

THE PRIMAL GITH

A LOST RACE REDISCOVERED



BY CHRISTOPHER M. CEVASCO



A playable race representing the githyanki and githzerai progenitor along with new classes, spells, backgrounds, feats, items, and monsters

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*The ancestral race common to githyanki and githzerai has been shrouded in mystery and conflicting rumors for as long as Dungeons & Dragons has existed. Having now reemerged from a dimension beyond time, the primal giths' secrets can at last be revealed! This supplement contains everything you need to **play a primal gith character**, but that's not all. Also included are three **new subclasses** common among primal gith but available to any character! **Customization options for warlocks** who choose the ghostly primal gith leader as patron! Nine **new psionic spells**! Three new **backgrounds**! Eleven new **feats**! New **magic items**! New **monsters**! And more!*

BY CHRISTOPHER M. CEVASCO

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PREFACE

The venerable ultraunt, Keeper of the Tomes of Candlekeep, bid me write these prefatory remarks given my unique link to the primal gith. It is the least I can do for the Old Buzzard; ultraunt took me in and let me swear myself among the Avowed, an honor never before extended to an illithid (not even to a so-called renegade like myself). I share my monastic brothers and sisters' love of books and was indeed returning from Oryndall's thought basins when the disaster you'll read of below occurred. My Elder Brain had sent me to absorb all knowledge in Oryndall's encephalic fluid relevant to gith or psionics. But before I could return, my link to the Brain was severed as my asteroid colony was destroyed. I came instead to Candlekeep, where I now spend my days transcribing the vast knowledge accessed in Oryndall into qualith and other more accessible forms.

I've been told some doubt the veracity of the primals' claim to be the fabled precursor race of all githzerai and githyanki. It is indeed a startling claim. But as one wrapped up in their history, I assure you it's all true. In some sense, my colony was directly responsible for preserving the racial stock of the gith progenitor. True, that was not our intention, but perhaps this psionically fascinating race's survival expiates my past sins in some small way. If not, then I accept that too.

My life is peppered with torments, not least of which is severance from my Elder Brain. While freeing me to thrive as an individual, severance is also anguish to any illithid. It accounts for my sickly jaundice (saddling me with the offensive nickname Aristul 'the Yellow' notwithstanding attempts to restore a healthy lavender complexion with theatrical greasepaint). I live with the fear that one day I'll come in contact with another elder brain and lose the free will I now cherish. It is the selfsame fear all races enslaved by my kind must have felt, so I suppose it's no more than I deserve.

Whatever my fate, I fervently hope the gith know how sorry I am. For everything.

Aristul of the Avowed,
renegade illithid and master of planar lore

ABOUT THIS BOOK

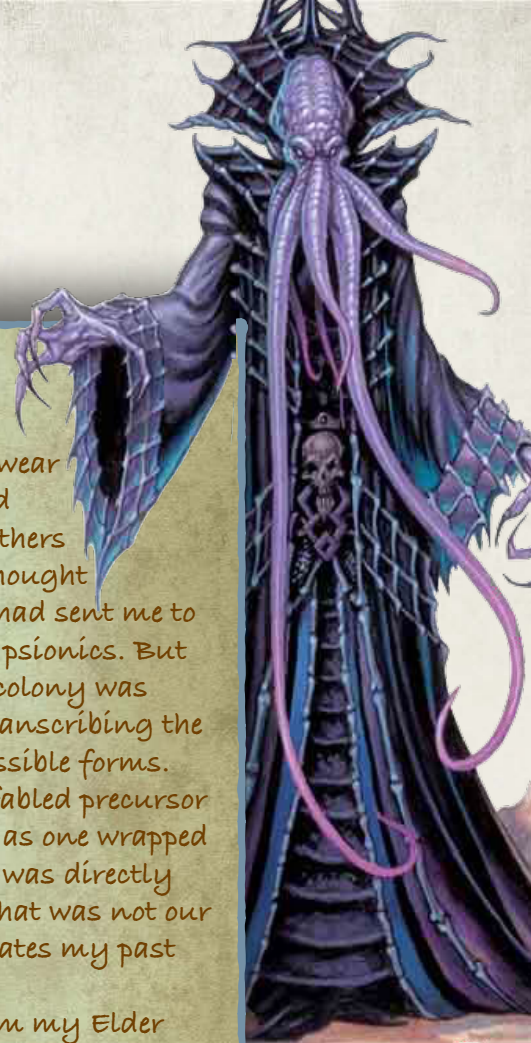
The gith have always been a part of D&D. They can be traced back to the original *Fiend Folio* published in 1981, and the **githyanki** were actually introduced two years earlier in *White Dwarf* magazine. Since then, the githyanki and **githzerai** have been a part of every edition of D&D, up to and including monster stat blocks and official playable race details for 5th Edition.

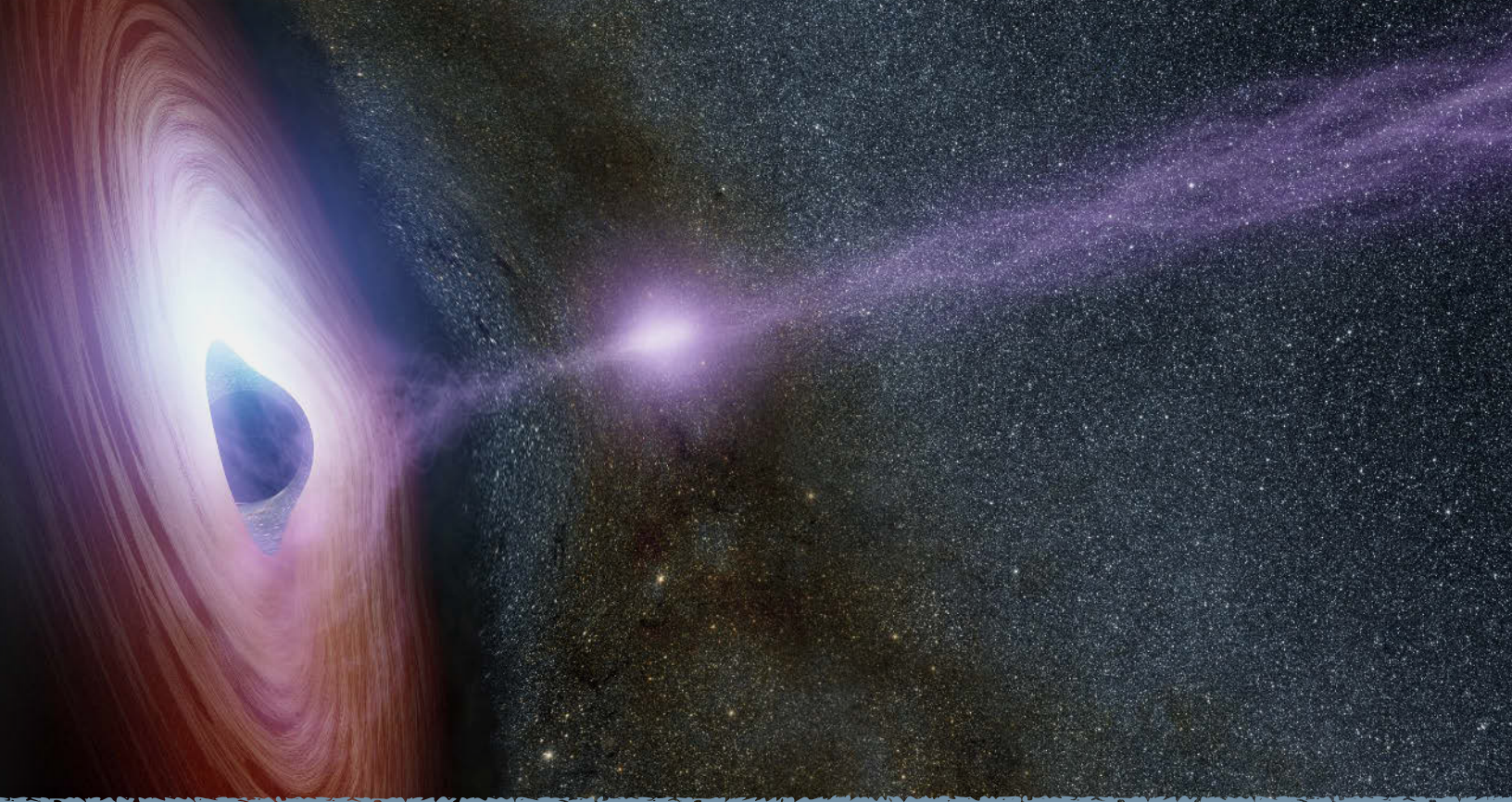
From that first *Fiend Folio* appearance, there's also been speculation as to the mysterious gith origins. Some speak of a forgotten race of "forerunners" from which the gith subraces descended. Others name the forerunners humans from

an unknown crystal sphere, altered during illithid enslavement. The wildest claims posit the illithids *created* the gith, merging various humanoids with arcane Far Realm powers.

Now at last, with the **primal gith** having re-emerged in spectacular fashion, the truth is known! Along with traits and other character options for this playable race, this supplement includes related subclasses, spells, feats, backgrounds, and items available to *any* characters, and monsters with a connection to the gith.

All material herein is designed to seamlessly integrate with 5th Edition rules, but players and DMs should feel free to modify or ignore any material so as to better suit the needs of your campaign. Enjoy!





CHAPTER 1: PRIMAL GITH LORE

LONG MILLENNIA AGO, THE GITH thrived on the only world they had ever known. Theirs was an orderly, peaceable society, and all gith were capable of astounding mental feats given their strongly psionic physiology. The gith channeled their powers into creating wondrous works of art, philosophy, music, and literature. In short, they led a wholly idyllic existence. Idyllic, that is, until the day a vast nautiloid fleet appeared in their heavens...

MIND FLAYER MENACE

On that fateful day when their nautiloids appeared over the gith homeworld, the mind flayers (also known as illithids), were the most powerful race in the Inner Planes. They ruled from strongholds on the Astral and Ethereal planes, and their empire spanned an untold number of worlds whose indigenous populations they enslaved or consumed (by eating

their brains). For a more detailed mind flayer history and a closer look at their physiology and culture, see Chapter 1 of *Volo's Guide to Monsters*.

As inevitably followed from mind flayer contact with most populations, the gith too became one of the illithids' enslaved races. As a psionically endowed race themselves, the mind flayers took a particular interest in the gith, finding them both fascinating and potentially threatening. In most cases, the **elder brains** who controlled individual mind flayer colonies systematically slew those gith whose mental abilities were strong enough to pose a threat. They stripped lesser gith of their powers through agonizing psionic attacks that left them shattered. Selective breeding and painstaking genetic manipulation also changed the surviving gith over the long centuries of their enslavement. These diminished gith were then shipped off as slaves to the far corners of the illithid empire.

But this approach was not used in all cases. One particular elder brain of singular cunning decided that gith minds were a resource too valuable to destroy; why not exploit them and learn from them? The elder brain saw to it that some ten thousand gith were transported to the



Tears of Selûne, an asteroid cluster that followed the moon in its orbit around the planet Toril. One huge asteroid had been converted into an illithid colony capable of housing thousands of gith prisoners below its surface. It boasted docks for nautiloid ships, a substantial defensive stronghold, and advanced research facilities overseen by the elder brain itself.

Recognizing these gith prisoners posed a potential threat and also fearing prevailing illithid wisdom might frown upon the research taking place within the asteroid, the elder brain used arcane mind flayer technology to pull the asteroid temporarily into a pocket dimension so that it seemed to vanish from the Tears of Selûne. Safely hidden away in this demiplane, the elder brain's goal was to study the gith and master their unique forms of psionic power.

Confident the prisoners could be kept subdued through its own substantial power and the colony's psionic forcefields, the brain regularly summoned the gith's elder representative to private meetings in which he probed the gith's mind. This representative was Rizaian, a venerable gith of astonishing mental prowess, whom the gith called *adlishar*, meaning "first among many." One day, however, the elder

brain grew lax, or perhaps Adlishar Rizaian had merely been biding his time as he himself studied his inquisitor. On that day, Rizaian broke free from the brain's control and released a massive psionic shockwave.

The elder brain descended briefly into madness before dying in a synaptic explosion that sent out a discharge of psychic energy so great it simultaneously killed very illithid in the colony, each of whom had been linked to the brain's thoughts. Unfortunately the discharge also killed Rizaian, but some combination of his own substantial will and sense of unfinished business, the shockwaves of psychic energy, and the arcane influence of the illithid technology maintaining the pocket dimension contrived to trap Rizaian's spirit in the Material Plane. The gith leader had been transformed into a **ghost** (see *Monster Manual*).

A WORLD APART

As for the rest of the thousands of gith on the asteroid, they remained trapped in the demiplane and in fact trapped within the asteroid's bowels as no illithids were left alive up above to release them from their captivity,



Adlishar Rizaian

let alone use the colony's technology to return the asteroid to the Tears of Selûne. Their captivity persisted for centuries, during which time the gith survived, continuing to be fed through automated technology and facing little in the way of danger beyond the verminous **nautiliths** (see Bestiary in Ch. 5 below), which now overran the derelict colony without mind flayers to trap them and keep them in check. Moreover, the gith found that they did not age and could not reproduce, as the demiplane seemed to exist outside of time's flow, much in the way time has no sway on the Astral Plane.

In the asteroid's caverns, they kept their lore alive, honed their psionic abilities to the extent the environment allowed, and they abided. Through all the long centuries, the ghost of Adlishar Rizaian remained with them, guiding and encouraging them, sharing his newfound insight into ethereal existence, and generally keeping up morale as they waited...

ESCAPE (RETURN OF THE GITH)

Year by year, the asteroid's technology began to fail and eventually to break down. In the end, the forcefields keeping the gith imprisoned were disrupted by the nautiliths' ever expanding nest-building activities. When the restraining fields of magic vanished, the gith emerged into the upper levels of the colony. In time, they taught themselves to master the surviving technology and, reversing the arcane process that had brought them into the demiplane, they reemerged in the belt of asteroids over Toril.

Using the derelict nautiloid ships, they traveled first to where they believed their home planet had been, but either they no longer retained accurate memories of its location or it had been utterly destroyed by the illithids or in some other devastation that had taken place in their long absence. Whatever the reason, they had no home, and so the gith instead began to settle down here, there, and everywhere—setting up colonies and negotiating for territory of their own wherever the locals were willing to accept refugees—including on Toril and other worlds and planes.

Tragically, however, they found that they could not easily settle among either the githzerai of Limbo or the githyanki of the Astral Plane, as allying themselves with one was seen as an act of open hostility by the other. In this

regard, far more disturbing to Rizaian's followers even than the loss of their home, was discovering the descendants of those gith slaves who had not been imprisoned with them were now a sundered people. Although having defeated their old enemies in a spectacular uprising that brought about the destruction of the illithid empire, the githzerai of Limbo and the githyanki of the Astral Plane—descended from the primal gith race to which Rizaian's people belonged—had come to consider themselves separate races, and bitter enmity and centuries of warfare formed a gulf between them. Full details of the history and culture of the githyanki and githzerai appear in Chapter 4 of *Mordenkainen's Tome of Foes*.

THE GITHYANKI AND THE GITHZERAI WERE SO PROFOUNDLY SCARRED BY THEIR ENSLAVEMENT TO MY FELLOW MIND FLAYERS THAT THEY FORGOT THEY WERE ONE RACE, UNITED. HAVING WON THEIR FREEDOM, THEY WAGE WAR AGAINST EACH OTHER WITH A HATRED NONE CAN FULLY COMPREHEND. IT IS MY FERVENT HOPE THE REEMERGENCE OF THE PRIMAL GITH MIGHT ONE DAY QUELL THAT HATRED AND PUT AN END TO THE ONGOING WAR.

— ARISTUL OF THE AVOWED

I'VE HEARD TELL OF THIS RENEGADE MIND FLAYER, ARISTUL THE YELLOW, WHO NOW CALLS HIMSELF ONE OF THE AVOWED OF CANDLEKEEP. AND WHILE HIS RHETORIC IS VERY PRETTY, IT SEEMS A THINLY VEILED ATTEMPT TO ASSUAGE HIS OWN GUILTY CONSCIENCE OVER THE FACT THAT HE PLAYED A DIRECT HAND IN WHAT WAS DONE TO THE GITH. HE SAYS HE WOULD LIKE TO SEE OUR PEOPLES REUNITED, BUT EVEN WERE SUCH A THING TO COME TO PASS... AN END TO WAR? OUR WAR IS NOT ONLY BETWEEN GITHZERAI AND GITHYANKI BUT AGAINST THE SCATTERED REMAINS OF THE ILLITHID EMPIRE. UNITED OR NOT, THERE WILL BE NO END TO WARFARE UNTIL THE LAST ILLITHID IS STAMPED OUT OF EXISTENCE. AND I INCLUDE ARISTUL FIRMLY AMONG THEIR NUMBER.

— ZETCH'R'R, GITHYANKI WARLORD

CHAPTER 2: CHARACTER RACE OPTIONS

MUCH LIKE THE RACES PRESENTED in *Volo's Guide to Monsters*, the character race presented in this chapter is rather distinctive and far more rare in the D&D multiverse than the options in the *Player's Handbook*. As always, players should consult with their DM before using this race.

THE PRIMAL GITH

WHAT'S IN A NAME? IN THAT FAR-OFF TIME BEFORE *the mind flayers came, we called ourselves simply 'anchla,' meaning 'people' in our tongue. The githyanki and githzerai name themselves for their support or disdain for Gith, who was born, lived and vanished during our long absence. But we're all one people, and so we too now name ourselves gith to reinforce that connection.*

— Uweya, primal gith envoy to Silvermoon

The primal gith now refer to those centuries of imprisonment on the mind flayer asteroid as *ir'zham* (a term in the gith tongue roughly translating to "recall pain") or sometimes merely as "the lost years." For the most part, however, they don't like to talk about it at all and look instead to the future of all githkind.

A REFUGEE CULTURE

The primal gith have no home base like the githyanki's city of Tu'Narath on the Astral Plane or the githzerai capital of Shra'kt'lor formed from the chaos-stuff of Limbo. Moreover, they've discovered that their very presence in either of those cities makes the inhabitants uncomfortable enough that none of the primal gith have permanently settled in either place. Instead they've become wanderers, sometimes settling down for a stretch when circumstances permit,



but typically forced to move on again when those circumstances change.

Nonetheless, the primal gith are an adaptive race whose members find it easy to see the proverbial silver lining. As of old, they delight in using their psionic powers to beautify whatever place they call home, continuing their long tradition of making unique forms of art and music, and famed for their philosophers and scholars—both those from among the now-aging population who endured the "lost years" and those of the next generation born since reemergence from captivity in the timeless beyond.

EMPATHIC DIPLOMATS

As the primal gith have expanded through the multiverse and been forced to negotiate their own refugee status, they've found they are particularly adept at diplomacy. With increasing frequency, they've even been called upon to use uncanny powers of insight and persuasion to help settle long standing disputes among other peoples living in the locations where they settle.

Tragically, however, this knack has proven unequal to the task of reconciling their own kind. Although it is Adlishar Rizaian's most fervent wish that the githyanki and githzerai be

reunified, mistrust has made many among the descendant subraces reluctant even to believe the primal gith are who they claim to be. A popular theory among githzerai is that the primal gith are part of a mind flayer plot to lull the gith into complacency and then crush them. Many githyanki believe something similar but see the plot as one contrived by the githzerai to get close enough to spy on them.

A COMMON FOE

In the end, the one thing all gith have in common might be what brings them together: their shared loathing for the mind flayers. Much like their githzerai and githyanki cousins, the primal gith harbor a deep and abiding hatred for the surviving illithids and will stop at nothing to see the destruction of every last shred of the collapsed empire. It might well take war, then, to bring about a gith peace.

PRIMAL GITH NAMES

Many popular names among the primal gith reflect earlier etymological variants of modern githyanki and githzerai names. Others are unique among the primal gith, either having faded from use among the two descendant subraces over the centuries or having developed in the relatively short span since the primal gith reemergence.

Female Primal Gith Names: Azivyl, Bynoor, Ejelya, Fenevir, Pahyzel, Uweya, Vayra, Vlaakith, Vythka, Vyzith

Male Primal Gith Names: Dakk, Du'urth, Firz, Kith, Rizaian, Xamodas, Zaerith, Zerthimon, Zhasal, Zizsh

PRIMAL GITH TRAITS

Your primal gith character has the following racial traits.

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

Age. Much like other gith, primal gith reach adulthood in their late teens, but they live slightly longer, often two to three decades beyond a century.

Alignment. Primal gith tend toward lawful alignments owing both to the mental discipline arising from their psychic abilities and to their deep reverence for tradition and honor. They are not an aggressive people and typically favor diplomacy over brute force, but that does not mean they are not capable of and willing to employ impressive martial prowess when the need arises. Beyond their overall lawful attitude, however, much as with humans, they tend toward no particular morality; there are good, neutral, and evil individuals among the primal gith.

Size. Like their two racial descendants, the primal gith average about 6 feet in height and have sinewy, slender builds.

Speed. Your base walking speed is 30 feet.

Mental Fortitude. You are resistant to psychic damage.

Martial Ceorl. You are proficient with quarterstaves and sickles.

Primal Gith Psionics. You know the *friends* and *mage hand* cantrips, and with the latter, the hand is invisible when you cast the cantrip with this trait.

Psionic Blast. You can use your action to release a wave of brain force in a 15-foot cone. When you do so, each creature in the cone

must make either a Wisdom or Intelligence saving throw (whichever provides a higher bonus). The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. A creature takes 2d6 psychic damage on a failed save and half as much damage on a successful one. If the saving throw fails by 5 or more, the creature is also stunned until the start of its next turn. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your psionic blast, you can't use it again until you complete a short or long rest.

Languages. You can speak, read, and write Gith, and you are capable of telepathy (as defined in the Introduction to the *Monster Manual*) to a range of 120 feet.

RANDOM PRIMAL GITH HEIGHT AND WEIGHT

Base Height	Base Weight	Height Modifier	Weight Modifier
4'11"	95 lb.	+2d12	x (1d8) lb.

Height = Base Height + Height Mod. (in inches)

Weight = Base Weight + (Height Mod. x Weight Mod.)

PRIMAL GITH TABLES

This section provides tables useful for players and DMs wishing to create primal gith characters. Roll or simply choose from among the possible results on these tables, or use them as inspiration to generate your own customized characteristics.

PRIMAL GITH PERSONALITY TRAITS

d6 Personality Trait

- Discipline in all things. Never let distractions or laziness blur your focus.
- I strive always to gain a deeper understanding of existence and of my place in the multiverse.
- Violence is often the easiest path, but tread that path reluctantly and with care lest it lead to ruin.
- Emotions temper the intellect and strengthen the will but must never overwhelm either.
- Patience in all things. If you do something, take the time to do it right.
- Boredom is a mere lack of initiative; the multiverse is full of experiences waiting to be savored.

PRIMAL GITH IDEALS

d6 Ideal

- Knowledge.** All information is of value.
- Fidelity.** The worth of an individual is measured by the vows that they keep.
- Duty.** The needs of all gith take precedence over the needs of any one gith, including my own.
- Freedom.** No strong soul should be enslaved. Better to die than live as another's puppet.
- Courage.** The mind can master anything if it is unfettered by fear.
- Compassion.** I never turn down a plea for help.

PRIMAL GITH BONDS

d6 Bond

- One day all gith shall be reunited as one race, and I strive to hasten us toward that day.
- Adlishar Rizaian provides an example of conduct and stoicism that I strive to emulate.
- Poetry, music, and art are indispensable elements of a life well lived.
- I hope one day to discover the fate of the gith homeworld.
- One of my parents was sundered from his/her family during the "lost years." I hope one day to track down those familial descendants among the githzerai or the githyanki.
- I will not rest until the last elder brain is vanquished.

PRIMAL GITH FLAWS

d6 Flaw

- I see mind flayer schemes behind every threat.
- I know all gith are one, but I secretly struggle to see githyanki/githzerai as anything but different from us.
- I sometimes confuse the echo of others' thoughts with my own.
- I have a fear of being confined in small spaces and tend to panic when so confined.
- I often miss obvious solutions in my search for complicated ones.
- Now that we've returned to the multiverse, I enjoy its delights a little too much.

RACIAL FEATS

SOME DMs PERMIT THE USE OF FEATS TO CUSTOMIZE characters as set forth in the optional rule in chapter 6, "Customization Options," of the *Player's Handbook*. The following racial feats allow you to further explore your character's race, and at your DMs discretion they may be added to those racial feats listed in chapter 1 of *Xanathar's Guide to Everything*.

A racial feat signifies either a strengthening connection to your race's culture or a physical metamorphosis that links you more closely to some aspect of your race's heritage. The particular racial feats listed here all feature some deepening proficiency with psionics and are each associated with one or more gith subrace as summarized below.

RACIAL FEATS

Gith Subrace	Feat
Any	Gravitational Savant
Githyanki	Relentless Mind
Githyanki or Githzerai	Primal Echo
Githzerai	Psionic Awareness
Primal	Animal Whisperer
Primal	Dimensional Savant
Primal	Empathic
Primal	Shielded Mind

The feats are presented below in alphabetical order.

ANIMAL WHISPERER

Prerequisite: Primal Gith

You manifest a psionic affinity with animals.

- Increase your Charisma or Wisdom score by 1, to a maximum of 20.
- You can cast the *beast bond* spell at will, without expending a spell slot or requiring components. You also master the *animal telepathy** and *dominate beast* spells, each of which you can cast once without expending a spell slot or requiring components. You regain the ability to cast these two spells in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

* See New Psionic Spells in Chapter 5, below.

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DIMENSIONAL SAVANT

Prerequisite: Primal Gith

You become psionically hyperaware of your plano-dimensional locus, granting you powers of spatial manipulation.

- Increase your Charisma, Intelligence, or Wisdom score by 1, to a maximum of 20.
- You have advantage on any saving throw made to resist being moved to another dimension or plane against your will.
- You master the *rope trick* and *dimension door* spells, each of which you can cast once without expending a spell slot or requiring components. You regain the ability to cast these two spells in this way when you finish a long rest.

EMPATHIC

Prerequisite: Primal Gith

Your innate psionic abilities deepen so as to grant you heightened awareness of and uncanny insight into emotional resonances.

- Increase your Charisma, Intelligence, or Wisdom score by 1, to a maximum of 20.
- At will, you can use an action to focus your mind on any one creature you can see within 30 feet of you and make a Wisdom (Insight) check to which you may also add either your Intelligence or Charisma bonus. If the check fails or the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, you detect nothing. Otherwise, you learn the emotional state and vague surface thoughts of the creature—what is most on its mind in that moment in a very general sense.
- You also master the *object reading** and *detect psychic echo** spells, which you can cast once each without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Charisma is your spellcasting ability for casting both of these spells.



GRAVITATIONAL SAVANT

Prerequisite: Any Gith race

You develop the ability to manipulate the effects of gravity with the power of your mind.

- Increase your Charisma, Intelligence, or Wisdom score by 1, to a maximum of 20.
- You can cast the *feather fall* spell at will, without expending a spell slot or requiring components. You also master the *levitate* and *water walk* spells, each of which you can cast once without expending a spell slot or requiring components. You regain the ability to cast these two spells in this way when you finish a long rest. Your spellcasting ability for these spells is your existing psionics spellcasting ability (Charisma for primal gith; Intelligence for githyanki; Wisdom for githzerai).

PRIMAL ECHO

Prerequisite: Githyanki or Githzerai

You manifest additional psionic traits that hearken back to your primal gith ancestry.

- Increase your Charisma or Intelligence score by 1, to a maximum of 20.
- You gain telepathy (as defined in the *Monster Manual's* Introduction) to a range of 60 feet.
- You gain proficiency in any **two** of these skills: Deception, Insight, Intimidation, Performance, or Persuasion.
- You master the *psionic shield** spell, which you can cast once without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest.

PSIONIC AWARENESS

Prerequisite: Githzerai

You develop a psionic sixth sense that heightens your awareness.

- Increase your Charisma or Wisdom score by 1, to a maximum of 20.
- You gain blindsight to a range of 10 feet.
- You gain proficiency in the Perception skill. If you already have this proficiency, then you gain expertise with that skill, which means your proficiency bonus is doubled for any

ability check you make with it (provided you are not already benefiting from a feature that doubles your proficiency bonus).

- You can cast the *alarm* spell (mental only) at will, without expending a spell slot or requiring components. You also master the *see invisibility* spell, which you can cast once without expending a spell slot or requiring components. You regain the ability to cast it in this way when you finish a long rest.

RELENTLESS MIND

Prerequisite: Githzerai

Your psionic fortitude increases, allowing you to use your mind both as a weapon and as a shield against the effects of exhaustion.

- Increase your Charisma or Intelligence score by 1, to a maximum of 20.
- As a bonus action on your turn, you can cast *mind spike* once at its lowest level, without expending a spell slot or requiring components. Once you do so, you cannot use this trait again until you finish a long rest. Wisdom is your spellcasting ability for this spell.
- Whenever you are suffering Exhaustion, you gain a -1 reduction of your Exhaustion level, suffering only those effects that would result from the reduced level (or no effects if you were only suffering 1 level of Exhaustion before the reduction).

SHIELDED MIND

Prerequisite: Primal Gith

You develop the ability to weave protective psionic mantles around yourself.

- Increase your Charisma, Intelligence, or Wisdom score by 1, to a maximum of 20.
- When you take psychic damage, you can use your reaction to reduce the amount of damage to 0. Once you use this ability, you can't use it again until you finish a long rest.
- You gain the ability to cast *nondetection* on yourself at will, without expending a spell slot or requiring components.
- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

* See New Psionic Spells in Chapter 5, below.

CHAPTER 3: CHARACTER CLASS OPTIONS



AT THE HEART OF ANY CAMPAIGN ARE the player-created characters. Each primary character class in the *Player's Handbook* offers a defining choice at 1st, 2nd, or 3rd level that allows the character to gain special features unavailable to the wider class. This chapter provides novel choices in the form of new subclasses for three of the primary classes along with customization options for an existing warlock subclass appearing in the *Sword Coast Adventurer's Guide*.

This chapter follows the same overall format as that in Chapter 1 of *Xanathar's Guide to Everything*, inasmuch as some of the new subclasses are presented with suggestions on how to add depth and customized detail to your character's backstory and personality. You should feel free to use any tables or other guidelines in these sections as inspiration, or you can roll a die on any table to randomly determine a result.

As mentioned, customization options are also provided for an existing warlock subclass (the Undying), and with your DM's permission these can be used to augment or modify your character's subclass to give it a unique twist. None of these options should significantly alter the overall strength of the subclass.

Each of these subclasses reflects a path frequently followed by the primal gith, but they are also open to characters of other races.

The table below identifies each new or augmented subclass presented in this guide.

NEW SUBCLASSES

Class	Subclass	Level Available	Description
Monk	Way of the Planar Wind	3rd	Channels ki to psionically harness the powers of the planes
Ranger	Diplomatic Conclave	3rd	Negotiates treaties, mediates disputes, and wards envoys
Sorcerer	Psionic Magic	1st	Wields innate psychic powers arising from an extraordinary mind

CUSTOMIZATION OPTIONS FOR EXISTING SUBCLASS

Warlock	The Undying	1st	Optional abilities bestowed by psionic ghost Adlishar Rizaian
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the radiance of the sun or the stealth of dark and shadows. There are even monks who make a careful study of death and dying so as to more efficiently defeat their opponents when fighting. Whatever tradition a monk follows, the way forward requires great discipline of mind and body.

MONK

GITHZERAI MONKS WIELD INCREDIBLE PSIONIC powers and are masters of planar magic. They build entire monasteries with their minds out of the chaos-stuff of Limbo, capable of matter and energy manipulation rivaled only by the great anarchs who create and maintain the magnificent adamantine citadels and even form mountains, lakes, and massive foundations upon which sprawling githzerai communities exist within Limbo's formlessness. While I was studying with these monks in Limbo, their adamantine citadels inspired me to create the magnificent mansion spell I count among my crowning achievements.

— Mordenkainen, Oeridian archmage

All monks harness an energy called ki, which flows through every living body. This allows them to manifest a variety of magical effects and physical feats while at the same time blocking ki's flow through their foes so as to hinder their abilities. Monks generally retreat from the world, at least for a time, cloistering themselves in monasteries where they can focus their minds to further develop their powers. Some monks excel at open-handed martial arts or particular stylistic approaches to fighting, others develop an affinity for Kensei weapons, and still others learn to harness the elements themselves through ki or to channel

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. When choosing a tradition, your DM might wish to let you consider the following new Way of the Planar Wind among those traditions offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and the *Sword Coast Adventurer's Guide*.

WAY OF THE PLANAR WIND

Monks who follow the Way of the Planar Wind have learned to psionically attune their ki to the very breath and pulse of the multiverse. Much as a divining rod is drawn to water or an arcane focus channels magic, these monks use the power of their own minds to find openings in the barriers between the planes of existence, opening pathways of interplanar and extra-dimensional travel and even allowing them to siphon and use some of the distinctive energy characteristic of other planes.

RESTRICTION: PSIONICALLY PREDISPOSED

Only characters of a gith race or subrace or those who are psionically predisposed can choose the Way of the Planar Wind. A non-gith character is considered psionically predisposed if he or she has a score of 13 or higher in two of the following three abilities: Charisma, Intelligence, Wisdom; and the third of these ability scores must be no less than 10.

As always, however, your DM can lift this restriction to better suit your campaign.

PLANAR ATTUNEMENT

Some monks of this tradition find they become particularly attuned to the psionic resonance of a specific plane or dimension that reacts strongly with their own ki. Many such monks develop one or more minor physical characteristics and/or personality traits reflecting this psychic connection. If you wish, you may roll on the following table or simply choose from among the listed planes. If your DM uses the optional rule of Psychic Dissonance with regard to the Outer Planes (see Ch. 2 of the *Dungeon Master's Guide*), you are unaffected by any dissonance on the plane to which you are attuned regardless of your alignment.

PLANAR ATTUNEMENT

d30 Plane/Effect

- 1 **Acheron.** You delight in battle. Every tenth time you reduce a creature to 0 hp, you gain 1 temporary hp.
- 2 **The Abyss.** When it's quiet, you sometimes hear a faint whispering at the edge of thought. The more creatures you kill, the more you enjoy killing...
- 3 **Arborea.** If given a choice of means to achieving an end, your first instinct is always to use violence.
- 4 **Arcadia.** Your complexion is flawless and your hair lustrous. When making a saving throw against disease, first roll a d6, and if you roll 6 you're immune; otherwise save as usual.
- 5 **Astral Plane.** From certain angles, your eyes shift color and flicker like radiant, spinning coins.
- 6 **The Beastlands.** If possible, you always sleep outdoors and eat game meat or foraged food rather than cultivated, farm-raised, or processed food.
- 7 **Bytopia.** Regardless of your alignment, whenever a creature seeks help with a task whose accomplishment would require you to use tools with which you have proficiency, you respond to the request as if your alignment were neutral good, and if you accomplish the task, you derive deep satisfaction.
- 8 **Carceri.** Once you enter a place—be it a town, a building, or a room—you only leave it reluctantly. But you are obsessed with making sure every place you enter has a means of escape.
- 9 **Elemental Chaos.** Your moods and emotions are highly mercurial and tend toward the extremes.
- 10 **Elysium.** You live joyfully, finding contentment even in the most trying or upsetting circumstances.
- 11 **Ethereal Plane.** Intermittently, portions of your body appear slightly translucent.
- d30 **Plane/Effect**
- 12 **The Far Realm.** Your sleep is filled with landscapes that defy geometry; you awaken from sleep gasping and murmuring about eyes and tentacles.
- 13 **Feywild.** When all is silent, you and those within 5 feet of you become aware of a faint music of pipes and chimes at the very edge of hearing.
- 14 **Gehenna.** You find it difficult to trust anyone.
- 15 **Hades.** Your hair and eyes turn ash-gray, and your complexion pales. Should you ever reach 6 levels of exhaustion, rather than die, you transform into a larva (see stat block in Ch. 2 of the *DMG*).
- 16 **Limbo.** After every long rest, roll a d4: on a 1, your eye color changes; 2, you grow 1d2 extra fingers lasting 24 hours; 3, if you're female you become male, if male you become female; 4, you have a 50/50 chance of losing or gaining 1" in height.
- 17 **Material Plane.** When anywhere other than this plane, your clothing and hair billow slightly.
- 18 **Mechanus.** Whenever you are on a plane governed by time, you're able to accurately measure its passage even in the absence of visible signs.
- 19 **Mount Celestia.** Your sleep is always deep and untroubled by nightmares. When you finish a long rest, you gain 1 temporary hp that lasts 30 minutes.
- 20 **Negative Plane.** You emit a faint odor of decay. When you finish a long rest, roll a d4. You suffer 1 hit point of necrotic damage on a roll of 4.
- 21 **Nine Hells.** You develop ruby red eyes and are driven to advance your rank, influence, or station.
- 22 **The Outlands.** No discernible effect.
- 23 **Pandemonium.** Whenever you finish a short rest, roll a d20. On a roll of 20, you gain 1 temporary hp but also suffer from 1 rolled result on the short-term madness table in Ch. 8 of the *DMG*.
- 24 **Plane of Air.** Objects lighter than parchment paper blow away from you unless weighted down.
- 25 **Plane of Earth.** Unless you trim them short, a fine brown silt accumulates beneath your fingernails.
- 26 **Plane of Fire.** Your skin is unusually hot, and you shave your hair and eyebrows, or they smolder.
- 27 **Plane of Water.** In stormy weather, your pores expel rainwater like perspiration.
- 28 **Positive Plane.** After a short rest, you regain 1 extra hp if you spent any hit dice during that rest.
- 29 **Shadowfell.** Your eyes turn gray, your hair black. Melancholy colors your personality and speech.
- 30 **Ysgard.** In battle, you're driven to test your mettle against the foe you believe to be the strongest.

WAY OF THE PLANAR WIND FEATURES

Monk Level	Feature
3rd	Psionic Awareness
6th	Disciple of the Planes
11th	Jez'rathki
17th	Banishing Palm

PSIONIC AWARENESS

When you choose this tradition at 3rd level, you gain truesight to a range of 10 feet, and you also gain proficiency with the Perception skill

DISCIPLE OF THE PLANES

When you reach 6th level in this class, you learn psionic disciplines that harness the power of the planes. Use of each discipline requires an action. Some of these disciplines allow you to cast spells, which follow the general rules of spellcasting but for the fact that none of the spells requires components as you cast them all merely with the power of your mind. If a particular discipline require you to spend ki points when you use it, that will be set forth parenthetically in the descriptions presented alphabetically below, and you must have reached a monk level that provides you with a sufficient number of ki points for any given discipline before you are able to use it; those with no ki points set forth may be used at will, much like cantrips.

Akadi's Unbounded Breeze (3 ki points). You cast the *freedom of movement* spell on yourself.

Aspect of the Displacer Beast (2 ki points). You displace light so as to appear to be several feet away from your true location, causing attack rolls against you to have disadvantage. If you are hit by an attack, the effect is disrupted. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight, or if you are incapacitated or have a speed of 0.

Dance of the Phase Spider (4 ki points). As a bonus action, you shift from the plane you currently occupy to the border ethereal plane. If you have any movement left on that turn, movement in the border ethereal is governed by the rules in Ch. 2 of the *Dungeon Master's Guide*. At the beginning of your next turn, you return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature, you are shunted to the nearest unoccupied space you can occupy

and take force damage equal to twice the number of feet you are moved.

Fire of Phlegethos. You cast the *produce flame* cantrip.

Mechanusian Hiatus (17 ki point). You cast *time stop*.

Radiance of Mount Celestia You cast the *light* cantrip.

Sagacity of the Couatl (1 ki point). You cast *detect evil and good*.

Stride of the Blink Dog (2 ki points). You cast *misty step*.

Wind in the Door (4 ki points). You cast *dimension door*.

JEZ'RATHKI

When you reach 11th level in this class, you master the psionic art known as *jez'rathki* (from a gith term translating as "seeping through the cracks"). You can use an action to transport yourself to a different plane of existence as per the transport rules governing the *plane shift* spell. If you wish to bring other willing creatures with you when you transport yourself in this way, you can spend ki points to do so (2 ki points for each additional creature).

One you use this feature, you can't do so again until you finish a long rest.

BANISHING PALM

At 17th level, you gain the ability to push creatures into another plane. When you hit a creature with an unarmed strike, in addition to the strike's usual damage you can immediately spend 3 ki pts to cast *banishment* on that creature without expending a spell slot or requiring components. Note that you need to maintain concentration on this spell as per the spell description. If the creature succeeds on its saving throw to avoid being banished, it instead takes 3d10 psychic damage.

OPTIONAL RULE: POWER OF THE MIND ON LIMBO

If your campaign uses the optional rule allowing characters to mentally move, alter, or stabilize matter on Limbo (see DMG Ch. 2), Planar Wind monks make these Intelligence checks as follows:

- **Non-gith.** Add half proficiency bonus, rounded up
- **Githyanki.** Add proficiency bonus
- **Primal.** Add proficiency bonus; roll with advantage
- **Githzerai.** Add double proficiency bonus; roll with advantage; automatic success on rolls with a DC of 10 or lower



RANGER

I HAVE NOT SEEN MY HOME OR FAMILY IN NEARLY thirty years, but all that I do is for them. My lot is to prowl the farthest reaches of Limbo, the vastness of the Astral Plane, and any other corner of the multiverse where even the hint of githyanki aggression or mind flayer scheming makes itself known. By taking the fight to them, I keep it from those I love. Such a life has its challenges, requiring tireless focus and resolve, but as Menyar-Ag teaches, challenge is the fire that tempers us, readying us for Zerthimon's return.

— Adakeya, githzerai horizon walker ranger

Rangers prowl the outlands and borders of civilization, hunting those monsters and marauders that threaten these regions. Expert trackers, survivalists, and foragers, rangers are effective both as independent wanderers and as part of a group of adventurers for whom they make fine scouts. For purposes of this guide, the ranger class used is the one in [Unearthed Arcana: The Ranger, Revised](#) rather than the generally less satisfying one in the *Player's Handbook*.

RANGER CONCLAVES

At 3rd level, a ranger gains the Ranger Conclave feature (also referred to as Ranger Archetypes

in the *Player's Handbook* and *Xanathar's Guide to Everything*). When choosing a conclave, your DM might wish to let you consider the following new Diplomatic Conclave among those offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and the *Sword Coast Adventurer's Guide*.

DIPLOMATIC CONCLAVE

As a ranger of the Diplomatic Conclave, you are adept at negotiating matters related to treaties, cease fires, territorial disputes, reparations, prisoner exchanges, hostage crises, and similar circumstances. If you are a primal gith or a githzerai or githyanki member of the Sha'sal Khou, you might be engaged in diplomatic attempts to unify all gith or might have negotiated refugee status for groups of primal gith who've settled on Toril, Eberron, Ravnica, or other planets or planes, perhaps on or near territory belonging to other races, kingdoms, guilds, or city-states.

Drawing upon a ranger's martial skill, members of your conclave also frequently serve as escorts for trade envoys, diplomatic missions, ambassadors, or clerics wishing to bring healing into war-torn lands. They also patrol refugee camps, areas of recent devastation arising from nature, magic, or war, and other regions of upheaval where political or jurisdictional disputes are likely to arise and where opportunistic slavers, thieves, and flimflam artists often seek to exploit the attendant uncertainty, rudimentary defenses, and ignorance of local customs.

DIPLOMATIC CRISIS IN SALTMARSH

Recently, rangers of the Diplomatic Conclave have been summoned to the Mere of Dead Men in the shadow of the Sword Mountains following violent protests and political unrest in the fishing village of Saltmarsh. If anyone can mediate the ongoing disputes among the town's intractable traditionalists, the newly arrived loyalists, and the opportunistic Scarlet Brotherhood, it is the rangers.

A RANGER FOR ALL SEASONS

Any ranger of the Diplomatic Enclave excels at reconciling differences and negotiating alliances, but not all such rangers do so for the same reasons. One's alignment typically dictates one's motive and diplomatic style, and the following table provides suggestions that might help you develop an approach that works best for your character.

ALIGNMENT AND DIPLOMACY

Lawful Good. The backbone of a functional world is adherence to its laws and treaties and respect for societal norms governing property, sovereignty, privacy, and rights. Conflict arising from the juxtaposition of these must be expeditiously resolved in accordance with law.

Neutral Good. When folk are suffering as a result of conflict between polities, one should do all one can to help resolve those conflicts in a way that relieves the greatest amount of overall suffering. The needs of those whose suffering is greatest should be prioritized.

Chaotic Good. When conflict arises, conscience dictates the best course. Any resolution must put fairness first and be guided by what seems morally right to you.

Lawful Neutral. The resolution of diplomatic disputes must look to the law but cannot ignore long-standing cultural or local tradition even if that tradition runs counter to the law.

Neutral. The best way to resolve any conflict, be it diplomatic or otherwise, is to seek the course that feels right regardless of questions of law, morality, or the identity of the disputants. Follow your gut.

Chaotic Neutral. The best diplomatic solution is the one that strikes you as the most interesting, exciting, or inspiring in the moment. Never discount the power of impulse to chart the best course.

Lawful Evil. Diplomacy is all about using laws, treaties, and traditions to achieve the most advantageous outcome for your own kind or for allies who will thereby help you achieve the ends you desire. If others are disproportionately hurt by the outcome, so be it.

Neutral Evil. If there is a way to get around the laws of diplomacy or to pervert those laws to achieve what you want, you will gladly do so if you can get away with it, regardless of whether your actions hurt others or undermine social order.

Chaotic Evil. The most effective form of diplomacy is delivered at sword point. A treaty signed under threat of violence is still a treaty, so long as you have the strength to enforce it. And if the treaty fails, you still have your sword.



DIPLOMATIC FEATURES

Ranger Level	Feature
3rd	Diplomatic Magic, Negotiator
5th	Extra Attack
7th	Empathically Attuned
11th	Unflappable
15th	Tireless Mediator

DIPLOMATIC MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Diplomatic Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

DIPLOMATIC SPELLS

Ranger Level	Spell
3rd	<i>detect evil and good</i>
5th	<i>calm emotions</i>
9th	<i>tongues</i>
13th	<i>precognition*</i>
17th	<i>Rary's telepathic bond</i>

* See New Psionic Spells in Ch. 5, below.

NEGOTIATOR

At 3rd level, you also gain access to the *message* cantrip, which you can cast at will. Additionally, you gain proficiency in both the Insight and Persuasion skills and with *either* calligrapher's supplies or cartographer's tools. Finally, you learn one additional language of your choice.



EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. *Note: This assumes use of the Unearthed Arcana revised ranger paradigm; if using the Player's Handbook's ranger, you already get this extra attack, and no additional subclass feature is granted at 5th level.*

EMPATHICALLY ATTUNED

Beginning at 7th level, you have developed an uncanny, nearly psionic ability to read surface emotions and thoughts. If you use an action to focus your mind on any one creature you can see within 30 feet of you, provided it has an Intelligence higher than 3 and speaks at least one language, you learn what is most on its mind in that moment along with its overall emotional state.

Once you use this ability, you cannot use it again until you finish a short or a long rest.

UNFLAPPABLE

Beginning at 11th level, you are immune to the charmed and frightened conditions. You also have advantage on skill checks to resist Deception or Intimidation. Finally, you learn another additional language of your choice.

TIRELESS MEDIATOR

Beginning at 15th level, a single short rest can cure you of 1 level of exhaustion and restore a number of hit points to you equal to a third of your hit point maximum without having to spend hit dice. This same short rest also confers three instances of advantage: these advantages must be used before your next rest (short or long) or be lost, and they can only be used on Charisma or Wisdom saving throws or on Charisma- or Wisdom-based ability checks.

Once you've used this feature, you cannot use it again until you've completed a long rest.

COMPATIBLE FEATS

It bears mentioning that both the Diplomat and the Empathic feats appearing in [Unearthed Arcana: Feats for Skills](#) would be highly compatible with this ranger subclass. With your DMs permission, you might consider choosing one of these feats in lieu of a level-based Ability Score Improvement (or even choosing both in lieu of two ASIs).





Origin, your DM might wish to let you consider the following new sorcerous origin—Psionic Magic—among those options offered in the *Player's Handbook*, in *Xanathar's Guide to Everything*, and in the *Sword Coast Adventurer's Guide*.

SORCERER

WE GITHZERAI PRIDE OURSELVES ON OUR ABILITY TO precisely regulate our minds and bodies. So it was a source of great distress when I manifested Wild Magic sorcery as a teenager; chaotic eruptions are particularly dangerous in Limbo. But I entered a monastery where my brother and sister monks helped me learn to focus my mind in ways that keep my wildest excesses at bay. I have even come to appreciate my personal struggle as a microcosm of the wider challenge my people face in taming the chaos of Limbo. What doesn't destroy us strengthens us.

— Vithka, githzerai sorcerer and monk

Unlike other practitioners of magic who must learn and pursue their arcane skills, a sorcerer's magic is innate. For some this is an uncontrolled magic that erupts from the forces of chaos; for others it arises from a draconic or giant-touched bloodline, from connection to a divine source, from the elemental power of storms, or from some touch of the Shadowfell.

All sorcerers must learn to control the magic, which seems almost to overflow from their being and requires release.

SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. When choosing a Sorcerous

PSIONIC MAGIC

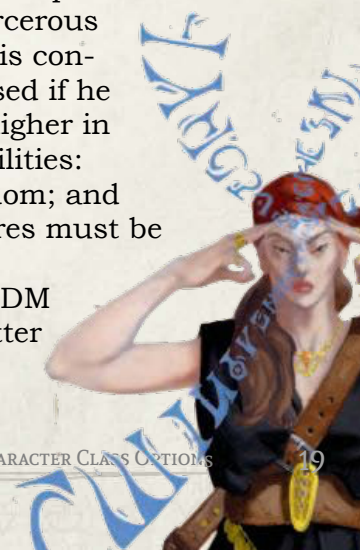
Psionic ability—the power to shape reality with one's mind—is a trait that might arise in any individual with sufficient mental faculty. But in you, the trait runs deeper and stronger, the product of a mind so uncannily ablaze with psychic capability that it defines who you are. You might be a primal gith (or trace your lineage back to the primal gith), in whom psionics always burns strongly; you might have been exposed to some psychic magic so massive in impact that it unlocked a hitherto dormant region of your brain; perhaps you were caught in a hurricane-level astral storm while being transported through the Astral Plane; or maybe you merely experienced some mundane head trauma that had unforeseen consequences...

Whatever the source of your powers, once you learn to tap into that wellspring and bend it to your will, you have the potential to manifest truly astonishing feats of mental prowess.

RESTRICTION: PSIONICALLY PREDISPOSED

Only characters of a gith race or subrace or those who are psionically predisposed can choose the Psionic Magic sorcerous origin. A non-gith character is considered psionically predisposed if he or she has a score of 13 or higher in two of the following three abilities: Charisma, Intelligence, Wisdom; and the third of these ability scores must be no less than 10.

As always, however, your DM can lift this restriction to better suit your campaign.



PSIONIC MAGIC FEATURES

Sorcerer

Level	Feature
1st	Psionic Spellcasting
6th	Metaphysical Adept
14th	Synaptic Rebuke
18th	Tower of Iron Will

PSIONIC SPELLCASTING

Your psionic abilities give you access to a wider range of spells than most sorcerers. The following list of psionic spells includes both sorcerer and typically non-sorcerer spells, with the latter spells appearing in **bold**.

PSIONIC SPELLS BY LEVEL

CANTRIP

Encode Thoughts

1ST LEVEL

Absorb Elements
Alarm (mental only)
Beast Bond
Cell Adjustment*
Detect Evil and Good
Detect Magic
Feather Fall
Jump
Molecular Manipulation*
Psionic Shield*
Shield

2ND LEVEL

Animal Telepathy*
Calm Emotions
Detect Thoughts
Enlarge/Reduce
Invisibility
Levitate
Misty Step
Mind Spike
Object Reading*
Rope Trick
See Invisibility

3RD LEVEL

Body Control*
Clairvoyance
Detect Psychic Echo*
Feign Death
Hypnotic Pattern

Nondetection

Sending

Water Walk

4TH LEVEL

Aura Alteration*
Confusion
Dimension Door
Dominate Beast
Greater Invisibility
Polymorph
Precognition*
Staggering Smite

5TH LEVEL

Commune With Nature
Dominate Person
Far Step
Geas
Modify Memory
Synaptic Static
Telekinesis
Rary's Telepathic Bond
Wall of Force

6TH LEVEL

Mass Suggestion
Mental Prison
True Seeing

7TH LEVEL

Etherealness
Plane Shift
Reverse Gravity
Teleport



8TH LEVEL

Demiplane
Dominate Monster
Feeblemind
Glibness
Mind Blank
Telepathy

9TH LEVEL

Astral Projection
Foresight (self only)
Psychic Scream
Time Stop

When your spell-casting feature lets you learn or replace a sorcerer cantrip or spell of 1st level or higher, you can choose the new spell from either the sorcerer spell list or from among the **boldfaced** spells on the above list. You must otherwise obey all the usual restrictions for selecting the spell, and it becomes a sorcerer spell for you.

You also learn one additional spell, which you may choose from among any of the 1st-level spells on the above list. It is a sorcerer spell for you, but it does not count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a different 1st-level spell from the list.

Finally, when casting any of the spells on the above list, they do not require components.

* See New Psionic Spells in Ch. 5 of this guide

METAPHYSICAL ADEPT

At 6th level, you gain resistance to psychic and force damage (if you already have permanent resistance to one or both, then that resistance becomes immunity). In addition, whenever you start casting a spell of 1st level or higher that deals psychic or force damage, psionic magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take psychic or force damage (choose each time this ability activates) equal to half your sorcerer level.

SYNAPTIC REBUKE

Beginning at 14th level, as a reaction whenever you are directly targeted by a spell (whether or not that spell is one capable of dealing damage), you can spend 1 sorcery point to direct a psionic pulse back along the magical channels momentarily linking you with the spellcaster. That spellcaster must make a Wisdom saving throw against your spell save DC. The spellcaster takes 2d8 psychic damage on a failed save, or half as much damage on a successful one. You can increase this extra damage by using additional sorcery points, dealing an additional 1d8 damage per sorcery point used.

TOWER OF IRON WILL

Beginning at 18th level, you have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. Moreover, if the damage that provokes such a roll is less than one fourth of your hit point maximum, you automatically succeed on the roll.

You also have advantage on all saving throws against either the frightened or stunned condition. If another permanent trait or feature already gives you advantage on saving throws against one of these two

conditions, then you may instead add your Charisma modifier to your advantaged saving throw roll.

Finally, you cannot be magically put to sleep.





warlock makes his or her pact with one of those otherworldly entities. The nature of the patron will greatly dictate what sorts of powers a warlock manifests and how the warlock operates in the world. Patrons fall into one of several overarching categories: the Archfey, the Celestial, the Fiend, the Great Old One, the Hexblade, and the Undying. Two new patron types are

also introduced in [Fellozial's Ultimate Guide to Poison](#): the Ascended Hero and the Transcendent Flora. Each of these broad patron types brings with it a uniquely expanded spell list and several other features as the warlock advances in experience, all of which are manifestations of the sphere of influence that is the hallmark of that patron type. Archfey patrons, for example, bestow features of a beguiling and stealth-enhancing nature, whereas Celestial patrons channel divine radiance and confer features that protect life and promote healing .



WARLOCK

I ONCE SLEW A RENEGADE MIND FLAYER WARLOCK *who had taken as its patron an aboleth—one of those primordial creatures the githzerai hack philosopher Vaqir Zekh'r famously postulated helped shape the multiverse and are older than the so-called gods. But such reverential awe for the passage of centuries is pathetic. Time's flow means nothing to the githyanki; our home in the Astral Plane exists outside time, and our dreaded lich queen Vlaakith has passed beyond time's hold and made death itself her plaything. Warlocks? Great Old Ones? Celestials? Ha! It's all so laughable.*

— Ja'adoc Quith, githyanki gish

Warlocks are seekers after arcane knowledge who've made a pact with an otherworldly entity. The pact's nature differs from one warlock to the next, but in all cases, it unlocks secrets, letting the warlock grow in power. In exchange, the warlock vows to serve the patron, helping achieve its goals or promotes its view of reality.

OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. This is the moment at which a

UNDYING PATRONS

The Undying patron type and warlock subclass is described fully in *The Sword Coast Adventurer's Guide*, and such patrons have unraveled the secrets of everlasting existence at the cost of their lives and whatever afterlife might have awaited them in death. These lifeless beings offer their warlocks the accumulated wisdom of the ages and answers to the very mysteries of life and death. The aforementioned *Fellozial's Ultimate Guide to Poison* provides details about

two powerfully noxious Undying patrons: Vyrrik the Green Dracovampire and Hitotee the Malison Mummy Lord. Your DM might wish to let you consider yet another patron of the Undying type, Adlishar Rizaian, who bestows optional abilities (as set forth below) that allow you to customize your warlock to fit the patron's distinctive powers and lore.

ADLISHAR RIZAIAN, PSIONIC GHOST

IZIR THE ILITHILICH HAS A LONG HISTORY OF TAKING *on warlock apprentices to help him scour the multiverse for new forms of magic. With the sudden reemergence of the primal gith and Adlishar Rizaian's own rise as an Undying patron, Izir has grown resentful of this former slave's infringement on his sphere of influence and fears losing novel artifacts of a psionic nature to an upjumped rival. Some confrontation seems inevitable...*

— Rykard Brent, tavernkeeper and author of [Rykard's Book of Patrons](#)

In life, Adlishar Rizaian was the venerable leader of those enslaved gith taken by the illithids to be imprisoned and experimented upon on an asteroid colony hidden in a pocket dimension. As set forth in greater detail in Chapter 1 above, Rizaian eventually destroyed the colony's elder brain in a psionic clash of wills that reverberated strongly enough to kill every linked illithid on the asteroid.

Unfortunately, the psychic trauma also resulted in Rizaian's death. But owing to an arcane convergence of psychic energy, Rizaian's own powerful will, and perhaps even some influence of the illithid's magical technology that had transported the asteroid into the pocket dimension, the elder gith's spirit remained trapped in the Material Plane. This benevolent psionic ghost continued to lead his people during the "lost years" in which they remained trapped, and Rizaian is still with them, guiding them, caring for them, and arming them with his wisdom now that they have at long last escaped their dimensional prison and moved out once again into the multiverse.

In his ghostly state, Rizaian has also found he is able to confer warlock powers upon those who turn to him as their Undying patron.

PATRON'S GOALS

Foremost, Rizaian wishes to keep his people safe, and he considers all gith to be one people. Ultimately, it is his fervent desire that the now sundered githzerai and githyanki be reunited and reconciled as they were in the time before the "lost years." Secondly, like all gith, Rizaian wishes to see the total destruction of every last shred of the collapsed illithid empire which enslaved his people and thereby brought about all their long centuries of isolation, conflict, and woe.

SPECIAL TERMS OF THE PACT

Given his goals, Rizaian considers it a prerequisite that every one of his warlocks be an active member of the secret society known as the Sha'sal Khou. They must give whatever aid they can to those githzerai and githyanki who also count themselves members of this group, which works behind the scenes to advocate for gith unity. He also encourages his warlocks to avoid the isolation typical of most githzerai and githyanki; he believes such isolation only fuels their mutual xenophobia and that by instead mingling with and striving alongside the multiverse's like-minded races,

Ghost of
Adlishar Rizaian





the gith race will be strengthened, and its future be secured.

With that in mind, although it is far more common for Rizaian's warlocks to be of a gith subrace, he is also willing to take on warlock apprentices of other races should such individuals approach him. He does, of course, demand the same terms of service that he demands of his gith warlocks.

BINDING MARKS AND TRAITS

Many of Rizaian's warlocks acquire a gaunt, hungry appearance, and some also develop a faint bluish glow

around their eyes. When they perform feats of warlock magic, they find that their skin briefly takes on a partially translucent nature, so that their skulls become visible for the space of a heartbeat, as if seen through a film of gauze.

WARLOCK INTERACTIONS

Rizaian affectionately refers to his warlocks as *gi'varsh*, which is a gith term that literally translates as "student of the caretaker." He is able to initiate two-way telepathic communication with his warlocks wherever they are in the Material Plane, the Shadow Fell, the Feywild, the Ethereal Plane, or one of the Inner Planes, but he only does so rarely and typically only if he needs to assign them a crucial, time-sensitive task.

OPTIONAL ABILITIES

Rizaian's warlocks may add the following spells to those on the Undying Expanded Spells list.

OPTIONAL ADDITIONS TO EXPANDED SPELL LIST

Spell Level Spells

1st	<i>wrathful smite</i>
2nd	<i>phantasmal force</i>
3rd	<i>meld into stone</i>
4th	<i>phantasmal killer</i>
5th	<i>dominate person</i>

Further, when his warlocks reach 15th level in this class, they may add the *mind blank* spell to those 8th level spells from which they may choose an arcanum.

Rizaian's warlocks also gain access to five eldritch invocations that channel both psionic and ghostly magic. When a class feature lets you choose eldritch invocations, you may, with DM approval, include these among those from which you choose (subject to any prerequisites).

BOOK OF INCORPOREAL ESOTERICA

Prerequisite: 12th level, Pact of the Tome feature
You may inscribe **either** the *encode thoughts* **or** *thaumaturgy* cantrip and **either** the *animate objects* **or** *mislead* spell into your Book of Shadows, and these do not count against the number of spells and cantrips you know. With your Book of Shadows in hand you can cast the cantrip at will and the chosen spell using a warlock spell slot.

CEREBRAL SMITE

Prerequisite: 15th level, Pact of the Blade feature
Once per long rest, when you hit a creature with your pact weapon, you can use a bonus action to channel psionic dissonance through your weapon to blast the intellect of that creature along with any other creatures within 10 feet of it. Creatures that have an Intelligence score of 2 or lower are unaffected. Each creature must make an Intelligence saving throw against your spell save DC. On a failed save, the target creature hit with your weapon takes 10d6 psychic damage and is stunned, and any other creature of your choice within 10 feet of it takes 5d6 psychic damage. On a successful save, the damage to all creatures is halved. If a target is killed by this damage, its head explodes, assuming it has one. A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

MINIONS OF THOUGHT AND VAPOR

Prerequisite: 9th level, Pact of the Chain feature
Provided you have not cast the *find familiar* spell to summon your pact-of-the-chain familiar subsequent to completing your last long rest, you can summon either 1d4 **ethereal oozes** or 1 lesser **swarm of psychic echoes** (see Best-

iary in Ch. 5 below for both, but the swarm has half its usual hit points) which remain(s) under your control for 1 minute before vanishing. During that time, the creatures will attack foes at your telepathic command or take any other actions you demand within their capabilities. If you die or lose consciousness before the minute elapses, the creatures vanish prematurely. Once you use this feature, you can neither do so again nor cast the spell to summon a new pact-of-the-chain familiar until you complete a long rest.

By way of clarification, your pact-of-the-chain familiar *can* be present in your active service when summoning ethereal oozes or a psychic echo swarm with this invocation, so long as you cast the *find familiar* spell prior to your last long rest.

PSIONIC EVANESCENCE

Prerequisite: 9th level

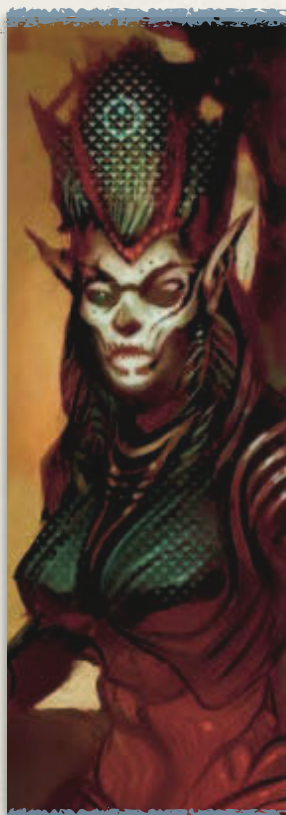
You cast the *etherealness* spell on yourself without expending a spell slot or requiring components, but the spell requires concentration. If you lose concentration, the spell ends, and you immediately return to the plane you originated from as per the spell description. Once you cast the spell in this way, you cannot do so again until completing a long rest.

SPECTRAL SIGHT

You can see 60 feet into the Ethereal Plane when you are on the Material Plane, and vice versa.

Finally, warlocks of Adlishar Rizaian who've chosen the Pact of the Chain are granted two additional special forms—**nautiliths** and **thought eaters**—among those from which they can choose when casting the *find familiar* spell (with DM approval). Details about each creature along with their stat blocks may be found in Chapter 5 of this guide. These summoned familiars are aberrations rather than one of the monster types listed in the *find familiar* spell.

When summoned as a familiar, these creatures form a telepathic bond with their willing master. The master can sense what the bonded familiar senses as long as they are within 1 mile of each other. While bonded with a nautilith, the master also shares its immunity to effects that sense emotions, read thoughts, or detect location when the creature is within 10 feet of it. While bonded with a thought eater and within 10 feet of it, the master also shares its resistance to psychic damage and immunity to being surprised by thinking creatures within 60 feet of it.



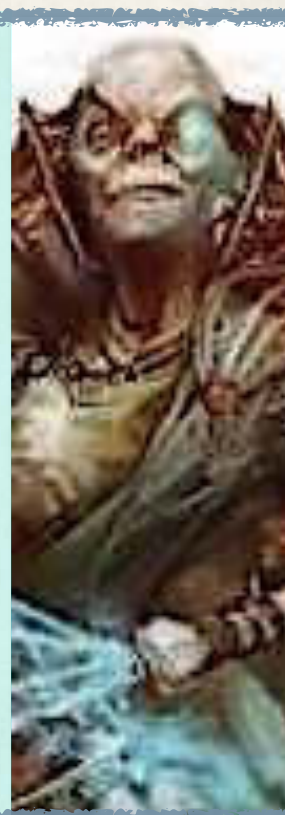
VLAAKITH & MENYAR-AG AS WARLOCK PATRONS

The respective leaders of the two descendant gith subraces might also be chosen as warlock patrons.

The githyanki lich queen, Vlaakith, would fit squarely within the Undying patron paradigm and might offer the following spells as additions to those on the Undying Expanded Spell List: (1) inflict wounds; (2) dragon's breath; (3) animate dead; (4) confusion; (5) steel wind strike.

The Great Githzerai, Zuerith Menyar-Ag-Gith, would be a quintessential example of the Ascended Hero, a new patron type/warlock subclass introduced in [Fellozial's Ultimate Guide to Poison](#). The features, expanded spell list, and other details of this subclass are set forth in that guide. As a patron, Menyar-Ag might add the following spells to those on the Ascended Hero Expanded Spell List: (1) shield; (2) calm emotions; (3) slow; (4) Mordenkainen's private sanctum; (5) telekinesis.

Full details about the personalities, history, and lore of these two gith leaders are available in Ch. 4 of *Mordenkainen's Tome of Foes*.



CHAPTER 4:

BACKGROUNDS AND PSIONIC FEATS

BACKGROUNDS AND FEATS ARE TWO ways to add depth and distinctiveness to your characters. The former represents where a character came from, and the latter represents some skill learned or perfected by a character along life's journey.

BACKGROUNDS

Details about backgrounds generally appear in Chapter 4 of the *Player's Handbook*, and the features of specific backgrounds may be found in that rulebook as well as in the *Sword Coast Adventurer's Guide*, *Ghosts of Saltmarsh*, *Curse of Strahd*, *Out of the Abyss*, *Princes of the Apocalypse*, *Tomb of Annihilation*, and the *Guildmaster's Guide to Ravnica*. Three poison-centric variants to existing backgrounds are also set forth in [Fellozial's Ultimate Guide to Poison](#).

During character creation, and with DM approval, players may choose from among the three new background detailed below: arcane shipwright, diplomat, and refugee. Each of these backgrounds is common among the primal gith, but they are also available to characters of other races.

ARCANE SHIPWRIGHT

You have sailed the empty wildspace of the crystal spheres and navigated the eddies of phlogiston beyond. Since childhood, you've stared at the stars and planets and wondered what lay between and beyond them, and when the opportunity presented itself to take that journey, you jumped at it. Perhaps you were apprenticed to an archmage with a spelljammer of his or her own, or maybe you discovered a crashed neogi deathspider in the woods outside your village and tinkered with it until its arcane engine hummed to life. If you are a primal gith, you

were one of those imprisoned for timeless centuries before emerging to escape on a derelict nautiloid, or you may subsequently have been called upon to ferry your people across the planes as refugees from one new home to another. Whatever the circumstances, your encounters with such vessels and other forms of arcane technology, along with your natural mechanical affinity (which might reflect a latent psionic talent), put you in good stead when encountering such artifacts on your journeys.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: Smith's tools *or* tinker's tools (choose one)

Languages: Choose *two* of the following: Deep Speech; Qualith (mind flayer tactile writing); Gith (including written tir'su); Gnomish (including dwarvish script); Neogi; Vedalken; Modron; the Common tongue of another world (choose Toril, Ravnica, Eberron, etc.)

Equipment: A set of tinker's tools *or* smith's tools (whichever you choose proficiency with), an abacus, a bag of ball bearings, a block and tackle, a handwritten journal of technical notes and sketches, an ink pen and 1 ounce of ink, a steel mirror, 1 spellcasting focus, and a set of traveler's clothes.

FEATURE: MAGICAL VEHICLE PROFICIENCY

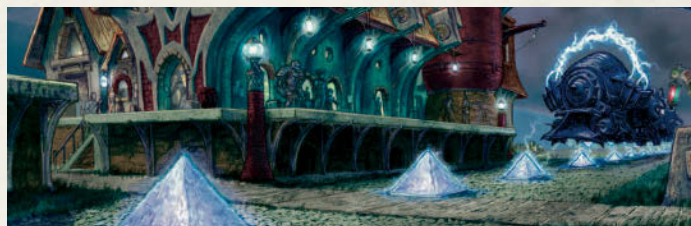
You can intuit how to pilot even those magical vehicles you encounter for the first time. Your ability to do so draws upon both some latent psionic ability and a knack for jury-rigging the controls so as to mimic the abilities of a more magically-endowed pilot. This skill covers a wide range of vehicles, including but not limited to mind flayer nautiloids, neogi deathspiders, githyanki astral skiffs and planar raiders, Eberron's elemental airships and lightning rail trains, infernal war machines, and spelljammer vessels generally.

Moreover, you are knowledgeable about anything a trained pilot of one of these vehicles would be familiar with, such as information about asteroids and other heavenly bodies, assessing phlogiston or planar "weather" (e.g. astral storms), and proper docking procedures.

Finally, when piloting a vehicle that moves freely in three dimensions, you can apply your proficiency bonus to the vehicle's AC and saving throws.

FEATURE: OCCULT MECHANIC

Provided you have access to your tinker's or smith's tools as well as the necessary raw materials, you can perform repairs on magical vehicles. When you use this ability, the process requires an hour's work, and you restore a number of hit points to the vehicle equal to 5 x your proficiency bonus. A vehicle can only be repaired by you in this way once per long rest.



LIFE IN THE VOID

Your time in the lonely vacuum of space has shaped you. You can roll on the following table to determine its impact or choose an influence that best fits your character.

d6 The Void's Influence

- 1 **Cosmic Designs.** You are drafting plans and schematics for a new, very fast type of spelljammer ship. You are driven to examine as many different kinds of spacefaring vessels as possible to help ensure your success.
- 2 **Master of Armaments.** You specialized in designing and mounting arcane cannons and defenses for the Giff navy operating out of the Tears of Selûne. You easily recognize and determine the quality of such items.
- 3 **Friends and Foes.** You once patched up an astral brig for the githyanki, preventing an explosive decompression. The githyanki military regards you as a friend.
- 4 **Low Places on High.** You have contacts in the smuggling outfits orbiting your world. You sometimes repair criminals' ships for coin and favors.
- 5 **Spaceshocked.** You once survived a neogi attempt to magically implant a hatchling egg in your flesh. Since then, you are reluctant to make first contact with unknown beings in space.
- 6 **Mysteries of the Far Realm.** While drifting alone in space, you encountered a vast, shapeless entity that briefly crossed over from the Far Realm. Work with your DM to determine a secret about the structure of the multiverse that this entity revealed to you.

SUGGESTED CHARACTERISTICS

As an arcane shipwright, you are also a resourceful craftsman and designer, often performing feats of mechanical ingenuity that would impress even a rock gnome or master artificer. To others, these feats seem almost miraculous.

ARCANE SHIPWRIGHT PERSONALITY TRAITS

d2 Personality Trait

- 1 I live life like a feather on a breeze, letting it take me where it will.
- 2 I thrive under pressure.
- 3 Ideas are a copper a dozen; results are what counts.
- 4 I love sketching flying creatures and designing objects that mimic them.

ARCANE SHIPWRIGHT IDEALS

d2 Ideal

- 1 **Creativity.** Intellectual inertia causes half the world's troubles. Innovation is the way forward. (Chaotic)
- 2 **Curiosity.** I can't stand an unsolved mystery or an impassable portal. (Any)
- 3 **Fun.** One day, arcane piloting will kill me, but there's nothing I'd rather do. (Chaotic)
- 4 **Crew.** If every hand pitches in, our hull will never breach. (Good)

ARCANE SHIPWRIGHT BONDS

d2 Bond

- 1 I'm convinced it was sabotage that destroyed my first original spelljammer prototype and killed many of my friends, and I seek revenge against whoever did it.
- 2 One day I'll visit all the crystal spheres adrift in phlogiston and behold the ships that fly there.
- 3 Anything of great technical craftsmanship is to be protected, respected, and cared for.
- 4 I am willing to take risks to make a new discovery.

ARCANE SHIPWRIGHT FLAWS

d2 Flaw

- 1 I'm incapable of admitting a flaw in my designs.
- 2 I find it hard to throw things away; you never know when that rusted spring might come in handy.
- 3 I tend to ignore sleep for days when I'm tinkering with a new ship.
- 4 Too fast is never fast enough when it comes to piloting... until I crash.



DIPLOMAT

You have a background in diplomacy, having devoted a portion of your life to negotiating cease fires, resolutions to territorial disputes, prisoner exchanges, hostage crises, or other political knots requiring a deft touch to untie. If you are a primal gith or a githzerai or githyanki, you might have worked behind the scenes with the Sha'sal Khou to unify all gith, or you might have negotiated refugee status for primal gith wishing to settled on Toril, Eberron, Ravnica, or other planets or planes. You have a calming way about you and a knack for finding common ground, even between the most intractable foes.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Choose one from among: calligrapher's supplies, cartographer's tools, or a gaming set.

Languages: One of your choice.

Equipment: A medal for distinguished diplomatic service from the ruler of a major city and an official letter conferring the right to demand free room and board from any establishment within the city, a magnifying glass, 5 sheets of paper and 5 sheets of parchment, an ink pen and a 1-ounce bottle of ink, sealing wax, and a set of traveler's clothes.

SPECIALTY

During your time as a diplomat, you developed a particular expertise in or discovered a natural affinity for one specific area of diplomacy. Roll a d10 or choose from the options in the table below to determine this specialty:

d10	Specialty	d10	Specialty
1	Peace negotiations	6	Inheritance disputes
2	Commerce/contracts	7	Labor disputes
3	Hostage negotiations	8	Refugee status
4	Border disputes	9	Arms deals
5	Prisoner exchanges	10	Riparian rights

FEATURE: SILVER-TONGUED, EAGLE-EYED

If you spend 1 minute talking to someone who can understand what you say, for the following minute, you have advantage on your Charisma (Persuasion) checks directed toward that individual as well as your Wisdom (Insight) checks made to discern the individual's alignment, overall truthfulness, and general attitude regarding the subject matter of your conversation.

SUGGESTED CHARACTERISTICS

Even strangers find you easy to talk to, and you converse easily with others, but you typically measure your words before speaking.

DIPLOMAT PERSONALITY TRAITS

d2 Personality Trait

- 1 Nobody stays angry at me for long, and I have a similar knack for diffusing tension between others.
- 2 While I listen to what people say, I judge them by their actions, not their words.
- 3 My strong sense of fair play always makes me look for the most equitable solution to arguments.
- 4 I find that flattery often opens doors far better than a battering ram... sometimes even better than a key.

DIPLOMAT IDEALS

d2 Ideal

- 1 **Greater Good.** My gifts are meant to be shared with all, not used for my own benefit. (Good)
- 2 **Evenhandedness.** Emotional considerations must not cloud our sense of what is right and proper. (Lawful)
- 3 **Instinct.** When finding the resolution to a conflict, fairness and tradition must be considered, but for the most part I just go with my gut. (Neutral)
- 4 **Greed.** If I can resolve a situation in a way that benefits me personally, that's always the best solution. (Evil)

DIPLOMAT BONDS

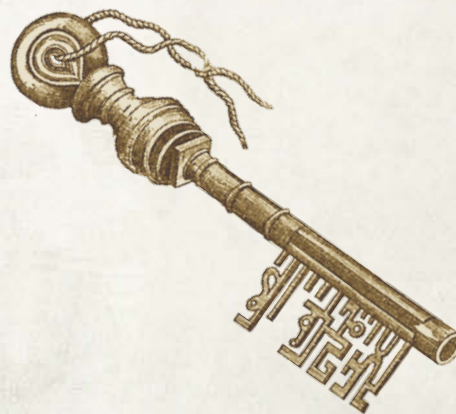
d2 Bond

- 1 My loyalty to my sovereign is unwavering, and all that I do is motivated by that loyalty.
- 2 No matter how much stronger he or she might be, I will never back down from a bully.
- 3 I hope to increase my family's power and influence.
- 4 War ravaged my homeland when I was a child. I'll do whatever I can to spare others from that same hell.

DIPLOMAT FLAWS

d2 Flaw

- 1 Although I never let it show, I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.
- 2 I'm incapable of deception.
- 3 I'm unable to distinguish between the letter and the spirit of the law.
- 4 I can't resist poking my nose into other people's business when I disagree with their approach.



REFUGEE

Your life has been one of upheaval and change. You still remember your homeland with fondness, but it is a place to which you know you can never return. Perhaps you fled some natural disaster or insidious plague, or maybe war or other forms of violence or oppression drove you to find safer, more welcoming pastures for yourself and your family. The journey has been full of hardships and obstacles, but your unflagging resilience and the hope of a brighter tomorrow have pulled you through, allowed you to adapt, and made you stronger.

Skill Proficiencies: History, Survival

Tool Proficiencies: Vehicles (choose land or water) and *either* one type of artisan's tools or one musical instrument.

Languages: One Standard language of your choice.

Equipment: A tool or musical instrument unique to your homeland, a bedroll and blanket, a candle, a two-person tent, a set of traveler's clothes, and a pouch containing 5 gp.

FLIGHT FROM PERIL

As a refugee, you were forced to leave your beloved homeland in order to escape some peril that had grown too great to withstand. If you are a primal gith, your refugee status is owing to the enslavement of your people by the mind flayers and

your subsequent escape long centuries after your homeland was lost in the fog of history. All other characters can either roll a d10 or choose from the options in the table below to determine the peril that you fled:



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d10 Peril

- 1 A gnoll war band overran your homeland, destroying and desecrating your village.
- 2 The oppression of your people by the despotic government of your homeland escalated to include baseless arrests, intimidation, and even outright murder.
- 3 Ongoing war between sea elves and sahuagin expanded to engulf your coastal village in constant violence.
- 4 Years of drought and crop failures led to widespread famine in your community.
- 5 It turns out the githyanki knights on red dragons were only the first wave. Then came the astral skiffs descending from a planar raider...
- 6 You were driven from your home by an overzealous order of paladins who found your religious beliefs heretical.
- 7 The beholder boss running the thieves' guild in your home city had grown so powerful that life was untenable for anyone who refused to give in to its extortion.
- 8 A githzerai adamantine citadel appeared in the hills near your home, driving away wildlife and withering plants, which proved disastrous for your tribe's hunter-gatherer lifestyle.
- 9 A tarrasque erupted from the earth beneath your town, wiping it from existence. You are among the handful that escaped the earthquakes and the beast's cavernous maw.
- 10 Your homeland was cursed by a mad god's divine judgment.

FEATURE: RESOURCEFUL

You have learned to adapt to changing and unfamiliar circumstances, and you excel at improvising novel approaches to problem solving, social interaction, and survival. Between long rests, you can make three rolls of your choice with advantage when making a Charisma- or Wisdom-based skill check.

SUGGESTED CHARACTERISTICS

As a refugee, your personality traits, ideals, bonds, and flaws mirror those associated with the Far Traveler background (see details in Chapter 5 of the *Sword Coast Adventurer's Guide*).

PSIONIC FEATS

SOME DMs PERMIT THE USE OF FEATS TO CUSTOMIZE characters as set forth in the optional rule in chapter 6, "Customization Options," of the *Player's Handbook*. A feat represents a latent talent or emerging expertise that gives a character special capabilities. When your class grants you an Ability Score Improvement at certain levels, you can instead forgo taking that feature to take a feat of your choice instead.

The feats presented below are all psionic feats—psychic abilities emerging or deepening in a psionically predisposed character. In order to take a feat, a character must meet any prerequisites specified in that feat, and (as with any feat) if you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. Among other prerequisites, each of the feats below are limited to psionically predisposed characters. For purposes of these three feats, this is defined as follows:

Psionically Predisposed. A character of a gith race or subrace or a non-gith with a score of 13 or higher in two of the following three: Charisma, Intelligence, Wisdom; the third of these ability scores must be no less than 10.

PSIONIC AWAKENING

Prerequisite: psionically predisposed

You manifest latent psionic powers.

- Increase your Charisma, Intelligence, or Wisdom score by 1 to a maximum of 20.
- You learn the *message* cantrip and can cast it at will without expending a spell slot or requiring components.
- You master the *psionic shield** spell, which you can cast once without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest.
- Once per long rest, you can reach into the mind of one creature you can see within 60 feet of you. The target must make a Wisdom saving throw, taking 3d6 psychic damage on a failed save, or half as much damage on a successful one. The damage increases by 1d6 when you reach 5th level (4d6), 11th level (5d6), and 17th level (6d6). Your spell save DC for this ability is 8 + your proficiency bonus + your Charisma modifier.

* See New Psionic Spells in Chapter 5, below.

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PSIONIC EVOLUTION

Prerequisite: Psionic Awakening feat and psionically predisposed

Your psionic powers expand and deepen.

- Increase your Charisma, Intelligence, or Wisdom score by 1 to a maximum of 20.
- You can cast the *cell adjustment** spell at will, without expending a spell slot. You also master the *detect thoughts* and *clairvoyance* spells, each of which you can cast once without expending a spell slot or requiring components. You regain the ability to cast these two spells in this way when you finish a long rest. Charisma is your spellcasting ability for the spells.

PSIONIC MASTER

Prerequisite: Psionic Evolution feat and psionically predisposed

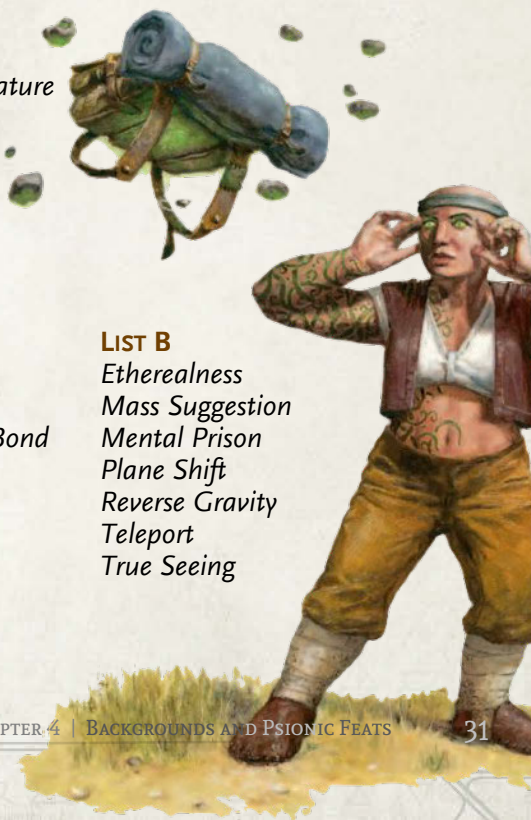
- Increase your Charisma, Intelligence, or Wisdom score by 1 to a maximum of 20.
- You gain one of the following: telepathy (60 feet), blindsight (15 feet), or truesight (10 feet).
- You master two spells—one from List A, one from List B, and your choices are permanent—each of which you can cast once without expending a spell slot or requiring components. You regain the ability to cast these two spells in this way when you finish a long rest. Charisma is your spellcasting ability for the spells.

LIST A

Aura Alteration*
Commune with Nature
Confusion
Dimension Door
Dominate Beast
Dominate Person
Far Step
Geas
Greater Invisibility
Modify Memory
Polymorph
Precognition*
Rary's Telepathic Bond
Staggering Smite
Synaptic Static
Telekinesis
Wall of Force

LIST B

Etherealness
Mass Suggestion
Mental Prison
Plane Shift
Reverse Gravity
Teleport
True Seeing



CHAPTER 5: MAGICAL MISCELLANY



MAGIC—EVEN PSIONIC MAGIC—takes many forms. This chapter presents a wide array of new psionic spells, which constitutes its own "school" of magic only available to those classes or races with a psionic trait or feature. A handful of new magic items is also included, along with some magical beasts that each has some connection to the primal gith and to psychic phenomena generally.

NEW PSIONIC SPELLS

Characters with psionic abilities have access to some or all of the following psionic spells. Foremost, these spells all appear on the spell list of sorcerers of the Psionic Magic origin/subclass. One spell—*precognition*—appears on the expanded spell list of rangers who choose the Diplomatic Conclave. Details of each of these new subclasses are set forth in Chapter 3, above. Several of the spells are also available through the gith racial feats and psionic feats in Chapters 2 and 4, respectively, of this guide.

For the general rules of spellcasting, please refer to Chapter 10 of the *Player's Handbook*.

Psionic spells are broken down by spell level below, and full spell descriptions follow in alphabetical order by the name of the spell.

PSIONIC SPELLS BY LEVEL

1ST LEVEL

Cell Adjustment
Molecular Manipulation
Psionic Shield

2ND LEVEL

Animal Telepathy
Object Reading

3RD LEVEL

Body Control
Detect Psychic Echo

4TH LEVEL

Aura Alteration
Precognition

ANIMAL TELEPATHY

2nd-level psionics

Casting Time: 1 action

Range: 240 feet

Components: None

Duration: 8 hours

You create a telepathic link between yourself and one Beast of your choice within 240 feet of you that you can see at the time you cast the spell. If you move out of range after casting the spell, it ceases to function until you and the beast are again within 240 feet of each other. The spell ends prematurely if you and the target are no longer on the same plane.

Until the spell ends, you and the target beast can instantaneously share images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The spell also enables a beast with an Intelligence score of at least 1 to understand the meaning of any words you send through the link and to take in the scope of sensory messages you send to it, but it does not enable the beast to respond with words of its own unless the beast already has linguistic capabilities. The spell also does not give you any particular influence over the beast, nor does it curtail the beast's free will or change its natural alignment, behavior, or instincts.

AURA ALTERATION

4th-level psionics

Casting Time: 1 action

Range: Touch

Components: None

Duration: Special

This psionic power can be used in two different ways. It can be used to change your own

personal aura in such a way as to mimic the effects of the *Nystul's magic aura* spell, but the spell's duration is only 6 hours (rather than 24). Alternatively, it can be used to instantly remove all curses affecting one creature other than yourself, along with any other conditions that would be removed via the *remove curse* spell (e.g., the effect of a *geas* spell or a *modify memory* spell).

BODY CONTROL

3rd-level psionics

Casting Time: 1 reaction

Range: Self

Components: None

Duration: Varies

This psionic spell allows you to resist the damaging effects of hostile environments or elements or withstand substances or radiations destructive to your body. When you are exposed to any effect that would cause you acid, cold, fire, poison, or radiant damage, this spell allows you to deduct one damage die from the resultant damage each round, beginning with the round in which the triggering damage occurred, and lasting for a total number of rounds equal to your overall character level. The type of damage you reduce can change from round to round during the spell's duration, but you can only deduct a single die of damage each round.

Alternatively, you can use this spell to extend the amount of time you can survive in airless environments. In this regard, you can use this spell underwater or in the vacuum of space, for example, but not merely in response to another creature physically choking you or to an airway blockage; the airlessness must be environmental. If used in response to suffocation under these circumstances, you can stave off dropping to 0 hit points for the number of turns left in the spell's duration (once the number of rounds equal to your Constitution modifier has passed, which is the standard time a character can survive while suffocating as per Ch. 8 of the *Player's Handbook*).

CELL ADJUSTMENT

1st-level psionics

Casting Time: 1 action

Range: Touch

Components: None

Duration: Instantaneous

By means of psychic attunement to the cells of an injured creature, you allow the creature to regain a number of hit points equal to 1d4 + your spellcasting ability modifier + half your character level (rounded up). Alternately, you can forgo restoring hit points and instead use this spell to end one disease afflicting it. This spell has no effect on undead or constructs.

DETECT PSYCHIC ECHO

3rd-level psionics

Casting Time: 1 action

Range: Self (30-foot radius)

Components: None

Duration: Concentration, up to 1 minute

Deaths and other highly traumatic events leave a psychic residue in the very earth and stones where they occur, sometimes lasting for centuries. This spell allows you to sense emotions and receive brief visions of those who have died or suffered a powerful emotional trauma in a location within the spell's range. You can move about so as to widen the spell's range, provided that you maintain concentration.

If a traumatic occurrence or death took place within range, the spell brings to your mind a brief overview of the circumstances of that occurrence as well as a glimpse into the emotional state and surface thoughts of the creature(s) who died or experienced the trauma at the very moment of death or trauma.

You need not have any previous knowledge of the occurrence, but the more information you already have about it, the more precise and detailed the vision you receive. Additionally, more recent events provide stronger insights than those that took place decades or centuries ago.

MOLECULAR MANIPULATION

1st-level psionics

Casting Time: 1 round (see spell description)

Range: 5 feet

Components: None

Duration: Concentration, up to 1 minute

Using the power of your mind, you can alter an item's molecular arrangement so as to make it weak and fragile (as easy to break as if it were made of untempered glass). Your ability to do so increases as you advance in overall character levels as per the table on the following page.

You must be able to see the item, and it must remain in range while you are casting the

spell. The casting itself lasts until the start of your next turn; during the period of casting, you must maintain concentration on the casting. If your concentration is broken before the start of your next turn, the spell fails, but you don't expend a spell slot.

Character

Level	Able to manipulate the equivalent of
1	Thin cord
3	Thick rope or cord, leather strap, thin wire
5	Thick wire, 1-inch-thick wooden board
7	Light iron chain, 2-inch-thick wooden board
9	Heavy iron chain, light steel chain
11	Stock/shackles, 1-foot-thick wooden board
13	Iron bar (1-inch diameter), heavy steel chain
15	Iron bar (2-inch diameter), steel bar (1-inch)
17	2-foot thick stone wall (humanoid-sized hole)
18*	Magical chain armor, magical dagger
19*	Magical shield, magical splint mail, magical mace, axe, or flail
20*	Magical plate armor, magical sword

* Magical items targeted with this spell are entitled to a saving throw against the psionic caster's spell save DC, with each +1 magical bonus the item possesses giving a +2 saving throw bonus. For example, a +2 sword would have a +4 bonus on its saving throw. The saving throw is also always made with advantage.

OBJECT READING

2nd-level psionics

Casting Time: 1 action

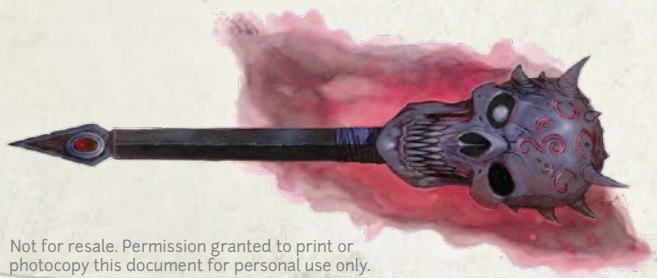
Range: Touch

Components: None

Duration: Instantaneous

You touch an object and detect psychic impressions left on it by its previous owner. By handling an object, you thus might be able to tell its owner's race, alignment, and possibly even fate.

If the object had a long, storied history, you also learn brief elements of the significant lore about it along with visions of its past back through history. Not all objects give off these sorts of impressions, however.



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PRECOGNITION

4th-level psionics

Casting Time: 1 action

Range: Self

Components: None

Duration: Instantaneous

Using this psionic spell, you attempt to estimate the best probable course of action or the probable outcome of an undertaking. While casting the spell, you mentally focus on a single question concerning a specific goal, event, or activity to occur in the future.

You simultaneously make an Insight check to which the spell permits you to also add your Intelligence and Charisma modifiers; moreover, even if you do not have proficiency in Insight, you may add your proficiency bonus to this check. For questions concerning goals, events, or activities that will occur more than 1 full day in the future, you must apply a -1 penalty for each day beyond the first (e.g. for something occurring 5 days in the future, a -4 penalty is applied). The DM should roll this check without letting you know the result. If the check succeeds, the DM offers you a truthful answer to the best of his or her ability. If the check fails, you receive no answer. If the check is a critical failure, you receive a false or misleading answer.

Note: the spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

PSIONIC SHIELD

1st-level psionics

Casting Time: 1 reaction (see spell description)

Range: Self

Components: None

Duration: 1 round

You erect a mental wall to protect your mind in response to one of the following triggers:

- taking psychic damage
- being forced to make a saving throw, the failure of which would either cause you psychic damage or cause you to become frightened or charmed or to fall asleep

Until the start of your next turn, you have a +5 bonus when making the above referenced sorts of saving throws, and any psychic damage you sustain is halved. These benefits apply to the triggering effect as well.

NEW MAGIC ITEMS

The *Dungeon Master's Guide*, *Xanathar's Guide to Everything*, and the appendices of several other campaign rulebooks contain many magic items. This section introduces several new magic items, each of which is either linked to a particular gith subrace or is a psionically charged item created by the primal gith. DMs may add these items to campaigns at their discretion when these forms of magic fit the campaign's overall flavor.



GLOVES OF OBJECT READING

Wondrous item, uncommon (requires attunement)

These gloves, designed by primal gith empathys, hold 3 charges. While wearing them, you can use an action and expend 1 charge to cast the *object reading* spell (see New Psionic Spells, earlier in this chapter). The gloves regain 1d3 expended charges daily at dawn.

GREATER SILVER SWORD

Weapon (greatsword), legendary (requires attunement by a creature with psionic ability)

The first silver swords were forged eons ago by primal gith, before the period of mind flayer enslavement. They are now a favorite weapon of githyanki knights. For a complete description of the capabilities of such swords, see Chapter 4 of *Mordenkainen's Tome of Foes*.



MIRROR OF MINDSWAPPING

Wondrous item, very rare (requires attunement)

These wondrous items were initially the byproduct of failed attempts by the primal gith to create an artifact capable of strengthening feelings of empathy and understanding between individuals. This small hand mirror can be used once per day. When a creature that can see the mirror starts its turn within 30 feet of you while you are wielding the mirror, you can

force it to make a DC 15 Charisma saving throw. Unless surprised, the creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see you or the mirror until the start of its next turn, when it can avert its eyes again. If the creature looks at the you in the meantime, it must immediately make the save. If the creature has a number of hit dice greater than your character level, it automatically succeeds on its saving throw.

A creature that fails this saving throw meets its own gaze in the mirror, and its mind and yours swap bodies for up to 10 minutes. As a bonus action, you can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the mirror's effect. While your minds are swapped, your life force occupies the creature's body, and its life force takes over yours. You can call upon the creature's rudimentary or instinctive knowledge but not upon its acquired or learned knowledge (such as skills or non-racial feats). The same is true for the creature's possession of your body.

Specifically, the mind swap engenders the following changes to each party:

- You gain the creature type of your new body.
- You gain the Strength, Dexterity, and Constitution scores of your new body.
- You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your new body.
- You gain the extraordinary special attacks and qualities of your new body, but you do not gain supernatural or spell-like abilities.
- You gain the possessions and equipment of your assumed body.
- You retain your own hit points, saving throws (possibly modified by your new ability scores), class abilities, supernatural and spell-like abilities, spells, skills, and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body). Supernatural abilities that require a certain body part, such as a dragonborn's breath weapon or a beholder's eye rays, are unavailable in your new form.

If either body is killed while the mind swap is in effect, the other party also dies when the effect



ends. If one party's body becomes petrified, magically restrained, banished, or incapacitated in some other way, the other party will be incapacitated in that way when the effect ends. Casting *dispel magic* on either party causes both minds to return to their original bodies.

PSIONIC SICKLE

Weapon (sickle), legendary (requires attunement by a creature with psionic ability)

The first psionic sickles were forged from meteoric adamantine by the primal gith in the period before mind flayer enslavement. For millennia, this skill was lost, but with the reemergence of the primal gith, new sickles are being psionically forged.

This magic weapon grants a +3 bonus to attack and

damage rolls made with it. Any time you hit an object (rather than a creature) with the weapon, the hit is also a critical hit. While you hold the sickle, you are immune to psychic damage, and you have advantage on Intelligence, Wisdom, and Charisma saving throws.

QUARTERSTAFF OF THE MIND

Weapon (quarterstaff), very rare (requires attunement by a creature with psionic ability)

A favorite weapon among primal gith, this quarterstaff grants a +1 bonus to attack and damage rolls made with it. While holding the quarterstaff, you are also immune to psychic damage. Finally, whenever you attack with this weapon and roll a 19 or 20 on the attack roll, you can channel psionic energy through the weapon to deal an extra 1d4 psychic damage (in addition to any bonus critical hit damage).

SENTIENT MAGIC ITEMS

As set forth in Ch. 7 of the *Dungeon Master's Guide*, some magic items possess sentience. While rare generally, this occurs roughly twice as often with psionic items such as those set forth herein. In particular, if a magic item crafted by the gith is sentient, it often possesses the "Bane" special purpose, seeking to defeat or destroy illithids.



BESTIARY

Within this bestiary, you will find stat blocks, information, and lore for five monsters suitable for any D&D campaign. One of these monsters—the thought eater—is a classic creatures that can be traced back to the original *Monster Manual* published in 1977, although it actually saw its origins a year earlier in *Eldritch Wizardry*, a supplementary rulebook for the very first edition of Dungeons & Dragons. The other monsters herein are original to this supplement.

Whether old or new, these four monsters all have some connection to the primal gith. They are presented using the format in the 2014 *Monster Manual* and other 5th-edition rulebooks. Those unfamiliar with the stat-block format should consult the *Monster Manual's* introduction before proceeding. There you'll find explanations of terminology and general rules for various monster traits; this information is not repeated herein.

While lore and background information is provided for each of the monsters that follow, just as with other 5th-edition monsters, you should feel free to change this lore or other details to better suit your game.

ETHEREAL OOZE

Oozes are gelatinous creatures with no fixed shape thought to be scattered fragments of the demon lord Juiblex. General ooze characteristics are set forth in the *Monster Manual*. Ethereal oozes represent a distinctive form only arising naturally in the Ethereal Plane—ether turned liquid by chaos. When an ethereal ooze moves, it does so in three dimensions, gliding like liquid mercury unfettered by gravity. They are nearly transparent, can pass into the Material Plane, and become incorporeal at will, letting them move through objects as they pursue digestible matter (including living creatures).

If an ethereal ooze is summoned to another plane (e.g. through an eldritch invocation granted to Adlishar Rizaian's pact-of-the-chain warlocks), it retains these movement capabilities, bringing something of the nature of the Ethereal Plane with it. Such oozes rarely enter the Material Plane voluntarily, however, unless fleeing danger, preferring the ether.

ETHEREAL OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 13 (2d8 +4)

Speed 10 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	7 (-2)	14 (+2)	5 (-3)	6 (-2)	3 (-4)

Skills Stealth +2

Damage Resistances acid; bludgeoning and piercing from nonmagical attacks

Damage Immunities force, lightning, slashing, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Etherealness. As a bonus action, the ooze can enter the Ethereal Plane from the Material Plane, or vice versa.

Incorporeal Movement. The ooze can become insubstantial at will, letting it move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) bludgeoning damage if it ends its turn inside an object.

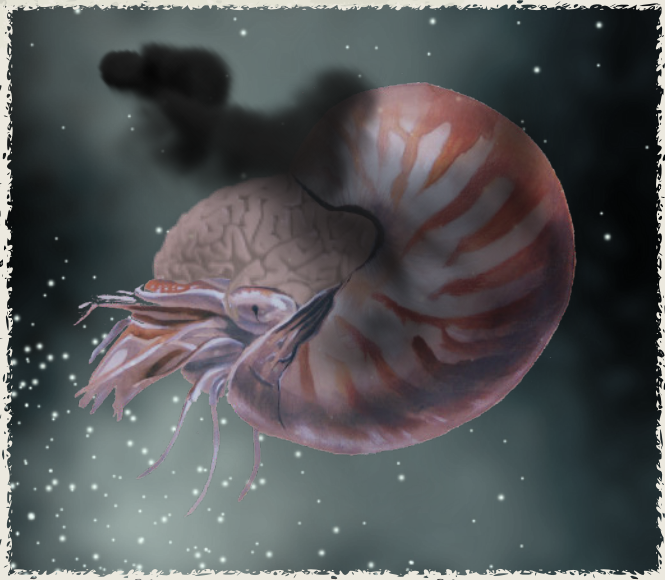
Transparent. Even when the ooze is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot an ethereal ooze that has neither moved nor attacked. A creature that tries to enter the ooze's space while unaware of the ooze is surprised by the ooze.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) force damage, and the target must succeed on a DC 12 Constitution saving throw or become stunned until the end of its next turn.

REACTIONS

Split. When an ooze that is Medium is subjected to lightning or slashing damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original.



NAUTILLITH

Nautiliths are vermin that often infest mind flayer colonies and nautiloid ships. They resemble aquatic nautiluses but for the exposed, brain-like organ pulsating above their eyes and dangling tentacles. Nautiliths hover in the air even when sleeping, build nests in hidden recesses, and move out to feed when least likely to be detected (typically when other creatures are asleep). They do not require oxygen, allowing them to thrive in air, under water, and even in space's vacuum. They move as easily through phlogiston or ether as through air or water.

It is possible that mind flayers created these creatures intentionally by bombarding aquatic nautiluses with psionic energy, but it is equally likely that the creatures came into being spontaneously merely through proximity to an elder brain. If intentionally fashioned, the illithids likely regret doing so, as these creatures are as prone to eat their way through arcane technology as to feed upon living hosts.

During the centuries in which the primal gith were imprisoned on the derelict illithid asteroid colony, nautiliths were the only other living creatures they saw. Seemingly, they can breed even in timeless environments. Warlocks of the ghostly primal gith leader, Adlishar Rizaian, who choose the Pact of the Chain sometimes summon a nautilith as a special form for their pact familiar, perhaps to memorialize this shared history with the vermin.

NAUTILLITH

Tiny aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d4 + 2)

Speed 0 ft., fly 30 ft. (hover), swim 30 ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	14 (+2)	5 (-3)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Resistances cold

Damage Immunities psychic

Condition Immunities prone

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 0 (10 XP)

Anaerobic. The nautilith does not need to breathe, allowing it to survive in air, under water, or in the vacuum of space and other airless environments.

Telepathic Shroud. The nautilith is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 -1) psychic damage, and the target is grappled (escape DC 10). Until this grapple ends, the nautilith can't use its tentacles on another target. Each round that the target remains grappled, it suffers an additional 1 (1d4 - 1) psychic damage. Whenever the nautilith deals damage, it regains half as many hit points (rounding down) up to its hit point maximum.

Owing to an anesthetizing toxin coating a nautilith's tentacles, surprised targets fail to notice they have been hit with an attack unless they succeed on a DC 14 Wisdom (Perception) check, which must be made at disadvantage. The grappled target can repeat this check at the end of each of its turns. The target's allies might spot the nautilith using their own powers of perception.

Obscuring Cloud (Recharges after a Short or Long Rest). A 5-foot radius cloud of magical darkness extends all around the nautilith. The area is heavily obscured for 1 minute. After releasing the cloud, the nautilith can use the Dash action as a bonus action and does not provoke opportunity attacks when dashing from the cloud's area.

SWARM OF NAUTILLITHS

Medium swarm of tiny aberrations, unaligned

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 0 ft., fly 30 ft. (hover), swim 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	5 (-3)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, cold, piercing, slashing

Damage Immunities psychic

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Anaerobic. The swarm does not need to breathe, allowing it to survive in air, under water, or in the vacuum of space and other airless environments.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny nautillith. The swarm can't gain temporary hit points and can only regain hit points through its tentacle action.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) psychic damage, or 7 (2d6) psychic damage if the swarm has half its hit points or fewer, and the target is grappled (escape DC 10). Each round that the target remains grappled, it suffers an additional 7 (2d6) psychic damage. Whenever the swarm deals damage, it regains half as many hit points (rounding down) up to its hit point maximum.

Obscuring Cloud (Recharges 4-6). A 5-foot radius cloud of magical darkness extends all around the swarm. The area is heavily obscured for 1 minute. After releasing the cloud, the swarm can use the Dash action as a bonus action and does not provoke opportunity attacks when dashing from the cloud's area.

SWARM OF PSYCHIC ECHOES

Psychic echoes are the disembodied spirits of those who have died in the Ethereal Plane and become trapped there. Singly, these undead creatures are harmless, capable of little more than inspiring a vague feeling of unease or melancholy. When they gather in a frenzied, swirling swarm, however, they become a far

SWARM OF PSYCHIC ECHOES

Medium swarm of tiny undead, any chaotic alignment

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Damage Resistances acid, bludgeoning, fire, lightning, piercing, slashing, thunder

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Evasion. If the swarm is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the swarm instead takes no damage if it succeeds and only half damage if it fails.

Flyby. The swarm doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Incorporeal Swarm. The swarm can occupy another creature's space and vice versa, and it can move through solid objects as if they were difficult terrain. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Dreadful Barrage. One target in the swarm's space must make a DC 11 Charisma saving throw, taking 27 (6d8) psychic damage on a failed save or half as much on a successful one; if the swarm has half its hit points or fewer, the target instead takes 13 (3d8) psychic damage on a failed save or half as much on a successful one.

IN HIS SEMINAL WORK, *THE FAR REALM: REAL YET UNREAL*, THE GITHZERAI PHILOSOPHER VAQIR ZEKH'R LABELS THOUGHT EATERS ONE OF THE MULTIVERSE'S MOST TERRIFYING CREATURES, AND I'D NOT GAINSAY HIM. I'D RATHER LOOSE A LIMB OR EVEN A TENTACLE TO A DRAGON'S MAW THAN HAVE MY MIND TAKEN FROM ME.

— ARISTUL OF THE AVOWED

greater threat, dealing significant psychic damage through a dreadful telepathic barrage of voices, memories, and emotion.

Such swarms are incapable of leaving the Ethereal Plane of their own will, but warlocks who have made the pact of the chain and serve the primal gith's ghost leader, Adlishar Rizaian, as their patron, have access to an eldritch invocation allowing them to summon a lesser swarm of psychic echoes for up to a minute, during which time the swarm obeys the warlock's commands. Should a swarm so summoned fail its saving throw against an effect that turns undead, the entire swarm immediately returns to the Ethereal Plane.

THOUGHT EATER

Thought eaters are bizarre creatures native to the Ethereal Plane, but their awareness extends into the Material Plane. If a thought eater detects a thinking creature within 60 feet of its current location on either plane, it stalks the creature, passing freely between the planes. When the creature is in reach, the thought eater pounces to feed on its thoughts, draining spellcasters of their spellcasting ability, monks of ki, and others of their intellect.

Physically, the thought eater resembles an emaciated, gray-hued cross between a large house cat and a platypus. Its feline paws are webbed, allowing it to "swim" through the ether, and when possible it uses these to grip its prey, but *any* contact between the thought eater and its prey allows it to drain thoughts.

Although able to jaunt easily between the planes, a thought eater can only spend up to

10 continuous rounds on the Material Plane before its withered flesh dissipates altogether and it dies. To avoid this, it often jumps back and forth to the Ethereal Plane when feeding, allowing it to gorge but avoiding the withering effect (and thwarting counterattacks). If badly wounded, a thought eater will escapes to the Ethereal Plane rather than continuing to fight.

Pact of the Chain warlocks of Adlishar Rizaian sometimes choose a thought eater familiar, and the pact wards it against withering.



THOUGHT EATER

Small aberration, neutral

Armor Class 14

Hit Points 13 (3d8)

Speed 10 ft., fly 20 ft. (40 ft. in ether) (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	11 (+0)	7 (-2)	12 (+1)	14 (+2)

Skills Perception +5, Stealth +5

Damage Resistances psychic

Condition Immunities prone

Senses truesight 60 ft., passive Perception 15

Languages —

Challenge 1/4 (50 XP)

Etherealness. The thought eater can freely pass from the Ethereal Plane to the Material Plane as part of its turn movement and pass back again using a bonus action.

Psychic Defense. The thought eater adds its Wisdom modifier to its AC (already included above).

Thought Awareness. The thought eater cannot be surprised by any creature within 60 feet of it, provided the creature has an Intelligence of 4 or higher, as it detects the echo of that creature's thoughts.

ACTIONS

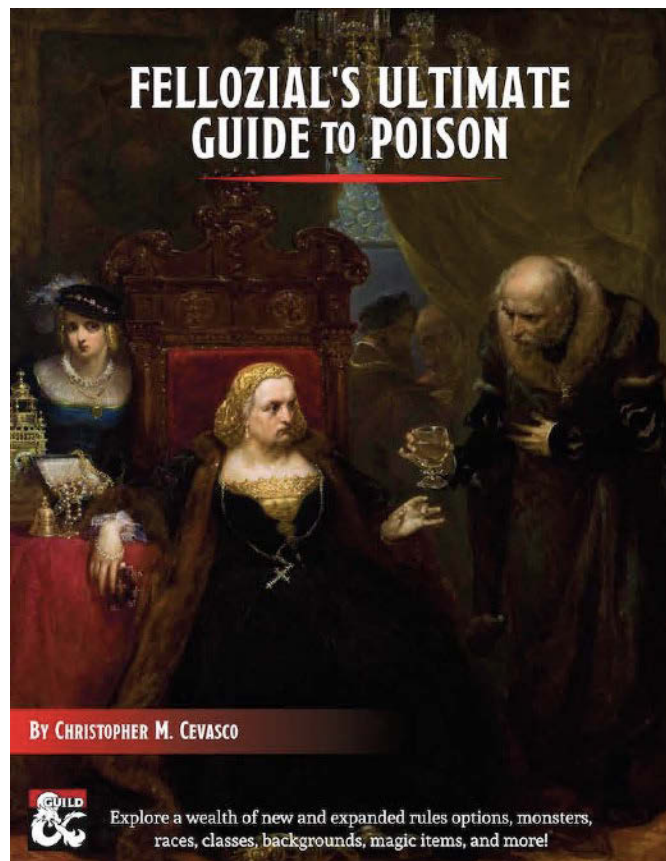
Eat Thoughts. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The thought eater absorbs the target's thoughts, which manifests as follows:

- If the target has a spellcasting ability, its associated ability score is reduced by 1. Should the target have more than one spellcasting ability (e.g. owing to racially innate spellcasting or multiclassing), use the ability score associated with the greatest number of its spells.
- If the target does not have a spellcasting ability but is a monk with 1 or more unspent ki points, its number of unspent ki points is reduced by 1.
- Otherwise, the target's Int. score is reduced by 1.

If a target's ability score is reduced to 0, it falls into a coma-like stupor, rendering it Unconscious until that score becomes 1 or higher. Lost ability score points are regained at the rate of 1 point per long rest or per use of *lesser restoration*, or are fully restored via *greater restoration* or *wish*. Note: the *mind blank* spell provides complete immunity to this attack.

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