



GITH HANDBOOK

DUNGEONS & DRAGONS

by Patrick Wilson and Colin Wilson

Everything a player needs to create gith characters,
whether Servants of Vlaakith or Followers of Zerthimon
for the world's greatest roleplaying game

CREDITS

Authors: Patrick Wilson and Colin Wilson

Cover Art: Vlaakith CLVII by b-nine

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THE GITH

Rnow that I am a Githzerai. Know that I am of the people of Zerthimon. It was Zerthimon who knew the Githzerai before we knew ourselves. He knew what had to be done to free us. From his knowing, came action. From his knowing, freedom was born.

Dak'kon —Planescape: Torment

In ancient times, the gith were one race, and their struggle for freedom reshaped worlds and toppled a dark empire. Today, however, the gith people are exotic travelers of the multiverse, each offshoot of the original freedom fighters now mortal enemies of the other, and both beset by foes. Gith are the quintessential planewalkers, having been forged in the strange landscapes of the worlds beyond the Prime Material Plane, and they fear no planar boundary. They are loyal to their own kind, resolute in their beliefs, and deeply suspicious of outsiders.

ANCIENT HATREDS

Long before human memory, the empire of Penumbra was a shadow that stretched across many worlds. The illithids, also known as mind flayers, subjugated all they encountered. The gith were one such victim of their hunger for dominance, although it is said that before the coming of the illithid they scarcely resembled their current forms. They may in fact not have been so different from humans once. Used as laborers, soldiers, and food, the gith lived and died in the thrall of the psionic illithid horrors until one of them, a warrior named Gith, led an uprising.

The Rising was hard-fought, and fraught with loss, terror, and betrayal. The mind flayers drew on every weapon at their disposal, combining mastery of war, magic, and mental powers. However, in unity, the gith made gradual progress and, in time, cast their former masters low and shattered their empire.

As the giths' freedom was achieved, their unity was broken. Many of the liberated slaves, including their leader Gith, were eager for the war to go on, to ensure the total annihilation of the mind flayers and build their own indomitable empire. Others backed another hero of the Rising, the warrior-prophet Zerthimon, who broke ties with Gith and insisted that his people lay down arms and seek a peaceful existence, lest they become conquerors as cruel as those that they had fought to escape from.

The sundering of the gith people was known as the Proclamation of Two Skies, and it sparked a bitter hatred. Each side now sees itself as the true race, and the other as a detestable clan of traitors. However, after thousands of years a small faction has emerged, unaccepted by either side, that seeks reconciliation. The Sha'sal Khou see reunification as a hope for greater strength, and seek to convert more of their kind. Most gith, however, see them as dangerous radicals, and blame them for dangerous acts of rebellion against tradition.

TRAVELERS ACROSS WORLDS

The gith races look human-like, but only just. They are thin to the point of seeming skeletal, with skin that is leathery and yellow. Their eyes are black and seem to glitter like metal, while their teeth and nails tend to be pointed. It is said that they looked much more like humans and elves before the mind flayers came and altered their minds and bodies, but now they are strange and different with no way back. Those who spend time in the company of the gith know that their minds and personalities set them apart even more than their physicalities. Though the githyanki and githzerai differ in culture, both trend toward sternness. Their minds are intensely focused, and the ancient exodus of their people makes them more aware of planar concepts than most races of the mortal world.

Illustration by Tan Ho Sim



THE ETERNAL CRUSADE

The warrior-queen Gith's war against the illithids brought the aberrations to near-extinction, and might have succeeded if not for the sudden division that halted the Rising's momentum. The mind flayers continue to thrive in the shadows today, and conspire to bring about the return of mighty Penumbra. In response, the two races consider illithids to be their greatest and most vehemently hated foe. Both githzerai and githyanki have traditions of hunting parties that seek out and destroy these creatures. These elite bands seek out and destroy mind flayer sanctuaries, and do what they can to finish the work of the Rising.

In the time since the Pronouncement of Two Skies, conflict has continued to wrack the sundered gith people. Many accounts of the civil war state that Zerthimon was slain in the wake of his people's departure, while githzerai maintain that he bested Gith in single combat, but spared her life. The zerth warriors of the githzerai hold that he led his people to Limbo and trained the first generation of zerth before disappearing. Gith vanished as well, descending into Baator to ensure the security of the githyanki. She forged a pact with the Dragon Queen Tiamat, establishing an eternal cooperation with her red dragons, though Gith never returned from her quest. The githyanki have never ceased their crusade, which is now waged against the illithids, the githzerai, and any worlds of the Prime Material Plane weak enough to be plundered and subjugated.

WIELDERS OF STRANGE POWERS

The gith races hold to personal liberty as the ultimate ideal, and gith societies are built on the bedrock of never again tolerating illithid enslavement. To this end, they have maintained a guarded or even xenophobic distrust of other races. A gith community is always prepared to defend itself through the practice of unusual magical arts.

Possibly as a result of illithid experimentation, a talent for psionic powers runs deep in both githyanki and githzerai, and psionic champions are highly valued as leaders and warriors. What one will not find among the gith, however, are temples or religious practices as other races know them. The gith hold little reverence for the gods who did not lift them from illithid bondage, and in their place they instead practice different versions of a warrior philosophy.

In addition to psionics, githzerai also train their bodies to be deadly weapons, with or without weapons. Monks are common in their fortresses, and the anarch caste are able to reshape their environment through sheer will. On the roiling chaos plane of Limbo, anarchists are vital to the githzerai's survival, as they impose order on the landscape in order to form a habitable bubble.

The war bands of the githyanki are led by fiercely disciplined troops who blend steel and spell together with deadly effect. The greatest of their warrior-mages call themselves giths, in homage to the kin they swear to defend and to the savior who led them to freedom. The undisputed masters of the githyanki crusade, however, are the Astral Knights who swear eternal devotion to Vlaakith the Lich-Queen and are charged with carrying out her will.

GITH NAMES

While their languages have departed into separate dialects, githyanki and githzerai tend to use the same personal names. There is no family name: both subraces eschew family connections in favor of a place in the broader community.

Male Names: Arja'rok, Debrelx, D'keth, Duuth, En'kun, E't't'mal, Githom-vaas, Hr'na't'or, Husti'in, Isather, Ishr'ha, Ja'adoc, Kaarr'ak, Khaiaph, Ni'shand, Odos, Quith'mek, Rinzen, Rr'ka, Saamasal, Shamai, S'sesj, Storakiv, Tcha'iann, Tchophel, T'lathk, T'nai, Tovus, Vuuros, Xojhi, Zathaad, Znir

Female Names: A'thai, B'nor, Buural, Ch'a'nev, Curra, D'kess'ik, Dolmah, Hanin, Harana'ii, Im'mak, Ji'li'kai, Khazin, Laraeph, Noqar, Ris'a'n, Sho'al, Su'lukel, Varra'kk, Vlaakan, Vr'ith'uun, Quorstyl, Ummon, Utteth, Yamechn'ii, Yessune, Y'shaa, Y'quith, Zhjaeve, Zuotha

Illustration by Steve Prescott



GITH CHARACTER TRAITS

Your gith character has powers and abilities shaped by a heritage of struggle and discovery. Ability Score Increase: Your Dexterity score increases by 2.

Age: Gith grow to adulthood by age 20 and can live to be over a century. However, unusual planar environments often slow a gith's aging, and on the timeless Astral Plane most githyanki cease aging. **Alignment:** The views and beliefs of the gith are sharply divided by culture, and each subrace has its own alignment tendencies.

Size: You are lean and long-limbed. Most gith are of approximately human proportions, and may be mistaken for a human foreigner by the unfamiliar. The proud githyanki are especially tall and robust, and the majority are over six feet in height. Your size is Medium.

Speed: Your base speed is 30 feet.

Psionics: You are innately psionic, and can manifest powers from the energy stored in your mind. Your spellcasting ability is either Intelligence or Wisdom (your choice). You can cast the *mage hand* cantrip at will, although the hand is invisible. At 3rd level, you can cast *levitate*. At 5th level, you can cast *sending*. All of the spells you cast using this ability require no components.

Mental Defense: You have advantage on saving throws to resist being charmed or stunned.

Language: You can speak, read, and write Common and Gith. Gith is a dry, whispery language that features an unusual script written in artful circular lines, called *tir'su* by the githyanki. Though both the githzerai and githyanki claim the other's dialect to be a debasement of their own pure form, each of the two are mutually intelligible to the other. However, the wrong accent may invite mistrust or give offense.

Subrace: The Pronouncement of Two Skies forever sundered the Children of Gith into two subraces: githyanki and githzerai. Choose one of these subraces.

GITHYANKI

Your people are famed for their skill in making and wielding weaponry, and have forged their destiny on the battlefields of countless worlds. Sometimes they are there as freedom fighters, and even more often they come as conquerors. Your homeland is the Astral Sea, an alien realm of drifting psychic energies and forgotten gods. Few mortal races can survive in the Silver Void, but the githyanki have mastered it.

Githyanki society is martially oriented in all areas, and highly guarded. Although outsiders often think of your kind as openly hostile to non-githyanki, visitors are invited to trade under guard in their enclaves. Most githyanki, even non-warriors, serve as soldiers for a term of service, and few are unable to defend themselves with a blade. Strict laws oblige all githyanki to pay homage to the immortal Lich-Queen Vlaakith CLVII. This empress has ruled the githyanki empire tyrannically for over six centuries, the first in a line of rulers to break the chain of succession since the first Vlaakith, a mortal githyanki woman, was crowned queen in the absence of the deliverer Gith. Today, reverence for Vlaakith is greatest in her fiercely dedicated knighthood, and lesser in farther-flung githyanki travelers, but none dare question her supremacy for fear of being ruthlessly silenced.

As a githyanki, you know the strange expanses of the Astral Plane as well as the green worlds of the mortal plane. As time does not pass naturally on the Astral, your people rely on creches to raise their young from egg clutches to adulthood. Some return to live among other races, though the severe outlook on life is difficult to shed.

Ability Score Increase: Your Constitution score increases by 1.

Alignment: Githyanki are instilled with a sense of boundless superiority and a disdain for the weaker races, and are usually lawful evil or neutral evil. The githyanki have spent centuries following the leadership of their Lich-Queen, and few have accepted any other allegiance.

Warrior Culture: You learn one fighting style from the Fighting Style class feature as if you were a Fighter. This fighting style is in addition to any granted by your class.

Militaristic: You gain proficiency in the Athletics skill or the Intimidate skill (your choice).

GITHZERAI

To the other races of the planes, you are a great puzzle. Your people promote individuality but have layers upon layers of rules that are expected of a true githzerai. Such uncertainty shows the need for outsiders to quiet their minds and try to know their own truths. In mainstream githzerai culture, cultural precepts of self-discipline are considered to be the foundation of the race's collective survival. The Floating City in the roiling chaos of Limbo is a standing testament to the githzerai's philosophy, as the city survives amid a destructive elemental maelstrom through the powerful stabilizing effects of the anarchs' guild, who learn to calm the chaos plane.

The Unbroken Circle of Zerthimon is the collected wisdom of the warrior-philosopher recorded and passed down through the years. The Code of Zethimon is no set of rules, but the record of a life lived to perfection. Zethimon does not demand but rather instructs, and the structure of your people is self-imposed and you follow it not out of fear but out of hope: The hope to inspire others as he did, the hope to know and not simply obey blindly, and the hope to leave purpose and peace where you find violent chaos.

A significant minority of githzerai live in non-gith cities across the planes and various mortal worlds. Their skills in lore, psionics, and subterfuge help them to find purpose wherever they settle. Often, but not always, these gith live far removed from their traditional culture, and some embrace a freewheeling, even reckless, passion for living. Whether these expatriates have lost their ancestral ways, or embraced personal freedom even more strongly, is a matter of perspective.

Ability Score Increase: Your Wisdom score increases by 1.

Alignment: Most githzerai value personal freedom and self-knowledge, and are often lawful neutral, neutral, or chaotic neutral. They see the defense of others as a highly honorable cause, and are rarely evil.

Knowing: You gain proficiency in the Insight skill or the Perception skill (your choice).

Danger Sense: may add your proficiency bonus to your initiative rolls.



Illustration by William O'Connor

ADVANCED RACES: BACKGROUND TRAITS

Exotic to most creatures of the Prime Material Plane, gith lead lives that are unlike those of other humanoid races. When choosing background traits, you can choose those that accompany your choice of background, or from these tables, or you can randomly choose from both.

GITHZERAI IDEAL (D6)

1. **Peace.** The gith fought a painful war for freedom. I will ensure that others never have to do the same. (Good)
2. **Freedom.** Everyone I know is a slave, but I won't let the shackles of easy conformity and control wrap their seductive chains around me. (Chaotic)
3. **Austerity.** Free of material distractions, my mind finds perfect balance and calm. (Any)
4. **Vengeance.** My kind have no allies, and many enemies. Mercy was the greatest mistake Zerthimon ever committed. (Evil)
5. **Community.** The defense of my allies and my culture is my highest duty, more sacred than my life. (Lawful)
6. **Knowledge.** I seek out new teachings of inner focus to hone my mind and body into perfection. (Neutral)

GITHYANKI IDEAL (D6)

1. **Vengeance.** My kind have no allies, and many enemies. Mercy was the greatest treason Zerthimon ever committed. (Evil)
2. **Loyalty.** I am sworn to defend my people and slay our enemies. (Lawful)
3. **Glory.** In battle I earn respect, honor, and power. (Any)
4. **Unity.** The Sha'sal Kohu work for a peaceful unification of the githyanki and githzerai. My kind sees me as a dangerous radical, but I find acceptance among the other races. (Good)
5. **Might.** Weakness abounds, and in such times the strong are destined to rule. (Evil)
6. **Rebellion.** I will not be controlled, and I will not be chained. (Chaotic)

SACRED OATH: OATH OF THE ASTRAL

The lich-queen demands utter loyalty from her subjects but none so much as the knights of her vanguard. These elite warriors swear fealty to her and offer their faith and allegiance, so much so that they have elevated their queen to near-godhood.

The githyanki knights are paladins who swear their oaths to the Lich-Queen Vlaakith CLVII. Their souls are usually as black as hers and if they aren't of an evil alignment when they take their vows then they soon will be. A very few knights will flee rather than watch their hearts harden and die, but these traitors are hunted with as much fervor as the illithids or githzerai. On top of that, they lose their knightly abilities for willfully abandoning their station (see *Breaking Your Oath* on page 86 of the *Player's Handbook*) for more information.

TENETS OF THE REVERED QUEEN

The queen's law is brutal and simple. Unlike other paladin orders, githyanki knights are not encouraged to contemplate or take their own initiative. The last thing that Vlaakith needs is a powerful underling thinking for himself. She wants focused and loyal killing machines, nothing more.

Serve the Queen. This tenet is very simple. If the queen orders something then her knights must follow those orders. It doesn't matter how suicidal, pointless, or strange the request is, if it comes from the queen then it is to be obeyed.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE ASTRAL SPELLS

Paladin Level	Spells
3rd	<i>bane, inflict wounds</i>
5th	<i>hold person, silence</i>
9th	<i>clairvoyance, fear</i>
13th	<i>blight, freedom of movement</i>
17th	<i>flame strike, planar binding</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Invoke the Queen's Authority. You can use your Channel Divinity to bring some of your monarch's wrath down on her enemies. As an action, you present your holy symbol and invoke the name of Queen Vlaakith CLVII and one creature within 10 feet must make a Wisdom saving throw. Illithids and githzerai have disadvantage on this saving throw. On a failed save the creature incapacitated, overwhelmed by the lich-queen's power. The creature repeats the saving throw at the end of each of its turns. A success means that the incapacitated condition ends.

Traitor's Brand. As a bonus action, you can inflict a traitor's brand on a creature that you can see within 10 feet of you, using your Channel Divinity. This is a glowing mark in the circular tir'su script and will mark the character as a target of all loyal to the queen. Your attacks also deal +2 damage against the target as long as the brand lasts. The traitor's brand will disappear after 10 minutes or until it drops to 0 hit points or fall unconscious.

AURA OF FEAR

Starting a 7th level, any unfriendly creatures within 20 feet have disadvantage on effects which would cause the frightened, incapacitated, stunned, or unconscious conditions. This aura does not make creatures normally immune to these conditions susceptible to them, only creatures that might be affected more susceptible.

At 18th level, the range of this aura increases to 40 feet.

BURNING BRAND

Starting at 15th level, your traitor's brand becomes more powerful. When a creature under the effect of your Traitor's Brand makes an attack and you can still see them, you can make a ranged Wisdom-based attack that deals 1d6 psychic damage.

THE DRAGONIC PACT

Vlaakith has secured the cooperation of red dragons in her reaching for power, and at 20th level you are able to borrow some of the draconic magic offered through this bond. As an action, you undergo a transformation and adopt the half-red dragon template (see page 180 of the *Monster Manual*) for 1 hour. Once you use this feature, you can't use it again until you finish a long rest.



Illustration by Wayne Reynolds

Hunt the Queen's Enemies. Whether finding hidden illithid strongholds, pursuing vile githzerai warbands, or chasing down parties of planewalkers who have insulted Her Majesty, you are expected to tirelessly hunt any who the queen commands you to deal with.

Defend the Queen's Fortresses. The strongholds of the githyanki throughout the Astral Plane are defended by githyanki soldiers but it falls to the queen's knights to lead them.

Find Any Traitors. This is the only area where githyanki knights might think for themselves, and only because it cannot be foreseen. If a knight comes across any seditious activity they are to apprehend the traitor for questioning or, if that fails, execute them and bring the remains back to the queen.

MARTIAL ARCHETYPE: ZERTH

For the githzerai, balance is an essential part of life. The balance of community and self, the balance of force and restraint, and the balance of ambition and humility are just a few of the teachings that Zerthimon espoused as the former slaves freed by Gith searched for answers. Not only is this an essential part of githzerai culture but it is the foundation of what sets them apart from the githyanki: the people of Vlaakith are zealots while the people of Zerthimon are students.

No githzerai embody this belief more than the zerth. These warriors balance physical prowess with mental abilities, wielding psychic powers alongside their blades and fists. Students of the arcane fighting (called eldritch knights in other cultures) are often called zerths as well, though many githzerai prefer to use the term storvakal to differentiate them from “true” zerths, those following the mental practices and fighting styles outlined in the Unbroken Circle. Nearly every githzerai has read some of the simpler parts of the Unbroken Circle, but zerths truly live this text and through its teachings come to know themselves.

FOCUSED TRAINING

Zerth Teachings: You learn three teachings of your choice, which are detailed under “Teachings” below. Many teachings enhance your attack in some way. You can use only one teaching per attack. You learn two additional teachings of your choice at 7th, 10th, and 15th level. Each time you learn new teachings, you can also replace one teaching you know with a different one.

Focus Dice: You have four focus dice, which are d8s. A focus die is expended when you use it. You regain all of your expended focus dice when you finish a short or long rest.

You gain another focus die at 7th level and one more at 15th level.

Saving Throws: Some of your teachings require your target to make a saving throw to resist the teaching’s effects. The saving throw DC is calculated as follows:

$$\text{Teaching save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

KNOWLEDGE IS STRENGTH

At 3rd level, you gain proficiency in one of the following skills: Arcana, History, Insight, Medicine, Nature, or Religion.

KNOWLEDGE IS FREEDOM

Starting at 7th level, you can expend your focus dice to roll it and add the result to saving throws.

KNOWLEDGE IS POWER

At 10th level, your focus dice turn into d10s. At 18th level, they turn into d12s.



Illustration by Ben Thompson

KNOWLEDGE IS TRANSCENDENT

Starting at 15th level, if you have no focus dice you can spend Hit Dice during a short rest to regain focus dice. One Hit Die spent allows you to regain 2 focus dice.

ZERTH TEACHINGS

- **Balance in All Things.** When you take the Dodge action during your turn, you can expend a focus die to center yourself. If you do, your next attack has advantage and you add the results of the focus die to your damage.
- **Confuse the Senses.** You can expend a focus die to cast *blur*, targeting yourself.
- **Elemental Strike (6th Level Required).** When you use the Attack action, you can expend a focus die to change the damage type of your melee attack to one of the following: acid, cold, fire, lightning, radiant, or thunder. Your fists glow with elemental power when you make this attack and may draw the attention of enemies. If your attack is successful, add your focus die to the damage roll.
- **Itinerant Student.** You can expend a focus die to cast *longstrider*.
- **Know the Land (17th Level Required).** You can expend two focus dice to cast *wall of stone*.
- **Know Oneself (6th Level Required).** You can expend a focus die to cast *alter self*.
- **Missile of Patience.** You can expend a focus die to cast *chromatic orb*.

- **Move Freely (11th Level Required).** You can expend a focus die to cast *haste*, targeting yourself.
- **Power of One (6th Level Required).** You can expend a focus die to cast *enhance ability*. Zerth tend to name the benefits of this spell after githzerai heroes rather than animals.
- **Powerful Blow.** Your melee attack strike knocks your opponent backwards with the strength of your convictions. When you use the Attack action on your turn, you can expend a focus die before you roll. If you hit, the target must make a Strength saving throw. On a failed save, the creature is pushed back 20 feet and knocked prone taking normal damage from your melee attack plus the result of your focus die. On a successful save, the creature still takes the normal damage but is not pushed or knocked prone. If the attack misses altogether, you still expend the focus die.
- **Scripture of Steel.** When you use the Attack action on your turn, you can expend a focus die to gain advantage on one attack this round. If the attack succeeds, add the focus die to the damage roll.
- **Shape the Land (11th Level Required).** You can expend two focus dice to cast *shape stone*.
- **Shape the World (17th Level Required).** You can expend two focus dice to cast *hallucinatory terrain*.
- **Strength of Knowing (11th Level Required).** You can expend a focus die to cast *protection from energy*.
- **Strength of the Mind.** You channel your mental power through your melee attack, striking the enemy's will as well as their body. When you use the Attack action, you can expend a focus die before your roll the attack to change the damage of your attack to psychic damage. If the attack is successful, add your focus die to the damage roll and the opponent must make a Wisdom save or be stunned (see *Player's Handbook*, p. 232) for one round. On a successful save, it takes normal damage plus your focus die but does not need to make a saving throw. If the attack misses altogether you still expend the focus die.
- **Submerge the Will (6th Level Required).** You can expend a focus die to cast *crown of madness*.
- **Unbroken Circle (11th Level Required).** You can expend a focus die to cast *magic circle*, centered on yourself.
- **Vilquar's Eye(6th Level Required).** You can expend a focus die to cast *blindness*.
- **Walk the Planes (17th Level Required).** You can spend two focus dice to cast *teleportation circle*.

OTHERWORLDLY PATRON: THE LICH-QUEEN

Known as blackweave warlocks, the deadly arcane servants of Queen Vlaakith are feared throughout the multiverse. Cruel and merciless in their service to the lich-queen, blackweaves are trained to cause pain and suffering in their targets to instill the fear through which Vlaakith rules. Those encountered abroad are usually on missions from Vlaakith and will let nothing stand in their way, while in the lich-queen's territory in the Astral Sea they serve as spies among her own people searching for signs of treason or rebellion.

The autonomy of the blackweaves, and the freedom they enjoy to travel, mean that warlocks of the Lich Queen actually defect in greater numbers than her other servants. Fearing their new neighbors and the Queen herself, they almost never reveal the source of their powers. Though the Lich Queen eagerly snuffs out those who steal her power, the mad empress also values deceit in her warlocks and so this flaw is tolerated. Only rarely, a blackweave will give up their anonymity and become Vlaakith's most accursed enemies.

EXPANDED SPELL LIST

The lich-queen lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

LICH-QUEEN EXPANDED SPELLS

Tastiness Cookie Type

1st	<i>alarm, ray of sickness</i>
2nd	<i>blindness/deafness, phantasmal force</i>
3rd	<i>bestow curse, vampiric touch</i>
4th	<i>banishment, phantasmal killer</i>
5th	<i>dominate person, telekinesis</i>

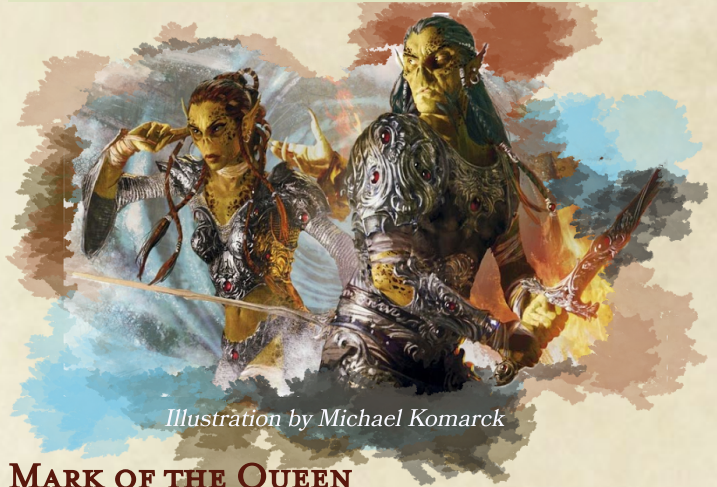


Illustration by Michael Komarck

MARK OF THE QUEEN

Starting at 1st level, your patron bestows her authority on you so that all know whom you serve.

STRENGTH OF THE LICH-QUEEN

Starting at 6th level, you can call on the lich-queen to strengthen you in times of need. When you take damage, you can use your reaction to expend Hit Dice as if you had taken a short rest. In addition, your next attack against the enemy that damaged you has advantage.

ASTRAL ARMOR

Starting at 10th level, your mind becomes laced with the silvery energy of the Astral Sea. You gain resistance to psychic damage and you always have advantage on Intelligence, Wisdom, and Charisma saving throws.

ENERVATING BLADE

Starting at 14th level, when you hit a creature with an attack, you can use this feature to add 1d8 to your damage roll. In addition, you instantly regain hit points equal to the damage dealt with this attack. Once you use this feature, you can't use it again until you finish a short or long rest.

MONASTIC TRADITION: WAY OF THE STILL MIND

The contemplative nature of githzerai society has led to a large number of monks among their kind. Many follow the Way of the Open Hand with its emphasis on mastery of the body while others pursue the Way of the Four Elements, surrounded as they are by the forces of the Elemental Chaos. A distinctly githzerai tradition has formed, however, stressing discipline of the mind and the overcoming of physical barriers through sheer willpower.

STILL MIND TECHNIQUE

Starting when you choose this tradition a 3rd level, you can direct your enemy's ki to influence their mind. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Wisdom saving throw or be deafened for one round.
- It must succeed on a Wisdom saving throw or be blinded for one round.
- It must succeed on an Intelligence saving throw or become confused for one round. While confused, attacks against the creature have advantage.
- It must succeed on a Charisma saving throw or suffer disadvantage on its attacks for one round.
- It can't take reactions until the end of your next turn.

RESTORATION OF THE SELF

At 6th level, you gain the ability to regain your mental balance even when assaulted by outside effects. When you are suffering from a condition that can be ended with a saving throw you can use a free action to make a saving throw immediately. If you do this at the beginning of your turn, the effect ends immediately and you can act normally this turn. You can use this ability a number of times equal to your Wisdom modifier (minimum once). When you take a long rest, you regain all expended uses.

REJUVENATE KI

Beginning at 11th level, you know the secret to rejuvenating your ki and others. You gain the ability to cast *Bless* a number of times equal to your Wisdom modifier (minimum once). When you take a long rest, you regain all expended uses.

TOUCH OF SLEEP

Beginning at 17th level, you know how to affect the flow of ki in your enemy's mind, how to enhance it or halt it. When you hit a creature with an unarmed strike you can spend 3 ki point to inflict one of the following effects:

- **Halt Ki:** The target must immediately make a Wisdom saving throw. If it fails it is unconscious for a number of rounds equal to your monk level, even if it is slapped, shaken, or dealt damage. Healing magic which restores hit points can also restore the target to consciousness if it succeeds in another Wisdom save.

- **Increase Ki:** You heighten the target's consciousness rather than halt it, making their perception of the world terrifyingly intense. The target must immediately make an Intelligence saving throw. If it fails it is frightened of you for a number of rounds equal to your monk level. If they cannot see you for an entire round they can make another saving throw to end the effect earlier.

PRESTIGE CLASS: RRATHMAL

The slavery of the mind flayers is a wound that still burns for the gith races. They won their freedom through Gith's leadership but that did not settle the score by any means. Some gith devote their lives to hunting down and killing illithids, honing their minds to resist the creatures' foul abilities. Called rathmals ("avengers") these warriors are the subject of legendary tales among the gith and their warbands (a rrakma or "vengeance") are treated with respect and awe. A githzerai Rrathmal, for example, is probably one of the only members of their race who could encounter a band of githyanki and not be killed immediately. There are only a few rathmals alive and they pass their secrets on only to those worthy of them.

This is a prestige class for any gith, using the guidelines found in the [Unearthed Arcana](#) article from the [Dungeons & Dragons](#) website. If you don't have access to that article, you can still make use of this class following the directions for multiclassing found on page 163 of the [Player's Handbook](#).

PREREQUISITES

In order to advance as a Rrathmal, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class): Gith Race. Only githyanki and githzerai may follow the path of the Rrathmal. Other races may hate the illithids but that hatred runs through the veins of the gith races.

- **Strength 13.** Rrathmals must journey long distances through dangerous terrain. There is no room for weakness.
- **Wisdom 13.** The mental powers of the mind flayers are potent and those with weak wills do not last long in their hunt.
- **Proficiency in the Arcana skill.** Anticipating the traps and schemes of the mind flayers requires knowledge of arcane mysteries.
- **Character level 5th.** No untested youngling is admitted to becoming a Rrathmal and you must be a 5th-level character before you gain levels in the Rrathmal prestige class.
- **Find a mentor.** The secrets of the Rrathmal are handed down from veteran to student. Among the githyanki this is a strict military hierarchy while the githzerai treat it more like a spiritual calling. Either way, Rrathmal have the prerogative to decide whom they will teach so you must find a Rrathmal NPC and convince them to accept you as a student before advancing in this class. Once you have committed to it, they will teach you for a while and then send you off while they pursue their own hunts. When they are free again, they expect you to return for more instruction.

THE RRATHMAL

Level Features

1st	Hateful Strike, Illithid Sense
2nd	Noxious Thoughts
3rd	Mental Resistance
4th	Hidden Mind
5th	Bastion of Iron Will

CLASS FEATURES

As a Rrathmal, you gain the following class features.

HIT POINTS

- **Hit Dice:** 1d10 per Rrathmal level
- **Hit Points per Level:** 1d10 (or 6) + your Constitution modifier per Rrathmal level after 1st.

PROFICIENCIES

- **Armor:** All armor, shields
- **Weapons:** Simple weapons, martial weapons
- **Tools:** None
- **Saving Throws:** Wisdom
- **Skills:** None

EQUIPMENT

The Rrathmal prestige class does not grant any special equipment; warriors are expected to find their own weapons.

HATEFUL STRIKE

You channel your people's hatred for the illithids into your blow, dealing a powerful strike and disrupting their influence. When you hit an aberration, you can choose to deal 1d8 extra damage to the target (2d8 if the target is a mind flayer) as well as sending out a psychic pulse which affects all of your allies within 30 feet.

If any of the allies within the pulse's radius are suffering from an effect which can be ended with an Intelligence, Wisdom, or Charisma saving throw (including yourself) they can immediately make a saving throw to end the effect.

You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

ILLITHID SENSE

Starting at 1st level, a Rrathmal can tell when an illithid is nearby. As an action, you can open your mind to detect the discordant psychic energies of mind flayers. Until the end of your next turn, you know the location of any illithids within 90 feet and any other aberrations within 60 feet. You can tell what sort of creature you are sensing (illithid, aboleth, or nothic, for example) but not the individual creature's identity (such as "the mind flayer Geddeil of the Abysmal Creed").

You can use this feature a number of times equal to 3 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.



Illustration by Wayne Reynolds

NOXIOUS THOUGHTS

You poison your thoughts, making them harmful to anything attempting to use psychic powers against you. If you are hit with an ability that requires you to make an Intelligence, Wisdom, or Charisma saving throw and you succeed, you can make a reaction to target the creature in response. It must succeed in a Wisdom saving throw (DC 15 + your Wisdom modifier) or take 1d10 psychic damage (half damage on a successful save).

These noxious thoughts are particularly potent against mind flayers trying to devour your brain. If a mind flayer uses their Extract Brain action (see *Monster Manual*, p. 222) on you they only deal half the normal piercing damage and the mind flayer must make an Intelligence save afterwards (DC 15 + your Wisdom modifier). If they fail this saving throw they are stunned for one round and the grapple is automatically broken.

MENTAL RESISTANCE

You have resistance against psychic damage.

HIDDEN MIND

When a creature uses a spell or ability to find you (including *detect thoughts*) then you can resist the spell with a Wisdom saving throw against the creature's spell saving throw DC. If you succeed, it appears to the caster that you are not within range of the spell, that you are dead, or that you otherwise are not a valid target. If the effect is ongoing (such as *scrying*) you must make a save every minute or your Hidden Mind ability fails. A new casting of the same spell also requires you to make another saving throw.

Spells which do not need to know your exact location (such as *sending* or *dream*) or spells that you choose to allow through this resistance (including beneficial spells such as *Rary's telepathic bond*) are unaffected.

BASTION OF IRON WILL

You gain advantage on all Wisdom, Intelligence, or Charisma saving throws against magical and psionic effects that impose conditions or deal damage. This includes the saving throw for Hidden Mind described above.