

The Mind Scion

by Rodney Thompson

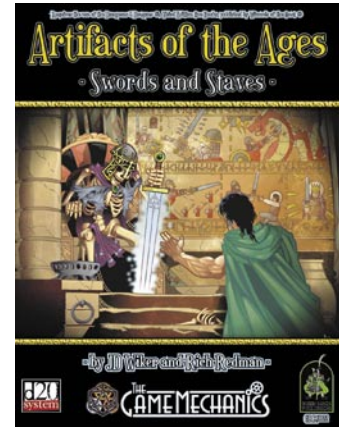
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The Mind Scion is a free prestige class and two free legendary weapons offered in promotion of *Artifacts of the Ages: Swords and Staves*, the first print publication from The Game Mechanics and Green Ronin.

Ancestral magic swords whose names fill the pages of history, handed down through generations of heroes... arcane staves of power, crafted by legendary mystics and passed from master to apprentice.... These are staples of fantasy literature—but difficult to recreate in the d20 System. *Artifacts of the Ages* provides rules for introducing legendary swords and staves that grow in power as their wielders advance in level. Special “scion” prestige classes ensure that the heroes only unlock an item’s full power when the campaign is ready for it, helping to ensure that the game stays balanced. The book also presents over two dozen unique and interesting legendary magic items, with accurate d20 stats, detailed histories, and adventure hooks. Are you worthy to bear the *Artifacts of the Ages*?



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The Mind Scion

Introduction

by JD Wiker

Shortly after The Game Mechanics had published *Swords of Our Fathers*, my friend Rodney Thompson e-mailed me with a question about what we would do next. It was no secret that we planned a similar book on staves (*Staves of Ascendance*), but Rodney was actually curious if we were going to tackle the question of psionic items. Would there be a mind scion?

Frankly, the idea hadn't really occurred to us. Neither Rich Redman (the author of *Staves of Ascendance*) nor I used psionics much in our fantasy d20 System campaigns, so we didn't really feel comfortable with the idea of tackling the subject in our Scion Series books. But Rodney's

mind was already turning on the subject, and shortly after the release of *Staves*, Rodney came to us with this psionic prestige class: the Mind Scion.

We really enjoyed it, but, sadly, we didn't have room for it in the printed version of our two books, *Artifacts of the Ages*. Fortunately, Chris Pramas at Green Ronin Publishing had asked that we provide some additional web content to help promote the book on the Green Ronin website, and it suddenly occurred to me: Green Ronin's *Mindshadows* campaign setting was coming out soon and Rodney had this psionic prestige class that used the rules from *Artifacts of the Ages*.

It was a great match. On behalf of everyone at The Game Mechanics and Green Ronin Publishing, I hope you enjoy Rodney Thompson's excellent psionic artifacts.

The Mind Scion

by Rodney Thompson

The mind scion is someone who has earned the right to carry a legendary psionic weapon, either through inheritance from a mentor or by having the intense mental discipline required to wield a powerful item. Only those who have trained their minds in the fine art of psionics may wield a mindweapon, as each of these weapons has a mind and will of its own that would overpower and consume anyone else. Only psions and psychic warriors have the mental toughness to prevent a mindweapon from destroying them, meaning that only characters of these classes may take the mind scion prestige class.

Likewise, mindweapons are as unique as any sentient being. Each has its own thoughts and wishes, its own desires and personality. As such, no two mind scions will be alike, as only

those whose personalities are compatible with the item will choose to master its gifts. Since a mindweapon is the physical embodiment of a psychic will, mindweapons are exceedingly rare as the discipline required to instill an item with one's consciousness is immense.

A mind scion might go through some interesting personality changes as he or she grows more accustomed to the weapon. Much like two friends (or two enemies) will grow more alike over time, the scion often becomes a reflection of the mindweapon's mood; when the staff does not get what it wants, the scion might become disgruntled, while a satisfied weapon might result in a pleasant mood for the scion. Additionally, the mind scion will stand out from other psionicists in that the power of a legendary psionic weapon often provides powers above and beyond what other psionicists can wield.

Hit Dice: d6

Table MS-1: The Mind Scion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers/Pts. Per Day
1st	+0	+0	+1	+2	Psionic combat mode, bonus feat	+1 level of existing class
2nd	+1	+0	+2	+3		+1 level of existing class
3rd	+1	+1	+2	+3	Psionic combat mode	+1 level of existing class
4th	+2	+1	+2	+4		+1 level of existing class
5th	+2	+1	+3	+4	Psionic combat mode	+1 level of existing class
6th	+3	+2	+3	+5		+1 level of existing class
7th	+3	+2	+4	+5	Psionic combat mode	+1 level of existing class
8th	+4	+2	+4	+6		+1 level of existing class
9th	+4	+3	+4	+6	Psionic combat mode	+1 level of existing class
10th	+5	+4	+5	+7		+1 level of existing class



Requirements

To qualify to become a mind scion, a character must fulfill the criteria listed for the specific mindweapon. (See *Cortexis* and *Dreamshard*, below, for examples.)

Class Skills

The mind scion's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Concentration (Con), Climb (Str), Jump (Str), Stabilize Self (Str), Swim (Str), Tumble (Dex), Use Psionic Device (Cha). Additionally, the mindweapon scion may choose any two of the following skills to be class skills: Intuit Direction (Wis), Knowledge (psionics) (Int), Psicraft (Int), Remote View (Int).

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

The following are features of the mind scion prestige class.

Starting Feats: The mind scion is proficient in all simple weapons.

Psionic Combat Mode: At 1st level, the mind scion can learn one of the ten psionic combat modes. At every odd-numbered level after that, she may choose one more psionic combat mode to learn.

Two-Weapon Fighting (mindstaff scions only): If the mind scion does not have the Two-Weapon Fighting feat, she gains it now. The wielder does not benefit from the Two-Weapon Fighting feat unless she meets the feat's prerequisites, however.

Weapon Specialization (mindblade scions only): If a mindblade scion does not already have the Weapon Specialization feat that applies to his legendary sword, he gains it at 1st level as a bonus feat. However, he cannot benefit from the Weapon Specialization feat unless he meets the prerequisites for it.

Powers Discovered/Power Points per Day: At each mind scion level, the character gains new power points per day (and new powers discovered) as if she had also gained a level in the psionic class (psion or psychic warrior) to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, Weapon Specialization, and so on). If the character had more than one psionic class before becoming a mind scion, the player must decide to which class to add each mind scion level for the purposes of determining power points per day.

Cortexis

The embodiment of the watcher, *Cortexis* grants its wielder perceptive abilities and knowledge of powers beyond the reach of most other psionics.

The End of Chronicles

In the early days of the world, when powers of the mind were just being discovered by most, there was a powerful watcher that observed the world and its evolution. Though none knew where he came from, it was speculated that the watcher was a traveler from another plane of existence sent to add knowledge of the planet to that of his own people. The Chronicler, as he came to be known, is a figure often associated with ancient lore and forgotten knowledge. In fact, many of the oldest religious tomes attribute the Chronicler as a primary source of information, if not the actual author of the piece.

Check Required: Knowledge (history) DC 20.

When a war between the gods of law and chaos began, the Chronicler cloaked himself in shadows and sank back to watch the world be destroyed. Cataloguing all he saw, the Chronicler simply waited out each battle, followed each cataclysm, until all hope seemed lost and darkness threatened to consume the world. But the forces of chaos were not satisfied to hide from their foes in the deep places of the earth. Knowing of the Chronicler and his ability to hide himself even from the eyes of the gods, these vile creatures scoured the land, seeking to find the Chronicler through sheer perseverance, so they could take these powers from him and use them against the gods of law. In time, they located the Chronicler and he was forced to defend himself, unleashing attacks of devastating power. But in the end the titans of chaos vanquished him, destroying what chronicles of his they could find and ending his days of watching. So the world all but forgot the war between the gods, and all knowledge threatened to vanish from the world.

Check Required: Knowledge (religion) DC 25.

As a final act of preservation, the Chronicler thrust all of his memories—including the memory of how to vanish from the sight of gods—into a staff that he had carried into battle with the forces of disorder, defying their desire to steal his power. Robbed of their secret weapon, they slunk away, unknowingly leaving the Chronicler and his powers behind, wrapped up and dormant in the fibers of his discarded staff. Without the Chronicler's record of later events, none can truly claim to know who won the war between the gods of law and chaos—if either side did in fact triumph—but the staff, when it was finally discovered by mortals, began to pass from hand to

The Mind Scion

3

hand among the scholarly, sharing its memories, the Chronicler's memories, with anyone capable of understanding them. These learned individuals came to call the staff *Cortexis*.

Check Required: Knowledge (history) DC 20.

Requirements

To wield *Cortexis* as its mindstaff scion, a character must fulfill the following criteria:

Skills: Concentration 6 ranks, Knowledge (psionics) 6 ranks, Psicraft 6 ranks

Alignment: Non-chaotic

Powers Discovered: 6

Power Points Per Day: 5

Restrictions

A mindstaff scion of *Cortexis* who becomes chaotic loses all use of powers granted by the weapon and the mindstaff scion prestige class. If the character changes back to a non-chaotic alignment, he immediately regains the use of all lost powers.

Maintenance

The wielder of *Cortexis* must spend at least one hour each day meditating on the events that the wielder experienced that day before retiring to bed each evening. Any day he fails to do so, intentionally or not, the staff behaves as though the wielder had no levels in the mindstaff scion prestige class. The character may end this effect by performing the meditative exercises on any evening at the normal time.

Attributes

Cortexis has the following attributes.

Hardness/Hit Points: 9/6

Value: To anyone other than its mindstaff scion, *Cortexis* appears to be worth as much as an intelligent +1 quarterstaff (3,600 gp).

Table MS–2: Abilities Granted by *Cortexis*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3rd
1st	<i>Locate object</i> , <i>see invisibility</i>	3rd
2nd	Psychic Bastion	—
3rd	Enhancement bonus +2	6th
4th	Mental Vision	—
5th	Mental Adversary	—
6th	Enhancement bonus +3	9th
7th	Invisibility	3rd
8th	Maximize Power	—
9th	Enhancement bonus +4	12th
10th	<i>Foresight</i>	17th

Intelligent: *Cortexis* has Intelligence 14, Wisdom 13, and Charisma 12. Its ego is 16 and its alignment is True Neutral. *Cortexis* communicates through empathy.

Special Abilities

Cortexis provides the following special abilities to its wielder, depending upon the character's level in the mindstaff scion prestige class.

Initial Abilities: When first acquired, *Cortexis* functions as a +1 quarterstaff.

Locate Object (Su): The wielder of *Cortexis* may cast the spell *locate object* at will to locate any object within 120 feet of his or her current position. This is considered a manifestation of a psionic power and is subject to all the same restrictions and effects as a psionic power.

See Invisible (Su): The wielder of *Cortexis* may cast the spell *see invisibility* at will. This is considered a manifestation of a psionic power and is subject to all the same restrictions and effects as a psionic power.

Psychic Bastion: Starting at 2nd level, the mindstaff scion gains the benefits of the Psychic Bastion feat for free. These benefits are conferred even if the character does not meet the prerequisites for the feat. Note that the character does not actually gain the feat as a bonus feat, but rather may just make use of the benefits it provides only while carrying or wielding the weapon due to the fact that the staff is lending its experience to the wielder and not granting it permanently.

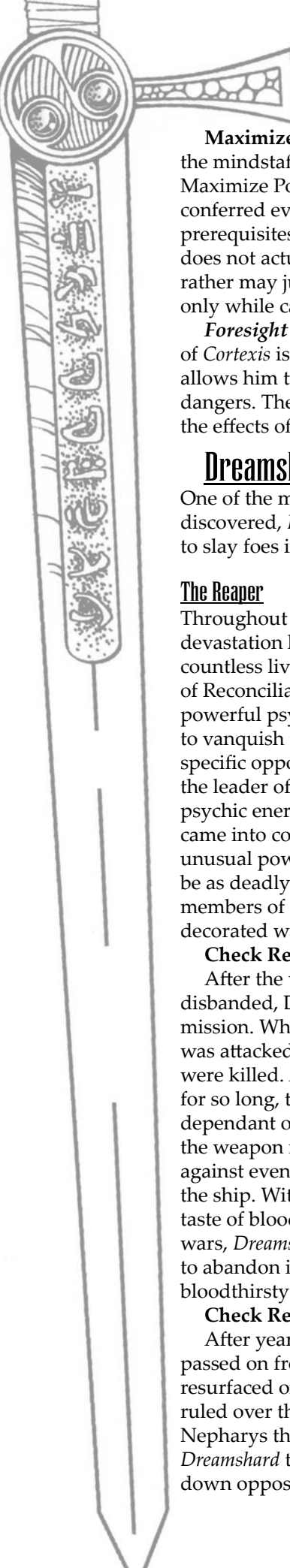
Enhancement Bonus: *Cortexis'* enhancement bonus increases to +2 when the mindstaff scion reaches 3rd level, +3 when he reaches 6th level, and to +4 when he reaches 9th level.

Mental Vision (Su): Starting at 4th level, *Cortexis* grants the wielder sight beyond normal vision using the incredible strength of the weapon's perceptions. Whenever the mindstaff scion is carrying or wielding the weapon, his vision is not impaired by any degree of darkness, either magical or mundane.

Mental Adversary: Starting at 5th level, the mindstaff scion gains the benefits of the Mental Adversary feat for free. These benefits are conferred even if the character does not meet the prerequisites for the feat. Note that the character does not actually gain the feat as a bonus feat, but rather may just make use of the benefits it provides only while carrying or wielding the weapon.

Invisibility: Beginning at 7th level, the mindstaff scion of *Cortexis* learns to envelop himself in the folds of reality and vanish from sight with ease. The scion gains the *invisibility* psionic power, and may use this power three times per day at no power point cost.





Maximize Power: Starting at 8th level, the mindstaff scion gains the benefits of the Maximize Power feat for free. These benefits are conferred even if the character does not meet the prerequisites for the feat. Note that the character does not actually gain the feat as a bonus feat, but rather may just make use of the benefits it provides only while carrying or wielding the weapon.

Foresight (Su): At 10th level, the mindstaff scion of *Cortexis* is granted an innate sixth sense that allows him to determine imminent threats and dangers. The scion is now considered to be under the effects of the *foresight* spell at all times.

Dreamshard

One of the most powerful weapons ever discovered, *Dreamshard* uses the mind of its wielder to slay foes in combat.

The Reaper

Throughout history, wars of great length and devastation have scarred the land and thrown countless lives into turmoil. During the Second War of Reconciliation, some members of royalty used powerful psychic warriors as an elite combat unit to vanquish the enemies of the throne and target specific opposition leaders. Forged for Uray Dez, the leader of this team, *Dreamshard* absorbed the psychic energies of the warriors that it constantly came into contact with and began to exhibit some unusual powers. Over time, the weapon came to be as deadly as its wielder, who outlived all other members of the squad and became one of the most decorated warriors of the conflict.

Check Required: Knowledge (history) DC 20.

After the wars had ended and the team had been disbanded, Dez was sent overseas on a diplomatic mission. While sailing on the high seas, the ship was attacked and all aboard, including Uray Dez, were killed. After having carried the weapon for so long, the amazing powers had made Dez dependant on the sword for his prowess, and when the weapon refused to function he was powerless against even the common thugs that attacked the ship. Without the constant clash of battle and taste of blood that it had experienced during the wars, *Dreamshard* needed a new master and chose to abandon its former master in favor of more a bloodthirsty wielder.

Check Required: Knowledge (history) DC 25.

After years in the hands of the pirate band, passed on from leader to leader, *Dreamshard* resurfaced on the back of a cruel tyrant who ruled over the seaport kingdoms with an iron fist. Nepharys the Blooded, as the king was called, used *Dreamshard* to wade personally into battle and cut down opposing generals, throwing their armies

into disarray. Nepharys believed himself invincible thanks to the sword's powers, which was, like so many others before him, eventually his undoing. Despite the weapon's great power, the king was ambushed by dissidents within his own country. The weapon was buried with the king, entombed and sealed away, but silently calls out for any who possess powers of the mind to come retrieve it.

Check Required: Knowledge (history) DC 15.

Requirements

To wield *Dreamshard* as its mindblade scion, a character must fulfill the following criteria:

Skills: Concentration 6 ranks, Knowledge (psionics) 6 ranks

Base Attack Bonus: +2

Powers Discovered: 4+

Power Points Per Day: 4+

Restrictions

A mindblade scion of *Dreamshard* who does not engage in combat at least once per week loses all powers granted by the sword. These powers return only after the mindblade scion has slain an enemy in combat.

Maintenance

The wielder of *Dreamshard* must spend at least one hour each day practicing swordfighting techniques upon waking each morning. Any day he does not do this, the sword behaves as though the wielder had no levels in the mindblade scion prestige class. The character may once again gain the use of the sword's powers by performing the combat exercises again any morning.

Attributes

Dreamshard has the following attributes.

Hardness/Hit Points: 9/6

Value: To anyone other than its mindblade scion, *Dreamshard* appears to be worth as much as an intelligent +1 *longsword* (3,315 gp).

Intelligent: *Dreamshard* has Intelligence 14, Wisdom 13, and Charisma 12. Its ego is 16 and its alignment is True Neutral. *Dreamshard* communicates through empathy.

Special Abilities

Dreamshard provides the following special abilities to its wielder, depending upon the character's level in the mindblade scion prestige class.

Initial Abilities: When first acquired, *Dreamshard* functions as a +1 *longsword*.

Intelligent Parry: The wielder of *Dreamshard* gains the weapon's insight into the battle techniques used by an opponent. Occasionally, the weapon itself will direct the scion's actions and

parry a blow the wielder did not see coming. While wielding only *Dreamshard*, the mindblade scion gains a +1 competence bonus to his AC. This bonus increases to +2 at 5th level, and +3 at 9th level.

Battle Gateway: As a free action the wielder of *Dreamshard* may open a temporary portal and make a single attack against an opponent normally out of striking distance. This portal opens directly adjacent to an opponent, and allows the mindblade scion to attack that opponent this round. The mindblade scion may not move through the portal, which closes immediately once the round is over. This ability may be used once per day at 2nd level, and once more per day at 5th and 8th level.

Telekinetic Missile: Starting at 2nd level, the mindblade scion may throw *Dreamshard* as though it were a ranged weapon with a range increment of 30. Whether or not the attack hits, *Dreamshard* does not return to its scion and must be retrieved. The mindblade scion can make a ranged sneak attack with *Dreamshard* as though it were a normal ranged weapon. Using this ability costs 1 power point.

Enhancement Bonus: *Dreamshard*'s enhancement bonus increases to +2 when the mindblade scion reaches 3rd level, +3 when he reaches 6th level, and to +4 when he reaches 9th level.

Boomerang: Starting at 4th level, *Dreamshard* automatically returns to its scion when using the telekinetic missile special ability. The weapon flies through the air and may be impeded as any other ranged weapon.

Rear Guard (Su): Starting at 5th level, *Dreamshard* begins to protect its scion even when he is not actively engaged in combat. Whenever *Dreamshard* is worn on the scion's back, the scion is granted the benefits of the *shield* spell at all times.

Tether: At 6th level, the mindblade scion is able to create a tether between his hand and *Dreamshard* at a range of up to 300 feet. Whenever the weapon is not in the scion's hand, he may call it to him as a move action. If the weapon is imbedded in a wall, a rocky cliff, or some other solid surface, the mindblade scion is pulled to the weapon instead (causing the weapon to function as a sort of automatically-retracting grappling hook). If the weapon is embedded in another living creature, the target creature and the scion make opposed Strength checks; the character

Table MS-3: Abilities Granted by *Dreamshard*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonus +1	3th
1st	Intelligent parry +1	8th
2nd	Battle gateway (1/day), telekinetic missile	5th
3rd	Enhancement bonus +2	6th
4th	Boomerang	7th
5th	Battle gateway (2/day), intelligent parry +2	8th
6th	Enhancement bonus +3, tether	9th
7th	Rear Guard	5th
8th	Battle gateway (3/day), severing blade	18th
9th	Enhancement bonus +4, intelligent parry +3	12th
10th	Bladepulse	12th

with the lower check result is instead pulled toward the winner. Whenever the path between the wielder of *Dreamshard* and the sword is completely obstructed, such as by walls, doors, or solid earth, the tether cannot be used. The tether ceases to exist if the scion goes unconscious, but immediately reappears when the character regains consciousness provided that the weapon is still within 300 feet. The distance between the sword and its scion closes at a rate of 30 feet per round. Use of this special ability costs 1 power point.

Severing Blade: Beginning at 7th level, the mindblade scion of *Dreamshard* is able to put a molecule-thin edge on the blade, wrapping it in psychic power and increasing its sharpness a hundredfold. Once per day the mindblade scion may declare his intention to use this power and expend 2 power points. For the remainder of the round, *Dreamshard* gains all the benefits of a *vorpal* weapon.

Bladepulse: At 10th level, *Dreamshard* has become such a strong part of the mindblade scion that he may deliver psychic attacks with the weapon. Whenever the scion makes a successful melee attack against an opponent, he may immediately make a psionic attack against that opponent as a free action.



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