

Character Classes

Psion

Replace the Special Power column indicating the psionic combat modes gained with the following:

Level	Special Power
1	Psicrystal, four Combat Mode Feats, Psionic or Metapsionic Feat
2	Combat Mode Feat
3	Combat Mode Feat
4	
5	Psionic or Metapsionic Feat
6	Mental Mastery
7	Combat Mode Feat
8	
9	Combat Mode Feat
10	
11	Combat Mode Feat
12	
13	Combat Mode Feat
14	
15	Psionic or Metapsionic Feat
16	
17	Combat Mode Feat
18	
19	Combat Mode Feat
20	

Psychic Warrior

Replace the Special Power column indicating Bonus Feats and psionic combat modes gained with the following:

Level	Special Powers
1	Bonus Feat, two Combat Mode Feats
2	Bonus Feat
3	Combat Mode Feat
4	
5	Bonus Feat, Psionic Feat
6	Weapon Specialisation
7	Combat Mode Feat
8	Bonus Feat
9	Combat Mode Feat
10	
11	Bonus Feat, Combat Mode Feat
12	
13	Combat Mode Feat
14	Bonus Feat
15	Psionic Feat
16	
17	Bonus Feat, Combat Mode Feat
18	
19	Combat Mode Feat
20	Bonus Feat

Feat Descriptions

Bodily Barrier [Psionic, Combat Mode]

You protect your mind with your body.

Prerequisites: None

Benefit: You gain the Bodily Barrier psionic defence mode. See the Power Description section for more details.

Combat Mind [Psionic, Combat Mode]

Your mind is exceptionally alert to danger and impending psionic attack, and can counter-attack with astounding speed.

Prerequisites: Mental Barrier

Benefit: You may make an additional number of *psionic attacks of opportunity* equal to your Wisdom modifier when using the Mental Barrier psionic defence mode. Combat Mind also allows you to make regular *attacks of opportunity* using psionic combat modes, although you must pay an additional 2 power points per psionic attack, and the power only affects a single target. Finally, you may raise a psionic defence mode or make *psionic attacks of opportunity* regardless of being caught flat-footed.

Crushing Will [Psionic, Combat Mode]

Your relentless psionic might blasts away the defences of your foe.

Prerequisites: Psychic Crush

Benefit: Whenever you make a psionic attack, add +2 to the DC for the saving throw. If you continue to attack the same foe, you add an additional +2 to the DC for each successive attack.

Disarm Mind [Psionic, Combat Mode]

You can drain the psychic reserves of your foes with psionic attacks.

Prerequisites: any Psionic Attack Mode, Mental Adversary, Cha 13+

Benefit: You deplete a number of power points equal to your Charisma modifier x 4 from your opponent on any successful psionic attack. To use this feat, you must pay an additional 2 power points over the cost of the psionic attack mode. You may decide to use this power after discovering the success or failure of your psionic attack.

Ego Whip [Psionic, Combat Mode]

Your force of will lashes out against your foes.

Prerequisites: None

Benefit: You gain the Ego Whip psionic attack mode. See the Power Description section for more details.

Empty Mind [Psionic, Combat Mode]

You hide your mind from Psionic Attack.

Prerequisites: None

Benefit: You gain the Empty Mind psionic defence mode. See the Power Description section for more details.

Id Insinuation [Psionic, Combat Mode]

Your insidious psychic attack awakens your target's primal urges.

Prerequisites: None

Benefit: You gain the Id Insinuation psionic attack mode. See the Power Description section for more details.

Intellect Fortress [Psionic, Combat Mode]

You protect your mind from mental intrusion with a screen of self-confidence.

Prerequisites: None

Benefit: You gain the Intellect Fortress psionic defence mode. See the Power Description section for more details.

Lingering Rage [Psionic, Combat Mode]

Your psionic attacks affect your foes for an extended duration.

Prerequisites: any Psionic Attack Mode

Benefit: The length of time your opponent suffers from the effects of your psionic attacks is increased by 1d4 rounds. To use this feat you must pay 2 extra power points for each psionic attack. You may decide whether or not to use this feat after you determine the success or failure of your psionic attack.

Mental Adversary [Psionic, Combat Mode]

You can make exceptionally strong psionic attacks.

Prerequisites: any Psionic Attack Mode

Benefit: Whenever you make a successful psionic attack, you drain an extra 1d4 power points from your foe. To use this feat you must pay an extra 1 power point. You decide whether or not to use this feat after determining the success or failure of the psionic attack.

Special: You can gain this feat multiple times, each time you drain an extra 1d4 power points, but the cost increases by 2 each time.

Mental Barrier [Psionic, Combat Mode]

You can respond to a foe's mental intrusions with a surprise counter-attack.

Prerequisites: None

Benefit: You gain the Mental Barrier psionic defence mode. See the Power Description section for more details.

Mental Mastery [Special]

Your psionic attacks become harder to resist.

Prerequisites: 6th level Psion

Benefits: The save DC for all of your psionic attack modes is increased by an amount equal to one quarter of your Psion level. For example a 6th level Psion increases the DC of his psionic attacks by 1, while an 8th level Psion gets a +2 bonus.

Special: Psions (and only Psions) get this feat for free at 6th level.

Mind Blast [Psionic, Combat Mode]

You blast the minds of all within a 60' cone with your psionic might.

Prerequisites: None

Benefit: You gain the Mind Blast psionic attack mode. See the Power Description section for more details.

Mind Flu [Psionic, Combat Mode]

You infect your victims' minds with a virulent mental flu.

Prerequisites: None

Benefit: You gain the Mind Flu psionic attack mode. See the Power Description section for more details.

Mind Leech [Psionic, Combat Mode]

Your mental attacks drain your foe's mental resolve adding to your own.

Prerequisites: any Psionic Defence Mode, Psychic Net, any Psionic Attack Mode, Mental Adversary, Con 13+, Manifest Level 7+

Benefit: Whenever you make a successful psionic attack, you gain 1d6 power points and your foe loses a like amount.

Mind Rage [Psionic, Combat Mode]

You assault your victim's mind with your psionic hatred, leaving their minds reeling.

Prerequisites: Id Insinuation, Lingering Rage, Mental Adversary, Mind Blast, Psychic Crush, Manifest Level 5+

Benefits: Whenever you make a successful psionic attack, you **stun** your foe for 1d4 rounds in addition to any other effects of your attack. You must pay an additional 5 power points to use this power. You decide whether or not to use this power after determining the success or failure of the attack.

Mind Thrust [Psionic, Combat Mode]

Your mental attack strikes like a knife into the victim's thoughts and self worth.

Prerequisites: None

Benefit: You gain the Mind Thrust psionic attack mode. See the Power Description section for more details.

Mind Trap [Psionic, Combat Mode]

You can punish psionic attackers.

Prerequisites: Psychic Bastion

Benefit: You deplete power points equal to 10 + your Charisma modifier from your attacker on any psionic attack that you fail to save against. To use this feat you must pay an extra 3 power points. You decide whether or not to pay the extra cost after discovering the success or failure of your foe's attack.

Null Mind [Psionic, Combat Mode]

You protect your mind from the depravations of psionic and mental attacks.

Prerequisites: Empty Mind, Intellect Fortress, Thought Shield, Tower of Iron Will, Psychic Bastion, Manifest Level 5+

Benefit: You hide your mind from the psychic landscape, becoming immune to all mind affecting powers, spells and effects. It costs 5 power points per round to maintain this effect.

Psychic Backlash [Psionic, Combat Mode]

When your mind is assaulted with a psionic attack, you reflect part of the damage back at the attacker.

Prerequisites: Psychic Bastion, Mind Trap, Mental Barrier, Manifest Level 5+

Benefit: You partially deflect a psionic attack back at its originator, forcing you both to suffer its effects. You gain a +2 bonus to your save. It costs 3 power points to use this feat.

Psychic Bastion [Psionic, Combat Mode]

You can raise a fortified defence against psionic attacks.

Prerequisites: None

Benefit: Whenever you fail your save versus a psionic attack, you reduce the power point drain by half. You must pay 1 power point to use this feat. You decide whether or not to use this feat after determining success or failure of your foe's attack.

Psychic Crush [Psionic, Combat Mode]

Your mental might allows you to crush your foe's mental resolve in a vice-like grip.

Prerequisites: None

Benefit: You gain the Psychic Crush psionic attack mode. See the Power Description section for more details.

Psychic Net [Psionic, Combat Mode]

Whenever a foe unsuccessfully attacks you with a psionic attack mode, you absorb some of his psychic energy.

Prerequisites: any Psionic Defence Mode

Benefit: Whenever you are attacked by a psionic attack and make your saving throw, you gain 1 power point to replenish your power point reserve.

Psychic Purge [Psionic, Combat Mode]

You can shake off the ill effects of a psionic attack.

Prerequisites: Intellect Fortress

Benefit: With an expenditure of 3 power points, you can end any ongoing effects suffered from psionic attacks.

Psychic Rebound [Psionic, Combat Mode]

If you make a successful psionic attack, you may make an additional psionic attack.

Prerequisites: Mental Barrier, Combat Mind

Benefit: If you use a psionic attack mode, and your foe fails his saving throw, you may immediately make another psionic attack. You may target the same foe or another available target.

Thought Shield [Psionic, Combat Mode]

You protect your mind by projecting false thoughts and ideas to confront and confuse your mental opponents.

Prerequisites: None

Benefit: You gain the Thought Shield psionic defence mode. See the Power Description section for more details.

Tower of Iron Will [Psionic, Combat Mode]

Your mental strength protects you and your allies against mental attacks.

Prerequisites: None

Benefit: You gain the Tower of Iron Will psionic defence mode. See the Power Description section for more details.

Psionic Combat

Masters of the Mind, psychic creatures and characters are able to assault the minds of others through sheer force of will. Psychic combat takes place outside of the physical world and only exists in the minds of the attacker and target.

Using a psionic attack mode is a standard action that does not provoke attacks of opportunity. You can use a psionic defence mode in response to being targeted by a psionic attack mode so long as you are not caught flat-footed. You may also raise a psionic defence mode as a free action in your turn.

Each psionic attack mode has one of two effects, depending on whether the target is psychic or non-psionic. Psychic creatures generally find their psionic ability hampered or reduced whilst under the effects of a psionic attack. Non-psionic creatures may become shaken or terrified from the mental intrusions.

A psychic creature that has exhausted its power point reserve (through psionic combat or using its powers) loses its mental buffer against psionic assaults, and is affected as if it were a non-psionic creature (although any defence modes still active continue to function normally).

Power Descriptions

The 12 psionic attack and defense modes are different from normal psionic powers. To learn any of the powers, you must acquire the appropriate Combat Mode feat. In addition you do not need to meet any of the ability requirements (ie 15 Charisma for Mind Blast), although a poor ability score will adversely modify the save DC.

The save DCs for all of the attack modes is equal to 1d20 + mode's effective level + appropriate ability modifier. There is no non-psionic buffer (except for Id Insinuation), or save modifiers for defence modes.

Bodily Barrier

Defence Mode (Con)

Effective Level: Psion/Psychic Warrior 2

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 3

You protect your mind from the depravations of psionic attacks by sacrificing your bodily health to augment your mental defences.

Whenever you fail to save versus a psionic attack mode that drains power points, you take subdual damage instead.

You can raise Bodily Barrier as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Ego Whip

Attack Mode (Dex) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 0

Display: Au (mental resonance)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 1

Your mind lashes out, with a whip-like crack, assaulting the victim's ego, leaving him with feelings of inferiority and worthlessness.

Non-Psionic targets are dismayed and become **shaken** for 2 rounds. Psychic creatures lose faith in their ability and may not use any psionic powers or activate psionic items for 1 round (although they may attack or use other items normally).

Empty Mind

Defence Mode (Wis)

Effective Level: Psion/Psychic Warrior 0

Display: None

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute (see text)

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 1

Empty Mind allows you to calm your mind and emotions so that you are effectively invisible to psionic attack modes.

When using Empty Mind, you gain total concealment (50% miss chance) from psionic attack modes. If you use a psionic attack mode, this power ends immediately.

You can raise Empty Mind as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode, so long as you have not used a psionic attack mode in the same round.

Id Insinuation

Attack Mode (Str) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 2

Display: Au (mental resonance)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

Your mental attack, shrieking with a bestial roar, seeks to awaken your foe's primitive subconscious pitting it against his Superego.

For Non-Psionic targets (who receive a +2 *Non-Psionic Buffer* bonus to their save), their subconscious Id – which controls primitive needs, animal drives, cruelty and ferocity – seeks to lash out in a rage of violence and desire, while the Superego – the civilised part of the brain – struggles to maintain control. As such the victim is left in a state of **confusion** for 1d8 rounds.

Psychic targets (whose minds are more disciplined) struggle to repress their primitive desires. For 1d6 rounds, whenever the affected psychic creature attempts to use a psionic power, it must make a concentration check (DC = original save DC + power's level) to subdue the Id. If the check fails, the creature must spend double the normal power points to manifest the power. If the creature doesn't have enough power points, all remaining power points are used and the power fails.

Intellect Fortress

Defence Mode (Cha)

Effective Level: Psion/Psychic Warrior 2

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (see text)

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 3

The strength of your psychic resolve can overcome previous mental assaults, and provide you with a buffer against further attack.

By infusing your mind with a shimmering surge of self-confidence, you can quickly shake off the effects and conditions of mind controlling powers. Whenever you fail a saving throw versus a mind affecting power or effect with a non-instantaneous duration, you are allowed to make an additional save in the following round. If the second save succeeds, you are not affected by the power. If your second save fails, the shock to your confidence crumbles your resolve and Intellect Fortress is dismissed.

You may raise Intellect Fortress as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Mental Barrier

Defence Mode (Dex)

Effective Level: Psion/Psychic Warrior 2

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 3

By raising maze-like mental barriers around your mind, you seek to draw in and trap your opponent while you mount a counter attack.

Whenever you are attacked with a psionic attack mode, you may make an immediate *psionic attack of opportunity* (which counts towards your maximum number of *attacks of opportunity* in the round). Your opponent suffers a -4 penalty to his save versus your surprise attack.

You may raise Mental Barrier as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Mind Blast

Attack Mode (Cha) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: 60'

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 9

The most powerful of the psionic attack modes, Mind Blast causes the very air itself to ripple with the force of your mental attack. All creatures within the cone are blasted by your mental power.

Non-Psionic creatures are staggered and left reeling, unable to react or do anything other than try to collect their thoughts. Such creatures are **stunned** for 3d4 rounds. Psychic creatures blasted by your mental fury find themselves stripped of their resolve, and lose [1d6 plus 1 per level] Power Points.

Mind Blast is particularly effective against Thought Shield and Empty Mind defence modes. Due to the area of effect, Mind Blast targets each of the mental images of a Thought Shield (thus dispelling them), and ignores the concealment of Empty Mind.

Mind Flu

Attack Mode (Con) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 2

Display: Au (see text)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 3

With a sneeze, you assault the victim's mind with a short-lived mental flu.

Against Non-Psionic creatures your attack sickens and **nauseates** them for 1d6 rounds. Psionic targets fare little better, for the next 1d6 rounds they must make a concentration check (DC = original save DC + 5) to attempt to manifest any psionic power. If they fail their check, they are unable to manifest a power as they dry retch, unable to do anything other than a single move equivalent action. If they succeed they can use their power normally (which may entail further concentration checks).

Mind Thrust

Attack Mode (Int) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 1

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 1

Your mental attack stabs at the victim's mind like a scalpel, severing his thoughts and disrupting his actions.

Against a Non-Psionic target, Mind Thrust **dazes** the victim for 1d4 rounds. When used against a Psychic target, the victim loses [1d4 plus 1 per 2 levels] Power Points as your attack slices through his mental resolve.

Psychic Crush

Attack Mode (Wis) [Mind-Affecting]

Effective Level: Psion/Psychic Warrior 3

Display: Vi (mental imagery)

Manifestation Time: 1 action

Range: Close (25' + 5'/2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Power Points: 5

With this power you seek to envelop your victim's mind, and crush out all resistance to your mental might with a vice-like grip.

When used against a Non-Psionic creature, the constricting nature of your attack **panics** the creature for 2d6 rounds. When used against a Psychic target, your crushing mental power reduces their psychic potential to a mere trickle, preventing them from using more than 5 power points per round for 1d6 rounds.

Progressive attacks against a Psychic foe further stifle their psychic energy, reducing expenditure to 3, then 1, then no power points a round. Each successful attack also increases the duration by a further 1d6 rounds.

Thought Shield

Defence Mode (Int)

Effective Level: Psion/Psychic Warrior 1

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 minute/level (see text)

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 1

By raising a Thought Shield, you attempt to protect your mind from invasion by projecting false thoughts and ideas to lure away your attacker.

When using Thought Shield, you project another 1d4 mental images of your mind to protect your real psyche. Psychic attackers randomly determine which 'mind' is targeted. Your real psyche and the images interchange and interact to confuse an attacker that has found the real target. Images are dispelled when subject to a psionic attack mode.

You can raise Thought Shield as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Tower of Iron Will

Defence Mode (Str)

Effective Level: Psion/Psychic Warrior 3

Display: Vi (mental imagery)

Manifestation Time: See text

Range: Personal

Target: 10' radius emanation, centred on you

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Power Resistance: No

Power Points: 5

When activated, Tower of Iron Will protects your mind and emotions as well as the minds of all allies nearby, by protecting them behind a towering fortress of impregnable psychic might.

You and all allies within 10' gain a +4 bonus to saves versus Mind-Affecting powers and effects.

You may raise Tower of Iron Will as a free action (which counts as your Quickened action for the round) or in response to a psionic attack mode.

Psionic Monsters

Blue

Small Humanoid (Goblinoid)

Manifester Level: 5th

Known Powers: Charm Person, Far Hand, Finger of Fire

Feats: Ego Whip, Empty Mind, Inertial Armour, Mental Barrier, Mind Thrust

Power Points: 10

CR: 1

Brain Mole

Diminutive Animal

Manifester Level: 4th

Known Powers: Burst, Detect Psionics, Distract

Feats: Empty Mind, Mind Thrust

Power Points: 7

CR: 1/3

Caller in Darkness

Large Undead (Incorporeal)

Manifester Level: 11th

Known Powers: Clairaudience/Clairvoyance, Detect Psionics, Fatal Attraction, Mass Concussion, Suggestion

Feats: Alertness, Combat Reflexes, Ego Whip, Empty Mind, Id Insinuation, Improved Initiative, Intellect Fortress, Mental Adversary, Mental Barrier, Mind Thrust, Psychic Crush, Thought Shield, Tower of Iron Will

Power Points: 52

CR: 9

Cerebrilith, Demon (Tanar'ri)

Large Outsider (Chaotic, Evil)

Manifester Level: 17th

Known Powers: Brain Lock, Combat Precognition, Control Flames, Detect Psionics, Ectoplasmic Form, Mass Domination, Mind Probe, Power Turning, Schism, Teleport without Error (self plus 50 pounds of objects only), True Domination, Ultrablast, Whitefire

Feats: Combat Mind, Crushing Will, Id Insinuation, Intellect Fortress, Mental Adversary, Mental Barrier, Mind Blast, Mind Flu, Mind Leech, Mind Thrust, Mind Trap, Psychic Backlash, Psychic Bastion, Psychic Crush, Psychic Net, Psychic Rebound, Quicken Power, Thought Shield, Tower of Iron Will

Power Points: 130

CR: 15

Crysmal

Small Elemental (Earth)

Manifester Level: 7th

Known Powers: Control Object, Control Sound, Create Sound, Detect Psionics, Phase Door

Feats: Alertness, Ego Whip, Empty Mind, Mind Thrust, Skill Focus (Appraise)

Power Points: 20

CR: 3

Githyanki

Medium-Size Outsider (Evil)

Manifester Level: 6th

Known Powers: Clairaudience/Clairvoyance, Dimension Slide, Telekinesis

Feats: Empty Mind, Mind Thrust, Weapon Focus (Great Sword)

Power Points: 15

CR: 2

Githzerai

Medium-Size Outsider

Manifester Level: 5th

Known Powers: Combat Prescience, Far Punch, Feather Fall

Feats: Ego Whip, Inertial Armour, Mental Barrier

Power Points: 10

CR: 1

Intellect Devourer

Small Aberration

Manifester Level: 10th

Known Powers: Compression, Domination, Invisibility, Lesser Body Adjustment, Painful Touch, Schism

Feats: Alertness, Ego Whip, Empty Mind, Id Insinuation, Intellect Fortress, Skill Focus (Perform), Thought Shield

Power Points: 43

CR: 6

Mind Flayer (Illithid)

Medium-Size Aberration

Manifester Level: 13th

Known Powers: Astral Projection, Charm Monster, Detect Thoughts, Levitate, Plane Shift

Feats: Alertness, Combat Manifestation, Crushing Will, Improved Initiative, Intellect Fortress, Mental Adversary, Mental Barrier, Mind Blast, Mind Leech, Mind Thrust, Psychic Bastion, Psychic Crush, Psychic Net, Thought Shield, Weapon Finesse (Tentacle)

Power Points: 74

CR: 8

Neothelid

Gargantuan Aberration

Manifester Level: 14th

Known Powers: Body Equilibrium, Charm Monster, Clairaudience/Clairvoyance, Detect Thoughts, Levitate, Suggestion, Teleport, True Telekinesis

Feats: Alertness, Cleave, Crushing Will, Empty Mind, Id Insinuation, Improved Initiative, Intellect Fortress, Lingering Rage, Mind Blast, Mind Thrust, Null Mind, Power Attack, Psychic Bastion, Psychic Crush, Psychic Net, Thought Shield, Tower of Iron Will

Power Points: 87

CR: 15

Phthisic

Large Monstrous Humanoid

Manifester Level: 7th

Known Powers: Brain Lock, Dimension Slide, Skate

Feats: Alertness, Ego Whip, Id Insinuation, Improved Initiative, Mental Barrier, Thought Shield

Power Points: 20

CR: 6

Puppeteer

Fine Vermin

Manifester Level: 7th

Known Powers: Brain Lock, Glide, Lesser Domination

Feats: Ego Whip, Mental Barrier, Psychic Bastion

Power Points: 20

CR: 1

Temporal Filcher

Large Aberration

Manifester Level: 6th

Known Powers: Chameleon, Dimension Door, Distract

Feats: Alertness, Id Insinuation, Improved Initiative, Intellect Fortress, Mental Barrier

Power Points: 15

CR: 3

Thought Eater

Small Aberration

Manifester Level: 3rd

Known Powers: Detect Psionics, Distract, Inkling, Know Direction

Feats: Improved Initiative, Thought Shield

Power Points: 4

CR: 2

Udroot

Huge Plant

Manifester Level: 10th

Known Powers: Astral Construct II, Biocurrent, False Sensory Input, Lesser Body Adjustment, Telekinesis

Combat Mode Feats: Combat Mind, Ego Whip, Id Insinuation, Mental Barrier

Power Points: 43

CR: 5

Web Enhancement Monsters

Gem Dragons

Various Sized Dragon

Manifester Level: As an equal level Psion

Known Powers: As an equal level Psion

Feats: As an equal level Psion

Power Points: As an equal level Psion

CR: varies

Su Monster

Large Animal

Manifester Level: 8th

Known Powers: Lesser Body Adjustment, Sense Psionics, Schism

Combat Mode Feats: Combat Mind, Ego Whip, Mental Barrier, Mind Thrust, Thought Shield

Power Points: 27

CR: 5

Thri-Kreen

Medium-Size Monstrous Humanoid

Manifester Level: 8th

Known Powers: Chameleon, Know Direction, Displacement, Know Direction, Lesser Metaphysical Weapon

Combat Mode Feats: Ego Whip, Empty Mind, Mind Thrust, Psychic Net, Thought Shield

Power Points: 27

CR: 6

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