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## High Psionics



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# High Psionics: Psicrystals Expanded

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Long has the psicrystal been an iconic companion to the psionic manifester. Acting as an advisor, a companion, a scout, or a foil, this diminutive aspect of the manifester's psyche gives a unique ability to manifesters. Yet for all their form and splendor, the variety of psicrystals still only come in one form, granting different manifesters virtually the same benefits with only minor differences.

Presented below are new options for psicrystals, both in their creation and ways to supplement the power of the crystalline companion. Each entry also discusses how it interacts with both the typical psicrystal and the alternate psicrystal options presented herein.

In addition, a new psionic creature is presented that details the creature left behind when a psicrystal's manifester dies.

The options presented within this document are not intended to entirely replace the standard psicrystal, merely to expand the options available with the typical psicrystal.

## *Alternate Psicrystals*

### **The Awakened Psicrystal**

#### *Introduction*

When a manifester forms a psicrystal from a shard of their own personality, that essence can be enhanced to the point where it begins to manifest psionic powers by itself. These psicrystals are called 'awakened' psicrystals because their phrenic potential has been aroused within them. This awakening also stirs their intelligence and strengthens the connection between the manifester and the psicrystal; these psicrystals therefore tend to become more proactive, acting on their own instincts or ideas unless commanded otherwise by their masters. Some hatch plans and become co-conspirators with their masters and stories are whispered of awakened psicrystals who outsmarted their

masters and in turn became the controlling force in the relationship between manifester and psicrystal. Regardless of these stories, some manifesters choose to enhance their psicrystals and awaken their inner talents to better aid them in the world.

#### *Requirements*

You need the Psicrystal Affinity feat and the Awakened Psicrystal feat to awaken a psicrystal.

#### *Interaction with psicrystals*

A psicrystal or psicrysmal (presented later) can be awakened at any time in its life cycle, regardless of its manifester's level, immediately gaining the bonuses when its master takes the Awakened Psicrystal feat.

An implanted psicrystal can also be awakened, but in this case the master must expend one of his own standard actions to manifest one of the psi-like abilities presented below, since the implanted psicrystal has no actions of its own. The same applies to an awakened psicrystal weapon: the owner must expend their own standard actions to activate the psi-like abilities, since the weapon has no actions of its own.

#### *Effects*

The awakened psicrystal immediately gains a +2 bonus to Intelligence and accompanying effects such as extra skill points. The range of its Sighted, Telepathic Speech and Sight Link abilities are doubled (e.g. the Sighted ability extends to 80 feet instead of 40 feet). It also learns how to manifest a group of powers as psi-like abilities, with a manifester level equal to  $\frac{1}{2}$  its master's character level (minimum 1). Save DCs are based on Intelligence.

Choose one from the following groups for the awakened psicrystal:

- Firestarter (Ps): 2/day - *energy ray* (only fire), *matter agitation*, *control flames*



- Cold Soul (Ps): 2/day - *energy ray* (only cold), *psionic grease* (as ice), *skate*
- Beast Warrior (Ps): 2/day - *claws of the beast*, *bite of the wolf*, *expansion*
- Telekinetic (Ps): 2/day - *inertial armor*, *control object*, *far hand*
- Inquisitive (Ps): 2/day - *call to mind*, *know direction and location*, *elfsight*
- Hardened (Ps): 2/day - *biofeedback*, *thicken skin*, *vigor*
- Slayer (Ps): 2/day - *hammer*, *dissipating touch*, *stomp*
- Mage Hunter (Ps): 2/day - *detect psionics*, *entangling ectoplasm*, *disable*
- Temporal Manipulator (Ps): 2/day - *deja vu*, *deceleration*, *psionic daze*
- Crystal Lord (Ps): 2/day - *crystal shard*, *attraction*; 1/day - *swarm of crystals* (becomes available at ML3)
- Telepath (Ps): 2/day - *missive*, *mind thrust*, *telepathic projection*

## The Implanted Psicrystal

### *Introduction*

Not all psions see their psicrystals as expendable scouts, but rather as cherished friends and trusted advisors - after all, they are listening to a facet of themselves and who could be more loyal to you than yourself? Some of these psions and a few psychic warriors choose to embed or implant their psicrystals into their own bodies, making the psicrystals nearly indestructible from outside forces and giving them a trusted advisor in social situations or an extra mind to handle what happens on a battlefield. These psicrystals exhibit an even closer connection to their masters and, while they cannot deliver touch powers, fly or scout an area, they enhance their masters in different ways. They share their telepathic sight and power resistance with their masters and offer a more comprehensive helping hand in most situations, although the manner in which they

offer aid is dependent on their differing personalities. Some psions have their psicrystals implanted into their spine or at the base of their skulls to hide the crystal, while others implant the crystal shard in their forehead, forming a mythical "third eye." Some warriors tend to have them implanted into the hand or chest, often sporting custom-made armor to show off the crystal to their enemies.

### *Requirements*

You need the Psicrystal Affinity feat to have the psicrystal required to implant. Implanting a psicrystal also requires the expenditure of 100 experience points from the master and the character performing the implant must have either the Fleshcraft feat (detailed later) or 10 ranks in Heal. If the character chooses to have his psicrystal implanted from the start, this cost is effectively waived.

### *Interaction with psicrystals*

Implanting an existing Psicrystal is an extended process which replaces all previous benefits the psicrystal had with the one presented below. The process takes 1 day for each point of hardness the psicrystal possesses, during which time the implanted must be present for 8 hours daily and cannot do anything strenuous during the rest of the time. The psicrystal loses all skill points and feats it previously had.

### *Effects*

All implanted psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative. It is also important to note that an implanted psicrystal cannot be targeted in any way and all effects which affect the owner affects them both equally. This means an implanted psicrystal heals when its master heals, takes damage when its master takes damage and so on and so forth.



*Implanted Psicrystal Special Abilities*

All implanted psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on Table 1 - The Implanted Psicrystal. The abilities on the table are cumulative.

Table 1 - The Implanted Psicrystal.

<b>Owner Level</b>	<b>Init Bonus</b>	<b>Int Adj.</b>	<b>Special</b>
1st-2nd	+0	+0	Alertness, personality, telepathic link
3rd-4th	+1	+1	Sighted
5th-6th	+2	+2	Telepathic Speech
7th-8th	+3	+3	Focused Personality
9th-10th	+6	+4	
11th-12th	+7	+5	Power resistance
13th-14th	+8	+6	
15th-16th	+9	+7	
17th-18th	+10	+8	
19th-20th	+11	+9	

**Initiative bonus (Ex):** The number noted here is an improvement to the master's Initiative score, as the psicrystal helps them react and act faster than would be otherwise possible.

**Intelligence Adj. (Ex):** Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people). Once per day, the master can re-roll any skill check which is based on Intelligence, using his own ranks but the Intelligence modifier of the implanted psicrystal.

**Alertness (Ex):** The presence of a psicrystal sharpens its master's senses. As long as the crystal is functioning its owner gains the Alertness feat.

**Personality (Ex):** Every psicrystal has a personality. See the Psicrystal Personality table presented in the *Expanded Psionics Handbook*.

**Telepathic Link (Su):** The owner has a telepathic link with his psicrystal. The owner can communicate telepathically as if the psicrystal were the target of a mindlink power manifested by the owner. Because of the telepathic link between a psicrystal and its owner, the owner can react to events which the psicrystal perceives (illustrated in the Initiative bonus above).

**Sighted (Ex):** Although it has no physical sensory organs, an implanted psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet and at 3rd level it shares this trait with its master.

**Telepathic Speech (Ex):** If the owner is 5th level or higher, the implanted psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, and can act as a mindbridge between its owner and the target of telepathic speech - allowing the owner effective use of this ability.

**Focused Personality (Ex):** If the owner is 7th level or higher, the implanted psicrystals personality becomes empowered by its long connection to its master and the bonus granted by the personality shard increases by +1. This increase effects all personalities in an implanted psicrystal.

**Power Resistance (Ex):** If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner's level + 5, which also effects the owner. To affect the psicrystal or



the owner with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal's power resistance.

## The Cognizance Psicrystal

### *Introduction*

Conserving power has always been a problem for manifesters. No matter where they come from or what devotion they follow, sooner or later everyone runs dry and it is at such times that a cognizance crystal is useful. But cognizance crystals have one deep flaw, you can channel your psionic energy reserve into them, but you cannot channel it out of the crystal, only expend it. The cognizance psicrystal, on the other hand, holds an ever expanding storage which can hold the psionic power within the manifester, making it available to the manifester at a later date. Because of the intense connection their telepathic bond provides and the fact that they are really the same person even if one shard only has a certain facet, the cognizance psicrystal can channel power back to its master.

### *Requirements*

As a standard psicrystal; to create a cognizance psicrystal, you need the "Craft Cognizance Crystal" feat and need to expend 100 experience points to fuel the ritual which bonds the master and the psicrystal together.

### *Interaction with psicrystals*

Any kind of psicrystal or psicrysmal can become cognizant, but a psicrystal weapon cannot have the power storing special ability if it is also a cognizance psicrystal.

### *Effects*

The master of a cognizance psicrystal can store his manifester level in power points inside the psicrystal and either use them to fuel a power (just like normal for a cognizance crystal) or refill his own power point reserve. This is an exception to the rule that you can not refill the power point reserve with another source like this. Once the manifester reaches 21st level, the psicrystal can also use these power points to fuel his own manifestations of powers. To channel power points into or out of a cognizance psicrystal, the master and crystal need to be touching each other. The cognizance psicrystal is treated in all other ways as a standard psicrystal.

## The Psicrysmal

### *Introduction*

The crysmal is a psionic earth elemental creature, taking the form of a crystalline spider or scorpion. It lives to consume gems and crystals but when they are destroyed they shatter into hundreds of small crystal shards and gem pieces. Once in a while, when a crysmal is defeated, the body leaves a large enough shard to be used for a psicrystal, imbuing the psicrystal with the

### **Psicrystal Death**

Originally presented in *Untapped Potential: New Horizons in Psionics*, the following expanded entry for the Psicrystal Affinity feat details the results of a psicrystal's death.

#### **PSICRYSTAL AFFINITY [Psionic]**

This feat originally appeared in the *Expanded Psionics Handbook*. It is expanded here.

**Prerequisite:** Manifester level 1st.

**Benefit:** As in the *Expanded Psionics Handbook*.

**Special:** If your psicrystal is destroyed, you may create a replacement (or restore the pieces of the old one, there is no mechanical difference) after 24 hours have passed by spending 100 XP. The new psicrystal has the same personality type as the lost one originally did (although it may look different), and any feats or features that modify your psicrystal affect the new one normally.



elemental essence of the crystal it once was. It still remains a loyal follower of its master, part and parcel with the personality shard used to give life to the inanimate object, but it also gains a slight hunger for crystals, gems and jewelry, since it isn't a normal construct like its regular psicrystal brethren. It does not have the same abilities or powers as a normal psicrystal, but rather becomes a symbiosis of the normal psicrystal essence and the aggressive crystal elemental essence.

*Requirement*

You need the Psicrystal Affinity feat and you must dismiss or destroy your current psicrystal (if any) and imbue its essence into a crystal shard large enough to fit into your hand. As normal, the experience cost for recreating a destroyed psicrystal is 100 xp and can be done after 24 hours has passed since its destruction. (See Psicrystals Death on page 4)

*Interaction with psicrystals*

As stated above, a normal crystal cannot be "enhanced" into a psicrystal, instead it must be destroyed and imbued. A psicrystal cannot be implanted either, since it has a far more active personal psyche which would render implantation dangerous. Finally, there are no psicrystal weapons.

*Effects*

The following table and information completely replaces that of the previous psicrystal. A psicrystal is an elemental, not a construct. See the Psicrystal monster entry for exact details.

*Psicrystal Special Abilities*

All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on Table 2 - The Psicrystal. The abilities on the table are cumulative.

Table 2 - The Psicrystal

<i>Owner Level</i>	<i>Natural armor bonus</i>	<i>Int Adj.</i>	<i>Special</i>
1st-2nd	+0	+0	Hit dice, personality, telepathic link
3rd-4th	+1	+1	Burrow
5th-6th	+2	+2	Damage reduction
7th-8th	+3	+3	Size increase
9th-10th	+6	+4	Electricity resistance
11th-12th	+7	+5	Power resistance
13th-14th	+8	+6	Psi-like abilities
15th-16th	+9	+7	Size increase
17th-18th	+10	+8	Immunities
19th-20th	+11	+9	Psi-like abilities

**Natural armor bonus (Ex):** Add this value to the psicrystal's natural armor score. Enhanced by the psionic energies coursing through them, psicrystals are hardier than normal psicrystals.

**Intelligence Adj. (Ex):** Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

**Hit Dice:** For every level in a psionic class (any class which grants power points or psi-like abilities) the psicrystal gains 1 hit die (1d8 as normal for an Elemental) and all benefits associated with gaining HD.

**Personality (Ex):** Every psicrystal has a personality. See the Psicrystal Personality table.

**Telepathic Link (Su):** The owner has a telepathic link with his psicrystal. The owner can communicate telepathically as if the



psicrysmal were the target of a mindlink power manifested by the owner. For instance, a psicrysmal who sneaks into a distant room could relay the activities occurring in that room. Because of the telepathic link between a psicrysmal and its owner, the owner has the same connection to an item or place that the psicrysmal does. For instance, if his psicrysmal has seen a room, the owner can teleport into that room as if he has seen it too.

**Burrow (Ex):** If the owner is 3rd level or higher, the psicrysmal gains a burrow speed of 20 feet.

**Damage Reduction (Ex):** If the owner is 5th level or higher, the psicrysmal gains Damage Reduction 5/bludgeoning

**Size increase:** If the owner is 7th level or higher, the psicrysmal increases in size from Diminutive to Tiny. If the owner is 15th level or higher, the psicrysmal increases in size to Small.

**Electricity Resistance (Ex):** If the owner is 9th level or higher, the psicrysmal gains electricity resistance equal to the owner's level.

**Power Resistance (Ex):** If the owner is 11th level or higher, the psicrysmal gains power resistance equal to the owner's level + 5, which also affects the owner. To affect the psicrysmal or the owner with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrysmal's power resistance.

**Psi-like abilities (Ps):** If the owner is 13th level or higher, the psicrysmal gains access to the following psi-like abilities: At will - control sound, detect psionics, empty mind; and the following: 1/day - psionic dimension door. If the owner is 19th level or higher, the psicrysmal also gains the following psi-like abilities: At will -

control object, mind thrust; he also gains an additional two uses of his psionic dimension door power. The manifester level of all of these psi-like abilities are ½ the manifester level of the master and all save DCs are based on Intelligence.

**Immunities (Ex):** If the owner is 17th level or higher, the psicrysmal gains immunity to fire and cold.

## The Psicrystal Weapon

### *Introduction*

A psicrystal weapon is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Weapon feat). A psicrystal weapon can appear in the form of any kind of weapon, albeit of a crystalline nature. Because it is an extension of its creator's personality, a character's psicrystal weapon is in some ways a part of him. That's why, for example, a psionic character can manifest a touch power through his weapon, rather than through his own hands.

### *Requirements*

To have a psicrystal weapon, you need the Psicrystal Weapon feat.

### *Interaction with psicrystals*

You cannot transform an existing normal psicrystal or psicrysmal into a psicrystal weapon, but you can transform a normal crystal or deep crystal weapon into a psicrystal weapon by taking the Psicrystal Weapon feat.

### *Effects*

A psicrystal weapon is treated as a construct for the purposes of all effects that depend on its type. A psicrystal weapon grants special abilities to its owner, as shown on the Psicrystal Weapon Special Abilities table below. Psicrystal weapon



abilities are based on the owner's levels in psionic classes (any class which grants power points or psi-like abilities). Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities. A psicrystal weapon can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal weapon can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability. A psicrystal weapon is treated as a masterwork weapon made out of crystal, as well as a construct.

**Hit Dice:** For the purpose of effects related to number of Hit Dice, use the owner's character level.

**Hit Points:** The psicrystal weapon has one-half its owner's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

**Abilities:** The psicrystal weapon has Intelligence 10, Wisdom 10 and Charisma 10.

**Skills:** The psicrystal weapon cannot use any skills except for Spot, Listen and Search (but only for noticing secret doors) at which time it uses its master's skill ranks and its own ability modifier.

*Psicrystal Weapon Special Abilities*

All psicrystal weapons have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on Table 3 - The Psicrystal Weapon. The abilities on the table are cumulative.

**Hardness Adj. (Ex):** This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0). It represents a psicrystal's preternatural durability.

Table 3 - The Psicrystal Weapon

<i>Owner Level</i>	<i>Hardness Adj.</i>	<i>Int Adj.</i>	<i>Special</i>
1st-2nd	+0	+0	Alertness, sighted, telepathic link
3rd-4th	+1	+1	Deliver touch powers, empathic link
5th-6th	+2	+2	Telepathic speech
7th-8th	+3	+3	Improved telepathic link
9th-10th	+6	+4	Deep Crystal
11th-12th	+7	+5	Power resistance
13th-14th	+8	+6	Sight link
15th-16th	+9	+7	Material Mastery
17th-18th	+10	+8	—
19th-20th	+11	+9	—

**Intelligence Adj. (Ex):** Add this value to the psicrystal weapon's Intelligence score. Psicrystal weapons are as smart as people (though not necessarily as smart as smart people).

**Alertness (Ex):** The presence of a psicrystal weapon sharpens its master's senses. While a psicrystal weapon is in his hands or on his body, its owner gains the Alertness feat.

**Sighted (Ex):** Although it has no physical sensory organs, a psicrystal weapon can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal weapon still can't discern invisible or ethereal beings. A psicrystal weapon's sighted range is 40 feet.

**Telepathic Link (Su):** The owner has a telepathic link with his psicrystal weapon out to a



distance of up to 1 mile. The owner cannot see through the psicrystal weapon's senses, but the two of them can communicate telepathically as if the psicrystal weapon were the target of a mindlink power manifested by the owner. For instance, a psicrystal weapon placed in a distant room could relay the activities occurring in that room. Because of the telepathic link between a psicrystal weapon and its owner, the owner has the same connection to an item or place that the psicrystal weapon does. For instance, if his psicrystal weapon has seen a room, the owner can teleport into that room as if he has seen it too.

**Empathic Link (Su):** The owner has an empathic link with his psicrystal weapon whenever he has physical contact with it and is psionically focused. Whenever he fulfills these conditions he gains a +2 bonus to one skill of his choice, chosen when he first gains access to this ability.

**Deliver Touch Powers (Su):** If the owner is 3rd level or higher, his psicrystal weapon can deliver touch powers for him. If the owner holds his psicrystal weapon in his hand at the time he manifests a touch power, he can designate his psicrystal as the "toucher." The psicrystal weapon can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

**Telepathic Speech (Ex):** If the owner is 5th level or higher, the psicrystal weapon can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal weapon, while the psicrystal weapon is also within 1 mile of the owner.

**Improved Telepathic Link (Su):** If the owner is of 7th level or higher, he can utilize his psicrystal weapons senses by concentrating for 1 round as

long as the weapon is within 1 mile.

**Deep Crystal (Ex):** If the owner is 9th level or higher, the psicrystal weapon has become hardened from the exposure to psionic energy. It changes type from crystal to deep crystal, gaining a higher hardness value (reflected in the table above) and the ability to channel psionic energy. As a free action that does not provoke attacks of opportunity, the owner can channel psionic power into his psicrystal weapon. For 2 power points, the psicrystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. Bows and crossbows bestow this power on their ammunition. All missile weapons lose this effect if they miss. However, they may be recovered and charged again. If the weapon was already made out of deep crystal, it deals an additional +1d6 damage when its owner achieves 9th level.

**Power Resistance (Ex):** If the owner is 11th level or higher, the psicrystal weapon gains power resistance equal to the owner's level + 5. To affect the psicrystal weapon with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal weapon's power resistance.

**Sight Link (Ps):** If the owner is 13th level or higher, the character can remote view the psicrystal weapon (as if manifesting the *remote view* power) once per day.

**Material Mastery (Su):** If the owner is 15th level or higher, he can change how his psicrystal weapon behaves in relation to damage reduction. As a free action that does not provoke attacks of opportunity, the owner can spend 2 power points to change his psicrystal weapon. Choose Adamantine, Silver or Cold Iron, the weapon will penetrate damage reduction as if it was made out of this material for 1 minute.



**NEW FEATS****AWAKENED PSICRYSTAL [PSIONIC]**

You have awakened the phrenic potential of the personality shard inside your psicrystal, allowing it to manifest limited psionic abilities.

**Prerequisite:** Psicrystal Affinity or Psicrystal Weapon

**Benefit:** This feat grants your psicrystal a number of limited psi-like abilities (See "Awakened Psicrystal")

**FLESHCRAFTING [ITEM CREATION]**

You have learned the secrets of manipulating the flesh, crafting additions, implants and enhancements out of bone and sinew, crystal and construct, imbuing them with power and fusing them to yourself or others.

**Prerequisite:** Heal 8 ranks

**Benefit:** You can create fleshcrafts (including implanted psicrystals) and attach these to living creatures, including yourself. Creating a fleshcraft takes one day for each 1,000 gp in its base price. To create a fleshcraft, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

**Fleshcrafting**

The concept of fleshcrafting will be expanded upon in *High Psionics: Fleshcrafting* with a number of fleshcrafts, a Fleshcrafter prestige class and more feats and information.

**PSICRYSTAL STRIKE FOCUS [PSIONIC]**

When you strike down an enemy your psicrystal weapon can siphon their mental energy to refocus itself without your assistance.

**Prerequisite:** Psicrystal Weapon, Psicrystal Weapon Containment, Manifester level 3rd

**Benefit:** If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it) with your psicrystal, you drain off a portion of the creature's liberated

mental energy. The liberated energy automatically focuses the psicrystal weapon used to fell the foe as if you had focused it yourself.

**PSICRYSTAL WEAPON [PSIONIC]**

You have awakened an offensive splinter of your personality and integrated into your weapon, creating a Psicrystal weapon.

**Prerequisite:** Manifester level 1st

**Benefit:** This feat grants you a Psicrystal Weapon (See "The Psicrystal Weapon," above).

**PSICRYSTAL WEAPON CONTAINMENT [PSIONIC]**

Your psicrystal weapon can hold a psionic focus for you, acting as a repository for your concentration.

**Prerequisite:** Psicrystal Weapon, Manifester level 3rd

**Benefit:** You can attempt to psionically focus your psicrystal weapon. At any time when you need to expend your psionic focus, you can expend your psicrystal weapon's psionic focus instead, as long as the crystal is in your hands. Psionically focusing your psicrystal weapon works just like focusing yourself. The psicrystal weapon cannot focus itself—only the owner can spend the time to focus the crystal.



**MONSTERS****Psicrysmal**

Diminutive Elemental (Earth, Psionic)

**Hit Dice:** 1d8 (5 hp)

**Initiative:** +8

**Speed:** 30 ft. (6 squares)

**Armor Class:** 19 (+4 size, +3 Dex, +2 natural), touch 17, flat-footed 17

**Base Attack/Grapple:** +0/-9

**Attack:** Sting +8 (1d2-1)

**Full Attack:** Sting +8 (1d2-1)

**Space/Reach:** 1 ft./0 ft.

**Special Attacks:** -

**Special Qualities:** Elemental traits

**Saves:** Fort +3, Ref +4, Will +0

**Abilities:** Str 9, Dex 18, Con 12, Int 8, Wis 10, Cha 12

**Skills:** Appraise +6, Spot +6

**Feats:** Combat Expertise<sup>B</sup>, Improved Initiative

**Environment:** Any

**Organization:** With master

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** As master

**Advancement:** —

*A small crystal resembling a spider scuttles forward, shining gems focusing on you with an intense stare. You notice that it seems to be appraising your equipment, especially your gems and crystals. You get the distinct impression that it is looking at you as if you were its next meal. Its master appears and it retreats to his side, awaiting his command, but still seeming to size you up.*

A psicrysmal is the merger of the fragment consciousness of a psicrystal and the body of a crismal. It is found only as the creation and companion of a psionic manifester.

The psicrysmal described here is that of a 1st-level manifester.

**COMBAT**

A psicrysmal's characteristics depend on its master and its personality.

**Elemental Traits:** A psicrystal is immune to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. Psicrysmals do not eat, sleep, or breathe. Psicrysmals do not have the usual elemental trait of darkvision.

**Psicrysmal Granted Abilities:** The psicrysmal described here has the abilities of telepathic link and personality.

**Skills:** Psicrysmals have a +4 racial bonus to Appraise and Spot

**Shardling**

Diminutive Construct (Psionic)

**Hit Dice:** 6d8+4 (31 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), climb 20 ft.

**Armor Class:** 21 (+4 size, +3 Dex, +4 natural), touch 16, flat-footed 18

**Base Attack/Grapple:** +4/-13

**Attack:** Shard +11 (1d2-4)

**Full Attack:** Shard +11 (1d2-4)

**Space/Reach:** 1 ft./0 ft.

**Special Attacks:** Psi-like abilities

**Special Qualities:** Construct traits, hardness 11

**Saves:** Fort +2, Ref +5, Will +2

**Abilities:** Str 1, Dex 16, Con Ø, Int 9, Wis 10, Cha 10

**Skills:** Climb +14, Listen +6, Move Silently +6, Search +2, Spot +6

**Feats:** Combat Expertise, Wild Talent, Psionic Fist (B), Psionic Body

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** Included with master

**Treasure:** None

**Alignment:** Often neutral

**Advancement:** —

*Skulking in the shadows a small creature glares at you with scarlet eyes pulsating with energy. It scatters out from hiding and seems to seize you up, as if it was searching for something. Then a*



*whiny voice wheezes into your skull - "Master?" it asks before the eyes flash deep purple and it begins to back away, the voice inside your head becoming a menacing growl.*

The shardling is what remains of a psicrystal when their master dies violently and suddenly, leaving enough psionic energy in their psicrystal for it to survive for a short time. It feeds off the psionic energies of dying creatures and thus it becomes a fearsome predator, often hunting weak animals which sustain it for only a short while. At times, these shardlings may turn to greater beasts or even humanoids as prey, using their diminutive size to fool their meals.

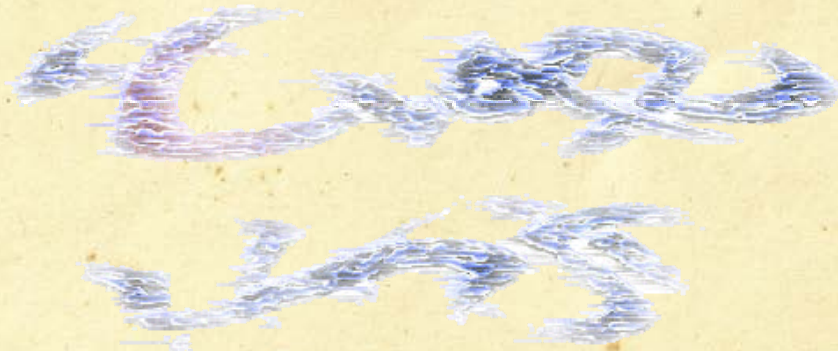
A single small animal will feed the shardling for a few days, which makes it a voracious hunter, using its psi-like abilities to the utmost. Humanoids can sometimes awaken the hope of

finding a new master, but most often the hunger for psionic energy takes over, since a medium humanoid can keep the shardling fed for months with its dying psionic echo.

### COMBAT

A shardling prefers to trick enemies into believing it to be a harmless creature, using its *attraction* psi-like ability to get close to a suitable target. Once the creature is within range, the shardling strikes with its *crystal shard* psi-like ability or by empowering its natural attacks with its Psionic Fist feat. Against creatures where this tactic does not work, the shardling will most frequently seek to climb to safety.

**Psi-like abilities:** At will - *attraction, crystal shard, matter agitation, mindlink* (ML 3rd).





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