

COLLECTION

GITHYANKI AND GITHZERAI



LORE, RACES, BACKGROUND,
PRESTIGE CLASS, MONASTIC
TRADITION

BY ICEVIL

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THE OLD LEGEND

The origins of the race that once called itself "the People" are lost forever. Their ancestors were mentally enslaved by insidious otherworldly invaders known as the illithid, and then twisted and mutated to suit the purposes of their cruel masters. The People served the mind flayers as physical hard laborers, forbidden to use complex tools or metal, as battle thralls against other races the illithid sought to conquer, and as food for a race that made use of humanoid brains to feed and reproduce. After unknown generations of this treatment, however, members of the People began to be born who were able to resist the hypnotic powers of the illithid. Very gradually, they learned to shield the minds of others, slowly building up cells of individual People free of the mental domination of the mind flayers and amassing the resources to launch a mass revolt.

The two most prominent leaders of these rebels were Gith and Zerthimon. Gith was one of the illithids' mightiest battle-thralls, gifted with a powerful intellect, a talent for strategy, and a mastery of many forms of warfare, as well as a hot, passionate temperament and a fierce, charismatic capacity for leadership. Gith not only survived the brutal life of a battle-thrall, but thrived in it, reveling in the fury of battle and the thrill of conquest.

Zerthimon, by contrast, was a former laborer who had rediscovered the lost secrets of self-determination and metalworking while laboring in the fields of discarded corpses created by the Empire's constant need for sapient to consume. He was the spiritual leader of the rebellion, teaching the People how to protect their minds from the illithids and applying his genius to the arts of organization and logistics, stockpiling metal arms and carefully monitoring the nascent rebellion for any signs of treachery.

Despite their differences, the two leaders were very close friends, and, though neither subrace of their descendants likes to admit it, possibly lovers. Their strengths complemented one another well, and when the war against the illithids began it was tremendously successful. After a great victory upon the Blasted Plains, the few surviving mind flayers were forced to flee through time and space, scattered across the cosmos.

However, what should have been the greatest victory in the history of the People became permanently tainted by what followed. Gith, drunk with victory, wanted to spur the People to chase the illithids, exterminating them utterly, before moving on to conquer every world in the multiverse, to slake her endless thirst for war and to ensure that the People, after enslaving all other life, would never be slaves again. Zerthimon disagreed, arguing that such a path would lead the People to corruption and ruin, making them no better than the mind flayers they had defeated. He wished for the People instead to begin rebuilding, to try to regain the culture they had lost in their eons of servitude, and pursue peaceful enlightenment.

The disagreement, the fabled "Pronouncement of Two Skies," is the moment at which the People fractured into the githyanki and the githzerai. The two factions came to blows, the former following Gith and the latter Zerthimon, and the scene of the People's greatest triumph became the place at which they turned upon one another. Exactly who won the day is unknown, with accounts contradicting one another. The githzerai claim that Zerthimon defeated Gith, but spared her and shepherded his people into Limbo, while the githyanki insist that Gith cut down Zerthimon with the sword he had made for her and, in a spasm of grief, withdrew her forces to the Astral Plane. Whatever the specifics, the race of the People had completely splintered that day, never to be united again.

Gith herself is revered by her people, the githyanki, as a martyr. Their histories claim she willingly went to serve Tiamat the Dragon Queen in the Nine Hells of Baator to secure powerful allies for her people, and to this day githyanki retain something between a truce and an alliance with red dragons, in stark contrast to their attitudes towards all other forms of sapient life. Her chief subordinate, Vlaakith, who brokered the deal, assumed control of the githyanki afterwards, leading them in the plunder and conquest of many worlds from their cities on the Astral Plane. Some darkly whisper that Gith's sacrifice was nothing of the kind, and that Vlaakith sold her master into slavery in exchange for the secrets of undeath. Her descendants, all of them also named Vlaakith, ruled over the githyanki for generations before one of them achieved lichdom a millennium ago. Now, she reigns supreme as the Immortal Lich Queen of her people, forcing them to worship her to the exclusion of all other divinities, as she



attempts to achieve true godhood. Her paranoia and the cravings of her undead nature drive her to consume the souls of any githyanki that grow too powerful, a fate her people are indoctrinated and brainwashed into regarding as an honor and a service to their race.

The githzerai, meanwhile, established a series of cities and monasteries in Limbo, bending the chaos-stuff into orderly well-defined matter by the force of their will, and maintaining it through careful psychic effort. There are many folk-legends about Zerthimon's fate. Some claim he simply died, as all beings die, his body forming a peaceful tomb of quiet solitude as it was put adrift through the Chaos of Limbo. Other say that he achieved enlightenment, rising above mortality to become a being of pure mental energy, from whence he gently guides his people still towards a similar state of perfect transcendence. A few dark rumors claim he became a lich to avoid death but, horrified at his own weakness, fled into hiding, where he struggles with his unnatural thirsts, and seeks to guide his people in secret, without revealing what has become of him, for fear they would abandon his teachings if they knew the truth. Which of these is true (or, indeed, if any of them are true) is unknown.

OPPOSITE SOCIETIES

Githyanki live in a series of outposts and cities within the Astral Plane. From there, they ride out in their otherworldly vessels and upon their red dragon steeds to pillage the material planes, taking back slaves, precious goods, and other plunder to their home ports. Because mortal creatures don't naturally age in the Astral Plane, githyanki lay eggs and raise their young in "creches" anchored in various Prime Material Planes, where they are trained as warriors, mages, psions, and in other useful professions. Once a githyanki has slain an illithid, it is considered to have "come of age," and is welcomed into the culture of the githyanki.

Githyanki culture glorifies war and violence. Even those who do not fight for a living, such as fungus farmers and architects, serve these purposes through their efforts. Githyanki are expected to worship the lich-queen Vlaakith to the exclusion of all other divinities, and to follow a racist ideology that holds almost all other races in contempt. It is the right of the superior race to take what they wish from their inferiors. Although they do maintain some trade relationships and make short-term alliances with other races, it is always with a mutual relationship of suspicion and hostility. The only exceptions are the red dragons, in recognition of Gith's martyred sacrifice. The most powerful mentalists and leaders among the githyanki are known as gishes.

Githzerai dwell in fortress-monasteries and cities in the chaotic plane of Limbo, islands made stable and real by the orderly thoughts and wills of their inhabitants. There, monks, ascetics, and others impose strict, regimented lifestyles on the inhabitants to maintain the oases of calm in the howling seas of chaos-stuff. Rarely, they establish monasteries on Prime Material worlds for their own purposes, and either individuals or bands of githzerai sometimes perform the peculiar devotions of traveling the cosmos hunting illithids, swearing oaths not to return to their people until they have slain a mind flayer for every member of their company.

Githzerai culture is meritocratic, with the most accomplished scholars, mightiest warriors, and wisest elders taking leadership roles within the community. Although not necessarily hostile towards the idea of faith, it is rare for githzerai to worship gods. Instead, they prefer the private pursuit of enlightenment, as well as reverence for the example set by particularly virtuous or heroic individuals from their race's past, such as the hero Zerthimon. Githzerai communities are generally cold and unfriendly to outsiders, particularly if they prove disruptive, though they are unlikely to be openly aggressive towards visitors. Neither subrace places a great premium on family, instead raising children communally. However, while githyanki are unlikely to even know their parents' names, githzerai do at least tend to be aware of their relatives' existence. The greatest githzerai psionic adepts are known as zerths, who are expected to lead the community and maintain the order and stability that literally holds their society together.

Githyanki and githzerai hate one another with a black and bitter passion. It is virtually unheard of for the two to interact without open violence. However, both races hate the mind flayers still more. Both subraces of gith will ally with almost anyone, including one another, to strike against illithids, though they will quickly return to fighting one another if they succeed. A small faction of gith, the Sha'sal Kohu, seek the reunification of their race, though they are despised and rejected by both portions of it, as some feel that the movement has been penetrated too deeply by outside influences seeking to use it for their own purposes and ambitions to ever achieve its aim.

GITHYANKI

The Githyanki are an ancient race of martial humanoids who reside on the Astral Plane. From their astral citadels, they launch countless raids against unfortunate Material Plane lands, carrying off booty and slaves to serve them in their extraplanar castles. Widely known as planar travelers and marauders, githyanki venture to all corners of the multiverse in search of power and wealth.

STRANGE AND WICKED

Githyanki are slim, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

EGOCENTRIC RACE

Most githyanki are cruel, rapacious marauders who revel in warfare and conquest. They are extraordinarily arrogant, and view other humanoids native to the Material Plane with nothing less than utter contempt. Even the most open-minded githyanki is smugly convinced of his own ability to handle any kind of trouble that might arise on whatever backwater plane he happens to be traveling through, and many are bitingly sarcastic and rude to those they perceive as their inferiors.

While others may find them caustic and condescending, githyanki are often ambitious, clever, and uncomplaining in adversity—qualities that make them well suited to the vicissitudes of the adventurer's life. They are not particularly loyal allies and make few friends, but they are fearsome and tireless foes who don't know when to quit.

OUTLANDERS

Githyanki are natives of the Astral Plane. They live in great drifting citadels and trade outposts clinging to odd bits of astral matter, like rocky islands in a silver sea.

Githyanki society is martial, with both males and females training heavily in magic and sword fighting. Although they are loyal to each other, they are also fiercely individualistic.

Since creatures that dwell on the Astral Plane don't age, the githyanki establish creches in remote areas of the Material Plane to lay eggs and raise their young. Doubling as military academies, these creches train young githyanki to harness their psychic and combat abilities. When a

githyanki grows to adulthood and slays a mind flayer as part of a sacred rite of passage, it is permitted to rejoin its people on the Astral Plane.

RELIGION

Githyanki have little use for deities, but all must pay homage to the terrible lich-queen who rules their race. The lich-queen is not a deity and grants no spells to her followers, but she jealously destroys any githyanki who openly venerates a god. A few githyanki clerics exist, worshiping deities who reward ambition and power, but they must conceal their practices while among their fellows.

GITHYANKI NAMES

A githyanki's primary allegiance is to his clan, so his clan name is usually given first when addressing strangers. A githyanki also has an individual name, to which he does not attach much importance.

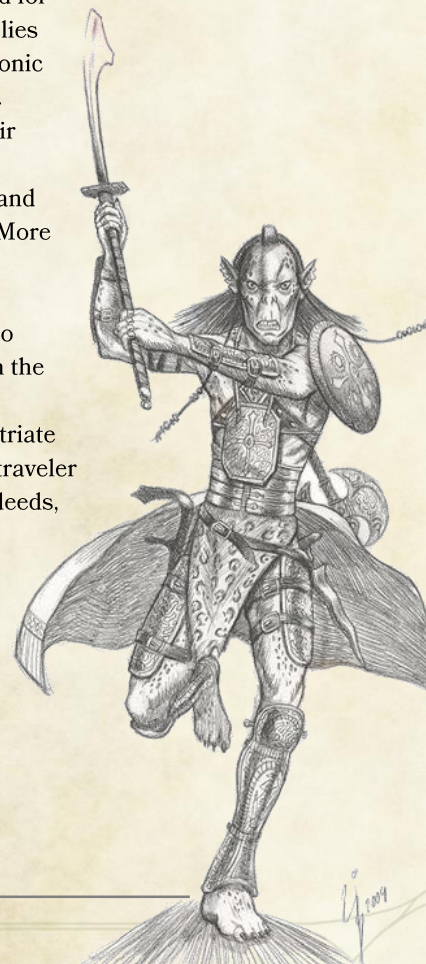
Clan Names: Druustya, Fiden-sither, Githom-vaas, Totherka, Saamasal, Zuriith-movya.

Male Names: Baarya, Duuth, Fiden, Flomm, Kastya, Klavya, Saath, Zith, Zomm.

Female Names: Amith, Efromm, Ifrith, Iliss, Olavya, Ummon, Usamm, Ysviden.

ONLY POWER

The githyanki respect power, and for many of them the path to power lies in the pursuit of magical and psionic abilities, wealth, and knowledge. Many githyanki strike out on their own to comb the planes for the power they need to gain station and prestige among their own kind. More rarely, githyanki who become disenchanted with their race's cruelty and callousness choose to leave and make their own way in the world. In a remote corner of the Material Plane, a githyanki expatriate might be simply an odd-looking traveler judged by his own deeds or misdeeds, not the depredations of his malicious kind.



GITHYANKI TRAITS

As a githyanki character, you have the following traits in common with your race.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. It is nearly impossible to determine the true age of a githyanki, as creatures who live on the Astral Plane do not age. Hatcheries and young githyanki are born and raised in highly secretive creches across the Material Plane and reach maturity at 16 years of age. Scholars believe that if allowed to age on the Material Plane githyanki could live as long as a century.

Alignment. Most githyanki are ambitious, cruel, selfcentered, and violent. The githyanki are uniformly evil, but individuals are as often lawful as chaotic. Their society is probably best described as neutral evil, with a militaristic regimentation balanced by a strong ethic of individual freedom and personal achievement, focused above all toward ends of hatred and death.

Size. Though slighter of build and taller than humans, githyanki possess highly efficient and finely toned musculature, granting them impressive and often surprising strength. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Innate Psionic. You know the *Mage Hand* cantrip. The hand summoned by this spell is invisible. You can cast the *Jump* spell once per day. Once you reach 3rd level, you can also cast *Nondection* only in yourself once per day. Once you reach 5th level, you can also cast the *Misty Step* once per day. These spell are psionics power, therefore don't need material components and Intelligence is your spellcasting ability for these spells.

Psionic Interaction. You have proficiency in Perception and Intimidate skill.

Languages. You can speak, read, and write Common and Gith.

BACKGROUND

d6 Githyanki

- 1 After years of training in my creche, I'm setting out to prove my maturity by killing an illithid. Allying with inferior creatures is a reasonable means to that end, if necessary.
- 2 I've been marooned on this world ever since a lucky shot blew my astral vessel to smithereens. Though part of me still wishes to return to my kin on the Astral Plane, I've made a life that I've come to enjoy here in the material universe, and I'm uncertain whether I really want to go back.
- 3 A rare silver sword, a gift from Vlaakith herself, was stolen from my cadre by a being from this world. I've come here to get it back, and I'll do anything it takes to do so.
- 4 I follow the philosophy of Sha'sal Kohu: the belief that the gith subraces should reunite into one race. Because of this, I am hated and mistreated by almost all gith. Ironically, considering my intentions, my closest friends are thus other humanoids.
- 5 I've been forced to flee my own people because Vlaakith sensed my natural potential and moved to destroy me before my career had even begun. I'm not sure what I hate more: my own kind for hunting me, or these beasts I have to live alongside to survive.
- 6 I am a githvyrik: an individualist gith who refuses to identify as either githzerai or githyanki. I have my own odd perspective on things, though the manner in which I wield my powers causes others to mistake me for a githyanki.

PRESTIGE CLASS: GITHYANKI KNIGHT

The githyanki knightly order came about directly as a result of Vlaakith's influence. Fanatically loyal to their order and to Queen Vlaakith CLVII, the knights serve two functions. Firstly, they are an elite division within githyanki society. Secondly, they serve a quasi-religious purpose. In a way, the knights can be seen as a corruption of the paladins found throughout the planes; they act as warriors and inquisitors, and their influence pervades almost every level of githyanki society. It is worth noting, however, that over the millennia the githyanki have stubbornly resisted the influence of other cultures, partly because of these knights.

JOINING THE KNIGHTS

When a promising githyanki shows loyalty for the queen and the people, Vlaakith may induct him or her to become a knight. A githyanki knight must swear absolute loyalty to the queen, after which Vlaakith grants the new knight an incredibly rare silver sword. This greatsword represents the knight's oath to the queen. Its importance is as great as the knight's own life.

THE SILVER SWORD

In the eyes of the githyanki, each silver sword is a priceless relic and a work of art. Githyanki knights will hunt down and destroy any non-githyanki that dares to carry, or wield, a silver sword, reclaiming it for their people.

Invasions of the Material Plane have been started over the stealing of one of these rare weapons. Should a silver sword be permanently lost, the owning githyanki's life is forfeit, and their soul is used as fodder for the Lich Queen's experiments. The resulting creatures become undead examples of failure.

A PARANOID QUEEN

The current queen, Vlaakith CLVII, is an undead wizard who has ruled her people for more than a thousand years. She is so paranoid that when any githyanki achieves a certain level of power and skill (for a player character, when they reach level 16), she summons them to her palace and consumes their soul, thus preventing them from ever threatening her power. Most githyanki willingly present themselves out of blind loyalty and pride, whilst those who try to flee this fate are hunted down and dragged before her in shackles. These victims afterwards become some form of undead servant under her direct control.

THE GITHYANKI KNIGHT

Level	Features
1st	Githyanki Lore and Alliances Silver Sword Bind
2nd	Extended Reach Server Astral Chord
3rd	Planeswalker Silver Sword Bind Improvement
4th	Strength of the Bearer Planeswalker Improvement
5th	Psychic Blade Silver Sword Bind Improvement Planeswalker Improvement

PREREQUISITES

In order to advance as a githyanki knight, you must meet the following prerequisites:

- **Being a Githyanki.** Githyanki are extremely xenophobic, so it is inconceivable someone of any other race could become a githyanki knight.
- **Strength 13.** A githyanki knight must wield a heavy weapon, the silver greatsword, without problems.
- **Intelligence 13.** A githyanki knight must have high psionic power to gain maximum benefit from their silver sword.
- **Character level 6th.** Vlaakith only has interest in the more powerful githyankis becoming her knights.
- **Swear Allegiance.** Only those chosen and inducted personally by Vlaakith can become a knight. On being selected, you must perform the oath of allegiance to her, after which she will present you with your own silver sword.

Receiving the silver sword creates a psychic bond between you and the weapon, which manifests as a unique quirk. You can create an appropriate effect with your DM, choose or roll one from the following table.

SILVER SWORD QUIRKS

d6 Effect

- 1 The bonded bearer can use a bonus action to cause the sword to shed dim light in a 10-foot radius area, or to extinguish that light.
- 2 The bonded bearer always knows the exact location of the sword, providing it is within 30 feet.
- 3 The bonded bearer can use a bonus action to have the sword fly directly to his or her hand, if it is within 15 feet.
- 4 The sword glows faintly whenever an illithid is within 120 feet of it.
- 5 The sword glows faintly when a portal to another plane is within 120 feet of it.
- 6 The sword glows faintly when another silver sword is within 120 feet of it.

CLASS FEATURES

As a Githyanki Knight, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Githyanki Knight level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per Githyanki Knight level

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: None

Weapon: Greatsword

Languages: Draconic

EQUIPMENT

A Silver Sword (Greatsword).

GITHYANKI LORE AND ALLIANCES

At 1st level, you learn more about the other planes of existence. Whenever you make an Intelligence check related to knowledge of the planes, you have advantage on the roll.

You also learn draconic. Thanks to the ancient pact, red dragons don't see you as an enemy. You have advantage in any Charisma (Persuasion) checks you make when interacting with red dragons.

SILVER SWORD BIND

As a 1st level knight, you begin to bond your psyche with your silver sword. The sword become a +1 magical weapon (requires attunement) as long as you own and wield it. When you reach 3rd level, the sword's bonus increases to +2. It becomes +3 when you reach 5th level.

EXTENDED REACH

At 2nd level you can extend the reach of the silver blade using your psionic power. Your silver sword gain the property *Reach*.

SEVER ASTRAL CHORD

At 2nd level on a critical hit with your silver sword against a target in an astral body (as with the astral projection spell), you may choose to cut the silvery cord that tethers the target to its material body, instead of dealing damage.

PLANESWALKER

At 3rd level you can cast *plane shift*, only in yourself, once every ten days. This spell are psionics power and thus doesn't need any material components to cast it.

Intelligence is your spellcasting ability for it. At 4th level you can cast it once every five days, and at 5th level once per day.

STRENGTH OF THE BEARER

At 4th level, your Strength score increase by 3.

Your bond with the silver sword force your body to adapt to wield it in the best possible way.

PSYCHIC BLADE

At 5th level, you can create a sharp aura around your silver sword using psionic power at will. The silver sword deals an additional 1d6 psychic damage on a successful hit.

GITZERAI

Thousands of years ago, the githyanki and the githzerai comprised a single humanoid race held in thrall by the dreaded mind flayers. After the mythic hero Gith led her race to freedom from their illithid masters, the ancient gith divided into the two rival races they have been ever since. While the githyanki pursued a path of cruel aggression, martial power, and arcane might, the githzerai turned their attention to the mysteries of the inner self and became a race of ascetics who harness the power of the mind and the spirit. Not, the githzerai travel far and wide across the planes, opposing the sinister plots of both mind flayers and their own githyanki kin.

A SIMPLE YELLOW GUY

Githzerai closely resemble the githyanki. Like their kin, they are slim, gaunt humanoids, averaging a little over 6 feet tall, and typically weighing around 160 pounds. They have rough, yellow skin and russet hair, although they habitually shave their heads. Their noses are almost flat, their eyes are dull yellow or gray, and their ears are pointed. Githzerai favor drab robes and avoid ostentatious dress.



MYSTERIOUSLY PRAGMATIC

Githzerai rarely use two words when one will do. They tend to be cynical and suspicious, and they generally expect the worst in people. Githzerai don't waste time on fools, and are rarely moved to help those unprepared to help themselves. They are pragmatic to a fault, slow to give trust, and cautious in their dealings with others.

Many githzerai disdain creature comforts and live their lives in ascetic discipline. Their settlements and strongholds resemble monasteries more than villages.

SHAPE AND CONTROL

The githzerai willingly dwell in the heart of utter chaos in the plane of Limbo - a twisting, mercurial place, prone to manipulation and subjugation by githzerai minds strong enough to master it. Limbo is a maelstrom of primal matter and energy, its terrain a storm of rock and earth swept up in torrents of murky liquid, buffeted by strong winds, blasted by fire, and chilled by crushing walls of ice.

The forces of Limbo react to sentience, however. Using the power of their minds, the githzerai can tame the plane's chaotic elements, causing them to settle into fixed and survivable forms, creating oases and sanctuaries within the maelstrom.

Githzerai fortress-monasteries stand resolute against the chaos that surrounds them, virtually impervious to the turmoil of their surroundings, simply because the githzerai will it. Each monastery is overseen by monks that impose a strict schedule of chants, meals, martial arts training, and devotions according to their own philosophy. Behind their psionically fortified walls, the githzerai embrace thought, learning, psionic power, order, and discipline above all other things.

The social hierarchy of the githzerai is based on merit. Those githzerai who are the wisest teachers and the most skilled at physical and mental combat become leaders. The githzerai revere great heroes and teachers of the past, emulating those figures' virtues in their everyday lives.

RELIGION

Githzerai are not particularly religious and rarely venerate any deity. Instead, they seek enlightenment within their own minds. They revere the immortal wizard-king of their race, but they do not worship him and do not gain divine spells from their reverence.

GITHZERAI NAMES

Githzerai do not place much importance on family or clan, preferring to organize their society by merit. They have developed a wealth of traditional titles and ranks that are awarded to individuals as they become warranted, and they refer to one another by simple names in daily life.

Titles: Zerth, Ur-zerth, Fell Hand, Master of Elements, Planewalker, Swordthane, Spellthane, Rrathmal, Storvakal.

Male: Dak, Duurth, Ferzth, Greth, Hurm, Kalla, Muurg, Nurm, Shrakk.

Female: Adaka, Adeya, Ella, Ezhelya, Immilzin, Izera, Uweya.

MATERIAL PLANE

Unlike the githyanki, the githzerai are not particularly contemptuous of Material Plane races and rarely trouble Material Plane inhabitants. They simply view Material Plane folk as irrelevant and don't waste much time on them. Those Material Plane natives who demonstrate discipline, resolve and an understanding of the planes are given the respect their abilities merit.

While githzerai are usually calm and disciplined in their conduct, they feel nothing but cold, purposeful hatred for githyanki and mind flayers. They also have a bitter rivalry with the slaadi; despite that, the two races cooperate sometimes when faced with a common danger.

GITHZERAI TRAITS

As a githzerai character, you have the following traits in common with your race.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. As with githyanki, it is difficult to tell a githzerai's true age though the reasons are far different. Githzerai reside on the chaotic plane of Limbo, a plane that answers to the will of the sentient beings that reside there. Though creatures age in Limbo it is suspected that the strength of the githzerai's will can allow it to survive decades, if not centuries, longer than it would living on the Material Plane. If born and raised on the Material Plane, scholars believe githzerai would reach maturity around the age of 16 and could live as long as 150 years.

Alignment. Githzerai tend to be pragmatic and self-serving, but they are not malicious and do not look to get ahead at the expense of others. Most are neutral with respect to good or evil.

Size. Though slighter of build and slightly taller than humans, githzerai possess equivalent muscle strength but

lighter mass. This muscle-to-body-mass ratio grants them sometimes shocking agility and speed. Your size is Medium.

Speed. Your base walking speed is 30 feet

Innate Psionic. You know the *Mage Hand* cantrip. The hand summoned by this spell is invisible. You can cast the "Jump" or "Feather Fall" spell once per day. Once you reach 3rd level, you can also cast "Shield" once per day. Once you reach 5th level, you can also cast the "See Invisibility" once per day. These spell are psionic power, therefore don't need material components and Wisdom is your spellcasting ability for these spells.

Psionic Interaction. You have proficiency in Perception and Insight skill.

Languages. You can speak, read, and write Common and Gith.

BACKGROUND

d6 Githzerai

- 1 My instructor has sent me to this world to learn from its inhabitants. I respect their practical experience, but am profoundly discomforted at their disorderly ways.
- 2 I am the sole survivor of an illithid-hunting party that met a nasty fate. I've sworn not to return home until I've killed not only an illithid for myself, but for every one of my fallen friends.
- 3 In the past, one of my instructors maintained a close friendship with a Prime. Now, she has asked me to travel for a time with one of his descendants or students, who is one of my fellow party members, to maintain the generational tie.
- 4 I have a naturally disorderly temperament, and I've chosen to leave my people rather than threaten their stability. I enjoy my newfound freedom, though I still feel the occasional twinge of longing for home.
- 5 I have an insatiable thirst for knowledge, and I love to compile information, but I'm not the best writer. I periodically bring my copious notes on my adventures back to the libraries of my people, to mixed reception.
- 6 I am a githvyrik: an individualist gith who refuses to identify as either githzerai or githyanki. I have my own odd perspective on things, though the manner in which I wield my powers causes others to mistake me for a githzerai.

MONASTIC TRADITIONS

THE WAY OF ZERTHIMON

Githzerai revere Zerthimon, the founder of their race. Although Gith won their people's freedom, Zerthimon saw her as unfit to lead. He believed that her warmongering would soon make her a tyrant no better than the mind flayers.

Skilled githzerai monks that best exemplify the teachings and principles of Zerthimon are called zerths.

These powerful and disciplined monks can shift their bodies from one plane to another using only the power of their minds.

MIND'S EYE TECHNIQUES

Starting when you choose this tradition at 3rd level, you learn to focus your innate psionic powers in a variety of ways.

Force Strike

Whenever you take the Attack action, you may spend 1 Ki point to apply the Reach quality to your unarmed strikes until the end of your turn.

Telekinetic Barrier

You may spend 2 Ki points to cast the shield spell as a reaction.

Moment of Doubt

When you hit another creature with a melee weapon attack, you can spend 1 Ki point to attempt to confuse the target's mind. The creature struck must succeed on a Wisdom saving throw or have disadvantage in its next attack against you.

INVOKING LIMBO

At 6th level, you can impose your will on planes other than Limbo. As an action, you may spend 2 Ki points to cast the Jump spell. As a reaction, you may spend 2 Ki points to cast Feather Fall. These spells are considered psionic powers, and thus do not require material components to cast.

ARENA OF THE MIND

At 11th level, you are psionically able to carry your combat attacks into your opponent's mind, turning their image of you into their worst nightmare. As an action, you may spend 5 Ki points to cast Phantasmal Killer as a 4th level spell.

WALKING THE WORLDS

At 17th level, as an action, you may spend 8 Ki points to cast plane shift. Use of this ability does not require material components.



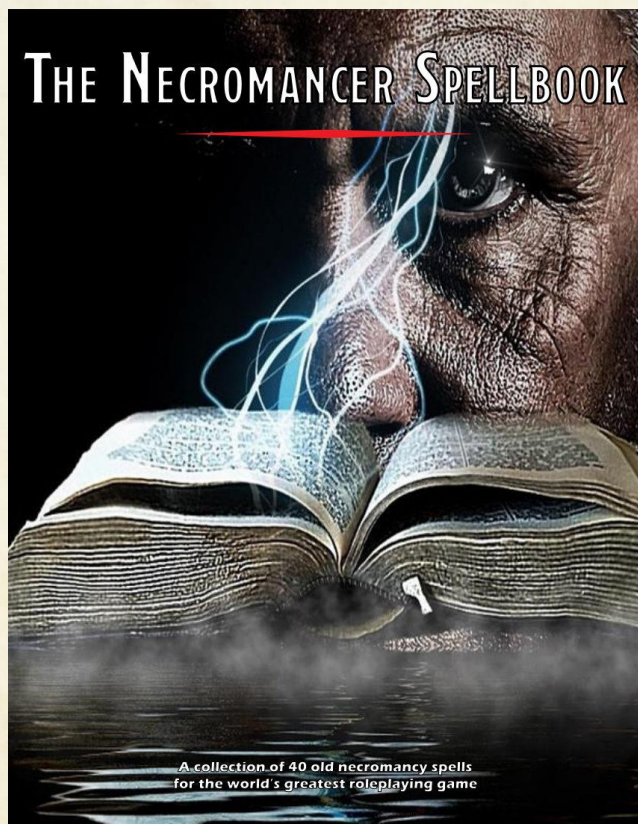
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If you have any comments or questions, please contact me fegewers10@gmail.com. You can also review and discuss this module [here](#).

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CREDITS AND REFERENCES

BOOKS:

Dungeons & Dragons 5th – Monster Manual
Dungeons & Dragons – Expanded Psionics Handbook
Dungeons & Dragons – Complete Psionic

SITES:

[Tribality](#)
[Dandwiki](#)
[Wikipedia](#)

CHANGELOG

Version 1.6:

- Corrected minor formatting errors.
- Changed the description of *Strength of the Bearer* feature of the Githyanki Knight.
- Added the advert of “The Necromancer Spellbook”.

Version 1.5:

- Text correction by Alastair. Thank you!

Version 1.4:

- D&D logo from cover was removed.
- The broken links was removed.
- Grammar corrections, thanks for Alastair.