powerful entities. However, unlike many deities, godminds were not born divine, and so they do not channel divine energy. Instead, they all belong to an ancient family of 17 siblings whose natural psionic gifts registered off the charts in all tests during the age before now; they were a freak mutation of nature. A few were slain, either one by the other in internecine strife or by mobs of the fearful who learned of their growing power. Eventually, of the 11 that survived, seven transcended into a state of godmind on par with the power of demigods. They gained the ability to channel some of their power to the followers that learned of their existence and chose to venerate them.

No one knows what became of the four who did not transcend, but three of those who did died at the hands of avatars of jealous deities (including Nyrocama, who is mentioned in the "Kuresh" entry of Chapter Six: New Monsters). Three more fled to distant planes to nurture their power to even greater heights, while Actaeus alone remains, gaining worshipers to whom he transmits portions of his psionic power in return for their devotion and occasional service.

psionic godminds rumored to be active, one of them, Actaeus, is described here (see page 152).

Unlike clerics of divine gods, spirituels are lone voices in the wilderness who serve the will of their godmind without supporting organizations, religious centers, or churches. In a way, they are like prophets, though few spirituels find much profit in too loudly proclaiming the nature of their godmind, lest they be banned from a civilization that prefers divine gods to psionic godminds.

Hit Die: d6

REQUIREMENTS

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

Knowledge (Psionics): 6 ranks

Knowledge (Religion): 8 ranks

Manifesting: Ability to manifest *precognition*

Special: The character must have found a psionic codex detailing the nature and powers of the specific psionic godmind worshiped (this falls to the DM to arrange as he sees fit).

CLASS SKILLS

The spirituel's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (psionics) (Int), Knowledge (religion) (Int), Profession (Wis), and Psicraft (Int). See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the spirituel.

Weapon and Armor Proficiency: Spirituels gain no additional proficiency in any weapon or armor.

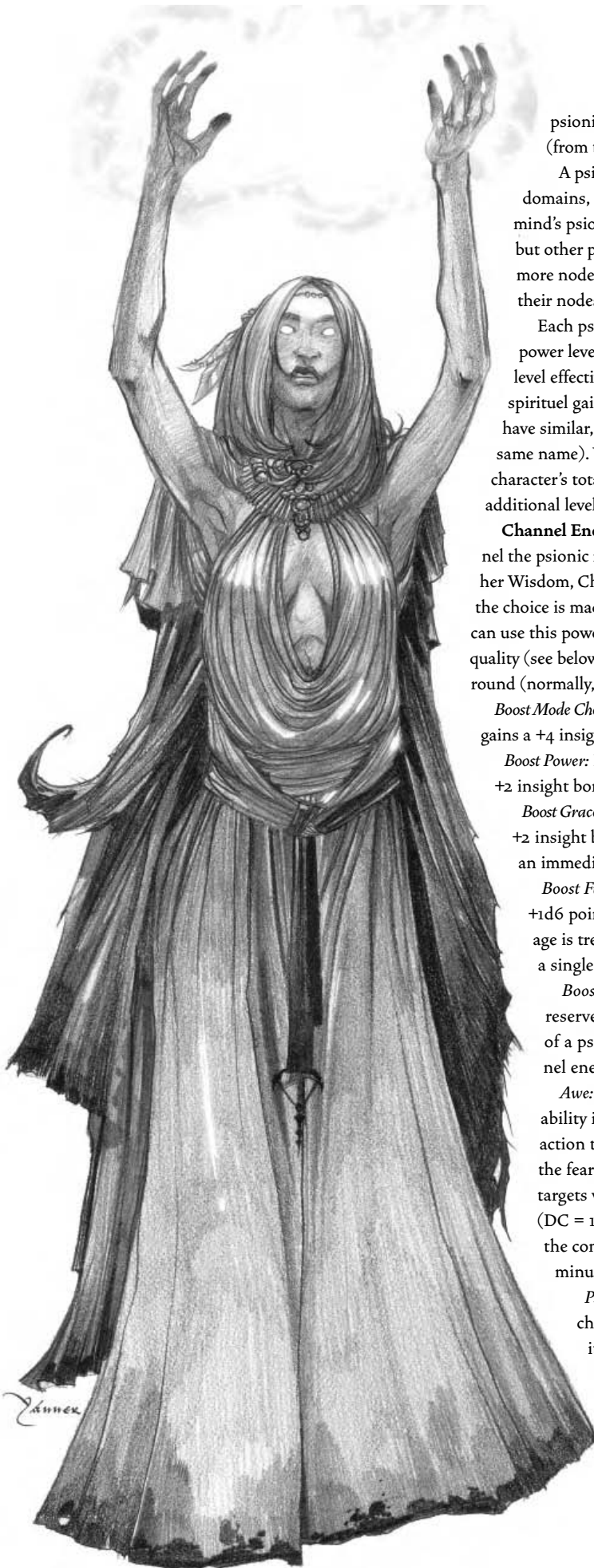
Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those she receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining effective manifest level.

For example, a 10th-level psion/3rd-level spirituel has a character level of 13th and a manifest level of 12th. So the character manifests powers with level-dependent parameters as if she were 12th level.

Psionic Node (Ex): Choose a psionic godmind for the spirituel. At this time, only the godmind Actaeus is known (though the DM or other sources could develop others). Other known gods of psionic creatures that have domains and standard clerics may also possess the necessary mental architecture to support spirituels (at the DM's option). Actaeus is described starting on page 152. The spirituel's

THE SPIRITUEL

Class Level	Base		Reflex Save	Will Save	Mode Check Bonus	Special	Powers Known
	Attack Bonus	Fortitude Save					
1	+0	+2	+0	+2	+0	Psionic node	—
2	+1	+3	+0	+3	+0	—	+1 level of existing class
3	+1	+3	+1	+3	+1	—	+1 level of existing class
4	+2	+4	+1	+4	+1	Channel energy	+1 level of existing class
5	+2	+4	+1	+4	+1	—	+1 level of existing class
6	+3	+5	+2	+5	+2	—	+1 level of existing class
7	+3	+5	+2	+5	+2	Extra channeling	+1 level of existing class
8	+4	+6	+2	+6	+2	—	+1 level of existing class
9	+4	+6	+3	+6	+3	—	+1 level of existing class
10	+5	+7	+3	+7	+3	Minor psionic avatar	—



psionic godmind influences her alignment, what psionics she can perform (from this point forward), her values, and how others see her.

A psionic godmind has nodes in a manner similar to a standard god's domains, though nodes are *not* domains. Choose two from among the godmind's psionic nodes to serve as your spirituel's nodes. (Actaeus has only two, but other psionic godminds could have more. DMs should feel free to create more nodes that suit their campaigns, perhaps using existing domains to model their nodes upon.)

Each psionic node gives the spirituel knowledge of a node power at every power level, from 1st on up, as well as a granted power. (For instance, an 8th-level effective manifester would know node powers of 1st through 4th level.) The spirituel gains the granted powers of both selected psionic nodes (psionic nodes have similar, but not identical, granted powers to standard divine domains of the same name). With extra knowledge of two node powers at a given power level, the character's total knowledge of discovered psionic powers increases by two at each additional level—knowledge of one extra power for each of the two nodes.

Channel Energy (Su): Starting at 4th level, the spirituel gains the power to channel the psionic might of her godmind a number of times per day equal to three plus her Wisdom, Charisma, or Intelligence modifier (whichever is more beneficial—once the choice is made, the spirituel cannot switch to another ability score). The spirituel can use this power in a variety of ways. All uses of channel energy to boost another quality (see below) are free actions that count as uses of a quickened action for the round (normally, only one quickened action is allowed per round).

Boost Mode Check: Each time the spirituel channels energy to boost a mode check, she gains a +4 insight bonus on her mindscape opposed mode check roll.

Boost Power: Each time the spirituel channels energy to boost a power, she gains a +2 insight bonus to set the power's Difficulty Class (if any).

Boost Grace: Each time the spirituel channels energy to boost grace, she gains a +2 insight bonus on her Will saving throw. The spirituel can channel energy as an immediate action.

Boost Fury: Each time the spirituel channels energy to boost fury, she adds +1d6 points of damage to any power that deals damage dice. The extra damage is treated as holy damage. A single power can be augmented by more than a single usage of channel energy.

Boost Reserve: Each time the spirituel channels energy to boost her reserve, she gains 1d4+1 power points that she must use toward the cost of a psionic power. Any points not used are lost. The spirituel can channel energy to boost her reserve as a swift action.

Awe: The spirituel can apply up to three uses of her daily channel energy ability in an attempt to awe specified targets. The spirituel uses a standard action to fill herself with the glory of her psionic godmind, seeking to put the fear of her godmind into her chosen targets (she can affect all specified targets who view her within a 30-foot radius) who fail a Will saving throw (DC = 10 + effective manifester level). Affected creatures stand dazed, as the condition. This tableau holds until the spirituel ends the effect, 10 minutes pass, or the awed creatures are attacked.

Psionic Symbol: The spirituel can apply up to four uses of her daily channel energy ability to create a psionic symbol. Each time the spirituel channels energy to invoke a psionic symbol, she inscribes her godmind's symbol upon any surface (even stone or metal) without harm to it. The symbol can be no more than 6 inches in diameter. The symbol can be visible or invisible. If she makes an invisible symbol, speaking the godmind's name in the vicinity causes

it to glow and become visible (as does a *detect psionics* power and other effects that allow the viewing of invisible things). The symbol cannot be negated or dispelled, except by the spirituel (who can do so as a swift action). If inscribed on a living being, normal wear gradually causes the symbol to fade in about a month.

If inscribed upon an inanimate, immobile object or surface, the psionic symbol consecrates the area (up to a 50-foot radius centered on the symbol) to the character's psionic godmind. It grants a psionic effect upon specified creatures that enter the area, but only while they remain in the area. The psionic symbol lasts for one day and functions throughout the entire radius, regardless of the normal duration and area or effect. The spirituel can designate whether the effect applies to all creatures, creatures who share her faith or alignment, psionic creatures, nonpsionic creatures, creatures who adhere to another faith or alignment, or potentially some other general grouping. The effect is either benign (all specified creatures gain a morale bonus of +4 on their attack rolls and a morale bonus of +4 on saving throws against fear effects) or baneful (all specified creatures gain a morale penalty of -4 on their attack rolls and a morale penalty of -4 on saving throws against fear effects).

Extra Channeling (Su): Starting at 7th level, the spirituel can channel the energy of her godmind an additional four times per day.

Minor Psionic Avatar (Su): From 10th level forward, once per day the spirituel can open a wider mental channel to her psionic godmind and become a minor avatar to the godmind's purpose. The spirituel can maintain the channel for up to one hour. While a minor psionic avatar, the spirituel gains the benefits of *mindful aura*. More importantly, she can freely manifest any psionic node power she knows, but she cannot use more than three free manifestations during the hour. Finally, if she would otherwise be killed while acting as a psionic avatar, she instead receives the effects of the *defer fatality* power.

ACTAEUS, A GODMIND

Actaeus (ak TEY us), a psionic godmind, is chaotic good, and he possesses the title "the Mindful God." Actaeus is one of an extended pantheon of psionic godminds, most of whom are absent, missing, or banished far from known planes. (Nyrocamaz is a "sibling," described briefly as the absent kureshim god in the "Kuresh" entry of Chapter Six: New Monsters.)

Even Actaeus is little known, though he seeks to reintroduce his liturgy to the world. His symbol is three eyes. He is associated with the psionic nodes of Knowledge and Protection. (Psionic nodes have similar, but not identical, granted powers and abilities to standard divine domains of the same name.) His favored weapon is the naked intellect. Standard clerics

gain no powers from worshipping Actaeus unless they multiclass into a psionic class and meet the requirements for the spiritual prestige class.

KNOWLEDGE PSIONIC NODE

Granted Powers: You gain a base proficiency of +2 in all Knowledge skills and the ability to manifest powers from the clairsentience discipline at +1 manifester level.

Knowledge Psionic Node Powers

- 1 *Precognition.* Gain floating +2 insight bonus to one roll.
- 2 *Read Thoughts.* You detect subject's surface thoughts.
- 3 *Eradicate Invisibility.* Negate invisibility in a 50-foot burst.
- 4 *Steadfast Perception.* Immunity to illusory effects, +6 bonus on Spot and Search checks.
- 5 *True Seeing, Psionic.* See all things as they really are.
- 6 *Precognition, Greater.* Gain +4 insight bonus to one roll.
- 7 *Sequester, Psionic.* Target becomes invisible to sight and *remote viewing*, renders subject comatose.
- 8 *Astral Seed.* You plant the seed of your rebirth from the Astral Plane.
- 9 *Metafaculty.* You learn details about any one creature.

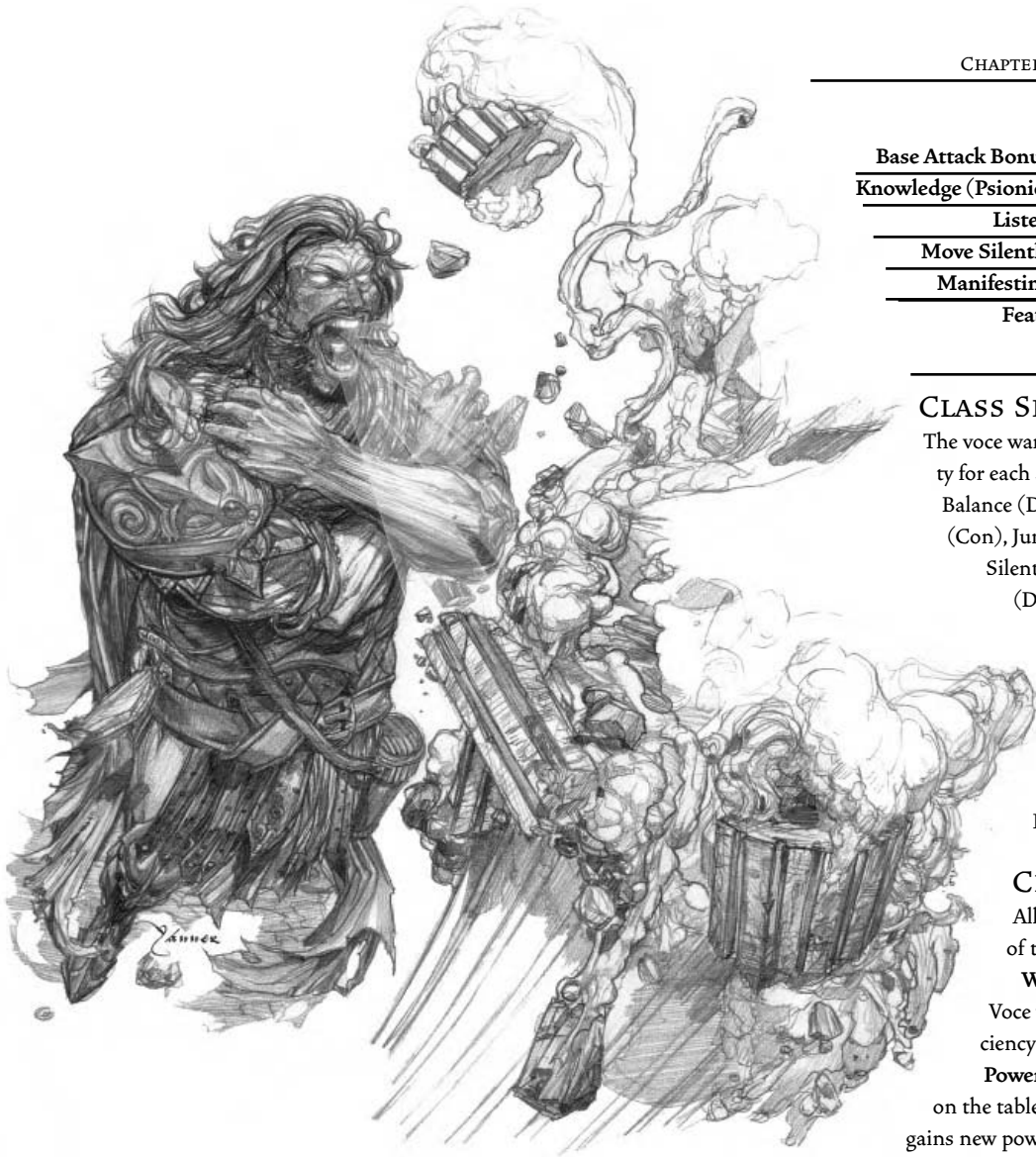
PROTECTION PSIONIC NODE

Granted Power: You can generate a protective ward that grants someone you touch a resistance bonus equal to your effective manifester level on her next saving throw.

Activating this power is a standard action that draws an attack of opportunity. The protective ward is an effect from the Psychokinesis discipline with a duration of one hour, usable once per day.

Protection Psionic Node Powers

- 1 *Empty Mind.* You gain a +2 bonus on Will saves until your next action.
- 2 *Alloyed Hidef.* The target's skin becomes toughened and provides damage reduction.
- 3 *Mental Barrier.* Gain +4 deflection bonus to AC until your next action.
- 4 *Intellect Fortress.* Those inside fortress take only half damage from all powers and psi-like abilities until your next action.
- 5 *Tower of Iron Will.* Grant PR 19 against mind-affecting powers to all creatures within 10 feet until your next turn.
- 6 *Dispelling Buffer.* The target is buffered from one *dispel psionics* effect.
- 7 *Reddopsi.* Powers targeting you rebound on manifester.
- 8 *Mind Blank.* The target becomes immune to mental/emotional magic, scrying, and so on.
- 9 *Timeless Body.* Ignore all harmful, and helpful, effects for 1 round.



VOCE WARRIOR

Sound is sometimes powerful, sometimes subtle, and—in the hands of a voce warrior—potentially cataclysmic in effect. The weapon of the voce warrior is his echoic saber. This is not a physical weapon; the voce warrior needs nothing so crude. The echoic saber is a transient sonic construction created round-by-round through a synergy of precise subvocalizations in delicate concert with mentally generated psi-phonemes. The synthesis of the two is the keen, subtle, swift, invisible, and deadly weapon of the voce warrior, who can maim with a whisper and kill with a sound.

Psychic warriors enter the voce warrior prestige class primarily, although some egoists find this class perfect when they've achieved all the prerequisites.

Hit Die: d12

REQUIREMENTS

To qualify to become a voce warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +3

Knowledge (Psionics): 1 rank

Listen: 3 ranks

Move Silently: 3 ranks

Manifesting: Ability to manifest *synesthete*

Feats: Exotic Weapon Proficiency (any), Skill Focus (Listen)

CLASS SKILLS

The voce warrior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Listen (Wis), Move Silently (Dex), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha).

See Chapter Four: Skills in the *Player's Handbook* and Chapter Three: Feats and Skills in the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

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

Weapon and Armor Proficiency:

Voce warriors gain no additional proficiency in any weapon or armor.

Powers Known: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, mode check bonuses, hit points beyond those he receives from the prestige class, psicrystal special abilities, and so on). The character does gain an increased effective level of psionic manifestation and additional power points. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining effective manifester level.

For example, a 10th-level psychic warrior/3rd-level voce warrior has a character level of 13th and a manifester level of 11th. So the character manifests powers with level-dependent parameters as if he were 11th level.

Echoic Saber (Ex): The voce warrior willingly gives up all other physical weapons in favor of his echoic saber. The echoic saber is not visible except when it strikes (seeming saberlike, raylike, or possessing some similar rudimentary weaponlike image); instead, it possesses only an audible, low-pitched,

THE VOCE WARRIOR

Class Level	Base			Mode			Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus			
1	+1	+2	+0	+0	+0	Echoic saber	—	
2	+2	+3	+0	+0	+0	Sonic breach: magic	—	
3	+3	+3	+1	+1	+1	Audible escalation +2	+1 level of existing class	
4	+4	+4	+1	+1	+1	Resonance ram	—	
5	+5	+4	+1	+1	+1	Sonic breach: cold iron	—	
6	+6	+5	+2	+2	+2	Audible escalation +3	+1 level of existing class	
7	+7	+5	+2	+2	+2	Echolocation	—	
8	+8	+6	+2	+2	+2	Sonic breach: silver	—	
9	+9	+6	+3	+3	+3	Audible escalation +4	+1 level of existing class	
10	+10	+7	+3	+3	+3	Skotono voce	—	
11*	+11	+7	+4	+4	+4	Sonic breach: adamantine	—	

* Unlike most prestige classes, the voce warrior enjoys 11 levels of advancement.

rumbling hum. What one person considers a simple vocalization is the voce warrior's melee or ranged attack. If the voce warrior cannot use his voice (for instance, if he strays into a null-sound effect such as magical *silence*, or if he stands in a vacuum where no sound can be transmitted), he cannot use his echoic saber. Otherwise, the voce warrior can use his echoic

saber simply as a result of his psionic heritage.

When the voce warrior first gains the ability to generate an echoic saber, his weapon-specific feats (if any) are instantly transformed—they no longer apply to the weapon they were originally chosen for—and now apply to the echoic saber. For instance, the voce warrior's Exotic Weapon Proficiency feat now applies to his echoic saber, and he loses proficiency with whatever weapon he originally selected the feat for. The same is true for Weapon Focus, Weapon Specialization, and any other weapon-specific feats the voce warrior may have gained. The transformed weapon feats all provide their full

benefit to the echoic saber. Moreover, while using the echoic saber, the character cannot use any physical weapon.

Echoic Saber Weapon Statistics: The weapon requires a move action to “draw.” Once it's drawn, the voce warrior can maintain it from round to round as a nonaction. *Cost* n/a; *Melee Damage* 2d6 (Strength modifier \times 1.5 as long as both hands remain free); *Ranged Damage* 1d6; *Critical* 19–20/ \times 2; *Range Increment* (if used as a ranged weapon) 30 feet; *Weight* n/a; *Type* Bludgeoning or Piercing (choose each round). Once “drawn,” the saber allows the voce warrior to attack with it as if it were a normal weapon, calculating an attack based on his base attack score modified by his key ability score (or Intelligence, if no key ability score applies). As with a normal weapon, the same score also modifies damage. If using it as a ranged weapon, the character projects each round a number of bolts of sonic force equal to the number of attacks he can normally make. Even though partially of sonic construction, the echoic saber is also bounded and reinforced with psionic energy; thus, creatures resistant or immune to sonic damage are not immune to the echoic saber. Creatures immune to sonic damage take half damage from each hit; creatures vulnerable to sonic damage take double damage.

After the first round, the character need not drop his vocalizations that keep his echoic saber “drawn” in order to speak. Like gifted throat musicians of some cultures, the voce warrior can maintain two different pitches and tones simultaneously.

Sonic Breach (Su): The character's echoic saber can deal damage to a creature with damage reduction as if the character made the attack with a magic weapon (as if it were a +1 weapon). Sonic breach does not actually confer an enhancement bonus—this ability merely allows the character to pierce damage reduction. Sonic breach starts at 2nd level and improves as the character gains experience; the echoic saber improves with the voce warrior's level as follows: cold iron (or as a +3 weapon) at 5th level, silver (or as a +4 weapon) at 8th level, and adamantine (or as a +5 weapon) at 11th level. However, DMs should allow voce warriors to

Audible Interaction and Escalation

Abilities, powers, and spells that do not outright cancel all sound in a radius can have varying effects on an echoic saber. To simplify, all such effects (such as the psionic power control sound) that successfully target the echoic saber give the voce warrior a –2 penalty on all his attack rolls while in effect.

If desired, the voce warrior can permanently substitute a DM-approved weapon special quality (such as holy, flaming, or even impact or lucky) for an equal amount of enhancement bonus as long as the base +1 enhancement bonus of any manifestation remains active (so, at 3rd level, a voce warrior could substitute only a weapon quality equal to +1 to keep a base +1 weapon). Once substituted, that special quality remains fixed; whenever the character manifests an echoic saber of any enhancement bonus level, the substituted weapon quality also manifests. At higher levels, the character can add more weapon special qualities; however, each weapon special quality added obviously reduces the highest enhancement bonus gained. If substituting a +3 or higher level weapon quality after 9th level, the character could manifest a +2 or +3 echoic saber that doesn't manifest that weapon quality; only echoic sabers manifested using audible escalation at 9th level and above would manifest with this quality.

However, DMs should also allow voce warriors to change out previously selected weapon equivalents using the same eight-hour method described for the soulknife to change out previous configurations of this mind blade in the Expanded Psionics Handbook.

change out previously selected weapon equivalents using the same eight-hour method described for the soulknife to change out previous configurations of the mind blade; see the *Expanded Psionics Handbook*, Chapter Two.

Audible Escalation (Su): Once per day, the voice warrior can confer an enhancement bonus upon his echoic saber as a free action. As for any weapon with an enhancement bonus, the bonus modifies both the attack roll and the damage roll of the echoic saber. Each audible escalation grants 10 rounds of use, though the voice warrior may divide up the rounds throughout the day. At 3rd level, the echoic saber gains a +2 enhancement bonus, and this bonus increases by +1 at 6th and 9th level (to +3 and +4, respectively).

The voice warrior can use each of these escalations once per day. For instance, the 8th-level character could use audible escalation +2 during his first encounter of the day for 2 rounds, then later use audible escalation +4 during some difficult encounter later on the same day for all 10 rounds. The voice warrior decides at the beginning of each round how much escalation, if any, to apply to his echoic saber. He can use this power in dribs and drabs by choosing to use up just 1 or 2 rounds worth of the escalation as desired instead of letting the duration run out.

Resonance Ram (Ps): Beginning at 4th level, the voice warrior can infuse his voice with splintering power and bellow forth a tangible wave of force when he spends 5 power points. Treat this as a ranged attack with a 50-foot maximum range, a +3 bonus on the attack roll, and no penalties for distance. Those the *resonance ram* strikes take 3d6 points of damage and are subject to a bull rush (treat the attack as if made by a Large foe with a Strength of 29). If the voice warrior directs the *resonance ram* attack against an inanimate unattended object to break or burst it (such as a door), the ram's Strength check is as if made by a character with a Strength score of 29. The character doesn't need to drop the vocalizations that keep his echoic saber "drawn" to use this power.

Echolocation (Ps): For a period of 10 minutes starting at 7th level, the voice warrior can add a subtle harmonic to the vocalization that keeps his echoic saber "drawn" when he spends 3 power points. The psionically modified harmonic's noise is reflected back by creatures and objects within a 60-foot-range (and line of sight), allowing the character to "see" in normal and magical darkness while the duration lasts. More significantly, while the duration lasts the character can see creatures or objects that are invisible, as well as any that are astral or ethereal, as if they were normally visible. *Echolocation* does not reveal the method used to obtain invisibility, though astral travelers are easy to identify if they have a silver cord. It does not reveal illusions or enable the character to see through opaque objects. It grants a +10 competence bonus on the voice warrior's Spot checks against creatures who are simply hiding, concealed, or otherwise hard to see.

Skotono Voce (Ps): Once per day the voice warrior can utilize all his training and psionic ability to craft a killing vocalization

when he pays 3 power points. Using any normal (or escalated) attack with his echoic saber, he automatically hits and scores a critical hit. Defenders who survive the damage must make a Fortitude save (DC 10 + damage dealt) or die.

PSIONIC PRESTIGE CLASS

VARIANTS

Even with the release of the *Expanded Psionics Handbook*, there are a few prestige classes that still could benefit from a variant—for balance or merely for something different. Let's give it a whirl for the metamind, the pyrokineticist, and the blade manifester (a prestige class for the *Expanded Psionics Handbook's* soulknife).

METAMIND

The metamind prestige class description appears in Chapter Six: Prestige Classes of the *Expanded Psionics Handbook*.

Hit Die: d4

REQUIREMENTS

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

Knowledge (Psionics): 8 ranks,

Psicraft: 4 ranks

Feat: Psycrystal Affinity

Manifesting: Able to manifest 2nd-level powers

CLASS SKILLS

The metamind's class skills are Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Knowledge (psionics), and Psicraft (Int). See new skills and expanded uses of existing skills in Chapter Three of the *Expanded Psionics Handbook*. See Chapter Four of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

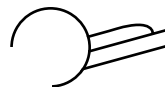
All of the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency with any new weapon or armor.

Powers Known: At every level, a metamind gains additional power points per day and access to new powers as if he had also gained a level in whatever

Wild Surge Advancement

As it currently stands, wilders are unlikely to take prestige classes due to the loss of their surge abilities. As a variant, you might consider allowing a wilder to treat prestige class levels that currently grant a "+1 level of existing class" as wilder levels for the purpose of using wild surge and psychic enervation. However, not all prestige classes are appropriate for this—any psionic prestige class that allows a character to increase save DCs as a class ability should never gain the use of this wild surge advancement variant. For instance, the awakened dreamer should not gain the wild surge advancement variant because of the class's impose will ability.



THE METAMIND

Class Level	Base				Mode		Special	Powers Known
	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Check Bonus			
1	+0	+0	+0	+2	+2	Cognizance psicrystal 5, sequestration 2	+1 level of existing class	
2	+1	+0	+0	+3	+2	Sequestration 3	+1 level of existing class	
3	+1	+1	+1	+3	+3	Cognizance psicrystal 7, sequestration 4	+1 level of existing class	
4	+2	+1	+1	+4	+3	Sequestration 5	+1 level of existing class	
5	+2	+1	+1	+4	+4	Cognizance psicrystal 9, sequestration 6	+1 level of existing class	
6	+3	+2	+2	+5	+5	Sequestration 7	—	
7	+3	+2	+2	+5	+5	Cognizance psicrystal 11, sequestration 8	+1 level of existing class	
8	+4	+2	+2	+6	+6	Sequestration 9	—	
9	+4	+3	+3	+6	+6	Cognizance psicrystal 13, sequestration 10	+1 level of existing class	
10	+5	+3	+3	+7	+7	Font of power, sequestration 11	—	

manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining power points per day, powers known, and manifest level.

Cognizance Psicrystal (Ex): At 1st level, a metamind masters the trick of storing excess power points in a psicrystal. The psicrystal is now treated as a *cognizance crystal* capable of storing 5 power points, in addition to its psicrystal abilities.

At every odd-numbered level, a metamind becomes able to store an additional 2 power points in his psicrystal, to a maximum of 13 points at 9th level.

Sequestration (Ex): The metamind is required to sequester two powers at first level. When a power is sequestered, the character loses the use of it, in this case permanently. On the upside, the character gains a bonus to power points equal to the power point cost of the sequestered powers. For instance, a 1st-level metamind might choose two 1st-level powers to sequester, *empty mind* and *ecto protection*. While this adds only 2 additional power points to the metamind's power point total, the character remains leery at this point of sequestering higher-level powers, which would have added a higher number of power points to the character's power point total. Thus, metaminds have more power points than is normal for their manifest level, but they know fewer powers than an equal-level psion. Any power may be sequestered, even discipline powers of the character's select discipline list. Once it's

sequestered, the metamind loses knowledge of that power and may never learn it in the future.

As the metamind gains levels, the number of enforced sequestrations also increases, as shown on the class table above.

Font of Power (Ps): A 10th-level metamind can act as a living *cognizance crystal*, producing seemingly endless power points once per day, for up to one minute. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his power point reserve. He finds the power points he needs welling up within his own body.

If a metamind using this ability enters a *metaconcert*, his power point reserve is accessed normally for the purpose of his contributing to the pool.

BLADE MANIFESTER

Rare individuals are able to hone the totality of their psionic talent into a razor-sharp blade composed of pure will. These paragons of physical combat are often so focused on realizing the full power of their mind blade that they care little for developing traditional powers of the mind. While many see this as a purity, others eventually come to find it a limitation.

A blade manifester is a soulnife who is adept at both physical combat with the blade of his mind's desire and at enhancing his already considerable skill by manifesting psionic powers.

Hit Die: d8

REQUIREMENTS

To qualify to become a blade manifester, a character must fulfill all the following criteria.

Class Abilities: Mind blade, shape mind blade

Ability Score: Wisdom 15

CLASS SKILLS

The blade manifester's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (any) (Int), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Tumble (Dex). See new skills and expanded uses of existing skills in Chapter Three of the *Expanded Psionics Handbook*. See Chapter Four of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features of the blade manifester prestige class.

Weapon and Armor Proficiency: Blade manifesters gain no new proficiencies.

Power Points/Day: A blade manifester's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on the blade manifester class table below. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points in the *Expanded Psionics Handbook*). His race may also provide bonus power points per day, as may certain feats and items.

Powers Known: Blade manifesters use the same power list as psychic warriors. A blade manifester begins play knowing one psychic warrior power of your choice. Each time he achieves a new level, he unlocks the knowledge of a new power. A blade manifester can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a blade manifester can manifest in a day is limited only by his daily power points.

The Difficulty Class for saving throws against blade manifester powers is 10 + the power's level + the blade manifester's Wisdom modifier.

Maximum Power Level Known: A blade manifester begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers—for example, a 4th-level blade manifester

can learn powers of 2nd level or lower, a 7th-level blade manifester can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a blade manifester must have a Wisdom score of at least 10 + the power's level. For example, a blade manifester with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Student of the Blade: At the levels shown on the class table, a blade manifester gains the class features of a soulknife found in the special column on the soulknife's class table as if he had

also gained a level in soulknife. He does not, however, gain any other benefit a soulknife character would have gained (d10 HD, good Will saving throw, uninterrupted base attack bonus, etc).

The blade manifester always gains only the next higher level of special class features. For instance, a 5th-level soulknife/2nd-level blade manifester gains the special class features of a 6th-level soulknife.

If the character later leaves the blade manifester class and returns to the straight soulknife class, his soulknife special class features progression is unchanged and requires some bookwork to track. For instance, if a 5th-level soulknife/4th-level blade manifester decides to take his next level as a straight soulknife, he would have the special class features of an 8th-level soulknife, even though his straight soulknife class level would be 6th.

Pyrokineticist Variant Options

The pyrokineticist prestige class description appears in Chapter Six: Prestige Classes of the *Expanded Psionics Handbook*. This sidebar provides some alternatives for the class.

Mindscape Psionic Combat Mode
Check Progression: Average

Hit Die: d10

The pyrokineticist's requirements, class skills, and class features remain as described in the *Expanded Psionics Handbook*, except for the following modification to the class table:

THE PYROKINETICIST

Class Level	Base Attack Bonus
1st	+1
2nd	+2
3rd	+3
4th	+4
5th	+5
6th	+6
7th	+7
8th	+8
9th	+9
10th	+10

THE BLADE MANIFESTER

Class Level	Base		Reflex Save	Will Save	Mode		Power Points/Day	Powers Known	Max. Power Level Known
	Attack Bonus	Fortitude Save			Check Bonus	Special			
1	+0	+0	+2	+0	+0	—	1	1	1st
2	+1	+0	+3	+0	+0	Student of the mind blade	2	2	1st
3	+2	+1	+3	+1	+1	Student of the mind blade	3	3	1st
4	+3	+1	+4	+1	+1	—	5	4	2nd
5	+3	+1	+4	+1	+1	Student of the mind blade	7	5	2nd
6	+4	+2	+5	+2	+2	Student of the mind blade	11	6	2nd
7	+5	+2	+5	+2	+2	—	15	7	3rd
8	+6	+2	+6	+2	+2	Student of the mind blade	19	8	3rd
9	+6	+3	+6	+3	+3	Student of the mind blade	23	9	3rd
10	+7	+3	+7	+3	+3	Student of the mind blade	27	10	4th

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