heroic Races advanced Elans

PSIONICS UNLEASHED COMPATIBLE



JON BRAZER ENTERPRISES

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Introduction

In your hands is the sixth in a series of releases that will ultimately become the **Book of Heroic Races**: **Advanced Compendium**. This book is being designed for those who want to play something beyond those races included in the *Pathfinder Core Rulebook* which encompass over 30 years' worth of thoroughly covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Of all the races in the **Book of Heroic Races: Advanced Series**, elans are the only race not first published by Paizo but instead by a fellow Pathfinder Compatible company: Dreamscarred Press. If you are unfamiliar with either *Psionics Unleashed* or *Ultimate Psionics*, I highly recommend you download one of these books right away. They are some of the best books produced for Pathfinder by any company, including Paizo. If you are a fan of 3.5 psionics, you will love these books. If you liked the idea of psionics in 3.5 but felt they were not well balanced and far too capable of going "nova," check out these books. Dreamscarred did incredible work to balance them out. Their efforts are well recognized by many fans.

Elans are kind of the human-equivalent of the psionic world. They are a human-looking race imbibed with psionic energy to live forever. They seem human but have some distinctive feature that gives them away, such as unnatural hair or eye color or features so chiseled that they appear to be almost crystalline. All elans appear to be overflowing with supernatural energy.

Be sure to check out the character options unique to the elan race. A personal favorite of mine is the Ratha priest slaver archetype. In a world where interactions with supernatural being is commonplace and gaining power from a deity is not a "leap of faith," since you can simply talk to them, choosing to openly defy the gods takes on a whole new dynamic. From one perspective, a priest slayer is an ant taking on giants, attempting to throw off the chains of powerful beings that meddle in the affairs of humanoids. From another perspective, a priest slayer is a bigot that lumps together the both the good-the order makers-and the bad-those who seek to undo what others have builtactively seeking to get rid of them all. Additionally, the archetype implies a greater organization, which could be used in a variety of ways depending on your own personal tastes. We hope this not only provides with you a unique character option but also challenges your own beliefs, helping you to see life from another's perspective.

Even if you are not using the elan race itself at this exact moment, be sure to check out the new psionic powers and the new psionic items. These are useful in a wide variety of games beyond ones involving elans. Take the new elan power, *wave of terror*, as an example. This power makes everyone in the area afraid, which is always fun for villains, and there is no need for an elan to be the one to do that. In any game where psionics are involved, there is no reason not to hand out a *crystal mask of the Prodigy*.

Even though this particular race is all about psionics, we do have psionic options for a number of upcoming races. Our signature skinwalker is a wilder, and that release will have a soulknife based on a popular comic book mutant. The wyrwood race has a psionic tactician archetype all about a mighty shield that can be thrown. If you are a fan of psionics, be sure to let us know if you want more psionics in our races. There is always room to slip in an extra power or archetype, especially if you demand it. And be sure to tell your fellow gamers how much you like this supplement. We need your help to spread the psionics love around.

Dale C. McCoy, Jr. President, Jon Brazer Enterprises July 2015

How to Use

This book presents a number of new options you can use to create wyvarans characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide (^{APG}**):** alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic (^{UM}): magus

Pathfinder Roleplaying Game: Ultimate Combat (^{uc}): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide (ARG): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment (^{UE}): no new classes

Pathfinder Roleplaying Game: Advanced Class Guide (^{ACG}**):** arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics (^{UP}**)**: aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Rogue Genius Games' Genius Guide to the Time Thief: time thief.

Sects and Violence

Geren slowly opened his eyes, enjoying the transition from his evening trance to full wakefulness. He could feel the tingle of energy permeating his body, renewing him mentally and physically from within. His hair rippled with static, and his skin shimmered in the pre-dawn light. Slowly and languidly, he stood up from the lotus position he had held for the past four hours and stretched like a housecat. The wounds from the Ratha's blade were now healed.

Absentmindedly, he ran his fingers over the small, blue hummingbird tattoo at the base of his neck. Being a follower of the Prodigy had certainly put him in danger the day before, but it did nothing to squash his devotion to the path of the first elan. The words of the *Chrysalis Manuscripts* came to his mind: "Without constantly striving to realize and exceed one's potential, of what worth is an elan's ageless existence?"

Taking a moment, he focused his mind, devoting a portion of his power towards self-nourishment. While there was every probability that food would be available today, he preferred not to risk it. Ratha had been known to resort to poison in their quest to rid the elans of "the disease of clergy."

As the sun came above the treeline, he heard sounds of stirring nearby. His companions seemed to be rising. Strange, how he had come to be so close to such short-lived beings, but their efforts to aid him and acceptance of him stirred something in his breast. That, and despite his public protestations otherwise, he was extremely attracted to the bard, Violetta.

As the others yawned and rose from their tents, Violetta appeared as if from nowhere, carrying a pair of recently deceased rabbits over one shoulder. It seemed she had gotten some hunting in while on watch. "Fortunately, the night was as dull as yesterday wasn't," she said, tossing the rabbits to Lemmy. The warrior smiled and began using his crystal blade to skin them for breakfast.

As Ildiris, the elven mage, joined them, the three fell silent and all turned toward Geren. "Well," said Lemmy, "you said you'd explain in the morning." He raised his mug in Geren's direction. "It's morning."

The elan surveyed his friends. "My friends, we have been through a lot these past few years. What I am about to tell you, I say under an oath of secrecy. You see, in order to explain, I must tell you things never shared with nonelans."

The three agreed, Lemmy going as far as to slash his palm with his dagger, swearing on his life's blood. Geren nodded and then began to speak.

"As I've told you in the past, we elans are not born as you are. Instead we seek out members of the intelligent races that have the potential to become one of us. If we find one with the inner spark we seek, and she agrees to evolve, she is recreated as a being of psionic energy: an elan.

"The ritual process used to create an elan is a carefully kept secret. In each council there are three elan, each of who knows two-thirds of the rite. Each of them has an apprentice who has also memorized it. This ensures that the secret is protected from both theft and potential death by misadventure.

"In my particular enclave the keepers of the rite were members of my holy order, the Itinerant Order of the Becoming. We worship the first being to become an elan, who later ascended to join the ranks of the gods. We call her the Prodigy.

"The man who attacked me yesterday is a member of a sect of elans called the Ratha. They believe that since we are self-created, we are beyond the gods. They take offense at our faith and consider us a blight upon our race. Sadly, they take action on their beliefs, hunting members of our clergy like animals.

"I fear that the keepers of my enclave are being hunted. Ratha take prizes."

Geren held up a carved wooden cloak pin in the shape of a hummingbird.

"I carved this for Miklos the Keeper when I was a novice. The only way that Ratha would have it is if he had taken Miklos's life." He looked around at his friends, a sad expression on his face.

"I would not embroil you in these matters if I had a choice, but if the Ratha have come all this way for me, then a choice I do not have. I must return to my enclave to see if any remain, and I must ask your help in doing so. You see, I was Miklos's apprentice. Deep in my mind, inaccessible to conscious thought, lies his portion of the rite of creation. Our enclave was dedicated to the Prodigy, which makes all our number targets to the Ratha."

For a moment Geren's face seemed alien in its sculpted perfection. The sun, low in the sky still, seemed to reflect from his bright green eyes as he spoke. "I must return to my people to look for survivors. If there are none, I must avenge them. I would ask that you, my friends, accompany me on this quest."

Lemmy raised a steaming cup of coffee to his lips and sipped deeply. The psychic warrior furrowed his brow and looked at the others. All were taken aback by the revelations they had just heard. He turned to Geren, and spoke.

"When the Caller in Darkness nearly destroyed us all, it was you who revealed its weakness and guided my strike. When Violetta was captured by Kren, it was you who revealed the puppeteer controlling him, leading to her rescue. We owe each other our lives, many times over. Do you really doubt that we would have your back in your time of need?" He looked at the others, who nodded agreement.

"Besides, that son of a brain mole interrupted my dinner."

Some of the tension seemed to drain away with Lemmy's quip. He enjoyed playing the part of the big, dumb meat shield even though he was far from it. When they had joined forces so long ago, had Lemmy not been the one to recognize Geren as one of the Created, despite his disguise?

Ildiris, the group's mage, raised a taciturn eyebrow. He spoke, his Common made melodious by his high elven accent. "Indeed. Without you my, sister would be dead. How may we assist you, brother?"

Days later, the four approached a sprawling estate Geren had identified as a safe house used by the people of his enclave. It was often used for secret meetings and as a place to leave messages. As a light rain fell, they made their way toward the outer wall. Nearing the gate, Violetta pointed out signs of combat. Taking a moment to ready spells and weapons, they crept toward the open portcullis.

The inner yard was a charnel house. A half dozen bodies in various states of decay were piled in one corner of the yard. Three more were hung from the interior walls, looking more recently deceased. In the center of the yard was a large pile of broken marble, obviously the smashed remains of a large statue—a statue that was once a hummingbird.

"Ratha," Geren muttered under his breath. Anger flooded his face like a thunderstorm as he and Violetta searched the area while the others stood guard.

"These were my creche brothers. We were born of the same generation. Things are far worse than I thought."

As he pointed towards the bodies, the others noticed that all of them, while not identical, looked alike. All the corpses had Geren's dark hair and aquiline features. Indeed, they all looked like brothers.

"Fascinating," whispered Ildiris.

His eyes sparkling in the overcast gloom and rain, Geren turned towards the building's entrance. He took a moment to speak a blessing over his fallen compatriots, almost spitting the words.

"Be prepared, my friends. The Rathan priest slayers are deadly and highly skilled in the Invisible Art. I fear they also have ways of interfering with my connection to the Prodigy."

"Interfering?" asked Ildiris. "I take it they can block your magic?"

"Most of them cannot block it outright, but they can create a sort of psychic static that interferes with my prayers." Geren frowned. "I fear I may need to rely on you a bit more than usual."

"Hmph, sounds like you're going to be paying our bar tabs for a few months to come," Violetta smirked. "Everybody ready? Good, let's do this!"

The interior of the estate was both opulent and trashed, signs of violence marring the exotic woods and gilded filigree of its decor. The silence within lent a sepulchral feel to the long-finished carnage.

"Reminds me of the lair of Gwalachmai, the revenant. Please, no undead. I hate undead," muttered Lemmy.

As the others nodded, four figures shimmered into existence, the sound of a distant chime ringing in the minds of the four heroes. A ball of energy struck Lemmy in the chest, sending him reeling despite his inertial armor.

The largest of the Ratha advanced on Geren, growing in size as she did so. Geren immediately recognized a battle transformation, and knew he was in trouble. Attempting to call upon his divine magic, he could already feel the static created by the Ratha, the field of doubt that had been the doom for so many of his brothers around him. Pulling a psi flare from his belt as he activated his ring of invisibility, he tossed the flare at the oncoming Ratha, watching it trail a cascade of sparks.

Violetta had begun to sing and two of the Ratha stared at her, transfixed with expressions of horror on their faces. Ildiris was bleeding and seemed unable to use his left arm, but strings of arcane syllables poured from his mouth, creating a wall between him and his opponent.

Lemmy was just standing up. He and Geren locked eyes and there was a sudden sound of shattering glass and the smell of cinnamon. Now each stood in the other's place, with Lemmy facing off against the big one that had been looming over Geren.

Arcs of purple energy spiked along Lemmy's arms and blade as he poured psionic energy into his deep crystal blade and swung. With a burst of blinding light the blow landed, carving deeply into the Ratha and then exploding, taking his legs out in the blast.

Suddenly a thought rang out in their minds. Someone else's thought.

"You must away! Many more follow these! Dispatch them and let me guide you to me. Geren, tell them to heed me."

A look of shock crosses Geren's face and he shouted telepathically to his companions. "It is so! That is the voice of my mentor, Miklos! One of the Keepers has survived!"

Elans

Racial Traits

Elans are created rather than born. Those chosen by the secretive elan councils come from a variety of races, all of whom shed their prior form to become psionically awakened, superior life forms. Drawing sustenance from their own inherent psionic energy, they do not age or require sleep. (Elan spend four hours a night in a trance state which is the equivalent of eight hours of sleep for most humanoids). They are incapable of breeding, instead "uplifting" other sentient beings to create more of their race. Among the psionic races they are sometimes referred to as the Created, which can be used as praise or an insult depending on the source.

Little is known of the ritual used to create new elans. It is a jealously guarded secret known only to the inner circle of a few of the oldest councils. These groups, called triads, are composed of three of the eldest elans. Each one has two thirds of the ritual, known only to that individual and his apprentice. These six elans are guarded by elite psychic warriors and creche defenders.

Physical Description: No matter what the base humanoid stock was, an elan's final form resembles that of

a human in height and weight. Unlike humans, they seem to brim with energy, with sparkling eyes, shining skin, and hair that at times seems to almost have a life of its own. Elans can often pass for humans if not observed too closely or if they keep their features shrouded.

Society: While its enclaves are few and far between, there is indeed an elan society, though it is more akin to the structure of a secret society. Elans tend to recognize one another on sight, but others can have a hard time separating them from normal races. In cities and places where many people gather, elans will generally strive to find a way to meet each other, often in secret to avoid implicating each other or raising suspicions. Elans come together to share wisdom, to learn, and to help their peers. Often this learning is divided into layers, circles, strata, or other forms of separation, which leads to a mysticism surrounding the societies of elans. Sometimes elans name their order after something symbolic, such as the Brotherhood of the Heavenly Lantern; at other times a society's name is more direct, such as with the Enlightened Order of Ksaren. Elans, if anything, are infiltrators, preferring to live within the societies of others, striving to become part of their culture and ways, avoiding standing out and gaining unwanted attention.

Little is known to non-elans about the councils that select and transform mortals into new elans. Even new elans may

Elan Racial Traits

+2 to One Ability Score: Elans gain a +2 bonus to one ability score chosen at creation to represent their varied nature.

Aberrant Blood: Elans are humanoids with the aberrant subtype.

Medium: Elan are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elans have a base speed of 30 feet.

Aberrant Nature: Although human in appearance, elans are seen as slightly "off" by non-elans. They suffer a -1 penalty to Charisma-based skill checks when dealing with non-elans.

Naturally Psionic: Elans gain the Wild Talent ^{UP} feat as a bonus feat at 1st level. If an elan takes levels in a psionic class, she instead gains the Psionic Talent ^{UP} feat.

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Resistance (Su): Elans can use psionic energy to increase their resistance to various forms of attack. As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Resilience (Su): When an elan takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage he is about to take by 2 hit points for every 1 power point he spends.

Repletion (Su): An elan can sustain her body without need of food or water. If she spends 1 power point, an elan does not need to eat or drink for 24 hours.

Psionic Aptitude: When an elan takes a level in a favored class, she can choose to gain an additional power point instead of a hit point or skill point.

Languages: Elans begin play speaking Common. Elans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Briller

not know all the members of the council that created them, as a precaution against discovery from outsiders. New elans are typically chosen, although rare cases of mortals petitioning an elan council for transformation have occurred.

Alignment and Religion: Elans do not often embrace religion, and when they do it is either to worship deities with the Knowledge domain, a psionic Godmind, or a deity known as the Prodigy. Elans do not tend to favor any particular alignment in their younger days and elans exist across all points of the moral compass. As the centuries drag on they often drift towards lawful outlooks and favor neutrality between good and evil.

Names: An elan's name is something that is chosen when he first becomes an elan. As a result, while there are similarities in names among elans of a common generation, the names themselves can vary extensively. It is said that in exceedingly rare cases an elan will keep the name from his or her former life, although there are none known who have done so. No living elan has ever been documented using his or her former name.

Elans do not have family names unless they have adopted one appropriate for the culture they live in.

Male Names: Armallo, Edalph, Ederic, Grith, Relloquin, Seldred, Vir, Zattred

Female Names: Asatra, Ciadara, Jelinka, Nelida, Quira, Tarrin, Vialle, Xian

Traits

The following race traits are available to elans.

Accord: You can synchronize your psionic field with that of another entity (any creature with an Intelligence of 3 or more). This takes one full round, during which you must be in physical contact with the subject. For the next 24 hours, you do not suffer your racial penalty on Charisma-based checks when interacting with the subject.

Aberration Affinity: Your aberrant nature allows you a greater ability to understand and relate to other aberrations. You gain a +2 trait bonus to Charisma-based checks involving aberrations, which replaces your normal -1 penalty to such checks when interacting with non-elans.

Aberrant Acuity: The elan creation process has amplified your vision and hearing. You gain a +1 trait bonus to Perception checks.

Eidetic: Memorization comes easily to you. You gain a +2 trait bonus to Autohypnosis checks made to memorize information, and on such checks made to recall what you memorized at a later time.

Grace of an Elan: Your movements are more intuitive and fluid than others of your race. You gain a +1 trait bonus to your CMD and a +1 trait bonus on Perform (dance) checks. **Enhanced Creation**: The elan creation process has left you with greater reservoirs of energy than others of your race. You gain 1 extra power point.

Network Adept: Your link to your collective gives you additional support. You gain a +1 trait bonus on all die rolls made when using powers with the network descriptor.

Power Affinity: As a creature of psionic energy, you have an intuitive understanding of how each discipline manifests itself. You gain a +2 trait bonus to Spellcraft checks to identify the discipline of psionic auras.

Psionic Hardness: Your created nature renders you more resistant to psionic effects. You gain a +1 trait bonus on all saves against psionic powers and effects.

Recognized: Psionic creatures react to your nature as one of the Created. You gain a +2 trait bonus to Charismabased checks when interacting with creatures of the psionic subtype, which replaces your normal -1 penalty to such checks when interacting with non-elans.

Alternate Racial Traits

Breathless (Su): Elans with this racial trait can sustain their bodies even without breathing. They can spend 2 power points to survive without breathing for 24 hours. This racial trait replaces repletion.

Crystal Aspect (Su): Some elans can use psionic energy to protect their corporeal body. By spending 1 power point, their skin transforms into reflective crystal, granting a +2 racial bonus to Armor Class, which improves to +4 against rays. Using this ability is a swift action and the effect lasts for one round per manifester level. A number of times per day equal to the elan's Dexterity modifier, elans with this racial trait can deflect a single ray attack as if using the Deflect Arrows feat. Elans with this racial trait suffer a -2penalty on saving throws against sonic effects that cause damage. This racial trait replaces resistance.

Flawed Creation (Su): On rare occasions, an elan becomes flawed during the creation ceremony. Though still psionically enhanced, the elan is left marred and imperfect. An elan with this trait shows visible signs of aberrant heritage and suffers a -2 racial penalty to Charisma, but gains a +4 racial bonus to either Strength, Dexterity, or Constitution, chosen at character creation. Common visible signs of this trait include rubbery skin, solid white eyes, crystalline teeth, or an eerie resonance to the elan's speech. Flawed creations are generally looked upon with mild horror by other elans. This racial trait replaces the elan's normal bonus to one ability score.

Impervious (Su): Some elans can reflexively use psionic energy to deflect blows. As an immediate action, an elan with this trait can spend 1 power point to gain a +2 natural armor bonus until the beginning of his next action. This racial trait replaces resistance. **In Tune (Su)**: The elan creation ritual sometimes produces elans that are greatly in tune with the psionic fields that permeate the world. Such elans receive a +2 racial bonus on all Knowledge (psionics) and Spellcraft checks. This bonus improves to +4 while maintaining psionic focus. This racial trait replaces repletion.

Regenerating Focus (Su): Once per day when an elan expends his psionic foucs, he regains a number of power points equal to half his level. This racial trait replaces resistance.

Second Wind (Su): An elan with this racial trait can rejuvenate himself with psionic energy. He can spend 1 power point to recover from the fatigued condition or 3 power points to recover from exhaustion. This racial trait replaces repletion.

Society and Lands

Aging and Death: Elans do not age, so when an elan dies, it is usually due to accident or intentional violence. Since death is so rare among them, elans are normally shocked by even an acquaintance's death.

Clans and Families: Not being born in the traditional sense means that the elan idea of family is a bit different from that of most humanoids. Elans tend to identify with a particular "generation" of their kindred. A generation in this case means a group of elans with similar characteristics that were created by the same council. The first elan generation, of which a few still walk the worlds, was denoted by red, curly hair and a pale complexion coupled with vibrant green eyes.

Likewise, instead of clans, elans congregate in orders and societies based on common interests and geographic proximity. While an individual elan can be of any alignment, these orders tend to be composed of elans who only differ from each other by one alignment step, two at most. This means a lawful good order might have chaotic or neutral good members, but usually not evil ones. These groups are usually kept secret from non-elans, but there are recorded exceptions. The Verdant Order, for instance, lives in harmony with forest elves and local druids, bound together by their intense bond to the forces of nature.

Language and Script: Elans use the Common tongue as their native language, since their numbers come from members of all the humanoid races.

Relations: Because elans are created from a wide variety of races they generally do not have general preferences about the races they associate with. Instead, they judge each individual by the content of their character and not by physical form. It is worth noting that this attitude combined with their aberrant nature can sometimes land them in hot water for associating with those deemed racially inferior by the surrounding population. As they grow older, elans do tend to associate more with those of lawful or neutral alignments, while in their younger days associates are often within a step or two of the elan's own alignment.

Adventurers: Those selected to become elans are often naturally inquisitive and curious, making them ready nomads and explorers. Exploration allows them to challenge themselves and therefore grow and develop in their abilities. If anything, elans can fear becoming placid, for that will calcify their thinking, leading them to wallow in stasis. Many elans avoid this by adventuring, pitching themselves against all manner of monsters and quests to find a better path.

Aegis: Some elans devote their psionic energy to evolving their physical form. These elans embrace the aberrant archetype of the aegis, which dispenses with the astral suit and allows its practitioner to make changes directly to his own body.

Cryptic: Being closer to the patterns of energy that make up the multiverse, elans make excellent cryptics. They see the exploration of patterns as a continuation of the journey begun with their transformation.

Monk: The discipline and focus of the monk's lifestyle is a natural fit for many elans, as there are many similarities in the methods used to harness both *ki* and psionic power. Most elan monks are also psionicists, eventually becoming psychic fists.

		8 8		
Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 10 in.	120 lbs.	+2d10	x(2d4) lbs.
Female	4 ft. 5 in.	85 lbs.	+2d10	x(2d4) lbs.
	Table 2: I	Random Star	ting Age	
Adulthood	Intuitive	ive Self Taught		Trained
20 years	+2d4		+2d6	+3d6
	Table	e 3: Aging Eff	fects	
Middle Age	Old Age	Ve	enerable	Max Age
200 years	400 years	1,0	000 years	

Table 1: Height/Weight Table

Oracle: Divine magic is not an intuitive course for beings as steeped in psionics as elans, but it is not an unknown path for them. Some elans have the path of the oracle thrust on them by fate. In doctrine, such a fate is referred to as "the divine and considered imbalance."

Psion: Becoming a psion is a natural choice for any elan thanks to their natural psionic energies, and so elans embrace the psion's path more than they do any other. Elan psions see their arts as the organic evolution of their new state of being.

Psychic Warrior: Martially-inclined elans most often pursue the path of the psychic warrior. A blend of physical and mental training has great appeal to them, especially among the followers of the Prodigy.

Soulknife: An elan's body is suffused with psionic energy at the most basic level. When in a trance these energies wash through the elan, repairing and retuning her physical form. Some elans experiment with these energy flows, developing new abilities that allow them to form psionic weapons. Starkly physical, elan soulknives are a wonder to behold in combat.

Vitalist: Some elans expand upon their natural resilience by learning to use their powers to heal others through the creation of a joint psionic field that encompasses their chosen companions, which represents a natural extension of their natural ability for self-repletion. Elan vitalists are considered some of the best in the known world.

Wilder: Some elans, particularly those of red-haired, fairskinned generations and the dark-haired, olive-skinned generation, are more volatile in temperament. For those elans whose passions rule their intellects, the wilder's talents are a more suitable fit than those of the psion.



Racial Options

Racial Archetypes

Elans can make use of these archetypes.

Ratha Priest Slayer

Since elans do not age, they only die from violence or misadventure. Killing another elan, while not unknown, is considered a terrible crime. Even so, more extreme elements of their culture make these crimes their obsessive purpose. The Ratha consider the worship of deities a dangerous atavism that must be culled from the elan race as well as others. Their elite priest slayers are psychic warriors specializing in disrupting the divine conduit between the priesthood and their gods. These fanatics are feared by clerics and oracles that are aware of them, for they are without mercy, collecting a tooth from each priest they slay, which they carry in a pouch around their necks.

Associated Class: psychic warrior

Associated Race: elan

Replaced Abilities: bonus feat (1st, 2nd, and 5th levels), expanded path (3rd level only), path skill (4th level only)

Psionic Feats: The Ratha priest slayer gains the Wild Talent ^{UP} feat and his choice of Psionic Shot ^{UP}, or Psionic Weapon ^{UP} as bonus feats at first level. He must meet any prerequisites for the feat selected.

Hampered Divine Conduit (Su): At 2nd level, the Ratha priest slayer adds half his psychic warrior level to the DC of all concentration checks made by divine spellcasters that the he threatens.

Mind Armor (Ps): At 3rd level, the Ratha priest slayer gains mind armor as a psi-like ability. When maintaining psionic focus, the priest slayer gains a +2 enhancement bonus to armor class and a +2 resistance bonus to all saving throws against divine spells and effects. These bonuses increase by +1 every four ratha priest slayer levels thereafter. This ability does not stack with *inertial armor* or any source that grants an enhancement bonus to AC.

Infectious Doubt (Su): At 4th level, the Ratha priest slayer can disrupt a divine spellcaster's tie to his deity. After the priest slayer confirms a critical hit against a divine spellcaster, that target must make a Will save (DC 10 + damage dealt). On a failed save, the target must succeed on a concentration check (DC 10 + damage dealt) when attempting to cast divine spells for a number of rounds equal to one-third the priest slayer's level. A failed Concentration check means the divine spellcaster loses the spell. At 10th level, the DCs for both the Will save and the concentration check increase to 15 + damage dealt.

Shaken Faith (Su): At 5th level, the priest slayer's touch can shake the faith of the devout. As a melee touch attack,

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he can inflict Wisdom damage equal to 1d4 + 1 per every four levels he possesses. A successful Will save (DC 10 + 1/2 the priest slayer's level + his Wisdom modifier) reduces this damage by half. The priest slayer can use this ability once per day. At 10th level and every five levels thereafter, he gains an additional daily use of this ability. A creature targeted by this ability is immune to shaken faith for 24 hours.

Creche Defender

Creche defenders have one primary purpose in life: to defend the secret of elan transformation and those who hold it. They train extensively in methods of augmenting their offensive and defensive abilities with psionic power, and often multiclass as psions, tacticians, or psychic warriors. These elite combatants are most often encountered as bodyguards for high ranking elans, but they can also be found singly or in small groups travelling the land. The latter groups are usually on missions directly related to the safety of their community.

Associated Class: fighter

Associated Race: elan

Replaced Abilities: armor training, bravery, weapon training

Modified Abilities: bonus feats

Bonus Feats: The creche defender can select psionic feats as well as combat feats for his bonus feats.

Psionic Shielding (Su): At 2nd level, the creche defender gains a +1 bonus on all saving throws against psionic powers and effects. This bonus increases by +1 for every four levels beyond 2nd.

Psionic Armor Training (Su): At 3rd level, the creche defender can use his inherent psionic ability to reinforce himself against damage. When the creche defender sustains a hit from a physical weapon, he can expend his psionic focus to reduce the damage from that attack by 1 (minimum 1 damage). He must use this ability after the attack has been confirmed to hit but before damage is rolled. Every four levels after 3rd, the damage is reduced by an additional 1 point, to a maximum of 4 at 15th level.

Additionally, the creche defender can expend 1 power point when expending his psionic focus to reduce the damage from that same attack by an amount equal to his Charisma modifier.

Finally, the creche defender can spend one power point per round to move at his normal speed while wearing medium armor. At 10th level, he can use this ability to move at his normal speed while wearing heavy armor.

Psionic Weapon Training (Su): Starting at 5th level, the creche defender can select one group of weapons from those available to fighters for weapon training. As long as the creche defender maintains psionic focus, he gains an additional +1 bonus on attack rolls with weapons from the chosen group. If he expends his psionic focus, he can add +1d6 damage to a damage roll with a weapon from his chosen group. The creche defender can decide to expend his focus after making his attack roll but must do so before making the damage roll.

Every four levels after 5th (9th, 13th, and 17th), the creche defender becomes further trained with another group of weapons. He gains a +1 bonus on attack rolls with weapons from the chosen group while maintaining psionic focus and can expend his psionic bonus to deal +1d6 bonus damage with them, as normal. In addition, the attack bonuses granted by previous weapon groups increase by +1 while maintaining psionic focus, and when the creche defender expends his psionic focus to deal bonus damage, that bonus damage increases by +1d6.

The creche defender also adds the attack bonus to any combat maneuver checks made with weapons from his chosen weapon groups while maintaining psionic focus. This bonus also applies to his Combat Maneuver Defense when defending against disarm and sunder attempts made with weapons from this group while he maintains psionic focus.

New Rogue Talents

Elans can take the following rogue talents.

Force of Personality (Su): A rogue with this talent may influence interactions through sheer force of personality. When he expends his psionic focus he gains a +1d6 bonus to a single Bluff, Diplomacy, or Intimidate check.

Internal Discipline (Ex): Once per day, the rogue can roll two dice while making an Autohypnosis check, and take the better result. She must choose to use this talent before making the Autohypnosis check. A rogue can use this ability one additional time per day for every five rogue levels she possesses.

Psionic Weapon Training (Su): A rogue with this talent gains Psionic Weapon ^{UP} as a bonus feat.

New Advanced Rogue Talents

Disorienting Strike (Su): A rogue with this ability can imbue his sneak attack with psionic power, eroding her opponent's ability to think clearly. Any opponent damaged by one of her sneak attacks also takes 2 points of Intelligence damage.

Draining Strike (Su): Your sneak attacks damage the integrity of your opponent's natural psionic field. A rogue with this ability causes his sneak attack to drain psionic power from his opponents with each successful strike. Any opponent damaged by one of his sneak attacks is also drained of 1d4 power points. *Psicrystal Affinity:* A rogue with this talent gains a psicrystal as the psion's psicrystal class feature, treating her psion level as her rogue level – 4. The rogue must have the minor psionic talent ^{UP} and major psionic talent ^{UP} before selecting this talent.

Psionic Strike (Su): A rogue with this ability can imbue his sneak attack with psionic power, weakening his opponent's mental defenses with each successful strike. Any opponent damaged by one of his sneak attacks suffers a -4 penalty to all Will saving throws for the next round.

Arcane Elan Bloodline

Since elans are created beings, they typically do not have bloodlines as traditionally understood. However, sometimes when elans are created from creatures with inherent magical potential that, potential carries over, manifesting in a way much like a sorcerer's bloodlines. These elans instinctively combine their use of arcane and psionic energies, many going so far as to adopt the cerebremancer prestige class. Unlike other bloodlines, this bloodline is exclusive to elans.

Class Skill: Spellcraft.

Bonus Spells: *charm person* (3rd), *detect thoughts* (5th), *seek thoughts* ^{APG} (7th), *arcane eye* (9th), *break enchantment* (11th), *antimagic field* (13th), *vision* (15th), *mind blank* (17th), *communal mind blank* ^{UC} (19th).

Bonus Feats: Erosion of Will, Open Minded ^{UP}, Psicrystal Affinity ^{UP}, Psionic Dodge ^{UP}, Quicken Spell, Rapid Focus, Silent Spell, Still Spell.

Bloodline Arcana: Whenever you cast a spell with the mind-affecting descriptor or manifest a power from the telepathy discipline, increase the DC of the spell's saving throw by +2.

Bloodline Powers: Your innate psionic power augments and enhances your magic, blurring the line between the two.

Augmented Bloodline Spells (Su): At 1st level you can augment your bloodline spells with psionic power. Spend 1 power point to increase the DC of any bloodline spell you cast by 1. For every five levels you possess, you may spend an additional power point to increase the spell's saving throw DC by an additional +1.

Unnerve the Unnatural (Sp): At 3rd level, you can cast *daze monster* as a spell-like ability once per day, using your sorcerer level as your caster level.

Mindspeech (Sp): At 9th level, you gain the ability to communicate telepathically with any creature within 100 feet that can speak or understand a language. You and the target creature must share a language in common for you both to understand each other. Additionally, you can cast *message* as a spell-like ability, using your sorcerer level as your caster level a number of times per day equal to your Charisma modifier.

Incredible Focus (Su): At 15th level, you can expend your psionic focus as an immediate action to gain one of the following benefits for one round: +4 on caster level checks to overcome spell resistance; +2 on Will saves against enchantments and illusions; or +2 to saves against psionic powers and effects.

Elan Apotheosis (Su): At 20th level, you gain immunity to all mind-affecting effects and scrying. Once per day, you can cast *etherealness* as a spell-like ability using your sorcerer level as your caster level.

Racial Feats

Many elans make use of the following feats.

Collective Adept (Psionic)

Your psionic nature allows you to harness the power of your collective more efficiently.

Prerequisite: Collective class feature or telepath discipline, elan.

Benefit: You gain a +2 bonus to all concentration checks made to manifest or maintain powers and abilities with the network descriptor.

Elan Collective (Psionic)

You can add more creatures than normal to your collective if some of them are elan.

Prerequisite: Collective class feature, elan.

Benefit: Elans count as 1/2 creature for the purposes of determining how many people you can have in your collective.

Normal: Your collective can contain a number of creatures equal to half your class level or your key ability modifier, whichever is greater.

Erosion of Will (Psionic)

When you attack with a piercing or slashing weapon, you weaken your opponent's will.

Prerequisite: Elan.

Benefit: Whenever you threaten a creature with a critical hit with a melee or ranged (regardless of whether you confirm the critical hit or not), you can expend your psionic focus to cause that creature to suffer a -2 penalty on Will saves for the next three rounds.

Improved Transfer (Psionic)

Your transfer wounds ability is more potent than most members of your race.

Prerequisite: Transfer wounds class feature, elan.

Benefit: When you use your transfer wounds ability, you roll d8s instead of d6s to determine how much damage you heal.

Normal: Transfe<mark>r wounds heals damage using a number of d6s based on the vitalist's level.</mark>

Rapid Focus (Psionic)

By using some of your psionic power you are able to regain your psionic focus in a flash.

Prerequisite: Elan.

Benefit: As a standard action, you can spend a power point to regain your psionic focus. This does not provoke an attack of opportunity.

Normal: Regaining psionic focus is a full-round action that provokes an attack of opportunity.

Synaptic Reroute (Psionic)

The fluidity of your mental processes allows you to retrain your skills.

Prerequisite: Open Minded ^{UP}, elan.

Benefit: When attaining a new level, you can can choose to reallocate up to three skill points spent at prior levels, moving them to new skills. You may not reduce ranks in a skill to a point where you no longer meet the prerequisites for feats or other abilities that you possess.

Racial Equipment

Many elans make use of the following equipment.

Crystal Resonator: This spindle of purple crystal grants a creature with the psionic subtype a +2 competence bonus on all skill checks made in the process of creating crystalline focus items. It also provides a +1 circumstance bonus on skill checks made to create other psionic items. **Price** 300 gp, **Weight** 1 lb.

Book: The Invisible Art: This small, leather-bound collection of meditations features pages of fine vellum. If you have an Intelligence of 13 or higher or at least 3 ranks in Knowledge (psionics), you can read meditations from the book before battle to gain a +2 on the next saving throw you make against a psionic power or psi-like ability. If this bonus is not used within 24 hours, it dissipates. You must read meditations from *The Invisible Art* for 10 minutes to gain the bonus. **Price** 150 gp; **Weight** 2 lbs.

Book: Chrysalis Manuscripts: The primary scriptures of the Prodigy, the *Chrysalis Manuscripts* contain numerous essays on meditation and self-actualization as well as a wealth of information about the qualities one should look for in a prospective new elan. Copies of the manuscripts are usually illuminated using inks infused with crystal powder, giving the illustrations an otherworldly shine. Referring to this text for 10 minutes gives a +2 competence bonus on your next Knowledge (psionics) check. **Price** 1–100 gp; **Weight** 1–20 lbs. **Psiflare**: Elans closely guard the secrets of creating psiflares. A psiflare explodes 1 round after it is lit. Any creature within a 5-foot radius of a psiflare when it explodes must make a DC 15 Fortitude save or suffer a –2 penalty to the save DCs of all powers they manifest for 1d4 rounds. The DC to create a psiflare with Craft (alchemy) is 25, and the crafter must have at least 5 ranks in Knowledge (psionics). **Price** 150 gp, **Weight** –

Birth Crystal: Birth crystals are byproducts of the elan creation ritual. Renowned for their psionically resonant nature, they are usually kept by those performing the ritual rather than given to the newly created elan.



As a free action that does not provoke attacks of opportunity, a manifester can channel psionic power into the birth crystal in order to produce a number of effects. Charging the crystal with 1 power point grants a manifester a +2 bonus to the save DC of any psionic powers he manifests from a single psionic discipline for 1 minute. The discipline must be chosen when the power point is spent, and charging a birth crystal is a full round action. A birth crystal can only be tuned to one discipline at a time, and the manifester must be touching it to gain its benefits.

A birth crystal always maintains a connection to the elan created in the ritual that produced it. Possession of an elan's birth crystal imposes a -10 penalty to that elan's Will save against *scrying* effects as if it were a lock of hair or bit of nail.

Birth crystals have 50 hit points and a hardness of 10. **Price** never sold by elan, 1–5,000 gp otherwise **Weight** –

Elidarium: A rare byproduct of the elan creation process, elidarium looks like a bluish-grey putty. It is believed to be the concentrated dross of the elan's previous life, a physical manifestation of all of the being's physical flaws prior to rebirth. Elidarium can be applied to an object like paste. After a full round of contact, the object's hardness is permanently reduced by 2 and the elidarium turns violet and becomes inert. Glass and deep crystal are the only known materials immune to this effect.

Elidarium is almost never found in the hands of nonelans, much less for sale. It is only produced in 20% of elan creation rituals, in quantities of only 1-3 applications each time. **Price** 500 gp **Weight** -

Religion

Deity

Many elans worship the Prodigy.

PRODIGY

LN goddess of psionics

Priests cleric, inquisitor, psion, oracle, warpriest, wilder **Domains** Charm, Knowledge, Psychic, Travel **Subdomains** Deception, Innuendo, Memory, Thought **Mysteries** Life, Lore, Time **Inquisitions** Conversion, Illumination, Persistence, Tactics

Favored Weapon chain, spiked

FAITH

Sacred Animal hummingbird; Symbol three blue dots of reducing size, arranged vertically

Sacred Texts The Invisible Art, the Chrysalis Manuscripts

Closely held oral histories tell of a woman long ago whose mind was possessed of staggering psionic gifts. A lifetime of dedication grew those gifts until they were mighty indeed. Decades of research and experimentation with those gifts led to her transformation into the first elan and later to her ascension to divinity as a Godmind. Today, this woman is known as the Prodigy.

Over the decades following her transformation, the Prodigy sought out other exceptional beings who could undergo the process of elan transformation. Humans, halflings, dromites, and others who showed some ineffable spark were transformed into the first generation of elans, who all shared olive skin and raven hair. A handful of these first elans were appointed as members of the First Council. To this First Council she imparted the traits necessary for an individual to become a new elan and the ritual needed to perform the transformation.

By the formation of the Second Council, the Prodigy had begun to show signs of divine power. Once the Second Council was established and firmly situated she departed with no ceremony to wander the planes of existence. During the era of the Fourth Council, those who prayed to her began receiving divine spells, thus demonstrating her ascension.

Devotees of the Prodigy consider themselves beyond good and evil in their quest for excellence and psionic mastery. That excellence can take many forms, from the expected mental aptitude to even physical prowess. Before she departed to travel the planes, she spoke two words to her followers: "challenge yourselves." Today, her devotees take these words to heart, which explains why so many of them become adventurers.

Worshippers of the Prodigy include elans of all classes and alignments, although most of her follows are at least partially neutral. Known clergy of the Prodigy include an order of enlightened monks who call themselves the Sound of the Wind, a small sect of oracles known as the Inner Flame, and the clerics of the Itinerant Order of the Becoming.

But as with all deities, the Prodigy has detractors, as well. Her most prominent enemies are called the Ratha, a group composed of those elans who distrust both magic and gods. They see the worship of the Prodigy as a throwback to mortal days and mindsets that should be well behind them.

Table 4: Deity

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Prodigy	LN	Elans, Knowled <mark>ge, Travel</mark>	Charm, Knowledge, Psychic, Travel	ife, Lore, Time	spiked chain

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To the Ratha, truly evolved beings should put their faith in themselves and the psionic energy that composes the fabric of their being. The Ratha consider the priesthood of the Prodigy to be deluded at best and traitors to the elan race at worst.

Priest Archetypes

Oracles of the Prodigy can make use of this archetype.

Inner Flame Oracle

Sometimes members of the elan race are touched by the hand of the Prodigy. These oracles of the Inner Flame are known for their ability to blend divine magic and psionics in subtle ways. They pursue the same ideals as most elans, seeking personal evolution. However, Inner Flame oracles consider themselves custodians of their race's future, as directed in the *Chrysalis Manuscripts*. They are usually viewed by other elans with a mixture of reverence and unease. Generally dour of disposition, a fact often attributed to the curses they suffer, oracles of the Inner Flame tend toward lawful alignments.

Associated Class: oracle.

Associated Race: elan.

Replaced Abilities: orisons, revelation (3rd level only), mystery spell (4th, 6th, 8th level), 2nd-level spell known gained at 5th level

Class Skill: Add Knowledge (psionics) to the Inner Flame oracle's list of class skills.

Touch of the Prodigy: The Inner Flame oracle gains Unlocked Talent ^{UP} as bonus feats at 1st level. His manifestor level is equal to his Inner Flame oracle caster level. **Psionic Bullwark (Su)**: At 3rd level, the Inner Flame oracle can use her power points to increase the effective level of spells she can cast. By expending two power points when she casts a spell, that spell is treated as one level higher for purposes of determining its saving throw DC and when it interacts with effects, such as *lesser globe of invulnerability*, that only affect spells of a particular level.

Greater Touch of The Prodigy: At 4th level, the Inner Flame oracle gains Access Psionic Talent ^{UP} and Craft Cognizance Crystal ^{UP} as bonus feats.

Insight of the Inner Flame (Ex): At 5th level, the Inner Flame oracle gains a +5 bonus on Spellcraft and Knowledge (psionics) checks, as well as a +1 bonus on saves against psionic powers and effects.

The Invisible Art (Su): At 6th level, the Inner Flame oracle can use her innate psionics to recover spell slots she has already spent. She can recover a spell slot of 1st–3rd level by spending 1 power point per level of the spell slot; a spell slot of 4th–6th level by spending 2 power points per level of the spell slot; and a spell slot of 7th–9th level by spending 3 power points per level of the spell. Using this ability is a standard action.

Divine Psionics (Su): At 8th level, an Inner Flame oracle can use magic to amplify her reservoir of psionic energy. As a swift action, the Inner Flame oracle can sacrifice an unused spell slot and gain 2 power points per level of the slot sacrificed. She may not exceed her maximum power point reserve using this ability.

Psychic Domain

Granted Powers: You are a divine scholar of psionic energies. You treat Knowledge (psionics) and Autohypnosis as class skills.

Anticipate Action (Su): As a standard action, you can touch a creature and gain insight into the creature's actions. You gain a +1 sacred or profane bonus to your attack rolls against that creature for 1 minute. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Read Minds (Su): At 8th level, you can broaden your mental spectrum to encompass those around you. Doing so allows you to read the mind of every creature within 30 feet as if you had cast *detect thoughts*. This ability allows you to read the surface thoughts of any creature that you are aware of after only 1 round of concentration. Creatures in this area are allowed a Will save to negate the effect. The DC of this Will save is 10 + 1/2 your cleric level + your Wisdom modifier. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—*remove fear*, 2nd—*detect thoughts*, 3rd—*seek thoughts*, 4th—*control summoned creature* ^{UC}, 5th—*telepathic bond*, 6th—*joyful rapture* ^{UM}, 7th—*legend lore*, 8th—*mind blank*, 9th—*astral projection*.

Racial Psionics

Many elans use these powers, as do others that learn them.

DEFENSIVE **D**RAIN

Discipline psychometabolism; **Level** psion/wilder 4, psychic warrior 3 **Display** olfactory

Manifesting Time 1 immediate action

Range personal

Target you

Duration 1 round

Saving Throw special, see below; **Power Resistance** yes (harmless)

Power Points 5

Your skin absorbs psionic power from attackers. Anyone who succeeds on a melee attack against you loses 1d6 power points. This power's effect does not negate the attack that is currently being used against you. Creatures that do not have power points must make a Fortitude save or be nauseated for 1 round.

Augment For every additional power point you spend, this power's duration increases by 1 round.

FLEETING MEMORY

Discipline telepathy (mind affecting); **Level** cryptic 1, psion/wilder 1

Display none

Manifesting Time 1 swift action Range personal Target you Duration one Knowledge or Profession check

Power Points 1

You shuffle through memories normally inaccessible to you, memories of the forgotten life you lived before becoming an elan. You gain a +2 insight bonus to one Knowledge or Profession check. This power automatically fails if the caster is not an elan.

Augment For every 2 additional power points you spend, increase the insight bonus by +1, to a maximum of +4.

FRETFUL SLUMBER

Discipline telepathy [mind-affecting]; Level dread 4 Display auditory, mental Manifesting Time 1 standard action Range close (25 ft. + 5 ft./2 levels) Target one creature Duration see below Saving Throw Fortitude (negates); Power Resistance yes

Power Points 7

You tap into the mind of your target, forging a link between it and a particularly turbulent region of the the Dreaming. When next the subject sleeps or enters an equivalent trance state as elans do, she will not sleep well. Images drawn from her deepest fears are given form and scrambled by the Dreaming. When she awakens, she will have realized none of the benefits of a night's rest, such as regaining power points, spells, or hit points. In addition, the subject gains the exhausted condition upon waking, which can only be removed using psionic or magical means.

SACRIFICIAL OVERCHARGE

Discipline psychometabolism; Level dread 2, psychic warrior 2, tactician 3 Display mental Manifesting Time 1 standard action Range personal Target one weapon (in hand) Duration 1d4+1 rounds Saving Throw none; Power Resistance no Power Points 3

You are able to place a portion of your psionic power into your melee weapon, causing it to do an extra 5d6 damage on a successful attack. Doing so overloads the physical form of the weapon, degrading it. At the end of the power's duration, reduce the weapon's hardness by 2.

WAVE OF TERROR

Discipline telepath [fear, mind-affecting]; **Level** dread 2 **Display** olfactory

Manifesting Time 1 standard action

Range 10 ft.

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Area 10-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Will negates; **Power Resistance** yes **Power Points** 3

You generate a mental wave of fear that instantly sweeps out from your location. All creatures in the affected area must make a Will save or become frightened for 1 round.

Augment You can augment this power in one or more of the following ways.

For every additional power point you spend, you can exclude 1 creature from the affected area.

For every 2 additional power points you spend, this power's save DC increases by 1.

For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

For every 4 additional power points you spend, any creature who fails their save is frightened for an additional round.

Racial Psionic Items

The following psionic items are made by elan manifesters.

CHAIN OF THE **PRODIGY**

Aura strong psychokinesis; ML 12th Slot none Price 32,325 gp; Weight 10 lbs.

DESCRIPTION

This +1 linked striking power storing spiked chain is the chosen weapon of those devout elans who can acquire one. According to legend, the first *chain of the Prodigy* was used by the goddess during the days of the first elans.

CONSTRUCTION

Requirements Craft Magic Arms and Armor,

gravitational well, creator must be a manifester of at least 12th level; **Cost** 16,325 gp

COGNIZANCE CRYSTALS, ELAN-CRAFTED

Aura faint to strong psychokinesis; **ML** equal to maximum power point storage;

Slot none; **Price** normal cognizance crystal price + 3,000 gp; **Weight** 1 lb.

DESCRIPTION

Elans arguably have the closest relationship with psionic energy of all the races. This is exemplified by the cognizance crystals they create. In most respects, elan-crafted cognizance crystals are identical to normal cognizance crystals, but in addition to storing power points, they can also be psionically focused. The holder can psionically focus the crystal in the same manner as he gains his own psionic focus. At any time when the holder needs to expend his psionic focus, the holder can expend the cognizance crystal's psionic focus instead. To use the crystal's psionic focus, physical contact with the crystal is required. If the holder needs to maintain psionic focus for an effect, the holder can use the cognizance crystal's psionic focus instead. Focusing on the cognizance crystal allows the holder and only the holder to use this psionic focus. Psionic focus in the cognizance crystal ends after 24 hours if not used.

CONSTRUCTION

Requirements Craft Cognizance Crystal, creator must be an elan; **Cost** as normal cognizance crystal + 1,500 gp

CRYSTAL MASK OF THE ELAN

Aura moderate clairsentience; **ML** 7th **Slot** head; **Price** 10,000 gp; **Weight** 1/2 lbs.

DESCRIPTION

This crystal mask amplifies the wearer's innate sense of the ebb and flow of psionic energy. The wearer of a *crystal*

mask of the elan can make Spellcraft checks with a +5 competence bonus. This bonus increases to +10 if the wearer is an elan.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 10 ranks in Spellcraft; **Cost** 5,000 gp

CRYSTAL MASK OF THE PRODIGY

Aura moderate clairsentience; **ML** 7th **Slot** head; **Price** 10,000 gp; **Weight** 1/2 lbs.

DESCRIPTION

This crystal mask allows the wearer to tap into the collective racial memories of the elan. The wearer of a *crystal mask of the Prodigy* can make Knowledge (psionics) checks with a +10 competence bonus.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 10 ranks in Knowledge (psionics); **Cost** 5,000 gp

THIRD EYE OF THE PRODIGY

Aura moderate clairsentience; **ML** 7th **Slot** eyes; **Price** 10,000 gp; **Weight** –.

DESCRIPTION

This kind of *third eye* continually grants the wearer the effects of the *detect psionics* power. By expending psionic focus, the wearer can spend a full round to identify all elans, as well as those who would make good candidates for the elan creation ritual, within a 30-foot radius.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect psionics*, creator must be an elan; **Cost** 5,000 gp

CURSED ITEM; THIRD EYE OF MENTAL EXERTION

Aura strong clairsentience; **ML** 15th **Slot** eyes; **Weight** –.

DESCRIPTION

Manifesters who use this *third eye* find themselves spending more power points than usual to manifest their abilities. A *third eye of mental exhaustion* causes the wearer to spend an additional power point whenever he manifests a psionic power. Powers that identify psionic items incorrectly identify a *third eye of mental exhaustion* as a *third eye of the Prodigy* instead.

CONSTRUCTION

Psionic Items third eyes

In Your Campaign

The elans are a great way to introduce psionics into a campaign. Their secretive ways can produce instant intrigue in the hands of the GM. Here are a few ideas and plot hooks to help you power up your home campaign using this unique and fascinating race.

If your campaign already has factions of any sort, you can introduce elans—and psionics if they are not already present—as a secret subsect of one of the factions. They can be working in alignment with, or secretly at odds with the main faction as the GM sees fit. If the party has a psionic character in it who is a member of the faction, an invitation to the secret order within could be the springboard to a whole new realm of adventure.

A good way to start with a bang is to have the party run into an oracle of the Inner Flame being badly beaten by a Ratha priest slayer. If there are divine spellcasters in the party, they become the Ratha's secondary targets if they reveal themselves by casting divine spells once the Ratha is done with the "traitor." The PCs will most likely choose to take a side. If they choose not to interfere, the Ratha might kill the oracle in a few rounds, shouting "Purity!" with the final blow. If they choose to aid the oracle, the elan will offer thanks but is not forthcoming about the nature of the conflict, potentially dragging the PCs into racial politics they do not fully understand.

If psionics are rare in your campaign, a singular elan with amnesia can provide a great interlude. If the game starts at 1st level, you could introduce a newly-created elan who has for some reason been abandoned by his creators. At later levels, the elan's amnesia could have resulted from physical trauma or have a supernatural cause.



For a campaign or story focused on the elan's mysterious roots, have an elan approach the party, seeking aid recovering important crystals that have disappeared from a sacred reliquary. The crystals contain portions of the elan creation ritual, and many others are looking for them. Repeated encounters with other adventuring groups, many composed entirely of psionic individuals, should serve to give the PCs a solid familiarity with psionics in general and elans in particular.

If you want to emphasize the eerie nature of the elans, or even give them a bit of a horrific spin, you could have a young half-elven woman, whose brother has recently been chosen to become an elan, approach the party seeking help. Once the party tracks him down, the woman could become distraught or even terrified at her brother's new form, becoming even more horrified when she learns that he retains no memories of his former life.

For a plotline with a heavy dose of the divine, a cleric could seek out the party hoping to locate the mysterious elans. According to a recently unearthed prophecy, these "creatures of the mind" are to be instrumental in great events that loom near in the future. These great events could tie heavily into psionics, with one excellent option being the rising of a psionic godmind.

NPCs

Mir

CR 1/2

XP 200

Female elan psychic warrior (ratha priest slayer) 1 NE Medium humanoid (aberrant) Init +1; Senses Perception +3

DEFENSES

AC 17, touch 13, flat-footed 16 (+1 Dex, +2 natural, +4 inertial armor); +4 vs rays hp 11 (1d10+1) Fort +2, Ref +1, Will +2; -2 vs. sonic Defensive Abilities crystal aspect, resilience

OFFENSE

Speed 30 ft.
Melee greataxe +2 (1d12+3/x3)
Psychic Warrior Powers Known (ML 1st; concentration +3); 1 pp
1st—inertial armor
0 (at will)—distract ^p (DC 12)
P path power; Path assassin

STATISTICS

Str 14, Dex 12, Con 13, Int 10, Wis 15, Cha 10 Base Atk +0; CMB +2; CMD 13 Feats Erosion of Will, Psionic Weapon, Wild Talent Skills Autohypnosis +6, Acrobatics +5, Perception +6, Stealth +5; Racial Modifiers –1 on Charisma checks vs. non-elans

Languages Common

SQ repletion

Combat Gear power stone of empty mind; **Other Gear** heavy cloak, healer's kit, **50**-foot rope (spider silk)

LARADITH

CR 3

XP 800

Male elan soulknife 4 LN Medium humanoid (aberrant) Init +1; Senses Perception +7

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex) hp 42 (4d10+16) Fort +7, Ref +3, Will +2 Defensive Abilities resilience, resistance

OFFENSE

Speed 20 ft. (30 ft. without armor) **Melee** +1 mind blade +10 (2d6+7) **Special Attack** psychic strike (2d8)

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8 **Base Atk** +4; **CMB** +8; **CMD** 19

Feats Power Attack, Toughness, Weapon Focus (mind blade), Wild Talent

Skills Climb +7, Intimidate +6, Knowledge (psionics) +8, Perception +7, Swim +7; **Racial Modifiers** –1 on Charisma checks vs. non-elans

Languages Common, Elven

SQ blade skills (dazzling blade [DC 14], powerful strikes), power points 2, repletion

Other Gear +1 chainmail, cloak of resistance +1, 200 gp

CR 5

CALLINDRA

XP 1,600

Female elan oracle (inner flame oracle) 6 N Medium humanoid (aberrant) **Init** +5; **Senses** clouded vision 30 ft., darkvision 60 ft.; Perception +9

DEFENSES

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 armor) hp 38 (6d8+6) Fort +3, Ref +3, Will +7; +1 vs. psionic effects Defensive Abilities resistance, resilience

OFFENSE

Speed 20 ft. (30 ft. without armor) **Melee** light mace +4 (1d6) **Ranged** +1 light crossbow +6 (1d8/19–20) **Special Attacks** psionic bulwark **Psionic Powers Known** (ML 6th; concentration +9); 4 pp 1st—force screen UP 0 (at will)—blinding flash ^{UP} (DC 13), conceal thoughts ^{UP} (DC 13), detect psionics ^{UP}, energy splash ^{UP} (DC 13), missive ^{UP}

Oracle Spells Known (CL 6th; concentration +9) 3rd (4/day)—*dispel magic*

2nd (6/day)—eagle's splendor, lesser restoration 1st (7/day)—bless, command, (DC 14), cure light wounds,

memory lapse (DC 14), sanctuary

o (at will)—detect magic, detect poison, guidance, purify food and drink, read magic, resistance, stabilize **Mystery** Time

STATISTICS

Str 10, Dex 13, Con 12, Int 10, Wis 14, Cha 16
Base Atk +4; CMB +4; CMD 15
Feats Access Psionic Talent ^{UP} , Blind Fight, Craft
Cognizance Crystal ^{UP} , Erosion of Will, Improved
Initiative, Psionic Talent ^{UP} , Unlocked Talent ^{UP}
Skills Diplomacy +7, Knowlege (arcana) +5, Knowledge
(psionics) +10, Perception +9, Sense Motive +5, Spellcraft
+14, Use Magic Device +4; Racial Modifiers -1 to
Charisma checks vs. non-elans
Languages Common, Elven
SQ naturally psionic, oracle's curse (clouded vision),
repletion, revelations (knowledge of the ages)
Combat Gear holy water (2), <i>potion of cure serious</i>
wounds (2), psiflare (3); Other Gear +1 light crossbow,
+2 studded leather armor, bag of holding (type I), book

BALETH

CR 11

XP 12,800

Female elan psychic warrior 12 N Medium humanoid (aberrant) Init +5; Senses Perception +18

(The Invisible Art), light mace

Defenses

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor) hp 84 (12d8+24) Fort +10, Ref +5, Will +7 Defensive Abilities impervious

Offense

Speed 30 ft.
Melee +1 psychokinetic burst battleaxe +13/+8 (1d8+5/x3 plus 1d4, 2d8 on critical)
Ranged throwing axe +10/+5 (1d6+3)
Special Attacks ascetic trance, ascetic maneuver, weaponmaster trance, weaponmaster maneuver
Psychic Warrior Powers Known (ML 12th; concentration +15); 64 pp 4th—immovability, slip the bonds, vanishing strike 3rd—dimension slide, mental barrier, sharpened edge 2nd—body adjustment, shocking strike, strength of my enemy

- 1st—biofeedback, expansion, stomp (DC 14), defensive precognition ^P, empty mind ^P, metaphysical weapon ^P, offensive precognition ^P
- 0 (at will)—detect psionics, lesser fortify, vim
- P Path Power; Path weaponmaster; Secondary Path ascetic

STATISTICS

Str 16, Dex 12, Con 14, Int 10, Wis 17, Cha 10 Base Atk +9; CMB +12; CMD 23

- **Feats** Cleave, Combat Manifestation, Combat Reflexes, Deep Impact, Dodge, Erosion of Will, Great Cleave, Improved Initiative, Power Attack, Psionic Talent ^{UP}, Psionic Weapon ^{UP}, Rapid Focus
- **Skills** Acrobatics +15, Autohypnosis +17, Climb +11, Perception +18, Spellcraft 18, Swim 9; **Racial Modifiers** -1 on Charisma checks vs. non-elan

Languages Common

- **SQ** expanded path, impervious, martial power, psionic aptitude, second wind, twisting path
- **Combat Gear** elan-crafted cognizance crystal (3 pp), power stone of empathic feedback, power stone of thought shield, power stone of ubiquitous vision; **Other Gear** +1 psychokinetic burst battleaxe, +1 light fortification studded leather armor, +3 shard of Knowledge (psionics), +2 shard of Knowledge (nobility), throwing axe

Renzaran

CR 17

XP 102,400

Male elan psion 18 CE Medium humanoid (aberrant) Init +7; Senses Perception +22

DEFENSE

AC 22, touch 13, flat-footed 19 (+9 armor, +3 Dex) hp 151 (18d6+68) Fort +13, Ref +12, Will +15 Defensive Abilities resistance

OFFENSE

Speed 30 ft.

Ranged +1 *light crossbow* +13 (1d8+1/19-20)

Special Attack breach power resistance (+13), double manifest 1/day

Psion Powers Known (CL 5th; concentration +9); 370 pp 9th—*reality revision, timeless body*

- 8th—body of iron, greater psychoport, recall death (DC 26), true metabolism
- 7th—energy wave (DC 25), evade burst, psychosis (DC 25)
- 6th—disintegration (DC 24), sustained flight, trigger power
- 5th—planar travel, power resistance, psychic crush (DC 23), upheaval (DC 23)
- 4th—moment of terror (DC 22), psychokinetic charge, wall of ectoplasm, wither (DC 22)
- 3rd—body adjustment, dispel psionics, energy burst (DC 21), time hop
- 2nd—cleanse body, inflict pain (DC 20), minor metamorphosis, thought shield
- 1st—astral traveler, catfall, crystal shard, force screen, mind thrust (DC 19)
- o—blinding flash (DC 18), detect psionics, energy splash, my light

Discipline generalist

STATISTICS

18

Str 8, **Dex** 16, **Con** 14, **Int** 26, **Wis** 12, **Cha** 10 **Base Atk** +9; **CMB** +8; **CMD** 20

- **Feats** Combat Manifestation ^{UP}, Deep Focus ^{UP}, Dispelling Static ^{B UP}, Echoing Power ^{B UP}, Endowed Mind ^{B UP}, Great Fortitude, Greater Psionic Endowment ^{B UP}, Improved Great Fortitude, Improved Initiative, Light Armor Proficiency, Medium Armor Proficiency, Psionic Body ^{B UP}, Psionic Endowment ^{B UP}, Psionic Talent ^{B UP}, Rapid Metabolism ^{UP}, Redirect Power ^{B UP}, Quicken Power ^{B UP}, Toughness
- **Skills** Autohypnosis +22, Diplomacy +18, Knowledge (dungeoneering, planes, psionics, religion) +29, Perception +22, Sense Motive +19, Spellcraft +39, Use Magic Device +21; **Racial Modifiers** –1 on Charisma checks vs. non-elan
- Languages Abyssal, Catfolk, Common, Cyclops, Draconic, Elven, Gnome, Protean, Tengu
- **SQ** repletion, strong blooded ^{UP} (elf)
- **Combat Gear** potion of cure serious wounds (2);

Other Gear +1 light crossbow, +3 breast plate, belt of incredible dexterity +2, cloak of resistance +3, crystal mask of the elan, dust of disappearance, headband of vast intelligence +6 (Diplomacy, Perception, Sense Motive), mind seed pearl ^{UP}, 1,500 gp

book of heroic Races compendium



JON BRAZER

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