

DUNGEONS & DRAGONS[®]

PSIONIC POWER[™]

Options for Ardents, Battleminds, Monks, and Psions



ROLEPLAYING GAME SUPPLEMENT

Robert J. Schwalb • Ari Marmell

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INTRODUCTION

A psionic character wields the power of the mind, whether honed by rigorous training or inspired by wild and uncontrollable impulse. Disciplined monk and psion, unhindered ardent and battlemind—psionic characters defend the world against dark threats with the most potent of all arms, the weapon within.

Psionic characters unlock the unexpected power of their consciousness, bringing it to bear in the fighting techniques they master or the magical effects they create. Characters who study the psionics traditions passed down through generations can transcend the body's limits, eventually apprehending the whole of creation with a single thought.

The history of psionic power in the DUNGEONS & DRAGONS® game dates back to 1976, when the *Eldritch Wizardry* supplement to the original DUNGEONS & DRAGONS boxed set introduced a psionics system that promised to “enliven games grown stagnant.” The ADVANCED DUNGEONS & DRAGONS game codified and expanded psionics as a distinct and optional subsystem of the rules, but it wasn't until 2nd Edition's *Complete Psionics Handbook* that psionics became an integrated part of the game.

Psionics came into its own in 2nd Edition's popular DARK SUN® campaign setting, which left a lasting influence on this unique and powerful magic. In the 3rd Edition DUNGEONS & DRAGONS game, that foundation was rebuilt and expanded into a complete system of psionics use and classes.

4th Edition introduced the psionic power source and four psionic classes in *Player's Handbook*® 3. That

book introduced you to what your psionic character can do. *Psionic Power*™ is your key to unlocking the mind's secrets in the DUNGEONS & DRAGONS game.

USING THIS BOOK

Like *Primal Power*™, *Divine Power*™, and *Arcane Power*™ before it, *Psionic Power* focuses on and is organized around the four psionic classes—the subtle ardent, the forthright battlemind, the focused monk, and the dedicated psion. Each chapter introduces a new class feature, new powers, and new paragon paths, and also provides a rich amount of backdrop to enhance the experience of roleplaying a psionic character. Chapter 5, “Psionic Options,” contains more than 100 new feats, information on psionics philosophies and orders, details about psionic backgrounds and bloodlines, six new epic destinies, and new magic items particularly suited to psionic characters.

Psionic Power can be used in several ways. You might want to create a brand-new character using the builds and powers presented in this book, putting a different spin on the standard psionic classes. You might use new powers to customize an existing character, taking advantage of the retraining rules in the *Player's Handbook*. The new feats presented here are equally useful for characters using builds from *Player's Handbook 3* or the new builds presented in the class chapters in this book. New paragon paths and psionic bloodlines can provide unique insights into your character's development, and new epic destinies can set the tone and goals of your character's entire adventuring career.

CONTENTS

1: ARDENT 4	4: PSION 80	Paragon Tier Feats..... 135
Playing an Ardent..... 6	Playing a Psion..... 82	Epic Tier Feats..... 139
New Build..... 10	New Build..... 85	Multiclass Feats..... 141
New Powers..... 11	New Powers..... 86	Bloodline Feats..... 142
New Paragon Paths..... 22	New Paragon Paths..... 100	Epic Destinies..... 145
2: BATTLEMIND 28	5: PSIONIC OPTIONS 106	Cosmic Soul..... 145
Playing a Battlemind..... 30	Psionic Power in the World..... 108	Demiurge..... 146
New Build..... 34	Philosophies and Orders..... 110	Eighth Seal..... 147
New Powers..... 35	The Origin of Psionics..... 118	Grandmaster of Flowers..... 148
New Paragon Paths..... 49	Psionic Backgrounds..... 120	Master of Moments..... 149
3: MONK 54	Psionic Bloodlines..... 124	Topaz Crusader..... 150
Playing a Monk..... 56	Elan..... 124	Equipment: Superior Ki Focuses... 151
New Build..... 60	Foulborn..... 127	Magic Items..... 152
New Powers..... 61	New Feats..... 130	Ki Focuses..... 152
New Paragon Paths..... 74	Augment Feats..... 130	Augmentable Items..... 154
	Heroic Tier Feats..... 130	

ARDENT

“My joy is your anguish. My courage is your fear. My path to victory lies within your mind.”

FOR THE ardent, emotions are more than mere sensation. Emotion is a weapon you can wield and a tool with which the world can be remade. You draw power from your experience, taking advantage of your joy, your courage, and even your fear. You call on the power of your psionics by focusing your mental state, weaving emotion into a complex web or inflaming your passions through sheer force of will. Just as you channel this power, you are also a conduit for it. Sensing the emotions of allies and enemies alike, you manipulate them to suit your purpose with a deft mental touch.

Those who stand at your side are strengthened by the power that flows from you. Your enemies find their own bravery withering, their plans confused and their hopes shattered by the strength of your mental resolve. But the psionic power you wield comes at a price. Fear and doubt, dark thoughts and anger can all cloud your concentration.

However you master the energy of emotion and the mind, this chapter contains a wealth of information to support your ardent character.

- ◆ **Playing an Ardent:** The ardent’s place in the world, and how this information can enrich your play.
- ◆ **New Build and Class Feature:** The impetuous ardent rejects the traps of sorrow and fear by sheer strength of will, overcoming doubt and hesitation to seize the advantage on the battlefield. Mantle of Impulsiveness allows you to turn an enemy’s wrath into renewed resolve for you and your allies.
- ◆ **New Powers:** You can read your enemies’ fear and use it as a weapon, or impel your allies to access unseen reserves of strength. This chapter supports all ardent builds with powers that strengthen your allies and let you stand against increasingly powerful foes.
- ◆ **New Paragon Paths:** Six new ardent paragon paths allow you to draw power from raw chaos, to unlock the full potential of you and your allies, and to destroy your enemies in body and mind.





PLAYING AN ARDENT

Fear. Fear so thick, it might as well have been perfume.

Oh, it wasn't just fear. These thugs worked as leg-breakers and enforcers for the thieves' guild. And this was their home turf. Even now, Thalvos couldn't be certain which of the various patrons in the common room were genuine drunks, and which were hunting him and his companions.

But they were here somewhere. This much he knew. He felt them. And there, beneath the light spice of exhilaration and a smattering of anger, the main dish was definitely fear. They knew that Thalvos and his companions had already slain a dozen members of their guild, and despite their confidence, they worried that they might be next. It would be a shame to disappoint them.

Thalvos coughed into his ale, spraying foam across his thick beard as he struggled to maintain control, fighting the urge to giggle uncontrollably. They made it so easy. . . .

Even as he rose from his chair, he grabbed at their fear like a child catching snowflakes. He swirled it around in his mind, tasting it, transforming it. And he wondered, as he cast that emotional energy out as easily as he'd taken it in, if the thugs would recognize their own terror coating the blades that would soon be raised against them.

Wants and desires; needs and ambitions; loves and hatreds and fears. The world is driven neither by intellect nor belief, but by emotion—and those who control emotions control the world. Perhaps you are a child of the streets who learned to read danger in the intentions of others and to harness the hunger and fear that were the only weapons you had. You might be a frustrated student whose breakthrough came only after your impulses overcame your studies. You could be the guardian of a primitive tribe, drawing on powers developed in reaction to the dangers of the wild. Perhaps you are a wanderer denied a normal life, determined to reduce the suffering in the world because you are cursed to feel the suffering of others.

You might have followed one of several paths to become what you are now. As an ardent, you are driven and empowered by emotion—and you can no more change what you are or what you do than you can cease feeling at all.

MANTLES AND EMOTIONS

You are unique among the psionic classes in your manipulation of emotion as the source of your power. Although all psionics users draw strength from emotion to some degree, they do so largely for the sake of their own empowerment. You use emotions as a puppeteer uses strings, manipulating the world around you.

Your powers come from the intensity of the emotion you experience. You sense the feelings of those around you and add them to your own power. Your

fear armors you against attack; your anger blasts your foes with psychic force; your love and concern soothe your allies' hurts.

Ardents draw on all feelings, but you focus on one particular emotion—your “mantle.” Although your powers do not rely on this emotion only, your mantle is the emotion on which you draw most frequently, and the one that allows you to control and channel other emotions.

EMOTIONS BEYOND COMBAT

Ardents absorb the emotions of those around them, but this ability remains all but unnoticeable in combat. Although battle inspires potent emotions, it creates roughly the same combination of excitement, exhilaration, anger, fear, and pain in everyone. If you're already engaged in a life-or-death struggle, feeling your foe's emotions isn't likely to change your own.

Apart from battle, the ability of an ardent to absorb emotions becomes more noticeable. You likely take on at least an aspect of the feelings of those surrounding you. In the middle of a boisterous revel, you might become giddy and high-spirited. You feel grief at a funeral, even if you've never met the deceased. The elation felt by a gathering of zealots performing a ceremonial rite might overcome you even if you don't share the beliefs of those present.

Ardents are not only the recipients of outside emotion—they project their own emotions as well. People gathered around when you're in a bad mood grow irate, just as your own good cheer can spread through the doourest crowd. Neither phenomenon is so strong as to enforce an instant change in behavior. You won't turn on a friend because someone else is mad at her, nor will your own despair cause another character to abandon an ongoing endeavor. But such emotional projections can create subtle long-term effects.

History records that the Arkhosian city of Kanrhik fell to orc mercenaries employed by Bael Turath—but some historians place the blame on one of Kanrhik's psionically inclined noble families. When the patriarch's only daughter fell in battle, the entire family went into mourning. Several of them were ardent, and historians believe that their sorrow so infected Kanrhik's leaders and soldiers that they failed to react in time to an assault they should otherwise have repelled. Among those familiar with psionics, a sudden change in the behavior of a small population is often taken as evidence of an ardent's presence.

Although many ardent shun strong emotion and avoid large groups so that they aren't overwhelmed by the feelings of others, some members of this class deliberately seek out such experiences. They travel

in the hope of experiencing everything the world has to offer: the greatest joys, the fiercest fury, and the darkest sorrow. By doing so, these ardens hope to learn to control such emotions, to ready themselves for accidental encounters with strong feelings, and to harness that energy to empower their disciplines.

YOUR LIFE BEFORE

Ardents are the most seemingly mundane of the psionic classes. Psions and monks train to become what they are; battleminds discover their power in the heat of combat or under physical duress. You, on the other hand, might have been anyone. Ardents sometimes learn their abilities from other ardens, but for most, their powers arise spontaneously. It is said that no amount of study can create an ardent from someone who lacks the basic empathic and psionic capacities.

You might have been wandering the marketplace when you were suddenly overwhelmed by the feelings of those around you. Perhaps you returned from a hunt to discover that you had far greater insight into the people of your village. Or you might have had an inkling of your power before it fully manifested, perhaps discovering that your own mood influenced those around you. You might have taken advantage of your ability to manipulate moods by becoming a vendor, a performer, a grifter, or a gambler. Depending on what sort of person you were, you might have been popular, making those around you as happy as you were. Or perhaps you were hated, as your own anger or resentment was mirrored back by others.

Whatever the case, people rarely appreciate being manipulated. Many ardens first take up the path of a wandering adventurer when those around them become aware of their power, turning against them and forcing them to abandon the lives they once led.

ROLEPLAYING AN ARDENT

Unsurprisingly, as an ardent, you are a highly emotional person. You react strongly to others, sometimes overreacting. If something is funny, it's hilarious; if it's fearsome, it's terrifying; if it's irritating, it's infuriating. These extremes come about partly because you feel echoes of others' emotions, and partly because your own emotions run so strongly. They must, after all, if you're to draw power from them.

You can roleplay this internal conflict to give your character a strong sense of personality. You might attempt to wear a mask of stoicism at all times, struggling to repress—or at least conceal—those emotions. You don't speak often, and you make every effort to avoid snap decisions.

You could also choose to go with the flow of the emotions surrounding you. You laugh loudly, and you fight fiercely. But if you decide to play your ardent as

boisterous, don't hog the spotlight. You're a character, not a caricature, and faking tears because the tavern doesn't carry elven wine isn't dramatic—it's silly, and it can take everyone else out of the game.

Consider playing your character's emotions as appropriate to the powers you use. When imposing penalties with fear attacks, you might become vicious and intimidating, blatantly angry. Or you might become fearful instead, your manipulation of that emotion making you hesitate to approach your foes, or forcing you to visibly "talk yourself up" before taking risks. When healing your allies, allow your concern for them to show in your voice and your actions, perhaps acting briefly as a defender as you stand between them and the enemy. Your powers draw on your emotions—in a very real sense, they are your emotions—so if you behave appropriately, you help reinforce that connection in the minds of the other players, as well as in your own.

Many ardens are solicitous of others. These ardens are sympathetic and kind, always quick with a joke or a shoulder on which to lean. But some ardens grow jaded to the emotions of others over time. They wall themselves off, not caring what the people around them feel. They project their own emotions onto other characters—perhaps out of a desire to manipulate, perhaps out of spite. As an ardent, you are constantly torn between these two extremes, and only you can decide which path you ultimately take.

AMBIENT EMOTION

In the same way that you can adjust your character's emotional state based on the power you're using, you might do so based on the people around you. If one of your companions is upset, you might become so as well, even if you have no real motivation to do so. If your party is attending a ball, you might be swept up in the joy and pageantry when you're supposed to be keeping your wits about you. Again, don't take the emotions too far—this should be a character quirk, not a means of stealing attention from the other players or ruining their plans. In moderation, however, this can provide both an interesting roleplaying challenge and an obvious hook by which to make your character memorable.

SPUR OF THE MOMENT

You have little use for intricate planning. You prefer to act as the urge strikes you in any given situation, trusting your instincts and your feelings to guide you. You might grow impatient with others who try to plan for every possible contingency.

This doesn't mean you're incapable of forethought, however, nor does it make you an idiot. You don't blindly leap into obvious danger, and you don't take actions detrimental to your party or your cause

simply because you're in an irritable mood. More often than not, though, you base your decisions on what feels right rather than laboriously calculating every possible outcome.

FOLLOW THE LEADER

Player's Handbook 3 refers to ardent as “incidental leaders.” Although you might deliberately set out to fill a leadership role, most ardent don't consciously choose to do so. Like so much else, you probably got where you are by following your instincts and impulses.

Even as a leader, you might not take an active leadership role. Instead, you use your powers to support your allies and are content to let someone else make the decisions. When people do follow you, it's more likely because you're the first to act and because you instinctively know that your decisions are the correct ones. (At least you feel that way at the time; hindsight might convince you otherwise.) You never insist that others follow your lead. But, driven as you are by your emotions, you might be surprised or put out when they don't.

You might find yourself in a position of leadership only under specific circumstances. For example, if you play your ardent as a sharp-tempered, tactically savvy character, you might find your companions happy to follow your lead in battle but hesitant to let you speak (or stand too close) during diplomatic negotiations.

MANIFESTATION

Your disciplines visually manifest in an aura of color that swirls around you, its hues and intensity varying based on your emotions. If you're interested in individualizing your character or stretching your

creative muscles a bit, consider modifying your ardent's manifestations.

If your character is grim and despondent, your corona might contain elements of swirling gray and deepest black, mixed with whatever colors represent your current feelings. Alternatively, your corona might take on recognizable shapes. If you're a zealously religious character, your corona might become a winged silhouette reminiscent of an angel. A militant, bloodthirsty ardent's corona might resemble a weapon forged of light.

Your corona might change based on the power you're using. Defensive powers might manifest in a form resembling armor or a shield. Teleportation powers could manifest as a brief image of a rearing horse or flapping wings.

ARDENTS IN THE WORLD

In a world accustomed to all manner of magic, ardent are imperfectly understood. Because their powers arise spontaneously, and because they represent a relatively new form of psionics, less is known about ardent than about monks or psions. (Moreover, in the grim aftermath of the fall of Nerath, those who do understand ardent have difficulty disseminating that knowledge.)

Many people—including those well versed in the arcane arts—don't yet recognize ardent as possessing a fully realized, variant form of psionics, seeing them only as peculiar individuals who have an odd smattering of powers. In isolated regions, they remain subject to lingering traces of superstitious suspicion that have largely faded from more civilized lands. Because of this, ardent have left only a light footprint in the world to date.



THOMAS DENMARK

RISEING EMOTIONS

Ardents represent the youngest—or at least the most recently recorded—tradition of psionics. Although history is replete with individuals who might well have been ardent, the first confirmed ardent appeared only within the last few centuries. The Bael Turathi general Insalanda led the tiefling armies against the forces of Arkhosia for years, turning her enemy's own fears against them. Although several bloodlines of Arkhosian dragonborn also produced ardent, Insalanda is the first historical figure who contemporary sages agree was an ardent of real power.

Since Insalanda's time, the population of ardent has increased—some say faster than any other type of psionics user. But the sages cannot agree on why ardent first appeared, or why their numbers are increasing so swiftly. Supporters of various theories—such as the belief that psionic energy is a reaction to, or is caused by, aberrant incursions—point to ardent as evidence that the Far Realm's influence is growing. Those who have religious viewpoints believe the increase is the result of conflict between Ioun and Vecna, which has allowed psionic energy to grow uncontrolled. Those who cite the theory of phrenic planes (page 91) suggest that the physical and mental planes are coming into alignment. (See “The Origin of Psionics,” page 118, for more on these theories.) But every argument is hypothetical at best, and no faction has offered proof. All they agree on is that the spread of ardent suggests that psionic energy is indeed growing more prevalent in the world.

ARDENTS AND WITCHCRAFT

A common theme during the early years of the ardent's emergence into the world was the extreme mistrust and persecution they faced. Although the great empires treated ardent as any other user of obscure energy, smaller communities often revived ancient charges of witchcraft that had otherwise been largely forgotten in an age of widespread spellcraft.

The common folk, after all, have a vague idea of what arcane and divine magic are supposed to look like. When lone individuals appeared among them, manifesting strange coronas and unfamiliar powers, a certain level of distrust and fear was unavoidable. The nature of the ardent's power amplified this initial distrust, often with horrifying results. An ardent's ability to magnify ambient emotion meant that a people's suspicion and an ardent's own fear would mix and reflect back from the ardent like a dark tide, resulting in a vicious cycle of escalating terror and rage. In many communities, ardent were persecuted or killed. In others, they used their powers to become petty tyrants.

Although it is not a widely held belief, some historians attribute the fall of Nerath in part to ardent. They maintain that the social turmoil that devastated

the far-flung reaches of the empire was caused by this kind of emotional feedback, centered on a small but growing ardent population.

Many early ardent were driven into various fringe organizations and faiths, including a number of diabolic cults. Commoners who already attributed ardent energy to an evil influence quickly drove such characters into the arms of those who would accept them, even as devil worshipers sought to take advantage of the ardent's strange new powers. The fact that many early ardent arose among the Asmodeus-worshipers of Bael Turath also contributed to this association.

ARDENTS TODAY

In recent years, as the number of ardent has increased, the folk of the humanoid realms have grown more accepting of them. A few isolated communities still express distrust, but in most regions, an ardent can expect a welcome no different from any other psionics user.

That said, ardent are still the least understood of the psionic classes. Ardent rarely form groups larger than the occasional cabal, and they lack the larger guilds and colleges that make wizards and psions readily identifiable to the populace. Ardent operate freely in many regions, although not because of any growing acceptance. Rather, the average commoner has no inkling that such characters even exist.

Even other psionics users sometimes look askance at ardent—not denigrating their abilities, but questioning their level of discipline. Monks and psions, who train hard to master their powers, view the emotional and impulsive ardent as a wild card, lacking the self-control to master the power with which he or she plays. In particular, because many psions value intellect and logical process over instinct, members of the two classes often end up on opposite sides of lively philosophical debates.

Battleminds are more accepting of ardent's abilities, since they, too, operate largely on an instinctive level. But a focus on the physical leads many battleminds to shut themselves off from emotion in a way that ardent cannot understand.

Such conflict between the classes is rarely seen within adventuring parties, where a character's actions and commitment to his or her allies speaks louder than words. Moreover, as the number of ardent increases and people become ever more aware of their capabilities, these general attitudes are slowly but surely shifting toward a measure of grudging respect.

NEW BUILD

This section introduces a new ardent build for use alongside the builds presented in *Player's Handbook 3*. The build includes a new mantle that you can choose when you create your ardent character.

IMPETUOUS ARDENT

If fear, sorrow, and hatred invite madness and defeat, the only certain method for protecting oneself from their toxic effects is to jettison them from the mind altogether. So-called intelligent creatures are vulnerable to such emotions when they cloak themselves in intellectual loftiness and hide behind certainty and belief to shield themselves from the uncomfortable world. You reject these notions and seek out your true nature.

Sifting through the layers of experience and learning imposed upon you by your people and culture, you uncover the iron core at the heart of your being. By retreating behind its stiff walls, you silence all doubts and misgivings, acting without hesitation or fear. Even if the results are not immediately beneficial, you do not second-guess yourself. Some might call you reckless, but you follow your true nature—a hardened warrior who offers no apology for your aggressive ways.

The battlefield is your home, and you destroy those who would seed the world with darkness. When so engaged, your eyes grow dark, and your face



becomes impassive as you become a true instrument of destruction. The fear you might once have felt now manifests in your foes, shattering their resolve as you cut them down like wheat before the scythe.

NEW CLASS FEATURE

When you choose your Ardent Mantle, you can choose Mantle of Impulsiveness instead of another option, such as the ones in *Player's Handbook 3*.

Mantle of Impulsiveness: When an ally within 5 squares of you is targeted by an opportunity attack, that ally gains a power bonus to damage rolls equal to your Constitution modifier until the end of his or her turn.

In addition, each ally within 5 squares of you gains a +2 bonus to Endurance checks and Intimidate checks.

You also gain the *ardent eruption* power.

Ardent Eruption

Ardent Feature

Your pain bleeds from you in a wave, touching your allies and lending new ferocity to their attacks.

Encounter ◆ Psionic

No Action Close burst 5

Trigger: You are bloodied by an attack

Target: Each ally in burst

Effect: The target gains a +2 bonus to his or her damage rolls until the start of your next turn.

Level 11: +4 bonus.

Level 21: +6 bonus.

Ardent Surge: When you use your *ardent surge* power, the target also gains a +2 bonus to speed until the end of your next turn.

SUGGESTED OPTIONS

Impetuous ardents have little use for caution or careful planning, and they allow their natural talent and fate to guide their actions. As an impetuous ardent, your secondary role is striker. Choose powers that deliver punishing damage, improve your allies' attacks, or strip away your enemies' ability to protect themselves. Any power that can help to quickly remove an enemy's threat reinforces your preferred tactics. This said, wading through enemies places you at great risk. To mitigate the dangers arrayed against you, be sure to invest in feats and powers that help you last in combat.

Charisma should be your highest ability score. Look to your Dexterity score next to let you act sooner in the round and to keep your Reflex high. Round out your defenses and hit points by making Constitution your third highest ability score.

Suggested Class Feature: Mantle of Impulsiveness*

Suggested Feat: Deft Eruption*

Suggested Skills: Athletics, Endurance, Heal, Intimidate

Suggested At-Will Powers: *impetuous ruin**, *part the fog**

Suggested Daily Power: *battle flow**

*New option presented in this book

NEW POWERS

The new powers presented in this chapter add to the range of powers already available to ardens. Many of these new powers are tailored to the Impetuous Ardent build, but ardens of any kind can find useful options here.

LEVEL 1 AT-WILL DISCIPLINES

Impetuous Ruin

Ardent Attack 1

Your strike hobbles your enemy's impulsiveness, preventing it from reacting in the heat of combat.

At-Will ♦ Augmentable, Charm, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and the target cannot make opportunity attacks against any creature other than you until the end of your next turn.

Augment 1

Hit: 1[W] + Charisma modifier damage, and the target cannot make opportunity attacks until the end of your next turn.

Augment 2

Hit: 1[W] + Charisma modifier damage, and the target is dazed until the end of your next turn.

Karmic Bond

Ardent Attack 1

Your strike ensures the enemy reaps what it sows by forming a bond between it and the creature it attacks next.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. Until the start of your next turn, when the target deals damage with an attack, it takes extra damage equal to your Constitution modifier on the next attack that hits it before the end of your next turn.

Augment 1

Hit: As above, and until the start of your next turn, if the target saves on its turn, one ally within 5 squares of you can make a saving throw with a power bonus equal to your Constitution modifier.

Augment 2

Hit: 2[W] + Charisma modifier damage. If the target hits with an attack before the start of your next turn, it takes extra damage equal to your Constitution modifier from each attack that hits it before the end of your next turn.

CORONA'S GLOW

Optional Rule: At your Dungeon Master's discretion, the corona that manifests when you use your powers casts a visible light. Whenever you use an ardent encounter or daily power, you also shed dim light to a range of 4 squares until the start of your next turn. During this time, anyone in the area can see normally, but you take a -5 penalty to Stealth checks.

Part the Fog

Ardent Attack 1

Your attack clears the way for an ally to unleash fury against your foe.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. One ally adjacent to you or the target gains a +2 power bonus to attack rolls against the target until the start of your next turn.

Augment 1

Hit: As above, and the target cannot benefit from concealment or invisibility until the start of your next turn.

Augment 2

Hit: 1[W] + Charisma modifier damage. The next ally within 5 squares of you to miss the target with an attack before the start of your next turn can reroll the attack roll.

Wave of Fatigue

Ardent Attack 1

A wave of lethargy follows your strike, hampering your foe's ability to effectively counterattack.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. The target is slowed until the end of your next turn.

Augment 1

Hit: As above, and the target takes a -2 penalty to opportunity attack rolls and damage rolls until the end of your next turn.

Augment 2

Close burst 1

Target: Each creature you can see in burst

Effect: Until the end of your next turn, enemies take a penalty to damage rolls equal to your Constitution modifier while adjacent to you, and any creature that starts its turn adjacent to you is slowed until the end of its turn.

LEVEL 1 DAILY DISCIPLINES

Battle Flow

Ardent Attack 1

Your attack draws strength from a foe to fuel the movement of you and your allies.

Daily ♦ Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and one ally you can see shifts 2 squares as a free action. In addition, whenever the target takes a move action, you or one ally you can see shifts 2 squares as an immediate reaction (save ends).

Miss: Half damage, and one ally you can see shifts 2 squares as a free action.

Foretaste of Death

Ardent Attack 1

Your attack causes a foe to be overcome with a vision of its own death, hindering its effectiveness in combat.

Daily ♦ Illusion, Psychic, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage.

Effect: The target has visions of death (save ends). While under this effect, the target cannot gain combat advantage, cannot flank with its allies, and grants combat advantage.

Aftereffect: The target takes 10 psychic damage.

Lingering Fury

Ardent Attack 1

You smash your enemy aside, leaving it shrouded in a lingering fury that grants power to your allies.

Daily ♦ Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier psychic damage, and you push the target 1 square.

Miss: Half damage.

Effect: The target is affected by a lingering fury (save ends).

While the target is affected by this lingering fury, allies gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls while adjacent to the target.

Recursive Emotions

Ardent Attack 1

Your foe's attempt to shake off the emotional onslaught of your attack harms other enemies while it restores vigor to your allies.

Daily ♦ Psychic, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage.

Miss: Half damage.

Effect: The target takes ongoing 5 psychic damage (save ends). Whenever the target makes a saving throw against this effect, one enemy you can see takes psychic damage equal to your Wisdom or Constitution modifier, and one ally you can see regains the same number of hit points.

LEVEL 2 UTILITY DISCIPLINES

Close Wounds

Ardent Utility 2

Flesh knits, wounds stanch, and strength returns for a time.

Encounter ♦ Psionic

Minor Action Ranged 5

Target: One bloodied ally

Effect: The target gains temporary hit points equal to your Charisma modifier.

Dull Pain

Ardent Utility 2

You respond to an enemy's attack by dampening your ally's ability to feel pain.

Encounter ♦ Psionic

Immediate Interrupt Ranged 5

Trigger: An ally within 5 squares of you takes damage from an attack

Target: The triggering ally

Effect: Reduce the damage the target would take by your Wisdom modifier. The target also gains a +2 power bonus to saving throws until the end of his or her next turn.

Healing Bond

Ardent Utility 2

You strengthen the bond between two allies, so that when one prospers, they both benefit.

Daily ♦ Healing, Psionic

Immediate Reaction Ranged 5

Trigger: An ally within 5 squares of you spends a healing surge

Target: One ally other than the triggering ally

Effect: The target regains hit points as if he or she had spent a healing surge.

Psionic Charge

Ardent Utility 2

When your ally springs into motion, you channel psionic power to lend him or her additional strength and speed.

Encounter ♦ Psionic

Minor Action Ranged 10

Target: One ally

Effect: When the target charges before the end of its next turn, it gains a +2 power bonus to speed and a power bonus to damage rolls equal to your Wisdom or Constitution modifier on the charge attack.

THE ROLE OF EMOTION

If you've chosen to roleplay your ardent as an emotionally driven or impulsive character, you might consider altering the way you behave in combat to match. For instance, when you are surprised, when you feel particularly threatened, or when you're first bloodied, you might react with a daily power, the use of an action point, or both—even when these options are less than tactically sound.

If you're interested in trying something different, consider this: What's it like to literally feel someone die? Adventuring is a violent way of life. Creatures such as aberrants and demons are alien and innately evil enough that their deaths don't bother you, and constructs and most undead don't project much in the way of feelings. But

what about a dragon? An orc? For that matter, what about a human or dwarf mercenary? What does it do to you to feel their emotions at the moment of death? Do you spend a few moments, or hours, in a despondent state after combat? Do you throw yourself headlong into the next adventure, hoping it'll make you forget the last?

Because the rules of the game make it relatively easy to defeat a foe without slaying it, you might refuse to kill your enemies—again, making exceptions for particularly vile creatures—regardless of the difficulties that might result. You should first make sure that other players around the table are okay with this. Not everyone enjoys regular “What do we do with the prisoners?” discussions.

LEVEL 3 AT-WILL DISCIPLINES

Cloud Mind Ardent Attack 3

Your attack clouds a foe's mind to let an ally slip past without fear of reprisal.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and one ally adjacent to you or the target can shift as a free action.

Augment 1

Hit: 1[W] + Charisma modifier damage. One ally within 5 squares of you gains combat advantage against the target until the end of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, any ally more than 1 square away from the target has concealment against it.

Guarded Prison Ardent Attack 3

You constrain the target's mind, making it imagine walls on all sides each time it tries to move.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and on its next turn the target cannot use move actions to walk or run.

Augment 1

Hit: As above, and if the target shifts before the start of your next turn, each ally adjacent to you gains a +2 power bonus to all defenses until the end of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier damage. If the target willingly moves or shifts before the start of your next turn, one ally adjacent to you or the target can make a basic attack against the target as an immediate interrupt.

Unsteady Rebuke Ardent Attack 3

Your enemy's attack inspires a savage psionic rebuke, letting you shift the battlefield's perspective in your favor.

At-Will ♦ **Augmentable, Psionic, Weapon**

Immediate Reaction Melee weapon

Trigger: An enemy targets you with a melee attack

Target: The triggering enemy

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and you slide the target 1 square to a square adjacent to you.

Effect: You lose your standard action on your next turn.

Augment 1

Hit: As above, and one ally adjacent to you can shift to any unoccupied square adjacent to the target's new position as a free action.

Augment 2

Hit: 1[W] + Charisma modifier damage, and you slide the target a number of squares equal to your Wisdom modifier. You then slide each enemy now adjacent to the target 1 square.

Effect: You do not lose your standard action on your next turn.

Withered Technique Ardent Attack 3

Your attack scours your enemy's mind and instincts, hobbling its most potent attacks.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls for any attack that is not a basic attack.

Augment 1

Hit: 1[W] + Charisma modifier damage. If the target makes an attack that is not a basic attack before the start of your next turn, you can slide the target a number of squares equal to your Constitution modifier as an immediate reaction.

Augment 2

Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, the target deals half damage with any attack that is not a basic attack.

LEVEL 5 DAILY DISCIPLINES

Decelerating Slash Ardent Attack 5

When your strike lands, light flashes from you to drain away your enemy's momentum.

Daily ♦ **Psionic, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage, and the target is slowed (save ends).

First Failed Saving Throw: The target is immobilized instead of slowed (save ends).

Miss: The target is slowed (save ends).

Each Failed Saving Throw: One ally you can see shifts as a free action.

Invitation to Defeat Ardent Attack 5

You raise your weapon and force your enemies to approach you, inviting them to certain defeat.

Daily ♦ **Psionic, Psychic, Weapon**

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: You pull the target 5 squares. Any target pulled to a square adjacent to you is weakened (save ends).

Effect: Until the end of your next turn, enemies are weakened while they are adjacent to you. In addition, until the end of your next turn, any enemy that takes damage while adjacent to you also takes psychic damage equal to your Charisma modifier.

Sustain Minor: The effect persists.

Meteoric Charge Ardent Attack 5

Your attack provides allies with an emotional surge, setting up a series of furious charges against your foes.

Daily ♦ Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, any ally who starts his or her turn within 5 squares of you gains a +2 power bonus to charge attack rolls and a power bonus to charge damage rolls equal to your Charisma modifier.

Special: When charging, you can use this power in place of a melee basic attack. If you do so, you gain a +1 power bonus to the attack roll.

Specter of Doubt Ardent Attack 5

Your attack plants a seed of doubt in your enemy's subconscious. As it grows, it infects other foes, robbing them of their will to fight.

Daily ♦ Fear, Psionic, Psychic, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier psychic damage. Whenever the primary target makes an attack, it takes 10 psychic damage (save ends).

Miss: Whenever the primary target makes an attack, it takes 5 psychic damage (save ends).

Each Failed Saving Throw: You can make the following secondary attack as a free action.

Secondary Target: One creature within 3 squares of the primary target

Secondary Attack: Charisma vs. Will

Hit: The secondary target is dazed (save ends).

LEVEL 6 UTILITY DISCIPLINES

Escalating Fury Ardent Utility 6

Your pain girds allies against the threats looming on all sides.

Encounter ♦ Psionic

No Action Close burst 5

Trigger: You take damage from an attack

Target: Each ally in burst

Effect: The target gains temporary hit points equal to 3 + your Charisma modifier.

Opportunity Seized Ardent Utility 6

When a foe slips past you or your ally, it opens up new opportunities to attack.

Encounter ♦ Psionic

No Action Close burst 3

Trigger: You or one ally in burst misses with an opportunity attack

Target: The triggering creature

Effect: The triggering creature repeats the opportunity attack against the same target or a different one.

Rapid Calculation Ardent Utility 6

You quickly assess the threat before you and help your allies to properly prepare for the fight.

Daily ♦ Psionic

No Action Close burst 5

Trigger: You roll initiative

Target: Each ally in burst

Effect: You slide the target 3 squares, and the target gains a +2 power bonus to all defenses until it takes its first action during the encounter.

Shared Momentum Ardent Utility 6

You link two allies with psionic energy, letting them match each other's movements in battle.

Encounter ♦ Psionic

Immediate Reaction Ranged 5

Trigger: An ally within 5 squares of you moves or shifts

Target: One ally other than the triggering ally

Effect: The target shifts a number of squares equal to your Wisdom modifier.

LEVEL 7 AT-WILL DISCIPLINES

Accelerated Maneuvers Ardent Attack 7

You open your mind to your enemies' intentions, using that knowledge to maneuver your allies into position.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Effect: Before the attack, one ally adjacent to you can shift 1 square as a free action.

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage.

Augment 1

Effect: Before the attack, one ally adjacent to you can shift a number of squares equal to your Wisdom modifier.

Augment 2

Hit: 2[W] + Charisma modifier damage.

Effect: Until the end of your next turn, each ally who starts his or her turn within 5 squares of you gains a +2 power bonus to speed and can shift 2 squares as a move action.

Fatal Attraction Ardent Attack 7

Your attack prevents an enemy from ignoring your presence on the battlefield.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and you mark the target until the end of your next turn.

Augment 1 (Psychic)

Hit: As above, and the first time the target hits any of your allies, the target takes psychic damage equal to your Wisdom modifier.

Augment 2

Hit: 2[W] + Charisma modifier damage, and you mark the target until the end of your next turn. Until the end of your next turn, the target grants combat advantage to allies adjacent to you.

Stolen Strength

Ardent Attack 7

Your attack leaves a foe reeling, sapping its strength as it tries to fight back.

At-Will ♦ **Augmentable, Psionic, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Charisma vs. AC

Hit: 1[W] damage. Until the start of your next turn, the target rolls twice when it makes a damage roll and must use the lower roll.

Augment 1

Hit: 1[W] + Charisma modifier damage. The target's basic attacks deal half damage until the end of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, the target takes a penalty to damage rolls equal to your Constitution modifier.

Trailblazing Assault

Ardent Attack 7

Your attack opens up the battlefield, letting an ally surge forward to attack.

At-Will ♦ **Augmentable, Psionic, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. One ally within 5 squares of you gains a +2 power bonus to speed until the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

Augment 1 (Healing)

Hit: As above, and the ally regains hit points equal to your Constitution modifier if he or she hits with a charge attack before the end of your next turn.

Augment 2 (Healing)

Hit: 1[W] modifier damage. One ally you can see charges with a power bonus to the attack roll equal to your Constitution modifier. If the ally hits with this attack, he or she gains a +2 power bonus to all defenses until the start of your next turn and can spend a healing surge.

LEVEL 9 DAILY DISCIPLINES**Cerebral Worm**

Ardent Attack 9

Your attack lodges in your foe's mind like a parasite, hindering its ability to attack.

Daily ♦ **Psionic, Psychic, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Charisma vs. Fortitude

Hit: 2[W] + Charisma modifier psychic damage, and the target is affected by your cerebral worm (save ends).

While the target is affected by the worm, the first time the target makes an attack roll on each of its turns, it must either take 10 psychic damage or make the attack roll twice and use the lower roll.

Miss: Half damage, and the target takes 10 damage the next time it makes an attack roll before the end of your next turn.

Emotional Wellspring

Ardent Attack 9

Your attack drains a foe of its resilience, and allows allies to claim that resilience for themselves.

Daily ♦ **Psionic, Psychic, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Charisma vs. Will**Hit:** 2[W] + Charisma modifier damage.**Miss:** Half damage.

Effect: The target takes ongoing 5 psychic damage (save ends). In addition, each ally who hits the target can choose to gain temporary hit points equal to your Charisma modifier or make a saving throw with a +4 power bonus. This effect lasts until the end of your next turn, or until the target is no longer taking ongoing damage from this power.

Spatial Anomaly

Ardent Attack 9

Your focused thought punches a hole in reality, drawing your enemy into position for your allies' attacks.

Daily ♦ **Psionic, Teleportation****Standard Action** **Ranged 5****Target:** One enemy

Effect: You teleport the target 5 squares. One or two allies adjacent to the target at the end of the teleport can each make a melee basic attack against the target as a free action. Each ally who hits the target also gains temporary hit points equal to your Charisma modifier.

THE COURT OF SORROWS

The most infamous of the small number of ardent enclaves scattered across the world is the so-called Court of Sorrows. This company of a dozen ardens dwells in a communal home in the isolated wilderness, but its members spend their time traveling throughout the region's major communities. The court offers its services to any who can pay, and specializes in manipulating the leaders and governments of communities.

Rather than using overt, short-term, and easily detected methods such as domination powers, the ardens of the Court of Sorrows instead covertly gather in large numbers near government buildings and emote in unison. With so

many ardens gathered together, the feelings that they project can have a subtle yet substantial impact on the mind set and emotional state of all people nearby. The effect is not capable of forcing a local duke, baron, or mayor to make any given decision. But it does render such characters susceptible to negotiation, intimidation, or deception, and makes it more difficult for them to make tactically wise decisions.

Although the ardens of the Court of Sorrows are paid well for their services, they have no obvious use for the funds they gain. As a result, the order's true goals remain unknown.

Spur the Battle

Ardent Attack 9

As you attack, mystical light shrouds your nearby allies, speeding them into battle.

Daily ♦ Psionic, Weapon

Standard Action Melee weapon

Effect: Before the attack, you shift 1 square.

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Effect: After the attack, each ally adjacent to you can shift 1 square or move his or her speed as a free action.

LEVEL 10 UTILITY DISCIPLINES

Force of Will

Ardent Utility 10

You throw off an affliction with such force that nearby allies are protected by your power.

Encounter ♦ Psionic

No Action Close burst 3

Trigger: You succeed on a saving throw

Target: You and each ally in burst

Effect: The target gains a +2 power bonus to all defenses until the end of your next turn.

Fostered Talent

Ardent Utility 10

You draw strength from an ally's accomplishment, then share that strength with other allies.

Encounter ♦ Psionic

Free Action Close burst 10

Trigger: An ally you can see succeeds on a skill check

Target: You and each ally in burst other than the triggering ally

Effect: The target gains a +2 power bonus to the next skill check he or she makes before the end of your next turn.

Psychic Boon

Ardent Utility 10

When an ally's attack hits, you channel the rush of victory and return it as increased resilience.

Encounter ♦ Psionic

Free Action Close burst 5

Trigger: An ally within 5 squares of you hits with a melee attack

Target: The triggering ally in burst

Effect: The target gains temporary hit points equal to 5 + your Charisma modifier.

Vital Summons

Ardent Utility 10

When an ally is in trouble, you speed help to his or her side.

Encounter ♦ Psionic, Teleportation

Immediate Reaction Ranged 5

Trigger: An ally within 5 squares of you becomes bloodied or drops to 0 hit points or fewer

Target: One ally other than the triggering ally

Effect: You teleport the target to a square adjacent to the triggering ally.

LEVEL 13 AT-WILL DISCIPLINES

Conflicted Emotions

Ardent Attack 13

Your attack leaves your enemy unable to tell friend from foe, wracking it with pain if it comes too close to another creature.

At-Will ♦ Augmentable, Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. The target takes psychic damage equal to your Wisdom modifier if it ends its next turn adjacent to one of its allies.

Augment 1

Hit: As above, but the target takes the psychic damage if it ends its next turn adjacent to any creature.

Augment 4

Close burst 1

Target: Each enemy in burst

Hit: 2[W] + Charisma modifier damage.

Effect: Until the start of your next turn, any enemy that ends its turn adjacent to you takes 5 psychic damage and grants combat advantage until the end of your next turn.

Essence Conduit

Ardent Attack 13

In pressing the attack, you steal a foe's resolve and bestow it on an ally.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and one ally you can see gains temporary hit points equal to 5 + your Constitution modifier.

Augment 1

Hit: As above, and the ally can use his or her second wind as a free action.

Augment 4 (Healing, Psychic)

Hit: 1[W] + Charisma modifier damage plus 1d8 psychic damage. One ally within 5 squares of you can spend a healing surge and regain additional hit points equal to your Constitution modifier.

Invert Defeat

Ardent Attack 13

The psychic energy you steal from a triumphant foe bolsters your allies as their own strength fades.

At-Will ♦ Augmentable, Healing, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. If the target bloodies an ally or hits a bloodied ally with an attack before the end of your next turn, that ally regains hit points equal to your Wisdom modifier.

Augment 1

Hit: 1[W] + Charisma modifier damage. One bloodied ally adjacent to the target gains temporary hit points equal to your Charisma modifier + your Wisdom modifier.

Augment 4

Hit: 3[W] + Charisma modifier damage. Until the start of your next turn, when an enemy you can see deals damage with an attack, one ally within 5 squares of you gains temporary hit points equal to your Wisdom modifier.

Stack the Odds

Ardent Attack 13

*Your quick strike grants your allies added strength.***At-Will** ♦ **Augmentable, Psionic, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Charisma vs. AC**Hit:** 1[W] + Charisma modifier damage. Each ally adjacent to you gains a +2 power bonus to attack rolls until the start of your next turn.**Augment 1 (Psionic)****Hit:** 1[W] + Charisma modifier damage. Until the start of your next turn, allies deal extra psychic damage equal to your Constitution modifier with melee attacks while adjacent to you.**Augment 4****Hit:** 3[W] + Charisma modifier damage. Until the end of your next turn, allies gain a +2 power bonus to attack rolls while adjacent to you, and enemies take a -2 penalty to attack rolls while adjacent to you.

LEVEL 15 DAILY DISCIPLINES

Aggressive Accompaniment

Ardent Attack 15

*You flash across the battlefield to unleash a devastating attack in concert with an ally, then grant that ally increased fury against your common foe.***Daily** ♦ **Psionic, Psychic, Teleport, Weapon****Immediate Interrupt** **Ranged 10****Trigger:** An ally within 10 squares of you makes a melee attack**Effect:** Before the attack, you teleport to an unoccupied square adjacent to the triggering ally.**Target:** One creature**Attack:** Charisma vs. AC**Hit:** 2[W] + Charisma modifier damage, and the target is dazed (save ends).**Miss:** Half damage.**Effect:** The triggering ally gains combat advantage against the target for its triggering attack, and deals 2d6 extra psychic damage with that attack.**Bloody Resurgence**

Ardent Attack 15

*When you lash out with your weapon, an ally feels its strength replenished.***Daily** ♦ **Healing, Psionic, Weapon****Standard Action** **Melee weapon****Target:** One enemy, or two enemies if you are bloodied**Attack:** Charisma vs. AC**Hit:** 3[W] + Charisma modifier damage.**Miss:** Half damage.**Effect:** When you make this attack, one ally who can see you can spend a healing surge. If you are bloodied, the ally regains additional hit points equal to your Charisma modifier.**Coordinated Effort**

Ardent Attack 15

*You link minds with your allies, granting all of you the chance to act in concert before your foes can react.***Daily** ♦ **Healing, Psionic****Minor Action** **Close burst 5****Target:** You and each ally you can see in burst, to a maximum of five targets**Effect:** You apply one of the following effects to each target. Each effect can be used only once.

- ♦ The target flies a number of squares equal to your Charisma modifier as a free action. The target must land at the end of this movement.
- ♦ The target shifts its speed as a free action.
- ♦ The target spends a healing surge.
- ♦ The target can make a basic attack as a free action.
- ♦ The target can charge as a free action.

Treachery's Seed

Ardent Attack 15

*Your mind touches an enemy's, planting a seed of treachery that lets you control it through its own attacks.***Daily** ♦ **Charm, Psionic, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Charisma vs. AC**Hit:** 2[W] + Charisma modifier damage.**Effect:** Until the end of the encounter, whenever the target hits with a melee attack, you can use an immediate reaction to force the target to make a melee basic attack against a target you choose.

LEVEL 16 UTILITY DISCIPLINES

Common Cause

Ardent Utility 16

*An ally's recovery lets you channel a temporary burst of resilience to other allies.***Daily** ♦ **Psionic****Immediate Reaction** **Area burst 5 within 10 squares****Trigger:** An ally within 10 squares of you spends a healing surge**Target:** Each ally in burst**Effect:** The target gains temporary hit points equal to 10 + your Charisma modifier.**Detach Mind**

Ardent Utility 16

*You reach into your subject's mind to provide a temporary respite from a debilitating condition.***Encounter** ♦ **Psionic****Minor Action** **Ranged 5****Target:** You or one ally**Effect:** Choose one effect on the target that a save can end. The target is not affected by that effect until the end of its next turn, but it cannot make a saving throw against that effect at the end of that turn. The target gains a +2 power bonus to his or her next saving throw to end that effect.

Disbelieve Danger

Ardent Utility 16

With a thought, you cause an ally under attack to take on a spectral form that protects against additional harm.

Encounter ♦ Psionic

Immediate Interrupt Ranged 10

Trigger: An ally within 10 squares of you is hit by an attack

Target: The triggering ally

Effect: The target is insubstantial until the end of his or her next turn.

Resilient Bond

Ardent Utility 16

The bond you forge with an ally ensures that you both make it to the battle's end.

Daily ♦ Healing, Psionic

Minor Action Ranged 5

Target: You and one ally

Effect: Each target gains regeneration 5 until the end of the encounter. If a target starts its turn more than 5 squares away from the other target, this regeneration does not function for the target during that turn.

LEVEL 17 AT-WILL DISCIPLINES

Blinding Clarity

Ardent Attack 17

Your attack overwhelms your foe, hindering its ability to take advantage of opportunities in combat.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and the target cannot make opportunity attacks until the start of your next turn.

Augment 1

Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, the target cannot make opportunity attacks and takes a penalty equal to your Wisdom modifier to any attack roll made as an immediate action.

Augment 4

Hit: 2[W] + Charisma modifier damage, and the target is blinded until the end of your next turn.

Emotional Flood

Ardent Attack 17

Your attack releases emotion that grants vigor to your allies.

At-Will ♦ Augmentable, Force, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier force damage, and you push the target 1 square. One ally adjacent to you gains temporary hit points equal to 5 + your Constitution modifier.

Augment 1

Hit: 1[W] + Charisma modifier force damage, and you push the target 2 squares. Each ally adjacent to you gains temporary hit points equal to 5 + your Constitution modifier.

Augment 4

Close burst 1

Target: Each enemy you can see in burst

Hit: 2[W] + Charisma modifier force damage.

Effect: Each ally adjacent to you gains temporary hit points equal to your Constitution modifier + 5 for each enemy you hit with this attack.

Probability Flux

Ardent Attack 17

Your strike alters the laws of chance, denying good fortune to the enemy.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and any critical hit the target scores until the end of your next turn is treated as a normal hit.

Augment 1

Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, any enemy that scores a critical hit against an ally within 5 squares of you must reroll that attack roll.

Augment 4

Hit: 3[W] + Charisma modifier damage. Critical hits scored against any ally within 5 squares of you before the end of your next turn is treated as a normal hit. In addition, when an enemy within 5 squares of you succeeds on a saving throw, each ally within 5 squares of you can make a saving throw with a bonus equal to your Wisdom modifier.

Violent Upsurge

Ardent Attack 17

You smash your enemy with such force that it is left vulnerable to follow-up attacks.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. Until the start of your next turn, whenever the target takes damage from a melee attack, it takes extra damage equal to your Constitution modifier.

Augment 1

Hit: 1[W] + Charisma modifier damage. Until the start of your next turn, whenever the target is hit by an attack, you gain a +4 bonus to the damage roll for the first attack you make against the target during your next turn. This bonus is cumulative.

Augment 4

Hit: 2[W] + Charisma modifier damage, and the target gains vulnerable 2 to all damage until the end of your next turn. This vulnerability increases by 2 whenever an attack hits or misses the target.

LEVEL 19 DAILY DISCIPLINES

Clarified Pain

Ardent Attack 19

The pain your enemy feels from your assault lets you strengthen your allies' attacks.

Daily ♦ Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage, and ongoing 10 psychic damage (save ends).

Miss: Ongoing 10 psychic damage (save ends).

Effect: Whenever the target makes a saving throw to end the ongoing psychic damage from this attack, one ally within 5 squares of you gains a +2 power bonus to attack rolls until the end of his or her next turn.

Corridor of Pain Ardent Attack 19

The power of your devastating strike resonates within a foe, letting you continually fling it into optimal position for your allies to attack.

Daily ♦ Psionic, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage. You slide the target 5 squares, and it is restrained (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, whenever the target takes damage from an attack, you teleport the target 5 squares to a destination adjacent to at least one of your allies.

Mind Rend Ardent Attack 19

Your attack generates a field of psionic energy that tears away your enemies' will to act.

Daily ♦ Psionic, Psychic, Zone

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier psychic damage, and the target is slowed (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn within the zone is dazed until the end of its next turn.

Sustain Minor: The zone persists.

Reactive Jaunt Strike Ardent Attack 19

When you strike your foe, your expanded awareness lets you leap to the side of an ally in danger.

Daily ♦ Psionic, Stance, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

Miss: Half damage.

Effect: You enter the reactive jaunt stance. Until the stance ends, whenever an ally within 5 squares of you becomes bloodied by an attack or drops to 0 hit points or fewer, you teleport to an unoccupied square adjacent to that ally and can make a melee basic attack as an immediate reaction.

LEVEL 22 UTILITY DISCIPLINES

Awakened Id Ardent Utility 22

You call forth your ally's innate combat instincts to turn the tide of battle.

Daily ♦ Psionic, Psychic

Minor Action Ranged 10

Target: One ally

Effect: Until the end of the encounter, while the target is bloodied, he or she gains a +1 bonus to speed, a +5 power bonus to Athletics checks and Endurance checks, and deals 5 extra psychic damage with melee attacks.

Empathic Recovery Ardent Utility 22

Your ally's disappointment helps you recover your expended energy.

Daily ♦ Psionic

Immediate Reaction Personal

Trigger: An ally within 10 squares of you misses with an encounter attack power

Effect: You regain 2 power points.

Expedite Healing Ardent Utility 22

Your psionic connection to an ally who falls in combat allows him or her to get back in the fight quickly.

Daily ♦ Healing, Psionic

Immediate Reaction Ranged 10

Trigger: An ally within 10 squares of you drops to 0 hit points or fewer

Target: The triggering ally

Effect: The target regains hit points as if he or she had spent a healing surge, and can stand up and shift a number of squares equal to your Charisma modifier as a free action.

Sudden Reinforcements Ardent Utility 22

You see an ally in danger and dispatch a waiting ally to help.

Daily ♦ Psionic, Teleportation

Immediate Reaction Ranged 10

Trigger: An enemy within 10 squares of you hits an ally with a melee attack

Target: One ally

Effect: The target teleports to an unoccupied square adjacent to the triggering enemy and gains combat advantage against that enemy until the end of the target's next turn.

LEVEL 23 AT-WILL DISCIPLINES

Concerted Strike Ardent Attack 23

Your straightforward weapon attack inspires your allies to follow your lead.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. Each ally adjacent to you gains a power bonus to basic attack rolls equal to your Constitution modifier until the end of your next turn.

Augment 2

Hit: As above, and each ally also gains the power bonus to attack rolls for unaugmented at-will powers.

Augment 6

Hit: 2[W] + Charisma modifier damage. One or two allies within 5 squares of you can each make a basic attack as a free action, with a power bonus to the attack roll equal to your Constitution modifier. Each ally makes its attack against a different target that is not the target of this power.

Restorative Smash

Ardent Attack 23

The elation you feel from a successful attack fills a nearby ally with renewed vigor.

At-Will ♦ **Augmentable, Healing, Psionic, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. One bloodied ally adjacent to you regains hit points equal to your Wisdom modifier.

Augment 2

Hit: 1[W] + Charisma modifier damage. One bloodied ally adjacent to you can spend a healing surge and regain additional hit points equal to your Wisdom modifier.

Augment 6

Close burst 1

Target: Each enemy in burst

Hit: 2[W] + Charisma modifier damage, and the target grants combat advantage until the end of your next turn.

Effect: Until the end of your next turn, any ally who hits an enemy with an attack while adjacent to you can spend a healing surge and regain additional hit points equal to your Wisdom modifier.

Ruinous Scream

Ardent Attack 23

Your weapon attack unleashes a thunderous psionic scream that rattles your foes.

At-Will ♦ **Augmentable, Psionic, Thunder, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier thunder damage, and you push the target 1 square. The target is deafened until the end of your next turn.

Augment 2

Hit: 1[W] + Charisma modifier thunder damage, and you slide the target 1 square. Each enemy adjacent to the target at the end of the slide takes thunder damage equal to your Wisdom modifier.

Augment 6

Melee 2

Hit: 2[W] + Charisma modifier thunder damage, and you slide the target 5 squares. At the end of the slide, each enemy adjacent to the target takes 10 thunder damage, and each ally adjacent to you or the target gains temporary hit points equal to 5 + your Wisdom modifier.

LEVEL 25 DAILY DISCIPLINES

Bountiful Portent

Ardent Attack 25

When a chosen foe falls, you and your allies can restore yourselves with its strength.

Daily ♦ **Healing, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier damage.

Miss: Half damage.

Effect: When the target drops to 0 hit points, you and each ally within 5 squares of it regain hit points as if each of you had spent a healing surge.

Inverted Emotions

Ardent Attack 25

Your attack corrupts the target's emotions, bestowing pain from its triumphs and increasing the scope of its failure.

Daily ♦ **Psionic, Psychic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier damage.

Miss: Half damage.

Effect: The target is affected by inverted emotions (save ends). While the target is affected by inverted emotions, the first time on each of its turns that it hits with a melee or a ranged attack, one enemy you choose adjacent to it takes 10 psychic damage. When the target misses with an attack, it grants combat advantage until the end of your next turn.
Afterside: The target is dazed until the end of your next turn.

Outpouring of Grief

Ardent Attack 25

You channel psionic power through your foe, letting you turn one ally's pain into another's healing.

Daily ♦ **Healing, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 5[W] + Charisma modifier damage.

Effect: Until the target drops to 0 hit points, when an ally becomes bloodied by an attack while you are within 5 squares of the target, another ally adjacent to you or the target can spend a healing surge.

Victorious Vision

Ardent Attack 25

You channel the emotion of victory to your allies, a confidence that lets them lash out at your foes.

Daily ♦ **Psionic, Psychic**

Standard Action **Close burst 3**

Target: One or two allies in burst

Effect: The target can make a basic attack against an enemy as a free action. If the attack hits, the enemy takes 5 extra psychic damage and is also dazed (save ends). If the attack misses, the enemy takes 15 psychic damage and the target slides the enemy 1 square.

LEVEL 27 AT-WILL DISCIPLINES

Falling Sky

Ardent Attack 27

Your attack fills an enemy with a momentary sensation of vertigo that leaves it reeling.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and the target is slowed until the end of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier damage. The next time the target takes damage before the start of your next turn, it falls prone.

Augment 6

Hit: 4[W] + Charisma modifier damage. The target chooses either to be immobilized until the end of your next turn or to grant combat advantage until the end of your next turn.

Tactical Failure

Ardent Attack 27

When you strike, you prevent your foe from responding with its most potent attacks.

At-Will ♦ **Augmentable, Psionic, Psychic, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, the target takes psychic damage equal to your Wisdom modifier when it makes an attack that is not a basic attack.

Augment 2

Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, the target provokes opportunity attacks when it makes any attack that is not a basic attack.

Augment 6

Hit: 4[W] + Charisma modifier damage. The target is dazed until the end of your next turn or until it takes damage from an attack.

Unconscious Assault

Ardent Attack 27

You take control of a foe's unconscious impulses, forcing it to attack at your whim.

At-Will ♦ **Augmentable, Charm, Psionic, Psychic**
Standard Action **Melee touch**

Target: One creature

Effect: The target makes a melee basic attack as a free action against a creature you choose, with a +2 power bonus to the attack roll. If the target's attack hits, it deals extra psychic damage equal to your Constitution modifier, and the target takes 10 psychic damage.

Augment 2

Effect: As above, and you slide the target 2 squares before it makes its attack.

Augment 6 (Weapon)

Melee weapon

Hit: 2[W] + Charisma modifier damage.

Effect: The target charges an enemy you choose as a free action. If this attack hits, the target takes 10 psychic damage and the creature it charged take 10 extra psychic damage.

LEVEL 29 DAILY DISCIPLINES**Explosive Summons**

Ardent Attack 29

You are drawn to the side of an ally under attack, unleashing a potent blast of psychic energy against your foes.

Daily ♦ **Psionic, Psychic, Teleportation, Weapon**

Immediate Reaction **Close blast 5**

Trigger: An ally you can see is hit by an attack

Effect: Before the attack, you teleport to an unoccupied square adjacent to the triggering ally.

Target: Each enemy in blast

Attack: Charisma vs. Fortitude

Hit: 3[W] + Charisma modifier psychic damage, and you push the target 5 squares.

Miss: Half damage, and you push the target 1 square.

Lethal Delusion

Ardent Attack 29

Your vicious attack leaves a foe convinced of its own imminent failure, crippling it in combat.

Daily ♦ **Psionic, Psychic, Reliable, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and the target is affected by a lethal delusion (save ends). While the target is affected by the delusion, it takes a –2 penalty to attack rolls, defenses, and saving throws. In addition, the first time the target misses with an attack during each of its turns, it takes 10 psychic damage.

Vulnerability Revealed

Ardent Attack 29

A red corona flares around you, highlighting the vulnerability of nearby foes even as it grants power to your allies.

Daily ♦ **Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 5[W] + Charisma modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, bloodied enemies grant combat advantage to your allies while adjacent to you, and allies gain a power bonus to damage rolls equal to your Charisma modifier for attacks against enemies adjacent to you.

FOR THE DUNGEON MASTER: SINISTER INTENT

Although it makes up a huge thematic aspect of the ardent class, the ability to sense and project emotions doesn't have much of a mechanical impact. Many of the ardent's powers play off it, but it remains primarily a flavor and roleplaying tool.

You can use this connection to emotion as a story tool or an adventure hook, as well. This chapter already offers examples of how the long-term presence of a population of ardents can affect a community. On a smaller scale, you can use an ardent character as a means of introducing plot points to the party. Suppose the adventurers are in the middle of a well-attended banquet in the castle of the local duchy, enjoying the atmosphere, when suddenly the

ardent experiences a sharp spike of murderous rage. What does it mean? Are murderous plots afoot? Is the duke in danger? And perhaps most importantly, who among the hundreds of guests was the source of this sensation?

If you go this route, make sure that your player understands that this is not something over which the character has control or that can be consistently relied on. An ardent is not a walking lie detector, and the character cannot wander past each person in hopes of sensing the emotion for which he or she is looking. If a player wants his or her ardent character to sense emotions deliberately, use the Insight skill and augment it with feat and background choices.

NEW PARAGON PATHS

ANARCHIC ADEPT

"I see the order within uncertainty; I touch the chaos within law. I stand in both worlds as master of order and disorder."

Prerequisite: Ardent

As your psionic talent matures, you find yourself focusing on the disparate nature of the disciplines you master. Focusing your thought on the edge of unpredictability in your training, you discover the latent chaos flowing through your magic. Through trial and error, you learned to master the chaos latent within your powers and unleash it against your enemies. Drawing on the power of chaos can be dangerous, but you are up to any risk you might face.

ANARCHIC ADEPT PATH FEATURES

Anarchic Surge (11th level): When you use *ardent surge*, roll a d6. If you roll an even number, the target of *ardent surge* can also teleport 2 squares as a free action. If you roll an odd number, add the die result to the hit points the target regains.

Chaotic Action (11th level): When you spend an action point to make an attack, you can choose to bestow the power of chaos onto one ally adjacent to you or adjacent to any target of the attack. Roll a d6 to determine the effect.

d6	Chaotic Action Effect
1	No effect.
2	The ally shifts as a free action.
3	The ally gains a +1 power bonus to attack rolls until the end of your next turn.
4	The ally gains temporary hit points equal to your Charisma modifier.
5	The ally gains a bonus to damage rolls on his or her next attack equal to your Charisma modifier.
6	The ally can make a basic attack as a free action.

Paragon Power Points (11th level): You gain 2 additional power points.

Clarity in Confusion (16th level): You do not grant combat advantage for being dazed or stunned. In addition, whenever you are dazed, you can take a minor action in addition to the single action allowed by that condition.

ANARCHIC ADEPT DISCIPLINES

Anarchic Strike

Anarchic Adept Attack 11

Raw chaos flows into your weapon as you strike, inflicting your foe with a temporary battle madness.

Encounter ♦ **Augmentable, Charm, Psionic, Weapon Standard Action** Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. You slide the target 1 square, and it makes a melee basic attack as a free action against an enemy you choose. The attack gains a +2 power bonus to the attack roll.

Augment 2

Hit: 2[W] + Charisma modifier damage. You slide the target 3 squares, and it makes a melee basic attack as a free action against an enemy you choose. The attack gains a +2 power bonus to the attack roll and the damage roll.

Chaos Unbound

Anarchic Adept Utility 12

As you are pressed in combat, you channel chaos to infect all those around you.

Daily ♦ **Psionic, Zone**

Immediate Reaction Close burst 2

Trigger: You are bloodied by an attack

Effect: The burst creates a zone that lasts until the end of your next turn. The zone moves with you, remaining centered on you. When any creature within the zone makes an attack roll, a skill check, an ability check, or a saving throw, roll a d4. If you roll an odd number, subtract the result from the triggering die roll. If you roll an even number, add the result.

Sustain Minor: The zone persists.

Chaos Breach

Anarchic Adept Attack 20

You fling a creature through a chaos breach in the aftermath of your attack, temporarily shunting it off the battlefield, then controlling its movement once it returns.

Daily ♦ **Psionic, Teleportation, Weapon**

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 2[W] + Charisma modifier damage.

Miss: Half damage.

Effect: You choose one creature hit by the attack, then fling that creature through a chaos breach. That creature is removed from play. At the start of your next turn, it reappears in an unoccupied space within 5 squares of you that isn't hindering terrain. In addition, the target is subjected to a chaos distortion (save ends). Until the distortion ends, when the target ends its turn within 5 squares of you, you can teleport it 5 squares to another square within 5 squares of you as a free action.

AWAKENED VISIONARY

“Many roads lead into the future, but by following the one I walk, you can find the victory you seek.”

Prerequisite: Ardent

Incursions from the Far Realm have left scars across the world throughout the ages, so that the material fabric of the mortal realm is riddled with holes and fault lines. Your psionic power has made you sensitive to the damage caused by the aberrant invasion, and it has given you a talent for using that damage to your own advantage.

The memories come to you in dreams and waking visions, instructing you in forgotten fighting techniques to better combat the invasion from the Outside. These revelations also grant you a unique perspective on the world, allowing you to seek hidden pathways through time and space. Through these unseen scars of ancient battles, you move from place to place in a flash and can open portals through which you scatter your enemies across the battlefield. The more destruction caused by the threat of the Far Realm, the more powerful you become. Most importantly, this knowledge also tells you that the aberrant menace will one day be defeated.

AWAKENED VISIONARY PATH FEATURES

Dimensional Action (11th level): When you spend an action point to make an attack, you can



THOMAS DENMARK

teleport a number of squares equal to your Wisdom modifier before or after the attack.

Paragon Power Points (11th level): You gain 2 additional power points.

Unnerving Vision (11th level): Whenever you hit an enemy with an unaugmented ardent at-will power, you mark that enemy until the end of your next turn.

Instant Adjustment (16th level): Whenever an enemy marked by you ends its turn in a square adjacent to you, you can teleport the enemy to any other unoccupied square adjacent to you as a free action.

AWAKENED VISIONARY DISCIPLINES

Yawning Portals

Awakened Visionary Attack 11

Your attack binds your enemy to myriad doorways only you can see. If it seeks to escape, you alter its path to control its destination.

Encounter ♦ **Augmentable, Psionic, Teleportation, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and you mark the target until the end of your next turn. If the target moves on its next turn, you can teleport the target 2 squares as a free action at the end of that turn.

Augment 2

Hit: 3[W] + Charisma modifier damage, and you mark the target until the end of your next turn. If the target moves on its next turn, you can teleport the target a number of squares equal to your Wisdom modifier as a free action at the end of that turn.

Clear Horizon

Awakened Visionary Utility 12

You and an ally swap places through hidden portals to confuse your enemies.

Encounter ♦ **Psionic, Teleportation**

Move Action **Ranged 10**

Target: One ally

Effect: You teleport yourself and the target, swapping positions. Each enemy adjacent to you at the end of the teleport grants combat advantage to your allies until the end of your next turn.

Warping Landscape

Awakened Visionary Attack 20

You warp reality to flip yourself, your allies, and your foe across the battlefield.

Daily ♦ **Psionic, Teleportation, Weapon**

Standard Action **Melee weapon**

Effect: Before the attack, you teleport yourself and one ally within 5 squares of you, swapping positions.

Target: One creature

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier damage, and you mark the target (save ends).

Aftereffect: You teleport the target and one ally within 5 squares of you, swapping their positions.

Miss: Half damage, and you mark the target until the end of your next turn.

CATALYST

"I am the key to unlocking your forgotten potential."

Prerequisite: Ardent

Although knowledge and training are great virtues, sometimes such expertise acts as a barrier. Knowledge can breed complacency, blinding an individual to a better path. As an individual specializes, time spent gaining a deeper understanding of the chosen specialty is time not used to expand his or her knowledge in other areas. Too much focus can narrow the vision.

Rather than bind yourself to one pursuit and one belief, you expand your mind and reject your assumptions. In doing so, you find new possibilities to explore. The lessons you learn help you overcome different challenges and hardships, and they allow you to adapt to whatever situation you face.

The liberation you enjoy can also extend to your companions. Reaching into their minds, you stir their true selves, shaking them free from the expectations that bind them. No doubts or fears hold them back. They are free to strive harder and to push past limitations their expertise places on them. You are their catalyst, and with a mere mental touch, you effect a transformation to help them become what they were meant to be.



CATALYST PATH FEATURES

Adaptive Expertise (11th level): After each extended rest, choose one skill in which you do not have training. Until the start of your next extended rest, you are treated as if you had training in that skill.

Goading Action (11th level): When you spend an action point to make an attack and hit with your first attack roll, one ally adjacent to you can shift as a free action and a different ally within 5 squares of you can make a basic attack as a free action.

Paragon Power Points (11th level): You gain 2 additional power points.

Erupting Critical (16th level): When you score a critical hit using an ardent power, each ally within 5 squares of you gains a +5 bonus to damage rolls until the start of your next turn.

CATALYST DISCIPLINES

Violent Impulse

Catalyst Attack 11

You temporarily dismiss the limitations within your allies' minds, allowing them to undertake a coordinated violent assault.

Encounter ♦ **Augmentable, Psionic, Psychic**

Standard Action Close burst 5

Target: One, two, or three allies in burst

Effect: Each target can make a basic attack as a free action, each against a different creature. If only one target hits, his or her attack deals 2d6 extra psychic damage. If only two targets hit, each of their attacks deals 1d6 extra psychic damage.

Augment 2

Effect: As above, and each target deals 3 extra psychic damage with his or her basic attack.

Serene Mind

Catalyst Utility 12

You clear away an ally's doubts so that nothing can deter him or her from finding success.

Daily ♦ **Healing, Psionic**

Standard Action Ranged 5

Target: One ally

Effect: Until the end of the encounter, the target has resist 10 psychic, gains a +2 power bonus to untrained skill checks, and gains a +2 power bonus to opportunity attack rolls. As a minor action, the target can end this effect and regain hit points as if he or she had spent a healing surge.

Unleash the Power Within

Catalyst Attack 20

Your chosen ally's form flares brightly, then settles into a coruscating pattern of light that boosts his or her prowess in combat.

Daily ♦ **Polymorph, Psionic**

Standard Action Ranged 5

Target: One ally

Effect: The target assumes the form of unleashed power until the end of the encounter. While in this form, the target gains a +2 power bonus to speed, opportunity attack rolls, and all defenses.

When the target hits with an unaugmented at-will attack power, he or she can choose to end this effect as a free action. By doing so, the attack deals 3d8 extra damage, and the target of the attack is dazed (save ends).

INCANDESCENT CHAMPION

“Not even the gods can control the perfect beauty and boundless power contained in the mortal soul.”

Prerequisite: Any psionic class

Mortals might be flawed creations, given to error and misjudgment. But all mortals are blessed with a singular gift: the soul. Psionic energy revealed your soul’s power, and through long study and introspection, you learned to navigate the labyrinthine pathways of your being.

This energy suffuses you and surrounds you in a radiant glow. Although you can dampen your inner light, you and others around you find its presence comforting. In time, the light responds to your commands, burning your enemies while bolstering your allies, or even allowing your soul to eclipse your body.

The more you access your soul’s power, the more you understand that this essence must be guarded. Those who would exploit souls, twisting them for dark ends, and those who would hoard souls on their journey beyond the body must be destroyed and their prisoners freed. To this end, you commit yourself against the myriad villains who use or abuse souls.

INCANDESCENT CHAMPION PATH FEATURES

Brilliant Overload (11th level): Whenever you hit an enemy with an augmented psionic at-will attack power, you can spend 1 power point to have the power deal 1d6 extra radiant damage.

Luminous Action (11th level): When you spend an action point to take an extra action, you emit



RALPH BELSNER

bright light out to 10 squares until the end of your next turn. Enemies adjacent to you while you emit this light gain vulnerability to radiant damage equal to your Constitution modifier.

Paragon Power Points (11th level): You gain 2 additional power points.

Incandescent Presence (16th level): You emit bright light out to 3 squares. As a free action, you can reduce the bright light to dim light or dismiss it altogether. You can resume the light as a free action.

When you score a critical hit while you shed bright light with this path feature, allies within the light gain temporary hit points equal to your Constitution modifier, and each enemy within the light takes radiant damage equal to your Constitution modifier.

INCANDESCENT CHAMPION DISCIPLINES

Incandescent Strike Incandescent Champion Attack 11

When you strike, intense light pours from your weapon, leaching all color from the area and blinding your foe.

Encounter ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and the target is blinded until the end of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier damage, and the target is blinded until the end of your next turn.

Effect: Each enemy within 3 squares of you takes a –2 penalty to attack rolls until the end of your next turn.

Unbearable Countenance Incandescent Champion Utility 12

The perfection of your soul burns so brightly that your terrified enemies cannot bear to look upon you.

Daily ♦ **Fear, Polymorph, Psionic**

Minor Action **Personal**

Effect: Until the end of the encounter, any enemy that makes an attack that includes you as a target takes a –2 penalty to its attack rolls for that attack.

Perfect Incandescence Incandescent Champion Attack 20

As you attack, your soul’s perfection spills forth, transforming you into a being of pure radiance.

Daily ♦ **Polymorph, Psionic, Radiant, Weapon**

Standard Action **Close burst 1**

Target: Each enemy you can see in burst

Attack: Charisma vs. Fortitude

Hit: 2[W] + Charisma modifier radiant damage, and the target is blinded (save ends).

Miss: Half damage, and the target takes a –2 penalty to attack rolls (save ends).

Effect: Until the end of the encounter, you are insubstantial and gain fly 8 (hover). You emit light from your Incandescent Presence feature out to a number of squares equal to your Charisma modifier (minimum 3).

PHRENIC INVADER

“Your secrets are mine to use as I see fit.”

Prerequisite: Ardent

You hear everything. Every thought, every idea, and every internal conversation reaches receptors in your mind in a confusing din. You have learned to reduce the cacophony to a muted rumble to maintain your sanity. You know these thoughts have their uses, however, and so you focus your concentration, sifting through the noise to seize the most powerful voices to aid you.

You are a phrenic invader—a thought warrior who can slip into any conscious mind and plunder it for its secrets. It takes only a moment to sift through the confusing jumble to find what you need, especially on the battlefield. An enemy’s mind reveals its intent, helping you anticipate its strikes. You can sense when another enemy might close on you, shifting your position to best receive the attack. The thoughts you steal help guide your attacks and keep you from harm, letting you endure in combat to destroy the enemies standing against you.

PHRENIC INVADER PATH FEATURES

Opened Mind (11th level): You gain telepathy 5. If you already have telepathy, you increase its range by 5.

Paragon Power Points (11th level): You gain 2 additional power points.

Reflexive Action (11th level): Whenever you are damaged by a melee attack, you can spend an action point to use an unaugmented ardent at-will power as an immediate reaction.

Shared Senses (11th level): You cannot be deafened or blinded as long as you are adjacent to at least one creature that is not deafened or blinded.

Wary Mind (16th level): You gain a +2 bonus to attack rolls for opportunity attacks and immediate action attacks.

PHRENIC INVADER DISCIPLINES

Phrenic Strike

Phrenic Invader Attack 11

You fight past your enemy’s attack to deliver a punishing blow to its body and mind.

Encounter ♦ Augmentable, Psionic, Weapon

Immediate Reaction **Melee weapon**

Trigger: An enemy hits you with a melee attack

Effect: Before the attack, you shift 1 square.

Target: The triggering enemy

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and the target grants combat advantage until the end of your next turn.

Augment 2

Hit: 1[W] + Charisma modifier damage, and the target is dazed until the end of your next turn.



Mind’s Bitter Betrayal

Phrenic Invader Utility 12

Your focused concentration lets you bolster your allies with energy drawn from your enemies’ uncertainty.

Daily ♦ Psionic, Zone

Minor Action

Close burst 3

Effect: The burst creates a zone that lasts until the end of the encounter or until you end the effect as a free action during your turn. The zone moves with you, remaining centered on you. While within the zone, enemies grant combat advantage to you, and allies gain a +2 power bonus to all defenses. Until the zone ends, you are slowed.

Thought Interloper

Phrenic Invader Attack 20

You lay open your opponent’s mental barriers, ravaging its mind and reading its every move in combat.

Daily ♦ Psionic, Psychic, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Effect: The target is affected by your thought interloper (save ends). While the target is affected by the interloper, it takes ongoing 5 psychic damage and its attacks provoke opportunity attacks from you.

Each Failed Saving Throw: One ally adjacent to the target can make a melee basic attack against the target as a free action.

SIPHON

“Your fears, hates, hopes, and dreams are mine to devour. My feast will end when only your husk remains.”

Prerequisite: Ardent

Not all vampires are undead, drinking the blood of the living or draining souls with a touch. Some feast on intense feelings such as fear and love, anger and happiness. They are insidious creatures—parasites that gorge without drawing attention to themselves. Some might not even realize what they’re doing. Regardless of whether a siphon is cognizant of his or her abilities, the effect of such a character’s power is palpable, as a victim falls into the clutches of lethargy, becoming torpid and drained.

As a siphon, you use psionics to absorb thought energy from your victims, drinking deep from their emotions and feelings to increase your power. Your mind is a vortex, catching others’ thoughts and using them to replenish your resources and overcome your injuries. Once you establish a link with another creature, you can draw its energy until your prey is drained and unable to act. You might keep this energy for yourself or transfer it to your allies so that they can share its benefits.

SIPHON PATH FEATURES

Paragon Power Points (11th level): You gain 2 additional power points.

Psychic Vampire (11th level): When you use an unaugmented ardent at-will power to hit an enemy



BEN WOOTTEN

that is slowed, dazed, stunned, or taking ongoing psychic damage, you gain temporary hit points equal to your Wisdom modifier.

Torpid Action (11th level): When you spend an action point to make an attack and the attack hits, each enemy within 3 squares of you is slowed until the end of your next turn.

Draining Surge (16th level): When an enemy within 5 squares of you drops to 0 hit points or becomes dazed, stunned, or weakened, if you use *ardent surge* before the end of your next turn, the target of the power regains additional hit points equal to your Wisdom modifier.

SIPHON DISCIPLINES

Insidious Distraction

Siphon Attack 11

Your weapon attack lets you sink psychic fangs into your foe’s mind, crippling its ability to think and act.

Encounter ♦ **Augmentable, Psionic, Psychic, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage, and the target is dazed and slowed until the end of your next turn.

Augment 2

Hit: 1[W] + Charisma modifier psychic damage, and the target is dazed and immobilized until the end of your next turn.

Feast of Death

Siphon Utility 12

You draw on the psychic energy of a dying creature to grant yourself and your allies a surge of vigor.

Encounter ♦ **Psionic**

Immediate Reaction **Personal**

Trigger: A creature within 10 squares of you that you can see drops to 0 hit points or fewer

Effect: You gain temporary hit points equal to your Charisma modifier. Each ally adjacent to you gains temporary hit points equal to your Wisdom modifier.

Emotion Leech

Siphon Attack 20

Your weapon slips through an opponent’s defenses and opens a conduit to its mind. As long as the conduit remains open, you can feast on your foe’s misfortune.

Daily ♦ **Healing, Psionic, Psychic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier psychic damage.

Miss: Half damage.

Effect: The target is affected by your emotion leech (save ends). While the target is affected by the leech, the target is slowed and weakened. In addition, at the start of its turn if you have line of sight to the target, you and each ally adjacent to you regain hit points equal to your Wisdom modifier.

BATTLEMIND

“Magic and steel are a fool’s weapons, for no attack will ever breach the armor of my mind.”

YOU ARE the invincible warrior, turning aside an enemy’s attack using only a single thought. You are the tireless champion, standing fast in the thick of battle as your foes fall to the power of your mind. You are the wild berserker, channeling your pain into a counterstrike that leaves the strongest enemy reeling. You are the battlemind—a warrior of thought and action, whose physical and mental fortitude are the equal of any foe.

Your combat prowess alone would make you a formidable opponent. But it is your mastery of psionics that grants you your edge in combat. You call on the power within to tear into an opponent’s mind, unearthing its secrets. You anticipate and avoid your foes’ attacks, then deliver a punishing response that batters both body and mind. Psionic power is not merely an accessory to your armament—it is the foundation of your combat skill.

Each individual battlemind’s training and outlook are unique. Rejecting formal study, most battleminds borrow fighting forms from enemies and allies alike, combining several disparate styles into a single devastating technique. Whatever path your battlemind character takes, this chapter offers new options to let you sow discord and destruction among your foes.

- ◆ **Playing a Battlemind:** An overview of the battlemind’s place at the table and in the world of the game.
- ◆ **New Build and Class Feature:** The harrier battlemind shapes time and space in the thick of combat. Your persistent harrier class feature lets you cross the field in the blink of an eye, evading attacks and redirecting the fight against vulnerable foes.
- ◆ **New Powers:** A host of new battlemind disciplines let you draw on psionic power to shape your attacks and the state of the battlefield itself.
- ◆ **New Paragon Paths:** The five new paragon paths introduced in this chapter give battlemind characters the option of honing the speed of their assault, assuming the strength of ageless stone, or using the mind to harness the power of the storm.



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PLAYING A BATTLEMIND

Half a dozen lightly armored figures lay scattered across the sun-baked grass, groaning as they cradled bruised limbs and ringing heads. Beneath the watchful gaze of Captain Halmont, half a dozen more battled back and forth across the field. Five of them gave thanks to Kord and Erathis that they were fighting with wooden practice blades. The sixth tried to smother her disappointment.

Imarra swept through her foes like a subversive thought, her feet scarcely seeming to touch the ground. Her wooden longsword cracked into one warrior's ribs as she spun, but it was far more than the force of the blow that drove him backward. Imarra felt the power flowing through her limbs, riding the wake of her own elation. A feeling of ecstasy.

One of the guards raised his blade, but even before he could begin to bring it down, Imarra had stepped around him, her own sword grazing the small of his back. He shuddered at the touch—not of her blade, but of her mind. As he collapsed in a gibbering heap, two of the others lunged at her, but Imarra was already gone, seeming to vanish for an instant before she reappeared behind them. Two more quick spins, a leap that should have required wings, a thrust swifter than sight, and she stood alone on the field.

Casually dropping her battered blade atop the last fallen guard, she sauntered over to the table at the edge of the field, stopping to meet Captain Halmont's dark stare.

"My best soldier couldn't have done that," he murmured.

Imarra stooped to retrieve her scabbard where it lay beside him. She grinned as she turned for the barracks. "Actually, your best soldier just did."

Other warriors train themselves to enter combat believing that death is the ultimate glory. They have no fear because they have nothing to lose. Not you. As a battlemind, you leap headfirst into battle without fear because you believe—because you know—that you've already won. All you need to do now is make the enemy understand it.

Combat flows in your soul with the pounding strength of the blood in your veins and the boldness at the center of your thought. You might be a professional soldier who discovered an untapped well of inner power, a brigand who learned you were destined for something greater, or a city guard whose oaths allowed you to tap into a force stronger than mere muscle when you heft your blade. Yet no matter the differences in your origins and goals, you recognize other battleminds as kindred spirits. For they, like you, literally live for battle—all of you recognizing that the only true strength comes from within.

HEARTS AND MINDS

Battleminds have a reputation for an air of superiority. For many, it is a reputation that is well deserved. Battleminds carry themselves with a confidence earned from many victories, their skill and cunning winning the day over enemies of every stripe. But their fighting prowess is only part of the story.

Willpower is the core of every battlemind's strength, but this willpower manifests in different ways. Some battleminds carry themselves with a distinct arrogance. Others center themselves in the quiet conviction that they are up to any challenge. The most reckless battleminds evince an inability to acknowledge defeat that borders on madness. Battleminds are hardened warriors, without a doubt. At the point at which a fighter or a barbarian's endurance would begin to ebb, a battlemind's psionic energy sees the fight through to the bitter end.

In thinking about your character's personality, consider how your resolve manifests in your behavior and outlook. Are you an ego-driven warrior, gleefully testing your blade against any foe willing to stand against you? Are you a shining crusader, embracing any cause that feels right? And what happens when you realize that your cause is less just than you had first thought, or when you take on more foes than you can handle? Do you learn from your errors? Or do you mask your failure with greater bravado?

As important as your drive is to your character, you should never overlook your physical might. Many battleminds see their strength and durability as the channels through which their psionic energy flows. A battlemind's body is a vessel for psionic power. All battleminds devote time and training to maintaining their physical edge, to ensure their bodies are up to the challenges they face.

THE ART OF WAR

A dedication to perfection is an integral part of your personality, and it carries over into all other aspects of your life. Although battleminds might see themselves as the pinnacle of the warrior's art, however, few are self-centered enough to think of themselves as masters of every endeavor they attempt. Most battleminds are unlikely to claim expertise at architecture, lore, music, or similar pursuits—although some have no doubt that they could master any of these with enough time and attention.

It is typically only in combat that a battlemind's drive and dedication manifest fully. Battleminds have a complete conviction of their martial superiority, trusting in their talents and tactics to defeat any challenge. If a battlemind suffers failure, it is never more

than a momentary setback, easily overcome with renewed focus and more training.

What is it about combat that inspires nascent battleminds to develop their unique abilities? Why does your boldness not grant you the power to excel in other areas with as much ease? For the most part, few circumstances apart from combat inspire the rush of mental intensity that unlocks a battlemind's latent psionic ability. Once that ability has been honed in the forge of battle, there is no turning back. The fury of combat becomes inextricably linked with your psionic powers, and so your mind continually shapes and hones those powers for the battlefield.

YOUR LIFE BEFORE

A battlemind's life is steeped in conflict. Even before their psionic talent manifests, most battleminds live a warrior's life. You might have been a soldier or a guard in service to a noble or a temple. You might have been a gladiator or a common brawler. Your psionic power stayed hidden just beneath your conscious mind so that you could not exploit its strength.

Your potential need not have revealed itself in battle. Any physical exertion might have triggered your awakening, from the thrill of the hunt to exploring some unknown realm or ruin. Even simple burglary or a feat of athletics might have been the trigger that unlocked your power.

Some battleminds learn to harness their potential by thinking about or yearning for combat. You might have been a brilliant tactician or an advisor to a noble or a king, never picking up a sword until your power manifested and filled you with the hunger for glory. Alternatively, you might come from a background disconnected from the arts of war, even as you spent your life idolizing the legendary heroes of your people. A yearning to follow in the footsteps of a champion of your faith or country inspired you for many years, then finally showed you what you were capable of.

ROLEPLAYING A BATTLEMIND

With boldness as the driving force behind many of your powers, you might consider how that boldness defines your character's state of mind. Between the extremes of simple self-confidence and towering arrogance lies the wider range of personalities that battleminds can adopt. Even if your skill and power do not manifest as ego, you are consistently first into battle, making sure that your enemies know what is about to befall them. You take on any challenge, never worrying about the outcome. Every victory is earned and deserved; every defeat is but a temporary setback.

In the end, however, even the most arrogant battlemind knows when to back down—particularly if doing so helps keep the party united. Your sense that you are destined for greater things means that you can be forceful without causing trouble, confident without bruising the feelings of your companions.

Although battleminds have a reputation for recklessness, few are suicidally overconfident. Your belief in yourself and your abilities is the foundation of your strength, but you recognize that you fight with a purpose that cannot be served by your meaningless demise. Some foes have had longer to hone their abilities than you have. Some monsters are too powerful to be faced without the proper resources. Although you never abandon a fight, you acknowledge that some conflicts require a tactically sound retreat.

Many of even the least egocentric battleminds are attention seekers. They place themselves in a leadership role, steering their companions toward situations in which their own abilities can prove useful. Be careful, though, not to steal attention from the other players around the table.

Portraying a glory-hog without actually becoming one takes a bit of effort. When you are pushing for something purely in character, make it clear to other players that this is the case. Keep a close eye on the line between in-character and out-of-character reactions. Make sure the other players know that you won't take it personally when their characters don't go along with your battlemind's desires, and make it obvious that any objections you offer are solely on your character's behalf.

In the end, the foundation of your battlemind's leadership lies not only in demonstrating self-assurance in what you can do—it lies in fostering the same confidence in your allies. Take responsibility for your actions and attitudes, and use your power and insight to shepherd your companions to similar success. Boldness turns to rude, haughty, or arrogant behavior easily enough. Just reserve those traits for the creatures and characters you fight, not the people who fight beside you.

DISCOVERING YOUR POWER

If you're starting a campaign at 1st level, or if you're recasting an existing character by multiclassing into battlemind, think about playing through the discovery of your abilities, with the Dungeon Master's permission. Many battleminds do not initially recognize that their newly discovered potential is psionic in nature. When these amazing powers first manifest, you might attribute their effects to physical prowess, divine intervention, or dumb luck.

Only gradually do you realize that these abilities are innate, recognizing the connection between your powers and your own strength of will. But a full understanding of the change being wrought within

you takes time and self-reflection. By playing through this process, you can experience your character's initial surprise and lack of understanding, followed by growing comprehension and a swelling of confidence as you accept the psionic power forged within your own mind.

INSTINCT AND INTENTION

Your abilities developed more or less spontaneously, as has your fighting style. You might have had formal combat training before developing your psionic powers, but as a battlemind, your continued advancement is based more on instinct and experience than on discipline.

You are a great believer in natural talent. Formal instruction might improve the prowess of a great warrior, but it cannot create natural ability in one who lacks it. A character drawn instinctively to battle will always prove superior to one who takes up the sword by circumstance, not by choice.

This attitude sometimes puts you at odds with certain martial traditions—most notably with monks. The mind set of many monks is built around strict discipline and ordered instruction. You believe in an intuitive development that comes only by reacting to real combat as your instincts demand. Such differences of philosophy rarely extend to members of your own party, however. When battleminds and monks fight side by side, each focuses on demonstrating the virtue of his or her chosen path.

THE FRONT LINES

As a battlemind, you are a defender first and foremost. You stand in the thick of the fight, absorbing punishment and dishing out in equal measure. For some battleminds, this approach to combat is a deliberate choice. Such characters feel an obligation to protect their less robust (or, in the minds of the arrogant, less effective) companions. In contrast, many battleminds fall into the defender role almost by accident, by following their instincts and impulses.

As a battlemind, you feel the burning need to be in the center of the action. You might charge ahead and draw enemy fire not from any sense of tactics, but because the enemy needs to know that you have no fear. By immersing yourself in the battle you crave, you show your superiority to a hated foe—and give your companions a chance to fight with increased effectiveness behind you.

ASPECTS

Within the full range of powers available to battleminds, few are more indicative of your approach to combat than the aspects. When you assume an aspect, you fix an idealized state in your mind, using psionic energy to reshape your form to match that vision. The result is sometimes subtle, with only slight

alterations to your physical or mental state. Other aspects are profound transformations into monstrous creatures that send your foes scurrying in terror.

Although any battlemind with the right mind set can adopt one or more aspects, not all do. Among those battleminds who use aspect powers, most focus on one or two aspects, allocating their additional resources to other areas that can strengthen their presence on the battlefield. Some battleminds reject aspects altogether, taking the fight to the enemy without falling back on “shapechanging trickery.”

These diverse attitudes toward aspect disciplines stem from a battlemind's core identity. Like all battlemind powers, an aspect transformation results from a particular state of mind. As a result, the battlemind's sense of self is critical to honing the psionic power needed to allow an aspect to transform body and mind.

Battleminds who adopt aspects choose aspect powers that speak to their own sense of who they are. A haughty battlemind who sees herself above her enemies might assume the *aspect of elevated harmony*, her idealized form made manifest by her mind. A silent brute of a battlemind might assume the *aspect of living stone* to reflect his hard personality and unwavering dedication. A battlemind who strives for perfection might find it easy to adopt a range of different forms, always seeking an ideal but never finding it.

These considerations have little mechanical effect on your power choices. Aspect powers are a useful touchstone for roleplaying, however. When picking aspect powers, think about what each says about your character and what insights it reveals into his or her personality.

BATTELMINDS IN THE WORLD

No members of any of the character classes are common in the world, but battleminds are particularly rare—or at least they seem to be. The trouble with identifying battleminds is that they are hard to distinguish from fighters and members of the other combat-focused classes. With the right set of disciplines, a battlemind might fight in a manner and style visually indistinguishable from that of a fighter or a paladin. Only those who become close to a battlemind learn to recognize the subtle signs of the character's power.

Moreover, the number of battleminds—indeed the number of all characters with an aptitude for psionics—rises and falls in proportion to the severity of the Far Realm's threat to the world. An imminent aberrant invasion might suddenly trigger the battlemind's power and potential in knights of the realm, common thugs, and everyone in between. If the threat of the Far Realm ever ends, battleminds might even disappear from the world, vanishing into myth and legend.

LORE OF THE MIND-FIGHTERS

Tales inscribed in ancient temples or on the oldest parchments tell of the first battleminds. These brave warriors harnessed their powerful will and psionic gifts to combat the horrors that spilled through breaches between this world and the Far Realm beyond. Fighting alone, these ancient guardians stood as a bulwark against the shadow cast across the mortal realm. In conjunction with the gods and their servants, they helped staunch the aberrant tide in those long-forgotten wars.

Through the ages, battleminds have come and gone. Each generation, some arise to combat a new threat, helping to contain the aberrant menace and safeguard the world from harm. The lack of common cause and custom between battleminds means that each such generation of new heroes knows little of the sacrifices or legends of those who came before them. What little information can be found is often apocryphal or misleading, mythologizing the deeds of only the brashest heroes. As a result, battleminds are forced to find their own way in the world, only occasionally discovering others who share their gift and the boldness that is their birthright.

BATTLEMINDS TODAY

Because of their individualistic nature and spontaneous development, battleminds are seldom organized into formal schools or open alliances. On occasion, small numbers of battleminds gather into mercenary companies or knightly orders. For the most part, though, a battlemind fights as an individual champion.

A battlemind might believe that his or her combat prowess is markedly superior to the skill or training of others. But even though battleminds forge their combat skills in their own unique fashion, they are quick to show their respect for the talents of other warriors. Fighters and paladins, rangers and wardens, barbarians and monks all fight with unique styles that a battlemind can learn from. As a result, most battleminds pay respectful attention to those who fight alongside them, watching their techniques to ferret out new maneuvers that might augment or perfect their own tactics.

To those battleminds who wholly embrace the internal discipline of their power, the formal approach to training favored by monks, psions, and other classes can be unsettling. In particular, the carefully honed maneuvers and otherworldly state of mind of the psion seem alien to many battleminds, who cannot dream of constraining their own power in such a formal fashion.

Only the most arrogant battleminds dismiss their more disciplined counterparts in the psionic arts without taking what they can from them. In the same way that battleminds can learn from other warriors'

fighting techniques, they also look to other psionic characters for the feats and other common ground they share. Although a battlemind's disciplines are markedly different from those of a psion, the raw power of each is born of the same source.

A battlemind's relationship with his or her companions depends in part on the characters' cultural and historical background, but all battleminds recognize their place and purpose within a larger group. A battlemind might be outspoken, brash, and supremely confident, but that confidence is backed up with unmatched bravery. Like their forebears, battleminds are the first into the breach, working to contain the enemy before it can wreak havoc in the world around them. A stalwart and driven warrior, a battlemind makes a powerful addition to any adventuring group.



NEW BUILD

This section adds a new option to the battlemind builds presented in *Player's Handbook 3* and the *DARK SUN® Campaign Setting*. This build also includes a new power choice for the battlemind's Psionic Study class feature.

HARRIER BATTLEMIND

Time and space are inconstant. The world around you is mutable and fully within your power to alter as you need. Even a minor adjustment to the fabric of reality creates spectacular changes in the heat of combat, allowing you to move in the blink of an eye or to slow an enemy's attempt to raise its weapon and block your incoming attack. You wield psionic energy to alter fate and circumstance, darting into the near future or stepping into the past to shape the outcome of the moment before you.

As a harrier battlemind, you are unfettered in combat. You might streak across the field to crash into your enemies, then dart away before they can mount a counterstrike. You harry your foes with such speed that they quickly lose track of you. As your mastery grows, you can even shape time during battle, striking, disappearing, then striking again. Your desperate enemies can only guess where you might attack from next.

Although many battleminds focus their efforts against a single enemy at a time, you prefer to strike multiple foes at once, thwarting their tactics and sowing frustration to give you and your allies an edge.

NEW CLASS FEATURE

When you choose your Psionic Study, you can choose Persistent Harrier instead of another option such as those in *Player's Handbook 3*.

Persistent Harrier: You gain the *persistent harrier* power, which reflects the ease with which you can outmaneuver your opponents.

Persistent Harrier

Battlemind Feature

You slip the bonds of space to strike back at even a distant opponent.

Encounter ♦ **Psionic, Teleportation, Weapon**

Immediate Reaction **Melee weapon**

Trigger: An enemy hits or misses you with an attack for the first time during an encounter

Target: The triggering enemy

Special: You can attack the target with this melee attack even if the target is outside your melee reach.

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and you teleport to a square adjacent to the enemy.



SUGGESTED OPTIONS

As a harrier battlemind, you move with ease across the battlefield, whether taking the fight to your enemies or falling back to draw them closer to you. Choose powers that facilitate movement, with teleportation powers being the most important. Your secondary role is controller, which can be strengthened by area powers that manipulate or hamper your opponents. Your feat selection should improve your defenses and mobility.

Make Constitution your highest ability score. Dexterity should be your second-highest score, getting you into the fight quickly and letting you avoid heavy armor to keep moving at full speed in combat. A high Wisdom allows you to improve your battlefield awareness, and Charisma remains important for the many battlemind disciplines that rely on that skill.

Suggested Class Feature: Persistent Harrier

Suggested Feat: Harrying Step*

Suggested Skills: Athletics, Endurance, Insight

Suggested At-Will Powers: *renewed focus**, *world-slipping advance**

Suggested Daily Power: *accelerating strike**

*New option presented in this book.

NEW POWERS

The new powers presented in this chapter expand the available options for battlemind characters. Many reinforce themes expressed in the Harrier Battlemind build, but these powers are equally suitable for other battleminds.

LEVEL 1 AT-WILL DISCIPLINES

Conductive Defense Battlemind Attack 1

Your attack surrounds a foe with a shroud of crackling lightning, threatening retribution for strikes against your allies.

At-Will ♦ **Augmentable, Lightning, Psionic, Weapon**
Standard Action **Melee 1**

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1[W] + Constitution modifier lightning damage. Until the start of your next turn, the target takes lightning damage equal to your Constitution modifier whenever it hits one of your allies.

Augment 1

Hit: As above, and, until the start of your next turn, the target also takes the lightning damage whenever it shifts to a square adjacent to one of your allies.

Augment 2

Hit: 2[W] + Constitution modifier lightning damage. Until the start of your next turn, the target takes lightning damage equal to your Constitution modifier whenever it hits one of your allies.

BATLEMINDS AND THE ABERRANT MENACE

As detailed in *Player's Handbook 3*, the prevalence of psionics in the world corresponds to the intensity of the Far Realm's threat. Where breaches in reality allow the Far Realm's alien nature to spill into the world, this nature corrupts and reforms mortal life in its own image. The natural world recoils from this contact, imbuing sentient beings with the ability to wield psionic energy. The way in which the role this history plays in your own character's backstory is for you to decide.

In consultation with the Dungeon Master, you might see it as your character's destiny to seek and destroy the aberrant threat, providing a thread that might run through the entire campaign. Alternatively, you might go your entire career without ever facing an aberrant creature in battle. Even a battlemind fully aware of the aberrant threat can choose to avoid the front lines of that conflict, focusing his or her achievements on weeding out corruption or shoring up the strength of a threatened world. After all, saving civilization from the aberrant menace does little good if the crumbling foundations of that civilization have already fallen.

Renewed Focus Battlemind Attack 1

By the power of your mind, you shrug off effects that would keep you away from your foes.

At-Will ♦ **Augmentable, Psionic, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. You are no longer marked or slowed, and you cannot be marked or slowed until the end of your next turn.

Augment 1

Hit: 1[W] + Constitution modifier damage. You and allies within 5 squares of you are no longer marked or slowed, and cannot be marked or slowed until the end of your next turn.

Augment 2

Hit: 2[W] + Constitution modifier damage. You are no longer immobilized, marked, or slowed, and you cannot be immobilized, marked, or slowed until the end of your next turn.

Vicious Cobra Strike Battlemind Attack 1

In your foe's mind, your weapon takes the form of a hissing serpent, its strike hindering that enemy's attacks against you.

At-Will ♦ **Augmentable, Psionic, Psychic, Weapon**
Standard Action **Melee weapon**

Target: One or two creatures

Attack: Constitution vs. AC.

Hit: Constitution modifier psychic damage, and you mark the target until the end of your next turn. If you target only one creature with this power, the attack deals 1[W] extra damage.

Augment 1

Hit: As above, and you also mark one enemy adjacent to the target until the end of your next turn.

Augment 2

Close burst 1

Target: Each enemy you can see in burst

Hit: 1[W] + Constitution modifier psychic damage, and the target is marked and takes a -2 penalty to attack rolls until the end of your next turn.

World-Slipping Advance Battlemind Attack 1

You slip unfettered across the battlefield to gain an advantageous position.

At-Will ♦ **Augmentable, Psionic, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and you shift 1 square to a square adjacent to the target.

Augment 1 (Teleportation)

Hit: 1[W] + Constitution modifier damage, and you teleport 1 square to a square adjacent to the target.

Augment 2 (Teleportation)

Hit: 2[W] + Constitution modifier damage, and you teleport to a square adjacent to the target.

LEVEL 1 DAILY DISCIPLINES

Accelerating Strike

Battlemind Attack 1

When you surge toward a foe, the momentum of your attack carries you through the rest of combat.

Daily ♦ **Psionic, Weapon**

Standard Action **Melee weapon**

Effect: Before the attack, you shift your speed. You can move through enemies' spaces during this movement.

Target: One creature

Attack: Constitution vs. AC. You have combat advantage for this attack.

Hit: 2[W] + Constitution modifier damage. Your movement does not provoke opportunity attacks from the target until the end of the encounter.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +2 power bonus to speed. In addition, when you shift, you shift 1 extra square.

Aspect of Bitter Ice

Battlemind Attack 1

Your weapon is rimed with ice as you strike. In the aftermath, you are imbued with a bitter cold that protects you and slows your enemies.

Daily ♦ **Augmentable, Cold, Polymorph, Psionic, Weapon**

Standard Action **Close burst 1**

Target: Each enemy you can see in burst

Attack: Constitution vs. Fortitude

Hit: 1[W] + Constitution modifier cold damage, you push the target 1 square, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: You assume the aspect of bitter ice until the end of the encounter. While in this aspect, you gain resist 5 cold and you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1

Effect: Until the start of your next turn, any enemy that starts its turn adjacent to you is slowed until the end of its turn.

Living Fortress

Battlemind Attack 1

As you lash out at your foe, a shroud of rock and scree rises from the ground to protect you.

Daily ♦ **Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, you and allies adjacent to you have cover. As a minor action, you can end this effect to gain resist 5 to all damage until the start of your next turn.

Stolen Grace

Battlemind Attack 1

Your foe's movement wracks it with psychic pain in the aftermath of your attack, even as your own mobility is heightened.

Daily ♦ **Psionic, Psychic, Stance, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. Reflex

Hit: 2[W] + Constitution modifier damage, and the target takes 5 psychic damage if it moves more than half its speed when it moves (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

Effect: You assume the stolen grace stance. Until the stance ends, you gain a +4 power bonus to AC and Reflex against opportunity attacks and a +2 power bonus to opportunity attack rolls.

LEVEL 2 UTILITY DISCIPLINES

Dimension Slide

Battlemind Utility 2

You bend the space around you to better position yourself and an ally on the battlefield.

Encounter ♦ **Psionic, Teleportation**

Move Action **Ranged 5**

Target: You and one ally

Effect: You slide one target 1 square and teleport the other target 3 squares.

METHODS OF DEFENSE

A battlemind wades steadily into the thick of the fray, turning aside attacks with heavy armor and shield while hacking through his foes with powerful weapon attacks. Another battlemind fights like the wind in combat, moving so fast that no enemy can track her movements. Yet another unleashes wild fury as he blinks in and out of existence, taunting his foes to attack if they can.

Each battlemind approaches combat from a different perspective. But all members of this class are united by their primary role as a defender—and by the three powers on which that role is based.

Battlemind's demand allows you to mark enemies within 3 squares of you. Because it is a minor action, this power can be used in conjunction with a standard-action attack.

Moreover, your mark is hard for the foe to shed, lasting as it does until the end of the encounter or until you choose to mark a different enemy. Even if you become dazed or stunned, your chosen opponent is hampered in its attempts to attack your allies.

Blurred step lets you keep the pressure on a marked foe by hindering its attempts to shift away from you. A marked enemy that shifts away from you in order to target one of your allies will find itself unable to escape you.

While you keep a marked enemy close with *blurred step*, *mind spike* becomes a potent power, compelling the foe to attack you or suffer a backlash from its own attack. This power is most effective against brutes, lurkers, and other creatures with high-damage single-target attacks.

Evade Explosion

Battlemind Utility 2

A prescient vision of destruction allows you to sidestep the worst effects of an attack.

Encounter ♦ **Psionic****Immediate Interrupt** **Personal****Trigger:** A close or an area attack hits you and deals damage**Effect:** You shift 1 square. If the shift places you outside the area of the triggering attack, you take half damage from the attack.**Oaken Resilience**

Battlemind Utility 2

As your mind envisions the strength of the oak, your body acquires that tree's ancient resilience.

Daily ♦ **Psionic****Minor Action** **Personal****Effect:** You gain resist 3 to all damage until the end of the encounter.**Wild Savagery**

Battlemind Utility 2

You summon the beast within, gaining the power to send unwary foes sprawling.

Daily ♦ **Psionic, Stance****Minor Action** **Personal****Requirement:** You must be bloodied.**Effect:** Until the stance ends, any creature you hit with an opportunity attack is also knocked prone.

Once during the encounter, you can take the following action while in this stance.

Immediate Interrupt **Personal****Trigger:** An enemy marked by you deals damage to an ally with an attack that doesn't include you as a target.**Effect:** Make a melee basic attack or a charge attack against the triggering enemy. On a hit, the enemy is also knocked prone.**THE DEATHLESS CHAMPION**

Some battleminds believe that the psionic power from which their potent combat disciplines are derived is more than just an inanimate source of energy and strength. Legends tell that during the Dawn War, a powerful champion of the gods managed through sheer force of will to survive his own death. This champion, whose name has been lost to time, scattered his essence across the mortal world, where its shards nested in the souls of those potentially worthy of pursuing his example of bravery and greatness. By this act of immortal sacrifice, the first battleminds were granted their power.

Battleminds who subscribe to this legend believe that all members of the class carry within them a spark of this ancient champion. Such characters strive for personal perfection and glory in the name of a higher purpose, hoping that they might one day prove sufficiently worthy to serve as their lost progenitor's true vessel. On this day, the Deathless Champion will manifest once more, reborn in the mind and body of his new host.

LEVEL 3 AT-WILL DISCIPLINES**Cast the Net**

Battlemind Attack 3

Your attack bends the fabric of space, drawing your enemy to a more advantageous position.

At-Will ♦ **Augmentable, Psionic, Teleportation, Weapon Standard Action** **Melee weapon****Target:** One creature**Attack:** Constitution vs. AC**Hit:** 1[W] + Constitution modifier damage, and you teleport the target to a square adjacent to you.**Augment 1****Melee weapon + 1 reach****Augment 2****Hit:** 2[W] + Constitution modifier damage, and you teleport the target to a square adjacent to you. If the target moves more than 2 squares on its next turn, you can teleport it to a square adjacent to you as an immediate reaction.**Harrier's Dance**

Battlemind Attack 3

Your successful attack empowers you, letting you slip the bonds of space in response to a foe's assault.

At-Will ♦ **Augmentable, Psionic, Teleportation, Weapon Standard Action** **Melee weapon****Target:** One creature**Attack:** Constitution vs. AC**Hit:** 1[W] damage. Before the start of your next turn, if you take damage from any enemy that is not adjacent to you, you can teleport 2 squares as an immediate reaction.**Augment 1****Hit:** 1[W] + Constitution modifier damage. Before the start of your next turn, if you take damage from any enemy that is not adjacent to you, you can teleport 2 squares as an immediate reaction.**Augment 2****Hit:** 2[W] + Constitution modifier damage.**Effect:** Whenever you take damage before the start of your next turn, you can teleport 3 squares as a free action.**Lodestone Lure**

Battlemind Attack 3

As you raise your weapon, a foe lurches toward you against its will.

At-Will ♦ **Augmentable, Psionic, Weapon Standard Action** **Melee 2****Target:** One creature**Attack:** Constitution vs. Will**Hit:** Constitution modifier damage, and you pull the target 1 square. Until the end of your next turn, the target can move only to squares that are adjacent to you.**Augment 1****Melee 5****Hit:** As above, but you pull the target 4 squares.**Augment 2****Melee 5****Hit:** 1[W] + Constitution modifier damage, and you pull the target 4 squares and knock it prone. Until the end of your next turn, the target can move only to squares that are adjacent to you.

Momentum Swing

Battlemind Attack 3

Your vicious attack lets you swing away from the target, ready to strike the next foe.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Effect: You shift 2 squares to a square adjacent to any enemy other than the target.

Augment 1

Effect: You shift your speed to a square adjacent to any enemy other than the target.

Augment 2

Effect: Make a charge attack against a creature other than the target. Movement made as part of the charge does not provoke opportunity attacks.

LEVEL 5 DAILY DISCIPLINES

Aspect of Unspeakable Horror Battlemind Attack 5

Your attack heralds your transformation into a nightmare creature whose appearance cripples your enemies with fear.

Daily ♦ **Polymorph, Psionic, Psychic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. Will

Hit: 1[W] + Constitution modifier damage plus 1d12 psychic damage.

Miss: Half damage.

Effect: You assume the aspect of the unspeakable horror until the end of the encounter. While in this aspect, you gain a +5 power bonus to Intimidate checks and you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1 (Fear)

Effect: Each target of the at-will attack takes a -2 penalty to attack rolls until the end of your next turn.

THE HIDDEN MIND

Those versed in psionics lore sometimes speak of the Other, the Sleeper, or the Hidden Mind—a consciousness that dwells beneath all other sentient minds. Some scholarly psions believe the Hidden Mind is a collective consciousness—the amalgamation of all sentience in the world somehow developing an awareness of its own. In their view, the Hidden Mind is the source of all psionic power in the world. When a character wields that power, he or she draws directly from the Sleeper's unseen knowledge. Given the wide range of ways that psionics can be employed, this notion is often dismissed as fancy. Still, more than a few battleminds and monks claim to experience memories that are not their own—memories of events they have never lived. If not originating within the Hidden Mind, then from where do such memories come?

Empathic Feedback

Battlemind Attack 5

Your counterattack sends foes reeling away from you while your vigor is temporarily replenished.

Daily ♦ **Psionic, Psychic, Weapon**

Immediate Reaction **Close burst 3**

Trigger: You take damage from an attack

Target: Each enemy in burst

Attack: Constitution vs. Will

Hit: 1[W] + Constitution modifier psychic damage, and you push the target 3 squares.

Miss: Half damage, and you push the target 1 square.

Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier.

Fated Confrontation

Battlemind Attack 5

You warp fate to take the place of another creature on the battlefield, deliver a brutal attack against an unsuspecting enemy, and then return to your original position.

Daily ♦ **Psionic, Teleportation**

Standard Action **Ranged 5**

Primary Target: One creature

Effect: You teleport yourself and the primary target, swapping positions. Make a secondary attack that is a melee weapon attack.

Secondary Target: One creature

Secondary Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage, and you mark the secondary target until the end of your next turn.

Miss: Half damage, and you mark the secondary target until the end of your next turn.

Effect: You teleport yourself and the primary target, swapping positions.

Inconstant Location

Battlemind Attack 5

Your attack opens up ripples in space, letting you slip from place to place to stay one step ahead of your foes.

Daily ♦ **Psionic, Stance, Teleportation, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage.

Miss: Half damage.

Effect: You assume the inconstant location stance. Until the stance ends, you can teleport 2 squares as a free action.

Special: You can take this free action only as the first or the last action of your turn.

LEVEL 6 UTILITY DISCIPLINES

Energy Transformation

Battlemind Utility 6

The force of an opponent's attack is shunted through you as brilliant white light.

Daily ♦ **Psionic**

Free Action **Personal**

Trigger: You take damage from an attack.

Effect: You take half damage from the triggering attack.

Until the end of the encounter, you radiate bright light that fills your space and all squares within 5 squares of you.

Mental Triumph

Battlemind Utility 6

By the power of your mind, you shrug off the most potent physical effects.

Daily ♦ Psionic**Minor Action** **Personal**

Effect: You cannot be slowed, immobilized, or restrained until the end of the encounter.

Relentless Hostility

Battlemind Utility 6

Even before your foe drops, you slip away in search of another victim.

At-Will ♦ Psionic**Free Action (Special)** **Personal**

Trigger: You reduce an enemy to 0 hit points during your turn

Effect: You shift 1 square.

Special: You can use this power once during each of your turns.

Warning Premonition

Battlemind Utility 6

A premonition of danger flashes through your mind, letting you take the fight to a foe that thought it had the drop on you.

Daily ♦ Psionic**No Action** **Personal**

Trigger: You are surprised

Effect: You are no longer surprised. In addition, you shift half your speed and mark one creature adjacent to you at the end of the shift until the end of your next turn.

LEVEL 7 AT-WILL DISCIPLINES

Body Double

Battlemind Attack 7

You bend space to temporarily stand in two places at once, becoming a double threat to your enemies.

At-Will ♦ **Augmentable, Psionic, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Constitution vs. AC

Hit: 1[W] damage, and choose a square adjacent to the target. You occupy that square in addition to your normal square until the start of your next turn. While you occupy multiple squares through this power, you can attack from either square. You can flank from either square and can flank with yourself. You can be targeted in either square, but close and area attacks that affect both squares target you only once.

Augment 1

Hit: As above, and when the effect ends, you choose whether to occupy your original square or your double's square.

Augment 2

Hit: 2[W] damage, and choose any square within 5 squares of you. You occupy that square in addition to your normal square until the start of your next turn. While you occupy multiple squares through this power, you can attack from either square. You can flank from either square and can flank with yourself. You can be targeted in either square, but close and area attacks that affect both squares target you only once. When the effect ends, you choose whether to occupy your original square or your double's square.

FOR THE DUNGEON MASTER: THE IRON BRIGADE

In the contemporary era, the wilderness between civilization's last bastions is wild and dangerous. Only the greatest organizations and groups develop reputations that spread beyond their local environs. One such group is the Iron Brigade—a combat school and mercenary company known far and wide for the martial skill and tactical prowess of its members and students.

The instructors of the Iron Brigade travel throughout the former realms of Nerath, seeking out young warriors who show the potential for greatness. Would-be students must risk the dangers of the wilds, following the trail of rumor and reputation that leads to the Brigade's Iron Hall in the city of Kaddastrei. There, they hope to be found worthy of admittance, and of learning the secrets of combat from the world's greatest teachers.

Unknown to all except its leaders, the Iron Brigade has a secret and sinister agenda. Each of the masters and founders of the Brigade is secretly a battlemind, and all the organization's efforts are geared toward locating other battleminds scattered across the world. The school's reputation attracts warriors from all races and cultures, and its intense training and mercenary endeavors are designed to spark the appearance of battlemind powers within those who possess the latent talent.

The Iron Brigade's leaders hope to one day control a force of battleminds larger than any previous conclave of these warriors by an order of magnitude. With this psionic army behind them, the masters of the Brigade will then send their full forces to rout lesser armies as they forge a psionics military dictatorship—a new empire to stand where Nerath fell.

The current high commander of the Iron Brigade is Mavthos Dorn, a human battlemind of high paragon level. He is the grandson of the Brigade's founder, but neither he nor his inner circle understands that the real power in the organization belongs to the hybrid warlock/battlemind deva Parnyelle. Believing that her role in the base schemes of the Brigade threatens to corrupt her into a rakshasa in her next life, Parnyelle uses her arcane and psionic power to wield subtle influence over Dorn and reshape the Brigade for her own purposes.

Established battlemind characters are unlikely to train with the Iron Brigade, since the order's rank-and-file instructors remain unaware of its secret purpose. A new battlemind character roleplayed as being unaware of his or her psionic ability might, however, come to the attention of the order's higher-level masters. Alternatively, rumors of the Brigade's secret purpose could be the starting point for a series of adventures or an entire campaign.

Flowing Weapon

Battlemind Attack 7

As you swing your weapon, it ripples and flows to reach a distant foe.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon + 1 reach

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Augment 1

Melee weapon + 3 reach

Augment 2

Melee weapon + 3 reach

Hit: 1[W] + Constitution modifier damage, and you pull the target 4 squares.

Give Chase

Battlemind Attack 7

Your attack keeps an enemy's attention on you as you stay in motion around it.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn. If the target triggers your *blurred step* power before the end of your next turn, you shift 1 extra square with that power.

Augment 1

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

Effect: If the target triggers your *blurred step* power before the end of your next turn, you shift a number of extra squares equal to your Wisdom modifier with that power.

Augment 2 (Teleportation)

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

Effect: If the target triggers your *blurred step* power before the end of your next turn, you can teleport 5 squares with that power instead of shifting.

PSIONICS? WHAT PSIONICS?

You might find it compelling to play your battlemind character as if you have no idea what you can do or how this power has come to you. In fact, battleminds who acquire their techniques through trial and error might not even realize they are using psionic power, at least initially. In many cases, you might be convinced that your disciplines are simply advanced martial exploits—the result of substantial training or latent skill. You might consider yourself a fighter, scoffing at the notion that you've somehow developed psionic powers. You might even take offense at the suggestion, with its implication that you got where you are by unexplained accident rather than raw talent and endless training.

No battlemind can maintain this point of view indefinitely, however. By the time you're teleporting yourself or tossing foes around the battlefield when your allies hit them, it's pretty clear that your disciplines are no longer obeying the laws of nature. But until then, this approach can give you an interesting hook on which to hang your roleplaying.

Violent Ubiquity

Battlemind Attack 7

Your attack keeps the target off balance, as either it or one of your allies swap positions in a violent wrenching of reality.

At-Will ♦ **Augmentable, Psionic, Teleportation, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. You teleport yourself and either the target or one ally adjacent to you, swapping positions.

Augment 1

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn. You then teleport yourself and one ally within 3 squares of you, swapping positions.

Augment 2

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn. You then teleport yourself and one ally within 5 squares of you, swapping positions.

LEVEL 9 DAILY DISCIPLINES

Baleful Teleport

Battlemind Attack 9

A crippling strike shunts your foe across the battlefield, then leaves it dazed.

Daily ♦ **Psionic, Teleportation, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2[W] + Constitution modifier damage, and you teleport the target 5 squares. The target is then dazed (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.

ADAPTABLE DISCIPLINE

Battleminds watch warriors of other classes, studying their techniques to hone new methods of taking the fight to their enemies. Although some battleminds consider their own techniques superior to those of other non-psionic classes, few are so close-minded as to believe that they have nothing to learn from the example of others. Using the game's multiclassing or hybrid rules is the most common means for a battlemind to directly adopt the tactics and techniques of another class. But with the Dungeon Master's approval, a character can take a more story-based approach.

Any class's powers can be fine-tuned by adjusting their descriptive elements to mirror similar powers from other classes. As a battlemind, you might witness the success a fighter has using *tide of iron*. The battlemind power *world-slipping advance* has a similar feel. As a result, you might retrain for this power and incorporate some of the elements found in the fighter power—such as using a shield and pushing the target as part of the attack. You and the Dungeon Master can refine the power's effects for when you use power points to augment the attack.

Lion's Charge

Battlemind Attack 9

You make springing charge attacks against two foes, even as you set your sights on a third.

Daily ♦ Psionic, Weapon**Standard Action** Melee weapon**Requirement:** You must charge and use this power in place of a melee basic attack.**Target:** One or two creatures**Attack:** Constitution vs. AC**Hit:** 1[W] + 1d6 + Constitution modifier damage.**Miss:** Half damage.**Effect:** If either attack hits, you can repeat the attack against a third creature, with a +2 bonus to the attack roll.**Shattered Time**

Battlemind Attack 9

Your weapon attack disrupts the flow of time around you, allowing you to harry your foes' attempts to attack your allies.

Daily ♦ Psionic, Weapon, Zone**Standard Action** Melee weapon**Primary Target:** One creature**Primary Attack:** Constitution vs. AC**Hit:** 2[W] + Constitution modifier damage.**Miss:** Half damage.**Effect:** You create a zone in a close burst 2 that lasts until the end of your next turn. While you are within the zone, you can make the following secondary attack.**Opportunity Action** Melee weapon**Trigger:** An enemy within the zone makes an attack that does not include you as a target**Effect:** Before the attack, you shift to any unoccupied square adjacent to the triggering enemy that is within the zone.**Secondary Target:** The triggering enemy**Secondary Attack:** Constitution vs. AC**Hit:** 1[W] + Constitution modifier damage, and you mark the secondary target until the end of your next turn.**Sustain Minor:** The zone persists.**Strength of My Enemy**

Battlemind Attack 9

When your attack weakens a foe, its fleeting strength drives your fury in battle.

Daily ♦ Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. Fortitude**Hit:** Constitution modifier damage, and the target is weakened (save ends).**Miss:** The target is weakened until the end of your next turn.**Effect:** While the target is weakened from this attack, your melee attacks deal 2d6 extra damage.

LEVEL 10 UTILITY DISCIPLINES

Hone Weapon

Battlemind Utility 10

You channel psionic power through your weapon, granting it a brutal advantage in battle.

Daily ♦ Psionic**Minor Action** Melee touch**Target:** One weapon**Effect:** Until the end of the encounter, the weapon gains the brutal 1 property. In addition, critical hits with the weapon deal 1d10 extra damage.**Subjective Gravity**

Battlemind Utility 10

By altering reality, you ignore the effects of gravity as you move.

Daily ♦ Psionic, Stance**Minor Action** Personal**Effect:** Until the stance ends, you can move across any horizontal or vertical surface without having to climb.

You can walk on walls and ceilings as if they were floors.

You fall if you end the stance while on a surface on which you could not normally stand.

Ubiquitous Vision

Battlemind Utility 10

Your entire body becomes an extension of your eyes.

Daily ♦ Psionic**Minor Action** Personal**Effect:** Until the end of the encounter, enemies cannot gain combat advantage by flanking you, and you gain a +5 power bonus to Perception checks.**Uncanny Senses**

Battlemind Utility 10

Foes try in vain to hide from your heightened senses.

Encounter ♦ Psionic**Minor Action** Personal**Effect:** Until the end of your next turn, you can see invisible creatures and objects, and you gain a +5 power bonus to Insight checks and Perception checks.

LEVEL 13 AT-WILL DISCIPLINES

Intellect Snap

Battlemind Attack 13

Your weapon channels your psychic fury to distract and hinder your foe.

At-Will ♦ Augmentable, Psionic, Psychic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. Will**Hit:** Constitution modifier psychic damage, and the target is dazed until the start of your next turn.**Augment 1****Hit:** As above, and you are no longer dazed or marked.**Augment 4****Hit:** 2[W] + Constitution modifier psychic damage, and the target is dazed until the end of your next turn. In addition, you or one ally within 5 squares of you can make a saving throw against an effect that dazes or stuns.

AT THE VANGUARD

When advancing as a battlemind, consider choosing feats and items that enhance your ability to plant yourself in the center of combat—not because you're a defender, but because that's the way you like it. Feats that improve mobility, such as Powerful Charge or Fast Runner, have more of a battlemind flavor than feats such as Weapon Focus. Similarly, magic items that increase your speed or prevent you from being pinned down in combat are more thematically appropriate than items that boost your defenses. Battleminds are eager to hurl themselves into the thick of the fight, and your feat choices and magic item wish list can reflect this.

Kinetic Shield

Battlemind Attack 13

Your attack summons up a psionic shield that protects nearby allies.

At-Will ♦ **Augmentable, Force, Psionic, Weapon**

Immediate Interrupt Melee weapon

Trigger: An enemy hits you or an ally with an attack

Target: The triggering enemy

Attack: Constitution vs. Fortitude

Hit: 1[W] + Constitution modifier force damage, and each ally adjacent to you gains a +2 power bonus to all defenses until the start of your next turn.

Effect: You don't have your normal standard action on your next turn.

Augment 1

Hit: As above, but the power bonus is +4.

Augment 4

Hit: 2[W] + Constitution modifier force damage, and each ally adjacent to you gains a +2 power bonus to all defenses until the end of your next turn.

Effect: You have your normal standard action on your next turn.

Parting Shot

Battlemind Attack 13

You move through your enemies like a shadow, striking hard with your weapon as you slip away.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon

Effect: You shift 2 squares and make the following attack against one enemy adjacent to you at any point during this movement.

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Augment 1

Close burst 1

Target: One or two creatures

Hit: 1[W] damage.

Augment 4

Effect: You shift your speed and can move through enemies' spaces during this movement. Make the following attack against one enemy adjacent to you at any point during this movement.

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

Unwavering Concentration

Battlemind Attack 13

Your attack focuses your mind and body to shield you from counterattacks.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. You gain a +2 power bonus to a defense of your choice until the start of your next turn.

Augment 1

Hit: 1[W] + Constitution modifier damage. You gain a +2 power bonus to all defenses until the end of your next turn.

Augment 4

Close burst 1

Hit: 2[W] + Constitution modifier damage. You gain a power bonus to all defenses equal to your Wisdom modifier until the end of your next turn.

LEVEL 15 DAILY DISCIPLINES

Aspect of the

Battlemind Attack 15

Raging Tempest

Lightning flares around the creature you strike, feeding back to grant you the power of the raging tempest.

Daily ♦ **Lightning, Polymorph, Psionic, Weapon**

Standard Action Close burst 1

Target: Each enemy you can see in burst

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage.

Effect: You assume the aspect of the raging tempest until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1 (Thunder)

Effect: When you hit with the at-will attack, you slide one enemy marked by you 1 square. That enemy then takes thunder damage equal to your Wisdom modifier.

THE POWER OF THE MIND

Most types of damage have an obvious effect. Fire damage burns, cold damage freezes, and force damage bludgeons a foe into submission. But what exactly is psychic damage? Many powers that deal this damage type also target a foe's mind with other effects, but what does the damage itself represent in the game world?

Psychic damage can be thought of as encompassing a range of damaging effects. Illusions that deal psychic damage work on the power of suggestion. By forcing the mind to believe that the body has been hurt, such powers make that damage real. This type of psychic damage can blister skin or break bones with ease.

For physical-style attacks (particularly powers that target a foe's AC), psychic damage takes the form of pure pain—a suffering that has no physical cause but is no less real than the worst effect of any weapon attack. The stress of this agony wracks a foe's body and mind, and can kill as effectively as any other damage type.

For many powers, psychic damage represents the wounding of the target's sense of self. Memories grow blurred and untrustworthy, thoughts become jumbled, and the body stops responding properly to the will of the mind. Even its identity can be stripped away as its mind is temporarily but horrifically undone.

Crushing Wave Strike Battlemind Attack 15

Your weapon attack is followed up by a blast of psionic power that knocks creatures to the ground.

Daily ♦ Force, Psionic, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage.

Miss: Half damage.

Effect: Make a secondary attack that is a close blast 5, and that must include the primary target as a target.

Secondary Target: Each creature in blast

Secondary Attack: Constitution vs. Fortitude

Hit: 10 + Constitution modifier force damage, and you push the secondary target 2 squares and knock it prone.

Precognitive Eye Battlemind Attack 15

Your attack inspires an enemy to focus on you in combat, and lets you use flashes of the future to distance yourself from your foes.

Daily ♦ Psionic, Stance, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution + 4 vs. AC

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of the encounter. No other mark can supersede this mark unless you permit it.

Miss: Half damage, and you mark the target until the end of your next turn.

Effect: You assume the precognitive eye stance. Until the stance ends, whenever any enemy marked by you moves, you can shift 1 square as a free action. In addition, you gain a +1 power bonus to attack rolls against enemies marked by you.

Sonic Burst Battlemind Attack 15

You move with the speed of thunder, blasting your foes as you pass.

Daily ♦ Psionic, Thunder, Weapon

Standard Action Close burst 1

Effect: You shift twice your speed and make the following attack at any point during this movement.

Target: Each creature in burst

Attack: Constitution vs. Fortitude

Hit: 3[W] + Constitution modifier thunder damage, you push the target 3 squares, and the target is deafened (save ends).

Miss: Half damage, and you push the target 1 square.

LEVEL 16 UTILITY DISCIPLINES

Inertial Barrier Battlemind Utility 16

An attack against you triggers a psionic barrier that shields you and your allies from harm.

Daily ♦ Psionic, Zone

Immediate Interrupt Close burst 3

Trigger: You or an ally adjacent to you is hit by an attack

Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies gain resist 5 to all damage while within the zone. Any enemy that starts or ends its turn within the zone is pushed 1 square from the center of the zone. The zone is difficult terrain for enemies.

Sustain Minor: The zone persists.

Instant Move Battlemind Utility 16

You blur across the battlefield to move into position for an attack, or to flee an enemy's retribution.

Encounter ♦ Psionic

Free Action (Special) Personal

Effect: You shift your speed.

Special: You can use this power only as the first or the last action of your turn.

Resolute Recovery Battlemind Utility 16

You shrug off a debilitating effect as you revitalize yourself in the midst of combat.

Daily ♦ Psionic

Minor Action Personal

Effect: You gain temporary hit points equal to your Constitution modifier + one-half your level and remove one effect that a save can end. You then shift 1 square.

Teleport Trigger Battlemind Utility 16

You warp space around you, creating a means of quick escape for you and your allies.

Daily ♦ Conjuration, Psionic, Teleportation

Minor Action Ranged 10

Effect: You conjure four shimmering teleport triggers in unoccupied squares within range. Each teleport trigger lasts until the end of the encounter or until expended. When you or an ally enters a square containing a teleport trigger, that character can expend the trigger as a free action to teleport 5 squares.

FINDING EXCUSES

The innate confidence—some would say arrogance—central to a battlemind's powers can make for memorable roleplaying. If your party is forced to retreat from a losing battle, or if you fall in combat and must be rescued by your allies, consider looking for excuses as to why the setback couldn't possibly have been your fault. Point out circumstances in which the enemy clearly got lucky, when the terrain and the environment worked against you, or when your own allies dropped the ball with bad rolls or poor tactical choices.

This type of characterization is a fine line to walk. You want to make it clear that this is your character shoring up his or her own ego by making excuses to the other characters—not you criticizing your friends and fellow players for their luck or tactics. Likewise, make sure that you don't take this approach too often or too severely. But when done well (especially in games that incorporate a certain amount of humor), this defensiveness can add to your roleplaying.

LEVEL 17 AT-WILL DISCIPLINES

Cloud of Dancing Blades Battlemind Attack 17

A field of spectral blades fills the air around you, increasing your retribution against a foe that harms your allies.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and your *mind spike* power deals extra damage equal to your Constitution modifier until the end of your next turn.

Augment 1

Effect: Before the attack, you mark each enemy adjacent to you until the start of your next turn.

Augment 4 (Zone)

Close burst 2

Primary Target: Each enemy in burst

Primary Attack: Constitution vs. AC

Effect: The burst creates a zone that lasts until the start of your next turn. While you are within the zone, you can make the following secondary attack.

Immediate Interrupt **Melee weapon**

Trigger: An enemy willingly leaves the zone

Effect: Before the attack, you shift 4 squares to an unoccupied square adjacent to the triggering enemy.

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

Hit: The secondary target is immobilized until the end of your next turn.

Dancing Strike Battlemind Attack 17

In the aftermath of your attack, you deftly stay ahead of your foes' attempts to move around you.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. When you use your *blurred step* power before the end of your next turn, you can shift a number of squares equal to your Charisma modifier instead of shifting 1 square.

Augment 1

Hit: As above, and you mark the target until the end of your next turn.

Augment 4 (Force, Psychic)

Hit: 3[W] + Constitution modifier damage. When you use your *blurred step* power before the end of your next turn, you can shift a number of squares equal to your Charisma modifier instead of shifting 1 square, and the creature that triggers your *blurred step* takes 5 force and psychic damage.

Gravity Well Battlemind Attack 17

Your attack constrains a foe to its current location, hindering its ability to flee from you.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and the target is slowed until the end of your next turn.

Augment 1

Hit: 1[W] damage, and the target cannot move or be pulled, pushed, or slid more than 2 squares from its current space until the end of your next turn.

Augment 4

Hit: 3[W] + Constitution modifier damage, and the target cannot move or be pulled, pushed, or slid more than 2 squares from its current space until the end of your next turn.

Open the Way Battlemind Attack 17

Space ripples around you, letting you attack a foe beyond your reach, then drawing you to that enemy's side.

At-Will ♦ **Augmentable, Psionic, Teleportation, Weapon**

Standard Action **Melee weapon + 2 reach**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] damage, and you teleport to a square adjacent to the target.

Augment 1

Hit: 1[W] damage, and you teleport one ally adjacent to you to a square adjacent to the target.

Augment 4

Effect: Before the attack, you teleport 5 squares.

Hit: 2[W] + Constitution modifier damage, and you teleport to a square adjacent to the target.

LEVEL 19 DAILY DISCIPLINES

Aspect of Squamous Horror Battlemind Attack 19

Your attack pushes your enemies back, wracking them with fear as you take on the form of a hideous scaled beast.

Daily ♦ **Fear, Polymorph, Psionic, Psychic, Weapon**

Standard Action **Close burst 1**

Target: Each enemy you can see in burst

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and you push the target 3 squares.

Miss: Half damage.

Effect: Each target takes 6 psychic damage. You then assume the aspect of squamous horror until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 2

Effect: Choose one creature hit by the at-will attack. That creature moves its speed away from you by the safest route possible as a free action.

Dimensional Ambush Battlemind Attack 19

Your power bends the space around you, letting you strike a distant foe, then forcing that foe back as you appear at its side to strike again.

Daily ♦ Psionic, Psychic, Teleportation, Weapon
Standard Action Melee weapon + 3 reach

Target: One creature

Primary Attack: Constitution vs. Reflex

Hit: 5 + Constitution modifier psychic damage, and you slide the target 1 square.

Miss: Half damage, and you slide the target 1 square.

Effect: You teleport to a square adjacent to the space the target occupied before the slide. Make a secondary attack against the target.

Secondary Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

Miss: Half damage, and you mark the target until the end of your next turn.

Effect: You teleport 5 squares.

Focus Bind Battlemind Attack 19

You tempt an enemy's wrath as you focus your rage on it, setting up a confrontation that only one of you will survive.

Daily ♦ Psionic, Psychic, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage plus 3d10 psychic damage, and you mark the target until the end of the encounter. No other mark can supersede this mark unless you permit it.

Miss: Half damage, and you mark the target until the end of your next turn.

Effect: Until the mark imposed by this power ends, you are treated as if you are marked by the target, and whenever you or the target moves, the other can move the same number of squares as a free action or shift 1 square as a free action.

Temporal Regression Battlemind Attack 19

You slip back through time to escape the fight around you, choosing a more advantageous position when you reappear.

Daily ♦ Psionic, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC. Make the attack twice.

Hit: 2[W] + Constitution modifier damage.

Miss: Half damage.

Effect: At the start of your next turn, you are removed from play. At the start of your following turn, you reappear in an unoccupied space within 5 squares of the space you last occupied.

LEVEL 22 UTILITY DISCIPLINES

Deaden Blow Battlemind Utility 22

You sense the attack coming even before you see it, transforming your body to protect it from harm.

Daily ♦ Psionic

Immediate Interrupt Personal

Trigger: You take damage from an attack

Effect: You are insubstantial until the end of your next turn.

Fearless Mind set Battlemind Utility 22

Your strength of mind lets you shrug off fear and your foes' attempts to draw you into combat.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: You are no longer marked, and you assume the fearless mind set stance. Until the stance ends, you gain a +4 power bonus to Will, a +5 power bonus to saving throws against fear effects, and you cannot be marked.

Mental Haven Battlemind Utility 22

By opening a portal into your own mind, you are temporarily shunted out of the world, then invigorated on your return.

Daily ♦ Healing, Psionic

Minor Action Personal

Effect: You are removed from play. At the end of your next turn, you regain hit points equal to your bloodied value or you regain the use of an encounter power you have already used in this encounter. You then reappear in any unoccupied space within 5 squares of the space you last occupied.

Wings of Elevated Thought Battlemind Utility 22

Your power of thought lifts you free of the battlefield.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: Until the stance ends, you gain fly 6 (altitude limit 3). If you end your turn flying, you descend to the ground without taking falling damage.

CONSTITUTION
FOR ATTACKS?

Battlemind attacks are based on Constitution for the same reasons that a paladin uses Charisma to smite his foes—both classes are built on a foundation of inner strength. When a battlemind attacks, he or she uses psionic energy to translate strength of body into aggressive force. The healthier and tougher your battlemind character, the more powerful your attacks. A battlemind shatters enemies through brute force guided by the power of the mind. In game terms, this strength of self has the added bonus of allowing you to heal more quickly, maintain greater reserves of physical endurance, and soldier through nearly any ailment that might afflict you.

LEVEL 23 AT-WILL DISCIPLINES

Crushing Vortex

Battlemind Attack 23

The power of your attack manifests as a force vortex that lashes out against another foe.

At-Will ♦ **Augmentable, Force, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and one enemy adjacent to the target takes force damage equal to your Constitution modifier.

Augment 2

Hit: 2[W] + Constitution modifier damage, and one enemy marked by you takes force damage equal to your Constitution modifier.

Augment 6 (Zone)

Hit: 3[W] + Constitution modifier damage.

Effect: Your space and each square adjacent to you becomes a zone that lasts until the end of your next turn. When a creature within the zone takes damage from an attack, each enemy within the zone takes force damage equal to your Constitution modifier.

Double Vision

Battlemind Attack 23

Your attack leaves a foe reeling, and lets you channel psionic power to fling yourself or the enemy across the battlefield.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. Until the end of your next turn, the target grants combat advantage while within 5 squares of you.

Augment 2 (Teleportation)

Hit: As above, and when an ally hits the target, you can teleport 3 squares as a free action.

Augment 6 (Teleportation)

Hit: 2[W] + Constitution modifier damage, and the target is dazed until the end of your next turn. Also until the end of your next turn, when you or any ally hits the target, you can teleport yourself or the target 3 squares as a free action.

AN UNDISCIPLINED REPUTATION

Battleminds and ardents are often lumped together as warriors driven by emotion and instinct. But every rule has its memorable exceptions. For every battlemind who epitomizes the brazen warrior, another is an enlightened combatant who takes on foes with reason and cunning. In some corner of the campaign world, battleminds might train in special schools in much the same way as other combat-focused classes. Likewise, holy orders of battleminds might follow a path reflecting that of the paladin or the avenger.

Iron Presence

Battlemind Attack 23

A vicious strike magnifies your presence in your enemy's mind, compelling it to focus on your threat.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Effect: Until the end of your next turn, your battlemind's demand power targets two creatures in the burst.

Augment 2

Close burst 1

Target: Each enemy you can see in burst

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

Augment 6

Close burst 2

Target: Each enemy you can see in burst

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of the encounter, until you use this power again, or until you use your battlemind's demand power.

Reality Shuffle

Battlemind Attack 23

The force of your attack warps reality, leaving you and your enemy in different positions in the blink of an eye.

At-Will ♦ **Augmentable, Psionic, Teleportation, Weapon**

Standard Action **Melee weapon + 1 reach**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. You teleport yourself and the target, swapping positions.

Augment 2

Melee weapon + 3 reach

Augment 6

Hit: 3[W] + Constitution modifier damage. You teleport the target 3 squares and then teleport 3 squares.

LEVEL 25 DAILY DISCIPLINES

Blazing Offensive

Battlemind Attack 25

You become a streak of flame that blurs across the battlefield, devastating your foes with psionic fire.

Daily ♦ **Fire, Psionic, Weapon**

Standard Action **Melee weapon**

Effect: You shift three times your speed and make the following attack against one, two, or three creatures during this movement.

Target: One creature

Attack: Constitution vs. Reflex

Hit: Ongoing 40 fire damage (save ends). Each time you hit the same target with this attack, the ongoing damage increases by 5.

Miss: Ongoing 20 fire damage (save ends).

Stolen Vigor

Battlemind Attack 25

Your weapon attack leaves a foe weakened, its stolen strength replenishing your own vigor.

Daily ♦ Healing, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 4[W] + Constitution modifier damage. In addition, the target is weakened, and you regain 10 hit points at the start of each of the target's turns (save ends both). While the target is adjacent to you, it takes a 2 penalty to saving throws against this effect.

Miss: Half damage, and the target is weakened until the end of your next turn. At the start of the target's next turn, you regain 10 hit points.

Sublime Fury

Battlemind Attack 25

Your attack incites a frenzy for battle that lets you lay waste to your foes.

Daily ♦ Psionic, Stance, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 6[W] + Constitution modifier damage.

Miss: Half damage.

Effect: You assume the sublime fury stance. Until the stance ends, you take a -2 penalty to attack rolls and your unaugmented battlemind at-will melee attacks deal 2d6 extra damage. In addition, whenever you reduce a nonminion creature to 0 hit points, you make a melee basic attack as a free action.

Temporal Reiteration

Battlemind Attack 25

Your strike pulls an enemy toward you, then forces it back to its previous location to relive your attack.

Daily ♦ Psionic, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Primary Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and you teleport the target to a square adjacent to you.

Miss: Half damage.

Effect: As a free action at either the start or the end of the target's next turn, you teleport the target to the space it occupied when you targeted it with this power. Make a secondary attack against the target, even if you are no longer within melee reach.

Secondary Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

LEVEL 27 AT-WILL DISCIPLINES

Brandished Promise

Battlemind Attack 27

You lash out at foes close by, hoping to draw their ire and their attacks to you.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Close burst 1

Target: Each enemy you can see in burst

Attack: Constitution vs. Will

Hit: Constitution modifier damage, and you mark the target until the end of your next turn.

Augment 2

Hit: 1[W] + Constitution modifier damage, and you mark the target and one other enemy within 2 squares of the target until the end of your next turn.

Augment 6

Close burst 2

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

Elusive Ghost

Battlemind Attack 27

You strike, then teleport away to deny your enemies an easy counterattack.

At-Will ♦ Augmentable, Psionic, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and you teleport 1 square.

Augment 2

Hit: 2[W] + Constitution modifier damage, and you teleport 2 squares.

Augment 6

Close burst 1

Target: Each enemy you can see in burst

Hit: 2[W] + Constitution modifier damage.

Effect: You teleport 5 squares.

Imprisoned Mind

Battlemind Attack 27

Your attack binds your enemy's thoughts, limiting its tactical movement.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and the target cannot shift until the end of your next turn.

Augment 2

Hit: 2[W] + Constitution modifier damage, and the target is marked and cannot shift until the end of your next turn.

Augment 6

Hit: 3[W] + Constitution modifier damage, and the target cannot shift until the end of your next turn. In addition, you gain a +3 power bonus to opportunity attack rolls against the target until the end of your next turn.

Obsidian Shield

Battlemind Attack 27

A shadowy shield presses your foes and can hinder their movement.

At-Will ♦ **Augmentable, Necrotic, Psionic, Psychic, Weapon**

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Constitution vs. Fortitude

Hit: 1[W] necrotic and psychic damage.

Augment 2

Hit: 1[W] + Constitution modifier necrotic and psychic damage, and you mark the target until the end of your next turn.

Augment 6

Hit: 3[W] + Constitution modifier necrotic and psychic damage. In addition, if the target moves more than 2 squares away from you on its next turn, it takes 10 necrotic and psychic damage.

LEVEL 29 DAILY DISCIPLINES

Darting Grace Strike

Battlemind Attack 29

You flit across the battlefield, avoiding your enemies as your attacks grant you a lethal grace.

Daily ♦ **Psionic, Stance, Weapon**

Standard Action Melee weapon

Target: One, two, or three creatures

Attack: Constitution vs. Reflex

Hit: 3[W] + Constitution modifier damage, and the target is dazed (save ends). If the target is already dazed, the attack deals 5 extra damage.

Miss: Half damage.

Effect: You shift 3 squares after each attack. After making the last attack, you assume the stance of darting grace. Until the stance ends, you gain a +2 power bonus to AC and Reflex, and you can take the following action.

Free Action Personal

Trigger: An enemy misses you with an attack

Effect: You shift 4 squares, and the triggering enemy grants combat advantage to you until the end of your next turn.

LOST MASTERS

To one degree or another, all psionic characters meld the intellectual and the physical on the battlefield. Although they are rare, certain individuals are said to be able to channel their will into noncombat endeavors through psionics, as well. Tales tell of legendary crafters who once forged weapons and armor of unsurpassed quality. Others are said to have created magic items without the use of rituals—or even without the intention of doing so. Works of art and performances by lost masters are said to have had a supernatural ability to move the viewer. Powers and abilities much like those of the psionic classes might well have played a part in the singular talents of such artisans. But in these dark and troubled times, art and craft have largely become secondary concerns next to the struggle for survival.

Killing Wind Assault

Battlemind Attack 29

You vanish before your enemies' eyes, becoming the unseen wind that unleashes death on the battlefield.

Daily ♦ **Psionic, Weapon**

Standard Action Melee weapon

Effect: Before the attack, you become invisible and then shift a number of squares equal to your speed. You remain invisible until the start of your next turn.

Target: One creature

Attack: Constitution vs. Reflex

Hit: 5[W] + Constitution modifier damage, and you knock the target prone.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +4 power bonus to speed, and you are invisible while moving.

Many Doors Curse

Battlemind Attack 29

Your attack binds the target to you, wracking it with pain as you fling it across the battlefield.

Daily ♦ **Psionic, Psychic, Teleportation, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 4[W] + Constitution modifier damage.

Miss: Half damage.

Effect: The target is subject to your many doors curse (save ends). While the target is affected by your many doors curse, whenever the target takes damage from an attack, you can teleport it to a square adjacent to you or an ally you can see as a free action. When you teleport the target this way, it takes 10 psychic damage.

Omniscient Strike

Battlemind Attack 29

As your chosen foe prepares to strike, you sabotage its attack by making a vicious attack of your own.

Daily ♦ **Psionic, Weapon**

Immediate Interrupt Melee weapon

Trigger: An enemy marked by you targets you with a melee attack

Effect: Before the attack, you shift 4 squares.

Target: The triggering enemy

Attack: Constitution vs. AC. You have combat advantage for this attack.

Hit: 4[W] + Constitution modifier damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed (save ends).

Effect: If you have no power points remaining, you regain 2 power points.

NEW PARAGON PATHS

BLACKSTONE GUARDIAN

"I have peered into the darkness clouding my soul, and it has found me worthy."

Prerequisite: Battlemind

Strange dreams are common among those who wield psionics. Your dreams, however, are different. You dream of a black monolith set within a cavern rimed with ice. This vision has haunted you for as long as you can remember, but until now, you have struggled in vain to discover its meaning.

The blackstone monolith has chosen you as its champion. In another age, noble champions of a distant land fought to contain a breach to the Far Realm. They sealed the rift with powerful psionic wards, behind elemental stone imbued with their own consciousness. Each generation, the wards they forged must be resealed by new champions. You are bound to the fate of the guardians you follow.

BLACKSTONE GUARDIAN PATH FEATURES

Blackstone Action (11th level): When you spend an action point to use an attack power, you gain resistance to all damage equal to 3 + your Wisdom modifier until the end of your next turn.

Paragon Power Points (11th level): You gain 2 additional power points.

Monolithic Vision (11th level): Whenever you use your *mind spike* power, you also pull the target of that power 3 squares. The target is then slowed until the end of its next turn.

Blackstone Chains (16th level): Whenever you reduce an enemy to 0 hit points, each enemy marked by you is immobilized until the end of your next turn.

BLACKSTONE GUARDIAN DISCIPLINES

Blackstone Curse Blackstone Guardian Attack 11

Your weapon attack inflicts a vicious curse on your foe, which appears to turn to cracked black stone as it is held fast.

Encounter ♦ **Augmentable, Psionic, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and the target is immobilized until the end of your next turn.

Augment 2

Hit: 1[W] + Constitution modifier damage, and the target is petrified until the end of your next turn.



Monolithic Blessing Blackstone Guardian Utility 12

The monolith's power grants you the resilience of ageless stone.

Daily ♦ **Psionic**

Minor Action **Personal**

Effect: Until the end of your next turn, you have tremorsense 5 and resist 10 to all damage.

Sustain Minor: The effect persists.

Aspect of the Blackstone Gaoler Blackstone Guardian Attack 20

Your attack wracks an enemy's mind and binds its body in stone as you channel the blackstone monolith's forbidding power.

Daily ♦ **Polymorph, Psionic, Psychic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and ongoing 10 psychic damage (save ends).

First Failed Saving Throw: The target is restrained until it saves against the ongoing damage.

Second Failed Saving Throw: The target is petrified instead of restrained and takes a -2 penalty to saving throws against the ongoing damage. The ongoing damage from this power ignores the resistance granted by the petrified condition.

Miss: Half damage, and ongoing 10 psychic damage (save ends).

Effect: You push each creature adjacent to you 1 square.

You then assume the aspect of the blackstone gaoler until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 2

Effect: You gain resistance to all damage equal to your Constitution modifier until the end of your next turn. In addition, one creature you hit with the at-will power is restrained until the end of your next turn.

QUICKSILVER DEMON

“Catch me if you dare!”

Prerequisite: Battlemind

Your mind rejects all notions of what is possible and impossible on the battlefield. Psionic energy flows through you, imbuing you with an irrepressible need to move. You flow around your enemies, blurring past them before they can land a blow. As you move, your attacks slip through your enemies' defenses with deadly effect. You goad a foe into following you, then wrack its mind and body as it gives futile chase.

You are quicksilver in living form, moving with such speed and grace that your enemies have no hope of pinning you down. Whether you fight alone or in the company of others who also race through the heat of battle, your enemies name you the quicksilver demon, never knowing where you will strike next.

QUICKSILVER DEMON PATH FEATURES

Paragon Power Points (11th level): You gain 2 additional power points.

Quicksilver Action (11th level): When you spend an action point to take an extra action, you can shift a number of squares equal to your Charisma modifier before or after the extra action.

Quicksilver Dance (11th level): You gain a +4 bonus to all defenses against opportunity attacks. In addition, whenever an enemy misses you with

an opportunity attack, you gain combat advantage against that enemy until the end of your next turn.

Unfettered Movement (16th level): You can shift 3 squares as a move action. When you do, you are no longer slowed.

QUICKSILVER DEMON DISCIPLINES

Rebounding Dance Quicksilver Demon Attack 11

You become a silver blur as you speed through your foes, striking so fast that they cannot retaliate.

Encounter ♦ Augmentable, Psionic, Weapon
Standard Action **Melee weapon**

Effect: You have concealment until the end of your next turn, and you shift a number of squares equal to your speed + your Charisma modifier. You make the following attack against one or two creatures during this movement.

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Augment 2

Hit: 2[W] + Constitution modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

Absorb Momentum Quicksilver Demon Utility 12

An enemy's attempt to force you across the battlefield only increases your mobility.

Daily ♦ Psionic

Immediate Interrupt **Personal**

Trigger: An enemy's attack pulls, pushes, or slides you

Effect: You negate the forced movement and gain a +4 power bonus to speed until the end of the encounter.

Aspect of Quicksilver Strides Quicksilver Demon Attack 20

Your foe suffers with each failed attack it makes against you, even as you attain maximum mobility in battle.

Daily ♦ Polymorph, Psionic, Psychic, Weapon
Standard Action **Melee weapon**

Effect: Before the attack, you shift your speed.

Target: One creature

Attack: Constitution vs. AC

Hit: 5[W] + Constitution modifier damage. In addition, the target is marked and takes 5 psychic damage whenever it misses you with an attack (save ends both).

Miss: Half damage.

Effect: After the attack, you shift your speed. You then assume the aspect of quicksilver strides until the end of the encounter. While in this aspect, you gain a +2 power bonus to speed and you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1

Effect: After the at-will attack, you shift half your speed. In addition, one creature hit by the attack takes extra damage equal to your Charisma modifier.



STORM DISCIPLE

“I am the power of the never-ending tempest that crosses all planes. Do you think you can stop me?”

Prerequisite: Battlemind

Your philosophy of life and battle is shaped by your belief in the infinite storm. In every corner of the world and every part of the planes, order and chaos contend for domination. Violent storms of elemental fury are the most potent sign of this struggle. At no time is all the cosmos ever at peace. Through study and diligence, you draw power from these infinite and endless storms, channeling their destructive fury. You represent the infinite storm in your travels, welcoming the violence that is a constant part of life. Like the power of the storm, you are everywhere.

STORM DISCIPLE PATH FEATURES

Lightning’s Path Action (11th level): When you spend an action point to take an extra action, you teleport 5 squares. After the teleport, each enemy adjacent to you or marked by you takes lightning damage equal to your Wisdom modifier.

Paragon Power Points (11th level): You gain 2 additional power points.

Storm Scion (11th level): You gain lightning resistance and thunder resistance equal to your Constitution modifier.

Rouse the Storm (16th level): While bloodied, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn’t supersede them.



THOMAS DENMARK

Augment 1 (Lightning)

Effect: After the attack, you teleport 3 squares. Until the end of your next turn, any enemy that hits you with a melee attack takes lightning damage equal to your Constitution modifier.

STORM DISCIPLE DISCIPLINES

Lightning Strikes Twice Storm Disciple Attack 11

Living lightning wraps your body, letting you surge from one target to the next.

Encounter ♦ **Augmentable, Lightning, Psionic, Weapon**
Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier lightning damage.

Effect: You teleport 5 squares and make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier lightning damage.

Augment 2

Effect: You teleport 5 squares and make a secondary attack as above, then teleport 5 squares and make the secondary attack again against a different creature.

Stormwalker Storm Disciple Utility 12

The winds of the immortal storm carry you into battle.

Encounter ♦ **Psionic**

Minor Action **Personal**

Effect: You gain a fly speed equal to your speed and can hover. This effect lasts until an attack hits you or until the end of the encounter. When the effect ends, you descend to the ground without taking falling damage.

Aspect of the Infinite Storm Storm Disciple Attack 20

When you strike, you summon the transformative power of the infinite storm.

Daily ♦ **Lightning, Polymorph, Psionic, Weapon**
Standard Action **Close burst 1**

Target: Each enemy you can see in burst

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier lightning damage, and ongoing 10 lightning damage (save ends).

Effect: You assume the aspect of the infinite storm until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn’t supersede them.

Augment 2

Effect: After the attack, you become the tempestuous storm, occupying a 7-square by 7-square area centered on your space. While in this form, you are insubstantial, you can occupy other creatures’ spaces, and you cannot attack. When any creature starts its turn in your new space, you slide that creature 2 squares. In addition, one creature hit by the at-will attack takes 5 extra lightning damage and is dazed until the end of your next turn. At the start of your next turn, you return to your normal form in any unoccupied space in the area of the tempestuous storm.

TALARIC IRONJACK

“My mind is awakened to a purpose greater than my own life.”

Prerequisite: Battlemind

Since the Talaric Codex was first compiled to record the fighting techniques used against the horrors of the Far Realm, fragments from that lost tome have been scattered far and wide. Although the warrior society that conceived the codex is no more, their workings live on in the champions who have stumbled across these ancient writings and mastered their secrets.

During your travels, you have come across fragments of the lost codex. The full meaning of these scraps of lore escaped you at first. In time, however, you put the pieces together to master the lessons they contained. Although others might draw different conclusions, you have learned that life is an essential struggle between the natural world and the Far Realm. Whenever the madness of the Outside pushes into ordered reality, the natural world responds with violence. With your unique talents, you have come to embody the world's wrath.

From the teachings of the Talaric Codex, you turn your mind's eye inward to search out flaws and vulnerabilities. When you discover a gap in your defenses, you allocate your psionic resources to reinforce it against attack. Your extensive study also rewards you with increased clarity and focus in combat, allowing you to devastate your foes. By

neutralizing opponents when they strike, you endure past the point when other warriors would fall.

TALARIC IRONJACK PATH FEATURES

Paragon Power Points (11th level): You gain 2 additional power points.

Defensive Aura (11th level): Whenever you hit with an unaugmented at-will psionic attack power while you have at least 1 power point, you gain a +2 power bonus to all defenses until the start of your next turn.

Superior Action (11th level): When you spend an action point to make an attack, you gain a +4 power bonus to the attack roll and you regain hit points equal to twice your Constitution modifier.

Ironjack's Command (16th level): Whenever you spend a healing surge and regain hit points, each ally within 2 squares of you can shift 1 square as a free action.

TALARIC IRONJACK DISCIPLINES

Iron-Hewed Smash

Talaric Ironjack Attack 11

You imbue your weapon with your own fury, striking hard to send your foes flying.

Encounter ♦ **Augmentable, Psionic, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and you push the target 5 squares.

Augment 2

Close blast 3

Target: Each enemy you can see in blast

Enduring Body

Talaric Ironjack Utility 12

As combat takes its toll on you, the power of your mind protects your body from additional harm.

Daily ♦ **Healing, Psionic**

Minor Action **Personal**

Requirement: You must be bloodied.

Effect: Until the end of the encounter, while you are bloodied you have regeneration 5 and resist 5 to all damage.

Overwhelming Force

Talaric Ironjack Attack 20

You channel the inherent violence of the world into a blow that freezes a foe in its tracks.

Daily ♦ **Force, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 4[W] + Constitution modifier force damage, and the target is immobilized (save ends).

Each Failed Saving Throw: The target takes 10 force damage.

Miss: Half damage.



UNBOUND NOMAD

“I sail the seas of possibility, bound for a fate I choose.”

Prerequisite: Battlemind

Hidden pathways and secret portals riddle the world and the planes. You possess the keen eye and open mind that let you pick out these shortcuts and exploit them. Your understanding of planar mechanics might be instinctive, originating in an unusual knack for sensing and locating such anomalies. It might be the result of extensive training, in which you learned from a master unbound nomad how to circumvent the bounds of reality. However you came by your knowledge, you can travel unseen byways with ease.

As an unbound nomad, you are rarely in one place for long. You use your talent to slip through the cracks in the world around you, then reappear wherever you want. You can dodge through new gateways to escape a persistent enemy, or force your foes into the unseen spaces between the planes. Your unpredictability leaves your enemies confused, chasing after phantoms as you take charge of the battlefield around them.

UNBOUND NOMAD PATH FEATURES

Banishing Action (11th level): When you spend an action point to make an attack, you teleport one target hit by the attack 5 squares.

Nomad’s Prerogative (11th level): Whenever an enemy pushes you, you can ignore the push and teleport 3 squares.

Paragon Power Points (11th level): You gain 2 additional power points.

Nomad’s Journey (16th level): Whenever you use your *blurred step* power, you can teleport a number of squares equal to your Dexterity modifier instead of shifting. You must teleport to a square adjacent to the enemy that triggered that power.

UNBOUND NOMAD DISCIPLINES

Cunning Abduction Unbound Nomad Attack 11

You appear next to your enemy to deliver a blow that whisks you both to your ally’s side.

Encounter ♦ **Augmentable, Psionic, Teleportation, Weapon**

Standard Action Melee weapon

Effect: Before the attack, you teleport 5 squares.

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage. Choose one ally within 10 squares of you that you can see. You teleport yourself and the target to squares adjacent to that ally.

Augment 2

Hit: As above, and the target is dazed until the end of your next turn.



One Hundred Doors Unbound Nomad Utility 12

An enemy’s missed attack lets you escape through a temporary portal, which remains open for a time.

Daily ♦ **Conjuration, Psionic, Teleportation**
Immediate Reaction Personal

Trigger: An enemy misses you with an attack

Effect: You teleport 5 squares and conjure a hole in reality in the square you last occupied. Any creature in the conjuration’s space on its turn can teleport 5 squares as a free action, and the conjuration is pushed 1d6 squares away from the creature’s destination square. The conjuration lasts until the end of the encounter or until it is pushed into a solid object.

Unstable Nexus Unbound Nomad Attack 20

Your sweeping attack draws your enemies into a dimensional void, then spits them out, leaving an unstable vortex behind.

Daily ♦ **Psionic, Psychic, Weapon, Zone**
Standard Action Close burst 1

Target: Each enemy you can see in burst

Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage, and the target is removed from play. At the start of your next turn, the target reappears in the space it last occupied or in the nearest unoccupied space. Roll a d4 to determine an effect imposed on the target.

1. The target is removed from play again until the start of your next turn, reappearing in the last space it occupied, or the nearest unoccupied space.
2. The target takes 10 psychic damage.
3. The target is dazed (save ends).
4. The target falls prone.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that starts its turn within the zone teleports 1d8 squares in a random direction.

Sustain Minor: The zone persists.



MONK

“An existence unburdened by limitation demands harmony among body, spirit, and mind.”

YOU STAND between the material world of the body and the enlightened realm of the mind, and within you, both these worlds meet. You are a monk, trained in unique fighting methods passed down through generations. You might have spent your life refining your prowess in a secluded monastery, far from worldly distractions. Or you might have learned your unique fighting style on the darkest city streets, testing your endurance and cunning in a desperate fight for survival. You might have tapped into your power from ancient manuscripts, a mysterious master, or the memory of a lost tradition hidden within your mind.

Although any well-trained warrior can drop a foe with the power of a fist, you invest psionic power in your attacks—the inner energy you call your ki. This energy allows you to deliver attacks as punishing as any spell or armed martial exploit, even as it expands your physical capabilities with swift movement, amazing leaps, and even flight. This chapter offers new options to expand your power and your presence on the battlefield and beyond.

- ◆ **Playing a Monk:** A discussion of how monks fit into the world and at the game table, with tips on bringing your character to life.
- ◆ **New Build and Class Feature:** The Iron Soul tradition allows you to channel the power of your ki through a weapon, making it an extension of your body and mind. In your hands, even a meager dagger can equal the power of a fighter’s greatsword, and a simple quarterstaff becomes a whirring implement of destruction.
- ◆ **New Powers:** You rely on psionic power to guide your attacks and shatter the defenses of your enemies. The new disciplines in this chapter allow Iron Soul monks to advance their weapon training, but give all monk characters new options to keep their opponents on edge.
- ◆ **New Paragon Paths:** Six new paragon paths offer monk characters options for advancement and a range of esoteric—and deadly—fighting styles.



“Find what you need, strangers?”

The figure approached the two nondescript travelers in the all but deserted library. A bear of a man, he sported a thick black beard and a gapped-tooth grin. They had been warned about the local sheriff, but had hoped to complete their research before running into him.

“Indeed,” Lenaris said carefully. “Ioun’s temple is a veritable font of knowledge.”

“Ain’t a free font,” the sheriff quipped. “There’s a tax for outsiders.”

“We were told of no such tax,” Inelda protested.

“I’m telling you now.” The sheriff pushed his cloak aside to show the sword at his belt, glancing down as if to say he’d already noted that both traveling companions were unarmed. Lenaris reached into his pouch for a handful of silver. The grizzled warrior sneered as he sauntered away.

Inelda glared, but Lenaris only shrugged. “A fight here might destroy irreplaceable texts. I’ve told you, Inelda, your temper undermines you. A bit of discipline—”

He was interrupted by the angry voice of the sheriff a short way off, berating the old priest who served as the temple’s librarian. The burly warrior had a fragile tome in his hand, raised as if he was ready to throw it.

Lenaris was suddenly gone from his seat, vanishing as quickly as the book subsequently vanished from the sheriff’s fingers. The grizzled face had time for a puzzled look before Lenaris’s leg came up, striking with the force of a battering ram.

Inelda was smiling by the time the sound of the beating faded away. “You were proclaiming the virtue of discipline . . .” he said as Lenaris returned to the table.

“I showed substantial discipline,” Lenaris said quietly. “I stopped hitting him the instant he struck the floor.”

Each day is a step on a lifelong journey toward a spiritual awakening—the ultimate melding of body, mind, and soul. If pursued with discipline and dedication, the odyssey brings success, contentment, and greater understanding. Perceptive allies gain insights about themselves as you follow your path. For your enemies, each day brings the vital, life-altering revelation that standing against you is extremely unwise.

As a monk, you seek mastery of your entire being. Others think of body, mind, and soul as separate, but you understand that self, absent division, is the highest truth. Mortal weakness and misunderstanding separate the aspects of a person. Only through iron discipline can you shatter false barriers and attain true unity.

Your final goal is not at issue. How far along you are and whether you are advancing or regressing are less certain. How you pursue your spiritual passage toward enlightenment also varies. Did you seek out a monastic order to gain the control that you previously

lacked, or were you already disciplined and looking only for purpose? Are styles of combat tools by which you achieve unity, an end in themselves, or just a few of many steps on the path to wholeness?

BODY, MIND, SOUL

Discipline is central to the life of a monk. You cannot obtain self-mastery if you lack self-control. Through total understanding—mental, physical, spiritual—you break down the false demarcation between the different aspects of your being. You understand that your powers originate from your will, from the muscles and blood of your body, and from the spark of your soul. You strive to integrate all that you are into one seamless whole.

The physical prowess achieved by many monastic orders is legendary. Not as well known is the profound spiritual nature of being a monk. Although not all monks are religious, they are all keenly attuned to the vital essence of their being.

The mental aspects of the monastic lifestyle manifest psionically. Your power comes from within, not from any outside source. In no small part, it is a function of supreme willpower. Monastic schools might be zealously religious, located in or near pious communities. Alternatively, they could minimize ceremony, proclaiming that their teachings are derived entirely from ancient martial styles. Whether presented as rigorous exercise, unparalleled focus, or divine calling, monastic art and practice are ultimately psionic powers.

YOUR LIFE BEFORE

Many individuals who eventually train as monks have long felt that something is missing in their lives. You might have lacked discipline, regularly acting from anger or on whim. You might have suffered a spiritual hollowness that traditional religious practices failed to fill. Your life might have been directionless, lacking meaning or purpose. You might have experimented with numerous professions, but discovered that excellence or fulfillment in them was unattainable. Any of these frustrations might prove sufficient motivation to drive you to the doors of a monastery.

Some monks show an inkling of psionic power before they ever make their way to a monastic order. You might have experienced visions, sporadic heightened awareness, or a capacity for extraordinary physicality if sufficiently impassioned. You might have displayed the rudimentary powers of one of the less focused psionic classes, such as an ardent or a battlemind. Whatever your initial response to these developments, you found comfort in discipline. You

discovered that your talent responded best to focus and regimen. Whether you instinctually arrived on the monk's path or happened on it only after attempting other approaches, you discovered control as you trained. Your studies gave your life meaning, sated that unfulfilled need, and defined your existence in a way that gave you a measure of peace.

Your gravitation toward discipline can be motivated by any number of factors. You might be seeking the corporeal power that monastic training provides—whether for vengeance against an enemy, to battle evil, or as a challenge to perceived limitations. You understand that spiritual and philosophical integration is necessary, but your passion lies with the combat styles and physical exertion of your training.

For some monks, faith and intellect are the initial inspiration. You might have sought the peace of your soul through discipline, or been compelled to challenge your mind in order to overcome the rigors and temptations of the flesh. On the other hand, you might well have stumbled into monastic training by accident. Many monasteries stand in dangerous regions in which they are the only shelter for explorers and adventurers. You might have staggered into such a place wounded or seeking shelter, only to become caught up in the traditions you found there.

Some monasteries, schools, and orders are particularly famous. If you were lucky enough to have dwelled near one of these notable bastions, you might have sought admittance out of a desire to serve and expand their legacy. Otherwise, you might have spent substantial effort seeking out a mentor or a sensei. Research in historical and religious texts would have pointed you to a particular tradition. Rumors of individuals showing preternatural fighting abilities might have drawn you to a school hidden in a city's back alleys. Whether your monastic training came through quick acceptance, painstaking endeavor, or something in between, it has become a core part of who you are.

ROLEPLAYING A MONK

Discipline, discipline, discipline. Your training, your powers, your spirituality, your life—all are centered on and enriched by discipline. You've strengthened your willpower to the point where once you've chosen a course, little can cause you to deviate from it. More than anything else, this dedication to discipline epitomizes the core aspect of the monk.

Discipline does not mean lack of passion, however. Your focus does not require you to be an emotionless automaton, without loves or fears or ambitions. Monks are creatures of the world, and nothing in their training alters that. You lose your temper. You make mistakes. You have desires beyond enlightenment.

In the end, complete control is more an aspiration than a reality. You strive for mastery of self, accepting that you will not always succeed. You prefer to plan and foresee rather than simply react. You try to avoid extraneous temptations. You're not necessarily a slave to tradition, but you respect it.

Because you believe that body, mind, and soul should be one, no endeavor is outside your interest. You seek to improve yourself in a variety of ways. You enjoy learning new skills, experiencing new sensations, studying new topics and cultures, and practicing new forms of art. You will never be an expert in all things, for such goals are not in keeping with your focus. Still, each personal advancement or improvement is a step toward enlightenment.

Regardless of how far you've yet to go, you have identified your path and begun your journey along it. At the very least, you are content with your direction. That self-understanding sets you apart from lost and drifting souls. You might offer to share the measure of enlightenment you have achieved, aiding your friends in discovering their own potential. Rather than proclaiming the lessons of virtue, you teach by example.

Some monks see it as their duty to protect those unable to stand against the hazards of the world. Others feel justified in leaving the morass of mortal society to its own devices as they focus exclusively on their own goals. Some decide that by virtue of their skill and discipline, wealth and power are rightfully theirs for the taking. Whatever path you choose, your abilities and determination mark you as a force that the world must reckon with.

SPIRITUALITY AND RELIGION

True enlightenment encompasses aspects of being such as heart, essence, and spirit that are neither mental nor physical. For this reason, many monastic traditions embrace a spiritual element. They focus on the soul as an integral part of the whole individual. With the Dungeon Master's assistance, you can determine whether your spirituality is derived from an organized religion, separate from the trappings of a particular deity or pantheon, or incorporates both.

Some monasteries consider themselves religious sects. If you are a member of one of these orders, you include prayer sessions and sacred ceremonies as part of your training and daily rituals. You attribute your powers to the gods—either indirectly, claiming that psionics aptitude is a gift from above, or through a belief that your abilities are divine, not psionic, in origin.

Spirituality does not require piousness, however. Even if you are a religious monk, your faith can be as loosely defined as that of any other nondivine class. You might revere one or more gods on a personal level, but that worship need not be integral to your

practices. Your faith might play little part in your discipline. In that case, you view your abilities as personal gifts whose ultimate expression depends only on you.

SCHOOL SPIRIT

Unless something abnormal undermined your relationship, you profoundly respect and support your school, monastery, or monastic tradition. You quickly recognize students trained in the same styles, considering them brothers and sisters until they prove unworthy.

Your loyalty might show itself as a quiet strength—a belief that your tradition is superior only because your practice makes it so. In this case, your allegiance would be a matter of modest pride that comes out only under select circumstances. Alternatively, you might feel that the preeminence of your school should be manifest to all—particularly monks of competing schools. You might be determined to spread the word of enlightenment as you see it. You might encourage rational debate, strongly arguing your position. You might be arrogant or expressive, boasting about your tradition constantly. You might even engage in all three approaches—modesty, discussion, and bluster—at different times. But no matter what your approach, your school spirit is always present.

Your monastic tradition and the lessons imparted by your masters represent not only a body of knowledge but a spiritual pathway—a way of life and a road to enlightenment. Your dedication to this tradition is as fundamental as faith or culture is to others. Only something dramatic and profoundly disturbing can shake that devotion.

FULL DISCIPLINES AND FIGHTING STYLES

Many monk disciplines are full disciplines—powers that integrate movement and attack. They define your fighting style, training, and approach to combat. Each full discipline power represents a combat technique passed down by the masters of your order. It carries the weight of tradition and embodies profound lessons that you must internalize before reaching enlightenment. These disciplines underpin the physical and mental exercises that you practice repeatedly to maintain your edge.

No single full discipline encompasses an entire monastic fighting style. The particular combination of techniques taught by a given school constitutes the spine of that group's traditions. By watching another monk in combat and noting the combination of techniques displayed, you might identify his or her tradition.

Consider making cosmetic changes to your full disciplines to give them a unifying feel and highlight the cohesive tradition that brings these techniques

together. For instance, one order featuring *crane's wings* might teach its students to spin during the leap granted by that power, attacking with a spinning back-kick. Another style could use the power to perform a flying kick. If monks from these two orders were to learn *furious bull*, the student of the former might move in tight circles around foes when passing through their spaces; the latter practitioner might shove them aside. Giving your full discipline powers an element of description in common enriches your combat style and brings it to life.

MONKS IN THE WORLD

Although scholars, sages, and religious leaders understand the holistic nature of a monk's training, many common folk view monks primarily as religious figures. They consider the monk's ascetic lifestyle and spiritual philosophy as a product of strict religious fervor. This opinion is reinforced by the overtly religious nature of many monastic traditions.

Such folk expect you to be part of a formal ecclesiastical hierarchy, and to display holy symbols or other religious trappings. If your tradition does not include those features, you could be viewed with suspicion. Locals might wonder if your lack of religious accoutrements hides an allegiance to an unholy or a disfavored deity.

If your tradition emphasizes teaching enlightenment or correcting misapprehensions, you might find that your explanations concerning the trinity of body, mind, and soul only confuse or annoy people. Monks whose spirituality does not include a religious dimension avoid these social difficulties by adopting a quiet presence. They act rather than talk, speaking only when a situation calls to mind a parable or a homily that might provide instruction. This approach leads many folk to view nonreligious monks as inscrutable.

Although they don't entirely understand monks, commoners grant monks and their monasteries a measure of respect. Monks are recognized as the embodiment of discipline—highly learned and physically exceptional. Moreover, most folk have heard of (or seen firsthand) a monk's prowess in combat, and so are eager not to make enemies of those who follow that path. Exceptions do exist, particularly among religious or militant organizations that view the monastic traditions as a challenge to their own power. Monasteries and schools have their own rivals and enemies, but even the foes of a particular monastic tradition acknowledge the capabilities of that tradition's members.

Most commoners assume that all monks are members of a larger sect—a monastery, an order, a school, or a temple. This impression might be accurate in many cases, but any given monk might live, train, and travel alone. He or she might have abandoned an order or been trained by a lone master. People who

encounter such loners often refuse to believe they do not belong to a larger faction.

THE OLDEST TRADITION

Legends and the myth-histories of ancient scholars suggest that monastic traditions first appeared in the late years of the Dawn War. Such traditions began as sects within larger faiths, beholden to the oldest deities. Warriors horrified by the destruction wrought by primordial soldiers and aberrant creatures created schools in which new techniques were developed to fight such opponents. Dedicated martial arts styles, defined by specific fighting techniques, were not a new concept. But these practitioners buttressed their physical prowess with the mental and spiritual focus that would grant them an edge against their otherworldly foes.

For generations, monastic traditions remained a part of the faiths that spawned them. These religious orders, and new ones founded on similar principles, continue to this day. Some of these holy monks, however, began to question whether the path to enlightenment necessarily led through the domain of any specific deity. They grew to believe that their duties to the priesthoods distracted them from personal studies. These monks considered a religious approach unbalanced toward spirit and not sufficiently respectful of body and mind.

Some temples attempted to stop their monks from leaving, denouncing them as heretics and traitors. Other faiths shook their heads at the foolishness and hubris of these ascetics. A few denominations blessed their endeavors, offering reintegration should the monks desire it at a later time. Whatever the response of their hierarchies, these independently minded monks set off on their own, forming new traditions based on purely spiritual—not religious—paths. The custom of building monasteries in remote locales arose at this time, as the new orders sought to escape the influence—whether hostile or well-intentioned—of their former faiths.

Monastic traditions spread across the world with surprising speed. Although the training was too demanding to become widely popular, candidates who sought purpose, discipline, and personal empowerment could be found everywhere. Some of these seekers proved receptive to the idea that power could be cultivated internally, rather than obtained from the gods or obscure mystical formulas. Just as important to the spread of monastic schools was their ease of formation. An order could be started with one or two masters and a handful of students. With little more than the ability to feed, clothe, and shelter themselves, monks could prosper while practicing their arts. Over time, many orders adopted the virtues of austerity and endurance as a reflection of the dedication needed to pursue a monastic life.

Few of the oldest of the monastic traditions exist today in anything close to their original form, but legends claim that deep in the Cloudroot Mountains, in a valley made inaccessible by weather and ambient magic ten months out of the year, a monastery stands whose inhabitants practice the Fist of the Weeping Earth. Some sages believe this style to be one of the oldest of all monastic traditions—second only to the Breath of the Sun and Moon (page 66), a style known solely from the contemporary orders that have borrowed from it.

MONKS TODAY

Since their initial expansion, the spread of monastic traditions has waxed and waned. During epochs of relative peace and stability, new orders arise and old orders expand. Monks are found wandering through all lands, spreading the example of enlightenment. Candidates interested in monastic training can travel freely to the schools of their choice.

During dark times such as the contemporary era, monks hole up in their strongholds, as hard-pressed to survive as all other folk. Adventuring monks still make sojourns across the dangerous wilds between the isolated enclaves of civilization, but these travelers can sometimes go for months or even years without seeing others of their kind.

Whatever their individual traditions, monks remain widespread but go largely unseen throughout the world. Orders exist across all civilized lands, but individual schools typically boast a mere handful of members—at most a few dozen. Travel is difficult in these troubled times, and communication even between significant outposts of the same tradition is infrequent.

In the first years after the fall of Nerath, the influx of new acolytes to the monasteries was slow. But the number of such petitioners has increased in recent years as psionics aptitude has become more widespread. The total number of monks in the world remains low, but it does not seem likely to stay so for long.

The current state of their membership does not minimize the sway of individual monasteries. Although most monastic orders and schools are not large communities, they often have influence over their immediate surroundings as places of learning, stability, and safety. Refugees and others gather in monastic environs in the hope of improving themselves and escaping the increasingly dangerous lands where civilization once held sway.



NEW BUILD

The school of the Iron Soul is a new monastic tradition that stands alongside the traditions introduced in *Player's Handbook 3*. Iron soul monks are no less deadly than their kin in unarmed combat, but they have learned to incorporate weapon use into their powers with devastating effect.

IRON SOUL

The use of simple weapons is the cornerstone of the Iron Soul tradition, founded long ago by oppressed peasants denied access to military weapons by the tyrants who ruled them. Adherents of the Iron Soul master common tools, transforming them into potent implements of war. Over time, monastic warriors have refined these primitive techniques and incorporated them into a range of powerful psionics disciplines.

Devotees of the Iron Soul often come from common stock, taught to defend themselves with whatever weapons they have on hand. Iron soul schools are found within established communities, typically alongside temples dedicated to peaceful gods and philosophical concepts.

NEW CLASS FEATURE

When you choose your Monastic Tradition, you can choose the Iron Soul tradition instead of another option, such as the ones in *Player's Handbook 3*.

Flurry of Blows: You gain the *iron soul flurry of blows* power.

Iron Soul Flurry of Blows

Monk Feature

You follow up an initial assault with a quick strike that disorients your enemy, curtailing its combat options.

At-Will ♦ Psionic

Free Action (Special) **Melee 1**

Trigger: You hit with an attack during your turn

Target: One creature

Level 11: One or two creatures

Level 21: Each enemy adjacent to you

Effect: The target takes damage equal to 2 + your Constitution modifier, and it cannot shift until the start of your next turn. If the target was not a target of the triggering attack, it also can't make opportunity attacks until the end of your turn.

Special: You can use this power only once per round.

Mental Arsenal: While wielding a weapon other than one in the unarmed weapon group, you gain a +1 shield bonus to AC.

SUGGESTED OPTIONS

You are a cunning warrior, adapting your combat style to meet whatever threat you face. You leap into battle, ripping through your opponents with blindly fast attacks designed to distract and confuse.



Before your foes can react, you settle into a ready posture, deflecting counterstrikes with your weapons.

You are a monk, trained in fighting techniques that transform your hands and feet into deadly weapons. You differ from your kin in the Centered Breath and Stone Fist schools by virtue of the dedication you put into weapon training. You choose the weapons of the common folk, including the mace, staff, spear, and dagger. Your unique training then allows you to treat those weapons as extensions of your body, making them far more deadly than they would be in the hands of any other warrior. Your psionic power infuses your strikes with speed and accuracy.

Like other monks, you should put your highest score in Dexterity because you depend on it for your attacks. Its origin among the common folk means that the Iron Soul tradition focuses on toughness, so make Constitution your second highest score. Aside from the specific full disciplines that rely on Constitution, additional hit points and healing surges are useful for keeping you in the fight. Consider making Wisdom your third highest ability score to increase your battlefield awareness and your Will.

Suggested Class Feature: Iron Soul*

Suggested Feat: Still Water*

Suggested Skills: Acrobatics, Endurance, Insight, Perception

Suggested At-Will Powers: *lion's den**, *steel wind**

Suggested Encounter Power: *stinging nettles**

Suggested Daily Power: *steel avalanche**

*New option presented in this book.

NEW POWERS

Some of the new powers presented in this section have an Iron Soul entry, which provides additional options for monks of the Iron Soul tradition. But these and the other powers presented here provide useful options for any monk character.

LEVEL 1 AT-WILL DISCIPLINES

Lion's Den Monk Attack 1

You jab, step to the side, then assume an offensive posture from which you can sting any foe that draws near.

At-Will ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1d6 + Dexterity modifier damage. Until the start of your next turn, as a free action, you can deal damage equal to your Constitution modifier to any enemy that enters a square adjacent to you.

Level 21: 2d6 + Dexterity modifier damage.

Movement Technique

Move Action **Personal**

Effect: You shift 1 square and gain a +1 power bonus to all defenses until the start of your next turn.

Steel Wind Monk Attack 1

You streak across the battlefield, then channel a multiple assault against foes that thought themselves out of your reach.

At-Will ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Close blast 2**

Target: Each enemy you can see in blast

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dexterity modifier damage.

Level 21: 2d8 + Dexterity modifier damage.

Movement Technique

Move Action **Personal**

Effect: You are no longer marked. You move your speed + 2.

LEVEL 1 ENCOUNTER DISCIPLINES

Eagle Claw Strike Monk Attack 1

Your leap is so graceful that you seem to hang in the air for a short period. When you land, you deliver a shattering strike.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature or unattended object

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage, and the target takes a penalty to AC equal to your Strength modifier until the end of your next turn. Against an unattended object, this attack deals 2d8 extra damage.

Movement Technique

Move Action **Personal**

Effect: You fly your speed. If you don't land at the end of this movement, you fall.

Laughing Wind

Monk Attack 1

Your attack summons a laughing wind that drags your foes across the battlefield.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage. Until the start of your next turn, as a free action, you slide any enemy that ends its turn in a square adjacent to you a number of squares equal to your Wisdom modifier.

Movement Technique

Move Action **Personal**

Effect: Until the start of your next turn, you gain a +2 power bonus to all defenses against opportunity attacks. You then move your speed.

Scattering of Leaves

Monk Attack 1

You drive two enemies back with quick strikes, then use the momentum of your attacks to scatter other foes.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Primary Target: One creature

Primary Attack: Dexterity vs. Reflex

Hit: 1d10 + Dexterity modifier damage, and you push the primary target 1 square. You then shift 1 square and make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Dexterity vs. Fortitude

Hit: 1d10 + Dexterity modifier damage, and you slide the secondary target 1 square. You then push each enemy adjacent to the secondary target 1 square from the secondary target.

Movement Technique

Move Action **Personal**

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

THE ONE WHO WALKS

Legends from the oldest monastic traditions speak of the One Who Walks. This monk of superhuman discipline and power stands at the edge of enlightenment. The One Who Walks follows teachings that have passed from the Breath of the Sun and Moon and other ancient traditions. These practices, the legend says, grant the One Who Walks near-immortality. This monk wanders the world, looking for a single student to whom he or she can pass this wisdom. The student then assumes the mantle of the One Who Walks, who can finally achieve true enlightenment and leave the mortal realm behind.

More than one unscrupulous monk has claimed to be the One Who Walks, gaining money or influence over adherents eager for their teachings. Even if the legend has any basis in truth, the identity of the One Who Walks remains a subject of much speculation and few hard facts.



Stinging Nettles

Monk Attack 1

Your attack sets you into an optimal defensive position, allowing you to punish any foe with the temerity to strike at you.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier damage. Until the start of your next turn, as a free action, you deal damage equal to your Constitution modifier to any enemy adjacent to you that hits you with a melee attack.

Iron Soul: If you make the attack using a light blade or a spear, the target also cannot make opportunity attacks until the end of your next turn.

Movement Technique

Move Action Personal

Effect: You swap places with one creature adjacent to you.

Swift River Floods

Monk Attack 1

Your crashing attack throws your foe off balance to hinder its movement, letting you slip away like fast-flowing water.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier damage, and the target is slowed until the end of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the target takes extra damage equal to your Constitution modifier.

Movement Technique

Move Action Personal

Effect: You shift 2 squares.

DAILY RITUAL

Monks strive not to perform any act accidentally or carelessly. Their efforts are methodical and precise, requiring complete attention. Such concentration is most obvious during training or studying, but it is not limited to those activities. A monk gardening, cooking a meal, painting a picture, building a wagon, or tabulating a monastery's yearly income is just as focused. The maxim that anything worth doing is worth doing properly is part of a monk's creed. For a monk, everything in life, from the mundane to the magnificent, takes on an aspect of ritual.

In some instances, the focus on mundane acts facilitates meditation and the clearing of the mind (page 70). For the most part, however, monks view complete engagement as a way of life. Concentration is a means of achieving perfect discipline. True control over the self cannot be obtained through a divided focus. Working toward perfect understanding of any task, even everyday routines, brings one closer to enlightenment. With this approach, any activity required by day-to-day living becomes a spiritual accomplishment.

LEVEL 1 DAILY DISCIPLINES

Cacophonous Shout

Monk Attack 1

You summon a wall of sound that slams into your foes like a battering ram.

Daily ♦ Implement, Psionic, Thunder

Standard Action Close blast 3

Target: Each creature in blast

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier thunder damage, and you push the target to the nearest unoccupied square outside the blast. The target is deafened until the end of the encounter.

Miss: Half damage, and you push the target 1 square.

Lashing Rain

Monk Attack 1

Your savage strike draws an enemy close, leaving you in an aggressive stance that lets you punish any foe that approaches you.

Daily ♦ Implement, Psionic, Stance

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier damage, and you slide the target 2 squares to a square adjacent to you.

Effect: You assume the lashing rain stance. Whenever an enemy you can see enters a square adjacent to you while you are able to make opportunity attacks, you deal 5 damage to that enemy and slide it 2 squares to any unoccupied square adjacent to you. You are slowed while you are in this stance. You can end the stance as a free action.

Steel Avalanche

Monk Attack 1

You unleash a wave of psionic power that cuts through your foes like steel.

Daily ♦ Implement, Psionic

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls (save ends).

Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Effect: You shift 4 squares to any square adjacent to the blast.

Stunning Palm

Monk Attack 1

Your psionic energy keeps you focused in combat, and can be released in a stunning blow that knocks a foe senseless.

Daily ♦ Implement, Psionic, Stance

Minor Action Personal

Effect: Until the stance ends, you cannot be dazed or stunned, and you can make the following attack.

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: Dexterity modifier damage, and the target is stunned (save ends).

Miss: 2d8 + Dexterity modifier damage.

Effect: The stance ends.

LEVEL 2 UTILITY DISCIPLINES

Fall of Wind Monk Utility 2

You have meditated on the nature of the air around you and can control it to cushion your fall.

At-Will ♦ Psionic

Free Action Personal

Trigger: You fall

Effect: You reduce the damage you take from falling by 5 + one-half your level.

Fighting Fury Monk Utility 2

Your discipline and control let you channel your anger into each blow.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: Until the stance ends, your unarmed melee attacks deal extra damage equal to your Strength modifier.

Swift Flight Monk Utility 2

Channeling psionic energy through palms pointed at the ground, your simple leap becomes a smooth glide across the battlefield.

Encounter ♦ Psionic

Move Action Personal

Effect: You fly a number of squares equal to your speed + your Wisdom modifier. If you don't land at the end of this movement, you fall.

LEVEL 3 ENCOUNTER DISCIPLINES

Inner Eye Opened Monk Attack 3

By blocking out the impermanence of the visual world, you shunt the psychic energy of your inner eye into a lethal attack.

Encounter ♦ Full Discipline, Implement, Psionic, Psychic

Attack Technique

Standard Action Melee touch

Effect: You are blinded and gain blindsight 5 until the start of your next turn.

Target: One creature

Attack: Dexterity vs. Will

Hit: 1d8 + Dexterity modifier damage plus 1d8 psychic damage.

Movement Technique

Move Action Personal

Effect: You swap places with one creature adjacent to you.

Resounding Strike Monk Attack 3

Your strike sets up subtle vibrations in a foe, so that a subsequent blow triggers a disruptive burst of thunder.

Encounter ♦ Full Discipline, Implement, Psionic, Thunder

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier damage. The next time the target takes damage before the start of your next turn, it takes extra thunder damage equal to 3 + your Strength modifier.

Movement Technique

Move Action Personal

Effect: You move your speed + 2.

Springing Drake Assault Monk Attack 3

You can leap over a foe with no fear of reprisal, then deliver an attack whose momentum drives an enemy wherever you want it to go.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and you slide the target 2 squares.

Iron Soul: If you make the attack using a light blade or a spear, you slide the target a number of squares equal to your Constitution modifier.

Movement Technique

Move Action Personal

Target: One creature adjacent to you

Effect: You jump to any square adjacent to the target. This movement does not provoke opportunity attacks.

Undefiable Incitement Monk Attack 3

Your psionic summons pulls an enemy to you, then the immovable force of your presence sends it hard to the ground.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee 2

Target: One creature

Attack: Dexterity vs. Will

Hit: You pull the target 1 square. If the target ends that movement adjacent to you, it takes 2d6 + Dexterity modifier damage and falls prone. You gain a +2 power bonus to AC until the end of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the power bonus to AC equals your Constitution modifier.

Movement Technique

Move Action Personal

Effect: You move your speed. You do not provoke opportunity attacks when moving away from enemies adjacent to you at the start of this movement.

LEVEL 5 DAILY DISCIPLINES

Disrupting Fist Monk Attack 5

You channel psionic energy to empower your attacks, and you can discharge this energy through a blow that disorients your foe.

Daily ♦ Implement, Psionic, Stance

Minor Action Personal

Effect: Until the stance ends, you gain a +2 power bonus to melee damage rolls, and you can make the following attack.

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3d6 + Dexterity modifier damage, and the target is dazed (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.

Effect: The stance ends.

Freeze the Life Blood

Monk Attack 5

Ice rimes your hands and feet, so that your next attack binds the foe in a freezing embrace.

Daily ♦ Cold, Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier cold damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: While the target is immobilized or slowed by this power, any enemy that ends its turn adjacent to the target takes cold damage equal to your Dexterity modifier.

Resonating Fist

Monk Attack 5

Your strike reverberates through the enemy, so that each time it faces a new attack, it recalls the pain you wrought.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d6 + Dexterity modifier damage, and the target gains vulnerability to all damage equal to your Strength modifier (save ends). Whenever you hit the target with an attack, it takes a –2 penalty to its next saving throw against this power's effect.

Miss: 2d6 + Dexterity modifier damage.

Thunderbolt Surge

Monk Attack 5

You hurl a ball of roiling thunder into the thick of combat, blasting one foe and knocking nearby creatures to the ground.

Daily ♦ Implement, Psionic, Thunder

Standard Action Ranged 5

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier thunder damage, and each creature adjacent to the target falls prone.

Miss: Half damage.

LEVEL 6 UTILITY DISCIPLINES

Abundant Step

Monk Utility 6

Tapping into the momentum of an enemy's errant strike, you slip through space to appear where your foe least expects.

Encounter ♦ Psionic, Teleportation

Immediate Reaction Personal

Trigger: An adjacent enemy misses you with an attack

Target: The triggering enemy

Effect: You teleport to any square adjacent to the target.

The target grants combat advantage to you for your next attack roll made before the end of your next turn.

Airborne Form

Monk Utility 6

You meditate on the wind, assuming a measure of its free-flowing formlessness.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: Until the stance ends, you gain a +2 power bonus to speed, you are insubstantial while moving, and you can move through enemies' spaces.

Iron Heart Endurance

Monk Utility 6

The pain of your injuries lets you clear your mind of all distractions, fortifying your fighting spirit.

Encounter ♦ Psionic

Minor Action Personal

Requirement: You must be bloodied.

Effect: You gain temporary hit points equal to twice your Constitution modifier.

Quicksilver Motion

Monk Utility 6

You surge through combat in the blink of an eye.

Encounter ♦ Psionic

Free Action (Special) Personal

Effect: You move your speed.

Special: You can use this power only as the first or the last action of your turn.

TRADITIONS AND TABOOS

Monastic teachings can include restrictions that seem nonsensical to outsiders. These requirements might be designed to help adherents mentally prepare for enlightenment, to aid in the maintenance of discipline, or to show reverence for a particular faith, creed, or deity.

To determine what, if any, teachings and taboos your tradition includes, you can select from the following examples or use them as models in designing your own.

- ♦ You must not partake of certain foods, or you must ingest certain foods at certain times.
- ♦ You must not retain more wealth than you can carry.
- ♦ You must practice certain chants, katas (martial exercises), or ceremonies at certain times of the day or on certain days of the year.
- ♦ You must never (or always) wear garments of a certain color, style, or fabric.

- ♦ You must never strike a blow against a certain sort of creature. Some traditions create an exception to this rule for self-defense.
- ♦ You must teach the basics tenets of your tradition to anyone who expresses honest interest.
- ♦ You must observe all the religious ceremonies of a particular god as thoroughly as if you were a priest.
- ♦ You must never strike the first blow in battle.
- ♦ You must practice, or avoid practicing, certain forms of fine art (such as playing music, painting, or calligraphy).
- ♦ You must not speak at certain times of the day, unless keeping silent would result in harm to others.
- ♦ You must render aid upon request to any member of your tradition, even at the expense of your immediate goals.

LEVEL 7 ENCOUNTER DISCIPLINES

Arc of the Flashing Storm Monk Attack 7

You can flash across the battlefield, lightning wrapping around you as you slam your foe back and disrupt its counterattacks.

Encounter ♦ Full Discipline, Implement, Lightning, Psionic, Teleportation

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier lightning damage, you push the target 2 squares, and the target takes a –2 penalty to attack rolls until the end of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the target's penalty to attack rolls against you instead equals your Constitution modifier.

Movement Technique

Move Action Personal

Effect: You teleport your speed.

Feeding the Doves Monk Attack 7

You can race into combat unhindered before using a series of quick strikes to punish and scatter your foes like a flock of birds.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close burst 1

Primary Target: Each enemy you can see in burst

Primary Attack: Dexterity vs. Reflex

Hit: 1d8 + Dexterity modifier damage.

Effect: Make a secondary attack that is a close burst 2.

Secondary Target: Each enemy you can see in burst other than the primary target

Secondary Attack: Dexterity vs. Reflex

Hit: Dexterity modifier damage, and you push the secondary target 2 squares.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. During this movement, you ignore difficult terrain.

THE NATURE OF KI

Although monks are not the only masters of the psionic energy known as ki, the common understanding of this energy originates in the oldest monastic traditions. The term “ki” is believed to come from early devas, who were attempting to develop a Common word for a concept that, at the time, existed only in the Supernal language. The term draws together two related notions.

- ♦ The separation of self into body, mind, and soul is artificial, and disrupts the proper flow of spiritual energy.
- ♦ Assimilating the unity of body, mind, and soul taps into a profound source of internal power.

All monastic traditions teach that body, mind, and soul are one. Monks must attempt to set aside their concept of the separate aspects of the self and envision a point at which body, mind, and soul are anchored to one another. By considering and nurturing that metaphysical node, monks hope to increase their understanding of the nature of ki.

Mountainfall Stomp Monk Attack 7

The earth buckles around you as you drive into your enemy, a vicious kick sending it to the ground and keeping it there.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d6 + Dexterity modifier damage, and you knock the target prone. If the target stands up before the end of your next turn, that action provokes an opportunity attack from you.

Movement Technique

Move Action Personal

Effect: You shift 1 square. Squares adjacent to you then become difficult terrain until the start of your next turn.

Unity of Steel Monk Attack 7

Allies who press in against a foe grant you some of their strength, increasing the effectiveness of your own attack.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Iron Soul: If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.

Hit: 2d8 + Dexterity modifier damage plus 2 damage for each ally adjacent to the target.

Movement Technique

Move Action Personal

Effect: You swap places with one ally adjacent to you.

LEVEL 9 DAILY DISCIPLINES

Finishing Move Monk Attack 9

Your crippling attack can drop a badly injured foe with the devastating finishing move. If the foe falls, other enemies lose their resolve.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3d8 + Dexterity modifier damage, and the target is slowed and takes a –2 penalty to attack rolls (save ends both). If the target has 10 hit points or fewer after this attack is resolved, you reduce it to 0 hit points.

Miss: Half damage.

Effect: If this attack reduces the target to 0 hit points, each enemy within 5 squares of you takes a –2 penalty to attack rolls against you (save ends).

Flying Tiger Assault

Monk Attack 9

Your flying kick batters your enemy, driving it back as the recoil of your strike lets you dance away.

Daily ♦ **Implement, Psionic**

Standard Action **Melee touch**

Effect: Before the attack, you fly your speed. You must land at the end of this movement.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier damage, and you push the target 5 squares.

Miss: Half damage, and you push the target 2 squares.

Effect: You shift 1 square.

Immolating Fist

Monk Attack 9

Fire blazes within your clenched fists to burn those you strike, culminating in an explosive attack that wraps your foes in a shroud of flames.

Daily ♦ **Fire, Implement, Psionic, Stance**

Minor Action **Personal**

Effect: Until the stance ends, you gain resist 5 fire. In addition, whenever you hit an enemy with a melee attack, it takes 5 extra fire damage. You can also make the following attack.

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dexterity modifier damage plus 1d12 fire damage, and each enemy adjacent to the target takes 5 fire damage.

Miss: Half damage.

Effect: The stance ends.

Uncommon Clarity

Monk Attack 9

You attune yourself to your foe's thoughts, granting you increased accuracy with your attack.

Daily ♦ **Implement, Psionic**

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity + 2 vs. Reflex. You can score a critical hit with this attack on a roll of 19-20.

Hit: 2d12 + Dexterity modifier damage.

Miss: Repeat the attack using Dexterity - 2 instead of Dexterity + 2. You are then dazed until the start of your next turn. Do not repeat the attack again if it misses.

LEVEL 10 UTILITY DISCIPLINES

Adamant Soul

Monk Utility 10

You coordinate body, mind, and soul to protect you from the energy of your foes' attacks.

Encounter ♦ **Psionic**

Immediate Interrupt **Personal**

Trigger: An attack that deals at least one specific damage type hits you

Effect: Until the end of your next turn, you gain resistance equal to 3 + your Wisdom modifier to all damage types dealt by the triggering attack.

Adamantine Bones

Monk Utility 10

Your ki energy strengthens you from the inside out, reducing the effectiveness of your enemies' attacks.

Encounter ♦ **Psionic**

Minor Action **Personal**

Effect: You gain resist 5 to all damage until the end of your next turn.

Confirmation of Spirit

Monk Utility 10

The aftermath of a successful attack confirms your discipline and focus, granting you the strength to fight on.

Encounter ♦ **Healing, Psionic**

Free Action **Personal**

Trigger: You hit an enemy with a melee attack

Effect: You regain hit points equal to 5 + your Wisdom modifier.

Iron Heart Resilience

Monk Utility 10

You visualize the essence of determination, anchoring yourself against the worst of what your enemies impose upon you.

Daily ♦ **Psionic, Stance**

Minor Action **Personal**

Effect: Until the stance ends, you make saving throws at the start of your turn in addition to the end of your turn. You take a -3 penalty to the saving throws granted by this power.

BREATH OF THE SUN AND MOON

Little recorded history remains from the days following the Dawn War. Still, some sages claim that the Breath of the Sun and Moon is the earliest known formal monastic tradition. The specifics of this tradition's teachings are lost to history, but it retains a place of great honor and veneration among monks.

The influence of the Breath of the Sun and Moon can be found in all contemporary orders. Followers of this tradition are said to be the first practitioners to gather disparate techniques into a set of consistent thematic disciplines. They first enunciated the ideal of unity between body, mind, and soul. They began the discussion of ki, although

they used Supernal terms to do so. Finally, they established the completely immersive, monastic way of life and first practiced it in isolated communities. Disciplines developed by the monks of the Breath of the Sun and Moon are still taught today in one form or another.

Numerous contemporary monastic traditions claim direct descent from this ancient order, though no clear evidence for such claims exists. Many monasteries use the rank titles that the Breath adopted in ancient times. Titles such as "Master of the North Wind," "Master of Autumn," and "Grand Master of Flowers" reveal the influence of the Breath of the Sun and Moon.

LEVEL 13 ENCOUNTER DISCIPLINES

As the Arrow Flies

Monk Attack 13

You can fly like an arrow over other combatants, ready to deliver an attack that pins an enemy where it stands.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d6 + Dexterity modifier damage, and the target is immobilized until the end of your next turn.

Iron Soul: If you make the attack using a light blade or a spear, whenever the target takes damage before the end of your next turn, you can slide the target 1 square to a square adjacent to you as a free action.

Movement Technique

Move Action Personal

Effect: You fly your speed. If you don't land at the end of this movement, you fall.

Resounding Fist

Monk Attack 13

Resounding energy from your powerful strike disrupts your foe and grants your allies an opening.

Encounter ♦ Full Discipline, Force, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature or unattended object

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier force damage, and any ally's attack made against the target deals extra damage equal to 2 + your Strength modifier until the end of your next turn. Against an unattended object, this attack deals 2d10 extra force damage.

Movement Technique

Move Action Personal

Effect: You shift 2 squares and gain resist 3 to all damage until the start of your next turn.

Storm's Wake

Monk Attack 13

You read the flow of combat to better anticipate attacks as you move, then buttress your own strike with a ki shout that jolts your enemies back.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and you push the target and each enemy adjacent to you a number of squares equal to your Wisdom modifier.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. During this movement, you gain a bonus to all defenses equal to your Wisdom modifier.

Thundering Waterfall

Monk Attack 13

You undertake a devastating rush through the thick of combat that makes you harder to hit.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Primary Target: One creature

Primary Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and you push the primary target 3 squares.

Effect: You shift 3 squares and make a secondary attack that is a close burst 1.

Secondary Target: Each enemy in burst

Secondary Attack: Dexterity vs. Fortitude

Hit: The secondary target is dazed until the start of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the secondary target also takes damage equal to your Constitution modifier.

Movement Technique

Move Action Personal

Effect: You move your speed. Each time any enemy misses you with an opportunity attack provoked by this movement, you gain a cumulative +1 power bonus to all defenses until the start of your next turn.

LEVEL 15 DAILY DISCIPLINES

Booming Shout

Monk Attack 15

Amplified by psionic power, your voice booms across the battlefield, scattering and disorienting creatures before you.

Daily ♦ Implement, Psionic, Thunder

Standard Action Close blast 5

Target: Each creature in blast

Attack: Dexterity vs. Fortitude

Hit: 2d6 + Dexterity modifier damage, and the target takes ongoing 10 thunder damage and is deafened (save ends both). In addition, you push the target to the nearest unoccupied square outside the blast.

Aftereffect: The target is dazed until the end of your next turn.

Miss: Half damage, you push the target 1 square, and the target takes ongoing 5 thunder damage (save ends).

Falcon's Rent

Monk Attack 15

You lash out with a psionic strike at foes around you, leaving those enemies reeling and unable to properly defend themselves.

Daily ♦ Implement, Psionic

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier damage, and the target takes ongoing 10 damage and a -2 penalty to all defenses (save ends both).

Miss: Half damage, and ongoing 5 damage (save ends).

Effect: Before or after the attack, you fly your speed. If you don't land at the end of this movement, you fall.



Mithral Tornado

Monk Attack 15

Twinned attacks send you hurtling across the battlefield, your enemies reeling from a whirlwind of blows.

Daily ♦ **Implement, Psionic**

Standard Action Close burst 1

Effect: You gain a +2 power bonus to all defenses until the end of your next turn.

Primary Target: Each enemy you can see in burst

Primary Attack: Dexterity vs. Reflex

Hit: 1d10 + Dexterity modifier damage, and the primary target is dazed (save ends).

Miss: Half damage, and the primary target is dazed until the end of your next turn.

Effect: You move your speed. Any enemy that misses you with an opportunity attack provoked by this movement takes 5 damage. When you end this movement, you make a secondary attack that is a close burst 1.

Secondary Target: Each enemy you can see in burst other than the primary target

Secondary Attack: Dexterity vs. Reflex

Hit: 1d10 + Dexterity modifier damage, and the secondary target is dazed (save ends).

Miss: Half damage.

Quickening Assault

Monk Attack 15

With careful aim and precise movement, you use one devastating attack to set up another.

Daily ♦ **Implement, Psionic**

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier damage.

Miss: Half damage.

Effect: The next monk at-will attack power you use before the end of your next turn deals 1d10 extra damage and deals half damage to one creature it misses.

Still Waters Strike

Monk Attack 15

The physical and mental pain of your strike knocks a foe back, then places you into a waiting posture that invites enemies to attack you at their peril.

Daily ♦ **Implement, Psionic, Psychic**

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier damage plus 2d10 psychic damage, and you push the target 2 squares.

Miss: Half damage, and you push the target 2 squares.

Effect: You grant combat advantage to the target until the start of your next turn. While you grant combat advantage to the target from this power, you can make the following attack.

Immediate Interrupt Melee touch

Trigger: An adjacent enemy hits you with a melee attack

Target: The triggering enemy

Attack: Dexterity + 2 vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and you knock the target prone.

LEVEL 16 UTILITY DISCIPLINES

Altered Awareness

Monk Utility 16

Your successful attack lets you touch a foe's mind, then fade from its sight.

Encounter ♦ **Illusion, Psionic**

Free Action Personal

Trigger: You hit an enemy with a melee attack

Target: The enemy you hit

Effect: You are invisible to the target until the end of your next turn.

Pearl of Black Doubt

Monk Utility 16

As the enemy's attack goes wide, you plant doubt's bitter seed in its mind to hamper its fight against you.

Daily ♦ **Psionic, Stance**

Immediate Reaction Personal

Trigger: An adjacent enemy misses you with an attack

Effect: Until the stance ends, you gain a +2 power bonus to all defenses against the triggering enemy's attacks.

In addition, whenever the triggering enemy misses you with an attack, you gain a +2 power bonus to attack rolls for any attack that includes the triggering enemy made before the end of your next turn.

Sundered Chains

Monk Utility 16

With the power of your mind, you free your body from constraint.

Encounter ♦ **Psionic**

No Action Personal

Trigger: You start your turn immobilized, restrained, or slowed

Effect: The triggering condition ends.

Unfailing Resolve

Monk Utility 16

Your focus and discipline lets you stay on your feet even though you are at death's door.

Daily ♦ **Psionic, Stance**

No Action Personal

Trigger: You drop to 0 hit points or fewer

Effect: Until the stance ends, while you are dying but not dead, dying causes you to be slowed and weakened instead of unconscious.

LEVEL 17 ENCOUNTER DISCIPLINES

A Feather's Weight

Monk Attack 17

A powerful strike leaves your enemy off balance, so that any attack will send it to the ground.

Encounter ♦ **Full Discipline, Implement, Psionic**

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d12 + Dexterity modifier damage, you slide the target 2 squares, and the target is dazed until the end of your next turn. The next time the target takes damage before the start of your next turn, the target takes extra damage equal to your Strength modifier and falls prone.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. You can use the attack technique at any point during this movement.

Feigned Opening

Monk Attack 17

You give your enemy a false opening to lure it close, then lash out with brutal force that leaves it reeling.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee 3

Target: One creature

Attack: Dexterity vs. Will

Hit: You pull the target 2 squares. If you pull the target to a square adjacent to you, it takes 3d6 + Dexterity modifier damage and grants combat advantage until the end of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the target takes extra damage equal to your Constitution modifier.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. You do not provoke opportunity attacks when moving away from enemies adjacent to you at the start of this movement.

Glare of the Inner Eye

Monk Attack 17

Your senses expand beyond sight as the power of your inner eye lets you project a mental assault against a distant foe.

Encounter ♦ Full Discipline, Implement, Psionic, Psychic

Attack Technique

Standard Action Melee 5

Effect: You are blinded and gain blindsight 10 until the start of your next turn.

Target: One creature

Attack: Dexterity vs. Will

Hit: 3d8 + Dexterity modifier psychic damage.

Movement Technique

Move Action Melee 1

Target: One creature

Effect: You shift 1 square and swap places with the target, or swap places with the target and shift 1 square.

FINDING THE PATH

Monastic acolytes might face significant challenges seeking out a desirable order or school before they arrive at the monastery's gate. Although some schools and their locations are famous, at least locally, other traditions are secretive or geographically isolated. Some regions hold no monastic orders at all. In these cases, a candidate must search far and wide, both by traveling and in terms of introspection. In the end, such effort might be wasted if the potential master finds the petitioner unsuitable.

Despite these barriers, locating a monastery or a school is sometimes easier than might be expected. Candidates who have sufficient discipline can feel drawn to a particular locale or building, stumbling upon the monastery with an accuracy that cannot be dismissed as coincidence. Many scholars theorize that characters destined to become monks unconsciously tap into a psionic or a spiritual connection that subtly guides them toward a suitable tradition and a willing master.

**Leaping Dragon Strike**

Monk Attack 17

You leap into the air to jump over your enemy. When you land, you follow up with a vicious strike that drives the foe back.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Iron Soul: If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.

Hit: 3d8 + Dexterity modifier damage, and you can use your movement technique as a free action. You then push the target 2 squares.

Movement Technique

Move Action Melee 1

Target: One creature

Effect: You jump to any square adjacent to the target. This movement does not provoke opportunity attacks.

LEVEL 19 DAILY DISCIPLINES**Crushing Reprisal**

Monk Attack 19

Your enemy's failed attack lets you slip in quickly to deliver a crushing counterstrike.

Daily ♦ Implement, Psionic

Immediate Reaction Melee touch

Trigger: An enemy misses you with a melee attack

Effect: Before the attack, you shift 2 squares.

Target: The triggering enemy

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage, and the target is stunned (save ends).

Miss: Half damage.

Hare's Panicked Retreat

Monk Attack 19

The power of your forceful strike fills your foe with dread, causing it to knock down other enemies as you control its feeble attempts to escape from you.

Daily ♦ Fear, Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3d10 + Dexterity modifier damage, and the target is slowed (save ends). Until this effect ends, whenever the target starts its turn, you can push it 2 squares as a free action. Each enemy adjacent to the target at the end of the push falls prone.

Miss: Half damage, and you push the target its speed.

Loud Fist Strike

Monk Attack 19

Your fast attack sends a foe careening into other enemies, which are blasted back by an explosive clap of thunder.

Daily ♦ Implement, Psionic, Thunder

Standard Action Melee touch

Effect: Before the attack, you shift your speed.

Primary Target: One creature

Primary Attack: Dexterity vs. Fortitude

Hit: 3d10 + Dexterity modifier damage, and you push the target 5 squares and knock it prone.

Miss: Half damage, and you push the target 5 squares.

Effect: Make a secondary attack that is an area burst 2 centered on the primary target.

Secondary Target: Each enemy in burst other than the primary target

Secondary Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier thunder damage, and you push the secondary target 3 squares from the primary target.

Miss: Half damage.

Twin Fountain Strike

Monk Attack 19

As you tumble past your enemies, your attack draws forth a blood-red mist that shrouds them and fills other foes with fear.

Daily ♦ Fear, Implement, Psionic

Standard Action Melee touch

Effect: You shift your speed + 2 and make the following attack against one or two creatures during this movement.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and ongoing 10 damage (save ends). Until this ongoing damage ends, the target's space and each square adjacent to it are lightly obscured. Any enemy not immune to fear takes a -2 penalty to attack rolls while it can see squares lightly obscured by this power.

LEVEL 22 UTILITY DISCIPLINES

Empty Body

Monk Utility 22

You exchange the limits of the body for the embrace of pure spirit. In this form, nothing can contain you.

Daily ♦ Psionic, Stance

Minor Action Personal

Requirement: You must be bloodied.

Effect: Until the stance ends, you are insubstantial and phasing.

Meditative Vanishing

Monk Utility 22

You extend your will to overpower the senses of your enemies, excising your presence from their minds.

Daily ♦ Illusion, Psionic

Minor Action Close burst 5

Target: Each enemy in burst

Effect: You are invisible to the target until you make an attack against it.

MEDITATION

Monks and psions meditate in a variety of ways to maintain discipline and to reinvigorate their bodies and minds. For roleplaying purposes, you might decide exactly what those practices entail and describe your character performing them during periods of rest or downtime. You can adopt one of these suggestions or devise your own.

Art: Some psionics users engage in various forms of performance or fine art—such as painting, sewing, calligraphy, or music—as a means of focusing the mind and calming the emotions.

Chants and Litanies: Specific phrases, repeated over and over, form the basis for many forms of meditation. For example, the following is the litany of the Winding Soul tradition:

There is no pain; there is only warning.

There is no fear; there is only caution.

There is no retreat; there is only delay.

There is no defeat; there is only death.

There is no me; there is only what I do.

Focus on the Mundane: Monks and psions often devote the entirety of their attention to mundane stimuli, allowing their thoughts to drift. Examples include concentrating on the flickering of a candle flame, the feel of a knotted leather strap, or the rhythm of one's breathing or heartbeat.

Katas: By repeatedly performing katas (carefully arranged sequences of martial movements), a psionics user clears his or her mind and reinforces the links between mind, body, and spirit.

Supreme Parry

Monk Utility 22

Your weapon blurs as you spin it around you in an impenetrable barrier.

Daily ♦ **Psionic, Stance**

Minor Action **Personal**

Effect: Until the stance ends, you add the proficiency bonus of any melee weapon you wield to your AC and Reflex.

Thousand World Stride

Monk Utility 22

By elevating your consciousness over your physical limitations, you are able to reach the far side of the battle in a single step.

Daily ♦ **Psionic, Stance, Teleportation**

Minor Action **Personal**

Effect: Until the stance ends, you can teleport your speed as a free action.

Special: You can take this free action only as the first action of your turn.

LEVEL 23 ENCOUNTER DISCIPLINES

Iron Cascade

Monk Attack 23

You capture your allies' spiritual strength, focusing it into an attack whose iron fury crushes your enemy.

Encounter ♦ **Full Discipline, Implement, Psionic**

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Fortitude

Iron Soul: If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.

Hit: 4d8 + Dexterity modifier damage plus 4 damage for each ally adjacent to the target.

Movement Technique

Move Action **Melee 1**

Target: One creature

Effect: You swap places with the target, then shift a number of squares equal to your Constitution modifier. If the target is an ally, he or she can shift the same number of squares as a free action.

Lightning Throw

Monk Attack 23

You can flash through the air to land with explosive force, your melee attack summoning the power of lightning that you hurl at a distant foe.

Encounter ♦ **Full Discipline, Implement, Lightning, Psionic**

Attack Technique

Standard Action **Melee touch**

Primary Target: One creature

Primary Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier damage, and you make a secondary attack that is a ranged 10 attack. This attack does not provoke opportunity attacks.

Secondary Target: One creature other than the primary target

Secondary Attack: Dexterity vs. Reflex

Hit: 2d12 + Wisdom modifier lightning damage, and the secondary target is blinded until the end of your next turn.

Movement Technique

Move Action **Personal**

Effect: You fly your speed + 2. If you don't land at the end of this movement, you fall. Enemies adjacent to you when you land take lightning damage equal to your Constitution modifier.

Shattered Earth Fall

Monk Attack 23

Your vicious strike can knock a foe down, and grants you the power to sweep other nearby enemies to the ground.

Encounter ♦ **Full Discipline, Implement, Psionic**

Attack Technique

Standard Action **Melee touch**

Primary Target: One creature

Primary Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier damage, and you knock the primary target prone.

Effect: Make a secondary attack that is a close burst 1.

Secondary Target: Each enemy you can see in burst

Secondary Attack: Dexterity vs. Fortitude

Hit: You knock the secondary target prone.

Movement Technique

Move Action **Personal**

Effect: You shift 3 squares. You can ignore forced movement until the end of your next turn.

LEVEL 25 DAILY DISCIPLINES

Dragon Fist Strike

Monk Attack 25

You end your prodigious leap with a blow that smashes your enemy to the ground, all other opponents recoiling before you.

Daily ♦ **Fear, Implement, Psionic**

Standard Action **Melee touch**

Effect: Before the attack, you fly your speed + 2. If you don't land at the end of this movement, you fall.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 4d12 + Dexterity modifier damage, and the target falls prone and cannot stand up (save ends).

Each Failed Saving Throw: The target is dazed until the end of its next turn.

Miss: Half damage, and the target falls prone.

Effect: Until the start of your next turn, any creature that can see you takes a -2 penalty to attack rolls for any attack that includes you as a target.

Fate's Judgment

Monk Attack 25

An enemy strikes and you make a savage counterattack. If your opponent attacks again, it is punished by the lingering resonance of your fury.

Daily ♦ **Implement, Psionic**

Immediate Reaction **Melee touch**

Trigger: An adjacent enemy hits you with an attack

Target: The triggering enemy

Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier damage, and the target takes 10 damage the first time each turn it makes an attack (save ends).

Miss: Half damage, and the target takes 5 damage the first time each turn it makes an attack (save ends).

Four Hidden Sounds

Monk Attack 25

You center your mind on the four hidden sounds of the natural world. When you speak each sound, you release a potent blast of elemental energy.

Daily ♦ **Implement, Psionic, Stance; Varies**

Standard Action **Personal**

Effect: Until the stance ends, you can make the following attack.

Minor Action (1/round) **Close blast 5**

Target: Each creature in blast

Attack: Dexterity vs. Reflex

Hit: 1d10 + Wisdom modifier damage. Choose a damage type: acid, cold, fire, or lightning. The attack deals damage of this type to each target. You can choose each damage type only once in an encounter.

Effect: The fourth time you use this attack in an encounter, the stance ends.

Glacier's Mantle

Monk Attack 25

Frost flares around you as an icy mist, adding lethal cold to your attacks and chilling any foe that comes too close.

Daily ♦ **Cold, Implement, Psionic, Stance**

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier damage plus 2d12 cold damage.

Miss: Half damage.

Effect: You can enter the glacier's mantle stance. Until the stance ends, your melee attacks deal 5 extra cold damage. In addition, any enemy that enters a square adjacent to you takes cold damage equal to 5 + your Strength modifier.

Strike of Perfect Clarity

Monk Attack 25

Your attack is delivered with such masterful balance and form that your foe's mind turns on itself for daring to challenge you.

Daily ♦ **Implement, Psionic, Psychic**

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Will

Hit: 4d8 + Dexterity modifier damage plus 2d12 psychic damage.

Miss: Repeat the attack against the same target or a different one. Do not repeat the attack again if it misses.

LEVEL 27 ENCOUNTER DISCIPLINES

From Earth to Heaven

Monk Attack 27

Your grace and focus flow through your attacks, driving back your enemies and lifting you to safety above the fray.

Encounter ♦ **Full Discipline, Implement, Psionic**

Attack Technique

Standard Action **Close burst 2**

Target: Each enemy in burst

Attack: Dexterity vs. Fortitude

Hit: 3d6 + Dexterity modifier damage, and you push the target 1 square. The target is immobilized until the end of your next turn.

Movement Technique

Move Action **Personal**

Effect: You fly your speed + 2. You gain a power bonus to all defenses equal to your Wisdom modifier during this movement. If you don't land at the end of this movement, you fall.

Part the Seas

Monk Attack 27

Foes that try to stop you are knocked aside as you surge through combat, ready to unleash a blow that stuns an enemy in its tracks.

Encounter ♦ **Full Discipline, Implement, Psionic**

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1d12 + Dexterity modifier damage, and the target is stunned until the end of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the target also falls prone.

Movement Technique

Move Action **Personal**

Effect: You move your speed + 6. Any enemy that misses you with an opportunity attack provoked by this movement takes damage equal to your Constitution modifier and falls prone.

Shatter the Mountain

Monk Attack 27

An unshakable concentration girds your body as your rock-shattering strike overwhelms a foe.

Encounter ♦ **Full Discipline, Implement, Psionic**

Attack Technique

Standard Action **Melee touch**

Target: One creature or unattended object

Attack: Dexterity vs. Fortitude

Hit: 3d12 + Dexterity modifier damage, and you push the target a number of squares equal to 3 + your Strength modifier. If this attack bloodies the target, it takes 1d12 extra damage. If the target is an unattended object, this attack deals 2d12 extra damage.

Movement Technique

Move Action **Personal**

Effect: You shift 4 squares and gain resist 5 to all damage until the end of your next turn.

Weight of the Anchor

Monk Attack 27

Your attack hits with the force of iron, pinning an enemy in place as you race across the battlefield.

Encounter ♦ **Full Discipline, Implement, Psionic**

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Iron Soul: If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.

Hit: 4d8 + Dexterity modifier damage, and the target is immobilized until the end of your next turn.

Movement Technique

Move Action **Personal**

Effect: You move your speed + 6.

LEVEL 29 DAILY DISCIPLINES

Adamantine Hurricane

Monk Attack 29

You are a blur as you move and attack, laying into foes around you with a destructive force equal to that of the mightiest weapons.

Daily ♦ **Implement, Psionic**

Standard Action **Close burst 1**

Effect: You gain a +2 power bonus to all defenses until the end of your next turn.

Primary Target: Each enemy you can see in burst

Primary Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and the primary target takes ongoing 10 damage (save ends). If the primary target is already taking ongoing damage, that ongoing damage increases by 10.

Effect: You move your speed + 2. Any enemy that misses you with an opportunity attack provoked by this movement takes 10 damage and falls prone. Make a secondary attack that is a close burst 1.

Secondary Target: Each enemy you can see in burst other than the primary targets

Secondary Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and the secondary target takes ongoing 10 damage (save ends). If the secondary target is already taking ongoing damage, that ongoing damage increases by 10.

Falling Star Strike

Monk Attack 29

You streak into the air, trailing fire and light. When you land, the impact staggers, blinds, and burns your foes.

Daily ♦ **Fire, Implement, Psionic, Radiant, Teleportation, Thunder, Zone**

Standard Action **Close burst 2**

Effect: Before the attack, you teleport your speed, appearing up to 50 feet in the air above your destination space. You then fall without taking damage.

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier fire, radiant, and thunder damage, and the target is blinded (save ends).

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn within the zone takes fire damage equal to your Dexterity modifier.

Titan's Mighty Grasp

Monk Attack 29

You rock your enemy with a devastating attack, then wrap it in a steely, unbreakable embrace.

Daily ♦ **Implement, Psionic**

Standard Action **Melee touch**

Target: One creature

Primary Attack: Dexterity vs. Fortitude

Hit: 5d12 + Dexterity modifier damage, and you grab the target. The target takes a penalty to checks to escape the grab equal to your Strength modifier.

Miss: Half damage, and you grab the target

Effect: Until the grab ends, you can make the following secondary attack against the target.

Standard Action **Melee touch**

Secondary Attack: Dexterity + 2 vs. Fortitude

Hit: 3d10 + Strength modifier damage. The target cannot attempt to escape the grab until the start of your next turn.

TAXES, TITHES, AND THIEVERY

Many isolated monasteries exist completely apart from the bounds of civilization, independent from any supervisory, affiliated, or beholden group. On occasion, a small settlement grows up near an otherwise remote monastery, eager for the protection the monks offer from the hazards of the wild. Over time, a formal relationship might develop between the order and the community. The monks might become landlords, collecting taxes or tithes. They might become overlords, passing laws and serving as both religious and secular leaders for the local population. Many

arrangements bear equal measures of benefit and responsibility, but some dependencies are more extreme.

A school dedicated wholly to discipline might subordinate itself to a local settlement, perhaps as a means of achieving enlightenment through service. Another order might exert a cruel dominion, inflicting crippling taxes and growing wealthy off the labor of its subjects. Such an evil-aligned monastery might also send students roaming beyond their own environs to engage in banditry, waylaying travelers and raiding neighboring communities.

NEW PARAGON PATHS

BASILISK'S FURY ADEPT

"Look into these eyes and see the doom awaiting you."

Prerequisite: Monk

The basilisk is renowned for its hunting prowess, and its pitiless gaze. Inspired by both the basilisk's sinuous movements and the immobilizing effect of its gaze, a group of monks have developed disciplines that mirror this creature's fearsome reputation.

Your study of the basilisk's fury has opened your mind to the emotions around and in you. Achieving this state empties your body of thought and draws the sensations of others through your eyes. Foes that peer into your obsidian gaze are drained of hope. All that remains for your enemy are apathy, stasis, and death.

BASILISK'S FURY ADEPT PATH FEATURES

Baleful Action (11th level): You can spend an action point to slow each enemy within 5 squares of you that can see you until the start of your next turn. Any enemy that takes damage while slowed in this way becomes slowed (save ends).

Basilisk's Boon (11th level): You gain a +2 bonus to saving throws against effects that immobilize, restrain, or slow. When you are subjected to an effect that petrifies you, you can make a saving throw against that effect. If you save, the effect ends on you.

Basilisk's Fury (16th level): When you score a critical hit against an enemy using a monk or basilisk's fury adept attack power, that enemy is petrified (save ends).

BASILISK'S FURY ADEPT DISCIPLINES

Eyes of the Basilisk Basilisk's Fury Adept Attack 11

You drive your enemy back, then bind it in place with a gaze.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d12 + Dexterity modifier damage, and you push the target 3 squares. The target is then marked and immobilized until the end of your next turn. If the target is already slowed or immobilized, it is restrained until the end of your next turn.

Movement Technique

Move Action **Personal**

Effect: You move your speed + 2, ignoring difficult terrain. Any enemy that misses you with an opportunity attack provoked by this movement is slowed until the end of your next turn.



Basilisk Nature Defense

Basilisk's Fury Adept Utility 12

The power of your mind transforms your body into stone.

Daily ♦ Healing, Psionic

Immediate Interrupt **Personal**

Trigger: An attack makes you unconscious or stuns you

Effect: You are instead petrified for as long as you would be unconscious or stunned by the triggering attack. You can spend a healing surge. If you do so, you gain a +2 power bonus to saving throws until you are no longer petrified.

Stone-Shatter Strike Basilisk's Fury Adept Attack 20

Your attack freezes a foe, rendering it vulnerable to your follow-up strike and threatening to transform it to living stone.

Daily ♦ Implement, Psionic, Psychic

Standard Action **Ranged 5**

Target: One creature

Primary Attack: Dexterity vs. Will

Hit: 2d8 + Dexterity modifier psychic damage, and the target is immobilized (save ends).

First Failed Saving Throw: The target is instead petrified (save ends). The target takes a -2 penalty to saving throws against this effect.

Miss: Half damage, and the target is immobilized until the end of your next turn.

Effect: Once during the encounter while the target is immobilized or petrified by this power, you can make the following attack against the target.

Standard Action **Melee 1**

Secondary Attack: Dexterity + 2 vs. Reflex

Hit: 3d8 + Dexterity modifier damage, and the target falls prone and cannot stand up (save ends). If the target is petrified, this attack ignores the resistance granted by that condition and deals 4d8 extra damage.

Special: When charging, you can use this power in place of a melee basic attack.

FOUR WINDS MASTER

"I am as powerful as the winds and as constant as the seasons."

Prerequisite: Monk

Devotees of the four winds strive for peace and tranquility in all that they do. They recognize, however, that violence is sometimes necessary to achieve greater harmony. Just as destructive winds can carry away anything that stands against them, a monk of the four winds is an overwhelming force.

FOUR WINDS MASTER PATH FEATURES

Mystery of the Four Winds (11th level): After each extended rest, choose one of the following mysteries. The benefit of that mystery lasts until you choose another mystery.

Mystery of the East Wind: You gain lightning resistance equal to one-half your level. In addition, whenever you shift, you can move 2 squares before or after the shift.

Mystery of the North Wind: You gain cold resistance equal to one-half your level and a +5 bonus to saving throws against charm effects and fear effects.

Mystery of the South Wind: You gain force resistance equal to one-half your level and a +4 bonus to initiative checks.

Mystery of the West Wind: You gain thunder resistance equal to one-half your level. In addition, whenever you spend a healing surge, you can shift 2 squares as a free action.

FOUR WINDS MASTER DISCIPLINES

Four Winds Assault Four Winds Master Attack 11

Psychic winds can carry you to your opponents, gusting hard when you strike to scatter your foes.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier damage. You lift the target 10 feet into the air, where it is immobilized until the end of your next turn. At the end of your next turn, the target drops safely to the ground in the space it last occupied or in the nearest unoccupied space.

Aftereffect: You slide each creature within 5 squares of the target 5 squares.

Movement Technique

Move Action **Personal**

Effect: You fly your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

Gusting Action (11th level): When you spend an action point to make an attack and the attack hits, you shift your speed after resolving the attack.

Mysteries Revealed (16th level): After each extended or short rest, you can choose two mysteries and benefit from both at the same time. The benefit of the mysteries lasts until you choose another two mysteries.

In addition, whenever you shift, you can instead fly the same distance. If you don't land at the end of this movement, you fall.

Breath of the Four Winds Four Winds Master Utility 12

You anticipate imminent danger and call the four winds to whisk you to safety.

Encounter ♦ Psionic

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: You are insubstantial until the start of your next turn. After the triggering attack is resolved, you fly your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

Four Winds Tempest Four Winds Master Attack 20

You take to the air to lash out with a vicious attack, then call on the four winds that hold you aloft to batter your foe.

Daily ♦ Implement, Psionic; Varies

Standard Action **Melee touch**

Effect: Before the attack, you fly a number of squares equal to your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 4d10 + Dexterity modifier damage.

Miss: Half damage.

Effect: The target is affected by the four winds tempest (save ends). While the target is affected by the tempest, whenever the target starts its turn, roll a d4 to determine the effect.

1. The target takes 10 lightning damage, and you push it 4 squares.
2. The target takes 10 cold damage and is slowed until the end of its turn.
3. The target takes 10 force damage, and you pull it 4 squares.
4. The target takes 10 thunder damage, and you slide it 4 squares.

SOARING BLADE

“My sword is more than a weapon—it is my spirit.”

Prerequisite: Monk, trained in Acrobatics

Battle is not just a physical contest—it is a spectacle, a dance of parries and thrusts, of slashes and ripostes. True mastery of the blade adds soaring form and motion, transporting the struggle into aerial art.

What sets you apart from earthbound combatants is your melding of discipline and precise swordplay. Your training and your psionic power grant you incredible mobility; your focus hones your edge.

SOARING BLADE PATH FEATURES

Focused Parry Action (11th level): When you spend an action point to make an attack and the attack hits, you gain a bonus to all defenses equal to your Constitution modifier until you make an attack or until the end of the encounter.

Soaring Blade Style (11th level): You gain a +3 bonus to Acrobatics checks. In addition, when you would make an Athletics check to climb or jump, you can make an Acrobatics check instead.

Soaring Blade Training (11th level): You gain proficiency with all simple and military heavy blades. You can utilize a heavy blade for any monk power usable with a light blade.

Ki Blade (16th level): You channel psionic energy through your heavy blade. After each extended rest, choose a damage type: cold, fire, or lightning. Your melee attacks using a heavy blade deal extra damage of that type equal to your Constitution modifier. In addition, when you score a critical hit using a heavy blade, the attack deals 2d10 extra damage of that type.

SOARING BLADE DISCIPLINES

Sword Fall Leap Soaring Blade Attack 11

You leap across the field of combat. When you attack, your blade work cuts one enemy deeply and slashes all foes nearby.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Requirement: You must make this attack using a heavy blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier damage, and each enemy adjacent to you takes damage equal to your Constitution modifier.

Movement Technique

Move Action **Personal**

Effect: You make an Acrobatics check to jump with a +10 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed. *Level 21:* You make the Acrobatics check with a +20 power bonus.



Charge the Clouds Soaring Blade Utility 12

You soar above the fight, avoiding your foes' attacks as you pass.

Encounter ♦ Psionic

Move Action **Personal**

Effect: You fly your speed. This movement does not provoke opportunity attacks. If you don't land at the end of this movement, you fall.

Storm of Raining Blades Soaring Blade Attack 20

You are carried aloft by your psionic power, touching down three times to hack through and scatter your foes.

Daily ♦ Implement, Psionic

Standard Action **Melee touch**

Requirement: You must make this attack using a heavy blade.

Effect: Until the end of your turn, your movement does not provoke opportunity attacks. Before the attack, you fly 3 squares. If you don't land at the end of this movement, you fall.

Primary Target: One creature

Primary Attack: Dexterity vs. Reflex

Hit: 1d8 + Dexterity modifier damage.

Effect: You fly 3 squares. If you don't land at the end of this movement, you fall. You then make a secondary attack that is a melee touch attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier damage.

Effect: You fly 3 squares. If you don't land at the end of this movement, you fall. You then make a tertiary attack that is a close burst 1.

Tertiary Target: Each enemy you can see in burst

Tertiary Attack: Dexterity vs. Reflex

Hit: 15 + Dexterity modifier damage, and you slide the tertiary target 2 squares.

Miss: Half damage, and you slide the target 1 square.

TIGER CLAW MASTER

“I am the hunter. You are my prey.”

Prerequisite: Monk

The tiger claw style is an ancient, honored path. Its practitioners have incorporated techniques from different traditions, but the style retains a central feature: the tiger claw. A practitioner curls his or her fingers toward the palm to make a claw. Through iron discipline, the monk transforms each digit into a rigid talon capable of raking and rending.

Mastering tiger claw maneuvers builds your strength and hardiness, and your strikes shred enemies. You spring at your foes with astounding speed. With true mastery, you take on the characteristics of the celestial tiger. Coarse orange and white striped fur covers your body. Your hands become clawed paws and a tiger’s visage replaces your features. With great green orbs for eyes and a mouth filled with sharp teeth, you embody the tiger claw style.

TIGER CLAW MASTER PATH FEATURES

Tiger Claw Style (11th level): When you make an attack roll, you can take a -2 penalty to the roll. If the attack hits and you trigger your Flurry of Blows power, that power deals 4 extra damage.

Pouncing Action (11th level): When you spend an action point to make a charge attack, you move your speed + 2 as part of the charge, your movement for the charge doesn’t provoke opportunity attacks, and you can reroll one attack roll made as part of the charge.



WAYNE ENGLAND

Tiger’s Endurance (16th level): When you use your second wind, you regain additional hit points equal to your Strength modifier. In addition, the bonus to all defenses granted by your second wind equals 2 + your Strength modifier.

TIGER CLAW MASTER DISCIPLINES

Tiger Claw Rake Tiger Claw Master Attack 11

You sprint across the battlefield, and your tiger claw tears your foe and leaves it in debilitating agony.

Encounter ♦ **Full Discipline, Implement, Psionic**

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. If the target moves more than 2 squares on its next turn, it takes 5 damage.

Special: When charging, you can use this power in place of a melee basic attack.

Movement Technique

Move Action **Personal**

Effect: You move your speed + 2, ignoring difficult terrain.

Any enemy that hits you with an opportunity attack provoked by this movement takes damage equal to your Strength modifier, and you mark the enemy until the start of your next turn.

Tiger Frenzy Tiger Claw Master Utility 12

Pain clarifies your mind, letting you strike with ease at foes that come too close.

Daily ♦ **Psionic, Stance**

Immediate Reaction **Personal**

Trigger: You are bloodied by an attack

Effect: Until the stance ends, any enemy that ends its turn adjacent to you takes damage equal to your Strength modifier.

Awaken the Celestial Tiger Tiger Claw Master Attack 20

As you spring at your enemy, your body transforms into the celestial tiger—a relentless force of unearthly fury.

Daily ♦ **Implement, Polymorph, Psionic**

Standard Action **Melee touch**

Requirement: You must charge and use this power in place of a melee basic attack.

Target: One creature

Attack: Dexterity vs. Reflex. Make the attack twice.

Hit: 4d10 + Dexterity modifier damage, and you knock the target prone. If you hit with both attacks, the target takes 2d10 extra damage.

Miss: Half damage.

Effect: You assume the form of the celestial tiger until the end of the encounter. While in this form, you are immune to fear effects, your Flurry of Blows power deals extra damage equal to your Strength modifier, and you gain a +2 power bonus to speed.

TRANSCENDENT PERFECTION

"I am more than this flawed vessel."

Prerequisite: Monk

The mystics of transcendent perfection believe the mortal body is a faulty receptacle that prevents them from attaining a higher form. They strive to overcome the body's limitations and attain their true potential. Just as importantly, they believe that they must foster reason and enlightenment, and help others transcend the body to embrace a state of harmonious existence.

By following the transcendent path, you learn to overcome your physical limitations by solving the riddles of past masters. Each conundrum you unravel opens your mind to greater possibilities. You first learn to shape your words to encourage behavior and alter impressions, to move without interference, or to deny movement to those who oppose you. You learn to close wounds and vanquish ailments with a touch. Upon mastering the techniques of transcendent perfection, you can deny your enemies' attacks by elevating your consciousness above pain and despair.

TRANSCENDENT PERFECTION PATH FEATURES

Enlightened Action (11th level): When you spend an action point to take an extra action, you shift your speed and are insubstantial until the end of your next turn. You ignore difficult terrain, and you can move across water and other liquid surfaces. You sink if you end your turn on such a surface.

Riddle of Conversation (11th level): You gain a +2 bonus to Bluff, Diplomacy, Insight, and Intimidate checks. You also gain training in one of those skills. In addition, whenever you use your Flurry of Blows power, one ally adjacent to you or to a target of that power can shift as a free action.

Riddle of Awareness (16th level): You see invisible creatures and objects within 1 square of you. In



addition, enemies do not gain combat advantage for flanking you unless you are adjacent to three or more enemies.

TRANSCENDENT PERFECTION DISCIPLINES

Riddle of Motion Transcendent Perfection Attack 11

Solving the riddle of motion lets you control your foe's movement and keeps your enemies from doing the same to you.

Encounter ♦ Full Discipline, Implement, Psionic, Psychic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Will

Hit: 3d6 + Dexterity modifier psychic damage, and the target is either immobilized until the end of your next turn or you slide the target a number of squares equal to its speed.

Movement Technique

Move Action Personal

Effect: Choose one of the following effects. You move twice your speed and gain a +2 power bonus to all defenses against opportunity attacks provoked by this movement; or you can ignore forced movement until the end of your next turn.

Riddle of Health Transcendent Perfection Utility 12

Your knowledge lets you cleanse the body of injury and incapacitation.

Encounter ♦ Healing, Psionic

Minor Action Ranged 5

Target: You or one ally

Effect: The target spends a healing surge and makes a saving throw. If the saving throw is against a poison effect, it gains a +5 power bonus.

Riddle of Invulnerability Transcendent Perfection Attack 20

A pulse of psychic power tears at your enemies, exploiting the weakness of their flesh and enhancing your resilience.

Daily ♦ Implement, Psionic, Psychic, Stance

Standard Action Close burst 1

Target: Each enemy you can see in burst

Attack: Dexterity vs. Will

Hit: 3d10 + Dexterity modifier psychic damage, and the target gains vulnerable 5 to all damage (save ends).

Miss: Half damage.

Effect: You can enter the riddle of invulnerability stance. Until the stance ends, you gain resist 5 to all damage.

UNSEEN HAND

“I am the unseen blade, the killer in shadow, the final reckoning.”

Prerequisite: Monk, trained in Stealth

A covert clan of enigmatic monks engage in assassination, espionage, and sabotage. They are mercenaries, taking commissions from the powerful or the vengeful. Members of the Unseen Hand are bound to the order for life—the clan’s mysteries are too sensitive to allow any member to withdraw or resign.

Secrecy and subtlety lie at the heart of your training. As long as your enemies cannot identify your purpose, you have them at a disadvantage. You might achieve this subterfuge through cunning disguises, skulking through shadows, or misdirection. Mastering the higher mysteries helps you manipulate darkness, leap across vast distances, and penetrate your enemies’ minds.

Being a trained killer is not so different from being any other kind of warrior, but you must ensure that your tactics and techniques do not alarm your companions. At the same time, you must maintain friendly relations with the Unseen Hand clan or face ostracism, retribution—or worse.

UNSEEN HAND PATH FEATURES

Arms of the Unseen Way (11th level): You gain proficiency with the hand crossbow. When you use



ROBERTO MARCHESI

your Flurry of Blows power, you can target an additional creature within 10 squares of you with that power by firing a loaded hand crossbow that you are holding. This does not provoke opportunity attacks.

Unseen Action (11th level): When you spend an action point, you become invisible until the end of your next turn.

Flit Through Shadows (16th level): Whenever you shift while you have concealment, you shift 2 extra squares.

UNSEEN HAND DISCIPLINES

Unseen Hunter's Pounce Unseen Hand Attack 11

Darting from the shadows, you strike your foe hard as your power twists its mind and clouds its senses.

Encounter ♦ **Full Discipline, Implement, Psionic**

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and you are invisible to the target until the end of your next turn. If you use a weapon other than your monk unarmed strike to make this attack, the attack deals extra damage equal to your Constitution modifier.

Movement Technique

Move Action **Personal**

Effect: You have concealment until the end of your next turn, and you shift your speed. At the end of this movement, you can make a Stealth check to hide.

Unseen Scrutiny Unseen Hand Utility 12

You erase yourself from a foe's mind, invisibly shadowing its movements.

Encounter ♦ **Psionic**

Minor Action **Ranged sight**

Target: One creature you are hidden from

Effect: You are invisible to the target until you attack it or until the end of the encounter. While this invisibility lasts, whenever the target moves, you can shift a number of squares equal to your Dexterity modifier as an immediate reaction.

Unseen Ambush Unseen Hand Attack 20

You slip through space to cut down a foe with a crippling attack, then step away to vanish in the shadows.

Daily ♦ **Implement, Psionic, Teleportation**

Standard Action **Melee touch**

Effect: Before the attack, you teleport your speed.

Target: One creature you are hidden from

Attack: Dexterity vs. Reflex. If you use a weapon other than your monk unarmed strike to make this attack, you gain combat advantage for the attack.

Hit: 3d6 + Dexterity modifier damage, and the target is stunned and gains vulnerable 10 to your attacks (save ends).

Miss: Half damage.

Effect: After the attack, you teleport your speed. If you teleport to a square that grants you concealment or cover, you can make a Stealth check to hide.

Psion

“Your nightmares serve at my command, and nothing can save you now.”

THE POWER of the mind is yours to do with what you will. You can assume control of another creature, move objects and monsters with the merest thought, or reshape the matter of the material world into more useful forms. Although you recognize that psionic power can be focused and honed in many ways, your specialized training and your respect for the magic of the mind give you insights that few other psionic characters can match.

Your power is a perfect combination of natural talent and disciplined training. You might have always had a knack for piercing the veil of the material world with your mind. As a child, perhaps you caught faint fragments of the thoughts of those around you, or learned to nudge small objects by concentration alone. But it is only with the dedicated training that is your life’s work that you discover the full extent of your gifts.

Regardless of which path your psion character follows, this chapter presents numerous useful options.

- ◆ **Playing a Psion:** The psion’s relationship to psionic power and place in the world of the game, with all the information you need to bring a psion character to life.
- ◆ **New Build and Class Feature:** Shaper psions use their psionic power to alter and transmute the material world. The Shaper Focus class feature allows you to project your consciousness and create mundane objects using only the power of your mind.
- ◆ **New Powers:** With the new powers presented in this chapter, a psion can tear reality asunder, summon creatures from nightmare, pry open a foe’s mind, or assail enemies with thoughts of pure destruction.
- ◆ **New Paragon Paths:** Five new paragon paths provide psion characters with a host of options for expanding their power, from the firestarter’s roiling flame to the thrallherd’s ability to control another creature’s body and mind.





McLEAN KENDREE
2010

Sweat on his brow, hands tight on his sword, Gorna watched the shambling mass of creatures slouch forth from the darkness. Gaping mouths shrieked in eyeless faces, insectoid legs scuttling across unyielding rock. A dozen, a score, and still they kept coming.

At the head of the throng stood the creature they had come to find, the creature they had foolishly thought they could kill. Its writhing tentacles lashed the air as it raised its clawed hands, and in their minds, the illithid laughed. Its first assault had taken out Rathelle, their best hope of countering the mind flayer's power. She lay at its feet now in a crumpled heap, no sign of life in her eyes—but even if Gorna had wanted to leave her behind, they were surrounded. There was nowhere to run.

As the aberrant horrors surged forward, Gorna and the others cast silent prayers to any gods they knew. They hoped at least that death might come cleanly, quickly.

Then, swift as thought, the mind flayer's arms fell. Its servants stopped, their inhuman eyes staring questioningly at their master. The creature turned as if in thought, the air rippling around it. And then the power of the illithid's mind blasted outward, sweeping over its own allies and rendering them senseless. The mind flayer stood rigid, its back to its foes.

"Hurry," Rathelle whispered from the ground where she lay, face set in concentration as she struggled to speak. "I can't control it for long..."

Nothing is more potent than the mind. Arcane magic, primal spirits, even the divine power of the gods themselves—the potential of sentient thought is greater than all these things. It is a simple truth, but one that few have grasped. You are one of those few. You are a psion, devoting yourself to utter mastery of your thoughts and dreams, hopes and fears, identity and potential. Through the mastery of your mind, you master the world.

Although the rigorous path of the psion most commonly appeals to those who seek order and answers in their lives, your motivations are entirely your own. Did you start down this path for the knowledge and power it would bring? Did you have a natural talent that you could never fully master until you stumbled on the legends and teachings of the psions who came before you? Were you training your mind for some other purpose, only to discover that your efforts tapped a wellspring of power you never knew you possessed?

INTELLECTUAL EXERCISE

As a psion, your thoughts control your environment—but only as well as you control your thoughts. Your life is centered on intellect and understanding, logic and experimentation. The stronger your mind, the more controlled your thoughts. The broader your

imagination and the narrower your focus, the greater the power you can project. Academic psions devote themselves to research and study; adventuring psions engage in various forms of meditation as a means of maintaining their intellectual edge.

Strict, methodical process is your preferred way of reaching your decisions and accomplishing your goals. You are likely drawn to rigid studies such as mathematics or alchemy. It is important for you to understand and master every step of any given task—be it translating an ancient codex, brewing a potion, developing a new discipline, or cooking a stew. For a psion, the process is just as important as the result.

SCHOOLS AND STUDIES

The methodical attitudes at the heart of a psion's technique lend themselves to formal study. Psions were the first psionic class to form scholastic traditions, and the first to develop unifying theories of psionic energy. A psionics college is not necessarily a specific location. It's a combination of philosophy and methods of study, a means of teaching more than a place of teaching.

The various psion builds and focuses are an extension of these scholarly traditions. Are you a telepath, a telekinetic, or a shaper? Do you prefer orbs and crystals, or would you rather wield a staff? Do you practice ritual magic or alchemy? Which of the various psionics origin theories do you support? These traits were likely shaped by the psionics college that instructed you.

THE LIFE OF THE MIND

You recognize that the mind, composed in equal part of thought, memory, and emotion, is the most vital aspect of the self. The body is a vessel, a tool. Some psions discount the existence of the soul, seeing it as an aggregate of memories and personality viewed through the lens of worship. Most psions believe that the soul represents the catalyst that allows the intellect to burn bright. It is the mind that ultimately provides awareness, memory, and personality.

YOUR LIFE BEFORE

Some individuals are drawn to the art of the psion because it fits their personality, aptitudes, and ambitions. You might have heard tales of the psion colleges while engaged in other scholarly pursuits and become intrigued by this mysterious path. You might have been actively learning the techniques of wizardry or some other class, discovering in the process that you carried the rare psionics potential within you.

You might have recognized that potential early on, seeking psion instruction to help you deal with it rather than following the largely self-taught path of the ardent. If you hail from a community in which psionics is viewed with suspicion or superstition, you might have thought you were learning arcane magic—only to discover that your master was preparing you in secret for another path.

Regardless of your background, the one thing you almost certainly had in common with other psions even before you began your instruction is a strong sense of order and logic. Without such a mind set, few can master the rigid disciplines of the psion class.

ROLEPLAYING A PSION

You see the world through a lens of order, but this does not imply any particular personality or alignment. Rather, you look for patterns in all things, the connections between events.

Whether it's the study of psion disciplines or alchemy, rural economics or astrology, mathematics or the progression of history and culture, you need to comprehend how each step leads to the step that



MIKE SCHLEY

follows. You work constantly to expand your knowledge of a wide variety of subjects, using what you've learned to anticipate what comes next.

You believe that all problems can be solved through the proper application of logical reasoning and the knowledge of what's come before. You view people who act wholly on impulse to be irrational. Instinct, however, is another type of knowledge to you, and you respect those who properly respond to it.

If you are like most psions, you work hard not to act on emotion. Though you have no need to suppress or conceal your emotional side, you make every effort not to let emotions influence your choices and decisions. Even when emotion does overtake you, you remain logical and methodical about how you pursue its goals. You are just as likely as any other character to seek vengeance against a foe that threatens or harms your loved ones, but you are far more brutally thorough in planning out and executing that retribution.

The best psions use their powers to protect others. They share their knowledge, believing that with their power comes an obligation to use it wisely. Darker psions lose themselves in that power. They begin to see other sentients as puppets to be manipulated. To such psions, the strong are entitled—even obligated—to dominate the weak. Such a path is an easy one to follow without meaning to, and underlying all your training is the knowledge that you must tread carefully as your power grows.

MANIFESTATION

The corona of power marks an ardent, just as a monk is identifiable by his or her unique combat tactics. But no single sign accompanies the manifestation of a psion's disciplines. When manifesting a discipline, a psion's eyes might blaze with silver or violet light. A discipline might be accompanied by a faint chiming or unintelligible whispers heard only in the minds of its target. In some cases, a psion's power manifests as sensation fed directly into the mind.

Decide what form your own manifestations might take, and whether they are consistent or vary from power to power. For example, you might decide that powers dealing the most potent damage are accompanied by a flare of light in your eyes, and that a charm is felt in its target's mind as a wave of hazy memories.

PSIONS IN THE WORLD

The average commoner sees no functional difference between a psion and a wizard. Those who do recognize the obvious difference in traditions and trappings between the two classes also typically know of the psion's proficiency at controlling the minds of others. As a result, among the common folk who do distinguish between the two classes, psions are often viewed with more suspicion.

Among scholars and adventurers, psions are well known and treated with an equal mix of respect and wariness. As a psion, you wield some of the most overtly impressive psionic powers, even if not necessarily the most powerful. You are highly knowledgeable, possessing methods of research and discovery that even other spellcasters lack. And most importantly for some, your numbers are growing.

THE BIRTH OF UNDERSTANDING

Psions cannot claim the earliest formal psionics organizations, a distinction that belongs to the oldest monastic traditions. But those early traditions tended to be religious or spiritual in nature, leaving psions to form the first specifically psionics-focused orders.

Psionic power was poorly understood in the first generations following the Dawn War, and only rarely recognized as a form of power unto itself. The formal studies that would eventually grow into the psion class and its colleges are thought to have originated with a priestess of Ioun named Pharaelis.

Although she was not the first to study the peculiar energy that empowered the earliest psionic characters, Pharaelis was one of the first to undertake a significant and methodical analysis of it. Even though they recognized that psionic energy was distinct from divine magic, Pharaelis and her students took it on faith that these powers had their origins with Ioun and other gods of knowledge and the mind. Over the course of her studies, Pharaelis developed psionic ability of her own, though clerical magic remained her life's work and focus. After her death, the acolytes who carried on her studies founded the earliest of the formal psion colleges.

MIND OVER MAGIC

The spread of psions was rapid at first, as those who demonstrated a natural talent for psionics found a formal means of channeling that power. But with that rise came unrest. The widespread clerical temples and established schools of wizardry did not care for this new challenge to their power. In many cases, those organizations sought to maintain the study of psionic power as a subset of the arcane or the divine. On the fringes of civilization, psions often failed to gain a foothold, or had to teach and learn their disciplines in secret.

In the dark ages between the earliest empires, psions had greater success. The common folk gave fealty to anyone who could protect them from the horrors of those terrible times, or who could teach them to protect themselves. When later empires formed, established psion colleges and cabals were already in place, distinct from the divine and arcane factions that had fallen and risen again alongside them.

A significant development in the psion tradition came in the tiefling empire of Bael Turath. Seeking

advantage in its war against Arkhosia's dragonborn, the empire encouraged psionics study among its people. Arkhosia, in turn, countered with new psionics traditions of its own. Psions never became a major factor in that war, since both sides already fielded potent magic, but the open acceptance of psionics survived and flourished after both empires' fall.

PSIONS TODAY

Just as in previous ages of darkness, the number of psions has increased since the fall of Nerath. As the influence of the Far Realm presses more heavily against the threshold of reality, psionics grows more pervasive throughout the world. Even in areas pressed by less sinister threats, the common folk typically welcome wanderers possessed of strange powers—and hope desperately that those powers can protect them.

The spread of the adventuring psion is a relatively recent phenomenon. For most of the class's history, psions have remained largely devoted to study, research, and experimentation. They worked alone or gathered in colleges and cabals, and if they engaged in battle, it was in defense of their communities. Although scholarly psions still outnumber adventurers, a growing number choose the explorer's life, braving the hazards of the wild alongside members of other heroic classes.

Some adventuring psions seek to counter the growing aberrant threat, or to push back against the more general darkness that threatens to overwhelm the scattered motes of civilization. Others hold the purely personal goals of fortune, glory, and power. Still others adventure as scholars, taking to the field in order to test and research their theories regarding the origin, nature, and purpose of psionics.

Psions get along well with other studious characters, including wizards, clerics, warlocks, and bards. Indeed, though a small number of wizard schools and psionics colleges still view one another as rivals, many work together, pooling their substantial knowledge for the benefit of both.

The most academic of psions sometimes take a less than reverential view of other psionic characters. In the eyes of such elitists, the members of the other psionic classes are mere dabblers in psionic power, forever squandering their true potential. Adventuring psions see things differently. Although only monks share a dedication and a focus with which psions can easily identify, ardents and battleminds are equally well respected for their results. Some psions even maintain a secret envy of battlemind and ardent characters, recognizing that their emotional and instinctive approaches to psionics represent aspects of that power outside a psion's control.

NEW BUILD

The shaper psion joins the psion build options presented in *Player's Handbook 3*. This section also includes a new discipline focus geared toward shaper characters.

SHAPER PSION

Psionic energy is a boundless sea of potential, limited only by the imagination. Objects that exist nowhere but in your mind can be made real with enough creativity and focus—whether born of fanciful dreams or mind-blasting nightmares.

You see the world as a canvas awaiting your mental brush, ready to be painted with the beauty and the terror of the mind. These creations live only as long as you bend your mind to keeping them real. The world is your canvas, and you are the artist of reality itself.

NEW CLASS FEATURE

When you choose your Discipline Focus, you can choose Shaper Focus instead of another option, such as the ones in *Player's Handbook 3*.

Shaper Focus: You gain the powers *shaped consciousness* and *minor creation*.

Shaped Consciousness

Psion Feature

You shape a fragment of your consciousness, bringing it into existence to extend your scope on the battlefield.

Encounter ◆ **Conjuration, Psionic**

Minor Action **Close burst 10**

Effect: You conjure a fragment of your consciousness in an unoccupied square in the burst. The fragment lasts until the end of the encounter or until you dismiss it as a minor action. The fragment occupies its square, and you and your allies can move through it. When you take a move action, you can also move your fragment a number of squares equal to your speed. You can see, hear, and use psion powers as if you were in your fragment's space.

Your fragment can be attacked. If it takes any damage, it disappears. It is immune to your attacks.

Minor Creation

Psion Feature

You create something from nothing.

Encounter ◆ **Conjuration, Psionic**

Standard Action **Ranged 5**

Effect: You conjure a nonliving, nonmagical object that appears within range, either in an unoccupied square, in your hand, or in an ally's hand. The object lasts until the end of the encounter or until you dismiss it as a free action. The object you conjure is a single weapon or an item listed under "Adventuring Gear," page 222 of the *Player's Handbook*. At the Dungeon Master's discretion, you can create some other nonmagical object no larger than one that a Medium creature can carry.



NEW BUILD



SUGGESTED OPTIONS

The world is yours to shape as you desire. You channel the latent psionic energy in your environment, molding it to serve your needs. You shape psionic power to unleash lethal attacks or conjure useful objects from your own mind. With the right focus and power, you can even create creatures that do your bidding.

Summoned creatures are the foundation of your shaper psion tactics. Such creatures are created only through your daily disciplines. Call on them sparingly, and choose at-will and encounter disciplines that support this theme.

As it does for all psions, Intelligence powers your attacks, so it should be your highest ability score. Charisma is an important secondary ability for a shaper, since it helps you control or empower your creations. Since summoned creatures depend on your hit points, you should also keep your Constitution high. Conjuration and summoning powers allow you to make the most of your secondary role as leader.

Suggested Class Feature: Shaper Focus*

Suggested Feat: Bulwarked Construction*

Suggested Skills: Arcana, Bluff, Dungeoneering, Perception

Suggested At-Will Powers: *force shard**, *static mote**

Suggested Daily Power: *summon thought servant**

*New option presented in this book.

NEW POWERS

The powers presented in this section offer new options for psion characters. Many of these new powers are particularly useful for shapers, though psions of any build can benefit from them.

LEVEL 1 AT-WILL DISCIPLINES

Dimensional Scramble

Psion Attack 1

Your attack causes space to jumble and fragment, scattering creatures into different positions.

At-Will ♦ **Augmentable, Implement, Psionic, Teleportation**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier damage, and you teleport the target to a square adjacent to the burst.

Augment 1

Target: Each enemy in burst

Augment 2

Target: Each enemy in burst

Hit: 2d6 + Intelligence modifier damage, and you teleport the target to another square in or adjacent to the burst.

Force Shard

Psion Attack 1

A shard of pure force appears in the air at your mental command, creating a hazard for your foes.

At-Will ♦ **Augmentable, Conjunction, Force, Implement, Psionic**

Standard Action Ranged 5

Effect: You conjure a force shard in an unoccupied square within range. The shard lasts until the end of your next turn or until expended. Any enemy that enters the shard's space or ends its turn there takes force damage equal to your Charisma modifier. In addition, you can make the following attack using the shard.

Minor Action Ranged 5

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage.

Effect: The force shard is expended.

Augment 1

Effect: You conjure a force shard as above, and you can also move the force shard 5 squares as a move action.

Augment 2

Hit: 2d8 + Intelligence modifier force damage.

Mind Lock

Psion Attack 1

Your attack locks down an enemy's ability to focus, hindering its movement.

At-Will ♦ **Augmentable, Implement, Psionic, Psychic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target is slowed until the end of your next turn.

Augment 1

Hit: As above, and the target also cannot shift until the end of your next turn.

Augment 2

Area burst 1 within 10 squares

Target: Each creature in burst

Static Mote

Psion Attack 1

A mote of roiling lightning hinders your foes before exploding in a devastating burst.

At-Will ♦ **Augmentable, Conjunction, Implement, Lightning, Psionic**

Standard Action Ranged 10

Effect: You conjure a static mote in an unoccupied square within range. The mote lasts until the start of your next turn. Any creature that starts its turn adjacent to the mote is slowed until the end of its turn. After the mote ends, you make the following attack.

No Action (Special) Close burst 3 centered on the square the mote occupied

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

Special: You can take this free action only as the first action of your turn.

Augment 1

Hit: As above, and one target is pulled 1 square toward the center of the burst.

Augment 2

Hit: 2d6 + Intelligence modifier lightning damage.

LEVEL 1 DAILY DISCIPLINES

Living Missile

Psion Attack 1

You bind an enemy with a thought, then hurl it into another foe.

Daily ♦ **Implement, Psionic**

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: The target is immobilized (save ends).

Miss: The target is slowed (save ends).

Effect: While the target is immobilized or slowed by this power, you can make the following secondary attack.

Minor Action (1/round) Ranged 10

Effect: Before the secondary attack, you slide the primary target 10 squares.

Secondary Target: One creature adjacent to the primary target at any point during the slide

Secondary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier damage, and the secondary target falls prone. The primary target takes half damage and falls prone.

Miss: Half damage, and the primary target falls prone.

Psychic Dissolution Psion Attack 1

A psychic wind scours your foe, shredding it to a dark haze.

Daily ♦ Implement, Psionic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage, and ongoing 5 damage (save ends).

Effect: When the target takes ongoing damage from this power, each square adjacent to the target becomes lightly obscured until the end of your next turn.

Summon Thought Servant Psion Attack 1

The power of your mind summons an obedient servant that can fight with you or come to an ally's aid.

Daily ♦ Augmentable, Implement, Psionic, Psychic, Summoning

Minor Action Ranged 10

Effect: You summon a Small thought servant in an unoccupied square within range. The servant has speed 8. You can give the servant the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence vs. AC; 1d10 + Intelligence modifier psychic damage.

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. AC; 1d10 + Intelligence modifier psychic damage.

Augment 1

Effect: As above, and you can give the thought servant the following additional command.

Opportunity Action: Triggered when a dying ally adjacent to the servant starts its turn; targets the triggering ally; the servant makes a Heal check to stabilize the target or to allow the target to use his or her second wind.

Telepathic Projection Psion Attack 1

You force your own will into an enemy's mind, manipulating the foe like a puppet under your control.

Daily ♦ Charm, Implement, Psionic, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier psychic damage, and the target is subject to your telepathic projection (save ends).

While the target is affected by your telepathic projection, when you start your turn, the target makes a melee basic attack as a free action against a target you choose.

Miss: Half damage, and the target makes a melee basic attack against a random creature. If this attack targets one of your allies, the target takes a -2 penalty to the attack roll.

LEVEL 2 UTILITY DISCIPLINES

Borrow Training Psion Utility 2

You reach into an ally's mind to borrow the knowledge you need.

Encounter ♦ Psionic

Minor Action Ranged 10

Target: One ally

Effect: Choose one skill in which the target is trained and you are not. Until the end of your next turn, you gain a +5 power bonus to skill checks with the chosen skill.

Buoyancy of Thought Psion Utility 2

Your mind catches you whenever you might fall.

Encounter ♦ Psionic

Immediate Interrupt Personal

Trigger: You take falling damage or an attack knocks you prone

Effect: You reduce any falling damage by a number of points equal to your level, and you are not knocked prone by the triggering attack or the triggering fall.

Dimensional Stowaway Psion Utility 2

You establish a psychic connection to an ally, bringing it with you when you teleport.

Encounter ♦ Psionic, Teleportation

Free Action Melee 1

Trigger: You teleport or a creature teleports you

Target: One ally adjacent to you before the teleport

Effect: You teleport the target to a square adjacent to your destination.

Mind Shroud Psion Utility 2

You slow your movement to shroud yourself in a shimmering haze, clouding all creatures' minds against your presence.

Encounter ♦ Psionic

Minor Action Personal

Effect: Until the end of your next turn, you have superior cover and you are slowed.

LEVEL 3 AT-WILL DISCIPLINES

Crushing Turmoil Psion Attack 3

Your attack crushes your enemy's confidence and resolve, hindering its ability to shrug off debilitating effects.

At-Will ♦ Augmentable, Implement, Psionic, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to the next saving throw it makes before the end of your next turn.

Augment 1

Hit: As above, and the target also takes a -2 penalty to attack rolls until the end of your next turn.

Augment 2

Hit: 2d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls and saving throws until the end of your next turn.

Fuse Form

Psion Attack 3

The energy of your mind scours your foe to hinder its movement, and it can bind multiple enemies together with unbreakable psychic bonds.

At-Will ♦ **Augmentable, Implement, Psionic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier damage, and if the target moves more than 2 squares on its next turn, it takes 5 damage.

Augment 1 (Fear)

Hit: As above, and enemies take a -2 penalty to attack rolls while adjacent to the target until the end of your next turn.

Augment 2

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier damage, and if the primary target moves more than 2 squares on its next turn, it takes 5 damage. You make a secondary attack that is an area burst 1 centered on the primary target.

Secondary Target: Each enemy in burst

Secondary Attack: Intelligence vs. Reflex

Hit: 5 + Intelligence modifier damage. Until the end of your next turn, the secondary target cannot move to a square that is not adjacent to the primary target, and the primary target cannot move to a square that is not adjacent to one or more secondary targets.

Kinetic Trip

Psion Attack 3

Your attack constrains your enemy, bowling it over unless it stands its ground.

At-Will ♦ **Augmentable, Force, Implement, Psionic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage. On its next turn, if the target moves more than half its speed, it falls prone.

Augment 1

Hit: 1d8 + Intelligence modifier force damage. On its next turn, if the target makes a move other than a shift, it falls prone.

Augment 2

Target: One, two, or three creatures

Psychic Anomaly

Psion Attack 3

You conjure a shimmering anomaly of pure psionic energy, which disrupts the minds of nearby foes.

At-Will ♦ **Augmentable, Conjunction, Implement, Psionic, Psychic**

Standard Action Ranged 10

Effect: You conjure a psychic anomaly in an unoccupied square within range. The anomaly lasts until the end of your next turn. You can make the following attack using the anomaly.

Opportunity Action Melee 1

Trigger: An enemy starts its turn in a square adjacent to the anomaly

Target: The triggering enemy

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage, and you slide the target 3 squares to a square adjacent to the anomaly.

Augment 1

Effect: As above, and your allies can flank with the psychic anomaly.

Augment 2

Hit: 1d8 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

LEVEL 5 DAILY DISCIPLINES

Force Spheres

Psion Attack 5

Your power focuses into protective spheres of shimmering force that can be hurled at your enemies with a thought.

Daily ♦ **Force, Implement, Psionic**

Standard Action Personal

Effect: You set four force spheres spinning around you in your space until the end of the encounter or until you expend them. While you have at least one force sphere, you gain a +2 bonus to all defenses, and you can make the following attack.

Minor Action (1/round) Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier force damage, and the target falls prone.

Effect: You expend one force sphere.

Inflicted Mindscape

Psion Attack 5

As you reach into your enemies' minds, the ground beneath their feet becomes a clutching mire of madness.

Daily ♦ **Implement, Psionic, Psychic, Zone**

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier psychic damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn within the zone is slowed until the end of your next turn.

Sustain Minor: The zone persists.

Summon Ebony Stinger Psion Attack 5

Wisp of black shadow coalesce to form a, monstrous scorpion under your control.

Daily ♦ **Augmentable, Implement, Poison, Psionic, Summoning**

Minor Action Ranged 10

Effect: You summon a Medium ebony stinger in an unoccupied square within range. The stinger has speed 7 and climb 3. The stinger has a +4 bonus to AC and a +2 bonus to Reflex. You can give the stinger the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage, and the stinger grabs the target.

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. Reflex; 1d6 + Intelligence modifier damage, and ongoing 5 poison damage (save ends).

Augment 1

Effect: As above, and any creature grabbed by the ebony stinger takes a -4 penalty to checks to escape the stinger's grab.

Thunderous Exit Psion Attack 5

A blast of thunder rocks your enemies, allowing you to escape in its booming wake.

Daily ♦ **Implement, Psionic, Teleportation, Thunder**

Standard Action Close burst 3

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier thunder damage.

Miss: Half damage.

Effect: You teleport 5 squares.

LEVEL 6 UTILITY DISCIPLINES

Explosive Force Psion Utility 6

Your force attack releases a pulse of energy that leaves nearby creatures vulnerable to follow-up attacks.

Encounter ♦ **Psionic**

Free Action Personal

Trigger: You hit an enemy within 10 squares of you with an unaugmented psion at-will force attack power

Target: Each creature adjacent to the enemy you hit

Effect: The target grants combat advantage until the end of your next turn.

Intellect Prism Psion Utility 6

Motes of light swirl to form a crystalline prism in the air, sharpening your senses and extending your presence on the battlefield.

Daily ♦ **Conjuration, Psionic**

Minor Action Ranged 5

Effect: You conjure an intellect prism in an unoccupied square within range. The prism lasts until the end of the encounter or until you dismiss it as a minor action. You can use your attack powers as if you were in the prism's space. As a move action, you can move the prism a number of squares equal to your Intelligence modifier. While the prism is adjacent to you, you gain a +3 bonus to Perception checks.

The prism can be targeted by melee and ranged attacks. It has a +4 bonus to all defenses and hit points equal to your healing surge value. If the prism drops to 0 hit points, it is destroyed and you are dazed until the end of your next turn.

Mental Void Psion Utility 6

When an enemy strikes at your mind, the attack only boosts your resilience.

Encounter ♦ **Psionic**

Immediate Interrupt Personal

Trigger: An enemy attack targets your Will

Effect: You gain a +4 bonus to Will until the end of your next turn. If the triggering attack misses, the attacker grants combat advantage until the end of your next turn.

Shared Recovery Psion Utility 6

You tap into the mind of an ally, letting his or her recovery grant a temporary boost to your own vitality.

Encounter ♦ **Psionic**

Free Action Personal

Trigger: An ally within 5 squares of you regains hit points or succeeds on a saving throw

Effect: You gain temporary hit points equal to twice your Intelligence modifier.

LEVEL 7 AT-WILL DISCIPLINES

Ectoplasmic Servant Psion Attack 7

A conjured shower of glistening slime takes humanoid shape at your command, spraying your foes with caustic acid.

At-Will ♦ **Acid, Augmentable, Conjuration, Implement, Psionic**

Standard Action Ranged 10

Effect: You conjure an ectoplasmic servant in an unoccupied square within range. The servant lasts until the end of your next turn or until expended. Any enemy that enters the servant's space or ends its turn there takes acid damage equal to your Charisma modifier. In addition, you can make the following attack using the servant.

Minor Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier acid damage, and the target is slowed until the end of your next turn.

Effect: The ectoplasmic servant is expended.

Augment 1

Effect: You conjure an ectoplasmic servant as above, and any enemy that starts its turn in or adjacent to the servant's space is slowed until the end of your next turn.

Augment 2

Hit: 2d6 + Intelligence modifier acid damage, and the target is slowed until the end of your next turn.

Ego Whip

Psion Attack 7

Your psychic attack hits like the crack of a whip, flooding your foe with feelings of crushing worthlessness.

At-Will ♦ **Augmentable, Fear, Implement, Psionic, Psychic**
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: Intelligence modifier psychic damage, and the target takes a –2 penalty to attack rolls and a –2 penalty to all defenses until the end of your next turn.

Augment 1

Hit: As above, and the target also takes a –2 penalty to saving throws until the end of your next turn.

Augment 2

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a –2 penalty to attack rolls, all defenses, and saving throws until the end of your next turn.

Kinetic Buffer

Psion Attack 7

A burst of force protects you even as it slams into your enemies and knocks them back.

At-Will ♦ **Augmentable, Force, Implement, Psionic**
Standard Action Close burst 1

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier force damage, and you push the target 1 square. In addition, you gain a +2 power bonus to all defenses until the start of your next turn.

Augment 1

Target: Each enemy in burst

Augment 2

Close burst 2

Target: Each enemy in burst

Hit: 2d6 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier. In addition, you gain a +2 power bonus to all defenses until the end of your next turn.

Matter Dissipation

Psion Attack 7

Your attack leaves an area of ghostly translucence that tears at creatures lingering within it.

At-Will ♦ **Augmentable, Implement, Psionic, Zone**
Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn within the zone takes damage equal to your Charisma modifier.

Augment 1

Effect: As above, but any enemy that ends its turn within the zone takes the damage.

Augment 2

Hit: 2d8 + Intelligence modifier damage.

LEVEL 9 DAILY DISCIPLINES

Echoing Boom

Psion Attack 9

You unleash a burst of devastating thunder whose booming echo lets you scatter foes across the battlefield.

Daily ♦ **Implement, Psionic, Thunder**

Standard Action Area burst 1 within 10 squares

Primary Target: Each creature in burst

Primary Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier thunder damage.

Miss: Half damage.

Effect: Until the end of your next turn, you can make the following secondary attack.

Immediate Reaction Ranged 10

Trigger: An enemy within 10 squares of you is hit by an attack

Secondary Target: The triggering enemy

Effect: The secondary target takes 5 thunder damage, and you slide the secondary target 1 square.

Sustain Minor: The effect persists.

Inflict Pain

Psion Attack 9

Your thoughts work their way into a foe's mind like razor-sharp needles, crippling it with excruciating pain.

Daily ♦ **Implement, Psionic, Psychic**

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier psychic damage, and the target is slowed and takes ongoing 5 psychic damage (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

Malicious Lightning

Psion Attack 9

A burst of lightning lingers as four sizzling motes, each of which erupts at your command.

Daily ♦ **Conjuration, Implement, Lightning, Psionic**

Standard Action Area burst 1 within 10 squares

Primary Target: Each enemy in burst

Primary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Effect: You conjure four lightning motes in unoccupied squares in the burst. Each mote lasts until the end of the encounter or until expended. Any creature that starts its turn in a square adjacent to a lightning mote takes lightning damage equal to your Intelligence modifier. Starting on your next turn, you can make the following attack using a lightning mote.

Minor Action (1/round) Close burst 1

Secondary Target: Each creature in burst

Secondary Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage, and the lightning mote pushes the secondary target 1 square.

Effect: The mote is expended.

Summon Phantasmal Killer

Psion Attack 9

Your foe's worst fears are manifested as a nightmarish monster that it cannot shake off.

Daily ♦ **Augmentable, Illusion, Implement, Psionic, Psychic, Summoning**

Minor Action **Ranged 10**

Effect: You summon a Medium phantasmal killer in an unoccupied square within range. Choose one enemy adjacent to the killer to become its prey until the end of the encounter. The killer has speed 8, phasing, and gains a +4 bonus to AC and Reflex against opportunity attacks. The killer is insubstantial to all attacks from creatures other than its prey. When its prey drops to 0 hit points or at the end of the encounter, the killer disappears. You can give the killer the following special commands.

Standard Action: Melee 1; targets one creature that is the killer's prey; Intelligence vs. Will; 2d6 + Intelligence modifier psychic damage, and the target takes a –2 penalty to attack rolls (save ends).

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. Will; 1d6 + Intelligence modifier psychic damage, and the phantasmal killer pushes the target 1 square. If the target is the killer's prey, it takes 2d6 extra damage and is not pushed.

Augment 1

Effect: As above, but you choose two enemies adjacent to the phantasmal killer as its prey. When both creatures chosen as the killer's prey drop to 0 hit points, the killer disappears.

LEVEL 10 UTILITY DISCIPLINES

Dimensional Shortcut

Psion Utility 10

Your psionic power connects two points in space, allowing you and your allies to slip from one location to the other.

Daily ♦ **Psionic, Teleportation**

Move Action **Close burst 3**

Target: You and each ally in burst

Effect: Choose a square within 20 squares of you. Each target can teleport to a square within 3 squares of the square you choose as a free action.

Energy Mitigation

Psion Utility 10

You summon all your mental strength to diminish the effect of a foe's attack.

Encounter ♦ **Psionic**

Immediate Interrupt **Personal**

Trigger: You are hit by a close or an area attack

Effect: You take half damage from the triggering attack.

Force Barricade

Psion Utility 10

A shimmering wall of force blocks attacks and movement.

Daily ♦ **Conjuration, Force, Psionic**

Standard Action **Area wall 5 within 10 squares**

Effect: You conjure a solid, transparent wall of psionic force that lasts until the end of your next turn. The wall can be up to 3 squares high. The wall blocks line of effect and movement. No creature can enter a wall square, and phasing creatures cannot move through it.

The wall can be attacked, and attacks against it hit automatically. The wall has 50 hit points, and an attack on any square deals damage to the entire wall. If the wall drops to 0 hit points, the effect ends and each creature within 2 squares of the wall takes 10 force damage and falls prone.

Sustain Minor: The wall persists.

THE PHRENIC PLANES

Many psionics scholars believe that psionic energy comes from other planes—most commonly the Far Realm or the Plane of Dreams. Such scholars identify these as the phrenic planes (or planes of pure thought), just as the Feywild, the Shadowfell, and the world are the planes of matter.

Like all knowledgeable sages, psionics scholars understand that the Plane of Dreams is born of the minds of sentient creatures in the mortal realm—a kind of fantastic counterpart to the world. Phrenic scholars, however, break with tradition by naming the Far Realm as a place not outside the cosmos but within it—a twisted reflection of the Plane of Dreams, as the Shadowfell is a dark reflection of the natural world. As denizens of a plane of madness, the aberrant creatures of the Far Realm are nightmares given physical form.

Philosophers who take this view believe that just as there exist two echo planes of the mortal world in the form of the Shadowfell and the Feywild, there must be two echo planes of the Plane of Dreams. Thus, if the Far Realm represents madness and uncontrolled emotion distilled to its

purest and most exaggerated form, there must be another source of more orderly thought in contrast to that madness. This would be a realm of pure reason—of intellect and logic and understanding utterly unmarred by the confusion of emotions. It is from this realm that the gifts of reason and judgment come, mixing with the influence of the Far Realm in the Plane of Dreams, and in turn producing the sentient mind as it is known in the mortal world.

A small number of psions and scholars even claim to have communed with creatures from this plane of perfect reason. Because such creatures are entities of pure thought, according to these claims, the mortal mind is incapable of comprehending or observing their true form. As a result, these alien entities are said to interact with mortals in the form of hovering crystals of perfect geometric shapes (cubes, tetrahedrons, spheres, and so forth). Obscure legends speak of an order of psions dedicated to conjuring creatures of pure reason within construct bodies. These hybrids were said to appear as clockwork geometric figures of bizarre countenance—pure logic and order given physical form.

Trace Teleport

Psion Utility 10

You teleport by stealing the residual traces of another creature's power.

Encounter ♦ **Psionic, Teleportation**

Immediate Reaction Personal

Trigger: A creature within 10 squares of you teleports

Effect: You teleport the same number of squares as the triggering creature.

LEVEL 13 AT-WILL DISCIPLINES

Brilliant Thought

Psion Attack 13

The power of your mind flares brilliant white, blasting an enemy and clouding its vision.

At-Will ♦ **Augmentable, Implement, Psionic, Radiant**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier radiant damage. Until the end of your next turn, creatures more than 2 squares away from the target have concealment against the target.

Augment 1

Hit: As above, but creatures also have concealment against any enemy adjacent to the target.

Augment 4

Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude. Make the attack twice.

Hit: 1d12 + Intelligence modifier radiant damage. If both attacks hit, the target is also blinded until the end of your next turn.

Inexplicable Attraction

Psion Attack 13

Against its will, an enemy is drawn close to another creature in the aftermath of your attack.

At-Will ♦ **Augmentable, Implement, Psionic, Psychic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and you slide the target 3 squares to a square adjacent to any creature.

Augment 1

Hit: As above, but you slide the target and one creature adjacent to the target.

Augment 4

Target: One or two creatures

Hit: 2d8 + Intelligence modifier psychic damage, and you slide the target 5 squares to a square adjacent to any creature. If the target doesn't end its next turn adjacent to that creature, it takes damage equal to your Wisdom modifier.

Kinetic Wave

Psion Attack 13

A wave of psionic force pulses out to drive nearby creatures away from you.

At-Will ♦ **Augmentable, Force, Implement, Psionic**

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier force damage, and you push the target 4 squares.

Augment 1 (Zone)

Effect: The blast creates a zone that lasts until the start of your next turn. The zone is difficult terrain.

Augment 4 (Zone)

Close blast 5

Hit: 3d6 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier.

Effect: The blast creates a zone that lasts until the start of your next turn. The zone is difficult terrain, and any creature that ends its turn within the zone takes damage equal to your Wisdom modifier.

FAITH AND REASON, MIND AND SOUL

The dividing line between the mind and the soul is a source of vigorous debate within different cabals, colleges, and psionics orders. Among most folk, the soul is thought of as the source of what makes a person an individual. Although certain aspects of personality are modified by memory and experience, according to this belief, the soul stands at every sentient creature's core. The essential nature of all individuals—good or evil, kind or cruel—resides in the spark of divinity that grants them life. When a mortal dies, the soul retains this essence as it travels to the domain of the Raven Queen, and on to whatever lies beyond.

An opposing belief maintains that the soul is the energy that powers life, and that all personality comes from the mind—each person's unique combination of thoughts, memories, and emotions. Psionics users who adhere to this philosophy believe that the soul that remains after

death is nothing but divine energy, lacking any part of a creature's personality or memories. For them, ghosts and other incorporeal undead consist of not only the soul, but of fragments of the mind as well.

A radical few psionics users (most of whom are dedicated academic psions) deny the existence of the soul entirely. They maintain that the mind is the center of mortality and an entity unto itself, pointing to phenomena such as the Speak with Dead ritual as proof that memory and sensation endure within a body even after the so-called spirit has supposedly fled. Such psionics users consider the traditional beliefs of the mortal races to be superstitious nonsense—the fears of folk incapable of understanding the mind. Some even blame the gods themselves for such beliefs, accusing the deities of inventing the mythology of souls as a means of keeping mortals beholden to them.

Void Shard

Psion Attack 13

A shard of nothingness holds fast any creature that slips too close.

At-Will ♦ **Augmentable, Conjunction, Force, Implement, Psionic**

Standard Action **Ranged 10**

Effect: You conjure a void shard in an unoccupied square within range. The shard lasts until the start of your next turn. Any creature that ends its turn in or adjacent to the void shard's space is immobilized until the end of its next turn. After the shard ends, you make the following attack.

No Action (Special) **Close burst 3** centered on the square the shard occupied

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage, and the target falls prone.

Special: You can take this free action only as the first action of your turn.

Augment 1

Effect: As above, and when the void shard is conjured, it makes the following attack.

Free Action **Close burst 3**

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: The void shard pulls the target 3 squares.

Augment 4

Hit: 2d8 + Intelligence modifier force damage, and the target is both dazed and slowed until the end of your next turn.

LEVEL 15 DAILY DISCIPLINES

Forced Serenity

Psion Attack 15

Your attack imbues your foe with lingering psychic energy, crippling it with pain at any sign of aggression.

Daily ♦ **Charm, Implement, Psionic, Psychic**

Standard Action **Area burst 2** within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier psychic damage, and the target takes 10 psychic damage whenever it hits with an attack (save ends).

Miss: Half damage, and the target takes 5 psychic damage whenever it hits with an attack (save ends).

Living Barrage

Psion Attack 15

You ensnare your enemies with a thought, then hurl them about like living weapons.

Daily ♦ **Force, Implement, Psionic**

Standard Action **Area burst 1** within 10 squares

Primary Target: Each enemy in burst

Primary Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier force damage, and the primary target is immobilized (save ends).

Miss: Half damage, and the primary target is slowed (save ends).

Effect: While at least one primary target is immobilized by this power, you can make the following secondary attack.

Minor Action (1/round) **Ranged 10**

Secondary Target: One or two primary targets immobilized or slowed by the attack

Effect: You slide the secondary target 5 squares and make the following tertiary attack against one creature adjacent to the secondary target during the shift. You cannot attack the same tertiary target more than once per round with this power.

Tertiary Target: One creature

Tertiary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier damage, and the secondary target and tertiary target fall prone. The secondary target takes 5 damage.

Summon Thought Warrior

Psion Attack 15

An idealized warrior formed of thought energy fights alongside you.

Daily ♦ **Augmentable, Implement, Psionic, Psychic, Summoning**

Minor Action **Ranged 10**

Effect: You summon a Medium thought warrior in an unoccupied square within range. The warrior has speed 7. It has a +4 bonus to AC and a +2 bonus to Reflex. The thought warrior lasts until the end of the encounter. You can give the warrior the following special commands.

Standard Action: Before the attack, the warrior shifts 1 square; melee 1; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier psychic damage, the target is slowed until the end of your next turn, and the warrior marks the target until the end of your next turn.

Immediate Interrupt: Triggered when a target marked by the warrior moves or shifts; melee 1; targets the triggering creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier psychic damage, and the warrior shifts 1 square.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier psychic damage.

Augment 1

Effect: As above, and the warrior also has a +2 power bonus to opportunity attack rolls.

Standard Action: As above, and the warrior marks the target (save ends).

Thought of Unmaking

Psion Attack 15

You reach deep into an enemy's mind and past to undo its existence.

Daily ♦ **Implement, Psionic**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: Ongoing 25 damage (save ends). If the target is bloodied or becomes bloodied while taking this ongoing damage, the ongoing damage increases by 10.

Aftereffect: The target is dazed until the end of your next turn.

Miss: Ongoing 15 damage (save ends).

LEVEL 16 UTILITY DISCIPLINES

Dream Traveler

Psion Utility 16

By taking on the form of a creature of dreams, you bypass the barriers of the material world.

Daily ♦ **Polymorph, Psionic**

Minor Action **Personal**

Effect: You assume the form of the dream traveler until the end of the encounter or until you resume your normal form as a minor action. While you are in this form, you are insubstantial and phasing, you gain a +5 power bonus to Stealth checks, and you are weakened.

Kinetic Grasp

Psion Utility 16

You quickly create a psychic connection to another creature that allows it to hold fast where it stands.

Encounter ♦ **Psionic**

Immediate Interrupt **Ranged 10**

Trigger: A creature within 10 squares of you is pulled, pushed, slid, or knocked prone

Target: The triggering creature

Effect: The target is unaffected by the forced movement or is not knocked prone.

Mind Blank

Psion Utility 16

Swirling psychic energy surrounds you and your allies, wiping your presence from your enemies' minds.

Daily ♦ **Illusion, Psionic, Zone**

Standard Action **Close burst 3**

Effect: The burst creates a zone that lasts until the end of your next turn. The zone moves with you, remaining centered on you. While within the zone, you and your allies are invisible to enemies within the zone.

Sustain Minor: The zone persists.

Subjective Reality

Psion Utility 16

You reshape the reality around you as you move freely through it.

Encounter ♦ **Psionic**

Minor Action **Personal**

Effect: You ignore the effects of difficult terrain, challenging terrain, hindering terrain, obscured terrain, and cover until the end of your next turn.

LEVEL 17 AT-WILL DISCIPLINES

Cerulean Cage

Psion Attack 17

Ghostly shards of glowing blue surround your foe, threatening it if it attempts to move.

At-Will ♦ **Augmentable, Force, Implement, Psionic**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier force damage. If the target leaves its space before the end of your next turn, it takes force damage equal to your Wisdom modifier.

Augment 1

Target: One or two creatures adjacent to one of your allies in range

Augment 4 (Zone)

Area burst 1 within 10 squares

Target: Each creature in burst

Hit: 3d8 + Intelligence modifier force damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that leaves the zone takes force damage equal to your Intelligence modifier.

Manifested Horror

Psion Attack 17

Your enemy looks on you and sees its own worst nightmare, compelling it to flee or be crippled by fear.

At-Will ♦ **Augmentable, Fear, Implement, Psionic, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage. If the target ends its next turn within 3 squares of you, it takes psychic damage equal to your Intelligence modifier.

Augment 1

Hit: As above, and choose one ally. The target takes the psychic damage if it ends its next turn within 3 squares of you or that ally.

Augment 4

Area burst 1 within 10 squares

Target: Each enemy in burst

Hit: 2d8 + Intelligence modifier psychic damage. If the target ends its next turn within 3 squares of you, it takes psychic damage equal to 5 + your Intelligence modifier and you slide the target 3 squares.

Telekinetic Haze

Psion Attack 17

A haze of psionic energy shrouds you from your enemies' sight.

At-Will ♦ **Augmentable, Implement, Psionic**

Standard Action **Close burst 1**

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage.

Effect: You have concealment until the start of your next turn.

Augment 1

Hit: As above, and you slide the target 1 square.

Augment 4

Hit: 2d10 + Intelligence modifier damage, and you are invisible to the target until the end of your next turn.

Thought Guardian

Psion Attack 17

You scour your enemies' thoughts to hinder their tactics, and can conjure a guardian in their midst to threaten them.

At-Will ♦ **Augmentable, Implement, Psionic, Psychic**
Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a -4 penalty to attack rolls against you until the end of your next turn.

Augment 1

Hit: As above, and whenever the target attacks you before the end of your next turn, it takes psychic damage equal to your Charisma modifier.

Augment 4 (Conjuration)

Effect: You conjure a thought guardian in an unoccupied square in the burst. The guardian lasts until the end of your next turn. You can make the following secondary attack using the guardian.

Opportunity Action Melee 3

Trigger: Any creature within 3 squares of the guardian attacks you or willingly moves away from the guardian

Secondary Target: The triggering creature

Secondary Attack: Intelligence vs. Will

Hit: 5 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

LEVEL 19 DAILY DISCIPLINES

Cerebral Phantasm

Psion Attack 19

A horrid apparition fills your enemy's mind, letting you follow up on your allies' attacks against that foe with a psychic barrage.

Daily ♦ **Implement, Psionic, Psychic**
Standard Action Ranged 10

Target: One creature

Primary Attack: Intelligence vs. Will

Hit: 4d6 + Intelligence modifier psychic damage.

Effect: The target is affected by your cerebral phantasm (save ends). While the target is affected by the phantasm, you can make the following secondary attack against the target.

Immediate Reaction Ranged 10

Trigger: The target takes damage from an ally's attack while within 10 squares of you

Secondary Attack: Intelligence vs. Will

Hit: 10 + Intelligence modifier psychic damage, and each enemy adjacent to the target takes 5 psychic damage. You then slide the target a number of squares equal to your Wisdom modifier.

Flowing Terrain

Psion Attack 19

The surface beneath your feet flows at your command, crashing into your foes like a lethal wave.

Daily ♦ **Implement, Psionic**
Standard Action Close blast 5

Target: Each enemy in blast

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier damage, and you knock the target prone. The target is then restrained (save ends).

Miss: Half damage, and you push the target to the nearest unoccupied square outside the blast.

Force Cube

Psion Attack 19

You trap your foe within six impenetrable walls, then hurl this force cube across the battlefield as a weapon.

Daily ♦ **Conjuration, Force, Implement, Psionic**
Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier force damage.

Effect: You conjure a cube of force that surrounds and constrains the primary target in its space until the end of your next turn. The primary target and any other creature in its space cannot leave that space by any means, including teleportation or phasing. Other creatures cannot enter the primary target's space. The cube blocks line of effect.

The cube can be attacked, and attacks against it hit automatically. The cube has 50 hit points. If the cube drops to 0 hit points, it explodes and is destroyed, dealing 15 force damage to any creature inside or adjacent to the cube. Once before the cube ends, you can make the following secondary attack using the cube.

Standard Action Ranged 5

Requirement: The cube must be within 10 squares of you.

Effect: You slide the cube and all creatures trapped in the cube 5 squares. Any creature in the cube takes 5 damage and falls prone. The cube takes 10 damage.

Secondary Target: Each creature adjacent to the cube at the end of the slide

Secondary Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier force damage, and the target falls prone.

EVILS MOST ANCIENT

As recounted in the oldest legends, the Far Realm first breached the cosmos in the dark days of the Dawn War. Pelor, Ioun, and a god whose name is now lost were responsible for first finding, then sundering, the Living Gate that once barred the Far Realm from the Astral Sea. Since that time, the influence of the Far Realm has steadily increased, rising and falling in long cycles that have begun to peak again during the current age.

The more that is known of the Far Realm's relationship to the world, the more complex its ancient history becomes. Adventurers who have delved deep into the Underdark and explored the shores of its black and sunless seas claim to have found evidence that the aboleths were established in that realm since long before the Dawn War's end. A small number of radical sages maintain that these horrors might actually have dwelled within the world from the moment of creation.

Such scholars question the widely held view that the world was shaped from raw nothingness, speculating that something must already have existed within the unformed stuff that was pushed aside to make room for the creations of the gods and primordials. For these scholars, the Far Realm's pressure on the mortal world might not be a case of an alien madness seeking to invade and destroy a new realm. Rather, the creatures of the Far Realm might be seeking to take their old world back.

Summon Mind Weirds

Psion Attack 19

You call forth shadowy creatures that attack your foes with their own worst fears.

Daily ♦ **Augmentable, Implement, Psionic, Psychic, Summoning**
Minor Action **Ranged 10**

Effect: You summon three Medium mind weirds in unoccupied squares within range. Choose one enemy adjacent to each weird to become the weird's prey until the end of the encounter. Each weird must have a different creature as its prey. A weird has speed 8 and phasing, and is insubstantial to creatures other than its prey. Until all the weirds summoned by this power are reduced to 0 hit points, you do not lose the healing surge lost when a creature you summon drops to 0 hit points. When a weird's prey drops to 0 hit points, the weird disappears. When you use a standard action or a minor action to issue a command to a weird, all summoned weirds can take that action. You can give a weird the following special commands.

Standard Action: Melee 1; targets the weird's prey; Intelligence vs. Will; 3d6 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls (save ends).

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. Will; 1d6 + Intelligence modifier psychic damage, and the weird pushes the target 1 square. If the target is the weird's prey, it takes 2d6 extra damage and is not pushed.

Augment 1 (Teleportation)

Effect: As above, and you can teleport any two weirds, swapping their positions, as a minor action. In addition, you can teleport yourself and one weird as a move action, swapping positions.

LEVEL 22 UTILITY DISCIPLINES

Forceful Repositioning

Psion Utility 22

Shimmering bands of force surround you and your allies, moving you into better positions on the battlefield.

Encounter ♦ **Psionic**
Move Action **Close burst 5**
Target: You and each ally in burst

Effect: You slide the target a number of squares equal to your Wisdom modifier.

Interdicting Thoughts

Psion Utility 22

The power of your mind forms a shield protecting you and your allies from attack, even as it slows your foes.

Encounter ♦ **Psionic, Zone**
Minor Action **Close burst 3**

Effect: The burst creates a zone that lasts until the end of your next turn. The zone moves with you, remaining centered on you. While within the zone, allies gain a +3 power bonus to all defenses. The zone is difficult terrain for your enemies.

Summon Fleeting Thoughts

Psion Utility 22

Your quick thinking summons birdlike guardians that let you and your allies soar across the battlefield.

Daily ♦ **Augmentable, Psionic, Summoning**
Minor Action **Close burst 1**

Effect: You summon three Tiny fleeting thoughts in unoccupied squares in the burst. Each thought has speed 2 and fly 8 (hover). Until all the thoughts summoned by this power are reduced to 0 hit points, you do not lose the healing surge lost when a creature you summon drops to 0 hit points. When you use a minor action to issue a command to a thought, all thoughts can take that action. You can give a thought the following special commands.

Move Action: Melee 1; targets you or one ally; the thought and the target both fly 4 squares to adjacent squares.

Immediate Interrupt: Triggered when an ally adjacent to the fleeting thought is hit by a melee or a ranged attack; the attack hits the fleeting thought instead.

Augment 1

Effect: When a fleeting thought drops to 0 hit points, one ally within 2 squares of the thought can fly 4 squares as a free action.

THE FEY PERSPECTIVE

Among the fey that dwell in the mortal world, psionics is most often treated as just another form of spellcasting. The degree to which psionic power overlaps with traditional fey abilities such as charms and illusions is seen as simple happenstance. Elves, eladrin, and other worldly creatures that have connections to the Feywild are no more or less likely to take up the psionic arts than creatures of any other race.

Creatures that dwell deep in the Feywild, however, often view psionics with a combination of resentment and suspicion. Although they have no objection to mortals gaining mastery of fey magic by way of warlock pacts and similar traditions, many fey see the growth of psionics in the world as an attempt by the nonfey races to steal their power.

Some mortal scholars view the overlap from the other direction. Psionic energy is said by some to have existed in potential in the mortal realm since the beginning of time, even though it did not fully manifest until the threat of the Far Realm provided the necessary catalyst. Such sages believe that planar echoes of that potential were what first granted the creatures of the Feywild their abilities. Since all elements of the natural world are exaggerated in the Feywild, the fey were able to tap into this potential power earlier and more innately than were the mortal races.

Some fey take severe umbrage at the notion that their innate inabilities were somehow handed down from the mortal world. Such creatures have been known to attack scholars and psionic characters who espouse this belief too vocally.

LEVEL 23 AT-WILL DISCIPLINES

Mind Trap

Psion Attack 23

You ensnare your foe's mind and instincts, hindering its ability to react in combat.

At-Will ♦ **Augmentable, Implement, Psionic, Psychic**
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier psychic damage. If the target makes an opportunity attack or takes an immediate action before the end of your next turn, it takes psychic damage equal to your Charisma modifier.

Augment 2

Target: One or two creatures

Hit: As above, and until the end of your next turn, the target takes a -4 penalty to attack rolls whenever it makes an attack not on its turn.

Augment 6

Area burst 2 within 10 squares

Target: Each enemy in burst

Hit: 2d10 + Intelligence modifier psychic damage. Until the end of the target's next turn, it cannot shift, make opportunity attacks, or take immediate actions.

Mindfire Explosion

Psion Attack 23

An explosion of psionic fire scours your enemies and shrouds their sight.

At-Will ♦ **Augmentable, Fire, Implement, Psionic**
Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier fire damage, and creatures more than 5 squares away from the target are invisible to it until the end of your next turn.

Augment 2

Hit: 2d8 + Intelligence modifier fire damage, and creatures more than 3 squares away from the target are invisible to it until the end of your next turn.

Augment 6

Area burst 2 within 10 squares

Hit: 2d8 + Intelligence modifier fire damage, and the target is blinded until the end of your next turn.

Phantom Burden

Psion Attack 23

You crush your enemies under the weight of their own uncertainty, hindering their movement.

At-Will ♦ **Augmentable, Force, Implement, Psionic**
Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.

Augment 2 (Zone)

Area burst 2 within 10 squares

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies.

Augment 6

Area burst 2 within 10 squares

Hit: 4d6 + Intelligence modifier force damage. If the target moves more than 1 square on its next turn, it falls prone at the end of the move and takes 5 damage.

Prismatic Swarms

Psion Attack 23

You leave your foe surrounded by swirling motes of psionic energy that hinder its attacks.

At-Will ♦ **Augmentable, Force, Implement, Psionic**
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Augment 2

Area burst 1 within 10 squares

Target: Each creature in burst

Hit: As above, and you also slide the target 1 square.

Augment 6

Area burst 1 within 10 squares

Target: Each creature in burst

Hit: 3d8 + Intelligence modifier force damage, and you slide the target 3 squares or knock it prone. The target takes a -2 penalty to attack rolls until the end of your next turn.

LEVEL 25 DAILY DISCIPLINES

Far Realm's Embrace

Psion Attack 25

You tear aside the veil to the Far Realm, calling forth phantasmal tentacles that attack and ensnare all creatures in their reach.

Daily ♦ **Implement, Psionic, Psychic, Zone**
Standard Action Area burst 3 within 10 squares

Primary Target: Each creature in burst

Primary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier damage, and the primary target is restrained and takes ongoing 10 psychic damage (save ends both).

Miss: Half damage, and the primary target is slowed and takes ongoing 10 psychic damage (save ends both).

Effect: The burst creates a zone that lasts until the end of your next turn. Until the zone ends, you can make the following secondary attack using the zone.

Opportunity Action Melee 1

Trigger: A creature starts its turn in a square adjacent to or within the zone

Secondary Target: The triggering creature

Secondary Attack: Intelligence vs. Reflex

Hit: 10 + Intelligence modifier damage, the zone pulls the secondary target 1 square toward the zone's origin, and the secondary target is immobilized (save ends).

Sustain Minor: You take 5 psychic damage and the zone persists.

Recall Agony

Psion Attack 25

An enemy's suffering allows you to twist its mind to an even greater state of agony.

Daily ♦ **Implement, Psionic, Psychic**

Immediate Reaction **Ranged 10**

Trigger: An enemy within 10 squares of you takes damage from an attack

Target: The triggering enemy

Attack: Intelligence vs. Will

Hit: 6d6 + Intelligence modifier psychic damage. If this attack deals less damage than the triggering attack, the target takes ongoing psychic damage equal to the difference (save ends).

Miss: Half damage.

Summon Emerald Terror

Psion Attack 25

Your foes' greatest fears come to life as a hulking emerald terror, its glistening skin reflecting the nightmares of its victims.

Daily ♦ **Augmentable, Fear, Implement, Psionic, Summoning**

Minor Action **Ranged 10**

Effect: You summon a Large emerald terror in unoccupied squares within range. The terror has speed 8. It has a +4 bonus to AC and Fortitude. Enemies take a -2 penalty to attack rolls while adjacent to the terror. You can give the terror the following special commands.

Standard Action: Melee 2; targets one creature; Intelligence vs. Reflex; 2d8 + Intelligence modifier damage, and the terror slides the target 4 squares to a square adjacent to the terror.

Standard Action: Close burst 2; targets each enemy in burst; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage, and the terror pushes the target 3 squares and knocks it prone.

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. AC; 2d8 + Intelligence modifier damage, and the terror slides the target 4 squares to a square adjacent to the terror.

Augment 2

Effect: As above, and the terror also has a +2 power bonus to damage rolls. In addition, any creature the terror hits with a melee attack takes a -2 penalty to its next saving throw made before the end of its next turn.

Thought Hammer

Psion Attack 25

Your thoughts become a wave of force that hammers foes to the ground.

Daily ♦ **Force, Implement, Psionic**

Standard Action **Ranged 20**

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex

Hit: 4d12 + Intelligence modifier force damage, and you knock the target prone.

Miss: Half damage.

LEVEL 27 AT-WILL DISCIPLINES

Decerebrate

Psion Attack 27

Your attack burns out your enemy's mind and can leave it reeling in pain.

At-Will ♦ **Augmentable, Implement, Psionic, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier psychic damage.

Special: You can use this power unaugmented as a ranged basic attack.

Augment 2

Area burst 1 within 10 squares

Target: One creature in burst

Hit: 1d10 + Intelligence modifier psychic damage, and the target cannot take move actions on its next turn.

Augment 6

Target: One, two, or three creatures

Hit: 3d6 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

Hail of Crystals

Psion Attack 27

Your psionic power manifests as a cloud of crystal shards, obscuring the senses and slashing at creatures that move within it.

At-Will ♦ **Augmentable, Implement, Psionic, Zone**

Standard Action **Area burst 1** within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier damage.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is lightly obscured. Any creature that enters or moves within the zone on its turn without shifting takes damage equal to your Charisma modifier. When the zone ends, each creature within the zone takes 5 damage.

Augment 2

Effect: As above, and you can move the zone a number of squares equal to your Charisma modifier as a move action.

Augment 6

Effect: As above, and you can move the zone a number of squares equal to your Intelligence modifier as a move action. When the zone ends, each creature within the zone takes 15 damage.

Kinetic Detonation

Psion Attack 27

A pulse of force explodes in the midst of combat, scattering victims in all directions.

At-Will ♦ **Augmentable, Force, Implement, Psionic**

Standard Action **Area burst 2** within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier force damage, and you push the target 2 squares from the center of the burst.

Augment 2

Hit: 1d10 + Intelligence modifier force damage, and you push the target 2 squares from the center of the burst.

Augment 6

Area burst 3 within 10 squares

Hit: 2d12 + Intelligence modifier force damage, and you push the target a number of squares from the center of the burst equal to your Wisdom modifier.

Reality Meltdown

Psion Attack 27

A shimmering orb of molten psionic essence sears foes that linger too close.

At-Will ♦ **Augmentable, Conjunction, Fire, Implement, Psionic**

Standard Action **Ranged 10**

Effect: You conjure a molten orb in an unoccupied square within range. The orb lasts until the end of your next turn. Any creature that enters the orb's space or starts its turn there takes fire damage equal to your Intelligence modifier. In addition, you can make the following attack using the orb.

Opportunity Action **Melee 3**

Trigger: An enemy starts its turn within 3 squares of the molten orb

Target: The triggering enemy

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier fire damage, and you move the orb 3 squares to a square adjacent to the target.

Augment 2

Hit: 1d6 + Intelligence modifier fire damage, and you move the orb 3 squares to a square adjacent to the target. If the target doesn't end its next turn at least 3 squares away from the orb, the target takes 5 fire damage.

Augment 6

Trigger: An enemy starts its turn within 5 squares of the molten orb

Hit: 2d6 + Intelligence modifier fire damage, and you move the orb 5 squares to a square adjacent to the target.

LEVEL 29 DAILY DISCIPLINES**Consuming Psychosis**

Psion Attack 29

A burst of psychic energy inflicts a pain so potent that your foes lash out blindly in their madness.

Daily ♦ **Implement, Psionic, Psychic**

Standard Action **Area burst 1 within 10 squares**

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier psychic damage, and ongoing 10 psychic damage (save ends).

Miss: Half damage, and ongoing 5 psychic damage (save ends).

Effect: When the target takes ongoing psychic damage from this attack, it makes a melee basic attack against a random creature as a free action. If it cannot make a melee attack against any creature, it targets itself with a melee basic attack.

Hurl into Heaven

Psion Attack 29

You cast your enemies into the air, then drop them with lethal results.

Daily ♦ **Implement, Psionic**

Standard Action **Area burst 2 within 10 squares**

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: You lift the target 5 to 50 feet into the air, where it is restrained until the start of your next turn. At the start of your next turn, the target drops to the ground in the space it last occupied, taking 3d10 + Intelligence modifier damage and dealing 20 damage to any creature on the ground beneath it.

Miss: You lift the target 5 feet into the air, where it is restrained until the start of your next turn. At the start of your next turn, the target drops to the ground, taking 1d10 + Intelligence modifier damage and dealing 10 damage to any creature on the ground beneath it.

Ravenous Singularity

Psion Attack 29

A dark vortex appears on the battlefield at your command, hindering movement as it draws all creatures toward it.

Daily ♦ **Conjunction, Implement, Psionic**

Standard Action **Area burst 5 within 10 squares**

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: The target is immobilized (save ends).

Miss: The target is slowed (save ends).

Effect: You conjure a ravenous singularity in the burst's origin square. The singularity lasts until the end of your next turn. Any creature that ends its turn within 5 squares of the singularity is pulled 2 squares toward the singularity. Until the singularity ends, when a creature fails a saving throw against the immobilized or slowed condition imposed by this power, that creature is pulled into the singularity, takes 20 damage, and is removed from play (save ends). When the target saves, it reappears in any unoccupied space of its choice within 3 squares of the singularity.

Sustain Minor: The singularity persists, and it pulls you 1 square.

Summon Thought Champion

Psion Attack 29

You call forth an ideal champion from your allies' minds, granting it access to their powers.

Daily ♦ **Augmentable, Implement, Psionic, Summoning**
Minor Action **Ranged 10**

Effect: You summon a Large thought champion in unoccupied squares within range. The champion has speed 8. It has a +4 bonus to AC and Fortitude. You can give the champion the following special commands.

Standard Action: The thought champion uses an at-will attack power of one conscious ally you can see. It uses the ally's ability modifiers for the attack.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. Reflex; 2d8 + Intelligence modifier damage.

Augment 2

Effect: As above, and the champion also has a +3 power bonus to damage rolls. Its standard action special command can use at-will attack powers from any conscious or unconscious ally within 20 squares of the champion.

NEW PARAGON PATHS

ALIENIST

"The power the Far Realm offers is worth any risk to my sanity."

Prerequisite: Psion

Some describe you as reckless. Others call you corrupted, claiming that your work puts all the world at risk. The Far Realm is a dangerous place, to be sure, filled with horrors beyond imagining. But the power to be found there is too tempting to ignore.

ALIENIST PATH FEATURES

Alien Perspective (11th level): You gain a +1 bonus to Will, and you gain psychic resistance equal to one-half your level.

Insane Action (11th level): At the end of any of your turns in which you spend an action point, roll a d4 to invoke one of the effects below.

d4	Insane Action Effect
1	You are dazed until the end of your next turn.
2	The last creature you attacked can teleport 5 squares as a free action.
3	If you are conscious, you teleport 5 squares. When you do, you gain a +4 bonus to all defenses until the end of your next turn.
4	You gain 20 temporary hit points.

Paragon Power Points (11th level): You gain 2 additional power points.

Alien Summoning (16th level): Creatures you summon are tainted by the Far Realm and gain a



+2 bonus to all defenses and deal 5 extra psychic damage with their attacks. They grant combat advantage to enemies that are immune to fear.

ALIENIST DISCIPLINES

Far Realm's Gift

Alienist Attack 11

You bestow the horror of the Far Realm on your foe, transforming it into a creature of nightmare.

Encounter ♦ **Augmentable, Implement, Polymorph, Psionic, Psychic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d12 + Intelligence modifier psychic damage, and the target assumes the form of a Far Realm horror until the end of your next turn. While in this form, the target is slowed, takes a -2 penalty to attack rolls, and cannot make opportunity attacks. Any enemy that enters a square adjacent to the horror or ends its turn there takes 5 psychic damage.

Augment 2

Area burst 1 within 10 squares

Target: Each creature in burst

Mad Certainty

Alienist Utility 12

Your vision of the Far Realm fuels your psionic power, at a price.

Daily ♦ **Psionic**

Minor Action Personal

Effect: You regain 2 power points. Until the end of the encounter, you take a -2 penalty to all defenses.

Summon Far Realm

Alienist Attack 20

Abomination

Your power tears the fabric of reality, summoning a tentacled horror from the Far Realm that lays waste to your foes.

Daily ♦ **Fear, Implement, Psionic, Psychic, Summoning**

Minor Action Ranged 10

Effect: You summon a Large Far Realm abomination in unoccupied squares within range. The abomination has speed 5. Any enemy not immune to fear that starts its turn within 3 squares of the abomination takes a -2 penalty to attack rolls until the start of the enemy's next turn. You can give the abomination the following special commands.

Standard Action: Melee 2; targets one creature;

Intelligence vs. Reflex; 2d10 + Intelligence modifier damage, and the abomination grabs the target. The abomination can grab up to two creatures at once.

Standard Action: Melee 2; targets a creature grabbed by the abomination; Intelligence vs. Fortitude; 5d6 + Intelligence modifier damage, and the target is knocked prone.

Instinctive Effect: If you haven't given the abomination any commands by the end of your turn, it makes the following attack: Close burst 3; targets each creature in burst; Intelligence vs. Will; 1d12 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

ANATHEMA

“Why create when destruction is so much more entertaining?”

Prerequisite: Psion

Others of your kind shape reality as a potter works clay, but creating and reforming your environment has little appeal to you. Instead, your knowledge of the underlying patterns in the structure of the objects and creatures that make up the world around you that allows you to test and sunder that structure.

The raw stuff of life and matter are yours to toy with. Your power comes at a price, however. With each bond you break, the structure of reality is weakened to some small degree. Your work is minor compared to the ravages of time and the power of gods, immortals, and the Far Realm. But all things are connected, and your power might be the catalyst that unleashes destruction on the world.

ANATHEMA PATH FEATURES

Entropic Recovery (11th level): Whenever you spend a healing surge and regain hit points, each enemy adjacent to you takes psychic and necrotic damage equal to your Charisma modifier.

Eroding Action (11th level): When you spend an action point to make an attack, any target hit by that attack gains vulnerable necrotic and vulnerable psychic equal to 3 + your Charisma modifier (save ends both).

Paragon Power Points (11th level): You gain 2 additional power points.

ANATHEMA DISCIPLINES

Scattered Discorporation Anathema Attack 11

Your foe's form is rendered incoherent and unstable, dealing pain to other creatures as you force it across the battlefield.

Encounter ♦ Augmentable, Implement, Psionic, Psychic
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d12 + Intelligence modifier damage, and the target is insubstantial until the start of your next turn. In addition, you slide the target 4 squares. If you slide the target into another creature's space, that creature takes psychic damage equal to your Intelligence modifier. A creature can take this damage only once per round.

Augment 2

Hit: As above, but the attack deals 3d12 + Intelligence modifier damage and you slide the target 8 squares.



Abhorrent Devotee (16th level): While you have no power points remaining, your unaugmented psion at-will attack powers gain an additional effect when they hit an enemy. If the attack roll is an odd number, the enemy takes extra necrotic damage equal to your Charisma modifier. If the attack roll is an even number, you pull the enemy 1 square.

Magical Disruption

Anathema Utility 12

Your will to destroy means that even magic crumbles away to nothing at your command.

Daily ♦ Implement, Psionic

Minor Action Ranged 10

Target: One conjuration or zone

Attack: Intelligence + 4 vs. the Will of the target's creator

Hit: The target is destroyed. All its effects end, including those that a save can end. Until the end of your next turn, whenever the target's creator attacks, it can use only basic attacks.

Oblivion Sphere

Anathema Attack 20

A shimmering sphere of energy encloses your foe, whose ongoing agony is felt by creatures nearby.

Daily ♦ Implement, Necrotic, Psionic

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: You lift the target 15 feet into the air, where it is restrained and takes ongoing 15 necrotic damage (save ends both). If the target is bloodied or becomes bloodied while under this effect, the ongoing damage increases to 30. When the target takes ongoing damage from this power, each creature or unattended object within 3 squares of the target takes the same amount of damage. When this effect ends, the target falls to the ground.

Miss: Ongoing 10 necrotic damage (save ends). If the target is bloodied or becomes bloodied while under this effect, the ongoing damage increases to 20. When the target takes ongoing damage from this power, each enemy within 3 squares of the target takes the same amount of damage.

FIRESTARTER

“By the power of my mind, you will burn . . .”

Prerequisite: Psion

The elemental flame and arcane fire can be devastating on the battlefield, but the power of the psionic fire you wield is more deadly by far. You can scorch your enemies or scour them from the inside out. You cloak yourself in flames to protect yourself from foes as you lash them with your fiery touch.

FIRESTARTER PATH FEATURES

Wildfire Action (11th level): Whenever you spend an action point to take an extra action, each enemy adjacent to you takes fire damage equal to your Wisdom modifier. If you spend this action point to use a psion attack power, choose one target you hit with that attack. Each creature adjacent to that target takes fire damage equal to your Intelligence modifier.

Fear No Fire (11th level): You gain fire resistance equal to one-half your level.

Force and Flame (11th level): Whenever you use a psionic force attack power, you can choose to have the power deal fire damage instead of force damage.

Paragon Power Points (11th level): You gain 2 additional power points.

Fiery Nimbus (16th level): When you score a critical hit using a psionic attack power, each enemy within 2 squares of you takes fire damage equal to your Wisdom modifier, and you acquire a fiery nimbus until the end of the encounter. While the nimbus lasts, you gain the *fiery lash* power, and any creature that starts its turn adjacent to you takes fire damage equal to your Wisdom modifier.



Fiery Lash

Firestarter Feature

A whip of fire lashes a foe and surrounds it with a burning halo.

At-Will ♦ Fire, Implement, Psionic

Standard Action **Melee 2**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d12 + Intelligence modifier fire damage, and each enemy adjacent to the target takes fire damage equal to your Intelligence modifier.

Level 21: 2d12 + Intelligence modifier fire damage.

FIRESTARTER DISCIPLINES

Hungry Flames

Firestarter Attack 11

Motes of living flame manifest in the midst of your foes.

Encounter ♦ **Augmentable, Fire, Implement, Psionic**

Standard Action **Ranged 10**

Effect: You conjure two hungry flames in unoccupied squares within range. The hungry flames last until the end of your next turn. You can make the following attack using the flames.

Opportunity Action **Melee 1**

Trigger: An enemy starts its turn in a square adjacent to a hungry flame

Target: The triggering enemy

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier fire damage, and you move the flame 2 squares.

Augment 2

Effect: As above, except you conjure four hungry flames in unoccupied squares within range.

Fire Walk

Firestarter Utility 12

Fire follows in your footsteps, creating an inferno as you pass.

Encounter ♦ **Fire, Psionic, Zone**

Move Action **Personal**

Effect: You move your speed + 4. Each square you leave during that movement becomes a zone that lasts until the start of your next turn. Any creature that enters the zone takes 5 fire damage.

Spontaneous Combustion

Firestarter Attack 20

Your psychic spark burns a foe from the inside, then detonates.

Daily ♦ **Fire, Implement, Psionic**

Standard Action **Ranged 10**

Target: One creature

Effect: You place a psychic spark inside the target. The spark lasts until the end of the encounter or until expended.

Until the spark ends, the target has vulnerable 10 fire and you can make the following attack. If you drop to 0 hit points or fewer before the spark ends, you make this attack as an immediate interrupt.

Minor Action **Ranged 10**

Target: The creature with your psychic spark

Attack: Intelligence vs. Fortitude

Hit: 4d10 + Intelligence modifier fire damage, the spark is expended, and the target takes ongoing 5 fire damage (save ends).

Each Failed Saving Throw: The ongoing fire damage increases by 5, and each enemy adjacent to the target takes fire damage equal to your Intelligence modifier.

Miss: The target takes fire damage equal to your Intelligence modifier.

MASTER SUMMONER

“The power of my servants is limited only by my imagination.”

Prerequisite: Psion

Without form and order, all life reverts to its natural state of chaos. Without thought, there can be no life, and you prove this maxim by creating life from the power of thought. You are the master of summoning, shaping the raw possibility of your psionic power into whatever form you desire. The servants you fashion are granted a semblance of life, which they sacrifice willingly to fight on your behalf. Your creations are many and varied. Your focus allows you to bestow a consistent range of traits that mark them all as your children, and that grant unequalled usefulness on the battlefield.

MASTER SUMMONER PATH FEATURES

Paragon Power Points (11th level): You gain 2 additional power points.

Resilient Creation (11th level): When you summon a creature using a psion power, the summoned creature gains temporary hit points equal to your Charisma modifier.

In addition, whenever you spend a healing surge, one summoned creature you control regains hit points equal to your Intelligence modifier.

Driven Action (11th level): When you spend an action point to give a special command that allows a summoned creature to make an attack, that attack gains a power bonus to the attack roll equal to your Charisma modifier, and each enemy hit by the attack takes 5 extra damage.

Evolved Form (16th level): When you summon a creature using a psion power, you can grant the summoned creature one of the following traits.

Agile Loper: The summoned creature gains a +4 power bonus to speed.

Alabaster Wings: The summoned creature gains fly 6 (hover).

Aquatic Menace: The summoned creature gains the aquatic keyword and swim 8.

Hooked Stinger: The summoned creature's opportunity attacks deal 2d6 extra poison damage.

Unstable Corpus: When the summoned creature drops to 0 hit points, it explodes, dealing 15 damage to each creature in a burst 3.

MASTER SUMMONER DISCIPLINES

Sustaining Harvest Master Summoner Attack 11

Your attack hinders nearby foes as it lets you steal an enemy's life force for your own needs.

Encounter ♦ **Augmentable, Implement, Necrotic, Psionic**
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier necrotic damage, and each enemy adjacent to the target takes a –2 penalty to all defenses until the end of your next turn. In addition, you or one summoned creature you control gains temporary hit points equal to your Intelligence modifier.

Augment 2

Hit: 3d8 + Intelligence modifier necrotic damage, and each enemy adjacent to the target takes a –2 penalty to all defenses until the end of your next turn. In addition, you or one summoned creature you control gains temporary hit points equal to twice your Intelligence modifier.

Warded Summons Master Summoner Utility 12

Your connection to a creature you've summoned allows it to turn back even the deadliest attack.

Daily ♦ **Psionic**

Immediate Interrupt Ranged 10

Trigger: A summoned creature you control within 10 squares of you takes damage from an attack

Target: The triggering creature

Effect: The target takes no damage from the triggering attack.

Ideal Champion Master Summoner Attack 20

You summon the ideal champion to fight at your side.

Daily ♦ **Implement, Psionic, Summoning**

Standard Action Ranged 10

Effect: You summon a Huge ideal champion in unoccupied squares within range. The champion has speed 5 and threatening reach. It has a +2 bonus to all defenses and gains one extra trait from your Evolved Form feature. You can give the champion the following special commands.

Standard Action: Melee 3; targets one creature; Intelligence vs. AC; 2d8 + Intelligence modifier damage, and the champion pushes the target 5 squares.

Standard Action (1/encounter): Close burst 3; targets each enemy in burst; Intelligence vs. AC; 2d8 + Intelligence modifier damage, and the champion pushes the target 5 squares and knocks it prone.

Opportunity Attack: Melee 3; targets one creature; Intelligence vs. AC; 2d8 + Intelligence modifier damage.

THRALLHERD

“Have you met my companion? I prize him for his obedience and absolute loyalty.”

Prerequisite: Psion

With the power of your mind, you compel service from another creature, subverting the subject’s will in favor of your own. Whether a beast from the wild or a sentient creature beholden to you by some dark bargain or threat, your thrall lives its life as your most devoted servant—a powerful puppet of flesh and bone.

THRALLHERD PATH FEATURES

Obedient Thrall (11th level): You gain the service of a thrall—a Medium natural beast or humanoid that is incapable of independent action and under your complete control. The thrall is an ally to you and your allies.

OBEDIENT THRALL STATISTICS

The thrall’s statistics are based on your level and your abilities.

Speed: 5 squares

Defenses: AC 14 + level, Fortitude 13 + level, Reflex 12 + level, Will 11 + level

Hit Points: 14 + 4 per level

Initiative: The thrall acts during each of your turns.

Attacks: If the thrall makes an attack, you make the attack through the thrall. If the thrall wields a melee weapon, it uses the weapon’s proficiency bonus and damage for its attack. If it does not wield a weapon, its natural attack uses either a +3 proficiency bonus and a d10 weapon damage die, or a +2 proficiency bonus and a d12 weapon damage die. You choose one option or the other when you take a short rest. The thrall’s attack can benefit from the magical effect of either an implement you wield or a weapon the thrall wields, but not both.

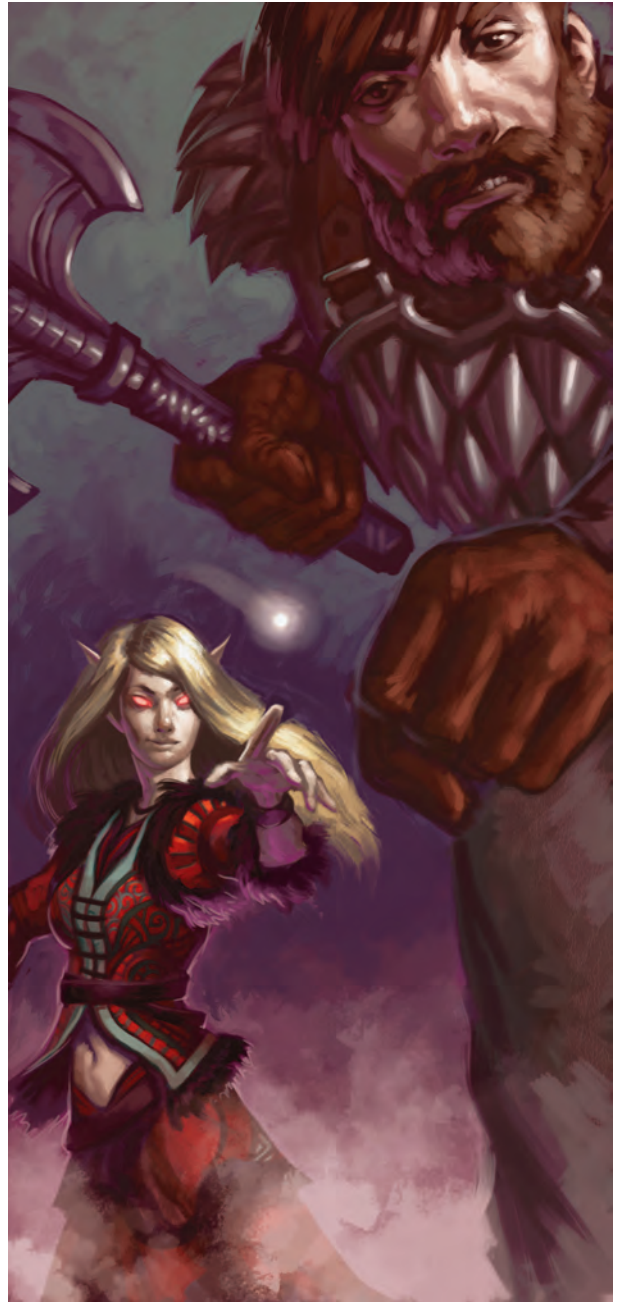
Checks: If the thrall can make a skill check or an ability check, you make the check.

Temporary Modifiers: Attacks and checks you make through the thrall do not include temporary bonuses or penalties to your statistics.

Magic Items: The thrall can employ a single magic item. If the item has any powers, you use those powers using your own actions.

When you use your second wind, your thrall regains hit points equal to your healing surge value. Your thrall regains all its hit points when you take a short rest.

If your thrall dies, you can restore it to life by using the Raise Dead ritual. The component cost is 500 gp, or 5,000 gp at epic tier.



The thrall has no actions of its own; you spend actions to command it mentally. You can command the thrall only if you have line of effect to it. When you command the thrall, the two of you share knowledge but not senses.

As a minor action, you can command the thrall to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

Whenever you take a move action, your thrall can crawl, escape, fly, run, stand up, shift, squeeze, or walk as a free action.

In addition, you can issue the following special commands to your thrall.

Standard Action: Melee weapon; targets one creature; Intelligence + 2 vs. AC; 1[W] + Intelligence modifier damage.

Opportunity Attack: Melee weapon; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier damage. If the target enters a square adjacent to you in the course of provoking the opportunity attack, the thrall gains a +4 bonus to the attack roll.

Compelling Action (11th level): Whenever you spend an action point to take an extra action, your thrall can make its standard action attack as a free action.

Paragon Power Points (11th level): You gain 2 additional power points.

BUILDING AND PLAYING A PUPPET MASTER

The thrallherd paragon path builds on the concept of a psion who charms and compels his or her foes, controlling their every action. As a thrallherd, you truly earn the title “mastermind,” because you are the master of everyone else’s mind.

When choosing powers for your character, along with powers that allow you to dominate your foes, also consider powers that cause your enemies to attack one another. Heroic-tier powers such as *betrayal* and *crisis of identity* (both found in *Player’s Handbook 3*) allow you to control the actions of your enemies, even if only for a single attack, which further demonstrates your ability to treat all creatures as your puppets. You can roleplay powers that grant your allies attacks, such as *forced opportunity*, in such a way that suggests that you are controlling your ally for that attack.

Your thrall is a manifestation of your ability to dominate other beings. Since you are mentally controlling your thrall’s actions, the thrall’s attack rolls and damage rolls are based on your statistics. Other statistics, such as defenses and hit points, are based on your level and do not rely on the game statistics of the base creature. Therefore, the thrall can be any creature that fits your character and campaign. Is your thrall a former enemy? A tamed beast? A random stranger you met at the last tavern? The story of where your thrall comes from helps add more detail to your character’s place in the campaign world.

As a thrallherd, you compel others to fight for you, and you avoid being directly involved in violence. You can play this up by encouraging your companions to attack at your behest. After all, even though the other characters are acting of their own volition, there’s no reason to let them think they are. You can present your thrallherd character as controlling, domineering, and perhaps even a bit maniacal. Don’t overdo it with your fellow players, but help them understand that it’s only a matter of time before all the world is under your control.

Devoted Servant (16th level): While you are adjacent to your thrall, you gain a +2 bonus to all defenses.

THRALLHERD DISCIPLINES

Serve Me Well

Thrallherd Attack 11

You drive your thrall into battle to unleash a vicious attack.

Encounter ♦ **Augmentable, Fear, Implement, Psionic**
Standard Action **Melee 1**

Requirement: Your thrall must be within 10 squares of you.

Effect: The thrall moves its speed, then you make an attack through the thrall.

Target: One creature adjacent to the thrall

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and the target takes a –2 penalty to attack rolls against the thrall until the start of your next turn.

Augment 2

Target: Each enemy adjacent to the thrall

Restore Thrall

Thrallherd Utility 12

Your psionic power alleviates your thrall’s injuries, readying it to fight again.

Encounter ♦ **Healing, Psionic**

Minor Action **Ranged 5**

Target: Your obedient thrall in range

Effect: Your thrall regains hit points equal to your healing surge value.

Loosen the Chain

Thrallherd Attack 20

You loosen your hold on your thrall, letting it fight independently alongside you.

Daily ♦ **Psionic**

Standard Action **Ranged 10**

Target: Your obedient thrall in range

Effect: Until the end of the encounter, your thrall gains a standard action and a move action during each of your turns. You can use your standard action to give the thrall an extra action over and above its own standard action.

PSIONIC OPTIONS

THIS CHAPTER presents psionic characters with a wealth of new techniques and tools to expand their understanding of the psionic power source and to improve its use on and off the battlefield. It also explores the place of psionic power in the worlds of the *DUNGEONS & DRAGONS* game, and introduces different philosophies and orders that can help you shape your character's outlook and personality. You might choose a background from this chapter to explain aspects of your character's past, or set your sights on an epic destiny that will shape his or her future.

- ◆ **Psionic Power in the World:** This section looks at the history of psionic power in the world of *DUNGEONS & DRAGONS*, and explores the place of psionics in the *FORGOTTEN REALMS*[®], *EBERRON*[®], and *DARK SUN*[®] campaign settings.
- ◆ **Philosophies and Orders:** The mind set of psionic characters can be shaped by the attitudes and organizations with which they are associated.
- ◆ **The Origin of Psionics:** The most commonly held theories on the origin of psionic power, and how those theories relate to the psionic classes.
- ◆ **Psionic Backgrounds:** Character backgrounds, first introduced in *Player's Handbook*[®] 2, can enhance the connection between a character and his or her psionic energy.
- ◆ **Psionic Bloodlines:** Characters of any race can select one of two bloodlines—the elan and the foulborn—that offer a host of feat-based options for accessing psionic power.
- ◆ **New Feats:** Organized by tier, more than 100 new feats provide useful options for every psionic class.
- ◆ **Epic Destinies:** Six new epic destinies set the final stage of a psionic character's adventuring career.
- ◆ **Equipment and Magic Items:** New superior ki focuses, magic ki focuses, and augmentable items supplement the psionics equipment introduced in *Player's Handbook* 3.





PSIONIC POWER IN THE WORLD

As discussed in *Player's Handbook 3*, psionics users first appeared among the mortal races in the latter years of the Dawn War. According to legend, when a god cracked open the Living Gate, defiling energy and monstrous Far Realm terrors entered the Astral Sea and spread into the natural world.

Ioun and Pelor are credited with sealing shut that fell gateway to the Far Realm, but not before reality had been corrupted. Psionic power is thought to be a response to this corruption. Vague histories speak of monks dedicated to Ioun tapping this new power even before fully understanding its meaning. The first ardens and battleminds likely had even less sense of the changes that psionic power wrought in them, inspiring them to greatness through emotion and the fury of combat.

PSIONIC POWER IN ATHAS

In the DARK SUN campaign setting, psionic energy is an ingrained and integral part of life. For folk in the world of Athas, speculating on the origins of psionics is as senseless an exercise as asking why people have fingers or where sand comes from. Fingers, sand, and psionics simply are.

Many individuals have access to minor psionic ability—flashes of abnormal insight, physical enhancements, and minor talents. Every community boasts a few psionics users. Ardens, battleminds, and those who have useful wild abilities are welcomed wherever they go. Merchant houses employ psionics users as guards, advisors, spies, and assassins. Among the desert tribes, capable psions are highly respected and revered, often serving as chiefs or advisors to chiefs. Given the risks associated with arcane magic and the sorcerer-kings' distrust of primal spirits and evocations, psionics is by far the most prevalent and accepted form of supernatural power in Athas.

Although minor talents are common, only a few individuals have the means and the opportunity to become powerful psionics users. Nobles pay exorbitant fees to have their children tutored or enrolled in psionics schools. As a result, many members of the Athasian upper class are capable of protecting themselves and directing their guards and servants with mental powers.

Those not born to wealth receive their training informally. In cultures such as the desert tribes, older, experienced psionics users tutor apprentices who show talent. Some city-states (Nibenay being the most prominent) have monastic traditions that accept psionically inclined novices for the sake of furthering the art and spreading their teachings. In more martial city-states such as Draj or Urik, the sorcerer-kings direct their templars to find children who show notable psionic

potential. These young talents are schooled in rigorous academies; indoctrination in loyalty and service to the state are the price of their education.

THE PSIONICS ECOLOGY

Psionic talent in the world of the crimson sun is not limited to humankind and other sentient races. A robust psionics ecology has developed in the deserts, wastes, and barrens of Athas. Many animal species (and even some plants) have evolved innate psionic abilities, ranging from the innocuous to the lethal. A few are psionivores, subsisting on the mental energy of their prey.

Travelers and adventurers who spend time in the Athasian wilderness quickly learn how creatures use psionics to survive. Small herbivores—Athas's equivalents of hares, mice, or gophers—can react to premonitions by briefly turning invisible, phasing, or teleporting away from danger. Larger prey animals might repel attacks with blasts of fear or confusion, or raise telekinetic storms of gravel and dust to cover their escape. Predators have developed various counters to these defenses. Carnivores such as the id fiend and the gaj use psionic attacks in place of physical ones to make their kills.

PSIONIC ENCHANTMENTS

As far as templar scholars and noble savants can determine, people have studied the power of the mind for thousands of years. Still, only a handful of individuals have ever mastered the art of psionic enchantment—a fusion of arcane skill and psionic knowledge that unlocks the potential for rituals and spells of almost godlike power. Each of the sorcerer-kings of Athas is both an arcanist of fearsome power and a psionics user of tremendous strength. Some sages claim that the secret of the sorcerer-kings' immortality can be found in the combination of these powers. Believing that each sorcerer-king long ago embarked on a slow process of magical apotheosis to master psionic enchantments, they whisper that these great rulers are no longer human.

The greatest psionics user and defiler in Athas—the Dragon—does not bother to hide its inhuman nature. No being has ever engaged the Dragon in mental or magical combat and lived to tell the tale. Stories—most likely untrue—tell of doomed desert tribes or cities marked for death who have fought back against their destroyer. Scores of powerful psions acting in concert were unable to best the scourge of Athas or check its advance. This example serves as a grim testament to the Dragon's command of psionic enchantment and the limitless potential of these combined powers.

PSIONIC POWER IN EBERRON

In a world as rich in magic as Eberron, psionic energy is no more remarkable than any other supernatural phenomenon. The people of Khorvaire recognize that psionics is practiced differently than the far more common divine, arcane, or primal magic, but these differences are purely a matter of curiosity.

In Sarlona, the birthplace of humanity and home of the Path of Inspiration and Path of Light faiths, psionic power is ubiquitous. Both the sprawling settlements of Riedra and the mountain strongholds of Adar boast advanced psionics practitioners. The oldest monastic traditions and psionics colleges and cabals are located in that distant land.

The extent and use of psionic power in other areas of Eberron is unknown. No doubt, Aerenal, Xen'drik, Argonnessen, and less populated areas have their share of psionics users and psionic creatures. As with so many other features of those locales, however, definitive knowledge is elusive.

DREAMS AND DESTRUCTION

Eberron's myths and history are too extensive and conflicting for definitive statements to be made regarding the origin of psionics. Still, certain inferences can be drawn. The few records of the world's first mortal civilization, that of the giants of Xen'drik, mention nothing that resembles psionics until after the arrival of the quori. Hailing from Dal Quor, Eberron's Plane of Dreams, the quori possessed powerful mental abilities. Even after the giants succeeded at separating Dal Quor from Eberron, psionics remained. Among humanoids, the earliest evidence of psionics practice appears in Sarlona.

Thousands of years later, psionics first arose in Khorvaire among orcs and goblins during the invasion of the daelkyr. These flesh-warpers are the lords of Xoriat, the Far Realm of Eberron's cosmology. Although psionics practice did not become as widespread on Khorvaire as it did on Sarlona, psionics remains an established source of power, practiced by reputable organizations and monasteries. Still, a number of scholars are troubled by the notion that both Dal Quor's and Xoriat's influence inspired the rise of mental powers—and they wonder what an increasing prevalence of psionic characters in the world might portend.

ACROSS KHORVAIRE

Almost a lost art among its native races, psionics was reinvigorated in Khorvaire when the first humans crossed the seas from Sarlona. It was reinforced by more powerful and more formal traditions when the kalashtar followed later. Slowly but steadily, the practice of psionics is spreading in the Five Nations and beyond.

Some Gatekeeper druids, who guard against new incursions from Xoriat, are investigating the possible use of psionics to augment their traditional primal powers—a “fight fire with fire” mind set frowned upon by many within their order. Previously mundane monastic traditions from Breland to the Talenta Plains have begun incorporating psionics teachings. The Universities of Wynarn and Morgrave hire psionic explorers and professors. The intelligence arms of Aundair and Breland are starting to make use of psionic spies, perhaps inspired by the realization that the gnomes of Zilargo and several of the Feyspires already do so.

The governments of Aundair, Breland, Karrnath, and Thrane—the four surviving nations of the Last War—are keenly aware of the growing practice of psionics. Since the war's end, these nations have developed a precarious balance of power, each dominating in one area beyond the capacity of the others. Aundair has the greatest arcane forces; Karrnath the largest traditional military; Thrane the most access to divine magic; and Breland the greatest quantity of natural resources. If any nation manages to gain an edge in the advancement of psionics—or appears to be doing so—the threat could reignite hostilities and once again plunge the continent into war.

PSIONIC POWER IN TORIL

The world of the FORGOTTEN REALMS campaign setting is both knowledgeable about and rich in magic. Across the world of Toril, wizards, warlocks, sorcerers, clerics, and other spellcasters are steeped in the deepest secrets of arcane and divine magic. Characters who wield magic benefit from widespread acceptance throughout Faerûn. Against this backdrop, psionic power does not possess the pedigree, prevalence, or general awareness that arcane and divine magic do.

ANCIENT WAYS

Psionic power has existed throughout Toril's history, but psionics users rarely appear in numbers capable of forming schools or cabals. Only once did psionic power manage to make a substantial mark on the world—in the empire of Jhaamdath.

Ancient Jhaamdath, the Twelve Cities of Swords, was ruled by a psiocracy thousands of years ago. Jhaamdath's people were renowned for both their mental magic and martial skills. Much of their psionics craft was lost when the expansionistic empire fell before a tsunami created by elven high magic originating in Chondalwood. Today, the partly drowned Vilhon Wilds is littered with the rubble of Jhaamdath's twelve cities. Psionic energy leaks from dozens of items and artifacts that now lie beneath stones, sand, and the accumulated detritus of more than one disaster. So diffuse are these psionic traces, however, that few of the relics have been located. More prominent



are the bits and pieces of psionics lore that have been passed down through the ages.

Jhaamdath-era fragments have led to the development of the oldest psionics traditions on Toril. Other sects have arisen gradually as a result of psionics breakthroughs or insightful practitioners. Even so, psionics remains rare. Among Toril's numerous monastic traditions devoted to spiritual enlightenment and unarmed combat, only a few bring psionic energy into their practices.

THE SPELLPLAGUE AND RETURNED ABEIR

When the goddess Mystra was murdered and the Spellplague ravaged Toril, the fabric of reality was torn asunder. During this period, a portion of vanished Abeir returned, creating new lands and regions—and often violently occluding older lands in the process. The Spellplague also wrought substantial changes in the practice and manifestations of magic. Portions of the world, called plaguelands, remain dangerous and unpredictable. In them, magic functions poorly and the laws of nature are erratic at best.

Few people realize how quickly the number of psionics users has increased in the nine decades that have passed since the Spellplague. Psions, ardens, and battleminds appear throughout the population in ever-growing numbers. That growth has led to the establishment of a number of small psionics cabals and traditions.

Some sages attribute the expansion of psionic ability to the Spellplague, believing that the twisting of magical energy has somehow permitted psionic power to flourish. Other scholars believe that the influx of psionic energy originates with Abeir's return. This claim is hotly debated, however, because Abeir—a land dominated by the primordials and their elemental magic—does not seem any more conducive

to the practice of psionics than Toril was before its twin world returned.

Within the many libraries and hermit towers of Faerûn, a few savants posit that the growing incidence of psionic ability among the population is the world's collective, unconscious response to the impingement of the Far Realm. Evidence supporting this theory is difficult to gather, however, and the view is mostly unknown among the general population.

Given their recent emergence and the unusual nature of their powers, groups and gatherings of psionics users tend toward secrecy. Members prefer meeting in hidden halls and revealing their existence to other proven psionics practitioners only. They do not want to draw undue attention to their unfamiliar abilities, fearing distrust and persecution. Many members of these cabals believe that such secrecy is unwarranted and unnecessary, pointing out that psionics will never be embraced by the larger world if its practitioners appear to have something to hide. Still, traditions and reservations are hard to overcome.

Other psionics sects have good reason to remain hidden. Certain psionics cabals cannot escape the psychic presence of the floating city of aboleths, Xxiphu, however far they might be from the Sea of Fallen Stars. Whether consciously or instinctively, these practitioners understand that they could be used in some future cosmic conflict. Psionics users hide their presence from potential enemies as mind flayers spread their tendrils throughout the Underdark, aboleth cities rise from sunken tombs, and stars flicker with ominous portent.

The seeds of psionic power continue to germinate in the minds of Toril's people, counterbalancing the threat that the Far Realm might one day present. This menace, once unveiled, could make the Spellplague seem like a minor disaster—or perhaps merely a precursor to the true end of days.

PHILOSOPHIES AND ORDERS

Because a psionics mind set shapes attitudes, beliefs, and perceptions, most psionics users see the world through a prism of sorts. They often embrace organizations and belief systems that stray from mainstream thinking.

A psionics philosophy is a set of beliefs regarding the origin, nature, and purpose of psionic energy. Philosophies are not taught in formal schools or practiced in large groups. Rather, these beliefs are passed from individual to individual or from a single believer to a small cabal. Although certain beliefs sometimes take root in a particular region, a philosophy is seldom espoused from a central headquarters, nor do its followers have formal titles or hierarchies.

Instinctive psionics users such as ardens and battleminds are attracted to this less-structured exploration of psionic power.

A psionics order, on the other hand, is a much more formal system of belief. Like a philosophy, it embraces particular views regarding the origin and nature of psionics. An order also focuses on methods of instruction, specific practices, and, in some instances, formal interactions with society and religious ideologies. Some psionics orders are set up like schools or religious institutions, and others marry their philosophies to local cultural traditions. Disciplined psionic power users such as psions and monks are drawn to such groups.

CERULEAN ADEPTS

Claiming descent from the earliest warriors who fought against the Far Realm beneath the symbol of the Cerulean Sign, the Cerulean Adepts seeks to understand the energy that the plane produces. The order prepares for the day when the pressure of the Far Realm results in the birth of a long-prophesied psionic champion.

Primary Class: Psion

Primary Alignment: Unaligned, though the order accepts members of all alignments

BELIEFS AND TRADITIONS

The Cerulean Adepts believes that the influence of the Far Realm drives the rise of psionic power, and that psionics is the only hope the world has against the Outside's aberrant influence.

Over many centuries, dozens of psionics groups, from full-fledged orders to tiny cabals, have been dedicated to standing against the spread of the Far Realm. One of the first and most notorious of these was the Keepers of the Cerulean Sign, which is credited with having thwarted a Far Realm invasion force centuries ago (see *Player's Handbook 3*, page 94). Over time, nearly all these groups have been destroyed or corrupted from within. Mortal minds, no matter how formidable, have proven too weak to withstand the Far Realm's power and madness.

The Cerulean Adepts believes its tradition descends from all those organizations, but primarily from the keepers. The order's founders are psions who once hailed from disparate orders and traditions. All supposedly received a psychic vision of a psionic champion who will one day lead a powerful faction of psionics users against the most potent entities of the Far Realm. That battle will decide the world's fate. Either the Far Realm will be permanently isolated, or madness will shred reality.

The adepts believe it is their responsibility to cultivate that champion and his or her mental warriors. Thus, they send psionic individuals into danger to fortify them for the coming conflict, and they watch and wait for signs of greatness.

The Cerulean Adepts believes the Far Realm is responsible for the existence of psionic energy, though its members debate the merits of the various theories attempting to define the scope of the Far Realm's influence.

GOALS AND OBJECTIVES

Adepts are masters of subtlety, laboring to quietly plant spies and cultivate informants in every community they can reach. The Cerulean Adepts works to discover up-and-coming psionics users. Such characters are encouraged (or skillfully maneuvered) into participating in adventures and explorations—preferably where the influence of the Far Realm is strong. As subjects

gain in power and experience, agents of the Cerulean Adepts carefully approach them to explain the danger the Far Realm presents, and the order's belief that all psionic characters are instrumental in the world's defense. Any such individual who reaches high epic levels is given special attention, and told of the adepts' belief that he or she might be their foretold champion.

Once a psionics user is aware of the Cerulean Adepts and has joined the order's cause, the order makes its resources available. The organization has vast libraries, and many of its members are scholars. Although willing to share their knowledge, members do not assist subjects in battle. It is believed that the promised champion must evolve without assistance in order to prove his or her worth.

When not focused on a potential champion, the Cerulean Adepts defends innocents from aberrant creatures and other threats. The order hopes to stem the tide of the Far Realm until the champion arises.

ORGANIZATION

The Cerulean Adepts is a relatively small order. Its numbers are more substantial in regions where the Far Realm's touch is heavy, but it is largely unknown elsewhere. The order is anxious to recruit more members so it can cover more ground. The Cerulean Adepts is partial to psions, but it accepts individuals of any class.

Leader: Taul Kirn, a human once thought to be a potential champion until an illithid elder brain temporarily enslaved him, is the group's master adept. Psychic scans show he has shaken the illithid's influence, and the group trusts him completely, but Kirn is unwilling to stand as champion in case some dormant effect remains. Kirn is a monk, though most of the adepts he leads are psions.

Headquarters: The Cerulean Adepts enjoys the cooperation of the primary temple in the ancient city of Pravarum. There, amid shrines to Erathis, Ioun, Bahamut, and Pelor, the order has its own meeting hall.

Hierarchy: Members who have any degree of seniority and experience are known as adepts, and those below them are novices. Other than the master adept, no formal positions exist. The master adept decides, usually based on seniority, who holds authority over specific areas of the order's operations.

BACKGROUND BENEFIT

You have received your training with an eye toward understanding the importance of the foretold champion. You vigilantly listen for rumors of the champion's appearance and watch for Far Realm incursions.

Associated Skills: Arcana, Streetwise
Associated Language: Deep Speech

FISTS OF ZUOKEN

A human follower of the Breath of the Sun and Moon monastic tradition, Zuoken was supposedly the first mortal to reach enlightenment—the perfect harmony of mind, body, and soul. As a reward for his efforts, Ioun made him one of her greatest exarchs. Now among the most revered of the monastic tradition, the Fists of Zuoken follows his example. The order's disciples are paragons of enlightenment, working constantly toward personal perfection.

Primary Class: Monk

Primary Alignment: Good, though lawful good and unaligned disciples make up a significant minority

BELIEFS AND TRADITIONS

All living beings have an innate link to psionic energy. Only creatures who have the potential for enlightenment can access this energy, and only those who obtain a measure of enlightenment can master it. It is a disciple's responsibility to nurture his or her psionic ability, because psionics users are the only ones capable of attaining true enlightenment and reaching a greater existence after death.

Even though ardents and battleminds have an instinctive connection to psionic energy, their natural talent isn't enough. They need strict monastic training to achieve enlightenment. Thus, members of the Fists of Zuoken are charged with encouraging ardents and battleminds in their psionic pursuits while also coaxing them toward a more disciplined path of study.

Although most disciples are good aligned, the Fists of Zuoken believes that psionics is inherently a self-centered power. Mastering it requires the psionics user to master body, mind, and soul. The order believes that helping others can aid a psionics user on this journey toward self-awareness and enlightenment, but taking that path must be a personal choice.

Most members of the Fists of Zuoken embrace the “gift of the gods” or “more than human” psionics origin theories.

GOALS AND OBJECTIVES

The Fists of Zuoken work to locate and guide potential psionics users. Each disciple of the Fists of Zuoken seeks personal perfection, or enlightenment, through the unity of mind, body, and soul. The order's exercises, practices, and rituals are designed to strengthen each aspect of self until the boundaries between the three melt away, revealing the unified self.

Even though the order does not require it, many members choose the adventuring lifestyle as a means of pursuing enlightenment. Adventuring disciples typically believe that no amount of study or exercise can hone their abilities as keenly as true combat, exploration, investigation, and survival. Traveling also allows practitioners to aid those in need, helping to

uphold the order's image even as it provides another step on the path toward enlightenment.

ORGANIZATION

Although a famous order, the Fists of Zuoken is no larger than most other monastic traditions. It is not secretive, but it is relatively isolated. Locating and reaching the order is considered the first test of an aspirant's persistence and ability.

Leader: The peer-selected disciple considered nearest to enlightenment and who most embodies the qualities of Zuoken leads the order. This is usually the Fists of Zuoken's eldest member. This leader is called the scion of Zuoken. Ammineth, an elf so venerable that her face is a map of wrinkles and her hair resembles cobwebs, is the current scion.

Headquarters: The Fists of Zuoken operates several small monasteries, but the order is based in a large monastery the size of a modest village. It is located atop a frigid plateau near the mountains that house the legendary city of Argent, created by the gods themselves.

Hierarchy: Eight elder monks assist the scion of Zuoken in managing the order and developing its curriculum. The four masters of the wind are responsible for focusing on the monks' physical studies; the four masters of the seasons are responsible for teaching mental exercises and scholastic studies. The master of winter or the master of the north wind typically becomes the next scion of Zuoken. Monks qualified to teach are known as masters. Students are granted no title.

BACKGROUND BENEFIT

Fists of Zuoken disciples either raised you or trained you. From an early age, you've worked to balance the needs of mind and body. You have also studied the enemies of gods and mortals against whom Zuoken battled, and possibly battles still as Ioun's exarch.

Associated Skills: Acrobatics, Religion

Associated Language: Primordial

KEEPERS OF THE INTERNAL SUN

Born of two disparate traditions, the Keepers of the Internal Sun is an order devoted to the acquisition and safekeeping of knowledge. Its original members gathered information in the hope of saving threatened cultures from destruction. Lately, however, those lofty ambitions have been set aside in favor of purely academic goals.

Primary Class: Psion

Primary Alignment: Unaligned

BELIEFS AND TRADITIONS

The original members of the Keepers of the Internal Sun were psions who believed themselves to be the

world's greatest and most disciplined minds. They saw it as their solemn duty to gather the humanoid races' most important knowledge. The order would serve as a living repository of information and accumulated wisdom, ensuring that the world's wealth of knowledge would survive the rise and fall of empires. If necessary, keepers would be able to provide devastated races with the information needed to rebuild civilization. They believed that knowledge stored within living minds is the only beacon against the darkness—a so-called Internal Sun.

At roughly the same time, another school of thought took root among many psions. The philosophy known only as the Body taught that psionics users are the conscious embodiment of living creatures' thoughts. Such characters thus had a responsibility to become a group mind for the universal unconscious. The Body believed that if psionics users collected and collated all knowledge, the collective unconscious would awaken and sentient beings would evolve.

When the Body's scholars learned of the Keepers of the Internal Sun, they set out to join the organization and assist in gathering lore. These new keepers introduced the order to the notion of the group mind, which soon became a part of its philosophy.

Today, both beliefs still exist among the keepers, but neither truly drives the order. Instead, most of its members engage in the study and accumulation of lore for its own sake. They take pride in scholarship, but don't believe that the order has a grand purpose. To them, the Keepers of the Internal Sun is no different from any other guild of psions or wizards.

Keepers who follow either of the order's original philosophies are drawn to the "collective sentience" and "defenders of reality" psionics origin theories. The beliefs of members who treat the order as a guild or a scholarly resource run the gamut.

GOALS AND OBJECTIVES

A new keeper's reasons for joining the order range from the esoteric to the everyday, but all members share a common desire to gather as much information as possible. Some keepers mine recently discovered secrets for personal gain; others are content to ensure that the order has continuous access to new information. From conventional knowledge to recently unearthed lore, keepers' discoveries are meticulously recorded and stored in the order's numerous vaultlike libraries.

A number of the order's younger members turn to adventuring or espionage as a way to sniff out lost or hidden information. Presenting the Keepers of the Internal Sun with new knowledge is one of only two advancement methods; the other is through years of painstaking research, cataloging, and cross-referencing. Access to the most esoteric and powerful portions of the order's archives is reserved for its own sages.

ORGANIZATION

In spite of—or possibly because of—its dearth of goals, the Keepers of the Internal Sun is one of the largest contemporary psionics orders. It possesses a labyrinthine system of internal ranks and positions.

Leader: The dwarf Kala Firstdawn is the order's current leader, or grand sage. She is a devout believer in the keepers' initial mission of storing knowledge to ensure that civilization can be rebuilt after a dark age, and she personally commissions adventurous members of the order to seek out lost lore.

Headquarters: The Library of the Internal Sun is located in the town of Fallcrest, near the Wizard's Gate. The folk of that settlement think of it as a private library and social club, where members occasionally gather to debate academic matters. Only members know that cathedral-sized vaults housing tens of thousands of tomes gathered over the decades have been dug into the rock below the compound.

Hierarchy: The keepers maintain a rigid hierarchy. The grand sage leads the order. The master sages, all elder members or experts in given fields, are next in line. Below them are erudite sages, master keepers, keepers, and novice keepers. Some individuals boast titles as well as rank, including chief archivist, master librarian, head researcher, and dozens of others.

BACKGROUND BENEFIT

Nothing is more important than the acquisition and safekeeping of knowledge. If we don't understand what has come before, how can society possibly move forward?

Associated Skills: History, Perception

Associated Language: Draconic

SCHOOL OF UNMATCHED EXCELLENCE

The School of Unmatched Excellence was originally an order devoted to using its power to guide the mortal races toward a better future. Today, the organization is focused largely on espousing the superiority of psionics users—a position its members believe grants them the right to rule over lesser folk.

Primary Class: Psion and monk in roughly equal measure

Primary Alignment: Evil, though the order has a significant minority of unaligned individuals (and even a few good ones) who still work to benevolently guide the folk around them

BELIEFS AND TRADITIONS

The unmatched, as members of the school are known, believe that the advent of psionics is the first of many groundbreaking changes in store for the mortal realm. The world is changing under the influence of other planes and the power of a multitude of

sentient minds. Those gifted with the mental strength to master psionic power can guide that transformation, literally shaping the world of tomorrow.

The unmatched believe that psionics users—and the members of their own order in particular—are the only ones capable of ensuring that the mortal races enter a better age. The order works to place psionic characters in positions of authority. Psionics users, it believes, must dominate the world before the end of the current age or that world will be doomed to madness and chaos.

Psionics users of the School of Unmatched Excellence are attracted to the “defenders of reality,” “collective sentence,” and “more than human” psionics origin theories.

GOALS AND OBJECTIVES

The unmatched seek to gather as many psionics users as possible under their aegis. The school portrays itself as a psionics users group that promises to aid its members in obtaining the power and training they need to gain society’s respect. Once involved with the school, members are taught the group’s philosophies and are expected to help the order work toward worldwide psionics rule. The school’s leadership remains cautious of the less-structured power of ardents and battleminds, and actively encourages such characters to instead choose the psion or monk path. The headmasters make clear that only the most disciplined psionics users can fully control, understand, and shape their abilities to claim the power that is their birthright.

Currently content to spread their influence through smaller communities and a few larger cities, the unmatched never lose sight of the school’s end goal—a psionically ruled empire. The order’s original members believed that guiding the cultural growth and thoughts of the populace would ensure a positive transformation of the world. Today’s members, secure in their superiority and flaunting their power, pay only lip service to the order’s founding philosophy. A select few campuses still honor the school’s original purpose, teaching that psionics users are responsible for guiding and shaping the future of the mortal

races. Most of the order’s good and unaligned members join these colleges.

Despite spending so much time in pursuit of power, the unmatched still fight aberrant creatures. Such horrors spread the Far Realm’s influence, which runs counter to the school’s objectives. In the face of dire threats, the unmatched sometimes work alongside groups that would normally oppose them.

ORGANIZATION

The School of Unmatched Excellence is one of the largest psionics orders. Its campuses are spread across wide swaths of the world, resulting in pockets of influence networked across dozens of communities and a few major cities. Psionics users in the field maintain mystical contact with their headmasters.

Leader: Each of the school’s colleges and monasteries has its own leader, or headmaster. The leader of the entire order wins the position through a psionic power contest. The current leader is Headmaster Typhiriss, a male tiefling psion.

Headquarters: The initial headquarters of the School of Unmatched Excellence, then only a single psionics college, was founded in the trade city of Four Winds. Today, the current leader’s school, college, or monastery is considered the order’s main campus. Headmaster Typhiriss’s college is located in the large town of Gryphon’s Roost, three days southeast of the Nentir Vale.

Hierarchy: Headmasters assume control of a college or a monastery through force of will and psionic power. The hierarchy of each campus under the headmaster is determined in the same way. Duels to the death to determine rank are frowned upon but do occasionally occur.

BACKGROUND BENEFIT

As a psionics user, it is your right and responsibility to govern mortals who lack psionic abilities—even if they do not want it.

Associated Skills: Diplomacy, Intimidate

Associated Language: The language of the mind (see below)

THE LANGUAGE OF THE MIND

Some psions believe that there exists a language of the mind—an array of thoughts, visualizations, and sensations that are common to all thinking creatures across the cosmos. Those who study it believe that this universal mental language is the foundation on which all forms of telepathy are built.

Optional Rule: With the Dungeon Master’s permission, psionic characters can learn this language, which does not exist in spoken form, but only as a script. Players cannot

choose the language of the mind as one of their characters’ starting languages; learning it requires the Linguist feat or the proper background. Only psionic characters and creatures who have innate telepathy can learn to read and write this language, since part of its meaning is conveyed directly into the observer’s mind. It can be translated with magic (such as the Comprehend Languages ritual), but is otherwise a form of communication that only telepathic creatures can share.

ETERNAL SEEKERS

The hunger for knowledge and the gnawing hollow of unanswered questions propels followers of the Eternal Seeker philosophy along their paths of study. For them, the struggle to understand the nature of their psionic power is a lifelong task.

Primary Class: Ardent, though battleminds are only slightly less common

Primary Alignment: Unaligned, though every alignment is represented

BELIEFS AND TRADITIONS

It can be said that eternal seekers have existed since the first ardents wondered about the origins of their power. The Eternal Seekers is a network of strangers, connected by their conviction in the rightness of their shared philosophy. Their web of common purpose trumps their radically different races, backgrounds, cultures, and agendas. Specifically, every seeker believes the following tenets.

- ◆ Psionic power has a great purpose. It is not just a form of magic, but a unique power that exists for an as-yet unknown reason.
- ◆ Every wielder of psionics was specifically chosen as a conduit for that power.
- ◆ When made aware of the psionic power source, psionics users instinctively recognize it.
- ◆ None of the current theories regarding the origin or purpose of psionic power is accurate.

The notion that all the commonly argued theories explaining psionics are ultimately false is the core value of the Eternal Seeker philosophy. A burning need to unravel the mystery of psionic power drives the Eternal Seekers, all of whom share each newly discovered clue with their fellow seekers.

Debating the partial truths of existing theories is a common pastime when seekers gather. But all seekers know that if any theory was to prove correct, every seeker would intuitively recognize its truth. When they understand the origin of psionics and why they were chosen to manifest psionic abilities, seekers will finally learn their purpose in the world.

Seekers do not subscribe to any of the various psionics origin theories, though they seek to draw slivers of the truth from all of them.

GOALS AND OBJECTIVES

Seekers are wholly focused on discovering the true nature and purpose of psionic power. Many become adventurers, hoping to uncover ancient tomes or to speak with elder beings that can reveal forgotten knowledge. Others become students, poring over musty scrolls. A few become academics, conducting experiments on psionic creatures. On occasion, seekers in a



particular region feel an emotional tug to gather and share their knowledge. The mechanism by which these irregular meetings are called is another mystery for the seekers to pick at as they debate new findings.

Seekers who take up a nomadic lifestyle are a communication network for the philosophy's adherents. They pass along information and messages of interest to fellow psionics users, even when those reports do not directly relate to the great secrets for which they quest. The desire to communicate and share information encourages even the most reticent and aloof seekers to remain in contact with a few of their comrades.

ORGANIZATION

The Eternal Seekers does not have permanent covens or cabals to support its philosophy. Although seekers come together with like-minded characters or with adventurers of other stripes, each seeker hunts for the truth in his or her own way.

BACKGROUND BENEFIT

You've been seeking something your entire life, even if you didn't initially realize what. Now that you know about your psionic abilities, you are ready to explore every trail that could lead to discovering the ultimate secret—the one that will reveal why you exist.

Associated Skills: Arcana, Insight

GUIDING HAND

One of the most altruistic of psionics philosophies and orders, the Guiding Hand philosophy attracts individuals dedicated to the well-being of less powerful creatures.

Primary Class: Ardent and battlemind

Primary Alignment: Good and lawful good

BELIEFS AND TRADITIONS

Psionics groups devoted to good works—battling aberrant creatures or demons, protecting civilization from the monsters of the wild, hunting criminals in civilized territories—have existed since psionics was first recognized for what it is. Many of the earliest psionics users were warriors who fought to save the world from the threat of the primordials or the Far Realm. No concrete ties trace those early factions to followers of today's Guiding Hand philosophy, but hand practitioners consider those early psionic warriors to be their spiritual forebears.

The Guiding Hand sees psionics as a gift. After all, no other types of power bloom without effort on the user's part. Whether psionic power comes from the gods, from other planes, or from the collective minds of the mortal realm is meaningless. All that matters is the power's purpose. Psionics users must recognize that their power exists to protect the mortal races. Being gifted with this unique power doesn't speak to the stature of the psionic classes. Rather, it shouts of their obligation and duty.

When they give it any thought, followers of the Guiding Hand respect the "defenders of reality" and "gift of the gods" psionics origin theories.

GOALS AND OBJECTIVES

At its broadest, the Guiding Hand's goal is simple: Protect innocents, individual communities, civilization, and the world from enslavement, domination, and destruction. It's a pretty tall order, but most hands don't plan their daily activities with the philosophy's goal in mind. Rather, they feel compelled to give aid when they can.

A hand might stand at the forefront of a local militia to defend a town against raiders, or he or she might help adventurers track down a vampire lord or a mind flayer. Followers don't offer aid out of a compulsion to save the world; they help because it feels like the right action to take. They can't stomach the idea of squandering their gifts when they can do what so many cannot.

As natural protectors, hands reserve their greatest enmity for evil psionics users. These villains harm when they should protect, and they defile what was meant to be a gift to the mortal races. Hands are most zealous and bloodthirsty when they take on psionic foes. Some practitioners deliberately hunt their dark kin.

ORGANIZATION

Followers of the Guiding Hand who dwell in the same or neighboring regions regularly encounter one another. Some manner of empathic link or inexplicable urge draws them to a common threat—sometimes a dozen or more to the same location. Although the Guiding Hand is not a formal order, its followers pursue their shared objectives together.

Eyes of Witchcross: The communities of Elsir Vale are still recovering from the recent depredations of humanoid hordes and the agents of Tiamat. The area is also the site of a scattered collection of planar portals. Drawn together by recent events, a small cabal of psionics users has chosen to guard Elsir Vale. Its members battle everything from bandits taking advantage of the recent chaos to horrors creeping through those portals that are still open. Based in the small town of Witchcross, these guiding hands are only too happy to accept aid from other adventurers.

Reaching Hand: Many hands believe that evil psionics users pose the greatest threat to the natural world. For them, each use of psionic power for immoral ends feels like a personal betrayal. Based in the trade city of Four Winds, the group known as the Reaching Hand consists of a dozen psionics users and twice as many nonpsionic allies. The Reaching Hand targets any psionic threats, including aberrant creatures and evil-aligned psionics users, making every effort to destroy them permanently.

BACKGROUND BENEFIT

Innocents and the natural world must be protected. As a recipient of the great gift of psionic power, you are obligated to shield the weak and strike down evil. A sense of duty has always called to you. Once you followed your instincts, your place in the world became clear to you.

Associated Skills: Diplomacy, Perception

THE PATH OF THIRTY-SEVEN OBSTACLES

Even though psionic power is a sign of superior potential, the onus of reaching that potential falls to the individual. The Path of Thirty-Seven Obstacles emphasizes the development of personal skill and power, which can be achieved and demonstrated only by defeating a series of increasingly dangerous foes.

Primary Class: Battlemind

Primary Alignment: Unaligned

BELIEFS AND TRADITIONS

Given their relative scarcity and lack of formal traditions, battleminds typically encounter each other only infrequently while at large in the world. When battleminds do meet, their innate confidence (and the arrogance that sometimes goes hand in hand

with that confidence) inspires challenges and ritual combat designed to prove individual superiority.

The Path of Thirty-Seven Obstacles extends from this informal tradition. First noted only a few centuries ago, this philosophy was formalized when a group of thirty-eight battleminds gathered to compete against one another, other champions, and monsters found in the region. According to their rules of engagement, a single battlemind would emerge as champion after doing final battle with the conclave's other thirty-seven combatants.

As a philosophy, the Path of Thirty-Seven Obstacles has no formal teachings, but the story of the first conclave is well known among battleminds. Characters emotionally and physically drawn to the path feel an innate connection to those original thirty-eight warriors—a connection that sometimes borders on hero worship.

Through the centuries, the path's philosophy has remained consistent. Every follower is bound to a life of harsh self-improvement, endeavoring to reach the entirety of his or her potential. Anything less is a waste of a battlemind's talents, psionic or otherwise. Of equal importance is the demonstration of potential. Followers of the path are expected to seek out powerful monsters and famous foes to demonstrate their skills and hone their abilities. The fame, fortune, and authority that come with such a life are the battlemind's by right—as long as he or she can hold onto them.

Many followers of the path subscribe to the “more than human” psionics origin theory, but nearly every theory is represented among the philosophy's adherents.

GOALS AND OBJECTIVES

Followers of the path strive to bolster their abilities through training and practice in hunting and defeating increasingly powerful opponents. The most celebrated followers of this tradition maintain their harsh training regimen until the day they die.

Though they might eventually face off in combat, path psionics users typically treat each other as comrades, sharing instruction and training. Watching another follower of the path succeed can be satisfying, particularly when you know that he or she has been training with you.

When searching for opponents, followers of the Path of Thirty-Seven Obstacles consider multiple factors.

- ◆ A foe must be powerful enough to pose a challenge; anything less won't help build or prove a psionics user's abilities.
- ◆ Notoriety is equally important. Followers of the path want the tales of their success to spread. A monster that haunts the wilds on the outskirts of town is thus a far better target than one dwelling in an unoccupied forest. Similarly, orcs raiding a city's farmlands make better targets than those dwelling in distant caves.

- ◆ The path teaches that its practitioners have the right to any prizes their victories might earn. As a result, villains and monsters that possess wealth or treasure are better targets than those that do not.

ORGANIZATION

Unsurprisingly, many followers of the Path of Thirty-Seven Obstacles choose the adventuring lifestyle. But not every group limits its members to monster slaying.

Hero Slayers: A handful of followers of the path understand that the most dangerous, most famous, and typically richest of all possible adversaries aren't monsters or villains—they are other successful adventurers. The loose guild known as the Hero Slayers has existed for several decades now, and its members are precisely what their name implies. These psionics users make a habit of tracking down and challenging adventurers—the more popular, the better. If their chosen opponents are reluctant to fight them, hero slayers aren't above threatening innocents to force the issue.

BACKGROUND BENEFIT

Trained to think only of improving your own skills and standing victorious against foes, you have learned to withstand all manner of duress and to swiftly judge the abilities of your opponents.

Associated Skills: Endurance, Insight

TWILIGHT DREAMERS

Drawn to the darkness and revolted by the thoughts and emotions of others, the ardent who follow the path of the Twilight Dreamers dedicate their lives to evil. Convinced of their superiority over those they control, the dreamers believe themselves to be the eyes and hands of an otherworldly malice.

Primary Class: Ardent

Primary Alignment: Evil and chaotic evil

OUT OF THE DARKNESS

Followers of the philosophy of the Twilight Dreamers are primarily evil, having indentured themselves to powerful devils, demons, and inhuman Far Realm horrors. It is possible, however, for rare dreamers to maintain a measure of morality as unaligned or good characters.

Just because an ardent believes that his or her powers are the result of dark forces that expect obedience does not mean that this obedience must be given up without a fight. As an unaligned or a good dreamer, you might believe that Asmodeus or Ilsestine is the source of your psionic power. By your actions, you show your contempt for this master and rail against your fate. You might hold out hope that performing good deeds can cleanse the darkness lodged in your soul, preventing it from consuming you. You must strive to keep your true nature a secret from other dreamers, however, since they will attempt to destroy you if they discover who you are.

BELIEFS AND TRADITIONS

When psionics first entered the world, distrust of its users was widespread. This alien power could affect the mind and emotions, doing so in many cases with no obvious signs of spellcasting. In areas already prone to superstition, panicked commoners assumed that evil was corrupting psionics users to befoul the natural world. That fear inspired horrid deeds on the part of otherwise moral folk, as they sought to rid their lands of this assumed evil.

Generations later, the dark aftermath of these purges lives on in the philosophy of the Twilight Dreamers. Ardents who dwell in areas where superstition about psionic power still holds sway are often consumed by the harsh emotions of those who fear them.

These dreamers have accepted that their otherness isolates them from their people, and for good reason. Their sensitivity to emotion convinces them that they are corrupt, born to shelter the wicked and serve dark and bloodthirsty masters. Dreamers typically believe that demons, devils, or Far Realm horrors are the source of their psionic power. These dark psionics users work tirelessly toward the day their overlords can dominate, corrupt, or destroy the natural world.

Followers of the Twilight Dreamers follow either the “less than human” or “gift of the gods” theories of psionics origin, although the “gods” they credit are only rarely divine entities.

GOALS AND OBJECTIVES

Followers of the Twilight Dreamers want to see the world thrown open to their dark masters. Each intends to sit at the right hand of his or her lord as the world’s mortals are enslaved, consumed, and driven mad.

The sinister emotional energy that fills all dreamers draws them to one another. Occasional conclaves

are held to discuss tactics and short-term objectives. These gatherings typically end in bloodshed, as thralls of different masters reject the idea of advancing another lord’s plan.

Recently, cabals in service to one or another fiend have gained strength in a few regions. Their members still find cooperation elusive, though. Some want to use brute force to conquer local lands, and others advocate the subtle mental subversion of civic and religious leaders. Still others want to seek out rituals potent enough to obliterate the barriers between the natural world and their lord’s realm. On occasion, dreamer cabals battle for control of a region or engage in bloody conflicts over whose master is the true source of psionic energy in the world.

ORGANIZATION

The Twilight Dreamers’ ideology functions as an umbrella philosophy under which numerous Far Realm sects and diabolic cults operate. Despite the expansive range of beliefs of these cults’ followers, their psionic abilities and fell goals ultimately link them together.

Cabals of dreamers have given their allegiance to Tharizdun, the dukes and princes of the Nine Hells, a handful of demon lords, most of the more powerful entities of the Far Realm, and even a few primordials.

BACKGROUND BENEFIT

You focus your studies on whatever demonic, diabolic, or aberrant creature you believe imbued you with psionic power. When the natural world falls, you plan to ride the tide of blood alongside your master.

Associated Skills: Arcana, Dungeoneering, Religion

THE ORIGIN OF PSIONICS

The origin of psionic power is likely the most rigorously debated aspect of psionics theory. The question of what—or who—links psionics users to their power source can become an obsession, and many psionics users feel the answer is integral to their self-identity. Divergent theories and heated disagreements have splintered numerous orders, and become the foundations for new philosophies or societies.

The most widely accepted psionics origin theories are summarized here.

COLLECTIVE SENTIENCE

A new and increasingly popular belief, the theory of collective sentience suggests that psionics users tap into the mental energy that the world’s sentient population projects. The presence of so many thoughts

forms an essence that psionics users can manipulate. Followers of this belief eagerly work toward taming the wilderness and encouraging the spread of civilization, because a denser population means a more potent power source.

DEFENDERS OF REALITY

Still the most widely embraced belief among psionics users, this theory asserts that psionics developed as a reaction to the Far Realm’s incursions. As that alien reality infected the mortal world, the world itself generated a defense against it. Psionics users who espouse this belief see themselves as the world’s primary defenders against the Far Realm and the earliest embodiments of a stronger future. They believe that in the same way plague survivors develop stronger



immune systems, so too will the mortal races advance when they finally turn back the Far Realm's corruption.

GIFT OF THE GODS

The first appearance of psionic power at the height of the Dawn War created this oldest of origin theories, which suggests that psionics is a gift from the gods. Although few people continue to believe that psionics is simply a specialized form of divine power, adherents of this belief maintain that it is the gods who grant psionic power to the world's sentient creatures. Followers of this origin theory are divided along theological lines as they argue over which god controls psionic power. Most believers credit Ioun as the creator of psionics.

A few sects maintain that psionic power originated with the gods, but that it was not a deliberate gift. These groups claim that the Chained God's madness birthed psionics as his insanity warped the fabric of reality. Other groups maintain that the internal energy that empowers psionics is the spiritual essence of the uncounted deities who have died.

LESS THAN HUMAN

Rather than a defense against the Far Realm, psionics is claimed by some groups to be a symptom of its corruption of the world. Even though psionics users retain their humanoid appearance and sanity in this early stage of the Outside's invasion of the mortal realm, believers warn that this slow corruption will eventually spawn mortal creatures as hideous, powerful, and mad as the Far Realm's aberrants.

MORE THAN HUMAN

Followers of this belief assert that psionics users are the next stage in the mortal races' evolution. The mind and soul have long been ready to tap psionic power, but the physiology of the earliest sentient races was not up to the task. Over time, however, the threats of fiends, dragons, the Far Realm, and the endless rise and fall of civilization has forced the world's inhabitants to grow stronger. As mortals evolve, even the gods will eventually prove unnecessary. Indeed, some scholars say the gods were once mortals who reached this potential early, and that they deliberately made their creations weak to avoid having their authority challenged.

THE PHRENIC PLANES

Whether they embrace the third plane theory (see "The Phrenic Planes," page 91) or believe only in the Plane of Dreams and the Far Realm, adherents of this philosophy assert that psionic energy comes from the phrenic planes. As evidence, theorists point out that divine magic originates from the Astral Sea, just as shadow magic originates with the Shadowfell. In the same way, psionics bleeds into the world where the mortal world touches the phrenic planes. Believers in this origin share common ground with those who subscribe to the "defenders of reality" theory. They maintain that psionic energy is not specifically a defense against outside corruption, but the natural result of contact between planar realms.

PSIONIC BACKGROUNDS

This section builds on the system presented in *Player's Handbook 2* and focuses on how the various DUNGEONS & DRAGONS races might interact with the psionic power source. In addition, these pages expand on three other background categories—society, birth, and occupation. “Philosophies and Orders” (page 110) offers additional background opportunities for psionic characters.

SOCIETY

Psionic talent surfaces in individuals of all stations, from a starving peasant to an emperor's heir. The following background elements illustrate the complications psionic characters might experience as they struggle to master their emerging abilities.

Isolated: You were raised in a secret society that sniffs out psionic talent, then guides its development in those who have it. This controlled environment allowed you to grow into your ability, and you never experienced the uncertainty and confusion that many other psionics users face. You exceeded your tutors' expectations, quickly mastering the fundamentals and harnessing the fullness of your power at an early age. Your gifted psionic status came at the cost of isolation, however. You studied history and culture, but you had no actual experiences with the natural world, its wonders, or its terrors.

How do you see your childhood? Did you live in an ivory tower where you could indulge in whatever intellectual pursuits you wanted, free from fear, pain, and want? Or was the order's compound a prison to you? How and why did you eventually leave? Were you free to go when your training was complete? Did you run away before your lessons had ended? How does your inexperience with the world shape your personality, views, and behavior?

Associated Skills: Arcana, History

Monastic: You lived for years in a monastery, studying, training, and learning life lessons from your masters. You might have joined the institution to become enlightened, before unexpectedly discovering your untapped potential. You might have been abandoned on the monks' doorstep, your arrival seen as a sign of fortune and destiny. For you, the monastery might have been a place of too-oppressive discipline that eventually forced you to leave. Alternatively, you might have been free to come and go as you pleased and welcomed in the surrounding community.

Your education could have focused on scholarship or martial development. Were you a willing student, or did fate place you inside the monastery's walls? How did you fare in that environment? Did you have a personal instructor? If so, what was your

relationship like? Did you form any lasting friendships? Did you make any enemies? How long has it been since you were at the monastery? Would you be welcomed back if you returned?

Associated Skills: Athletics, Religion

Ostracized: Many characters born with psionic talent find the guidance, comfort, and understanding that allows them to recognize their nature and embrace it. You were not so lucky. Left to your own devices, you used trial and error to navigate the murky waters of your mind as your life devolved into a series of accidents. Your anger might have burned out a friend's mind. Your despair could have driven another to suicide. Your wild thoughts could have sent doors slamming, crockery flying, or been the cause of any number of bizarre occurrences. Even though the strange events dogging your heels were just as perplexing to you, your kinfolk came to fear you. They suspected you were possessed, cursed, or trafficking with dark powers. Friendships ended, relationships died, and isolation closed in around you.

How did you cope with the alienation? Did anyone reach out to you? If so, did he or she escape the experience unharmed? Did you remain in the community but apart from it, or did you leave? How did you finally come to terms with what you could do? Now that you have achieved a modicum of control, how do you feel about the people who rejected you?

Associated Skills: Intimidate, Stealth

BIRTH

Even if your psionic talent remained latent for decades, the circumstances of your birth might have played a part in the path you would one day follow.

Awakened: Your birth was unremarkable. You were healthy and seemingly normal. Your parents or caretakers quickly noticed, however, that something was amiss. Your newborn eyes gleamed with awareness, the first sign that you possessed the intellect of a full-grown adult. You learned to speak within hours, and you started walking as soon as your muscles could support your weight. You proved to be a prodigy in nearly every discipline.

Your awakened mind gave you advantages over your peers, but your incredible intelligence proved disconcerting to youngsters and adults alike. Did you try to fit in, or did you abandon your peers' petty concerns and embrace your destiny? How have your childhood experiences influenced your interactions with others? What advantages did you gain from your early development? What events from that time still haunt you?

Associated Skills: Bluff, Intimidate

Calamity: Your birth was a momentous event. The ground groaned. The dark sky split open, lashing the landscape with violet lightning and horrid storms. Water turned to blood. Animals sickened and died. The world trembled in fear of what your birth promised. Under such inauspicious circumstances, the folk around you were scared of you from the start. Even if these signs signaled some other dire event, your birth in such a time surely marked you as a herald of impending doom.

You grew up swathed in the calamitous day's shadow. How did you come to terms with the dark destiny that lay ahead? Did you consult soothsayers for clues? If so, what did they say? Did you reject superstition, vowing to live your own life regardless of omens? When you discovered your psionic potential, did you see it as a confirmation of what people thought? Or was it an opportunity to prove everyone wrong?

Associated Skills: Arcana, Insight

Created: You look like a typical member of your race, indistinguishable from others of your kind. But you are not truly what you appear to be. You are a creation—a child born not of body but of mind. You might have been formed to serve a greater purpose, or you could have been an experiment. Regardless of why you were made, the unnatural circumstances of your birth instilled you with unusual power.

When did you learn that you were different? How have you come to terms with your existence? Do you count yourself as a genuine member of your people? Have you told anyone what you believe? Have you uncovered incontrovertible truth that connects you to your presumed maker? And if not, how do you truly know what you are?

Associated Skills: Arcana, Nature

OCCUPATION

Psionic characters are attracted to occupations that allow them to take full advantage of their talent.

Astronomer: Occultists claim that the stars in the night sky are windows into the Outside, and that to look upon them is to invite madness and physical corruption. Indeed, tales tell of mad warlocks who traffic with alien entities, securing power from the stars themselves. As your mind has opened to new possibilities, you search the heavens for answers regarding your internal wellspring of psionic energy. You examine celestial movements for clues about the world's fate, and to perhaps catch a glimpse of the terrors that lurk between the twinkling lights.

Associated Skills: Arcana, History

Con Artist: Your talent for reading people proved invaluable to your criminal career. You have always been able to assess others' emotions, anticipating their actions and compelling them to do your bidding with subtle manipulation. But as your skill grew, you realized you were engaging in more than guesswork

and misdirection. You could hear people's thoughts. Faced with the knowledge of your burgeoning psionic abilities, did you change course? Did you see yourself as having an unfair advantage or violating others with your power? Or did you embrace your abilities and use them to their fullest?

Associated Skills: Bluff, Insight

Seer: Strange dreams have regularly troubled your rest, some more peculiar than others. These dreams were clear but chaotic, revealing places and sights you had never seen before. In time, you began to witness your dreams unfolding in reality—predictive visions that you have come to know as true dreams. As you grew older, you began to experience the true dreams at will, allowing you to scout the future.

Now, your talent provides you with insights into the situations that await you, your companions, and the folk that come to you seeking aid and advice. But what you see does not always come to pass, for the future is mutable. How much do you depend on your visions? Do you see the prophesied future as a destination toward which you must walk, or as a warning of a destiny that you can consciously avoid?

Associated Skills: Bluff, Insight

Wanderer: As you walk the road ahead, you leave your past behind you where it belongs. When you came of age, you pulled up stakes and left everyone and everything you knew. Is fate drawing you toward a particular location or individual, or is the unconscious pull you feel compelling you to fulfill some inscrutable purpose? Are you traveling to escape something, perhaps to overcome a loss, a conflict, or a humiliation? Whatever your reason, you do not or cannot put down roots. Before you run the risk of settling into any particular place, you pick up and move on again.

Associated Skills: Nature, Perception

RACIAL BACKGROUNDS

As the use of psionic power has spread over many centuries, a multitude of races have adopted a range of beliefs about the power source and its users. As a member of a psionic class, your character might be heavily influenced by his or her race's experiences or prejudices.

Given the expansive nature of human culture, human characters typically focus on geographical and professional backgrounds. Half-elves and muls (half-dwarves) can use those same backgrounds, or

RACES FROM OTHER SOURCES

You can find drow and genasi in the *FORGOTTEN REALMS Player's Guide*; changelings, kalashtar, and warforged in the *EBERRON Player's Guide*; and thri-kreen and muls in the *DARK SUN Campaign Setting*.

they can select a racial background from their non-human parent race. Githzerai and shardminds, with their strong racial ties to psionic power, should select backgrounds from among the orders and philosophies presented earlier in this chapter.

CHANGELING

Mirror Mind: A changeling who grows up in another race's community might lack a strong sense of identity, trying on appearance after appearance until finding one that fits. As a budding psionics user (even if you didn't recognize it at the time), you felt this lack of self more than most. This is particularly true if you were an ardent, forced to experience the emotions of others while uncertain of your own. What kinds of torment did your struggle with identity cause you? Did it teach you how to pass yourself off as someone you were not? Or have you lived the life of an outsider, never able to fit in?

Associated Skills: Bluff, Insight

DEVA

Voice of a Dozen Generations: Accustomed to thinking in terms of souls and past lives, many devas subscribe to the "collective sentience" theory of psionics origin. Some devas additionally theorize that psionics draws not only on the minds of living beings, but on the thoughts of all sentient creatures that have ever lived. You believe that your psionic abilities are derived, in part, from the thoughts, dreams, and ambitions of your prior incarnations and angelic ancestors. But do you feel obligated to honor your forebears' convictions? Or is their constant presence in your mind an endless burden that prevents you from making your own way in the world?

Associated Skills: Diplomacy, History

DRAGONBORN

Hereditary Psionics User: Several of Arkhosia's noble households boasted psionic talent and stood at the forefront of the empire's war effort against Bael Turath. You are a descendant of one of those families, which were scattered after Arkhosia fell. But do you feel the pride, confidence, and obligation that come with your legendary bloodline? Or are you secretly ashamed of your past—knowing that your forebears were among Arkhosia's best warriors, and that their skill failed the empire in the end?

Associated Skills: History, Intimidate

DROW

Paranoid Manipulator: In a society built on betrayal, secrets, deception, and murder, the ability to tap into thought and emotion is both a blessing and a curse. If your power were to be discovered, you would not long survive the vengeance of your kin. How successfully did you learn to discern friends from

enemies? Did you consistently misdirect and elude those who would do you harm? Or were you forced to flee your home one step ahead of the blades that you know are seeking for you still?

Associated Skills: Bluff, Perception

DWARF

Iron Mind: As you learned to control your unbidden power and sought out teachings beyond the interest of most of your kinfolk, you remained steadfast in your psionics studies. With the resolve and discipline of your people, you set out to master your power as thoroughly as other dwarves master warfare or the crafts of stone and steel. But how did that mark you in the end? Do your comrades question your choices? Or do they embrace the demonstration of commitment and skill that you have undertaken over a lifetime?

Associated Skills: Insight, Intimidate

ELADRIN, ELF, OR GNOME

Fey Inheritor: Many fey resent psionics users, feeling that they debase magic and encourage other races to usurp powers that rightfully belong to the folk of the Feywild. You, however, take the more benign view that you do not betray your fey heritage by embracing your psionic abilities—you grow closer to it. By studying the psionic power source, do you hope to gain the wisdom and abilities that come naturally only to the archfey? And if you do so, will there be a price to pay for seeing the world as those powerful elders do?

Associated Skills: Arcana, Diplomacy



HECTOR ORTIZ

GENASI

Substance of Thought: A small number of genasi philosophers do not subscribe to well-known psionics origin theories. Instead, they speculate that the essence of thought might have originated in the Elemental Chaos, manifesting in the material world like all other elemental power. By subscribing to this view, do you perceive psionics as a means of establishing closer ties to the surging chaos reflected by the natural world? Or do you embrace it as a kind of primal energy—endless and all-encompassing as it threads through every living thing?

Associated Skills: Arcana, Nature

GOLIATH, HALF-ORC, OR MINOTAUR

Victim of Superstition: Not all goliaths, half-orcs, and minotaurs are intolerant of psionics users, but nearly all their primitive communities are. For months or years after developing your abilities, you struggled to hide them. Were you discovered and driven from your people like a common brigand? Or did your instinct and intuition inspire you to leave before your secret could be revealed?

Associated Skills: Bluff, Stealth

HALFLING

The Wide-Open Mind: Like many psionics users, especially battleminds and ardents, you have long questioned your place in the world. As so many halflings do, you took to exploring the world in order to find the answers to your questions, embracing new cultures in an effort to define yourself by the standards of your people. Where did your psionics come from? What does your power say about you and your obligations to your people? Even after those questions are answered, will you be able to return to your homeland? Or will the embrace of the wider world prove too hard to shake off?

Associated Skills: Nature, Streetwise

KALASHTAR

Enlightened Prodigy: As a child of a psychic race, it is unsurprising that you developed psionic power and chose to immerse yourself in its study. Your nature, culture, and faith encouraged you in this pursuit. But your fascination eclipsed the interests even of your fellow psionic kalashtar. How does your enlightened drive manifest now? Do you strive to perfect your abilities so you can fulfill your sacred duty to guide others toward a path of light and understanding? Or do you see yourself as superior to those you once studied with, forced to make your own way when they refuse to accept the superiority of your understanding?

Associated Skills: Heal, Religion

SHIFTER

Psychic Hunter: You come from a clan of shifters that dwells far from civilized regions. Your people have refused to let the increasing danger of the wilds scare them off. Unlike the many shifter communities that see psionic powers as inherently evil, your clan views them as a survival tool—no better or worse than any other. That cultural acceptance must still compete with your kind's baser instincts. When your psionic abilities first manifested, did you welcome them or were you forced to fight your own fears? Once you did accept who you were, did you do so because your psionics allows you to defend your people? Or is it more important that your power grants you a measure of superiority over your peers?

Associated Skills: Nature, Perception

THRI-KREEN

Cosmopolitan Perspective: Your burgeoning psionic abilities caused you to unwittingly tap into the collected minds of other psionics users. After that initial exposure, you found yourself feeling increasingly disconnected from the traditional thri-kreen views of community. Do you still find it hard to trust others, instinctively viewing those you meet as either predator or prey? Or have such instincts fallen by the wayside for you? Are you openly accepted by the folk of other races? Or does your monstrous appearance continue to inspire a mistrust that you must struggle to overcome?

Associated Skills: Diplomacy, Streetwise

TIEFLING

Heir to Power: From the first time your psionic power manifested, you have been consumed by the feeling that you are beholden to someone—or something—for that power. Do you trace your family line back to the psionics users of Bael Turath? Or do you believe that the diabolic power rumored to still watch over tieflings has granted you this gift? Do you embrace your power regardless? Or do you search endlessly for insights into the origin of psionic power, hoping to understand the nature of that power to prevent it from consuming you?

Associated Skills: Arcana, Religion

WARFORGED

Psionic Artifice: For reasons unknown, you emerged from the creation forge with powers that marked you as a psionics user, and with the knowledge that prepared you for that path. Your uniqueness has been a constant burden to you, separating you from your own kind and the mortal races alike. Do you fully embrace your psionic nature, confident that you will never meet your equal? Or do you curse your power, constantly yearning for the emotional and intellectual solitude in which other warforged dwell?

Associated Skills: Insight, Streetwise

PSIONIC BLOODLINES

Psionic power manifests in the world in any number of ways. Sometimes it stirs from dormancy in an unsuspecting individual, slipping free to wreak havoc until its host can restore control. Other times, the power comes forth grudgingly, revealing its presence only after extensive and painstaking training. For a rare few, psionic power is more than energy to wield and shape as needed. For these individuals, it is the lifeblood flowing through their veins.

Elans and foulborn are not true races such as those presented in the *Player's Handbook* and other supplements. Rather, they are examples of ancient psionic bloodlines that recur from time to time among the humanoid races.

This section describes the elan and foulborn bloodlines, and introduces a new racial paragon path for each bloodline. Bloodline feats are presented starting on page 142.

ELAN

Enlightened souls in bodies forged from psionic energy, driven to protect the world from the Far Realm's corruption

Elans are not born—they are created. Singled out and raised up from among a multitude of candidates, a character of the elan bloodline is freed from the body he or she has worn since birth and given a new form imbued with psionics. The first elans appeared in ages past to combat the growing threat posed by the Far Realm and its creations. Faced with an inability to withstand the Outside's corrupting influence, the greatest psionic champions forged new bodies to protect their minds from madness and their souls from corruption. From those first champions, all new elans have descended—each generation chosen from the best and brightest to carry on the struggle to save the mortal realm.

Play an elan if you want . . .

- ◆ to free yourself from mortal expectations and become a being of pure psionic energy.
- ◆ to be a member of an ancient society committed to fighting the aberrant menace.
- ◆ to be a member of a race that favors psionic classes.

PHYSICAL QUALITIES

Ancient magic known as the rite of Awakening is the process by which an individual strips away imperfections to become an elan. An elan's new form is an idealized version of his or her original form. Elans are exquisite specimens who have attractive features and possess none of the flaws they might once have had.

In addition to their new and improved forms, all elans share a characteristic that sets them apart from other members of their original races: Elans do not have pupils or irises. Their eyes are pure white and glow with a soft light when an elan uses psionic power.

Elans retain the predilections of their original cultures in fashion. The vainest elans favor revealing clothing that displays their perfect forms, though such behavior is frowned upon by most of their kind. Many elans also accentuate their attire with white, lavender, or blue crystals.

An elan's transformation is more than aesthetic, however, creating a physical form that serves as a better vessel for the psionic mind. Each body is formed from substance shaped and molded through psionics so that it can withstand the Far Realm's corrupting influence. Elans feel disturbingly cool to the touch. Their skin is smooth and hairless except for the head. An elan's hair is thick and heavy, and only the strongest wind can stir it.

As immortal creatures, elans do not age and suffer none of time's infirmities. Elans can, however, die through violence, accident, or illness, their bodies collapsing into puddles of psychic ectoplasm. This fluid reconstitutes if an elan is restored to life by the Raise Dead ritual or similar effects.

PLAYING AN ELAN

It takes a rare individual to undergo the transformation required to become an elan. The process is not easy, sometimes requiring years of testing. Mysterious elan psions known as the Cullers form a council that controls the rite of Awakening is. They give no second chances to aspirants who reveal any negative personality traits or weakness. Those selected for Awakening do not always survive the process, which taxes the mind as the body is stripped away. In the end, only the soul and spirit are left behind. The Cullers then reconstruct the flesh with the aspirant's help until a new vessel is completed.

Merging the consciousness with this new flesh is an even more difficult process. The mind sometimes rejects the transfer, attempting to break free from the psychic bonds that would hold it fast. Many elans must undertake the transformation more than once before it finally holds, and a large number of disembodied minds have been lost in the process.

Elan candidates are chosen for their adaptability and versatility, as well as for their unwavering commitment to the cause of fighting the Far Realm. The Cullers also look for candidates who have few cultural or social ties, since the longevity the transformation brings means that elans will likely outlive family, friends, and children. Morality is rarely a factor in a candidate's selection, since both evil and good profit from a world safeguarded from the aberrant menace. Elans are, however, rarely created from

those displaying philosophical extremes, excessive piety, madness, or deviant behavior.

As an enlightened people, elans open their minds and hearts to all folk untouched by the Far Realm. They interact with anyone, from goblins in the remote wilds to eladrin in their shining spires. But members of the mortal races can sense the lingering strangeness inherent in the elans, which sometimes makes common folk uncomfortable around them. Elans are also known for manipulating other creatures and using them to advance the elans' agenda, giving elans a bad reputation in many cultures.

Elans have little use for deities. Having already subverted life and identity by transcending the limitations of a mortal existence, each elan believes that morality and destiny are to be freely chosen. In place of faith, elans ritualize the ongoing effort to master their immortal forms and the power within them.

Elan Characteristics: Arrogant, brooding, callous, cold, disciplined, flexible, inventive, reflective, relentless, versatile

Elan Names: Elans retain their names from before their transformation. Among themselves, elans recently emerged from the Awakening are titled Newmade. Those who have lived a few decades are called Made, and who have lived centuries are called Eternal.

ELAN BACKGROUNDS

In addition to the character backgrounds presented in this book and other supplements, an elan character has access to the following backgrounds.

Aberrant Slayer: Madness grows in the shadows, spawning new horrors to assail the world and corrupt it, twist it, and remake it into unspeakable forms. You are wholly consumed with destroying the menace of the Far Realm, though only you know what path brought you to the Awakening. Did you lose your people or loved ones to the aberrant menace? Or is your obsession merely intellectual, built on the knowledge that you must sacrifice yourself to stop this growing doom?

Associated Skills: Dungeoneering, Perception

Disgraced Pragmatist: Once, you thought it possible to fight the Far Realm and its horrors. Yet for every aberrant put to the torch, for every planar breach closed, the Outside's insidious power only seems to grow. Thus it was that you made the secret petition to the Cullers and claimed your new form. Now, how will you carry out the mission that you already know will destroy you in the end? Will you take the fight directly to the aberrant menace, confident that your new strength will carry the day? Or do you abandon that cause and instead hunt down those who betray their world by seeking to control the power of the Far Realm?

Associated Skills: Dungeoneering, Intimidate



PSIONIC INCARNATE

“My Awakening was a passage through enlightenment’s door. What is now possible is beyond anything I could have imagined.”

Prerequisite: Elan Heritage feat

The Awakening opened your mind to new possibilities, aiding you in the acquisition and use of psionics. To achieve your present power, you sacrificed the body to which you were born. But even though the replacement contains none of the flaws of that first vessel, this new form is no longer suitable to hold the perfection that is your mind. The power you have gained over the course of your adventures is working to reshape you once again.

The body that is the temple of your psionic power grows ever more resilient. You respond to the worst injuries by steeling yourself in preparation for more. Hunger and thirst become dim memories as your need for such crude nourishment passes. You find sleep unnecessary, outgrowing this last lingering connection to your mortal life. The physical perfection of your new form serves your mind at the highest level. You are the living incarnation of psionic power, and your body now reflects your mastery of that power.

PSIONIC INCARNATE PATH FEATURES

Paragon Power Points (11th level): You gain 2 additional power points.



Psychic Resilience (11th level): You gain psychic resistance equal to 5 + one-half your level.

Repletion (11th level): Psionic energy sustains you. You no longer need to breathe, eat, or drink. You never make Endurance checks to resist the effects of starvation, thirst, or suffocation.

In addition, you do not sleep. You instead enter a period of dormancy during which time you replenish the psionic energy needed to sustain your form. You need to spend four hours in this state to gain the same benefit other races gain from taking a six-hour extended rest. While dormant, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Resurging Action (11th level): You can spend an action point to regain 2 power points instead of taking an extra action.

Perfect Resilience (16th level): The first time you become bloodied in an encounter, you gain resist 5 to all damage until the end of your next turn.

PSIONIC INCARNATE DISCIPLINES

Discorporate Retaliation Psionic Incarnate Attack 11

Your body responds to attack by slipping the bonds of the material world, then unleashing a vicious psychic counterstrike.

Encounter ♦ **Augmentable, Psionic, Psychic**
Immediate Interrupt Close blast 3

Trigger: You are hit by an attack

Effect: You are insubstantial until the end of the triggering attacker’s turn.

Target: Each enemy in blast

Attack: Intelligence, Wisdom, or Charisma + 6 vs. Will
Level 21: Intelligence, Wisdom, or Charisma + 9 vs. Will

Hit: 3d6 + Intelligence, Wisdom, or Charisma psychic damage.

Augment 2

Close blast 5

Special: When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls and damage rolls with this power.

Elan Recovery Psionic Incarnate Utility 12

You focus mind and body to better shake off the afflictions imposed by your enemies.

Encounter ♦ **Psionic**

Minor Action Personal

Effect: You gain a +5 power bonus to saving throws until the end of your next turn.

Hidden Reserves Psionic Incarnate Attack 20

You draw psionic energy from your body to power a single devastating attack.

Daily ♦ **Psionic, Psychic**

Standard Action Personal

Effect: Make an attack using an augmentable at-will power. You can use any of the power’s augmentations without spending power points, and the power deals 5 extra psychic damage and deals half damage on a miss.

FOULBORN

Touched by madness, a people burdened by the Far Realm's blessing

For most people, the natural world is the only world that is. The gloomy Shadowfell, the verdant Feywild, and the domains of the demons and devils are only legend. Few deny that the gods exist, but the starry heavens of the Astral Sea are seldom thought of as a place to which mortals might travel. Any planes beyond those mythical realms are considered by most folk to be matters for theologians and philosophers.

But there exists living proof of something more.

Aberrant creatures owe their existence to the union of the natural world and the Far Realm. Where the Outside surges against the natural boundaries of creation, contaminating energy warps and remakes anything it touches. This fell energy acts as a gateway through which the aberrant entities of the Far Realm tear free of that plane to thrash their way into the natural world. At other times, the energy of the Outside carries aberrant parasites that lodge themselves in living flesh to foment a transformation.

For generations, the Far Realm's hunger has thus transformed the mortal realm. Some changes are profound and immediate; others lie dormant, waiting with dim cunning for the best moment to reveal themselves. The most insidious of these lingering transformations spawns the foulborn.

Found among every race and culture, the foulborn are a grim demonstration of how widespread the Far Realm's stain extends, and how insidious its corruption can be. A people cursed, the foulborn shoulder a difficult burden, harboring within them the gravest threat the world will ever face.

Play a foulborn if you want . . .

- ◆ to struggle against the corruption of the Far Realm inside you.
- ◆ to have an intimate connection to the conflict between the world and the Outside.
- ◆ to be a member of a race that favors psionic classes.

PHYSICAL QUALITIES

Most creatures that feel the Far Realm's touch do not escape the experience unchanged. When affected by the Outside's seething energy, a creature's flesh might bubble, warp, or sprout tentacles. As its mind melts, its mouth is locked into a grin of madness. On occasion, however, the presence of the Outside does not effect an immediate transformation, but rather lays a seed of corruption that can linger unseen for years.

In some cases, such corruption manifests abruptly, transforming the humanoid host into a creature of madness. Other times, this taint does not appear in its unwitting host and instead passes unseen into its

host's progeny. Generations later, it manifests with no warning, transforming an otherwise healthy child into a foulborn.

Foulborn are found only among the natural races; the corruption that spawns them does not manifest in warforged or other living constructs. Most foulborn do not exhibit signs of their heritage until adolescence or later, remaining more or less physically indistinguishable from others of their kind. Yet even with no outward sign, others can sense a subtle wrongness in a foulborn, perceiving a hidden menace in the eyes, the smile, or the shadow he or she casts.

When a foulborn's true nature finally reveals itself, his or her life is never the same. The effect of the Far Realm's touch manifests uniquely in each individual; the most obvious signs of physical corruption can range from the merely cosmetic to the truly bizarre. Skin, eyes, and hair of odd colors or patterns are common, as are unusually broad grins, eyes slightly out of place, extra digits, and so on. The worst changes bring about terrible suffering, and some foulborn manifest vestigial limbs, misplaced body parts, slavering maws in their palms, eyestalks, slimy skin, and any other feature suitable to their dark heritage.

Foulborn have the same physical characteristics as their original race, and can live as long.

PLAYING A FOULBORN

The transformation into a foulborn comes at a terrible psychological price. Only the most disturbed creatures can delight in the violation of body that comes with this bloodline. The corruption doesn't always inspire a mental or spiritual transformation, but coming to terms with the flesh's betrayal is the first challenge every foulborn must face if he or she has any hope at leading a normal life. Even disciplined minds suffer as a result of this pressure, and foulborn can struggle with their sense of self for the rest of their days.

The nature of psionics remains shrouded in mystery, but most sages connect its rise in the mortal realm to the threat of the Far Realm. Foulborn are uniquely positioned to take advantage of psionic power, because they are creatures of both realms. But few foulborn are welcome in psionics colleges or orders. As a result, they must learn to control their gifts on their own.

Life is hard for foulborn. Those possessing the least unsettling transformations can blend in with other races. The more profound a foulborn's visible corruption, the more hostility and suspicion he or she faces. The lucky ones are driven out of their communities with angry mobs at their heels. The unlucky face inquisitors, zealots, and others who seek to destroy them to prevent their curse from spreading.

Though most foulborn flee from their people eventually, they are too few and too scattered to form





societies of their own. Many turn to wandering in the untamed wilderness, seeking the shelter and comforts there that were denied them in civilization. Foulborn are suspicious and secretive by nature, and slow to trust others. When they form friendships, foulborn are loyal to the end—going to any length to preserve this rare treasure.

Foulborn Characteristics: Angry, bizarre, detached, deviant, hideous, insane, reserved, rigid, secretive, tortured, unnerving, violent, wild

Foulborn Names: Foulborn retain the names they were given at birth and reflect the variety of cultures in which foulborn appear.

FOULBORN BACKGROUNDS

Foulborn characters can make use of many of the backgrounds presented earlier in this chapter (particularly the ostracized, calamity, and created backgrounds). Because of their unique nature, foulborn can also select an additional background from those presented below. These backgrounds are focused specifically on the physical manifestation of the foulborn's innate connection to the Far Realm. Other options might be available at the Dungeon Master's discretion.

Bestial: You exhibit animalistic features or characteristics. You could have a tail, gleaming eyes, or goat legs. Your bestial trait might be merely cosmetic, or it might give you an advantage such as excellent balance or increased mobility.

Associated Skills: Acrobatics, Athletics

Chameleon: Your skin alters its coloring to blend in with your surroundings. Although clothing diminishes this effect somewhat, you still have a knack for escaping notice.

Associated Skills: Stealth

Exotic Appearance: You possess an unusual appearance, typically involving hair, eye, or skin coloration. Your skin might be unusually colored for your race, or it might be oddly patterned with checks, diamonds, or whorls. Alternatively, your eyes might be solid black, pure white, or multicolored. Such an appearance might be frightening to those around you, or oddly alluring.

Associated Skills: Diplomacy, Intimidate

Hulking: You are exceptionally large for your race. Your size doesn't change, but you might be tall, broad-bodied, or corpulent. Your size might give you greater endurance or make you more intimidating.

Associated Skills: Endurance, Intimidate

Keen Senses: You have keen senses thanks to extra eyes, eyestalks, spare ears, antennae, or particularly sensitive skin.

Associated Skills: Perception

IMPURE SCION

"This power is my burden to carry, so it is mine to use as I see fit."

Prerequisite: Foulborn Heritage

A foulborn's life is a difficult one, and no one knows this better than you. You have carried the Far Realm's burden within you for more years than you can count. You long ago came to terms with your corruption, adapting to the unsightly transformation you were forced to endure. In doing so, you discovered ways to make the curse work for you. Many years spent testing your capabilities revealed unexpected advantages that help you exceed your normal limitations, enabling you not only to survive but to thrive.

Reflection and understanding do not come without a price, however. The more you draw on your corrupted power, the greater its effect on you and the more unhinged your mind becomes. This state of being lends itself to strange delusions and compulsions, but the power you gain is worth it. When you fully come into your legacy, you learn to share your gift with others, causing them to undergo transformations that wrack the body and mind.

IMPURE SCION PATH FEATURES

Paragon Power Points (11th level): You gain 2 additional power points.

Terrifying Action (11th level): When you spend an action point to take an extra action, you



LUCIO FARRILLO

mark any enemy adjacent to you until the end of your next turn.

Unnatural Perception (11th level): You gain a +2 bonus to Insight checks, Perception checks, and initiative checks. You also have blindsight 5 while you are blinded.

Warped Mind (16th level): You gain a +1 bonus to Will. Whenever an enemy hits you with an attack that targets your Will, you gain a cumulative +1 bonus to attack rolls until the end of your next turn.

IMPURE SCION PATH DISCIPLINES

Otherworldly Pulse

Impure Scion Attack 11

You channel the corruption of the Far Realm to attack the minds of nearby creatures and leave them reeling.

Encounter ♦ **Augmentable, Psionic, Psychic**

Standard Action **Close burst 2**

Target: Each creature in burst

Attack: Constitution, Intelligence, or Charisma + 6 vs. Will
Level 21: Constitution, Intelligence, or Charisma + 9 vs. Will

Hit: 4d6 + Constitution, Intelligence, or Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn. If the target is aberrant, it takes 2d6 extra psychic damage.

Level 21: 6d6 + Constitution, Intelligence, or Charisma modifier psychic damage.

Augment 2

Close burst 3

Target: Each enemy in burst

Special: When you gain this power, choose Constitution, Intelligence, or Charisma as the ability you use when making attack rolls and damage rolls with this power.

Strange Anatomy

Impure Scion Utility 12

The corruption of your body absorbs the worst of an attack.

Encounter ♦ **Psionic**

Immediate Interrupt **Personal**

Trigger: You take damage from an attack

Effect: You take half damage from the triggering attack. If the triggering attack is a critical hit, it turns into a normal hit.

Appalling Transformation

Impure Scion Attack 20

You call forth the contamination of the Far Realm, transforming an enemy into a creature too awful to behold.

Daily ♦ **Polymorph, Psionic, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution, Intelligence, or Charisma + 9 vs. Fortitude. If the target is aberrant, you have combat advantage for this attack.

Hit: 2d6 + Constitution, Intelligence, or Charisma modifier damage.

Effect: The target assumes the form of the appalling transformation (save ends). While in this form, the target is dazed, slowed, and takes ongoing 15 psychic damage. Creatures not immune to fear take a -2 penalty to attack rolls for attacks that include the target.

Aftereffect: The target takes 10 damage.

Special: When you gain this power, choose Constitution, Intelligence, or Charisma as the ability you use when making attack rolls and damage rolls with this power.

NEW FEATS

The new feats presented in this section are geared toward psionic characters, and add to the psionic feats introduced in *Player's Handbook 3*.

AUGMENT FEATS

Psionic energy flows from within and from without, and those who have the talent to wield its power can push beyond their physical limits and shape the world around them. Some psionic characters use their power unconsciously, allowing the magic to well up internally before releasing it in combat. But most psionic power users gather and store psionic energy in a kind of spiritual reservoir, then tap it as needed. Disciplines are the most obvious outlet for calling on such stored energy, but psionic characters can develop other methods for making use of it. Augment feats are one such method.

Only psionic characters who have the Psionic Augmentation class feature can take augment feats. The word “Augment” in brackets after a feat’s name indicates that the feat is an augment feat. Augment feats allow you to spend power points to enhance actions or die rolls. Each feat describes how you can spend power points to gain the improved effect.

Unless the feat specifies otherwise, you spend the indicated power points to use the augmentation at any time as a free action. If you have two or more augment feats that allow you to spend power points

under the same circumstances, you can spend power points for only one of those feats each time those circumstances arise.

HEROIC TIER FEATS

Feats in this section are available to characters of any level who meet the prerequisites.

AUTOHYPNOSIS

Prerequisite: Any psionic class, trained in Arcana

Benefit: You gain one healing surge.

While you are not bloodied, when you would make an Endurance check, you can make an Arcana check instead.

BEFUDDLING THOUGHTS

Prerequisite: Changeling, *changeling trick* racial power, psion, *send thoughts* power, Telepathy Focus class feature

Benefit: You can expend your *send thoughts* as a free action to use your *changeling trick* as a ranged 20 power.

BEGUILING TORMENT [AUGMENT]

Prerequisite: Psionic Augmentation class feature

Benefit: Whenever you daze or stun an enemy using a psionic power, you can spend 1 power point to slide that enemy 1 square.

BLOODIED CONCENTRATION

Prerequisite: Psion

Benefit: While you are bloodied, you gain a +1 bonus to attack rolls using augmented at-will psion attack powers.

BLOODIED ENMITY

Prerequisite: Ardent, Mantle of Impulsiveness class feature

Benefit: The first time you are bloodied during an encounter, your melee attacks deal 1d6 extra damage until the end of your next turn.

BLURRED SPEED

Prerequisite: Battlemind, *blurred step* power

Benefit: When you use your *blurred step*, you shift 2 squares instead of 1 square.

BOLSTERING SPIKE

Prerequisite: Battlemind, *mind spike* power

Benefit: When you use your *mind spike*, you gain temporary hit points equal to your Constitution modifier.

BRIMMING WRATH

Prerequisite: Half-orc, *furious assault* racial power, battlemind



Benefit: When you use your *furious assault* and have at least 1 power point, each enemy marked by you takes psychic damage equal to your Strength modifier.

CRACK THE MOUNTAIN

Prerequisite: Monk, Stone Fist class feature

Benefit: When you hit an enemy with a daily attack power, the enemy is also slowed (save ends). If the attack already slows the enemy, you instead slide the enemy 2 squares.

DEFT ERUPTION

Prerequisite: Ardent, *ardent eruption* power

Benefit: The bonus to damage rolls for your *ardent eruption* increases by 2.

DOUBLE SCRUTINY

Prerequisite: Psion, *shaped consciousness* power

Benefit: While the fragment conjured by your *shaped consciousness* is within 5 squares of you, you gain a +3 bonus to Insight checks and Perception checks.

FERAL ADVANCE

Prerequisite: Elf, *battlemind*, *speed of thought* power

Benefit: When you use your *speed of thought*, use your Dexterity modifier in place of your Charisma modifier to determine how far you move.

FEYWILD ADVANCE

Prerequisite: Eladrin, *battlemind*, *blurred step* power

Benefit: When you use your *blurred step* and have at least 1 power point, you can teleport a number of squares equal to your Intelligence modifier (minimum 1 square) instead of shifting.

FLUID MOTION

Prerequisite: Monk

Benefit: You gain a +1 feat bonus to speed. This bonus increases to +2 at 11th level.

GESTALT ANCHOR

Prerequisite: Kalashtar, *ardent*, Ardent Mantle class feature

Benefit: You and allies within the radius of your Ardent Mantle gain a +2 bonus to initiative checks.

The first time you drop to 0 power points during an encounter, allies within the radius of your Ardent Mantle gain a +2 bonus to all defenses until the end of your next turn.

GROUP IN MOTION

Prerequisite: Half-elf, *battlemind*, *speed of thought* power

Benefit: When you use your *speed of thought*, each ally adjacent to you can shift 1 square as a free action.

HARRYING STEP

Prerequisite: *Battlemind*, *blurred step* power, *persistent harrier* power

Benefit: When you use your *blurred step*, you can teleport to any square adjacent to the triggering enemy instead of shifting.

HAUNTED DARKNESS

Prerequisite: Drow, *cloud of darkness* racial power, psion

Benefit: While you are inside your own *cloud of darkness*, your unaugmented psion at-will attack powers deal 3 extra psychic damage.

HAUNTING SOUNDS [AUGMENT]

Prerequisite: Gnome, *ghost sound* power, Psionic Augmentation class feature

Benefit: While you have at least 1 power point, you can use your *ghost sound* as an at-will power.

When you use your *ghost sound*, you can spend 1 power point to gain combat advantage with your next attack made before the end of your turn against one enemy adjacent to the target object or square.

HEALING FIST

Prerequisite: Githzerai, monk

Benefit: When you use your second wind, you gain a bonus to damage rolls equal to your Wisdom modifier until the end of your next turn.

HELPFUL HINT

Prerequisite: Halfling, psion, *send thoughts* power

Benefit: Whenever an ally you can see within 20 squares of you fails a saving throw, you can expend your *send thoughts* as a free action to allow the ally to reroll the saving throw.

HUMAN INGENUITY

Prerequisite: Human, Psionic Augmentation class feature

Benefit: When you spend an action point to make an extra attack, you regain 1 power point.

IMMOVABLE RESILIENCE

Prerequisite: *Battlemind*, *battle resilience* power

Benefit: When you use your *battle resilience*, you can ignore forced movement until the end of your next turn.

IO'S ROAR

Prerequisite: Dragonborn, *dragon breath* racial power, any psionic class

Benefit: Any target hit by your *dragon breath* attack gains vulnerable 5 psychic until the end of your turn.



HEROIC TIER FEATS

Any Class	Prerequisites	Benefit
Autohypnosis	Any psionic class, trained in Arcana	Gain 1 healing surge; substitute Arcana for Endurance
Beguiling Torment	Psionic Augmentation	When you daze or stun, augment to slide enemy
Haunting Sounds	Gnome, ghost sound, Psionic Augmentation	Use ghost sound as at-will; augment to gain combat advantage
Human Ingenuity	Human, Psionic Augmentation	Spend action point to attack, regain 1 power point
Io's Roar	Dragonborn, <i>dragon breath</i> , any psionic class	<i>Dragon breath</i> confers vulnerable 5 psychic
Psionic Celerity*	Psionic Augmentation	+1 to speed when charging or running; augment to increase to +2
Psionic Fortune*	Psionic Augmentation	+1 to saving throws; augment to increase to +3
Psionic Initiative*	Psionic Augmentation	+3 to initiative check; augment to increase to +6
Psionic Reflexes*	Psionic Augmentation	+1 to opportunity attacks; augment to increase to +2
Psionic Skill*	Psionic Augmentation	+2 to checks with chosen skill; augment to increase to +3
Psionic Toughness*	Psionic Augmentation	+3 hit points; augment to regain additional hit points with second wind
Shard Link	Shardmind, Telepathy, any psionic class	Share combat advantage with ally
Ubiquitous Step	Eladrin, <i>fey step</i> , Psionic Augmentation	Regain <i>fey step</i> at 0 power points
Zerth Instincts	Githzerai, <i>iron mind</i> , any psionic class	Shift with <i>iron mind</i> , or expend <i>iron mind</i> to cancel surprise

*Augment feat

IRON PARRY

Prerequisite: Monk, Iron Soul class feature

Benefit: When you are wielding a weapon (other than your monk unarmed strike), wearing cloth armor or no armor, and not using a shield, you gain a +1 bonus to AC.

IRON TRAP

Prerequisite: Githzerai, *iron mind* racial power, battlemind

Benefit: When an attack misses you because of the bonus to all defenses granted by your *iron mind*, you mark the triggering attacker and gain combat advantage against it until the end of your next turn.

JAGGED FORCE

Prerequisite: Shardmind, psion

Benefit: You gain a +2 feat bonus to damage rolls with force powers. This bonus increases to +3 at 11th level and +4 at 21st level.

MANTLE OF UNDERSTANDING

Prerequisite: Ardent, Ardent Mantle class feature

Benefit: When you make a save, allies within the radius of your Ardent Mantle gain a +2 bonus to saving throws until the start of your next turn.

MARTYR'S SURGE

Prerequisite: Ardent, *ardent surge* power

Benefit: When you use your *ardent surge* while bloodied, the hit points regained by the target increase by 1d6.

MINDLINK

Prerequisite: Psion, *send thoughts* power

Benefit: When you use your *send thoughts*, your psion attacks against the target ignore concealment and cover until the end of the encounter, or until you or the target drops to 0 hit points or fewer.

NATURE'S SENTINEL

Prerequisite: Wilden, Nature's Aspect racial trait, battlemind, *battlemind's demand* power, *blurred step* power, *mind spike* power

Benefit: Some of your powers gain an additional benefit depending on your current Nature's Aspect.

Aspect of the Ancients: When you use your *blurred step*, you shift 1 extra square.

Aspect of the Destroyer: When you use your *mind spike*, the target takes extra damage equal to your Wisdom modifier.

Aspect of the Hunter: When you use your *battlemind's demand*, you can target one additional creature in the burst.

OUTRAGED VENGEANCE

Prerequisite: Ardent, *ardent outrage* power

Benefit: Allies gain a +2 bonus to damage rolls against any target granting combat advantage from your *ardent outrage* power.

PATH TO CLARITY

Prerequisite: Githzerai, ardent, *ardent surge* power

Benefit: When you use your *ardent surge*, the target can also make a saving throw against any one effect that dazes, dominates, or stuns him or her.

HEROIC TIER FEATS CONT.

Feat	Other Prerequisites	Benefit
Ardent		
Bloodied Enmity	Mantle of Impulsiveness	When first bloodied, melee attacks deal 1d6 extra damage
Deft Eruption	Ardent eruption	+2 damage for <i>ardent eruption</i>
Gestalt Anchor	Kalashtar, Ardent Mantle	You and allies gain +2 to initiative checks; allies gain +2 to all defenses when you drop to 0 power points
Mantle of Understanding	Ardent Mantle	Allies gain +2 to saving throws when you save
Martyr's Surge	Ardent surge	While you are bloodied, <i>ardent surge</i> hit points regained by target increase by 1d6
Outraged Vengeance	Ardent outrage	Allies gain +2 damage against <i>ardent outrage</i> target
Path to Clarity	Githzerai, <i>ardent surge</i>	<i>Ardent surge</i> allows saving throw to end some effects
Refracting Mantle	Shardmind, <i>shard swarm</i> , Ardent Mantle	Allies in Ardent Mantle gain combat advantage with <i>shard swarm</i>
Surging Mantle	Ardent Mantle	Increase Ardent Mantle radius by 2 while you have 0 power points
Wind of Sympathy	Ardent Mantle	Use your second wind and ally in Ardent Mantle can use second wind

Feat	Other Prerequisites	Benefit
Battlemind		
Blurred Speed	Blurred step	Shift 2 with <i>blurred step</i>
Bolstering Spike	Mind spike	Gain temporary hit points with <i>mind spike</i>
Brimming Wrath	Half-orc, <i>furious assault</i>	Marked enemies take damage when you use <i>furious assault</i>
Feral Advance	Elf, <i>speed of thought</i>	Dex modifier determines <i>speed of thought</i> distance
Feywild Advance	Eladrin, <i>blurred step</i>	Teleport Int modifier with <i>blurred step</i> instead of shifting
Group in Motion	Half-elf, <i>speed of thought</i>	Allies adjacent to you shift with <i>speed of thought</i>
Harrying Step	Blurred step, <i>persistent harrier</i>	Teleport instead of shift with <i>blurred step</i>
Immovable Resilience	Battle resilience	Ignore forced movement after using <i>battle resilience</i>
Iron Trap	Githzerai, <i>iron mind</i>	Gain combat advantage when enemy misses because of <i>iron mind</i>
Nature's Sentinel	Wilden, Nature's Aspect, <i>battlemind's demand</i> , <i>blurred step</i> , <i>mind spike</i>	Battlemind powers gain benefit corresponding to your Nature's Aspect
Quick Reactions	<i>Speed of thought</i>	Cha for Dex on initiative check, +2 to speed with <i>speed of thought</i>
Resilient Demand	Battle resilience, <i>battlemind's demand</i>	Gain +2 to all defenses with augmented <i>battlemind's demand</i>
Thought Warning	Kalashtar, Telepathy	You and allies shift when you drop to 0 power points

POWER CASCADE

Prerequisite: Psion

Benefit: When you hit an enemy with a daily psion attack power, your next attack against that enemy made before the end of your next turn using an unaugmented psion attack power deals 1d6 extra force or psychic damage.

PSIONIC CELERITY [AUGMENT]

Prerequisite: Psionic Augmentation class feature

Benefit: Whenever you run or charge, you gain a +1 bonus to speed.

During a move action or a charge, you can spend 1 power point to gain a +2 bonus to speed until the end of your turn.

PSIONIC FORTUNE [AUGMENT]

Prerequisite: Psionic Augmentation class feature

Benefit: While you have at least 1 power point, you gain a +1 feat bonus to saving throws.

When you make a saving throw, you can spend 1 power point to increase the feat bonus to +3 until the end of your turn.

PSIONIC INITIATIVE [AUGMENT]

Prerequisite: Psionic Augmentation class feature

Benefit: You gain a +3 feat bonus to initiative checks.

When you roll initiative, you can spend 1 power point to increase the bonus to +6.

PSIONIC REFLEXES [AUGMENT]

Prerequisite: Psionic Augmentation class feature

Benefit: You gain a +1 bonus to opportunity attack rolls.

When you make an opportunity attack, you can spend 1 power point to gain a +2 power bonus to the attack roll.

PSIONIC SKILL [AUGMENT]

Prerequisite: Psionic Augmentation class feature

Benefit: Choose any skill. You gain a +2 feat bonus to checks with that skill.

When you make a check with that skill, you can spend 1 power point to gain a +3 power bonus to the skill check.

Special: You can take this feat more than once. Each time you take this feat, choose a different skill.

HEROIC TIER FEATS CONT.

Monk	Other Prerequisites	Benefit
Crack the Mountain	Stone Fist	Enemy is slowed when hit by daily power
Fluid Motion	–	+1 to speed
Healing Fist	Githzerai	Gain damage bonus with second wind
Iron Parry	Iron Soul	+1 to AC with weapon, no armor, no shield
Shifting Stone	Dwarf	Shift with save to avoid being knocked prone
Skipping Stone Flurry	Flurry of Blows	Target one enemy within 10 squares with Flurry of Blows and sling
Skittering Mouse Style	Small size	Shift through enemies' spaces with movement technique
Violent Awakening	Half-orc, <i>furious assault</i> , Flurry of Blows	Flurry of Blows deals extra damage with <i>furious assault</i>
Water Splitting Stone	–	Unarmed strike critical hit causes target to lose resistances

Psion	Other Prerequisites	Benefit
Befuddling Thoughts	Changeling, <i>changeling trick</i> , <i>send thoughts</i> , Telepathy Focus	<i>Changeling trick</i> becomes ranged 20 with <i>send thoughts</i>
Bloodied Concentration	–	+1 to attacks with augmented at-will powers while bloodied
Double Scrutiny	<i>Shaped consciousness</i>	+3 to Insight and Perception while within 5 squares of conjured fragment
Haunted Darkness	Drow, <i>cloud of darkness</i>	Deal extra psychic damage when inside <i>cloud of darkness</i>
Helpful Hint	Halfling, <i>send thoughts</i>	Expend <i>send thoughts</i> to let ally reroll saving throw
Jagged Force	Shardmind	+2 to damage with force powers
Mindlink	<i>Send thoughts</i>	Use <i>send thoughts</i> to ignore cover and concealment
Power Cascade	–	Extra force or psychic damage after hitting with daily attack
Unseen Dread	Gnome	Slide target you are hidden from after hitting with attack
Vicious Intrusion	<i>Distract</i>	Extra damage to target of <i>distract</i>

PSIONIC TOUGHNESS [AUGMENT]

Prerequisite: Psionic Augmentation class feature

Benefit: When you take this feat, you gain additional hit points. You gain 3 additional hit points at each tier of play (at 1st, 11th, and 21st level).

In addition, when you use your second wind, you can spend 1 power point to regain 5 additional hit points. The additional hit points regained increase to 10 at 11th level and 15 at 21st level.

QUICK REACTIONS

Prerequisite: Battlemind, *speed of thought* power

Benefit: When you roll initiative, you can use your Charisma modifier in place of your Dexterity modifier. In addition, when you use your *speed of thought*, you gain a +2 bonus to speed until the end of your next turn (after any surprise round, if applicable).

REFRACTING MANTLE

Prerequisite: Shardmind, *shard swarm racial* power, ardent, Ardent Mantle class feature

Benefit: When you use your *shard swarm*, the target also grants combat advantage to allies within the radius of your Ardent Mantle until the end of your next turn.

RESILIENT DEMAND

Prerequisite: Battlemind, *battle resilience* power, *battlemind's demand* power

Benefit: When you augment your *battlemind's demand*, you gain a +2 power bonus to all defenses until the start of your next turn.

SHARD LINK

Prerequisite: Shardmind, Telepathy racial trait, any psionic class

Benefit: Once during each of your turns, when you attack an enemy that you have combat advantage against, choose one ally within range of your telepathy. The ally gains combat advantage on his or her next attack against that enemy made before the start of your next turn.

SHIFTING STONE

Prerequisite: Dwarf, monk

Benefit: When you make a save to avoid being knocked prone, you can also shift a number of squares equal to your Wisdom modifier as a free action.

SKIPPING STONE FLURRY

Prerequisite: Monk, Flurry of Blows class feature

Benefit: When you use your Flurry of Blows power and you have a sling in hand, you can replace one normal target of that power with one creature within 10 squares of you. This does not provoke opportunity attacks.

SKITTERING MOUSE STYLE

Prerequisite: Small size, monk

Benefit: When you use a movement technique to shift 3 or more squares, you can shift through enemies' spaces.

SURGING MANTLE

Prerequisite: Ardent, Ardent Mantle class feature

Benefit: While you have no power points remaining, the radius of your Ardent Mantle increases by 2 squares.

THOUGHT WARNING

Prerequisite: Kalashtar, Telepathy racial trait, battlemind

Benefit: The first time you drop to 0 power points during an encounter, you and each ally within range of your telepathy can shift 1 square as a free action.

UBIQUITOUS STEP

Prerequisite: Eladrin, *fey step* racial power, Psionic Augmentation class feature

Benefit: The first time you drop to 0 power points during an encounter, you regain the use of your *fey step*.

UNSEEN DREAD

Prerequisite: Gnome, psion

Benefit: When you hit an enemy you are hidden from using a psion attack power, you slide that enemy 2 squares.

VICIOUS INTRUSION

Prerequisite: Psion, *distract* power

Benefit: When you use your *distract*, your next attack against the target with a psion attack power made before the end of your next turn gains a +3 power bonus to the damage roll.

VIOLENT AWAKENING

Prerequisite: Half-orc, *furious assault* racial power, monk, Flurry of Blows class feature

Benefit: When your *furious assault* and your Flurry of Blows power are triggered by the same hit, one target of your Flurry of Blows power takes extra damage equal to your Strength modifier.

WATER SPLITTING STONE

Prerequisite: Monk

Benefit: When you score a critical hit using your monk unarmed strike, the target loses any resistance until the end of your next turn.

WIND OF SYMPATHY

Prerequisite: Ardent, Ardent Mantle class feature

Benefit: When you use your second wind, one ally within the radius of your Ardent Mantle can use his or her second wind as a free action.

ZERTH INSTINCTS

Prerequisite: Githzerai, *iron mind* racial power, any psionic class

Benefit: When you use your *iron mind*, you can also shift 1 square as a free action.

In addition, when you are surprised, you can expend your *iron mind* to not be surprised.

PARAGON TIER FEATS

Feats in this section are available to characters of 11th level or higher who meet the feats' other prerequisites.

ANCHORING PUSH

Prerequisite: 11th level, psion, *forceful push* power

Benefit: When you use your *forceful push*, you also slow the target until the end of your next turn.

BATTLE PSION

Prerequisite: 11th level, psion

Benefit: You gain a +2 feat bonus to damage rolls with at-will psion force or psychic powers. While you have no power points remaining, this bonus increases to +3. The bonus increases to +3 or +4 at 21st level.

BODY AND MIND

Prerequisite: 11th level, psion, *shaped consciousness* power

Benefit: While the fragment conjured by your *shaped consciousness* is within 5 squares of you, you gain a +1 bonus to all defenses.

BLURRING SPEED

Prerequisite: 11th level, battlemind, *speed of thought* power

Benefit: When you use your *speed of thought*, you also have concealment until the start of your next turn (after any surprise round, if applicable).

BOLSTERING WIND

Prerequisite: 11th level, ardent, Ardent Mantle class feature

Benefit: When you use your second wind, each bloodied ally within the radius of your Ardent Mantle regains hit points equal to 5 + your Wisdom modifier. The hit points regained increase to 10 + your Wisdom modifier at 21st level.

CENTERED INTUITION

Prerequisite: 11th level, monk, Centered Breath class feature

Benefit: When you roll initiative, you can roll twice and use either result. If you roll the same number both times, you gain a +5 bonus to your initiative check.

CONFOUNDING TECHNIQUE

Prerequisite: 11th level, monk

Benefit: You can swap places with an ally adjacent to you as a move action. This movement does not provoke opportunity attacks.



PARAGON TIER FEATS

Any Class	Prerequisites	Benefit
Empty Vessel	–	Drop to 0 power points and gain +2 to attacks and defenses
Prescient Dodge*	Psionic Augmentation	Gain +2 to all defenses until first turn; augment to gain +2 to all defenses after hitting enemy
Psionic Rush*	Psionic Augmentation	When you use action point, reduce augment cost by 1
Psychic Wail	Any psionic class	Reduce enemy to 0 hit points with psychic attack and another enemy grants combat advantage
Threefold Fortitude*	Psionic Augmentation	+1 to Fortitude; augment to increase to +3
Threefold Reflex*	Psionic Augmentation	+1 to Reflex; augment to increase to +3
Threefold Will*	Psionic Augmentation	+1 to Will; augment to increase to +3

*Augment feat

Ardent	Other Prerequisites	Benefit
Bolstering Wind	Ardent Mantle	Use second wind and allies in Ardent Mantle regain hit points
Implacable Wrath	Ardent outrage	Push <i>ardent outrage</i> target 1 square
Instinctive Advance	Ardent eruption, Ardent Mantle	Ardent eruption target can shift 1 square
Lingering Swiftmess	Ardent alacrity	Ardent alacrity target moves faster
Mantle of Caution	Ardent Mantle	While you are bloodied, allies in Ardent Mantle gain +2 to Fortitude, Reflex, and Will
Rising Hopes	Ardent surge, Mantle of Clarity	Dying target of <i>ardent surge</i> can stand up and shift
Suppressive Surge	Ardent surge	Ardent surge prevents enemies in Ardent Mantle from regaining hit points
Violent Joy	Ardent surge, Mantle of Elation	Ardent surge target scores critical hits on 19-20

Battlemind	Other Prerequisites	Benefit
Blurring Speed	Speed of thought	Gain concealment with <i>speed of thought</i>
Ferocious Resilience	Battle resilience	+2 to melee damage with <i>battle resilience</i>
Harried Recovery	Persistent harrier	Regain persistent harrier when you drop to 0 power points
Harrier's Control	Persistent harrier	Persistent harrier marks and slides target
Iron Propulsion	–	Ignore armor's speed penalty while you have 1 power point
Staggering Spike	Mind spike	Mind spike target grants combat advantage to attacked ally
Unstoppable Speed	–	When first bloodied, move 3 + Cha modifier

CONFUSING DISTRACTION

Prerequisite: 11th level, psion, *distract* power

Benefit: When you use your *distract*, the target also cannot take opportunity actions until the end of your next turn.

CORROSIVE THOUGHTS

Prerequisite: 11th level, psion

Benefit: Whenever a creature fails a saving throw against an effect caused by one of your psion attack powers, it gains vulnerable 3 psychic until the end of your next turn. This vulnerability increases to 6 psychic at 21st level.

DAZING FIST

Prerequisite: 11th level, monk, Stone Fist class feature

Benefit: When you hit an enemy with a daily attack power, you also daze the enemy (save ends). If the attack already dazes the enemy, it instead deals 5 extra damage.

DRIVING RAIN

Prerequisite: 11th level, monk



SEAN MURRAY

PARAGON TIER FEATS CONT.

Monk	Other Prerequisites	Benefit
Centered Intuition	Centered Breath	Roll initiative twice, with bonus if you roll the same number
Confounding Technique	–	Swap places with an ally adjacent to you
Dazing Fist	Stone Fist	Target of daily power is also dazed
Driving Rain	–	Ki focus bonus to bull rush, and bull rush farther
Master's Instruction	–	Grant ally bonus to attack when you miss with encounter attack
Serenity in Simplicity	–	+1 to attacks with at-will powers when daily powers are expended
Still Water	–	+2 to AC with at-will attack when encounter powers are expended
Waking Senses	–	No penalty to Perception checks when blinded, deafened, or sleeping
Whirling Iron Defense	Iron soul flurry of blows	+1 to all defenses against iron soul flurry of blows target

Psion	Other Prerequisites	Benefit
Anchoring Push	Forceful push	Forceful push target is also slowed
Battle Psion	–	+2 to damage with force or psychic at-will attacks
Body and Mind	Shaped consciousness	+1 to all defenses while within 5 squares of conjured fragment
Confusing Distraction	Distract	Deny opportunity actions to target affected by distract
Corrosive Thoughts	–	Vulnerable 3 psychic to creature that fails saving throw against your powers
Power Surge	–	Expend daily power to regain power points
Psionic Staff Focus	–	Ranged attack using staff doesn't provoke opportunity attacks
Puppeteer	–	Slide enemy that fails saving throw against effect of your power

Benefit: You gain a feat bonus to bull rush attack rolls equal to your ki focus's enhancement bonus. When you hit with a bull rush, you push the target a number of squares equal to your speed, then shift into any unoccupied square adjacent to the target at the end of the push.

EMPTY VESSEL

Prerequisite: 11th level

Benefit: The first time you drop to 0 power points during an encounter, you gain a +2 bonus to attack rolls and a +2 bonus to all defenses until the end of your next turn.

FEROCIOUS RESILIENCE

Prerequisite: 11th level, battlemind, *battle resilience* power

Benefit: When you use your *battle resilience*, you gain a +2 power bonus to melee damage rolls until the end of your next turn. This bonus increases to +4 at 21st level.

HARRIED RECOVERY

Prerequisite: 11th level, battlemind, *persistent harrier* power

Benefit: The first time you drop to 0 power points during an encounter, you gain a use of your *persistent harrier* that you can use the next time an enemy hits or misses you with an attack during the encounter.

HARRIER'S CONTROL

Prerequisite: 11th level, battlemind, *persistent harrier* power

Benefit: When you use your *persistent harrier*, you also slide the target 1 square before or after the attack, and you mark the target until the end of your next turn.

IMPLACABLE WRATH

Prerequisite: 11th level, ardent, *ardent outrage* power

Benefit: When you use your *ardent outrage*, you also push the target 1 square.

INSTINCTIVE ADVANCE

Prerequisite: 11th level, ardent, *ardent eruption* power, Ardent Mantle class feature

Benefit: When you use your *ardent eruption*, the target can also shift 1 square as a free action.

IRON PROPULSION

Prerequisite: 11th level, battlemind

Benefit: While you have at least 1 power point, you ignore the speed penalty normally incurred by your armor.

LINGERING SWIFTNESS

Prerequisite: 11th level, ardent, *ardent alacrity* power

Benefit: When you use your *ardent alacrity*, the target can shift 2 squares or move at full speed.

MANTLE OF CAUTION

Prerequisite: 11th level, ardent, Ardent Mantle class feature

Benefit: While you are bloodied, allies within the radius of your Ardent Mantle gain a +2 bonus to Fortitude, Reflex, and Will.

MASTER'S INSTRUCTION

Prerequisite: 11th level, monk

Benefit: When you use a monk encounter attack power and miss at least one target, one ally you can see gains a +2 bonus to his or her next attack roll against one target you missed with the attack power before the end of your next turn.

POWER SURGE

Prerequisite: 11th level, psion

Benefit: You can expend the use of an unused daily psion attack power to regain 2 power points. If the daily power is 15th level or higher, you instead regain 4 power points. If the daily power is 25th level or higher, you instead regain 6 power points.

PRESCIENT DODGE [AUGMENT]

Prerequisite: 11th level, Psionic Augmentation class feature

Benefit: During each encounter, you gain a +2 bonus to all defenses until the start of your first turn.

Whenever you hit an enemy with an unaugmented attack power, you can spend 1 power point to gain a +2 power bonus to all defenses until the start of your next turn.

PSIONIC RUSH [AUGMENT]

Prerequisite: 11th level, Psionic Augmentation class feature

Benefit: When you spend an action point to take an extra action, you can reduce the cost to augment any augmentable power you use during that action by 1 power point.

PSIONIC STAFF FOCUS

Prerequisite: 11th level, psion

Benefit: When you use a ranged psion attack power using a staff against a target adjacent to you, the attack does not provoke opportunity attacks.

PSYCHIC WAIL

Prerequisite: 11th level, any psionic class

Benefit: When you reduce an enemy to 0 hit points with a psychic attack, one enemy you can see within 5 squares of the first enemy grants combat advantage to you until the end of your next turn.

PUPPETEER

Prerequisite: 11th level, psion

Benefit: Whenever an enemy fails a saving throw against an effect caused by one of your psion attack powers, you can slide that enemy 1 square as a free action.

RIISING HOPES

Prerequisite: 11th level, ardent, *ardent surge* power, Mantle of Clarity class feature

Benefit: When you target a dying ally with your *ardent surge*, the target can stand up and shift as a free action.

SERENITY IN SIMPLICITY

Prerequisite: 11th level, monk

Benefit: While all your daily attack powers are expended, you gain a +1 bonus to attack rolls for monk at-will attack powers.

STAGGERING SPIKE

Prerequisite: 11th level, battlemind, *mind spike* power

Benefit: When you use your *mind spike*, the triggering enemy grants combat advantage to one ally targeted by the triggering attack until the end of the enemy's next turn.

STILL WATER

Prerequisite: 11th level, monk

Benefit: If you hit an enemy using a monk at-will attack power while all your encounter powers are expended, you gain a +2 bonus to AC until the start of your next turn.

SUPPRESSIVE SURGE

Prerequisite: 11th level, ardent, *ardent surge* power

Benefit: When you use your *ardent surge*, enemies within the radius of your Ardent Mantle cannot regain hit points until the start of your next turn.

THREEFOLD FORTITUDE [AUGMENT]

Prerequisite: 11th level, Psionic Augmentation class feature

Benefit: You gain a +1 feat bonus to Fortitude.

During your turn, you can spend 1 power point to increase the bonus to +3 until the end of your next turn.

THREEFOLD REFLEX [AUGMENT]

Prerequisite: 11th level, Psionic Augmentation class feature

Benefit: You gain a +1 feat bonus to Reflex.

During your turn, you can spend 1 power point to increase the bonus to +3 until the end of your next turn.

THREEFOLD WILL [AUGMENT]

Prerequisite: 11th level, Psionic Augmentation class feature

Benefit: You gain a +1 feat bonus to Will.

During your turn, you can spend 1 power point to increase the bonus to +3 until the end of your next turn.

UNSTOPPABLE SPEED

Prerequisite: 11th level, battlemind

Benefit: The first time you are bloodied during an encounter, you can move a number of squares equal to 3 + your Charisma modifier as a free action.

VIOLENT JOY

Prerequisite: 11th level, ardent, *ardent surge* power, Mantle of Elation class feature

Benefit: When you target a bloodied ally with your *ardent surge* and that ally regains enough hit points to no longer be bloodied, he or she can score critical hits with melee attacks on a roll of 19-20 until the end of your next turn.

WAKING SENSES

Prerequisite: 11th level, monk

Benefit: You never take a penalty to Perception checks when you are blinded, deafened, or sleeping.

WHIRLING IRON DEFENSE

Prerequisite: 11th level, monk, *iron soul flurry of blows* power

Benefit: When you use your *iron soul flurry of blows*, you gain a +1 bonus to all defenses against each target's attacks until the start of your next turn.

EPIC TIER FEATS

Feats in this section are available to characters of 21st level or higher who meet the feats' other prerequisites.

AGGRESSIVE CONSTRUCTION

Prerequisite: 21st level, psion

Benefit: When you use a psionic power to summon a creature, each enemy adjacent to the creature when it appears takes psychic damage equal to your Intelligence modifier.

BATTLMIND MENACE

Prerequisite: 21st level, battlemind, *blurred step* power

Benefit: When you use your *blurred step*, you gain a +2 power bonus to all defenses until the start of your next turn.

BOUNDLESS ENTHUSIASM

Prerequisite: 21st level

Benefit: The first time you score a critical hit during an encounter, you regain 2 power points.



CLOSE THE GAP

Prerequisite: 21st level, ardent, Mantle of Impulsiveness class feature

Benefit: Each ally within the radius of your Ardent Mantle at the start of an encounter can shift 1 square as a free action.

CRITICAL UNDERSTANDING

Prerequisite: 21st level, ardent, *ardent surge* power, Mantle of Clarity class feature

Benefit: When you use your *ardent surge*, a bloodied target gains a +3 bonus to all defenses instead of a +1 bonus.

DRAGON'S GRASP

Prerequisite: 21st level, monk

Benefit: When you use the grab action, you gain a feat bonus to the attack roll equal to your ki focus's enhancement bonus. In addition, when an enemy provokes an opportunity attack from you and you are wielding no weapons, you can make a grab attack in place of a melee basic attack.

FEARSOME SPIKE

Prerequisite: 21st level, battlemind, *mind spike* power

Benefit: When you use your *mind spike*, you also mark each enemy adjacent to the target until the end of your next turn.

EPIC TIER FEATS

Any Class	Prerequisites	Benefit
Boundless Enthusiasm	–	Regain 2 power points with first critical hit during encounter
Hostile Mind	–	Gain combat advantage when attack against your Will hits
Pure Mind	–	Gain resist 10 psychic, +2 Will

Ardent	Other Prerequisites	Benefit
Close the Gap	Mantle of Impulsiveness	Allies in Ardent Mangle at the start of each encounter shift
Critical Understanding	Ardent surge, Mantle of Clarity	Bloodied target of ardent surge gains +3 to all defenses
Infectious Euphoria	Ardent surge, Mantle of Elation	Allies adjacent to ardent surge target gain temporary hit points
Instinctive Surge	Ardent surge, Mantle of Impulsiveness	Use ardent surge as immediate reaction when ally within Ardent Mantle becomes bloodied
Victorious Soul	Ardent Mantle	Score critical hit and allies within Ardent Mantle gain bonus to damage rolls

Battlemind	Other Prerequisites	Benefit
Battlemind Menace	Blurred step	+2 to all defenses with blurred step
Fearsome Spike	Mind spike	Mark enemies adjacent to mind spike target
Inexorable Speed	Speed of thought	Move through enemies' spaces with speed of thought
Invigorating Demand	Battlemind's demand	Gain temporary hit points with augmented battlemind's demand

Monk	Other Prerequisites	Benefit
Dragon's Grasp	–	Ki focus bonus to grab attacks, grab on opportunity attacks
Form Mastery	–	Regain encounter power when you spend an action point
Keep Your Feet	–	Stand up as an immediate reaction when knocked prone
True Freedom	–	Escape as immediate reaction when grabbed

Psion	Other Prerequisites	Benefit
Aggressive Construction	–	Deal psychic damage to creatures adjacent to summoned creature
Lingering Force	Telekinesis Focus	+2 to all defenses with Telekinesis Focus power
Psion Implement Expertise	Int 21, Wis 15, Cha 15	Score critical hit on 19-20 with psionic implement
Stalk the Senseless	–	You are invisible to creatures dazed or stunned by your attack

FORM MASTERY

Prerequisite: 21st level, monk

Benefit: When you spend an action point to take an extra action, you also regain the use of a monk encounter attack power. You can use this encounter power as your extra action.

HOSTILE MIND

Prerequisite: 21st level

Benefit: When an enemy attack hits your Will, the enemy grants combat advantage to you for the first attack you make against it before the end of your next turn.

INEXORABLE SPEED

Prerequisite: 21st level, battlemind, *speed of thought* power

Benefit: When you use your *speed of thought*, you can move through enemies' spaces and your movement does not provoke opportunity attacks.

INFECTIOUS EUPHORIA

Prerequisite: 21st level, ardent, *ardent surge* power, Mantle of Elation class feature

Benefit: When you use your *ardent surge*, each ally adjacent to the target gains temporary hit points equal to 5 + your Constitution modifier.

INSTINCTIVE SURGE

Prerequisite: 21st level, ardent, *ardent surge* power, Mantle of Impulsiveness class feature

Benefit: When an ally within the radius of your Ardent Mantle becomes bloodied, you can use your *ardent surge* on that ally as an immediate reaction.

INVIGORATING DEMAND

Prerequisite: 21st level, battlemind, *battlemind's demand* power

Benefit: When you augment your *battlemind's demand*, you gain temporary hit points equal to your Constitution modifier.

KEEP YOUR FEET

Prerequisite: 21st level, monk

Benefit: When you are knocked prone, you can stand up as an immediate reaction.

LINGERING FORCE

Prerequisite: 21st level, psion, Telekinesis Focus class feature

Benefit: When you use a Telekinesis Focus power, you gain a +2 bonus to all defenses until the end of your next turn.

PSION IMPLEMENT EXPERTISE

Prerequisite: 21st level, Int 21, Wis 15, Cha 15, psion

Benefit: When you use a psionic power through an implement, you can score a critical hit on a roll of 19-20.

PURE MIND

Prerequisite: 21st level

Benefit: You gain resist 10 psychic and a +2 feat bonus to Will.

STALK THE SENSELESS

Prerequisite: 21st level, psion

Benefit: While a creature is dazed or stunned by one of your psion attack powers, you are invisible to that creature.

TRUE FREEDOM

Prerequisite: 21st level, monk

Benefit: When you are grabbed, you can make an escape attempt as an immediate reaction.

VICTORIOUS SOUL

Prerequisite: 21st level, ardent, Ardent Mantle class feature

Benefit: When you score a critical hit using an ardent attack, allies within the radius of your Ardent Mantle deal extra damage equal to your Charisma modifier on melee attacks until the start of your next turn.

MULTICLASS FEATS

The following feats provide new psionics multiclassing options.

AWAKENED POTENTIAL [MULTICLASS]

Prerequisite: Int 15, trained in Arcana

Benefit: You gain the Psionic Augmentation class feature and 1 power point. You can spend this power point to augment powers, feats, or magic items that are augmentable. Once you spend this power point, you do not regain the power point until you take an extended rest. You also qualify for feats that require the Psionic Augmentation class feature. You gain 1 additional power point at 21st level.

BLOOD'S PASSION [MULTICLASS ARDENT]

Prerequisite: Fervent Talent feat

Benefit: Choose a power granted by an Ardent Mantle class feature. You can use that power once per day.

FOCUSED TALENT [MULTICLASS PSION]

Prerequisite: Any multiclass psion feat

Benefit: Choose a psion Discipline Focus. You can use each power granted by the Discipline Focus once per day.

MONASTIC ADEPT [MULTICLASS MONK]

Prerequisite: Any multiclass monk feat

Benefit: You gain training in one skill from the monk's class list.

Choose a 1st-level monk at-will attack power. You can use that power once per encounter.

WILD ADVANCE [MULTICLASS BATTLEMIND]

Prerequisite: Demanding Talent feat

Benefit: You gain the battlemind's *blurred step* power and can use it once per encounter.

WILD SAVANT [MULTICLASS BATTLEMIND]

Prerequisite: Any multiclass battlemind feat, paragon multiclassing as a battlemind

Benefit: Choose a power granted by a battlemind Psionic Study. You can use that power once per day.

MULTICLASS FEATS

Name	Prerequisites	Benefit
Awakened Potential	Int 15, trained in Arcana	Gain Psionic Augmentation and 1 power point
Blood's Passion	Fervent Talent	Ardent: Ardent Mantle power 1/day
Focused Talent	Any multiclass psion feat	Psion: Discipline Focus powers 1/day
Monastic Adept	Any multiclass monk feat	Monk: Training in one monk skill, monk at-will 1/encounter
Wild Advance	Demanding Talent	Battlemind: <i>Blurred step</i> 1/encounter
Wild Savant	Any multiclass battlemind feat, paragon multiclassing as a battlemind	Battlemind: Psionic Study power 1/day

BLOODLINE FEATS

Elans and foulborn are not true races such as those presented in the *Player's Handbook*. Bloodline feats, introduced in *Dragon™ Magazine Annual 2009*, allow player characters of one race to expand their racial identity to include one of these bloodlines. Elan Heritage, Foulborn Heritage, and the other bloodline feats in this section are noted as such in the feat's name. You can have bloodline feats of only one type; thus, if you choose the Elan Heritage feat, you can have only Elan Bloodline feats.

If you want to play a character who has one of these bloodlines, choose a race as normal and then select the Elan Heritage feat or Foulborn Heritage feat to gain that bloodline's abilities. Under most circumstances, a character must be 1st level to select a bloodline feat. The Dungeon Master might allow a character to take a bloodline feat later to reflect a dormant bloodline or a development in the campaign. The Dungeon Master can also rule that you cannot retrain bloodline feats without an explanation of how your character loses that heritage.

ELAN HERITAGE [ELAN BLOODLINE]

Prerequisite: Humanoid

Benefit: You are an elan. Your origin changes to immortal, and you are considered an immortal creature for the purpose of effects that relate to creature origin. You gain telepathy 5.

You have the *elan resilience* power.

Elan Resilience

Feat Power

Psionic energy flares around you, limiting the effect of an attack.

Encounter ♦ **Psionic**

Immediate Interrupt **Personal**

Trigger: You take damage from an attack

Effect: Reduce the triggering attack's damage by your Intelligence modifier.

Level 11: 3 + Intelligence modifier.

Level 21: 6 + Intelligence modifier.

FOULBORN HERITAGE [FOULBORN BLOODLINE]

Prerequisite: Natural humanoid

Benefit: You are a foulborn. Your origin changes to aberrant, and you are considered an aberrant creature for the purpose of effects that relate to creature origin.

You have the *unbalanced mind* power.

Unbalanced Mind

Feat Power

Your connection to the Far Realm unleashes psychic pain in response to attack.

Encounter ♦ **Psionic, Psychic**

Immediate Reaction **Personal**

Trigger: You take damage from an attack

Effect: Until the end of your next turn, any creature that enters a square adjacent to you or ends its turn there takes 5 psychic damage.

HEROIC TIER FEATS

BOON OF THE MADE [ELAN BLOODLINE]

Prerequisite: Elan Heritage

Benefit: When you use *elan resilience*, you gain resistance to all damage equal to your Intelligence modifier until the end of your next turn.

DIVERSE FOCUS [ELAN BLOODLINE]

Prerequisite: Elan Heritage, psion, Discipline Focus class feature

Benefit: Choose and gain a Discipline Focus other than one you already possess. You can use any powers associated with that Discipline Focus as daily powers.

ELAN PROTECTION [ELAN BLOODLINE]

Prerequisite: Elan Heritage, ardent, Ardent Mantle class feature

Benefit: When you use *elan resilience*, each ally within the radius of your Ardent Mantle gains a +2 bonus to all defenses until the start of your next turn.

ELAN RETRIBUTION [ELAN BLOODLINE]

Prerequisite: Elan Heritage, battlemind

Benefit: When you use *elan resilience*, each enemy marked by you takes psychic damage equal to your Constitution modifier.

FEARSOME FLURRY [FOULBORN BLOODLINE]

Prerequisite: Foulborn Heritage, monk, Flurry of Blows class feature

Benefit: When you use your Flurry of Blows power, you can forego the normal effect to have the target take a -2 penalty to attack rolls until the end of your next turn.

HEROIC TIER BLOODLINE FEATS

Name	Prerequisites	Benefit
Boon of the Made	Elan Heritage	Gain resistance to all damage when you use <i>elan resilience</i>
Diverse Focus	Elan Heritage, psion, Discipline Focus	Gain second Discipline Focus, use its powers as daily powers
Elan Heritage	Humanoid	Origin changes to immortal, gain <i>elan resilience</i> , telepathy 5
Elan Protection	Elan Heritage, ardent, Ardent Mantle	Allies within Ardent Mantle gain +2 to all defenses with <i>elan resilience</i>
Elan Retribution	Elan Heritage, battlemind	Deal psychic damage to marked targets when you use <i>elan resilience</i>
Fearsome Flurry	Foulborn Heritage, monk, Flurry of Blows	Flurry of Blows can impose –2 to attacks
Foulborn Heritage	Natural humanoid	Origin becomes aberrant, gain <i>unbalanced mind</i>
Mantle of Unease	Foulborn Heritage, ardent, Ardent Mantle	Enemy scores critical hit and gains –2 penalty to attacks
Spike of Madness	Foulborn Heritage, battlemind, <i>mind spike</i>	<i>Mind spike</i> target slides 1 square and grants combat advantage
Untraceable Flurry	Elan Heritage, monk, Flurry of Blows	Flurry of Blows deals psychic damage and ignores insubstantial
Vision of Madness	Foulborn Heritage, psion	Daze with critical hit using augmented psion at-will attack

MANTLE OF UNEASE [FOULBORN BLOODLINE]

Prerequisite: Foulborn Heritage, ardent, Ardent Mantle class feature

Benefit: When an enemy not immune to fear scores a critical hit within the radius of your Ardent Mantle, it takes a –2 penalty to attack rolls until the end of its next turn. If you are bloodied, you also push the enemy 1 square.

SPIKE OF MADNESS [FOULBORN BLOODLINE]

Prerequisite: Foulborn Heritage, battlemind, *mind spike* power

Benefit: When you use your *mind spike* power, you also slide the target 1 square, and the target grants combat advantage until the end of your next turn.

UNTRACEABLE FLURRY [ELAN BLOODLINE]

Prerequisite: Elan Heritage, monk, Flurry of Blows class feature

Benefit: You can deal psychic damage with your Flurry of Blows power. When you do, the power deals full damage to insubstantial creatures.

PARAGON TIER BLOODLINE FEATS

Name	Prerequisites	Benefit
Aberrant Sight	Foulborn Heritage	Gain darkvision
Accursed Revelation	Foulborn Heritage, ardent, Ardent Mantle	Enemies in Ardent Mantle grant combat advantage when you drop to 0 power points
Body Fuel	Elan Heritage, Psionic Augmentation	Regain 1 power point with second wind
Elan Mental Onslaught	Elan Heritage	Target Will on next attack after Flurry of Blows
Returning Resilience	Elan Heritage	Regain <i>elan resilience</i> with second wind
Terrible Aspect	Foulborn Heritage, battlemind	Mark each enemy within 3 squares of you when you first drop to 0 power points

VISION OF MADNESS [FOULBORN BLOODLINE]

Prerequisite: Foulborn Heritage, psion

Benefit: When you score a critical hit against an enemy using an augmented psion at-will power, that enemy is also dazed until the end of your next turn. If the enemy is already dazed or is dazed by the power, it instead takes 5 extra psychic damage.

PARAGON TIER FEATS

ABERRANT SIGHT [FOULBORN BLOODLINE]

Prerequisite: 11th level, Foulborn Heritage

Benefit: You gain darkvision.

ACCURSED REVELATION [FOULBORN BLOODLINE]

Prerequisite: 11th level, Foulborn Heritage, ardent, Ardent Mantle class feature

Benefit: When you first drop to 0 power points during an encounter, each enemy within the radius of your Ardent Mantle grants combat advantage until the end of your next turn.



EPIC TIER BLOODLINE FEATS

Name	Prerequisites	Benefit
Bloodied Horror	Foulborn Heritage	While bloodied, +1 bonus to attacks using fear powers, bloodied enemies take -2 to attacks
Far Realm's Blessing	Foulborn Heritage	Regain 1 power point when first bloodied
Gift of the Eternal	Elan Heritage, Psionic Augmentation	Regain 1 power point at the start of your first turn in each encounter
Psionic Discorporation	Elan Heritage	Insubstantial when at 0 hit points or fewer, +2 attacks when you are no longer dying

BODY FUEL [ELAN BLOODLINE]

Prerequisite: 11th level, Elan Heritage, Psionic Augmentation class feature

Benefit: Once per encounter when you use your second wind, you also regain 1 power point.

ELAN MENTAL ONSLAUGHT [ELAN BLOODLINE]

Prerequisite: 11th level, Elan Heritage

Benefit: When you damage an enemy using your Flurry of Blows power, your next attack against that enemy made before the end of your next turn can target Will instead of the defense normally targeted.

RETURNING RESILIENCE [ELAN BLOODLINE]

Prerequisite: 11th level, Elan Heritage

Benefit: When you use your second wind, you regain the use of your *elan resilience* power.

TERRIBLE ASPECT [FOULBORN BLOODLINE]

Prerequisite: 11th level, Foulborn Heritage, battlemind

Benefit: When you first drop to 0 power points during an encounter, you mark any enemy within 3 squares of you until the end of your next turn.

EPIC TIER FEATS

BLOODIED HORROR [FOULBORN BLOODLINE]

Prerequisite: 21st level, Foulborn Heritage

Benefit: While you are bloodied, you gain a +1 bonus to attack rolls when using fear powers. In addition, bloodied enemies that are adjacent to you take a -2 penalty to attack rolls.

FAR REALM'S BLESSING [FOULBORN BLOODLINE]

Prerequisite: 21st level, Foulborn Heritage, Psionic Augmentation class feature

Benefit: The first time you become bloodied in an encounter, you regain 1 power point.

GIFT OF THE ETERNAL [ELAN BLOODLINE]

Prerequisite: 21st level, Elan Heritage, Psionic Augmentation class feature

Benefit: At the end of your first turn in each encounter, you regain 1 power point.

PSIONIC DISCORPORATION [ELAN BLOODLINE]

Prerequisite: 21st level, Elan Heritage

Benefit: While you are at 0 hit points or fewer, you are insubstantial. When you regain hit points so that you are no longer dying, you gain a +2 bonus to attack rolls for psionic powers until the end of your next turn.

EPIC DESTINIES

Your epic destiny demonstrates a greater awareness of yourself, your purpose, and your place in the cosmos. Pursuing a psionic epic destiny sets you on a path that will ultimately free you from the constraints of reality—transcending mere immortality as you become one with the power within you.

COSMIC SOUL

Your thoughts are windows to distant worlds, strange realities, and endless possibilities.

Prerequisite: 21st level, any psionic class

The cosmos has long fascinated you with its strange tales of far-flung realms populated by creatures beyond imagination. For much of your adventuring career, the lure of such places has pulled you onward, and each discovery only intensifies your appetite for more knowledge. Over time, however, you become frustrated with the material barriers that slow or prevent your explorations. You yearn to become the Cosmic Soul, peering across impossible distances with the power of the mind alone. You are limited only by your imagination, and there are no realms you cannot conquer.

IMMORTALITY

The door to your mind opens wide, filling you with an awareness of the cosmos around you.

Infinite Awareness: All material barriers to your curiosity fall away as you unlock the final door to your potential. Like a flower opening its petals to drink in the sun, your consciousness expands to touch all places, all peoples, all worlds in a flooding rush. Your thoughts flick from one world to another, your inner eye falling on the gods' dominions or bearing witness to the atrocities of the Nine Hells and the Abyss. Your vision extends even beyond the veil that shrouds the Far Realm, allowing you to perceive the full horror that lurks on the fringes of reality. With your mind freed, you have no need for the body and its limitations. The needs and cravings of your physical form fall away as you enter infinite awareness, ready to explore without limitation until the end of time.

COSMIC SOUL FEATURES

Cosmic Awareness (21st level): You can master and perform scrying rituals. Any scrying ritual you perform does not need a focus, and you gain a +5 bonus to any skill checks made to perform the ritual. Once per day, you can use any scrying ritual you know without expending components.

In addition, you gain truesight 5.



Cosmic Experience (24th level): You have seen so much that whatever happens to you seems already familiar. You gain a +5 bonus to initiative checks, knowledge checks, and monster knowledge checks. In addition, you can speak all languages.

Cosmic Connection (30th level): All your ranged powers and area powers have a range of “sight.”

COSMIC SOUL POWER

Merge with the Cosmos

Cosmic Soul Utility 26

Your body temporarily fades, replenishing you and granting you the advantage over your foes.

Daily ♦ Healing, Psionic, Zone
No Action Personal

Trigger: You drop to 0 hit points or fewer

Effect: You are removed from play, creating a zone in a burst 10 centered on the space you last occupied and that lasts until you reappear. At the start of your next turn, you regain hit points equal to your level, and one ally within the zone can take a standard action as a free action. At the end of your next turn, you reappear in any unoccupied space within the zone. Each enemy within the zone when you reappear grants combat advantage to you until the end of the encounter.

Sustain No Action: You can choose to not reappear at the end of your turn, sustaining the effect.

DEMIURGE

Godhood is too limiting for a hero such as you. You reach higher than any deity's throne, for in your dreams are the seeds of a new world.

Prerequisite: 21st level, any psionic class

To the mortals who worship them, the gods are the highest form of life. Possessed of incalculable strength and wisdom, the deities hold the power to create new races and raze whole continents at their whim. Yet for all their magnificence, the gods are flawed beings, possessed of the same failures of judgment and character that plague the mortals living beneath their gaze.

You are not the first to look beyond godhood, bearing witness to an infinite perfection that supersedes even the deities' power. At the height of creation lies a cause or a purpose whose intent remains inscrutable even to the gods. Some might seek to pay homage to this being beyond beings—this idea and first cause, the Demiurge responsible for the sum of all things. You, however, have no intention of joining with or serving this force. Rather, you hope to secure its power for yourself. You will shape reality as you see fit, rebuilding the cosmos in your own image and from your own imagination.

IMMORTALITY

So arrogant is your objective, so profound your goals, that you find enemies to all sides of you. The most powerful beings in the cosmos set aside their darkest disputes to fight against your burgeoning power.

Monadic Transcendence: Enemies without number darken your path, even as the gods themselves attempt to deny you from your goal. But none can dispute the worthiness of your work, the perfection your efforts create, or the power you hold within you. Each victory on your quest places you closer to the pinnacle of creation, until at the completion of your great work, your mind and that of the first cause touch.

The contact you have long sought results in your utter annihilation, with not even dust left to mark your passing. Those who knew you come to forget you, the memory of your hubris fading as if you had never been. But away from this world, beyond the bounds of reality where a vast emptiness stretches to infinity, your nothingness gives birth to a new creation. Your essence becomes the catalyst that spawns new worlds, new monsters, new gods. You set in motion time's eternal flow, with a future guided and shaped wholly by your own immortal imagination.



DEMIURGE FEATURES

Becoming the One (21st level): Your Charisma score and one other ability score of your choice both increase by 2.

Perfection in Action (24th level): When you reach a milestone, you gain 2 action points instead of 1 action point. When you reach a second milestone, you can spend up to 2 action points in the same encounter.

Deification of the Self (30th level): You gain a +5 bonus to saving throws and you are immune to the attacks of any creature of level 20 or lower. In addition, the first time you are bloodied in each encounter, you teleport to any unoccupied space you can see, you can spend a healing surge, and you are insubstantial until the end of your next turn.

DEMIURGE POWER

Demiurge Resistance

Demiurge Utility 26

Your connection to destiny allows you to shrug off the most potent effects imposed on you.

Encounter ♦ **Psionic**

Free Action **Personal**

Requirement: You must not be bloodied.

Trigger: You are subjected to an effect that a save can end

Effect: You make a saving throw against the effect.

Special: If you roll a 15 or higher on the saving throw, you regain the use of this power.

EIGHTH SEAL

You are a living seal against the Far Realm's intrusion, sheltering the world from its most virulent threat.

Prerequisite: 21st level, any psionic class

You are one with the Keepers of the Cerulean Sign—perhaps through your exposure to their writings or other works, perhaps by serving their ancient cause through your deeds. In your ceaseless fight against the aberrant menace, you have focused on closing the breaches to the Far Realm where ancient safeguards have begun to fail. But your need to keep the world safe will exact a terrible price in the end.

IMMORTALITY

Using your soul's power and your psionic abilities, you sacrifice yourself to strengthen the boundaries between the mortal realm and the madness of the Far Realm.

Living Seal: To complete your task, you must recover the ancient Cerulean Seals, believed to have been lost or destroyed since the keepers of old faded from this world. Your searching reveals that these are not devices, but rather the souls of the greatest champions who gave their lives to secure reality against the Far Realm's corrupting influence. By working with these guardians, you merge your spiritual energy with their own and restore the wards they built.

EIGHTH SEAL FEATURES

Keeper of the Cerulean Seals (21st level): As you embrace your destiny, the Seven Seals grant you the following benefit.

- ◆ You gain a +1 bonus to all defenses.
- ◆ When you hit an aberrant creature with an attack, the attack deals 2d12 extra psychic and radiant damage.
- ◆ You are immune to fear effects.
- ◆ You are considered an immortal creature for the purpose of effects that relate to creature origin.

The Mind's Shining Corridors (24th level): When an enemy misses you with an attack against Will, it takes 2d12 psychic and radiant damage and is dazed until the end of your next turn. If the enemy is already dazed, it is stunned instead.

In addition, when you are subjected to an effect that dazes, dominates, or stuns you that a save can end, you can make a saving throw against that effect at the start of your next turn. If you save, the effect ends on you.

Nature Restored (30th level): When you reduce an aberrant creature to 0 hit points, choose one of the following effects.

- ◆ You regain hit points as if you had spent a healing surge.

- ◆ Each enemy within 3 squares of the aberrant creature takes 10 psychic and radiant damage and is dazed until the end of your next turn.

EIGHTH SEAL POWER

Call Forth the Seven Keys

Eighth Seal Utility 26

Seven watchful guardians drenched in blue light lend aid to you and your allies.

Daily ◆ **Conjuration, Psionic**

Standard Action **Close burst 10**

Effect: You conjure seven keybearers in unoccupied squares within range. Each keybearer lasts until the end of the encounter or until expended. A keybearer occupies its square, and you and your allies can move through it. A keybearer can be attacked. It has resist 20 to all damage and 1 hit point. When reduced to 0 hit points, it is destroyed. You can expend a keybearer as a free action during your turn to gain one of the following benefits. You can gain each benefit only once for each use of this power.

- ◆ You and each ally within 3 squares of the keybearer can spend a healing surge.
- ◆ You gain resist 15 to all damage until the end of your next turn.
- ◆ You gain a +5 power bonus to all defenses until the end of your next turn.
- ◆ You and each ally within 3 squares of the keybearer gain a +2 power bonus to attack rolls until the end of your next turn.
- ◆ You and each ally within 5 squares of the keybearer gain a +5 power bonus to damage rolls until the end of your next turn.
- ◆ You teleport 5 squares. Each ally within 5 squares of the keybearer can teleport 5 squares as a free action.
- ◆ You and each ally who can see you or the keybearer are no longer dazed, dominated, or stunned.



GRANDMASTER OF FLOWERS

You have lived your final lifetime and achieved the enlightened perfection you have long sought.

Prerequisite: 21st level, monk

It is said that not even the gods themselves know what lies in store for souls loosed from their bodies. You believe that beyond death is rebirth. Each lifetime is spent improving on the lifetime before, shedding imperfections in the hope of attaining the perfect state of enlightenment.

Your soul is like a great garden, and its beauty and perfection depend on how you tend it during all seasons. When the winter of death approaches, the garden becomes dormant for a time. Then, as the warm winds chase away snow and ice, new life begins. With the spring comes the chance to clear away the detritus and weeds of each life that has passed before. Only when you achieve perfection in your soul will you find the enlightenment that is your ultimate reward.

IMMORTALITY

You have lived many lives, each improving on the one before. In this last life, you have come closer than ever to achieving perfect harmony. If you can succeed in purging yourself of the last traces of imperfection, you will know enlightenment.

Perfect Peace: The state you seek removes all grief, all craving, all fear to bring mind, body, and soul into harmonious balance. In attaining this state, you are no longer troubled by the world's demands, and you spend your final days in quiet contemplation. During those days, many who seek the path to enlightenment will come to you in hopes of learning

from your wisdom. When you are ready, you step free from this world to merge with those souls who have already attained the perfect peace for which you have long strived.

GRANDMASTER OF FLOWERS FEATURES

Enlightenment's Blessing (21st level): Your Dexterity increases by 2.

Balanced Mind (21st level): Whenever you make a saving throw to end a charm, fear, or psychic effect, you can take the better of 10 or your die roll.

In addition, when an enemy misses you with an attack against Will, that enemy takes 10 psychic damage.

Ubiquity (24th level): Whenever you hit with a melee attack, you can teleport 3 squares to an unoccupied square adjacent to the target as a free action.

Luminous Consciousness (30th level): You transcend mortal limitations. Your movement never provokes opportunity attacks, and when an effect allows you to shift, you can instead move your speed. You ignore difficult terrain. You can move across and end your movement on any vertical or liquid surface. Finally, whenever you walk, run, or charge, you can spend any or all of that movement flying. If you are still flying when you end this movement, you land safely in the nearest unoccupied space.

GRANDMASTER OF FLOWERS POWER

A Scattering of Petals

Grandmaster of Flowers Utility 26

You brush aside a ranged attack with practiced ease, redirecting its energy toward other targets.

Encounter ♦ **Psionic**

Free Action **Personal**

Trigger: A ranged attack hits you

Effect: You take half damage from the triggering attack, and the attack also hits one or two creatures you choose within 10 squares of you.



MASTER OF MOMENTS

All times, all places, all moments are yours to explore.

Prerequisite: 21st level, any psionic class

Time is not a river but an ocean, extending in all directions to infinity. You are a sailor traveling wherever time's currents carry you, venturing into the uncharted future as you leave the inscrutable past behind. An awakened mind is your compass; your instincts are your only map. You are the Master of Moments, calling forth the psionic power that propels you into the future or lets you set course for forgotten times.

IMMORTALITY

You have never rested easy in the present. Now, it is your fate to free yourself from time's currents as you seek out new futures and altered pasts.

Alter the Past: You look back at your accomplishments, successes, and failures to analyze the ways in which you might have made your decisions differently. Have you long yearned to undo a choice that cost the lives of others dear to you? Do you look back on one moment when choosing the wrong path led to disaster? The more you reflect on your past, the more it colors your accomplishments, until you are determined to correct your errors in order to achieve an even greater end. You leave behind the present to venture into the past. But what changes will you make there? Will there be repercussions from your meddling? What new troubles might arise through your well-intentioned efforts?

See the Future: Having met your objectives in the present, you wonder what consequences they might bring. Rather than watch them unfold, you step ahead in time, traveling through the years to witness the seeds of your success take root and grow into a better future. But what if your efforts bring about not a better world but a darker one? Will you interfere and change history's course? Or will you direct new heroes to take up your mantle and continue the struggle on your behalf?

MASTER OF MOMENTS FEATURES

Consummate Traveler (21st level): You can master and perform travel rituals. You gain a +5 bonus to any skill checks made to perform a travel ritual. Once per day, you can use a travel ritual you know without expending components.

Maximized Time (21st level): You can spend an action point to gain a standard action, a move action, and a minor action instead of only one extra action.

Bountiful Seconds (24th level): You can take an extra minor action during each of your turns. During your turn, you can give up two minor actions to gain an extra move action.



In addition, you can master and perform any travel ritual regardless of level.

Boundless Presence (30th level): You gain teleport 5 as a movement mode.

In addition, once per day when you become bloodied or drop to 0 hit points or fewer, you can remove yourself from play. You gain the benefit of a short rest. At the start of your next turn, you reappear in the space you last occupied or in the nearest unoccupied space.

MASTER OF MOMENTS POWER

Freeze Time

Master of Moments Utility 26

Your attack freezes a foe in a timeless void.

Daily ♦ Psionic

Free Action

Personal

Trigger: You hit an enemy

Target: The enemy you hit

Effect: You freeze the target in time until the end of your next turn. While frozen in time, the target cannot take actions, does not have a start or an end of turn, is not aware of its surroundings, and is immune to all damage and effects.

TOPAZ CRUSADER

The only cure for madness is to excise its corruption and destroy it.

Prerequisite: 21st level, any psionic class, Psionic Augmentation class feature

Constant pressure causes the Far Realm's corrupting influence to leak through even the smallest breaches into the natural world, spawning horrors that tear at the fabric of existence. These breaches represent some of the greatest dangers to the mortal realm, and generations of heroes have dedicated themselves to maintaining the integrity of the Far Realm's boundaries. Over a lifetime's adventuring, however, you have grown weary of this ultimately doomed effort.

For each fissure that is closed, two more open elsewhere. Worse, how many of the fault lines riddling creation remain undetected? The Far Realm relentlessly seeks to corrupt the mortal realm, but whereas most heroes seek only to defend against the Outside's malign influence, you have a better idea. You will turn the tide on the Far Realm by assaulting its borders, its creatures—its very nature. And if you cannot reshape the Far Realm with the benign influence of the natural world, you will destroy it utterly to eliminate the threat it represents.

IMMORTALITY

As your mortal life winds to its end, you push ever closer to your goal of eliminating the Far Realm's threat.



Into the Breach: Aberrant blood stains your weapons and armor. The horrors you have seen assail your memory, but you remain strong. Now is the time to carry the torch of purity against the hordes of corruption, finally driving back the tide that threatens all existence. Girding yourself in the protective energy contained in the psionic gemstone at your brow, you step out from this world, sounding one last battle cry as you carve a path of death and destruction into the heart of madness. You will end the Far Realm's threat even at the cost of your own life. In the centuries that follow, as the incursions of the unwholesome fade into myth, your spirit will find its reward.

TOPAZ CRUSADER FEATURES

Bound to Greatness (21st level): Your Constitution or Charisma score increases by 2.

Topaz Focus (21st level): You protect yourself from aberrant influence with a meditative focus. You gain a +1 bonus to AC. You cannot be dazed or dominated. You gain a +2 bonus to Will against aberrant creatures, and you know the location of all aberrant creatures within 5 squares of you at all times. You don't grant combat advantage to those creatures, and if they have cover or concealment when you attack them, you don't take the -2 penalty to attack rolls against them.

When you will it, this focus manifests as a topaz gemstone in the center of your brow.

Topaz Meditation (24th level): Your focus grants you increased power. You gain 2 additional power points and a +2 bonus to all defenses, you cannot be immobilized or restrained, and you can ignore polymorph effects.

Topaz Flare (30th level): While you have no power points remaining, your unaugmented at-will powers grant you a benefit when they hit. If your attack roll is an even number, you regain 2 power points. If your attack roll is an odd number, the target you hit takes 5 extra psychic damage.

TOPAZ CRUSADER POWER

Topaz Corona

Topaz Crusader Utility 26

You surround yourself and your allies with a shroud of swirling blue light, replenishing your strength and fueling your attacks against the creatures of the Far Realm.

Daily ♦ Healing, Psionic, Psychic, Zone

Minor Action

Close burst 5

Effect: The burst creates a zone that lasts until the end of the encounter. The zone moves with you, remaining centered on you. While within the zone, you and your allies gain a +2 power bonus to all defenses and regeneration equal to 10 + your highest ability modifier. In addition, whenever you or an ally within the zone makes an attack against an aberrant creature, the attack deals 10 extra psychic damage. If the attack roll is 18–20, the target is also stunned until the end of your next turn.

EQUIPMENT: SUPERIOR KI FOCUSES

A ki focus is an item used by a monk to control and hone his or her psionic power. Unlike other implements, such as the orbs and staffs used by psions, the power of a monk's ki focus is only partially contained in the physical object. The focus serves as a means to gather and shape the ki energy already present within a character. Like all other implements, ki focuses come in mundane or magic varieties. A magic ki focus allows a monk to use its enhancement bonuses and powers with his or her implement powers.

A ki focus is often tied to a particular training or fighting style. A monk that uses a wooden practice sword as a ki focus draws no additional prowess from the harmless weapon. Rather, it is the memory of years of training with that weapon that allows the monk to effectively channel ki into his or her attacks. As a result, additional training or advanced knowledge can be tied to a ki focus a monk already uses.

By learning more advanced fighting styles and techniques, your monk character gains power functionally similar to that gained by wielding a superior implement, as described in *Player's Handbook 3* (page 195). But instead of purchasing a superior ki focus, you undertake a special training regimen to unlock new ways to channel your power, whether you wield a magic ki focus or a mundane one. The listed price reflects the cost of the training by which you master the effect of the improved ki focus, and can be thought of as covering expenses such as food, lodging, and other supplies for the duration of your study.

Like other implement users, you can only access a superior ki focus if you take the Superior Implement Training feat (*Player's Handbook 3*, page 183). When you take the feat, you choose one superior ki focus. You can take the feat multiple times to channel additional superior properties through a single ki focus. You cannot use multiple properties at the same time, and you cannot channel properties from more than one superior ki focus during the same attack. Before you make an attack, you decide which superior ki focus property you will use for the attack.

An implement entry on the Ki Focuses table contains the following information.

Implement: The superior ki focus's name.

Price: The superior ki focus's training cost in gold pieces. This cost is included in the cost of a magic superior ki focus.

Weight: Because a superior ki focus adds to an existing physical focus, it has no weight.

Properties: The superior ki focus's special properties, as detailed below.

KI FOCUSES

Implement	Price (gp)	Weight	Properties
Accurate Ki Focus	25	–	Accurate
Fluid Ki Focus	30	–	Mobile, shielding
Inexorable Ki Focus	35	–	Energized (force), unstoppable
Iron Ki Focus	30	–	Deadly, forceful
Mighty Ki Focus	25	–	Empowered crit, unerring
Mountain Ki Focus	30	–	Forceful, shielding
Serene Ki Focus	35	–	Energized (psychic), undeniable
Transcendent Ki Focus	30	–	Blinking, reaching

SUPERIOR KI FOCUS PROPERTIES

Accurate: You gain a +1 bonus to attack rolls using an accurate implement.

Blinking: When you hit with a teleportation attack power, you have concealment until the start of your next turn.

Deadly: You gain a +1 bonus to damage rolls with a deadly implement. This bonus increases to +2 at 11th level and +3 at 21st level.

Empowered Crit: When you score a critical hit using an empowered crit implement, the attack deals 1d10 extra damage. This extra damage is in addition to any critical damage dealt by a magic implement. The extra damage increases to 2d10 at 11th level and 3d10 at 21st level.

Energized: You gain a +2 bonus to damage rolls with attack powers that have a keyword matching an energized implement's damage type. This bonus increases to +3 at 11th level and +4 at 21st level.

Forceful: When you pull, push, or slide a target with an attack power using a forceful implement, the distance of the forced movement increases by 1 square.

Mobile: When you hit with an attack using a mobile implement, you can shift as a minor action before the end of your turn.

Reaching: You gain +1 reach with melee attacks using a reaching implement.

Shielding: Whenever you hit at least one target with an attack power using a shielding implement, you gain a +1 shield bonus to AC and Reflex until the start of your next turn.

Undeniable: You gain a +1 bonus to attack rolls against Will with an undeniable implement.

Unerring: You gain a +1 bonus to attack rolls against Reflex with an unerring implement.

Unstoppable: You gain a +1 bonus to attack rolls against Fortitude with an unstoppable implement.



MAGIC ITEMS

Characters of any class can use many of the new items in this section. The nature of their magic makes these items particularly useful for psionic characters.

Ki Focuses

This section builds on the magic ki focuses presented in *Player's Handbook 3*. A ki focus is not an object whose power resides wholly within it, as with other magic items. Rather, it is a tool that the members of certain psionic classes use to focus their own psionic energy.

If you can use a ki focus as an implement, you can add its enhancement bonus to the attack rolls and damage rolls of implement powers you use through the ki focus. You can also use the ki focus's properties and powers. Being able to use a ki focus as an implement means you can also use it with your weapon attacks. You can add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. You must choose to use the enhancement bonus, properties, and powers of the ki focus, rather than the weapon you're wielding, or vice versa. You can't use both when you use a power.

If you possess two ki focuses, you can benefit only from the ki focus to which you've most recently attuned yourself (see *Player's Handbook 3*, page 203).

Cascading Strikes Ki Focus

Level 3+

Your wide strike triggers your stout stone idol to release its power, helping you land a blow that would otherwise go astray.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You miss with an attack using this ki focus. *Effect:* Reroll the attack roll.

Crashing Tide Strike Ki Focus

Level 8+

You focus the ocean's wrath to strike your enemies with tidal force.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* You push the target 1 square per point of the ki focus's enhancement bonus, then knock it prone. You then shift the same number of squares.

KI FOCUSES

Lvl	Name	Price (gp)
2	Hunting Panther Ki Focus +1	520
3	Cascading Strikes Ki Focus +1	680
3	Four Winds Ki Focus +1	680
4	Hurricane Strike Ki Focus +1	840
4	Thunderfist Ki Focus +1	840
7	Hunting Panther Ki Focus +2	2,600
8	Cascading Strikes Ki Focus +2	3,400
8	Crashing Tide Strike Ki Focus +2	3,400
8	Four Winds Ki Focus +2	3,400
9	Forked Lightning Ki Focus +2	4,200
9	Hurricane Strike Ki Focus +2	4,200
9	Mountainfall Ki Focus +2	4,200
9	Thunderfist Ki Focus +2	4,200
12	Hunting Panther Ki Focus +3	13,000
13	Cascading Strikes Ki Focus +3	17,000
13	Crashing Tide Strike Ki Focus +3	17,000
13	Four Winds Ki Focus +3	17,000
14	Forked Lightning Ki Focus +3	21,000
14	Hurricane Strike Ki Focus +3	21,000
14	Mountainfall Ki Focus +3	21,000
14	Thunderfist Ki Focus +3	21,000
17	Haunting Presence Ki Focus +4	65,000
17	Hunting Panther Ki Focus +4	65,000
18	Cascading Strikes Ki Focus +4	85,000
18	Crashing Tide Strike Ki Focus +4	85,000
18	Four Winds Ki Focus +4	85,000
19	Forked Lightning Ki Focus +4	105,000
19	Hurricane Strike Ki Focus +4	105,000
19	Mountainfall Ki Focus +4	105,000
19	Thunderfist Ki Focus +4	105,000
22	Haunting Presence Ki Focus +5	325,000
22	Hunting Panther Ki Focus +5	325,000
23	Cascading Strikes Ki Focus +5	425,000
23	Crashing Tide Strike Ki Focus +5	425,000
23	Four Winds Ki Focus +5	425,000
24	Forked Lightning Ki Focus +5	525,000
24	Hurricane Strike Ki Focus +5	525,000
24	Mountainfall Ki Focus +5	525,000
24	Thunderfist Ki Focus +5	525,000
27	Haunting Presence Ki Focus +6	1,625,000
27	Hunting Panther Ki Focus +6	1,625,000
28	Cascading Strikes Ki Focus +6	2,125,000
28	Crashing Tide Strike Ki Focus +6	2,125,000
28	Four Winds Ki Focus +6	2,125,000
29	Forked Lightning Ki Focus +6	2,625,000
29	Hurricane Strike Ki Focus +6	2,625,000
29	Mountainfall Ki Focus +6	2,625,000
29	Thunderfist Ki Focus +6	2,625,000

Forked Lightning Ki Focus

Level 9+

Crackling lightning illuminates you as it forks toward your enemy.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 lightning damage per plus

Power (At-Will ♦ Lightning): Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* The attack deals lightning damage instead of any other damage type.

Power (Daily ♦ Lightning, Teleportation): Free Action. *Trigger:* You make a melee attack that deals lightning damage using this ki focus. *Effect:* Choose one enemy within 5 squares of the target of the triggering attack. You teleport to an unoccupied square adjacent to that enemy and make a melee basic attack against it. The attack deals lightning damage instead of any other damage type.

Four Winds Ki Focus

Level 3+

Channeling the power of air and sky, you command the four winds to speed your strikes and whisk you to safety.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you slide the target 1 square per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* You fly a number of squares equal to the ki focus's enhancement bonus. Your movement from this power does not provoke opportunity attacks. You must land at the end of this movement or you fall.

Haunting Presence Ki Focus

Level 17+

By calling on the magic in your gossamer focus, you become ghostlike—ephemeral and impossible to pin down.

Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 22	+5	325,000 gp			

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily ♦ Illusion): Free Action. *Trigger:* You hit an enemy with an attack using this ki focus. *Effect:* You have concealment and are insubstantial until you are hit by an attack or until the end of your next turn.

Hunting Panther Ki Focus

Level 2+

These mummified eyeballs tucked inside a worn wooden box see through all your enemy's deceptions.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with an attack using this ki focus. *Effect:* The target cannot benefit from concealment or cover until it hits you with an attack.

Hurricane Strike Ki Focus

Level 4+

As power swirls within this slender glass cylinder, your fast strikes knock your enemies back.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 force damage per plus

Power (Daily): Free action. *Trigger:* You use your Flurry of Blows power. *Effect:* Your Flurry of Blows power deals extra damage equal to this ki focus's enhancement bonus, and you push each target a number of squares equal to this ki focus's enhancement bonus.

Mountainfall Ki Focus

Level 9+

A leather pouch filled with pebble shards lends you the full weight of the mountain to strike against vulnerable enemies.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you knock the target prone

Property: You gain a +2 item bonus to damage rolls when using this ki focus for attacks against prone and immobilized targets.

Level 14 or 19: +4 item bonus.

Level 24 or 29: +6 item bonus.

Power (Daily): Free action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* The enemy is immobilized (save ends).

Thunderfist Ki Focus

Level 4+

Roiling thunder booms with each strike you make, the metal of this focus vibrating as you assail your enemies with a cacophonous din.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 thunder damage per plus

Power (At-Will ♦ Thunder): Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* The attack deals thunder damage instead of any other damage type.

Power (Daily ♦ Thunder): Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* Each enemy adjacent to the target takes thunder damage equal to your highest ability score modifier and is deafened (save ends).

AUGMENTABLE ITEMS

Introduced in *Player's Handbook 3*, augmentable magic items provide new channels for utilizing psionic power. Although some of these items can be used by any character, only characters with the Psionic Augmentation class feature gain the power points needed to increase the potency of an augmentable item's powers or properties. Likewise, some of these items have properties that function only while the wielder has at least 1 power point.

All these items use the same rules as the magic items found in the *Player's Handbook* and the *Adventurer's Vault™* supplements.

ARMOR

Augmentable armor gives defensive-minded psionic characters an edge in combat, enhancing a wearer's mental or physical strength. In some cases, that enhancement allows the wearer to better protect his or her allies.

Anchoring Armor

Level 17+

Those who try to move close to you without warning are caught by the magic of this heavy armor.

Lvl 17 +4 65,000 gp Lvl 27 +6 1,625,000 gp
Lvl 22 +5 325,000 gp

Armor: Plate

Enhancement: AC

Power (Daily ♦ Augmentable): Immediate Reaction.

Trigger: A creature teleports to a square adjacent to you.

Effect: The triggering creature is immobilized and cannot teleport until the end of its next turn.

Augment 1: The creature is immobilized and cannot teleport (save ends).

Armor of Adaptable Resistance

Level 4+

This armor adapts to the attacks made against you, refocusing its protective power to keep you alive.

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp
Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

Armor: Hide, chain

Enhancement: AC

Property: You gain resist 5 to one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, or thunder. The damage type is chosen when the armor is created.

Level 14 or 19: Resist 10

Level 24 or 29: Resist 15

Power (Daily ♦ Augmentable): Immediate Reaction.

Trigger: You take damage from an attack of a type that this armor does not provide resistance to. *Effect:* Choose one of the damage types dealt by the attack. The armor's resistance changes to match that damage type until the end of the encounter.

Augment 1: The armor's resistance increases by 5 until the end of your next turn.

Blink Shirt

Level 8+

The smooth material of this comfortable shirt is stronger than it appears, and allows you to blink away from danger.

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
Lvl 18 +4 85,000 gp

Armor: Cloth

Enhancement: AC

Property: You gain a +2 item bonus to AC against opportunity attacks.

Power (Daily ♦ Augmentable, Teleportation): Immediate Reaction. *Trigger:* An enemy misses you with an attack.

Effect: You teleport a number of squares equal to 2 + the armor's enhancement bonus.

Augment 1: You regain the use of this power but cannot augment it again during this encounter.

Guardian's Armor

Level 15+

This heavy armor protects you well enough, but it achieves its full potential only when used in the defense of another.

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp

Armor: Scale, plate

Enhancement: AC

Property: While you have at least 1 power point, each ally adjacent to you gains resistance to all damage equal to the armor's enhancement bonus.

Power (Daily ♦ Augmentable): Immediate Interrupt.

Trigger: An ally adjacent to you is hit by an attack. *Effect:* The ally gains a +2 bonus to all defenses until the end of your turn.

Augment 1: The bonus increases to 2 + the armor's enhancement bonus.

Mind Hunter's Armor

Level 2+

This suit of pitted mail carries the scars of the fight against the Far Realm, and protects against effects that tear at the mind.

Lvl 2 +1 520 gp Lvl 17 +4 65,000 gp
Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp

Armor: Scale, plate

Enhancement: AC

Property: While you have at least 1 power point, you gain a +2 item bonus to saving throws against effects that daze, dominate, or stun.

Phrenic Armor

Level 4+

When your mind is targeted, this armor lashes your foes with a pulse of psychic energy.

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp
Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

Armor: Chain, scale

Enhancement: AC

Property: You gain resist 5 psychic.

Power (Daily ♦ Augmentable, Psychic): Immediate Reaction. *Trigger:* An enemy attack hits your Will. *Effect:*

Each enemy in a close burst 1 centered on you takes psychic damage equal to 3 + the armor's enhancement bonus and a -2 penalty to attack rolls for attacks that include you as the target until the end of your next turn.

Augment 1: The size of the burst increases to 2.

MAGIC ARMOR

Lvl	Name	Price (gp)	Categories
2	Mind Hunter's Armor +1	520	Scale, plate
3	Shaper's Armor +1	680	Cloth, leather
4	Armor of Adaptable Resistance +1	840	Hide, chain
4	Phrenic Armor +1	840	Chain, scale
7	Mind Hunter's Armor +2	2,600	Scale, plate
8	Blink Shirt +2	3,400	Cloth
8	Shaper's Armor +2	3,400	Cloth, leather
9	Armor of Adaptable Resistance +2	4,200	Hide, chain
9	Phrenic Armor +2	4,200	Chain, scale
12	Mind Hunter's Armor +3	13,000	Scale, plate
13	Blink Shirt +3	17,000	Cloth
13	Shaper's Armor +3	17,000	Cloth, leather
14	Armor of Adaptable Resistance +3	21,000	Hide, chain
14	Phrenic Armor +3	21,000	Chain, scale
15	Guardian's Armor +3	25,000	Scale, plate
17	Anchoring Armor +4	65,000	Plate
17	Mind Hunter's Armor +4	65,000	Scale, plate
18	Blink Shirt +4	85,000	Cloth
18	Shaper's Armor +4	85,000	Cloth, leather
19	Armor of Adaptable Resistance +4	105,000	Hide, chain
19	Phrenic Armor +4	105,000	Chain, scale
20	Guardian's Armor +4	125,000	Scale, plate
22	Anchoring Armor +5	325,000	Plate
22	Mind Hunter's Armor +5	325,000	Scale, plate
23	Blink Shirt +5	425,000	Cloth
23	Shaper's Armor +5	425,000	Cloth, leather
24	Armor of Adaptable Resistance +5	525,000	Hide, chain
24	Phrenic Armor +5	525,000	Chain, scale
25	Guardian's Armor +5	625,000	Scale, plate
27	Anchoring Armor +6	1,625,000	Plate
27	Mind Hunter's Armor +6	1,625,000	Scale, plate
28	Blink Shirt +6	2,125,000	Cloth
28	Shaper's Armor +6	2,125,000	Cloth, leather
29	Armor of Adaptable Resistance +6	2,625,000	Hide, chain
29	Phrenic Armor +6	2,625,000	Chain, scale
30	Guardian's Armor +6	3,125,000	Scale, Plate

Shaper's Armor

Level 3+

Your features seem to flow with each movement when you wear this nondescript armor.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Cloth, leather

Enhancement: AC

Power (Daily ♦ Augmentable, Illusion): Minor Action.

You gain a +2 bonus to AC until the end of the encounter. Each time an enemy attacks you, reduce the bonus by 1. When the bonus drops to 0, the effect ends.

Augment 1: The bonus increases to +4.

WEAPONS

Augmentable magic weapons flare with light when you infuse them with psionic power. Such weapons are often set with crystals or jewels, within which their psionic energy is stored.

MAGIC WEAPONS

Lvl	Name	Price (gp)	Categories
3	Eager Weapon +1	680	Light blade, spear
8	Aggressive Weapon +2	3,400	Flail, hammer, mace
8	Eager Weapon +2	3,400	Light blade, spear
8	Severing Weapon +2	3,400	Axe, heavy blade
13	Aggressive Weapon +3	17,000	Flail, hammer, mace
13	Bolstering Weapon +3	17,000	Heavy blade, spear
13	Eager Weapon +3	17,000	Light blade, spear
13	Severing Weapon +3	17,000	Axe, heavy blade
18	Aggressive Weapon +4	85,000	Flail, hammer, mace
18	Bolstering Weapon +4	85,000	Heavy blade, spear
18	Eager Weapon +4	85,000	Light blade, spear
18	Severing Weapon +4	85,000	Axe, heavy blade
23	Aggressive Weapon +5	425,000	Flail, hammer, mace
23	Bolstering Weapon +5	425,000	Heavy blade, spear
23	Eager Weapon +5	425,000	Light blade, spear
23	Severing Weapon +5	425,000	Axe, heavy blade
28	Aggressive Weapon +6	2,125,000	Flail, hammer, mace
28	Bolstering Weapon +6	2,125,000	Heavy blade, spear
28	Eager Weapon +6	2,125,000	Light blade, spear
28	Severing Weapon +6	2,125,000	Axe, heavy blade

Aggressive Weapon

Level 8+

Your latent psionic energy flows through this weapon, meting out increased damage to your foes.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Weapon: Flail, hammer, mace

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: While you have at least 1 power point, your attacks using this weapon gain a +1 item bonus to damage rolls.

Level 13 or 18: +2 item bonus

Level 23 or 28: +3 item bonus

Bolstering Weapon

Level 13+

This weapon shines brightly to inspire hope in nearby allies.

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp

Weapon: Heavy blade, spear

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic and radiant damage per plus

Power (Daily ♦ Augmentable): Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* You and each ally in a close burst 1 centered on you gain a +2 bonus to saving throws until the end of your next turn.

Augment 1 (Healing): The size of the burst increases to 2. Any bloodied ally in the burst can also spend a healing surge.

Eager Weapon

Level 3+

Your psionic power primes this weapon to surge into action when an enemy tries to slip past your guard.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Weapon: Light blade, spear

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus on opportunity attacks

Property: While you have at least 1 power point, you gain a +2 item bonus to opportunity attack rolls made using this weapon.

Severing Weapon

Level 8+

While you hold psionic energy in reserve, your weapon cuts deep.

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
Lvl 18 +4 85,000 gp

Weapon: Axe, heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus while you have at least 1 power point

Power (Daily ♦ Augmentable): Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* Your attack deals 1d6 extra damage.

Augment 1: Your attack deals 2d6 extra damage.

ORBS

Psionic orbs can become attuned to a particular user's mood, shifting through the color spectrum according to the wielder's emotions.

ORBS

Lvl	Name	Price (gp)
5	Orb of Stored Energy +1	1,000
9	Orb of Ghostbane Triumph +2	4,200
10	Orb of Stored Energy +2	5,000
14	Orb of Ghostbane Triumph +3	21,000
15	Orb of Stored Energy +3	25,000
19	Orb of Ghostbane Triumph +4	105,000
20	Orb of Stored Energy +4	125,000
24	Orb of Ghostbane Triumph +5	525,000
25	Orb of Stored Energy +5	625,000
29	Orb of Ghostbane Triumph +6	2,625,000
30	Orb of Stored Energy +6	3,125,000

Orb of Ghostbane Triumph

Level 9+

Psionic energy clouds this darkened sphere, unfurling when you lash out at spectral foes.

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 force damage per plus

Property: While you have at least 1 power point, your attacks with this orb ignore the insubstantial quality.

Power (Daily ♦ Augmentable): Free Action. *Trigger:* You hit an insubstantial enemy with an attack using this orb. *Effect:* The target loses the insubstantial quality until the start of its next turn.

Augment 1: The target loses the insubstantial quality (save ends).

Orb of Stored Energy

Level 5+

This glittering sphere stores psionic energy that you can unleash when your own power has waned.

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Expend 1 or 2 power points and place them in the orb. They remain there until you use them or until you take an extended rest.

Power (Daily): Free Action. *Requirement:* You must have at least 1 power point stored inside the orb. *Trigger:* You make an attack using an unaugmented attack power. *Effect:* You can augment the triggering power by spending 1 power point from the orb, instead of using your own power points to augment the power.

Level 25 or 30: You can augment the triggering attack by spending 1 or 2 power points from the orb.

STAFFS

Like the staffs employed by other classes, most psionic energy staffs provide defensive benefits. A psionics user infuses his or her staff with power, storing energy in its embedded crystals and conductive metals.

Staff of Aggressive Thoughts

Level 4+

Psionic energy flows through this iron staff to scatter the enemies confronting you.

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp
Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 force damage per plus

Power (Daily ♦ Augmentable): Free Action. *Trigger:* You hit an enemy within 3 squares of you with a force attack using this staff. *Effect:* You push each enemy adjacent to you a number of squares equal to the staff's enhancement bonus.

Augment 1: You gain resistance to all damage equal to 3 + your Wisdom modifier until the end of your next turn.

STAFFS

Lvl	Name	Price (gp)
3	Staff of Punishing Thoughts +1	680
4	Staff of Aggressive Thoughts +1	840
5	Staff of Scourging Revelation +1	1,000
7	Staff of Bitter Dismissal +2	2,600
8	Staff of Punishing Thoughts +2	3,400
9	Staff of Aggressive Thoughts +2	4,200
10	Staff of Scourging Revelation +2	5,000
12	Staff of Bitter Dismissal +3	13,000
13	Staff of Punishing Thoughts +3	17,000
14	Staff of Aggressive Thoughts +3	21,000
15	Staff of Scourging Revelation +3	25,000
17	Staff of Bitter Dismissal +4	65,000
18	Staff of Punishing Thoughts +4	85,000
19	Staff of Aggressive Thoughts +4	105,000
20	Staff of Scourging Revelation +4	125,000
22	Staff of Bitter Dismissal +5	325,000
23	Staff of Punishing Thoughts +5	425,000
24	Staff of Aggressive Thoughts +5	525,000
25	Staff of Scourging Revelation +5	625,000
27	Staff of Bitter Dismissal +6	1,625,000
28	Staff of Punishing Thoughts +6	2,125,000
29	Staff of Aggressive Thoughts +6	2,625,000
30	Staff of Scourging Revelation +6	3,125,000

Staff of Bitter Dismissal

Level 7+

When you batter an enemy with a forceful attack, this gnarled staff's potent psionic energy shunts the foe away from you.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Power (Daily ♦ Augmentable, Teleport): Free Action.

Trigger: You hit an enemy within 3 squares of you with a force attack using this staff. *Effect:* You teleport the target a number of squares equal to the staff's enhancement bonus.

Augment 1: Before you teleport the target, you slide each enemy within 3 squares of the target 1 square toward it.

Staff of Punishing Thoughts

Level 3+

The crystal that caps this bronzed wood staff blazes with light, assailing the minds of your enemies and leaving them at your mercy.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Power (Daily ♦ Augmentable): Free Action. *Trigger:* You hit an enemy within 3 squares of you with a psychic attack using this staff. *Effect:* Each enemy adjacent to you grants combat advantage to you (save ends).

Augment 1: Each enemy within 3 squares of you grants combat advantage to you (save ends).

Staff of Scourging Revelation

Level 5+

The ancient glyphs carved into the wood of this staff weaken your enemies' ability to withstand the attacks of the mind.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: The target gains vulnerability to psychic damage equal to twice the staff's enhancement bonus (save ends)

Power (Daily ♦ Augmentable, Psychic): Free Action.

Trigger: You hit an enemy with a psychic or a radiant attack using this staff. *Effect:* Each enemy in a close burst 1 centered on you gains vulnerable 5 psychic (save ends).
Level 15 or 20: Vulnerable 10 psychic.
Level 25 or 30: Vulnerable 15 psychic.

Augment 1: The size of the burst increases to 2.

ARMS SLOT ITEMS

From delicate bracelets to heavy shields, these arms slot items help psionic characters boost attacks or build defenses.

ARMS SLOT ITEMS

Lvl	Name	Price (gp)
3	Bracelets of Subtle Defense	680
10	Bolstering Shield	5,000
13	Focused Shield	17,000
20	Bolstering Shield	125,000
30	Bolstering Shield	3,125,000

Bolstering Shield

Level 10+

This ornate shield captures ambient psionic energy, using it to strengthen you in the midst of combat.

Lvl 10	5,000 gp	Lvl 30	3,125,000 gp
Lvl 20	125,000 gp		

Item Slot: Arms

Shield: Any

Power (Daily ♦ Augmentable): Free Action. *Trigger:* You take damage from an attack. *Effect:* You gain 5 temporary hit points and shift 1 square.

Level 18: 10 temporary hit points.

Level 28: 15 temporary hit points.

Augment 1: You gain double the number of temporary hit points.

Bracelets of Subtle Defense

Level 3

When imbued with psionic energy, these bracelets help you escape attention on and off the battlefield.

Item Slot: Arms 680 gp

Property: While you have at least 1 power point, you gain a +2 item bonus to Stealth checks.

Power (Daily ♦ Augmentable): Minor Action. You have concealment from all enemies until the start of your next turn.

Augment 1: You have concealment from all enemies until you make an attack.

Focused Shield

Level 13

When a foe misses you at range, the complex engravings on this shield's surface hinder the accuracy of that foe's subsequent attacks.

Item Slot: Arms 17,000 gp

Shield: Any

Property: You gain resist 5 to all damage from ranged attacks.

Power (Daily ♦ Augmentable): Immediate Reaction.

Trigger: A ranged attack misses you. *Effect:* The triggering enemy takes a –2 penalty to attack rolls for attacks that include you as a target until the end of your next turn.

Augment 1: The triggering enemy takes a –2 penalty to attack rolls (save ends).

FEET SLOT ITEMS

Magic footwear helps to enhance an adventurer's movement options.

FEET SLOT ITEMS

Lvl	Name	Price (gp)
7	Dancer's Slippers	2,600
12	Nimble Shoes	13,000
15	Boots of Resolute Reflexes	25,000
18	Skating Boots	85,000

Boots of Resolute Reflexes

Level 15

These thin leather boots respond to your thoughts, heightening your ability to avoid attack.

Item Slot: Feet 25,000 gp

Property: You gain a +1 item bonus to Reflex. You can spend 1 power point as a free action during your turn to increase the bonus to +3 until the end of your next turn.

Dancer's Slippers

Level 7

Your feet glide across the ground, letting you reposition yourself when an enemy's attack goes wide.

Item Slot: Feet 2,600 gp

Power (Daily ♦ Augmentable): Free Action. *Trigger:* An enemy misses you with an attack. *Effect:* You shift 1 square.

Augment 1: You regain the use of this power but cannot augment it again during this encounter.

Nimble Shoes

Level 12

With these supple shoes on your feet, you leap and climb with ease.

Item Slot: Feet 13,000 gp

Property: When you would make an Athletics check, you can make an Acrobatics check instead.

Power (Daily ♦ Augmentable): Immediate Reaction.

Trigger: An attack knocks you prone. *Effect:* You stand up.

Augment 1: You cannot be knocked prone and you can ignore forced movement until the end of your next turn.

Skating Boots

Level 18

These steel-toed boots let you slide past foes in the heat of combat.

Item Slot: Feet 85,000 gp

Power (Daily ♦ Augmentable): Move Action. You shift a number of squares equal to your speed.

Augment 1: This movement ignores difficult terrain.

HEAD SLOT ITEMS

These items of magic headwear further unlock a psionic character's already formidable mind, heightening awareness or boosting psychic attack abilities.

HEAD SLOT ITEMS

Lvl	Name	Price (gp)
11	Eyes of the Deep Dwarf	9,000
13	Diadem of Exquisite Communication	17,000
14	Helm of the Mental Juggernaut	21,000
15	Circlet of the Resolute Mind	25,000

Circlet of the Resolute Mind

Level 15

As it responds to your psionic power, this fine silver circlet strengthens your mind against mental attacks.

Item Slot: Head 25,000 gp

Property: You gain a +1 item bonus to Will. You can spend 1 power point as a free action during your turn to increase the bonus to +3 until the end of your next turn.

Diadem of Exquisite Communication

Level 13

This diadem makes you a conduit for unspoken thoughts and lets you take the advantage when an enemy attacks your strength of mind.

Item Slot: Head 17,000 gp

Property: While you have at least 1 power point, you have telepathy 5.

Power (Daily ♦ Augmentable): Free Action. *Trigger:* An enemy attack targets your Will. *Effect:* The triggering enemy grants you combat advantage until the end of your next turn.

Augment 1 (Psychic): The enemy also takes psychic damage equal to your Constitution, Intelligence, or Charisma modifier (whichever is highest).

Eyes of the Deep Dwarf

Level 11

These heavy goggles gleam faintly with psionic energy, helping you see what lurks in the darkness.

Item Slot: Head 9,000 gp

Property: While you have at least 1 power point, you gain darkvision.

Helm of the Mental Juggernaut Level 14

A demon mask fronts this heavy helmet, its grinning visage protecting you when enemies attempt to hinder you in combat.

Item Slot: Head 21,000 gp

Property: You gain a +2 item bonus to saving throws against effects that daze or stun.

Power (Daily ♦ Augmentable): No Action. *Trigger:* You start your turn. *Effect:* You make a saving throw against one effect that a save can end.

Augment 1: You gain a +2 power bonus to the saving throw.

NECK SLOT ITEMS

Ranging from protective cloaks to delicate necklaces, neck slot items help safeguard a psionic adventurer.

NECK SLOT ITEMS

Lvl	Name	Price (gp)
3	Psyweave Cloak +1	680
8	Psyweave Cloak +2	3,400
13	Psyweave Cloak +3	17,000
15	Amulet of Adept Movements +3	25,000
18	Psyweave Cloak +4	85,000
20	Amulet of Adept Movements +4	125,000
23	Psyweave Cloak +5	425,000
24	Medallion of Confounding Ideas +5	525,000
25	Amulet of Adept Movements +5	625,000
28	Psyweave Cloak +6	2,125,000
29	Medallion of Confounding Ideas +6	2,625,000
30	Amulet of Adept Movements +6	3,125,000

Amulet of Adept Movements Level 15+

This plain charm grants you the quickness to slip past your enemies in the heat of combat.

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain a +2 item bonus to all defenses against opportunity attacks.

Power (Daily): Minor Action. You spend 1 power point and gain a +2 power bonus to all defenses until the end of your next turn.

Medallion of Confounding Ideas Level 24+

This copper amulet empowers you to lend strength to the minds of your allies, confounding enemy attacks.

Lvl 24 +5 525,000 gp Lvl 29 +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Augmentable, Zone): Minor Action. You create a zone in a close burst 3 that lasts until the end of your next turn. The zone moves with you, remaining centered on you. Allies gain a +2 item bonus to Will while within the zone.

Augment 1: Allies also gain resistance to psychic damage equal to 3 + the item's enhancement bonus while within the zone.

Psyweave Cloak Level 3+

This supple cloak feels cool to the touch, and can turn back attacks with the strength of the strongest armor.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Augmentable): Minor Action. You gain resist 5 to all damage until the start of your next turn.

Level 13 or 18: Resist 10 to all damage.

Level 23 or 28: Resist 15 to all damage.

Augment 1: Increase the resistance by 5.

WAIST SLOT ITEMS

Psionic power users can gird themselves with powerful magic to ward off pain and hardship.

WAIST SLOT ITEMS

Lvl	Name	Price (gp)
15	Girdle of the Resolute Body	25,000
18	Cord of Elusive Thoughts	85,000

Cord of Elusive Thoughts Level 18

This thin cord of eel's skin lets you focus the power of your mind to escape from physical restraints.

Item Slot: Waist 85,000 gp

Property: When you make an escape check, you can make an Arcana check instead of an Acrobatics or Athletics check.

Power (Daily ♦ Psionic): Minor action. *Effect:* You spend 1 power point and gain a +5 bonus to your next escape attempt made before the end of your next turn. If the attempt succeeds, you can shift 2 squares as a free action.

Girdle of the Resolute Body Level 15

This wide leather belt augments your stamina and natural resilience.


Item Slot: Waist 25,000 gp

Property: You gain a +1 item bonus to Fortitude. You can spend 1 power point as a free action during your turn to increase the bonus to +3 until the end of your next turn.

ABOUT THE DESIGNERS

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