

PSIONIC BESTIARY



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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PSIONIC BESTIARY

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TABLE OF CONTENTS

INTRODUCTION	3
NEW FEATS	4
PSIONIC MONSTERS A-Z	5
APPENDIX: CREATURES BY TYPES	100
APPENDIX: CREATURES BY CR	101
APPENDIX: CREATURES BY TERRAIN	102

ALPHABETICAL LISTING OF MONSTERS

Alpha Automaton	12	Khurduzal	63
Astral Construct	5	Ksarite Dragon	60
Astral Swarm	11	Lorican Dragon	41
Azrathid	15	Marked One	65
Beta Automaton	13	Mathara Tree	66
Brain Mole	16	Mind-numb Swarm	67
Brain Worm	17	Mindseed Tree	68
Brautaurus	19	Nomoi	69
Caller In Darkness	20	Phrenic Conduit	70
Cerebrilith	21	Phrenic Adept	73
Cerebremorte	22	Phrenic Dreadnaught	77
Cognition Devil	26	Phrenic Infiltrator	78
Corpse Beetle Swarm	23	Phrenic Larva Swarm	79
Crysmal	24	Phrenic Matriarch	80
Cypher Dragon	30	Phrenic Scourge	71
Dedrakon	25	Phthisic	82
Deranged Trepanner	26	Psicrystal	83
Dredge	47	Psion-Killer	84
Dulah	48	Puppeteer	85
Ensnared Earth Elemental	49	Pyn-Gok	87
Ferax	51	Reva	88
Fither	52	Saurood	89
Flesh Harrower Puppeteer	86	Scourge Dragon	44
Folugub	53	Skull Thrasher	90
Gamma Automaton	14	T'Artys	91
Ghaar	54	Temporal Filcher	92
Gray Glutton	55	Therchias Hound	93
Imagos Dragon	33	Thought Eather	94
Imnapteran	56	Thought Slayer	95
Iniro	57	Udoroot	96
Intellect Devourer	58	Unbodied	97
Ir'Llanthaal	59	Ural	98
Keris Dragon	37	Verizal	99
		Zurami	100

INTRODUCTION

Welcome to the *Psionic Bestiary*! Inside these pages you will find dozens of new monsters of a psionic variety, from the unassuming brain mole to the massive and armored lorican dragon. These monsters can serve as random encounters the party faces while out adventuring, or serve as the premise for an entire campaign. With creatures of a Lovecraftian bent like the phrenic hegemony, to those based on the concept of insanity brought to life like the phthisic, there is a vast spectrum of creatures within the pages of this bestiary.

This project began with the psionic monsters originally contained within *Psionics Unleashed* and was expanded by the talents of Dean Siemsen in a series of small releases. With the success of *Ultimate Psionics*, it was decided that it needed to be a full-size, standalone book with all the psionic monsters, and was expanded upon to give the book you hold in your hands with dozens of monsters that can serve for beginner adventures, all the way to the battles with legendary heroes who wield immeasurable power.

SPECIAL ABILITIES AND QUALITIES

Many of the creatures in this book have new and unique qualities and abilities defined directly within that creature's specific entry, some have more universal special qualities and special abilities. Special qualities or abilities not described in this book are standard monster abilities and qualities detailed in the *Pathfinder Roleplaying Game Bestiary*. This book also introduces a new subtype of creature (psionic), and two new types of special attacks (psi-like abilities and psionic powers). These are originally detailed in *Ultimate Psionics*, but are included below for reference.

THE PSIONIC SUBTYPE

The psionic subtype applies to creatures that can use psionic powers or abilities or that have the ability to manifest powers. (In other words, a creature with the psionic subtype either has a power point reserve or has psi-like abilities.) It also applies to creatures from other sources that have spell-like abilities labeled as "psionics."

Characters who have levels in any class that grants the use of psionics, or who have psi-like abilities as racial traits, gain the psionic subtype.

Traits: Other than the fact that all psionic creatures have psionic powers or psi-like abilities, psionic creatures have no specific traits. The psionic subtype simply identifies creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures, as well as granting access to psionic feats and the ability to gain and maintain psionic focus.

UNDEAD PSIONIC CREATURES

A psionic undead creature, although rare, is a force to be reckoned with.

Because undead are immune to mind-affecting effects (including charms and compulsions), they are particularly threatening to other psionic creatures and characters (especially telepaths). Psionic undead creatures can use mind-affecting powers on the living, even though they themselves are immune to such attacks. However, an undead creature may have the psionic subtype if it meets the criteria described above, and thus be vulnerable to non-mind-affecting powers or effects that specifically affect psionic creatures.

Intelligent constructs and plants with psionic powers or psi-like abilities also share this advantage.

PSIONIC POWERS

Creatures with psionic powers are similar to creatures with racial spellcasting ability. They have the ability to manifest powers just as a member of a psionic character class can (and can activate psionic items accordingly).

Creatures with the ability to use powers are subject to the same rules for manifesting powers that characters are, but they are not actually members of a class and do not gain any class abilities unless otherwise specified.

Creatures with psionic powers generally emulate the manifesting ability of a particular psionic class. When such a creature takes levels in that same class, it can stack its innate psionic powers and its class power progression together.

Creatures with psionic powers that take levels in a class other than the one they emulate combine their two power point reserves into a single reserve, but they manifest powers from each psionic class separately.

The psionic powers referenced in this book are contained in *Ultimate Psionics*.

PSI-LIKE ABILITIES

Most psionic monsters have some number of psi-like abilities. These are very similar to spell-like abilities. Naturally, they are psionic and work just like powers or spells. A creature with psi-like abilities does not pay for these abilities with power points.

Psi-like abilities do not work in a *null psionics field* and are subject to power resistance if the power or spell the ability duplicates would be subject to power resistance. A psi-like ability usually has a limit on how often it can be used. A psi-like ability that can be used at will has no use limit. Using a psi-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a concentration check to use a psi-like ability defensively and avoid provoking attacks of opportunity, just as when using a power or casting a spell. A psi-like ability can be interrupted just as a spell can be. Psi-like abilities cannot be used to counterspell, nor can they be counterspelled.

All creatures with psi-like abilities are assigned a manifester level, which indicates how difficult it is to dispel their psi-like effects and determines all level-dependent variables (such as range or duration) the abilities might

have. When a creature uses a psi-like ability, the power is manifested as if the creature had spent a number of power points equal to its manifester level, which may augment the power to improve its damage or save DC. However, the creature does not actually spend power points for its psi-like abilities, even if it has a power point reserve due to racial abilities, class levels, or some other psionic ability.

The DC of a saving throw (if applicable) against a creature's psi-like ability is 10 + the level of the power or spell the ability duplicates + the creature's Cha modifier. Remember to check the power's Augment entry to see if the creature's manifester level (and thus the effective power point expenditure) increases the DC of the saving throw. Changes to the effect's save DC, damage, and so on are noted in the psi-like ability entry.

PSIONIC FOCUS

Some creatures have feats that can be used only when the creature is psionically focused, or that require the creature to expend its psionic focus. Assume that such a creature is psionically focused before entering combat.

PSI-LIKE ABILITIES AND FEATS

Creatures with access to psi-like abilities can use the feats Empower Spell-Like Ability and Quicken Spell-Like Ability.

These feats can be used only on psi-like abilities that do not have increased effects due to augmentation. Furthermore, the creature can empower only a psi-like ability with a level less than or equal to half its manifester level (round down) minus 2, and can quicken only a psi-like ability with a level less than or equal to half its manifester level (round down) minus 4.

CREATURES WITH "PSIONICS" ENTRIES

Psionic monsters often possess spell-like abilities that are identified as "psionics," instead of "spell-like abilities." For all intents and purposes, creatures with spell-like abilities described as psionics are considered to possess psi-like abilities, and they manifest their powers as described above.

PSIONIC SPELLS

In some cases, a creature's psi-like abilities (or abilities listed under a creature's psionics entry) may include an effect that does not duplicate any listed power. For such abilities, simply use the existing spell description. Treat the creature's manifester level as the caster level for the spell. The ability is still psionic in origin, so spells and powers that specifically affect psionic powers can negate or reduce its effects as they would any other psionic power.

READING PSIONIC CREATURE ENTRIES

Many of the creatures described in this book have psi-like abilities or the ability to use psionic powers, or both. These abilities are presented as described below.

CREATURES WITH PSI-LIKE ABILITIES

Each of a creature's psi-like abilities has a manifester level. Each ability that allows a saving throw also gives a save DC in parentheses following the power name.

Powers that have increased effects due to augmentation include information about the effect. An asterisk indicates that the power has already been augmented by the creature's innate ability.

Powers that can't be augmented, or that are manifested at their normal minimum level, do not contain any special notations. Resolve the effect of manifesting the power without augmentation at the creature's given manifester level.

Some creatures may have particular powers that are manifested at a higher or lower level than their normal manifester level. In such cases, the manifester level is given in the parenthetical information following the power name.

NEW FEATS

Some of the creatures in this book use new feats that are presented below.

CORROSIVE ERUPTION [PSIONIC]

Your bodily fluids are both pressurized and highly acidic.

Prerequisites: Aberration type or aberrant subtype, Con 13+

Benefit: A spray of corrosive fluids erupts from your body whenever you are dealt piercing or slashing damage by a melee attack from an adjacent creature, dealing acid damage equal to your hit dice plus your constitution modifier to the creature that damaged you. You may expend your psionic focus as an immediate action when this occurs; if you do, this damage increases to 1d4 points of acid damage per hit die, plus your constitution modifier. You are immune to damage from your own acidic fluids.

LURKER IN DARKNESS [GENERAL]

Your training allows you to foil even magical and unusual senses

Prerequisites: Stealth 6 ranks

Benefit: Creatures using unusual forms of sensory perception such as blindsight, greensight, or tremorsense cannot automatically foil your use of Stealth; such creatures must make a Perception check as normal to detect you when you make use of the Stealth skill. Lurker in Darkness foils indirect detection (such as a creature using *detect magic* to search for your magical items while you are using Stealth) in the manner described above, but has no effect on psi-like abilities, powers, spells, spell-like abilities, and/or supernatural abilities specifically used to uncover information about you rather than enhancing the user's perception, such as *augury*.

ASTRAL CONSTRUCT

Astral constructs are brought into being by the metacreativity power *astral construct*. They are formed from raw ectoplasm (a portion of the astral medium drawn into the Material Plane). The power points spent by the construct's creator during the manifestation of the power determine the level of the astral construct created. However, even astral constructs of the same level vary somewhat from each other, depending on the whims of their creators.

COMBAT

Astral constructs act as directed by their creators. As a free action, a construct's manifester can direct the construct to attack particular enemies, use specific tactics or powers, perform other actions, or do nothing at all. The construct does exactly what its creator directs it to do.

An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt one according to his or her whim within the limits imposed by the creature's size. The quality of such "construct sculpture" is determined by a Craft (sculpting) check. A result of 10 to 19 creates a creature that is recognizably similar to the desired creature shape; a result of 20 to 29 creates a construct that looks like an accurate portrayal of that creature type; a result of 30 or higher creates a construct that looks like a specific individual. No matter how high the Craft (sculpting) check result, though, an astral construct's appearance can't hide the otherworldly material from which it is formed.

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Special Abilities: Every time an astral construct is created, the manifester can choose to apply one special ability to the construct. When the manifester finishes manifesting the *astral construct* power, he chooses one or more special abilities from a menu of abilities appropriate to that level of astral construct.

CREATING AN ASTRAL CONSTRUCT

When manifesting the *astral construct* power, the manifester assembles the desired creature from a menu of choices, as specified in the construct's statistics block. A manifester can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant an astral construct the ability

to manifest specific powers as psi-like abilities. Unless using the ability is a free action, an astral construct manifesting such a power does so as a standard action that provokes attacks of opportunity. All such powers have a manifester level equal to the astral construct's Hit Dice or the creator's manifester level, whichever is lower.

An astral construct does not need to meet the prerequisites for a feat granted by a menu choice.

ASTRAL CONSTRUCT MENU A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

Buff (Ex): The astral construct gains an extra 5 hit points.

Celerity (Ex): The astral construct's land speed is increased by 10 feet.

Cleave (Ex): The astral construct gains the Cleave feat.



Deflection (Ex): The astral construct gains a +1 deflection bonus to Armor Class.

Fly (Ex): The astral construct has physical wings and a fly speed of 20 feet (average).

Improved Bull Rush (Ex): The astral construct gains the Improved Bull Rush feat.

Improved Slam Attack (Ex): The astral construct gains the Improved Natural Attack feat.

Mobility (Ex): The astral construct gains the Mobility feat.

Power Attack (Ex): The astral construct gains the Power Attack feat.

Resistance (Ex): Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

Swim (Ex): The astral construct is streamlined and shark like, and gains a swim speed of 30 feet.

Trip (Ex): If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

ASTRAL CONSTRUCT MENU B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

Compact Form: The astral construct is summoned in a smaller form, coming one size category smaller than normal. Its Strength is reduced by 2, its Dexterity is increased by 2, and its modifiers based on size are adjusted appropriately.

Energy Touch (Ex): The astral construct deals an extra 1d4 points of damage of your active energy type (fire, cold, sonic, or electricity) when you manifest the construct.

Extra Attack: If the astral construct is Medium or smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier x 1-1/2. If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

Fast Healing (Ex): The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

Heavy Deflection (Ex): The astral construct gains a +4 deflection bonus to Armor Class.

Improved Buff (Ex): The astral construct gains an extra 15 hit points.

Improved Critical (Ex): The astral construct gains the Improved Critical feat with its slam attacks.

Improved Damage Reduction (Ex): The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).

Improved Fly (Ex): The astral construct has physical wings and a fly speed of 40 feet (average).

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.

Improved Swim: The astral construct is streamlined and shark-like, and gains a swim speed of 60 feet.

Muscle (Ex): The astral construct gains a +4 bonus to its Strength score.

Poison Touch (Ex): If the astral construct hits with a melee attack, the target is affected by astral poison.

Poison (Su): astral poison – injury; *save* Fort DC 10 + 1/2 astral construct's HD + astral construct's Cha modifier; *frequency* 1/minute for 2 minutes; *effect* 1 Con damage; *cure* 1 save.

Pounce (Ex): If the astral construct charges a foe, it can make a full attack.

Smite (Su): Once per day the astral construct can choose one target to focus on, dealing additional damage. The astral construct deals extra damage equal to its Hit Dice to this target until the target is dead, the astral construct's duration is destroyed, expired, or dismissed, or the manifester who summoned it rests to regain daily power points.

Trample (Ex): As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + 1/2 astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a –4 penalty.

ASTRAL CONSTRUCT MENU C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu. Alternatively, the astral construct can have two special abilities from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.)

Blindsight (Ex): The astral construct has blindsight out to 60 feet.

Concussion (Sp): The astral construct can manifest *concussion blast* (manifester level 7th) as a free action once per round.

Constrict (Ex): The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

Dimension Slide (Sp): The astral construct can manifest *dimension slide* (manifester level equal to Hit Dice) as a move action once per round.

Energy Bolt (Sp): The astral construct can manifest *energy bolt* (manifester level 8th) as a standard action once per round. The creator's active energy type determines the type of energy used. Kineticists are not restricted to an active energy type when choosing this

menu option.

Extra Buff (Ex): The astral construct gains an extra 30 hit points.

Extreme Damage Reduction (Ex): The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.

Extreme Deflection (Ex): The astral construct gains a +8 deflection bonus to Armor Class.

Natural Invisibility (Su): The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Power Resistance (Ex): The astral construct gains power resistance equal to 10 + its Hit Dice.

Rend (Ex): The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.

Spring Attack (Ex): The astral construct gains the Spring Attack feat.

Whirlwind Attack (Ex): The astral construct gains the Whirlwind Attack feat.

1ST-LEVEL ASTRAL CONSTRUCT CR 1/2

0 XP (included with master)

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 15 (1d10+10)

Fort +0, **Ref** +2, **Will** +0

Construct traits

OFFENSE

Speed 30 ft.

Melee Slam +4 melee (1d4+3)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 15, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +1, **CMB** +2; **CMD** 14

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu A

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death

effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

2ND-LEVEL ASTRAL CONSTRUCT CR 1

0 XP (included with master)

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 31 (2d10+20)

Fort +0, **Ref** +2, **Will** +0

Construct traits

OFFENSE

Speed 40 ft.

Melee Slam +5 melee (1d6+4)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +2, **CMB** +5; **CMD** 17

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu A

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

3ND-LEVEL ASTRAL CONSTRUCT CR 2

0 XP (included with master)

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +3, **Will** +1

Construct traits

OFFENSE

Speed 40 ft.

Melee Slam +8 melee (1d6+7)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +3, **CMB** +8; **CMD** 20

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu A

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

4TH-LEVEL ASTRAL CONSTRUCT CR 3

0 XP (included with master)

N Medium construct

Init +2 **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 47 (5d10+20)

Fort +1, **Ref** +3, **Will** +1

Construct traits

OFFENSE

Speed 40 ft.

Melee Slam +12 melee (1d6+10)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 25, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +5, **CMB** +12; **CMD** 24

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu B

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

5TH-LEVEL ASTRAL CONSTRUCT CR 5

0 XP (included with master)

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)

hp 68 (7d10+30)

Fort +2, **Ref** +3, **Will** +2

DR 5/magic; Construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +15 melee (1d8+9)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 29, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10

BAB +7, **CMB** +17; **CMD** 28

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu B

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

6TH-LEVEL ASTRAL CONSTRUCT CR 7

0 XP (included with master)

N Large construct

Init +1 **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

hp 85 (10d10+30)

Fort +3, Ref +4, Will +3

DR 10/magic; Construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +20 melee (1d8+11)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 33, Dex 13, Con —, Int —, Wis 11, Cha 10

BAB +10, CMB +22; CMD 33

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu B

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

7TH-LEVEL ASTRAL CONSTRUCT CR 8

0 XP (included with master)

N Large construct

Init +1 Senses darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 101 (13d10+30)

Fort +4, Ref +5, Will +4

DR 10/magic; Construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +24 melee (1d8+12)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 35, Dex 13, Con —, Int —, Wis 11, Cha 10

BAB +13, CMB +26; CMD 37

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu C

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

8TH-LEVEL ASTRAL CONSTRUCT CR 9

0 XP (included with master)

N Large construct

Init +1 Senses darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, -1 size)

hp 118 (16d10+30)

Fort +5, Ref +6, Will +5

DR 15/magic; Construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +29 melee (1d8+14)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 39, Dex 13, Con —, Int —, Wis 11, Cha 10

BAB +16, CMB +31; CMD 42

Feats -

Skills -

ECOLOGY

Environment Any

Organization Solitary

Treasure none

SPECIAL ABILITIES

One ability from Menu C

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

9TH-LEVEL ASTRAL CONSTRUCT CR10

0 XP (included with master)
 N Huge construct
Init +0; **Senses** darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 33, touch 8, flat-footed 33 (+25 natural, -2 size)
hp 144 (19d10+40)
Fort +6, **Ref** +6, **Will** +6
DR 15/magic; Construct traits

OFFENSE

Speed 50 ft.
Melee 2 slams +33 melee (2d6+16)
Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 43, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +19, **CMB** +37; **CMD** 47

Feats -

Skills -

ECOLOGY

Environment Any
Organization Solitary
Treasure none

SPECIAL ABILITIES

Two abilities from Menu C
Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

ASTRAL SWARM

A shimmering mass swarms across the ground in a deadly wave.

ASTRAL SWARM

CR 7

XP 3,200
 N Diminutive construct (swarm)
Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +0

DEFENSE

AC 20, touch 18, flat-footed 16 (+4 Dex, +2 natural, +4 size)
hp 77 (14d10)
Fort +4, **Ref** +8, **Will** +4
Defensive Abilities construct traits, swarm traits, Immune weapon damage

OFFENSE

Speed 30 ft.
Melee swarm (4d6 plus ectoplasmic poison)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 17), poison

STATISTICS

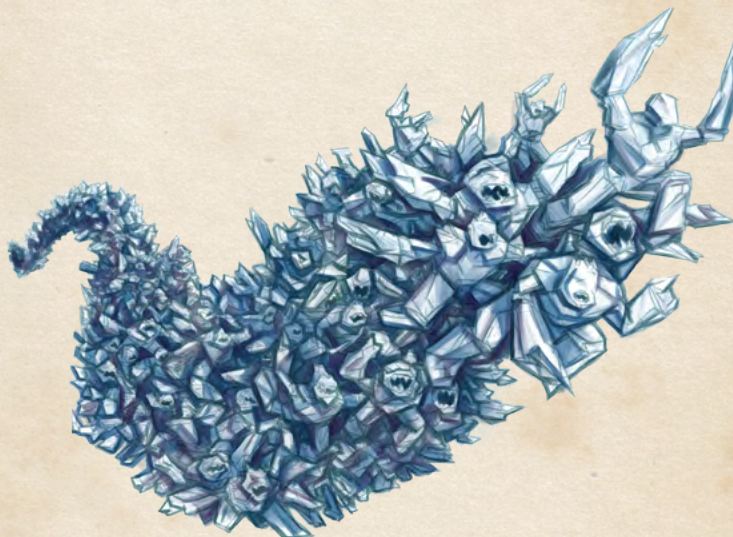
Str 1, **Dex** 18, **Con** -, **Int** -, **Wis** 11, **Cha** 10
Base Attack +14; **CMB** -; **CMD** -

ECOLOGY

Environment Any
Organization solitary
Treasure none

SPECIAL ABILITIES

Ectoplasmic Poison (Ex) Swarm—injury; *save* Fort DC 17; *frequency* 1/round for 2 rounds; *effect* 1d3 Dexterity drain; *cure* 1 save.



AUTOMATONS

From beyond the known lands, indeed from beyond even the known world, come the automatons; sentient, self-aware constructs that share many of the same traits as the outsiders known as inevitables. The purpose of the automatons however is not upholding or enforcing universal laws, rather their purpose is to destroy the Phrenic Hegemony (see page 69).

Built to withstand psionic effects and with an overwhelming drive to seek out and exterminate all creatures with the taint of the phrenic scourge, the automatons are ruthless and relentless in achieving this goal. Although the automatons are immune to psionic powers, they are not inherently anti-psionic. A creature with psionic power who has no tie to the phrenic hegemony does not draw the ire of the automatons, although should that creature get in the way of the automaton and its prey, it will find that its psionic abilities are of little use due to the automaton's inherent immunity to psionic effects.

The automatons presented below, the alpha, beta, and gamma automatons, are the three types of automaton constructs encountered thus far. It is believed that additional automatons exist, based upon the three types that have already been encountered and the continued evolution of the phrenic hegemony. Some believe that new automatons are being developed to counter the new strains of phrenic spawn that seem to crop up every few years.

A variety of humanoid cultures have borne witness to these automatons carrying out their directive, and this single-minded purpose has given rise to many of

these humanoids utilizing and adapting the automatons' methods and creating the path of the phrenic slayer. If the automatons are aware of the inspiration they have provided to other humanoid cultures, they do not acknowledge it, for eliminating the phrenic threat is their sole purpose.

Attempts have been made by communities trying to fight off a phrenic scourge invasion to summon automatons to aid them, but there is a tendency for the conflict to lay waste to the entire community as the automatons seek to root out all traces of their quarry. Only those in truly desperate need seek out the aid of these unflinching adversaries to the phrenic hegemony.

When no phrenic scourge presence is detected, the automatons are able to communicate, but their interaction is typically limited to seeking out information about the next hive of creatures tainted by the touch of the phrenic scourge. Those who have tried to trick the automatons to learn more about their nature have found the creatures have little patience or good-will and respond with swift and brutal force to the delay. Even those who have tried to trade information about the phrenic scourge for more information about the automatons themselves find that the creatures do not barter, haggle, or trade. They expect information to be handed over immediately and without question.

Should an automaton or group of automatons fail in a fight against a particular infestation of the phrenic scourge, others will arrive in larger numbers until the job is done. Unfortunately, this takes time and can lead to the community as a whole being lost.

INEVITABLE SUBTYPE

The creatures in this section are of the inevitable subtype, which grants the following traits. The inevitable subtype was originally introduced in the *Pathfinder RPG Bestiary 2*.

- **Senses:** Low-light vision.
- **Constructed (Ex):** Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.
- **Saves** An inevitable's good saving throws are Fortitude and Will.
- **Skills:** In addition to the class skills all outsiders have, inevitables have Acrobatics, Diplomacy, Intimidate, and Survival as class skills.
- **Regeneration (Ex):** Inevitables have regeneration/chaotic. The regeneration amount varies by the type of inevitable.
- **Truespeech (Su):** An inevitable can speak with any creature that has a language, as if using a *tongues* spell (caster level 14th). This ability is always active.

AUTOMATON, ALPHA

This halfling-sized construct is made of light metal alloys and crystal, enabling it to move quickly and nimbly as it stabs and slices with its short swords.

AUTOMATON, ALPHA CR 4

XP 1,200

N Small outsider (extraplanar, inevitable)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 15, flat-footed 16

(+4 Dex, +4 natural, +1 shield, +1 size)

hp 40 (4d10+18); regeneration 3 (sonic)

Fort +6, **Ref** +5, **Will** +5

Defensive Abilities constructed; **DR** 5/—;

Immune psionics

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d4+2/19-20) and short sword +4 (1d4+1/19-20)

Special Attacks hatred

STATISTICS

Str 15, **Dex** 18, **Con** 14, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 19

Feats Two Weapon Defense, Two Weapon Fighting

Skills Craft (weapons) +7, Knowledge (planes) +7, Knowledge (psionics) +7, Perception +8, Sense Motive +8, Stealth +15

Languages Common

SQ quickness

ECOLOGY

Environment any

Organization solitary, pair, or squad (1-3 scouts, 1-4 hunters, and 1-2 juggernauts)

Treasure incidental (2 small short swords)

SPECIAL ABILITIES

Hatred (Ex): The scout automaton has received extensive instruction in the hunting and killing of aberrations (specifically of the psionic subtype). It receives a +1 bonus on attack rolls against such creatures. * (For the purposes of this special ability, any phrenic creature counts as an aberration of the psionic subtype).

Immunity to Psionics (Ex): A scout automaton is immune to any psionic effects that are subject to power resistance.

Quickness (Su): Automatons of the scout type are supernaturally quick. They are capable of taking an extra move action each round during their turn.

The scout type automatons are small and swift, able to go where their larger kin cannot. These variety of automatons are typically sent in first to assess a potential area of phrenic scourge activity and use their speed and size to perform reconnaissance. Should they find evidence of scourge activity, they deal with any immediate threat they may have run into and then abscond to regroup with the larger varieties of automatons. The scout automatons understand that they are not necessarily capable of single-handedly defeating an phrenic scourge infestation and will seek reinforcements rather than be defeated in a pointless last stand.

Efficient and deadly with their twin short swords, they stab and slice through the aberrant flesh of phrenic scourges and other phrenic creatures with ease. Their immunity to psionics gives them an edge when dealing with other psionic-manifesting races or creatures. An opponent soon finds it is he who is overmatched in a fight with a scout automaton. Scout automatons are fearless, but are not foolish, and will choose to retreat and seek out hunters or juggernaut automatons to aid in a fight that is above their ability to win.

A scout automaton stands just over 3 feet tall but weighs over 200 pounds due to its form being composed primarily of metal and crystal. Their colorations vary, although they are typically of a blue crystal composition.



AUTOMATON, BETA

A lithe human-sized creature, constructed of metal and crystal approaches. It wields some sort of rod in one hand; the other is covered by what seems to be a gauntlet with a raised knob-like dome positioned midway up the gauntlet. A flick of the gauntleted hand and a light shield irises out, that glistens with ectoplasm.

AUTOMATON, BETA

CR 8

XP 4,800

N Medium outsider (extraplanar, inevitable)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE

AC 24, touch 14, flat-footed 20

(+3 Dex, +1 dodge, +10 natural)

hp 105 (9d10+56); regeneration 5 (sonic)

Fort +10, **Ref** +6, **Will** +10

Defensive Abilities constructed; **DR** 10/—; **Immune** psionics

OFFENSE

Speed 30 ft.

Melee 2 slams +14 (2d6+5)

Ranged *blast baton* +13 (5d6 force)

Special Attacks enmity, *leech field*

STATISTICS

Str 21, **Dex** 16, **Con** 19, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +9; **CMB** +14; **CMD** 27

Feats Dodge, Improved Initiative, Iron Will, Mobility, Weapon Focus (ray)

Skills Acrobatics +15, Escape Artist +15, Knowledge (planes) +13, Knowledge (psionics) +13, Perception +14, Stealth +19, Use Magic Device +20; **Racial Modifiers** +4 Stealth, +4 Use Magic Device

Languages Aklo, Common

ECOLOGY

Environment any

Organization solitary, pair, or squad (1-4 hunters, 1-3 scouts, 1-2 juggernauts)

Treasure standard (*blast baton*, other treasure)

SPECIAL ABILITIES

Enmity (Ex): An automaton beta (hunter) has broader training in the hunting and exterminating of aberrations from the Phrenic Hegemony, and receives a +2 bonus on attacks rolls and damage rolls when attacking creatures of the aberration type (psionic subtype). * Any phrenic creature counts as an aberration of the psionic subtype for the purposes of this special ability.

Immunity to Psionics (Ex): A hunter automaton is immune to any psionic effects that are subject to power resistance.

Leech Field (Su): An automaton of the hunter caste has the ability to raise a field that is capable of draining the energy of psionic powers used against it. (This special ability otherwise functions as the power *leech field* from *Ultimate Psionics*). The hunter automaton has two unique foci for this special ability; its *blast baton* and its *defensor gauntlet*. When the automaton activates the *leech field*, a knob on its gauntlet irises outward, growing to the size of a light shield (and providing a +2 shield bonus to its AC), any psionic powers that

are subject to power resistance or that allow a saving throw are drawn into the *defensor gauntlet*, powering the *blast baton* with those spent power points. Once 10 power points have been attained the hunter automaton wields that energy from the *blast baton* as a ray. (The automaton is able to store up to 50 power points in this way, enough to power the *blast baton* for 5 uses). This ray has a range of 30 ft.

If an automaton of the hunter type is defeated or destroyed and the *blast baton* is taken, it can be wielded with a successful DC 25 Use Magic Device check. However once any remaining stored power points are used the *blast baton* is useless. The *defensor gauntlet* is a more integral part of the automaton, and cannot be taken or salvaged if the automaton has been destroyed.

An automaton hunter is even more efficient and deadly than the smaller scout type automaton. Knowing where to hit and capable of hitting harder gives it an edge in combat against the creatures of the Phrenic Hegemony. Perhaps the greatest weapon (besides the automatons themselves) was the creation of the dual foci for the hunter type automaton's most fearsome ability, its *leech field* and its foci; the *blast baton* and the *defensor gauntlet*. The occasional *blast baton* is found, but even those capable of unlocking its power find that only a handful of uses remain, after which it is useless, capable of only serving as an improvised club.



AUTOMATON, GAMMA

A large-sized hulking humanoid, constructed from unknown metal alloys moves ponderously toward you, each step like the toll of a heavy bell. It draws a massive greatsword from a scabbard across its back, and takes a defensive stance, awaiting your next move.

AUTOMATON, GAMMA CR 14

XP 38,400

N Large outsider (extraplanar, inevitable)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +20

DEFENSE

AC 31, touch 11, flat-footed 29

(+1 Dex, +1 dodge, +20 natural, -1 size)

hp 202 (15d10+120); regeneration 10 (sonic)

Fort +17, **Ref** +6, **Will** +13

Defensive Abilities constructed; **DR** 15/—; **Immune** psionics

OFFENSE

Speed 20 ft.

Melee 2 slams +24 (2d8+10 plus *dispel psionics*), or +2 *greatsword* +26/+21/+16 (3d6+15/ 19-20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks *dispel psionics*

STATISTICS

Str 31, **Dex** 13, **Con** 22, **Int** 10, **Wis** 15, **Cha** 17

Base Atk +15; **CMB** +26; **CMD** 37

Feats Awesome Blow, Dazzling Display, Dodge, Great Fortitude, Improved Bull Rush, Intimidating Prowess, Iron Will, Power Attack

Skills Intimidate +25, Knowledge (planes) +18, Knowledge (psionics) +18, Perception +20, Sense Motive +20, Survival +20; **Racial Modifiers** +4 Intimidate

Languages Common

ECOLOGY

Environment any

Organization solitary, pair or squad (1-2 juggernauts, 1-4 hunters, and 1-3 scouts)

Treasure standard (+2 *greatsword*, other treasure)

SPECIAL ABILITIES

Dispel Psionics (Su): A juggernaut automaton is capable of emitting a pulse that acts as a targeted *dispel psionics* effect against the target of its slam attacks. The automaton can produce this effect once per round as a swift action.

Immunity to Psionics (Ex): A juggernaut automaton is immune to any psionic effects that are subject to power resistance.

Believed to have been created in direct response to the appearance of the phrenic dreadnaughts (uruklaars), the juggernaut automatons can match these phrenic giants blow for blow, often emerging victorious. Their ability to emit a pulse that acts as *dispel psionics* with their slams, and their overall immunity to psionics, often turns the tide during many of the engagements with creatures from the Phrenic Hegemony.

If engaged in combat by itself, the juggernaut automaton will wade directly into the thick of battle, relying on its psionic immunity and dispelling ability to mitigate any enemy defenses, and then lay waste with attacks from its massive sword. If fighting alongside other automatons, it has a rudimentary understanding of battle tactics and will try to coordinate assaults with the faster automatons, acting as the focal point of an assault.

Standing over 9 feet tall and weighing a staggering 2,000 pounds, the juggernaut automatons are composed of a crystalline form overlaid with a suit of nearly-black metal armor.



AZRATHID

The horror before you seems like an eyeless insect, yet its long fleshy tail tells you otherwise. Strange coloration doesn't help and with a hiss, it whips its tail at you.

AZRATHID

CR 3

XP 800

CE Medium aberration (psionic)

Init +4; Senses Darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 33 (6d8+6)

Fort +3; Ref +6; Will +5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee Bite +8 (2d6+2), sting +8 (1d3+1 plus poison)

Reach 5 ft. (10 ft. with sting)

Psi-Like Abilities (ML 6th; concentration +4)

3/day—*catfall* (fall is 300 ft. shorter)*, *chameleon* (+12 to Stealth checks)*, *empty mind* (+4 to Will-saves)*, *shadow body*

The save DCs are Charisma-based.

*Includes augmentation for the azrathid's manifester level.

STATISTICS

Str 15, Dex 19, Con 13, Int 4, Wis 11, Cha 7

Base Atk +4; CMB +6; CMD 20 (28 vs. trip)

Feats Combat Reflexes, Improved Natural Attack (bite), Weapon Finesse

Skills Acrobatics +4 (+14 when jumping), Climb +12, Perception +12, Stealth +16; Racial Modifiers +4 Stealth, +8 Perception, +10 Acrobatics when jumping, and uses Dexterity for Climb checks

ECOLOGY

Environment any underground or urban

Organization solitary, mated pair (2), or clutch (2-4)

Treasure none

SPECIAL ABILITIES

Poison (Ex): Azrathid Poison Sting—injury; save Fort DC 14, frequency 1/round for 6 rounds, effect staggered for 1 round, cure 1 save

Sometimes called shadow stalkers, azrathids feed on the fear of their prey as well as its flesh. They favor sapient victims, which they stalk and slay with gleeful abandon, leaving the corpses where others will find them. Left to its own devices, an azrathid will slaughter an entire village over the course of a few weeks – or depopulate an urban neighborhood, using its superior mobility to stay one step ahead of those who try to hunt it.

Though azrathids appear eyeless at first glance, they do have one eye, which is located at the end of their tail. An azrathid at rest either dangles this tail below itself or keeps it curled up above its body, giving it a scorpion-like stance. Azrathids are generally ambush predators; they lurk in a high place or stalk their prey from rooftops, ceilings, or walls, then drop down to attack. Their deadliest weapon is their bite, but an azrathid will often engage with its stinger, hoping to stagger its prey and savor more terror and helplessness over the course of the battle. If given the chance, azrathids will hound their prey for miles before killing it, but in most circumstances azrathid attacks are as swift as they are brutal.

Against groups of foes, azrathids drop down into the center of their enemies, using their stinger and combat reflexes to poison as many as possible. If the fight turns against the azrathid, it manifests shadow body and flees to nurse its wounds, returning to attempt to pick off the group of creatures one by one. Azrathids hold a grudge for a very long time, and may abandon other pursuits to stalk prey that gets away from them.

Advancement Note: Well-fed and successful azrathids first gain the Advanced template, then the Giant template, before following standard monster advancement rules.



BRAIN MOLE

A small, furry creature lies partially covered in the earth before you.

BRAIN MOLE

CR ½

XP 200

N Tiny Magical Beast (psionic)

Init +2 **Senses** darkvision 60 ft., low-light vision, scent, Perception +2

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 size, +2 Dex)

hp 3 (1d10-2)

Fort +0, **Ref** +4, **Will** +2

Defensive Abilities hide mind

OFFENSE

Speed 15 ft., **burrow** 15 ft.

Melee Bite +5 melee (1d3-4 plus cascade flu)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks power conversion

Psi-like Abilities:

At will—*detect psionics*, *power leech* (ML 5th, DC 14);
3/day—*aversion* (ML 3rd, DC 12), *mind thrust* (ML 1st,
DC 11).

The save DCs are Charisma-based.

STATISTICS

Str 2, **Dex** 14, **Con** 7, **Int** 2, **Wis** 14, **Cha** 11

BAB +1; **CMB** -5; **CMD** 7 (11 vs trip)

Feats Alertness; Weapon Finesse^B

Skills Perception + 2, Stealth +15; **Racial Modifiers** +4
Stealth, -2 visual Perception

ECOLOGY

Environment temperate forest

Organization Nest (3-5)

Treasure none

SPECIAL ABILITIES

Cascade Flu (Ex): Disease—bite; Fortitude DC 9, onset one day, damage psionic cascade (every time an afflicted character manifests a power, she must make a DC 16 concentration check; on a failed check, a psionic cascade is triggered [see Psionic Maladies]). The save DC is Constitution-based.

Hide Mind (Su): A brain mole cannot be identified as psionic by divination spells or clairsentience powers.

Power Conversion (Su): When a brain mole drains a power point by means of its *power leech* power, it immediately heals 1 hit point. If it is already at full normal hit points, it instead gains psionic sustenance sufficient to supply its need for nourishment for 24 hours.

Burrowing animals that feed off psionic energy, brain moles are not easily distinguished from normal moles. Their eyes shine in the dark when they use their power leeching ability.

If a brain mole cannot find psionic energy, they typically survive by eating earthworms and other invertebrates. However, brain moles prefer psionic energy, and will use their detect psionics ability to seek out prey, often from beneath the earth. Once the target is within reach, they will use their power leech ability, staying hidden as long as possible. When threatened, a brain mole will use aversion to try to keep opponents from attacking, and resort to mind thrust if forced into combat. Their bite ability is only used as a last resort.

If possible, the brain mole will prefer to flee if hurt and stalk their prey from afar, slowly draining away their energy to heal and replenish themselves. A nest protecting their young might fight until death however, in which case the sheer numbers can prove overwhelming even to a prepared adventurer encountering them.



BRAIN WORM

This man looks human, yet emanates a strange sense of other-worldliness in attitude. As he walks towards you, something emerges from his nose.

BRAIN WORM

CR 6

XP 2,400

CN Small magical beast (psionic)

Init +7; **Senses** darkvision 60 ft; low-light vision; detect sapience 180 ft.; Perception +2

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +1 size, +4 natural armor)

hp 54 (8d10+8)

Fort +7, **Ref** +9, **Will** +4

OFFENSE

Speed 20 ft. burrow 5 ft., climb 20 ft.

Melee Bite +6 (1d6-3)

Reach 5 ft.

Psi-Like Ability (ML 8th; concentration +9)

At will – *ego whip* (2d4, DC 16)*, *catfall* (fall is 450 ft. shorter)*

3/day – *dimension slide* (move action)*, *id insinuation* (5 targets, DC 18)*

The safe DCs are Charisma-based.

*Includes augmentation for the brain worm's manifester level

STATISTICS

Str 4, **Dex** 16, **Con** 12, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +4; **CMD** 17

Feats Conceal Scent (B), Improved Initiative, Dodge, Mobility

Skills Climb+22, Knowledge (local) +9, Stealth +15;

Racial Modifiers Uses Dexterity on Climb checks

ECOLOGY

Environment any rural or urban

Organization Solitary, infection (host + brain worm), pair, infected pair (2 hosts + 2 brain worms), hive seed (2 brain worms plus one skull thrasher), nest (3-5), infected nest (3-5 hosts + an equal number of brain worms)

Treasure none (but see the infected host template below)

SPECIAL ABILITIES

Detect Sapience (Su): The brain worm maintains an awareness of sapient minds near itself; it is aware of the precise location of all sapient (Int 3 or higher) creatures within 180 feet of itself. Creatures using the Stealth skill are entitled to a Will save (DC 16) to foil this awareness, and the brain worm cannot detect sapient beings that are immune to mind-affecting abilities in this fashion. The save DC is charisma-based.

Detect sapience can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet

of wood or dirt blocks it.

Infect Host (Ex): Given sufficient time and a helpless living, corporeal sapient (Int 3 or higher) creature, the brain worm can take over that creature's body for its own purposes. The brain worm carefully burrows into its victim's body, sealing the flesh behind itself and leaving behind a faint round scar. Over the course of the next hour, the brain worm wraps itself around the spine (or another major nerve cluster) of the host and extends tendrils into the host's brain. During this time, the brain worm may be extracted with a DC 15 Heal check (which takes one minute and deals both the host and the brain worm 6 points of Constitution damage) or with an application of lesser restoration or similar spells and abilities.

If the brain worm is not extracted before the end of the hour, the host gains the infected host template. Once this occurs, the brain worm is shielded from harm until the host body dies or until it leaves the host (a gory process that takes about ten minutes and kills the host body). The brain worm may transfer itself into another helpless or willing creature while within a host; this process kills its current host body, but otherwise works as described above. The brain worm may not otherwise take actions while within a host (with the exception of those described in the extend tendril ability).

Killing a brain worm's host body causes it to burst forth in an explosion of gore and bone. The trauma of the event deals 4 points of Constitution damage to the brain worm.

Extend Tendril (Ex): While within a host, the brain



worm may extend one of its tendrils out of the host's nose as a free action. This tendril resembles a smaller version of the brain worm itself, and makes shrill shrieking noises while so extended. While the brain worm's tendril is extended, it may manifest its *catfall* and *dimensional slide* psi-like abilities, affecting both itself and its host body. Brain worms typically only use this ability as a last resort.

Roughly the size of small dogs, brain worms are insect-like beings whose long bodies are coated in small, overlapping scales in dark colors. Brain worms do the most active work in their hives: they are responsible for infiltrating communities, deflecting suspicion away from the hive, proactively eliminating threats, luring victims to the nest, defending the eggs that will hatch into corpse beetles, and advancing the hive's knowledge. Though brain worms nominally answer to the skull thrasher in charge of the hive, the balance of power is fluid and the end result is something like a democracy, with the local skull thrasher taking the place of 'first among equals' in deference to their superior cunning and responsibilities.

Most brain worms are picky about their hosts, preferring those who can grant the hive access to victims or whose social status can be used to advance, conceal, or defend the hive. The brain worm will typically observe a potential host for several days, relying on its stealth and climbing abilities, in order to learn its habits and determine a time to attack. Brain worms attack their victims with *ego whip*, reducing them to unconsciousness in order to burrow in and take over. Brain worms never attempt to infect a host that is not unconscious or helpless, and they shy away from torture even when it would be an effective tool for their needs. Once inside a host, the brain worm feeds on the psionic energies released by the host body's semi-functional brain and works to advance the cause of the hive.

If caught outside of its host, a brain worm will attack with *ego whip* and attempt to judge if it can win the engagement. If confident, the brain worm will press the assault and typically infect its attackers. Otherwise, it disorients them with id insinuation and then makes every effort to escape. Most brain worms display a remarkable loyalty to their hive and will flee away from the location of their nest, circling around to rejoin the hive only if they shake off pursuit.

Though loyal to their hives, brain worms can be sensitive to mistreatment and will rebel against a tyrannical skull thrasher if pushed too far. They can also be naturally curious and seek knowledge for its own sake, which can sometimes lead to brain worms splitting away from a hive as they develop (and pursue) individual interests. Every now and again a brain worm that has been within a host for too long forgets that it ever wasn't the host, which can be awkward if and when the body dies and the worm is reflexively expelled into the open.

Brain worms understand common and any languages known by their current and former hosts, though they cannot speak without a host body. Within their hive, they

communicate with their local skull thrasher via complex body language and/or the skull thrasher's telepathy.

INFECTED HOST

A sapient being infected by a brain worm is, physically and mentally, almost the same creature. The only outward sign of the infection is a small, circular scar somewhere on the host's body (usually at the base of the spine) and a tendency to pause when asked a question, as though thinking of a response.

Creating an Infected Host

"Infected host" is an acquired template that can be added to any living, corporeal sapient (Int 3 or higher) creature that is the victim of a brain worm's infect host ability.

An infected host uses all of the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged.

Special Attacks: The base creature loses all of its supernatural, spell-like, and psi-like attacks derived from its class features or feats, as well as access to any psionic powers and/or spells.

Special Qualities: The base creature loses all of its supernatural, spell-like, and psi-like abilities derived from its class features or feats, as well as access to any psionic powers and/or spells, then gains the following qualities:

Soulless (Ex): Upon gaining this template, the base creature is spiritually dead and its soul moves on to whatever afterlife awaits it. Spells and abilities that detect souls instead detect the brain worm lurking inside the infected host. Spells and abilities that affect souls (such as a mirror of life trapping) fail entirely against the infected host. The infected host's alignment changes to remain identical to the brain worm's at all times.

Host Body (Ex): The infected host is under the absolute command of the brain worm within it and is not subject to mind-affecting spells or abilities. This control cannot be disrupted by any means short of extracting the brain worm (see the brain worm entry, above), which is fatal to the infected host. The brain worm may freely access all information known by the host previous to its infection, and unless ordered otherwise the infected host will continue its previous habits and predilections.

Abilities: The infected host uses intelligence, wisdom, and charisma of the brain worm infecting it in place of its own.

Skills: The infected host gains a +2 competence bonus to Climb and Stealth checks.

Feats: The base creature loses any psionic feats it possesses.

Challenge Rating: Same as the base creature (note, however, that some base creatures may have their challenge rating lowered significantly – for example, a sorcerer who loses all of their spellcasting when they gain this template). When calculating the challenge rating of an encounter that includes an infected host, include the challenge rating of the brain worm infecting it as part of the encounter.

BRATAURUS

This human-size green and purple creature has two enlarged brain lobes. Its sharp claws can tear its victim to shreds.

BRATAURUS

CR 5

XP 1,600

CE Medium monstrous humanoid (psionic)

Init +4; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 natural, +1 dodge)

hp 52 (7d10+14)

Fort +4, Ref +5, Will +7; +4 vs mind-affecting

Defensive Abilities devour sanity Resist cold 15

Weaknesses vulnerability to electricity

OFFENSE

Speed 35 ft.

Melee bite +12 (1d6+5 plus 2 Wis damage), 2 claws +12 (1d4+5)

Special Attacks mind scream (30 ft., DC 17)

STATISTICS

Str 20, Dex 11, Con 14, Int 13, Wis 14, Cha 15

Base Atk +7; CMB +12; CMD 22

Feats Dodge, Improved Initiative, Power Attack (-2/+4), Ability Focus (Psychic Shriek)

Skills Climb +15, Intimidate +12, Perception +12, Stealth +10, Survival +12

Languages Common, Undercommon

ECOLOGY

Environment cold or temperate underground

Organization solitary, pair, lobe (3-6), scream (8-15)

Treasure standard

SPECIAL ABILITIES

Psychic Shriek (Su): A brataurus's unusually large lobes are capable of emitting a psionic shriek that disrupts the minds of their prey. Once every three rounds, as a standard action, the brataurus may emit a psychic shriek that affects all other creatures within a 30 foot radius; such creatures must succeed at a Will save (DC 17) or suffer 1d4 points of wisdom damage. The save DC is charisma-based. The mind scrambling caused by the brataurus' psychic shriek may also disrupt influences on its victim's minds; creatures dealt wisdom damage by a psychic shriek are immediately entitled to a new saving throw against any and all mind-affecting abilities affecting them, which benefits from a +4 circumstance bonus.

Devour Sanity (Su): The brataurus gains strength from rending the sanity of its prey; whenever the brataurus deals wisdom damage (in any fashion) it gains 5 temporary hit points per point of wisdom damage dealt,

up to a maximum of 50 temporary hit points gained in this fashion within a 24-hour period.

Brataurus are savage humanoids that crudely devour psionic energy. On their own, brataurus haunt underground caverns, complexes, or sewers seeking sapient prey to ambush, kill, and devour – not necessarily in that order. Thoroughly sadistic, brataurus will deliberately leave prey alive in order to prolong the torture of being devoured one piece at a time, and to extend their victims' loss of sanity.

Brataurus gather in groups to bully other creatures, using their psychic shriek to overwhelm prey communally and to feast on each other's eroded sanity in battle. They also serve other beings, hiring out as mercenaries in exchange for prey, magical favors, or equipment (brataurus disdain weapons, but consider magical armor a status symbol and care lovingly for any such armor in their possession even if they can't wear it). Brataurus make for nominally loyal servants, but they often get carried away and 'forget' about orders they'd rather not follow. Still, a brataurus who has been bought typically stays bought, serving to the end of its agreement as long as it continues to be paid.

A brataurus stands about five feet tall and weighs about 200 pounds.



CALLER IN DARKNESS

What appears to be a sudden fog rolls towards you, a feeling of dread sinking into your bones. As the fog forms into a thousand faces, all stuck in the middle of silent screams, you understand why.

CALLER IN DARKNESS

CR 9

XP 6,400

CE Large undead (incorporeal, psionic)

Init +7 **Senses** darkvision 60 ft., Perception +16

Aura unnatural (DC 18)

DEFENSE

AC 14, touch 14, flat-footed 11 (–1 size, +3 Dex, +2 deflection)

hp 71 (11d8+22)

Fort +5, **Ref** +6, **Will** +9

Defensive Abilities incorporeal **Immune** undead traits

Weaknesses vulnerability to sunlight

OFFENSE

Speed 30 ft.; fly 60 ft. (good)

Melee incorporeal touch +10 (2d6 plus steal essence if lethal)

Space 10 ft.; **Reach** 10 ft.

Special Attacks steal essence

Psi-like Abilities (ML 7th)

At will—*clairvoyant sense*, *concussion blast* (two targets, 3d6*), *detect psionics*, *ego whip* (2d4, DC 16*), *mind thrust* (7d10, DC 16*)

3/day—*death urge* (DC 16), *psychic crush* (DC 13**), *psionic suggestion* (three targets, DC 14*)

1/day—*co-opt concentration* (DC 18)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 15

BAB +8; **CMB** +12; **CMD** 24

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Autonomous, Iron Will, Ability Focus (Unnatural Aura)

Skills Intimidate +16, Knowledge (Psionics) +16, Perception +16, Sense Motive +16, Spellcraft +16, Stealth +17 **Racial modifiers** Knowledge (psionics) is a class skill

Languages Common

ECOLOGY

Environment underground

Organization solitary

Treasure none

SPECIAL ABILITIES

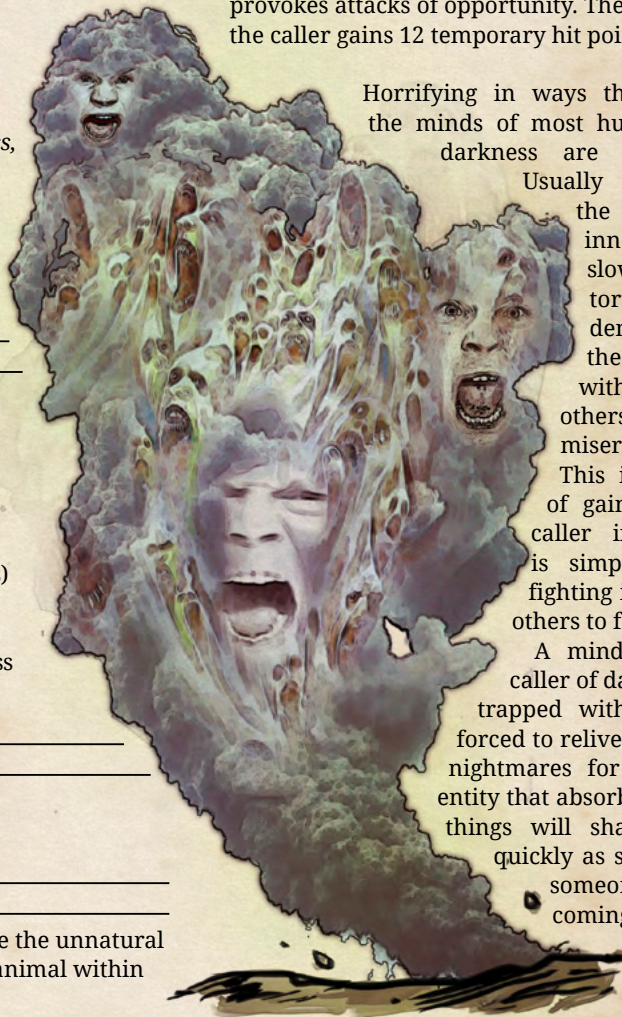
Unnatural Aura (Su): Animals can sense the unnatural presence of a caller in darkness. Any animal within

30 feet must make a DC 18 Will save or become panicked until it is no longer within 30 feet of the caller in darkness. A panicked creature that is cornered begins cowering. The save DC is Charisma-based. The listed DC includes the caller in darkness' Ability Focus feat.

Vulnerability to Sunlight (Ex): Callers in darkness are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A caller caught in sunlight cannot attack and can take only a single move action or standard action each turn, but not both (nor can it take full-round actions).

Steal Essence (Su): Any living, intelligent creature slain by a caller in darkness's touch attack is mentally absorbed into the monster's consciousness. (The physical body of the victim remains intact). Stealing a victim's essence is a free action; it grants the caller 12 temporary hit points, and a permanent new screaming face appears within its cloud.

A caller in darkness can also steal the essence of living, intelligent creatures within 30 feet that are paralyzed or sleeping, or that are helpless due to having a mental ability score reduced to 0 (often by the caller's *ego whip* attack). Doing so is a standard action that provokes attacks of opportunity. The victim dies, and the caller gains 12 temporary hit points.



Horrible in ways that would break the minds of most humans, callers in darkness are thankfully rare.

Usually formed upon the death of an innocent who was slowly and painfully tortured until its demise, a caller in the darkness exists with an urge to bring others into its own miserable existence. This is not a method of gaining power. The caller in the darkness is simply incapable of fighting its desire to force others to feel its torment.

A mind captured by a caller of darkness is forever trapped within the creature, forced to relive its own personal nightmares for as long as the entity that absorbed it exists. Few things will shake someone as quickly as seeing the face of someone they recognize coming out of the fog, trying to scream.

CEREBRILITH

The creature before you looks like a furless ape that has been crossed with some sort of reptile. Its skull is far longer than it should be, and it does not appear to have a neck, the skull simply continuing directly into the creature's severely hunched back. The skull is not a solid piece, appearing more like a thick ribcage on top, and you can see the enormous brain that also appears to continue into the creature's back. Long arms appear to keep it balanced, but as it stands up, you realize that they are only kept on the ground for ease of movement, and it appears more than capable of using them in a fight.

CEREBRILITH

CR 10

XP 9,600

CE Large outsider (chaotic, demon, evil, extraplanar, psionic)

Init +1; **Senses** darkvision 60 ft., Perception +24

DEFENSE

AC 25, touch 10, flat-footed 24 (–1 size, +1 Dex, +15 natural)

hp 112 (9d10+63)

Fort +13, **Ref** +4, **Will** +10

Defensive Abilities DR 10/good; **Immune** electricity and poison; **Resist** acid 10, cold 10, fire 10; **PR** 20

OFFENSE

Speed 30 ft.

Melee Bite +14 (1d8+6) and 2 claws +14 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

Spell-like Abilities (CL 9th)

At will—*deeper darkness*, *desecrate*, *detect good*, *dispel good* (DC 20), *greater teleport* (self plus 50 pounds of objects only), *magic circle against good*, *unholy blight* (DC 19).

1/day—*summon* (level 4, 1 cerebrilith, 35%)

Psi-like Abilities (ML 9th)

At will—*brain lock* (any nonmindless, DC 17*), *detect psionics*, *ego whip* (2d4, DC 19*), *id insinuation* (four targets, DC 20*), *mind trap* (5 rounds*)

3/day—*mind control* (24 hours, DC 20*), *ectoplasmic form*, *mind probe* (DC 20)

1/day—*mind thrust* (9d10, DC 20*)

*Includes augmentation for the cerebrilith's manifester level.

STATISTICS

Str 22, **Dex** 13, **Con** 25, **Int** 15, **Wis** 18, **Cha** 21

BAB +9; **CMB** +16; **CMD** 27

Feats Power Attack, Psionic Meditation, Psionic Fist,

Unavoidable Strike, Greater Psionic Fist, Wild Talent^B

Skills Autohypnosis +16, Knowledge (arcane) +14,

Knowledge (the planes) +14, Knowledge (psionics)

+14, Perception +24, Sense Motive +16, Spellcraft +14,

Stealth +13 **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure standard

Cerebriliths are specialized demons, augmenting their demonic abilities with psionic might. Cerebriliths are more concerned with their own power than anything else, and very rarely join in demonic armies unless they are needed for a specific purpose. Much of a cerebrilith's time is spent perfecting its own abilities, generally by using mortals as prey.

Cerebriliths are absolute monstrosities, the largest rivaling balors in size when fully erect. A typical cerebrilith stands around 15 feet tall, and weighs around 5,000 lbs. They're constantly hunched nature means most cerebriliths appear to only be around 11 to 12 feet high. They form from the souls of powerful psionics, although only the souls of true psionic masters are capable fueling the creation of one cerebrilith, which otherwise may take as many as a dozen souls of psionic mortals to form.



CEREBREMORTE

Wreathed in a corona of blue-violet flames, a blackened skull without a lower jawbone hovers before you. A portion of its spine is still attached and the back of this skull is broken outward. An overlarge brain is visible and it pulses with psychic power.

CEREBREMORTE

CR 8

XP 4,800

NE Tiny undead (psionic)

Init +11; **Senses** darkvision 60 ft.; Perception +14

Aura darkfire (5 ft., DC 19)

DEFENSE

AC 25, touch 17, flat-footed 18 (+7 Dex, +6 natural, +2 size)

hp 94 (9d8+54)

Fort +7, **Ref** +10, **Will** +11

DR 10/bludgeoning and good; **Immune** undead traits; **Resist** fire 20; **PR** 19

OFFENSE

Speed fly 50 ft. (perfect)

Ranged +15 ranged touch (psionic enervation)

Psi-Like Abilities (ML 9th;

Concentration +14)

At will—*defensive precognition* (swift action, +3 insight bonus to AC), *psionic blast* (stunned 3 rounds, DC 20)

3/day—*ego whip* (2d4, DC 19), *id insinuation* (4 targets, DC 20), *mental barrier* (+5 deflection bonus to AC for 5 rounds)

1/day—*psionic crush* (DC 20)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 17, **Wis** 15, **Cha** 20

Base Atk +8; **CMB** +6; **CMD** 23

Feats Greater Psionic Endowment, Improved Initiative, Iron Will, Psionic Endowment, Toughness

Skills Autohypnosis +11, Fly +27, Intimidate +17, Knowledge (arcana) +15, Knowledge (psionics) +12, Knowledge (religion) +15, Perception +14, Spellcraft +15, Stealth +15; **Racial Modifiers** +8 Fly

Languages telepathy 30 ft.

ECOLOGY

Environment any

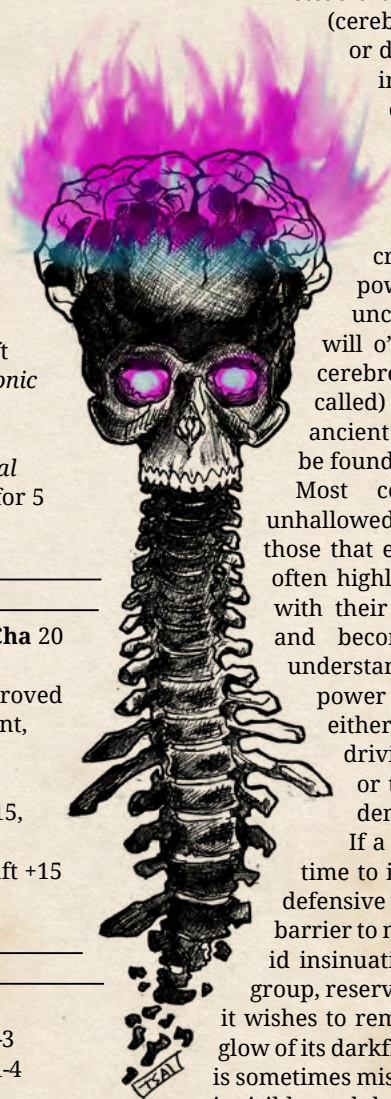
Organization solitary, pair, or haunting (1-3 cerebremortes, 1 caller in darkness, and 1-4 shadows, spectres, or wraiths)

Treasure standard

SPECIAL ABILITIES

Darkfire (Su): A cerebremorte is surrounded by a corona of blue-violet flames that gives off light as a torch, but also provides it with protection. Anyone approaching a cerebremorte within 5 feet is at risk of being affected by its darkfire aura. The attacker suffers 1 point of Strength drain and is shaken for 1d6 rounds unless a successful Will save (DC 19) is made. A successful save negates the shaken effect, but the attacker still suffers the Strength drain. The save DC is Charisma-based.

Psychic Enervation (Su): The primary attack of a cerebremorte is its psychic enervation ray, a ranged touch attack that drains 5d4 power points from any living psionic-using creature. (If the target of this attack is not a psionic-using creature, the attack instead drains 1d4 points of Int, Wis, or Cha (cerebremorte's choice)). Lost power points or drained ability scores can be recovered in the normal methods; rest, or powers or spells that restore such losses.



A cerebremorte is often the result of a psion that has been killed by a powerful death effect, such as psychic crush or slay living or other similar powers or spells. They are relatively uncommon and have been mistaken for will o' wisps, or even ghosts occasionally. A cerebremorte (or gravemind, as it is sometimes called) prefers to lurk in ruins, dark and ancient forests, or even underground, but can be found almost anywhere.

Most cerebremorte are aware of their unhallowed state and seek to exact revenge upon those that ended their lives, and as such they are often highly mobile. Some seek to come to terms with their undeath and their strange existence, and become consumed by researching and understanding one of the few things that psionic power could not touch. Such cerebremorte can either choose to stay, haunting a place and driving away all who would disturb them, or they go searching for knowledge, often demanding it rather than bargaining for it. If a cerebremorte senses intruders, it takes time to increase its defenses, often manifesting defensive precognition (a swift action) and mental barrier to make it harder to hit, then attacking with id insinuation or psionic blast against the largest group, reserving psychic crush for a troublesome foe it wishes to remove from the battle. It cannot dim the glow of its darkfire corona and, unlike the will o' wisps it is sometimes mistaken for, graveminds are not naturally invisible, and therefore this increased visibility can give its opponents an edge.

CORPSE BEETLE SWARM

The skeleton is obviously missing the skull and spinal column, but it is the hundreds of beetles that capture your attention. As you look on they burst into motion as the swarm of beetles take flight for you.

CORPSE BEETLE SWARM CR 5

XP 1,600

N Tiny magical beast (psionic, swarm)

Init +3; **Senses** darkvision 60 ft.; low-light vision; hive control; Perception +1

DEFENSE

AC 18, touch 18, flat-footed 14 (+3 Dex, +2 insight, +1 dodge, +2 size)

hp 35 (5d10+10)

Fort +8, **Ref** +6, **Will** +7

Defensive Abilities swarm traits, hive control

Weakness swarm traits

OFFENSE

Speed 5 ft.*, fly 40 ft. (good)*;

Melee swarm (1d6 plus distraction DC 14)

Reach 0 ft.

Special Attacks distraction (DC 14), drag down (DC 16), scrape id (DC 16)

Psi-Like Abilities (ML 5th; concentration +6)

At will – *hustle*, *defensive precognition* (+2, factored into the statistics above)*

* Includes agumentation for the corpse beetle swarm's manifester level

STATISTICS

Str 4, **Dex** 16, **Con** 14, **Int** 2, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** —; **CMD** —

Feats Ability Focus (drag down), Ability Focus (scrape id), Dodge

Skills Fly +15

ECOLOGY

Environment any rural or urban, underground (if part of a hive)

Organization solitary, horde (2-4), brood (1-3 plus skull thrasher), hive (1-3 plus 1-2 brain worms plus skull thrasher)

Treasure None or standard (if part of a hive encounter)

SPECIAL ABILITIES

Hive Control (Su): A corpse beetle swarm has a strong psychic bond to the skull thrasher that hatched it. While within 2,000 feet of that skull thrasher, the corpse beetle swarm and skull thrasher may freely use each other's senses as if their own. The corpse beetle swarm may use the skull thrasher's Intelligence score in place of its own if doing so would be advantageous, and may make Knowledge checks using the skull thrasher's skill ranks. The corpse beetle swarm still suffers from

damage or penalties to its own Intelligence and falls into a coma as normal if its intelligence is reduced to 0 or less.

Within 100 feet of each other, the bond between the two strengthens; if either one is not surprised or flat-footed, neither is. The corpse beetle swarm may use the skull thrasher's *dimensional slide* psi-like ability, though if using the ability transports the corpse beetle swarm more than 100 feet away from the skull thrasher, the bond subsides to its ordinary strength.

Drag Down (Ex): The corpse beetle swarm may use this ability as a standard action; when it does, all creatures that share its space must succeed at a Fortitude save (DC 16; the save DC is based on the corpse beetle swarm's Constitution modifier) or lose all ability to fly for as long as they remain within the corpse beetle swarm's space, and for one round thereafter. If this would cause the creature to fall, they do so in a gentle, controlled descent that deals no damage to them, and the corpse beetle swarm falls with them in the same manner. The corpse beetle loses all ability to fly for as long as the victims of its drag down ability remain within its space.

Scrape Id (Su): Corpse beetle swarms attack while emitting a subconscious psychic howl that claws at the terror centers of the brain, throwing off their prey and making them easier to harry and catch. Creatures damaged by the corpse beetle swarm's swarm attack must succeed at a DC 16 Will save (the save DC is based on the corpse beetle swarm's Charisma modifier) or suffer a surge of subconscious terror, which inflicts the shaken condition for 5 rounds. This is a mind-affecting, fear effect.

Corpse beetles are small, fur-covered beings that vaguely resemble insects. They hatch and move in swarms, flying on gossamer wings, seeking prey both living and dead unless under the control of a skull thrasher.

Corpse beetles are not often encountered outside of their hive if they were hatched by an experienced skull thrasher. Corpse beetles hatch from eggs implanted in the freshly dead bodies of sapient beings (typically harvested by the joint efforts of the skull thrasher and its attendant brain worms), growing to a lethal size within 24 hours. At that point, the beetles are ravenous and will consume any meat, living or dead, that is offered to them. A corpse beetle swarm will devour anything offered to it for about two weeks before forming a communal chrysalis, from which will eventually emerge a single brain worm.

Caught away from their skull thrasher, corpse beetle swarms are astonishingly aggressive but tactically very simple. They fly at low altitudes seeking corpses and living creatures, then proceed to attack without pity. Only if reduced to less than half its hit points will such an uncontrolled swarm attempt to retreat, and more often than not it will press the attack instead.

Under the hive's control, however, corpse beetle swarms become clever and dangerous combatants. They prioritize their targets and cooperate with other members of the hive, luring prey into ambushes or executing tactical retreats when they realize that they are outmatched. Working in tandem with infected hosts, corpse beetle swarms will drag flying opponents to the ground where the hive can subdue them.



CRYSMAL

The small scorpion-like creature appears to be made of crystal, looking more like someone's pet construct than anything else - until it attacks.

CRYSMAL

CR 3

XP 800

LN Small outsider (earth, elemental, psionic)

Init +2 **Senses** darkvision 60 ft., Perception +19

DEFENSE

AC 21, touch 13, flat-footed 19 (+1 size, +2 Dex, +8 natural)

hp 39 (6d10+6)

Fort +8, **Ref** +6, **Will** +2

DR 5/bludgeoning; **Immune** elemental traits, fire, cold; **Resist** electricity 15

OFFENSE

Speed 30 ft.; burrow 20 ft.

Melee Sting +8 melee (1d3+3)

Psi-Like Abilities (ML 2nd)

At will—*control object*, *control sound*, *detect psionics*, *empty mind*, *mind thrust* (2d10, DC 13*)
3/day—*fold space*

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 6, **Wis** 10, **Cha** 14

Feats Alertness, Great Fortitude, Lightning Reflexes

Skills Acrobatics +11, Appraise +15, Climb +11, Perception +19 **Racial Modifiers** +8 Appraise, +8 Perception

ECOLOGY

Environment Underground

Organization Solitary or facet (2-5)

Treasure Double goods (gems only)

A crysmal exists for one purpose – to consume enough gemstones to reproduce. Single-minded in the extreme, they spend the vast majority of their time searching out gems, which they have learned bipedal creatures often carry. Crysmals come in a variety of colors and shades, and while some have theorized that the coloring indicates the type of gemstone that the crysmal consumes, there has been no direct evidence to show that a particularly-colored crysmal will ignore gems of different colors.

Crysmals are not outright evil, and handing a crysmal the gems it is looking for will typically leave you unharmed. Swarms of crysmals will often claim a gem-mine and as populations bloom, they can advance upon cities and villages, smelling the crystals within. Intelligent enough to follow plans, these creatures often surprise simple guards. A crysmal requires 8 to 10 gemstones worth 25 gp or more to create a juvenile crysmal.

A crysmal is typically about 4 feet long.



DEDRAKON

This bear-like creature has a spiked and plated exterior. It turns to look in your direction and snarls, opening its circular maw full of long, razor-sharp teeth.

DEDRAKON

CR 3

XP 800

LN Large Magical Beast (psionic)

Init +0; **Senses** darkvision 60 ft.; low-light vision; perception +7

DEFENSE

AC 17, touch 9, flat-footed 17 (+0 Dex, +8 natural, -1 size)

hp 42 (5d10+15)

Fort +6; **Ref** +4; **Will** +0

Immune entangle, staggered

OFFENSE

Speed 30 ft.

Melee Bite +8 (2d6+4 plus crystal shackles), 2 claws +8 (1d6+4 plus crystal shackles)

Special Attacks arresting roar (DC 10)

Space 10 ft. **Reach** 5 ft.

Psi-Like Abilities (ML 5; concentration +3)

At will - *hustle*

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 6, **Wis** 8, **Cha** 6

Base Atk +5; **CMB** +10; **CMD** 20 (22 vs. trip)

Feats Toughness, Improved Natural Attack (Bite), Ability Focus (Arresting Roar)

Skills Perception +7, Stealth +8

Racial Modifiers +8 Stealth

ECOLOGY

Environment Any temperate land or underground, any temperate urban

Organization solitary, mated pair, chain gang (3-6)

Treasure standard

SPECIAL ABILITIES

Crystal Shackles (Su): A creature struck by a dedrakon's natural attacks gains a crystal shackle somewhere on their body. These shackles generate a localized telekinetic field that slows the creature's movements, inflicting a penalty equal to (5 x the number of creatures with

crystal shackles on them) feet to the victim's movement speeds for three rounds. Additional applications of this ability do not stack; instead, they extend its duration by another three rounds.

Arresting Roar (Su): As a standard action, the dedrakon is able to emit a powerful blast of telekinetic force with a roar. This blast interacts with the field generated by its crystal shackles ability, causing any creature within 30 ft. that is also affected by crystal shackles to be paralyzed for one round unless it makes a DC 15 Fortitude save. Creatures unaffected by crystal shackles are not affected by this ability. The dedrakon can only use this ability once every three rounds. The save DC is Wisdom-based.

Sometimes known as scalebears or chain hounds, dedrakons are actually more closely related to reptiles. The first dedrakons were bred on commission; a city facing severe and frequent riots needed a method of quelling the violence and preventing the troublemakers from fleeing while the local watch made arrests. The psion they contracted created dedrakons as the answer – ferocious, intelligent ambush predators with a disciplined mindset and the ability to blend into an urban environment.

Urban dedrakons are trained to work closely with law enforcement and/or military elements, typically as shock troops and riot breakers. When encountered in the wild, dedrakons lie in wait for their prey and charge forward in a burst of savage fury, using their *hustle* power to close the gap and unleash their full spread of attacks. Though not normally inclined to hunt sapient prey, dedrakons will kill to defend their territory, or if their young are threatened.

Dedrakons are about 4 ft. tall when on all fours, although their bodies from nose to toe are closer to 8 feet in length. The average dedrakon weighs around 800 pounds.



DERANGED TREPANNER

At first glance, this resembles a pillar composed of copper, stone, and blue crystals. Legs unfold from the pillar and the crystals glow wight light as four lanky arms bearing saws and drills appear, accompanied by an ominous whine.

DERANGED TREPANNER CR 6

XP 2,400

CN Medium construct (psionic)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 65 (7d10+27)

Fort +2, Ref +4, Will +1

DR 5/bludgeoning; Immune construct traits; PR 17

OFFENSE

Speed 30 ft.

Melee 4 claws +13 (1d6+5 plus grab or *psychic drain*)

Space 5 ft.; Reach 10 ft.

Special Attacks grab, trepanning

Psi-Like Abilities (ML 7th)

At will – *empathic transfer*

3/day – *psychic drain* (DC 15) (may manifest as swift action upon successful melee strike)

1/day – *dimension slide*, *dispel psionics*, *energy push* (4d6, DC 15*), *specified energy adaptation* (immediate action*)

The save DCs are Intelligence-based.

* Includes augmentation for the trepanner's manifester level.

STATISTICS

Str 20, Dex 14, Con -, Int 13, Wis 8, Cha 1

Base Atk +7; CMB +12 (+16 grapple); CMD 24

Feats Combat Reflexes, Skill Focus (Heal),

Toughness, Weapon Focus (arm)

Skills Heal +17, Perception +2,

Stealth +8; Racial Modifiers +8

Heal, +2 Stealth

Languages Common

SQ Aid overchannel, freeze

ECOLOGY

Environment any

Organization solitary or team (3-5)

Treasure none

SPECIAL ABILITIES

Aid Overchannel (Su): A creature in physical contact with a deranged trepanner can divert one-third of the damage caused by using the Overchannel feat (rounded up) to the trepanner, which the trepanner cannot avoid. A creature can only benefit from one trepanner's aid overchannel ability at a time, and this ability functions up to three times per day.

Freeze (Ex): A deranged trepanner can hold itself so still it appears to be a column between 5 to 10 feet in height. A deranged trepanner that uses freeze can take 20 on its Stealth check to hide in plain sight as a column. This ability does not work against creatures that have previously witnessed a

deranged trepanner unfolding from its column shape.

Grab (Ex): A deranged trepanner can use its grab attack against a foe of up to Medium size.

Trepanning (Ex): If a deranged trepanner successfully pins an opponent that has a skull, it may immediately attempt to bore a hole in the opponent's skull by making an attack roll, taking into account the target's AC penalties for being pinned. If successful, the target suffers 4d6 damage, loses 3d6 power points, and takes 1d6 points of Intelligence damage.

Legend has it that the trepanners were crafted centuries ago to ease the suffering of powerful psions when they felt overwhelmed by the energy churning within them. Trepanners are equipped with adamantine blades and drills precisely designed for piercing the thick bone of the skull to relieve cranial swelling, as well as drain psionic energy.

Perhaps due to the passage of time, malicious sabotage, or a psychic virus, the trepanners devolved from gentle healers into compulsive schizophrenics. In their deluded dementia, deranged trepanners believe all sentient beings suffer from insanity, edema, or an overabundance of psionic power. True to their original calling, they seek to alleviate such suffering by any means necessary, even if that means pain or death to the "patient." (Sages surmise that originally they were equipped with anesthesia, but that their supplies ran out long ago.)

When a deranged trepanner encounters a creature with a brain and sentient thought, it moves quickly to alleviate the creature from the burdens of thought. It overlooks animals, constructs, plants, and other creatures free of the yoke of a brain capable of higher thought. They prefer to grapple and use their trepanning ability, and have other methods at their disposal to handle unruly patients or those standing in their way. Once a trepanner has successfully trepanned a creature or used its *psychic drain* ability against it three times, the

trepanner generally moves on to another patient.

It is possible to convince a trepanner that its medical services are unnecessary with a DC 26 Bluff check to back down. Even if a trepanner is persuaded in this way, sooner or later it likely will relapse and come to believe that the PC is in need of a good skull-boring.

CONSTRUCTION

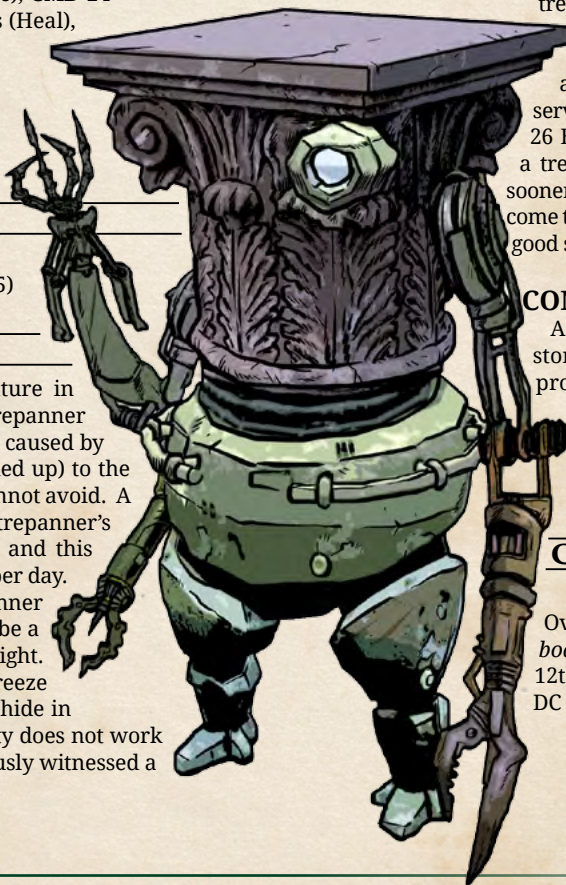
A trepanner is constructed from stone and steel, with crystals providing the power. It weighs 800 pounds.

TREPANNER

ML 12th; Price 20,000 gp

CONSTRUCTION

Requirements Craft Construct, Overchannel, *bend reality*, *control body*, manifester must be at least 12th level; Skill Craft (sculptures) DC 17; Cost 10,000 gp



DEVIL, COGNITION

The man-sized, ebon-skinned devil before you is wreathed in constantly flickering flames. Its cranium is expanded and elongated, as though its brain were too large for its head.

COGNITION DEVIL

CR 12

XP 19,200

LE Medium outsider (devil, evil, extraplanar, lawful, psionic)

Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +20

Aura hellfire aura (10 ft., DC 20)

DEFENSE

AC 28, touch 16, flat-footed 22 (+6 Dex, +12 natural)
hp 149 (13d10+78)

Fort +14, **Ref** +14, **Will** +10

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **PR** 23

OFFENSE

Speed 40 ft.

Melee 2 claws +19 (2d8+6/19-20)

Psi-Like Abilities (ML 13th; concentration +17)

At will—*ego whip* (3d4, DC 20), *psionic blast* (stunned 5 rounds, DC 21)

3/day—*telepathic projection* (DC 21), *telepathic lash* (one humanoid target up to 16 HD, DC 21)

1/day—*psychic crush* (5d6 damage with a successful save, DC 23)

Spell-Like Abilities (CL 13th; concentration +17)

Constant—*detect chaos*, *detect good*

At will—*greater teleport* (self plus 50 lbs. of objects only), *touch of idiocy*, *scorching ray* (3 rays)

1/day—*feblemind* (DC19), *summon* (level 4, 1 cognition devil or 1d3 bearded devils, 50%)

STATISTICS

Str 23, **Dex** 22, **Con** 22, **Int** 18, **Wis** 18, **Cha** 19

Base Atk +13; **CMB** +19; **CMD** 35

Feats Ability Focus (psychic crush), Improved Critical (claws), Improved Initiative, Iron Will, Psionic Charge, Speed of Thought, Up the Walls

Skills Acrobatics +22, Autohypnosis +20, Bluff +17, Knowledge (arcana) +20, Knowledge (planes) +20, Knowledge (psionics) +20, Perception +20, Sense Motive +20, Spellcraft +17, Stealth +22

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, team (2-5), or incursion: (1-3 cognition devils, 1-4 barbed devils, and 2-8 bearded devils)

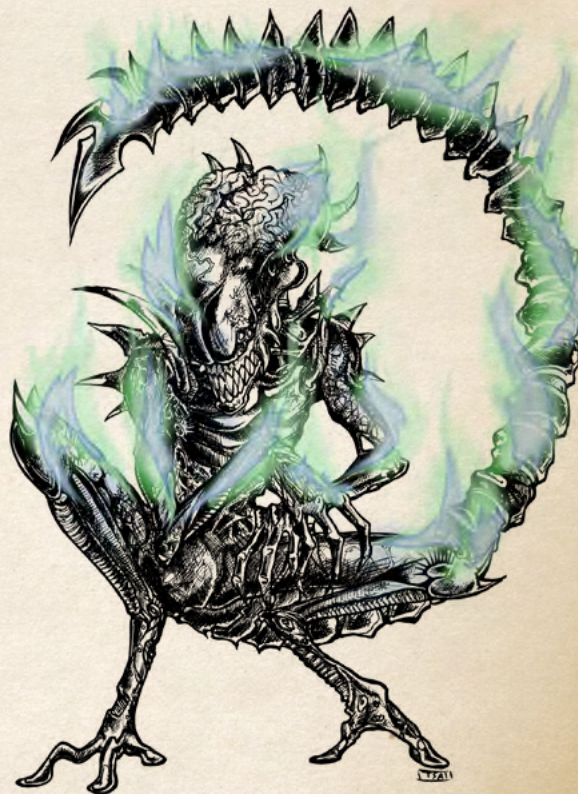
Treasure standard

SPECIAL ABILITIES

Hellfire Aura (Su) Any creature that comes within 10 feet of a cognition devil risks being affected by its hellfire aura. Such victims suffer 6d6 points of damage (Reflex save, DC 20, for half). Half of this damage is fire damage, while the other half is profane damage and not subject to energy immunities, protections, or resistances. (Other devils are not affected by hellfire aura). The save DC is Charisma-based.

A cognition devil, or sonnilloth (SAUN-ill-oth), actively pursues the degradation of civilized humanoids by reducing them to their baser instincts and savage natures. Many of its psi-like and spell-like abilities enable it to do this with ease. Sonnilloths are the thinkers and planners within the hierarchy of Hell. Many a successful infernal campaign is due to the intelligence provided by a sonnilloth and its spies.

Although cognition devils prefer ranged combat (using ego whip, psionic blast, scorching ray, or telepathic lash) the sonnilloths do not shy from a fight. A cognition devil likes to use a Psionic Charge and Speed of Thought (utilizing Up the Walls if the terrain or battleground permits) to maneuver around or to evade a powerful melee combatant. They enjoy reducing any reasoning humanoids (especially manifesters or spellcasters) to levels of idiocy, psychically killing a powerful warrior, and burning any creatures that come within their hellfire aura. Cognition devils will quit the battlefield (via greater teleport) to live to fight another day if a skirmish goes against them.



DRAGONS, PSIONIC

The psionic dragons presented here (with the exception of the ksarite dragon) follow the normal rules for true dragons with a few exceptions. The rules for the dragons are presented below. Psionic dragons do not gain spellcasting ability and instead gain manifesting ability.

AGE CATEGORIES

Many of a true dragon's abilities, attacks, and other statistics improve as a dragon grows older. These increases are divided into 12 age categories—as a dragon ages, its base statistics change as noted on Table: Dragon Age Categories.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This shows how many size categories by which to increase the dragon's base size, depending on its age (from Tiny to Small, Small to Medium, and so on). A true dragon does not gain the standard increases to ability scores when it achieves a larger size—instead, true dragons gain ability score increases according to their age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increase the dragon's base attack bonus and base save bonuses. Dragons have skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the Dragon Ability Scores table).

Natural Armor: This shows by what amount the dragon's base natural armor bonus increases with each age category.

Breath Weapon: Each dragon has a breath weapon (see Combat) that deals a base amount of damage. This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon with a base breath weapon that deals 2d6 acid damage would deal 14d6 acid damage (due to the $\times 7$ multiplier).

COMBAT

The Dragon Attacks and Speeds table lists the attacks a dragon can employ and the damage it deals (a dash indicates that a dragon of that size does not possess that natural attack). Other abilities described here are gained by dragons when they reach a specific age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size

category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Wings: The dragon can slam foes with its wings, even when flying. Wing attacks are secondary attacks that deal the indicated damage plus 1/2 the dragon's Strength bonus.

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Crush (Ex): A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Breath Weapon (Su): Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is $10 + 1/2$ dragon's HD + dragon's Con modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

ADDITIONAL DRAGON RULES

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well

TABLE: DRAGON AGE CATEGORIES

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrmling	0–5	Base	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3	Base × 2
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6	Base × 3
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9	Base × 4
5 Young adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12	Base × 5
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15	Base × 6
7 Mature adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18	Base × 7
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21	Base × 8
9 Very old	601–800	Base + 12	Base + 4	Base + 16	Base + 24	Base × 9
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base × 10
11 Wyrm	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyrm	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

TABLE: DRAGON ABILITY SCORES

Age Category	Str	Dex	Con	Int	Wis	Chr
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrm	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrm	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

TABLE: DRAGON ATTACKS AND SPEEDS

Size	Fly Speed (man.)	1 Bite	2 Claws	Gore	2 Wings	1 Tail Slap	1 Crush	1 Tail Swp.	Breath Weapon	
									Line	Cone
Tiny	100 ft. (avg.)	1d4	1d3	—	—	—	—	—	30'	15'
Small	150 ft. (avg.)	1d6	1d4	—	—	—	—	—	40'	20'
Medium	150 ft. (avg.)	1d8	1d6	1d6	1d4	—	—	—	60'	30'
Large	200 ft. (poor)	2d6	1d8	1d8	1d6	1d8	—	—	80'	40'
Huge	200 ft. (poor)	2d8	2d6	2d6	1d8	2d6	2d8	—	100'	50'
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d8	2d6	2d8	4d6	2d6	120'	60'
Colossal	250 ft. (clumsy)	4d8	4d6	4d6	2d8	4d6	4d8	2d8	140'	70'

as a human in dim light and twice as well in normal light.

Frightful Presence (Ex): A dragon's frightful presence has a range equal to 30 feet × the dragon's age category, but otherwise functions as detailed on page 300.

Damage Reduction: Dragons gain damage reduction as they age, as indicated on each dragon's specific entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep and paralysis. In addition, a dragon is immune to one or two additional forms of attack no matter what its age, as given in its description.

Powers: Psionic dragons gain power points, and know and manifest powers, instead of gaining and casting

spells. Each dragon type's entry will specify what class it gains power points and manifests as. Its manifester level depends on its age, as shown for each type.

Power Resistance: As psionic dragons grow older, they grow more resistant to powers and psi-like abilities, as indicated in the dragon descriptions. This PR replaces the spell resistance true dragons normally gain and is equal to 11 + the dragon's CR.

Psi-Like Abilities: A psionic dragon's manifester level for its psi-like abilities is equal to its total hit dice. This replaces the spell-like abilities true dragons normally gain.

CYPHER DRAGON

The empty grassland in front of you suddenly cracks like glass; you catch a glimpse of silver scales overwritten by blazing red lines before the rest of the dragon is revealed to you.

CYPHER DRAGON

CN dragon (psionic)

BASE STATISTICS

CR 4; Size Tiny; Hit Dice 4D12

Speed 60 ft.

Natural Armor +3; Breath Weapon line, 2d6 untyped

Str 8 Dex 14 Con 14 Int 18 Wis 12 Cha 12

ECOLOGY

Environment any (planes that connect to the astral, ethereal, or shadow planes only)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Borderland Adaptation (Su) Cypher dragons are adapted for planar travel and dwelling within border places; they never gain the extraplanar subtype and do not need to eat, drink, or breathe while in the astral or shadow planes. Furthermore, cypher dragons never suffer penalties from the planar traits of the astral or shadow planes and may perceive and attack nearby beings on those planes as though the cypher dragon were on the appropriate plane.

Additionally, once per week as a full-round action that provokes attacks of opportunity, the cypher dragon may transport itself to a nearby area on the astral or shadow planes (from any plane that borders its destination), or back to a nearby area on the prime material plane from the astral or shadow planes.

Border Mastery (Su) Old cypher dragons may transport themselves anywhere on the astral, ethereal, or shadow planes as a swift action up to twice per day, taking any number of other creatures within 100 ft. with them. A successful Will save (DC 27; the save DC is Intelligence-based) negates this travel for unwilling creatures. As a swift action up to once per day, the cypher dragon may transport itself and any number of other creatures within 100 ft. from the astral, ethereal, or shadow planes to the

last place they stood on the prime material plane (even if that place would take them more than 100 ft. from the cypher dragon upon arrival). A successful Will save negates this travel for unwilling creatures.

Breath Weapon (Su) A creature damaged by a cypher dragon's breath weapon is treated as though struck by the disrupt pattern ability for the purposes of resolving the cypher dragon's insights (for example, an cypher dragon with the disrupted healing insight would apply its effects to creatures damaged by its breath weapon). Cypher dragons treat all creature types as their active creature type.

Insights (Su) Starting at very young and again at every age category thereafter, the cypher dragon may select an insight as a cryptic of half its hit dice. Juvenile cypher dragons gain the fast stealth insight in addition to the insight they select.

Manifesting: Cypher dragons manifest as cryptics of the level indicated on the table below.

Obfuscated Pattern (Su) Ancient cypher dragons know how to blend their pattern with the background energies of the multiverse, vanishing from the sight of psion and sorcerer. The cypher dragon is immune to all attempts to gain information about it through supernatural means; spells, powers, and supernatural abilities that would reveal any direct or indirect information about it (such as *detect chaos* or *discern its alignment* or *detect magic* to observe an item within its lair) instead reveal no information



whatsoever. This ability does have one flaw; it does not foil additional senses granted to another creature by magic, such as the blindsight or darkvision (for example, a creature benefitting from the *touchsight* power could detect the cypher dragon with it).

Occultation (Su) Cypher dragons are possessed of color-changing scales and hide that they enhance with sound-dampening fields and subtle psionic suggestions that the dragon is not present; they never suffer size penalties to their Stealth checks and may make Stealth checks even while being observed. Cypher dragons do not require cover or concealment in order to make a Stealth check.

Pattern Adaptation (Su) Young cypher dragons may alter their patterns, temporarily re-writing their base nature. Once per day, as a swift action, the cypher dragon may gain, exchange, or remove up to two of the following subtypes. Each subtype includes an associated bonus, noted in parentheses: air (+20 ft. racial bonus to all speeds), chaotic (immune to compulsion effects), cold (+2 racial bonus to Fortitude saves), earth (40 ft. burrow speed), evil (enemies within 100 ft. suffer -2 penalty on saving throws), fire (+2 racial bonus to Reflex saves), good (other allies within 100 ft. gain +2 insight bonus to saving throws), lawful (immune to energy drain), water (breathes water, 60 ft. swim speed). Pattern adaptation lasts a number of minutes equal to the cypher dragon's Intelligence modifier, and during this time the dragon may exchange or remove the subtypes granted by this ability as a swift action.

Psi-Like Abilities (Ps) A cypher dragon gains the following psi-like abilities, usable at will upon reaching the listed age category. Juvenile – *chameleon*; Old – *dream travel*; Ancient – *mental disruption*

Resilient Pattern (Ex) Great wyrm cypher dragons are nearly impossible to kill; their patterns adapt to every attack. The cypher dragon gains DR 5/- when it is first struck by a natural or manufactured weapon in an encounter, which improves by 5 every time the dragon is struck thereafter (to a maximum of DR 25/-) and lasts until the end of the encounter. Additionally, whenever the dragon fails a saving throw against, or suffers damage from, a power, psi-like ability, spell, spell-like ability, or supernatural ability it becomes immune to all further uses of that ability until the end of the encounter, even if it would not normally allow power or spell resistance.

Scour Patterns (Su) Adult cypher dragons can scour the patterns in their immediate vicinity, disrupting access to supernatural energies. At will, as a standard action, the cypher dragon projects a 100 ft. radius aura. Creatures (including the dragon) within this aura suffer a penalty equal to ½ the cypher dragon's intelligence modifier on their caster levels and manifester levels. The cypher dragon may cease projecting this aura as a free action during its turn, but may not resume projecting it for 4 rounds if it does so.

Age Category	Special Abilities	Manifester Level
Wyrmling	Borderland adaptation, occultation	-
Very young	Insights	-
Young	Pattern adaptation	-
Juvenile	<i>Chameleon</i>	-
Young adult	DR 5/magic, power resistance	1 st
Adult	Scour patterns, frightful presence	3 rd
Mature adult	DR 10/magic	5 th
Old	Border mastery, <i>dream travel</i>	7 th
Very old	DR 15/magic	9 th
Ancient	Obfuscated pattern, <i>mental disruption</i>	11 th
Wyrm	DR 20/magic	13 th
Great Wyrm	Resilient pattern	15 th

YOUNG CYPHER DRAGON CR 8

XP 4,800

CN Medium dragon (psionic)

Init +5; **Senses** Dragon senses; Perception +13

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural hp 84 (8d12+32))

Fort +10; **Ref** +9; **Will** +8

Defensive Abilities pattern adaptation; **Immune** sleep, paralysis

OFFENSE

Speed 60 ft., fly 150 ft. (average)

Melee bite +11 (1d8+4), 2 claws +11 (1d8+3)

Reach 10 ft. (bite only)

Special Attacks breath weapon (60' line, 6d6 untyped plus disrupted healing, Reflex save (DC 18) for half damage), branding pattern

STATISTICS

Str 16, **Dex** 12, **Con** 18, **Int** 20, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +11; **CMD** 22

Feats Improved Initiative, Improved Natural Attack (claws), Lightning Reflexes, Lurker in Darkness*

Skills Bluff +13, Diplomacy +13, Fly +12, Knowledge (Arcana, Planes, Psionics, Religion) +16, Perception +13, Sense Motive +13, Spellcraft +16, Stealth +12

Racial Modifiers occultation

Languages draconic, common, celestial, infernal, elven, undercommon

SQ borderland adaptation, occultation, insights (branding pattern, disrupted healing)

PSIONIC BESTIARY

ADULT CYPHER DRAGON CR 12

XP 19,200

CN Large dragon (psionic)

Init +4; **Senses** Dragon senses; Perception +21

DEFENSE

AC 29, touch 11, flat-footed 27 (+0 Dex, +18 natural, +2 dodge, -1 size)

hp 175 (14d12+84)

Fort +15; **Ref** +11; **Will** +13

Defensive Abilities pattern adaptation; **DR** 5/magic; **Immune** sleep, paralysis; **PR** 23

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +18 (2d6+9), 2 claws +18 (2d6+6), 2 wings +16 (1d6+3), tail slap +16 (1d8+9)

Space 10 ft. **Reach** 10 ft. (15 ft. w/bite)

Special Attacks breath weapon (80' line, 12d6 untyped plus binding pattern, bleeding pattern, and disrupted healing, Reflex save (DC 25) for half damage), branding pattern, frightful presence (DC 21), scour patterns (-3 CL/ML), steal pattern

Powers Known (3rd level cryptic, 11 pp/day)

1st – *conceal thoughts, déjà vu, defensive precognition*

Psi-Like Abilities (ML 14th, concentration +18)

At Will – *chameleon* (+15)*

* *includes augmentation for the dragon's manifester level*

STATISTICS

Str 22, **Dex** 10, **Con** 22, **Int** 24, **Wis** 18, **Cha** 18

Base Atk +14; **CMB** +20; **CMD** 33

Feats Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes, Lurker in Darkness*, Multiattack, Hover, Ability Focus (Breath Weapon)

Skills Bluff +21, Diplomacy +21, Fly +11, Knowledge (Arcana, Dungeoneering, Planes, Psionics, Religion) +24, Perception +21, Sense Motive +21, Spellcraft +24, Stealth +17, Use Magic Device +21

Racial Modifiers occultation, fast stealth

Languages draconic, common, celestial, infernal, elven, undercommon, giant, dwarf

SQ borderland adaptation, occultation, insights (binding pattern, bleeding pattern, branding pattern, disrupted healing, fast stealth, steal pattern)

ANCIENT CYPHER DRAGON CR 17

XP 102,400

CN Huge dragon (psionic)

Init +3; **Senses** Dragon senses; Perception +31

DEFENSE

AC 39, touch 9, flat-footed 37 (-1 Dex, +30 natural, +2 dodge, -2 size)

hp 341 (22d12+198)

Fort +21; **Ref** +14; **Will** +19

Defensive Abilities pattern adaptation, recognize pattern (+5), improved evasion; **DR** 15/magic; **Immune** sleep, paralysis; **PR** 28

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +30 (2d8+15), 2 claws +30 (2d6+10), 2 wings +28 (1d8+5), tail slap +28 (2d6+15)

Space 15 ft. **Reach** 15 ft. (20 ft. w/bite)

Special Attacks breath weapon (100' line, 20d6 untyped plus binding pattern, bleeding pattern, dislocated pattern, disrupted healing, and shining pattern, Reflex save (DC 31) for half damage), branding pattern, frightful presence (DC 27), scour patterns (-4 CL/ML), steal pattern, crush (DC 31)

Powers Known (11th level cryptic, 85 pp/day)

1st – *conceal thoughts, déjà vu, defensive precognition*

2nd – *cloud mind, concealing amorpha, psionic scent*

3rd – *dispel psionics, ectoplasmic grapnel, ubiquitous vision*

4th – *energy adaptation, vanishing strike*

Psi-Like Abilities (ML 22nd, concentration +28)

At Will – *chameleon* (+20)*, *dream travel* (DC 22)*, *mental disruption* (2 rounds, DC 25)*

* *includes augmentation for the dragon's manifester level*
The save DCs are Charisma-based

STATISTICS

Str 30, **Dex** 8, **Con** 26, **Int** 28, **Wis** 22, **Cha** 22

Base Atk +22; **CMB** +33; **CMD** 44

Feats Ability Focus (Breath Weapon), Hover, Improved Initiative, Improved Natural Attack (claws), Lightning Reflexes, Lurker in Darkness*, Multiattack, Overchannel, Quicken Power, Toughness, Wingover

Skills Appraise +34, Bluff +31, Diplomacy +31, Fly +16, Knowledge (Arcana, Dungeoneering, Planes, Psionics, Religion) +34, Intimidate +31, Perception +31, Sense Motive +31, Spellcraft +34, Stealth +24, Use Magic Device +31

Racial Modifiers occultation, fast stealth

Languages draconic, common, celestial, infernal, elven, undercommon, giant, dwarf, aquan, ignan

SQ borderland adaptation, occultation, insights (binding pattern, bleeding pattern, branding pattern, dislocating pattern, disrupted healing, fast stealth, improved evasion, recognize pattern, shining pattern, steal pattern), border mastery, obfuscated pattern

Strange and solitary, cypher dragons slip in and out of the transitive planes on their own endeavors. They seem to take an interest in the patterns that occur at planar borders and how mortals affect those patterns, but as their name suggests cypher dragons are intensely private and information on their motivations is difficult to come by. Cypher dragons move their lairs often and deliberately place them in unexpected places (one legendary wyrm stored his for more than a thousand years within the final dream of a dying god) and tend to avoid conflict. If they must fight, they approach battle like an assassin, striking from ambush and without pity.

IMAGOS DRAGON

This dragon spreads wings in a rainbow of color that spreads well beyond the mortal spectrum; it hurts your eyes to look directly at it.

IMAGOS DRAGON

CN dragon (extraplanar, psionic)

BASE STATISTICS

CR 5; Size Small; Hit Dice 6D12

Speed 40 ft., climb 40 ft.

Natural Armor +5; Breath Weapon cone, 2d8 force

Str 12 Dex 16 Con 14 Int 10 Wis 8 Cha 16

ECOLOGY

Environment any (planes that connect to the ethereal plane only; usually any rural or urban)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alien Glory (Su): An old imagos dragon undergoes a change to their frightful presence. A creature that



fails its save against the imagos dragon's frightful presence becomes confused instead of suffering the normal effects of frightful presence (though the duration remains the same); additionally, creatures within the area of the imagos dragon's frightful presence suffer a -2 penalty on attack rolls, reflex saves, and skill checks as their minds and senses are overwhelmed by alien sensations from the deep ethereal. These are mind-affecting abilities.

Deep Ethereal Surge (Su): Once per day, the great wyrm imagos dragon may make a deep ethereal surge instead of its normal dream surge; a deep ethereal surge suffers no chance for psychic enervation, increases its manifester level bonus by 50%, and upgrades the damage dice of the breath weapon used or power manifested by one die step.

Dream Dweller (Su): Imagos dragons are natives of the ethereal plane and never suffer negative effects from its planar traits. Additionally, they may shift from the ethereal plane to the prime material plane (or vice versa) up to once per week as a full-round action.

Dream Shroud (Su): An adult imagos dragon can draw forth ethereal essence as a standard action, infusing it with its own will and the dreams it feeds on. A white-gray fog fills the area within 100 ft. of the imagos dragon. The dragon and its allies enjoy partial concealment while within this fog, as well as a +2 deflection bonus to their armor class and a +1 bonus to their caster levels and manifester levels.

Dream Surge (Su): Like a wilder, the imagos dragon may enhance its breath weapon, powers, and psi-like abilities with a wild surge. A wyrmling imagos dragon's wild surge begins at a +1 bonus, which increases by 1 with each age category thereafter. Imagos dragons have a 15% chance to suffer the psychic enervation described below after they have utilized their wild surge. This ability counts as wild surge for the purposes of abilities, feats, powers, and spells that interact with wild surge. Imagos dragons gain Endowed Mind as a bonus feat, drawing on the power of their dream surge to enhance their psionics.

When using its dream surge, the imagos dragon boosts the area and range affected by the power or breath weapon (if any; the surge does not grant an area to powers that do not have one, nor increase the range of powers with a range of personal or touch) by (5 x wild surge manifester level bonus) feet and gains a bonus equal to the dream surge's manifester level bonus on checks made to overcome power resistance. If the imagos dragon suffers psychic enervation, its own alien mind turns in on itself, ravaging its thoughts with knowledge too strange to

comprehend; the dragon suffers 1d4 points of Wisdom damage.

Ethereal Breath (Su): Ancient imagos dragons infuse their breath weapons with strange ethereal energies when utilizing their dream surge. Creatures that fail their saving throws against the imagos dragon's breath weapon when it has invoked its wild surge to enhance it are affected as though by the *personality parasite* power (as manifested by a wilder of class level equal to the imagos dragon's hit dice) as parts of their minds and spirits are brought to separate life.

Manifesting: Imagos dragons manifest as wilders of the level indicated on the table below.

Oneiromancy (Su): Very young imagos dragons may enter a meditative trance as a full-round action. While in this trance they are aware of the precise location of every dreaming creature (on the same plane) within 1 mile and may observe any and all of those creatures' dreams while they happen. Furthermore, the imagos dragon may choose to alter some of those dreams. The dragon may choose any number of dreamers up to its Charisma modifier and change their dreams to produce the following effects (limited to one per dreamer; the affected dreamers do not have to suffer the same effects, though they might):

Aid: The dragon shares some measure of its knowledge and training with the dreamer. For the next 24 hours, the dreamer gains an insight bonus equal to the imagos dragon's Charisma modifier on checks made with up to four different skills of the dragon's choice. The dragon must have 1 or more ranks in the chosen skills.

Communicate: The dragon shares a conversation with the dreamer, which the dreamer remembers with perfect clarity upon waking. For the next 24 hours, the dreamer reads, speaks, and writes all languages the imagos dragon knows.

Defend: The dragon imparts some of its own alien nature to the dreamer, shielding their mind; for the next 24 hours, the dreamer benefits from a +2 insight bonus to Will saves.

Demand: The dragon implants the dreamer with a subconscious command. The dreamer must succeed at a Will save (DC 17; the save DC is Charisma-based) to resist this command; otherwise they perform it to the best of their ability within 24 hours of waking, provided it is possible for them to do so. The dragon may make this command as simple ("Drink some water.") or complex ("Be in the village square at high noon. When you see the man with the blue flower, kill him with a broken bottle.") as it wishes. It may not issue commands that the dreamer knows to be blatantly suicidal, though it may command the dreamer to perform risky actions such as attacking a guardsman. After the command is executed

the dreamer becomes aware that they have been compelled, though it takes a DC 20 Knowledge (Psionics) check to connect the compulsion to the dream that implanted it.

Healing: The dragon uses soothing dreams to promote recovery; the dreamer doubles the number of hit points it gains through rest and heals an additional point of ability damage.

Nightmare: The dragon wracks its victim's mind with horrific nightmares, leaving them shaky and vulnerable; the dreamer suffers a -2 penalty on Will saves for the next 24 hours.

Power: The dragon carefully weaves its own power into the dreamer's mind, bestowing them with a one-use psionic gift. The dreamer may manifest one of the imagos dragon's psi-like abilities as though they were the dragon (using the dragon's manifester level and charisma score) within 24 hours of waking, using it as they please. Once it is used, the dreamer loses all knowledge of this psi-like ability. The imagos dragon may only create one power dream in a 24 hour period.

Traumatize: The dragon rips apart its victim's mind with brute force, dealing 1d4 points of Intelligence and Charisma damage to the dreamer.

The imagos dragon must maintain its trance for at least two hours in order to weave and implant its dreams (applying one of the above effects per dreamer affected). It may create and implant any number of dreams (up to its charisma modifier, as described above) it wishes during this time and then end its trance, or it may end its trance prematurely with no effect on itself or the dreamers. Though the imagos dragon may use this ability multiple times per night, any given dreamer may only be affected once in any given 24-hour period. The imagos dragon suffers a -8 penalty to Perception checks while maintaining its trance.

Psi-Like Abilities (Ps): An imagos dragon gains the following psi-like abilities, usable at will upon reaching the listed age category. Juvenile – *astral construct*; Adult – *major ectoplasmic creation*; Old – *greater ethereal form* (duration is permanent unless dismissed by the dragon; the imagos dragon instinctively knows how to move deeper into the ethereal plane, away from its border with the prime material); Ancient – *dream travel*; Great Wyrms – *parasitic possession*

Surging Euphoria (Su) Young imagos dragons ride the tide of power unleashed by their dream surge; they gain an insight bonus equal to their dream surge's manifester level bonus on attack rolls, damage rolls, and saving throws whenever they use their dream surge without suffering from psychic enervation. These bonuses last for 3 rounds.

Age Category	Special Abilities	Manifester Level
Wyrmling	Dream surge, dream dweller	-
Very young	Oneiromancy	-
Young	Surging euphoria	-
Juvenile	Frightful presence, <i>astral construct</i>	1 st
Young adult	DR 5/magic, power resistance	3 rd
Adult	Dream shroud, <i>major ectoplasmic creation</i>	5 th
Mature adult	DR 10/magic	7 th
Old	Alien glory, <i>greater ethereal form</i>	9 th
Very old	DR 15/magic	11 th
Ancient	Ethereal breath, <i>dream travel</i>	13 th
Wyrm	DR 20/magic	15 th
Great Wyrm	Deep ethereal surge, <i>parasitic possession</i>	17 th

YOUNG IMAGOS DRAGON CR 9

XP 6,400

CN Large dragon (extraplanar, psionic)

Init +6; **Senses** dragon senses; Perception +0

DEFENSE

AC 24, touch 13, flat-footed 20 (+2 Dex, natural +11, dodge +2, size -1)

hp 105 (10d12+40)

Immune sleep, paralysis

Fort +11; **Ref** +9; **Will** +7

OFFENSE

Speed 40 ft., climb 40 ft., fly 200 ft. (poor)

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +9 (1d6+2), tail slap +9 (1d8+7)

Space 10 ft. **Reach** 10 ft. (15 w/bite)

Special Attacks breath weapon (40 ft. cone, DC 21, 6d8 force), dream surge (+3), oneiromancy

STATISTICS

Str 20, **Dex** 14, **Con** 18, **Int** 12, **Wis** 10, **Cha** 18

Base Atk +10; **CMB** +16; **CMD** 28

Feats Endowed Mind(B), Improved Initiative, Ability Focus (breath weapon), Dodge, Psionic Dodge, Psionic Meditation

Skills Autohypnosis +10, Diplomacy +17, Fly +9, Knowledge (Planes, Psionics) +14, Spellcraft +14, Use Magic Device +17

Languages draconic, common

SQ dream dweller, surging euphoria (+3)

ADULT IMAGOS DRAGON CR 13

XP 25,600

CN Huge dragon (extraplanar, psionic)

Init +5; **Senses** dragon senses; Perception +21

DEFENSE

AC 29, touch 9, flat-footed 28 (+1 Dex, natural +20, size -2)

hp 206 (16d12+102)

DR 5/magic **Immune** sleep, paralysis **PR** 24

Defensive Abilities dream shroud

Fort +16; **Ref** +11; **Will** +12

OFFENSE

Speed 40 ft., climb 40 ft., fly 200 ft. (poor)

Melee bite +22 (2d8+12), 2 claws +22 (2d6+8), 2 wings +17 (1d8+4), tail slap +17 (2d6+12)

Space 15 ft. **Reach** 15 ft. (20 w/bite)

Special Attacks breath weapon (50 ft. cone, DC 26, 12d8 force), crush (DC 26), dream surge (+6), oneiromancy, frightful presence (DC 24)

Powers Known (5th level Wilder, 40 pp/day)

1st – *déjà vu*, *energy ray*

2nd – *ego whip*

Psi-Like Abilities (ML 16th, concentration +22)

At-Will – *astral construct* (8th level)*, *major ectoplasmic creation*

* includes augmentation for the adult imagos dragon's manifestor level

STATISTICS

Str 26, **Dex** 12, **Con** 22, **Int** 16, **Wis** 14, **Cha** 22

Base Atk +16; **CMB** +26; **CMD** 37

Feats Endowed Mind^B, Improved Initiative, Ability

Focus (breath weapon), Boost Construct, Ectoplasmic Power, Psionic Meditation, Chain Power, Psionic Body, Echoing Power

Skills Autohypnosis +18, Diplomacy +25, Fly +12

Knowledge (Local, Planes, Psionics) +22, Perception +21, Spellcraft +22, Use Magic Device +25

Languages draconic, common, aquan, auran

SQ dream dweller, surging euphoria (+6)

ANCIENT IMAGOS DRAGON CR 18

XP 153,600

CN Gargantuan dragon (extraplanar, psionic)

Init +4; **Senses** dragon senses; Perception +31

DEFENSE

AC 38, touch 6, flat-footed 38 (natural +32, dodge +2, size -4)

hp 356 (24d12+200)

DR 15/magic **Immune** sleep, paralysis **PR** 29

Defensive Abilities dream shroud

Fort +22; **Ref** +14; **Will** +18

OFFENSE

Speed 40 ft., climb 40 ft., fly 250 ft. (clumsy)

Melee bite +32 (4d6+18), 2 claws +32 (2d8+12), 2 wings +27 (2d6+6), tail slap +27 (2d8+18)

Space 20 ft. **Reach** 20 ft. (25 w/bite)

Special Attacks breath weapon (60 ft. cone, DC 32, 20d8 force), crush (DC 32), dream surge (+10), oneiromancy, alien glory (DC 30), ethereal breath, tail sweep (DC 32)

Powers Known (13th level Wilder, 199 pp/day)

1st – *déjà vu*, *energy ray*

2nd – *ego whip*

3rd – *dispel psionics*

4th – *death urge*

5th – *shrapnel burst*

6th – *fuse flesh*

Psi-Like Abilities (ML 24th, concentration +32)

At-Will – *astral construct* (9th level)*, *major ectoplasmic creation*, *greater ethereal form* (duration is permanent unless dismissed by the dragon; the imagos dragon instinctively knows how to move deeper into the ethereal plane, away from its border with the prime material), *dream travel* (DC 30)*

* includes augmentation for the ancient imagos dragon's manifester level

STATISTICS

Str 34, **Dex** 10, **Con** 26, **Int** 20, **Wis** 18, **Cha** 26

Base Atk +24; **CMB** +40; **CMD** 50

Feats Endowed Mind(B), Improved Initiative, Ability Focus (breath weapon), Boost Construct, Ectoplasmic Power, Psionic Meditation, Chain Power, Psionic Body, Echoing Power, Metapsionic Mastery, Focused Power, Maximize Power, Piercing Power

Skills Autohypnosis +28, Diplomacy +35, Fly +13, Knowledge (Local, Planes, Psionics) +32, Intimidate +35, Perception +31, Spellcraft +32, Survival +31, Use Magic Device +35

Languages draconic, common, aquan, auran, ignan, terran

SQ dream dweller, surging euphoria (+10)

The splendorous miens of the imagos dragons conceal their deeply alien nature and mysterious origins. Imagos dragon wyrmlings emerge from the shadow and mist of the deep ethereal, running for their lives towards the prime material plane. Some of them claim they are hunted by nightmares made flesh, others say that they slough off the minds of imagos wyrms, whom hungrily try to consume them to become whole. Perhaps both stories are true, perhaps they are even one and the same. With the imagos, it is hard to determine.

Those imagos dragons that survive the harrowing journey begin living on the prime material full-time, where they make a name for themselves with their odd behavior. It is not uncommon for imagos dragons to openly live in cities, stop random passersby to ask them deep questions of psionics and sorcery, and perform other actions that display a certain disconnect with common logic. Even so, there is a distant, almost frightening logic hidden deep beneath their actions, that echo of things that are better left alone. Their deep connection to dreams suggest that their logic is one that makes sense in another plane, or in another mind.

Finding out what the imagos dragon thinks it's doing at any given time can be a challenge in and of itself, with some even going to the extreme of shedding their identity and beginning lives under new names – with, evidently, no memory of having ever been someone else. This behavior, this ability to shed both memories and personality suggests that their minds are as malleable as the dreams they so often resemble. If so, it becomes increasingly frustrating and impossible to not only understand them, but to relate to them. A caring protector of a small village can wake one day as a reaver of flesh, tearing into the people he protected for generations. Fortunately for most mortals, the imagos dragons are drawn towards their origin.

As they grow older, imagos dragons begin spending more and more time in the ethereal plane, until finally as great wyrms they slip into the mist of the deep ethereal and are not heard from again – at least, not in their form as dragons. Perhaps they pupate there, becoming something else, or someone else. Or it is with the imagos as it is with most others – as time passes, they forget their lives and return to the place where they were born not out of desire, but because that is all they remember. As such, that which hunted them as wyrmlings, might still be waiting for them there. Unfortunately for mortals craving logic and answers, the imagos provides none, neither in life nor in whatever comes next for them.

KERIS DRAGON

This multicolored dragon's body shifts between many bright hues. The sunlight around it shines more brightly, as though energized.

KERIS DRAGON

N dragon (extraplanar, psionic)

BASE STATISTICS

CR 4; Size Small; Hit Dice 5D12

Speed 40 ft.

Natural Armor +4; Breath Weapon line, 2d6 active energy type

Str 12 Dex 16 Con 14 Int 14 Wis 12 Cha 12

ECOLOGY

Environment any material, ethereal plane, or positive energy plane

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) A keris dragon's breath weapon deals damage of its active energy type, and gains the following bonuses depending on that energy type:

Cold - +1 damage per die, affected creatures must succeed at a Fortitude save rather than a Reflex save in order to reduce the damage.

Electricity - +2 bonus to the breath weapon's save DC.

Fire - +1 damage per die.

Sonic - -1 damage per die, breath weapon ignores objects' hardness.

Energy Font (Ex) Keris dragons are living fonts of positive energy, which infuses and bolsters their forms. They are not subjected to the lethal effects of the positive energy plane, are immune to energy drain and energy damage from their active energy type, and take only half damage from negative energy attacks. Furthermore, keris dragons have an instinctive sense of the flow of positive energy to and from worlds; they can track planar pathways between the positive energy plane and the prime material plane and always know the precise direction and location of the nearest portal to one of those planes.

Energy Torrent (Su) Ancient keris dragons may unleash a torrent of psionically-charged energy that overwhelms their enemies; as a standard action, the dragon creates a 100 ft. radius sphere around itself and selects an energy type. Other creatures within this sphere suffer the effects of the chosen energy type. Energy torrent lasts for a number of rounds equal to the keris dragon's Intelligence modifier.

Cold - Affected creatures suffer 6d6 cold damage per round and the ground within the sphere becomes slick and smooth, functioning as an *ectoplasmic sheen* as manifested by a psion of the keris dragon's manifester level for the duration of the ability. A successful Fortitude save (DC 28; the save DC is Intelligence-based) halves the damage.



PSIONIC BESTIARY

Electricity – Affected creatures suffer 6d6 electricity damage per round and suffer a -4 penalty on attack rolls, Reflex saves, and skill checks while within the sphere. A successful Fortitude save (DC 28; the save DC is Intelligence-based) halves the damage and negates the penalties for 1 round.

Fire – Affected creatures suffer 6d6 fire damage per round and are struck blind while within the sphere. A successful Fortitude save (DC 28; the save DC is Intelligence-based) halves the damage and negates the blind for 1 round.

Sonic – Affected creatures suffer 6d6 sonic damage per round and are deafened while within the sphere. A successful Fortitude save (DC 28; the save DC is Intelligence-based) halves the damage and negates the deafened condition for 1 round.

Form of Light (Su) Great wyrm keris dragons may transform themselves into psionically-charged positive energy as a standard action. While in this form, the dragon gains the incorporeal subtype, sheds bright illumination out to 1000 ft., and increases the damage of its breath weapon by one die step (this stacks with the increase granted by its influence energy ability). The keris dragon may resume its normal form as a move action.

Influence Energy (Su) Keris dragons can alter the flow of energy around themselves, either amplifying it with their own psionically-charged energies or disrupting its flow. As a free action at the start of its turn, the dragon may choose to amplify energy, hinder energy, or withdraw its influence.

Amplify – Energy damage effects (such as the keris dragon's breath weapon, *energy burst*, or the *flaming* weapon property) within 100 ft. of the keris dragon have their damage improved by 1 die step, or by 50% if their damage is not expressed in dice. Positive energy healing effects (such as *cure light wounds*) have their effectiveness improved by 1 die step, or by 50% if their healing is not expressed in dice.

Hinder – Energy damage effects (such as the keris dragon's breath weapon, *energy burst*, or the *flaming* weapon property) within 100 ft. of the keris dragon have their damage reduced by 1 die step, or by 50% if their damage is not expressed in dice. Positive energy healing effects (such as *cure light wounds*) have their effectiveness reduced by 1 die step, or by 50% if their healing is not expressed in dice.

Withdraw – Energy and healing effects within 100 ft. of the dragon work as normal unless influenced by other abilities or effects.

Kinetic Influence (Su) An adult keris dragon applies the effects of its influence energy ability to bludgeoning, force, piercing, and slashing damage in addition to energy damage and positive energy healing effects.

Manifesting: Keris dragons manifest as kineticists of the level indicated on the table below.

Psi-Like Abilities (Ps) A keris dragon gains the following psi-like abilities, usable at will upon reaching the listed age category. Young – *energy burst*; Adult – *control object* (the dragon does not need to maintain concentration on this power; instead it lasts for a number of rounds equal to its manifester level); Old – *dispel psionics*; Ancient – *matter manipulation*; Great Wyrms – *regenerative aura* (the dragon may select which creatures are healed without expending its psionic focus)

Rapid Breath (Ex) Old keris dragons overflow with energy; they must wait only 1 round between uses of their breath weapon. Furthermore, the keris dragon may expend its psionic focus once per encounter, as an immediate action, to use its breath weapon, even if it has not been 1 round since it was last used.

Reactive Conversion (Su) Very young keris dragons may, once per round as an immediate action, change the damage type of an energy effect (such as its breath weapon, the *energy burst* power, or the *flaming* weapon property) to the dragon's choice of cold, electricity, fire, or sonic damage. The effect chosen must originate in a space within 100 ft. of the keris dragon.

Age Category	Special Abilities	Manifester Level
Wyrmling	Energy font, influence energy	-
Very young	Reactive conversion	-
Young	<i>Energy burst</i>	-
Juvenile	Frightful presence	1 st
Young adult	DR 5/magic, power resistance	3 rd
Adult	Kinetic influence, <i>control objects</i>	5 th
Mature adult	DR 10/magic	7 th
Old	Rapid breath, <i>dispel psionics</i>	9 th
Very old	DR 15/magic	11 th
Ancient	Energy torrent, <i>matter manipulation</i>	13 th
Wyrms	DR 20/magic	15 th
Great Wyrms	Form of light, <i>regenerative aura</i>	17 th

YOUNG KERIS DRAGON CR 8

XP 4,800

N Large dragon (extraplanar, psionic)

Init +6; **Senses** dragon senses; Perception +14

DEFENSE

AC 21, touch 11, flat-footed 169 (+2 Dex, +10 natural, -1 size)

hp 94 (9d12+36)

Immune sleep, paralysis, energy drain, active energy type

Defensive Abilities energy font, reactive conversion
Fort +10; **Ref** +8; **Will** +8

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), 2 wings +8 (1d6+2), tail slap +8 (1d8+7)

Space 10 ft. **Reach** 10 ft. (15 w/bite)

Special Attacks breath weapon (80' line, DC 18, 6d6 active energy type)

Psi-Like Abilities (ML 9th; concentration +11)

At-Will – *energy burst* (9d6, DC 17)*

The save DCs are Charisma-based.

* includes augmentation for the young keris dragon's manifester level

STATISTICS

Str 20, **Dex** 14, **Con** 18, **Int** 16, **Wis** 14, **Cha** 14

Base Atk +9; **CMB** +15; **CMD** 27

Feats Improved Initiative, Psionic Meditation, Psicrystal Affinity (personality type of GM's choice), Psicrystal Containment, Hover

Skills Autohypnosis +11, Bluff +14, Diplomacy +14, Fly +8, Knowledge (Arcana, Planes, Psionic) +15, Perception +14, Spellcraft +15

Languages draconic, common, ignan, auran

SQ influence energy

ADULT KERIS DRAGON CR 12

XP 19,200

N Huge dragon (extraplanar, psionic)

Init +5; **Senses** dragon senses; Perception +22

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)

hp 187 (15d12+90)

DR 5/magic **Immune** sleep, paralysis, energy drain, active energy type **PR** 23

Defensive Abilities energy font, reactive conversion
Fort +15; **Ref** +10; **Will** +13

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +21 (2d8+12), 2 claws +21 (2d6+8), 2 wings +16 (1d8+4), tail slap +16 (2d6+12)

Space 15 ft. **Reach** 15 ft. (20 w/bite)

Special Attacks breath weapon (100' line, DC 23, 12d6 active energy type), crush (DC 23), frightful presence (DC 21)

Powers Known (5th level Kineticist, 40 pp/day)

1st – *detect psionics, energy ray, entangling ectoplasm, inertial armor, vigor*

2nd – *concealing amorpha, ego whip, energy missile, mental disruption*

3rd – *energy cone, localized windstorm*

Psi-Like Abilities (ML 15th; concentration +19)

At-Will – *energy burst* (15d6, DC 22)*, *control object* (8 objects, the dragon does not need to maintain concentration on this power; instead it lasts for a number of rounds equal to its manifester level)*
The save DCs are Charisma-based.

* includes augmentation for the adult keris dragon's manifester level

STATISTICS

Str 26, **Dex** 12, **Con** 22, **Int** 20, **Wis** 18, **Cha** 18

Base Atk +15; **CMB** +25; **CMD** 36

Feats Improved Initiative, Psionic Meditation, Psicrystal Affinity (personality type of GM's choice), Psicrystal Containment, Hover, Burning Power, Burrowing Power, Concussive Power

Skills Appraise +23, Autohypnosis +19, Bluff +22, Diplomacy +22, Fly +11, Knowledge (Arcana, Local, Planes, Psionic) +23, Perception +22, Spellcraft +23

Languages draconic, common, ignan, auran, terran, aquan

SQ influence energy, kinetic influence

ANCIENT KERIS DRAGON CR 17

XP 102,400

N Gargantuan dragon (extraplanar, psionic)

Init +4; **Senses** dragon senses; Perception +32

DEFENSE

AC 37, touch 6, flat-footed 34 (+31 natural, -4 size)

hp 333 (23d12+184)

DR 15/magic **Immune** sleep, paralysis, energy drain, active energy type **PR** 28

Defensive Abilities energy font, reactive conversion
Fort +21; **Ref** +13; **Will** +19

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +31 (4d6t+18), 2 claws +31 (2d8+12), 2 wings +26 (2d6+6), tail slap +26 (2d8+18)

Space 20 ft. **Reach** 20 ft. (25 w/bite)

Special Attacks breath weapon (120' line, DC 29, 20d6 active energy type), crush (DC 29), frightful presence (DC 27), tail sweep (DC 29), energy torrent (DC 27)

Powers Known (13th level Kineticist, 192 pp/day)

1st – *detect psionics, energy ray, entangling ectoplasm, inertial armor, vigor*

PSIONIC BESTIARY

2nd – *concealing amorphia, ego whip, energy missile, mental disruption*

3rd – *energy cone, energy wall, localized windstorm, forced share pain*

4th – *control body, energy adaptation, energy ball, fold space*

5th – *energy current, fiery discorporation, power resistance, shrapnel burst*

6th – *co-opt concentration, fuse flesh, trigger power*

7th – *bend reality*

Psi-Like Abilities (ML 23rd; concentration +29)

At-Will – *energy burst* (23d6, DC 28)*, *control object* (8 objects, up to 500 lb objects, the dragon does not need to maintain concentration on this power; instead it lasts for a number of rounds equal to its manifester level)*, *dispel psionics* (up to 5 powers with targeted, may area dispel)*, *matter manipulation*

The save DCs are Charisma-based.

* includes augmentation for the adult keris dragon's manifester level

STATISTICS

Str 34, **Dex** 10, **Con** 26, **Int** 24, **Wis** 22, **Cha** 22

Base Atk +23; **CMB** +39; **CMD** 49

Feats Improved Initiative, Psionic Meditation, Psicrystal Affinity, Psicrystal Containment (personality type of GM's choice), Hover, Burning Power, Burrowing Power, Concussive Power, Echoing Power, Empower Power, Maximize Power, Metapsionic Mastery

Skills Appraise +33, Autohypnosis +29, Bluff +32, Diplomacy +32, Fly +12, Intimidate +32, Knowledge (Arcana, Local, Planes, Psionic, Religion) +33, Perception +32, Spellcraft +33

Languages draconic, common, dwarf, ignan, auran, terran, aquan, uncommon, fey

SQ influence energy, kinetic influence

The exuberant wyrms known as keris dragons are perhaps the most friendly and personable of dragon-kind. Born in the positive energy plane, keris dragons are living founts of energy that pours out from themselves; around the dragon, light is brighter, sounds more intense, cold more biting, smells more clear. They embody the aspects of positive energy that inform light, motion, heat, change, and animation, and those aspects express themselves in their unstoppable curiosity, their friendly demeanors, and fascination with the world(s) around them. Even so, what might seem like innocent curiosity to a keris dragon can sometimes be a terrifying experience for those suffering its attention. Like humanoids playing with insects or toying with animals, what comes across as fun or entertaining might not be so in truth for those being played with. Add to that a natural inclination to work with powerful psychokinetic energies and being capable of immunity from the very same energies, a careless keris dragon can set a city aflame just to learn how fire consumes material things, or turn a castle and all within it to ice as an artistic expression. Even so, many keris dragons will at least some of the time interact with others in a less lethal way.

Thoroughly delighted with their psionic gifts, keris dragons are sometimes found joining – or starting – academies in which to study and teach mental energy manipulation, while others invest in methods of carrying their hoards with them and strike out to travel the multiverse. As such, they are vivid explorers of all environments and cultures. Some culturally exploring keris dragons spend a few years as part of every culture they meet, which means that the same dragon that once helped build an academy of mental arts comes to tear it down a decade later as part of an orcish horde. To them, that is perfectly natural, for the world is just energy locked in different forms, and releasing that energy to become something else is really not a problem, definitely not a crime and very possibly, interesting and challenging.

LORICAN DRAGON

Thick, steel-colored scales protect the vital parts of this violet dragon. As it regards you coolly, rippling ectoplasm begins to coat its skin.

LORICAN DRAGON

N dragon (extraplanar, psionic)

BASE STATISTICS

CR 4; Size Tiny; Hit Dice 4D12

Speed 60 ft., swim 60 ft.

Natural Armor +3; Breath Weapon special, 1

Intelligence and Wisdom plus entangle

Str 14 Dex 16 Con 14 Int 10 Wis 12 Cha 12

ECOLOGY

Environment any (but usually any mountains, rural, or woodlands)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Astral Cage (Ps): An adult loric dragon can warp the astral plane in its immediate vicinity; as a standard action, the loric dragon creates a 100 ft. radius sphere centered on its location (this sphere exists in the plane the dragon occupies, as well as its equivalent astral space). Creatures and objects may not use extradimensional travel (such as

ethereal jaunt or *teleport*) to travel into or out of this sphere. Astral cage lasts a number of minutes equal to the loric dragon's hit dice, and may be dismissed as a free action.

Astral Domain (Su): Ancient loric dragons have incredible mastery over their astral cages. Whenever the loric dragon uses its astral cage ability, it may also add or alter the following kinds of planar traits: gravity, up to 2 elemental and energy traits, up to 2 alignment traits, and/or enhanced magic or impeded magic. The loric dragon may add, or alter, any number of traits up to those limits, in any combination it chooses. Planar traits added or altered by the loric dragon apply only within its astral cage, and revert to the plane's typical traits at the end of its duration.

Astral Vision (Su): A very young loric dragon ignores miss chances of all varieties when attacking creatures and can instantly determine if a creature within its line of sight suffers from insanity, damage or drain to its Intelligence and/or Wisdom, or mind control.

Breath Weapon (Su): A loric dragon's breath weapon is a gob of 'hollow' ectoplasm; the dragon spits it at any space within 100 ft. and it explodes in a 10 ft. burst (this increases to a 20 ft. burst at young adult, 40 ft. burst at very old, and an 80 ft. burst at great wyrm), dealing 1 point each of Intelligence and Wisdom damage (this increases with the dragon's age, as normal) to creatures caught within the burst and entangling them for 3 rounds. A successful Reflex save halves this damage (minimum 1) and negates the entangle.

Loric dragons are immune to the effects of their own breath weapons.

Draconic Guile

(Ex): Loric dragons add their hit dice as a competence bonus to bluff and sense motive checks.

Form Astral Suit (Su): Loric dragons may form astral suits as aegis of their hit dice. Their pool of customization points is equal to that of an aegis of their hit dice (to a maximum equivalent level of 20). Loric dragons generally use the astral armor form, though they are free to use any of the three forms that they wish. Loric dragons do not lose their ability to fly while wearing their astral suits, and



do not suffer a reduction in speed when utilizing the astral armor form.

Manifesting: Loric dragon manifest as psychic warriors of the level indicated on the table below.

Psi-Like Abilities (Ps): A loric dragon gains the following psi-like abilities, usable at will upon reaching the listed age category. Juvenile – *adapt body*; Mature Adult – *planar travel*; Ancient – *wall of ectoplasm*; Great Wyrm – *timeless body*

Reactive Ectoplasm (Su): Old loric dragons keep their astral suits fluid around themselves, permitting retribution against those that strike them. Creatures within the loric dragon's reach that strike it while it is wearing its astral suit suffer damage equal to the loric dragon's hit dice and must succeed at a Reflex save (DC 24; the save DC is Wisdom-based) or suffer 1d4 points of Intelligence and Wisdom damage and become entangled for 2 rounds.

Soul Disruption (Su): A young loric dragon's natural attacks disrupt the balance of mind and soul; a creature damaged by the dragon's natural attacks suffers a cumulative -1 penalty to skill checks based on Intelligence and/or Wisdom for a number of hours equal to the dragon's hit dice.

Soul-Shattering Roar (Su): Once per day, as a standard action, a great wyrm loric dragon can unleash a roar through the astral plane that annihilates its foes. Enemies within 100 ft. of the loric dragon must succeed at a Will save (DC 30; the save DC is Wisdom-based) or die as their souls are blasted across the Astral and into their appropriate afterlives, arriving dizzy and disoriented. This is a death effect.

Age Category	Special Abilities	Manifester Level
Wyrmling	Form astral suit, draconic guile	-
Very young	Astral vision	-
Young	Soul disruption, DR 5/magic	-
Juvenile	<i>Adapt Body</i>	-
Young adult	DR 10/magic, power resistance	-
Adult	Astral cage, frightful presence	1st
Mature adult	<i>Planar travel</i> , DR 15/magic	3rd
Old	Reactive ectoplasm	5th
Very old	DR 20/magic	7th
Ancient	Astral domain, <i>wall of ectoplasm</i>	9th
Wyrm	DR 25/magic	11th
Great Wyrm	Soul-shattering roar, <i>timeless body</i>	13th

YOUNG LORICAN DRAGON CR 8

XP 4,800

N Medium dragon (extraplanar, psionic)

Init +7; **Senses** astral vision, dragon senses; Perception +13

DEFENSE

AC 28, touch 13, flat-footed 25 (+3 Dex, +9 natural, +6 armor)

hp 84 (8d12+32)

Fort +10; **Ref** +9; **Will** +8 (evasion, stalwart)

DR 5/magic; **Immune** sleep, paralysis

Defensive Abilities form astral suit (astral armor form, +6 AC, -2 armor check penalty, dragon does not suffer penalty to speed, may fly.)

OFFENSE

Speed 60 ft.; fly 150 ft. (average), swim 60 ft.

Melee bite +16 (1d8+17 plus soul disruption), 2 claws +16 (1d6+12 slashing plus soul disruption), 2 wings +14 (1d4+7 bludgeoning plus soul disruption)

Reach 10 ft. (15 ft. w/bite)

Special Attacks breath weapon (special, 3 Intelligence and Wisdom damage plus entangle, DC 18 Reflex for half and negates entangle, usable once every 1d4 rounds), Greater Psionic Fist, soul disruption

STATISTICS

Str 26, **Dex** 16, **Con** 18, **Int** 12, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +16; **CMD** 29

Feats Improved Initiative, Multiattack, Psionic Fist, Greater Psionic Fist (+2, 4d6 w/expended focus)

Skills Bluff +21, Diplomacy +13, Fly +12, Knowledge (Planes) +12, Knowledge (Psionic) +12, Knowledge (Religion) +12, Perception +13, Sense Motive +10

Racial Modifiers draconic guile (+8 Bluff, Sense Motive)

Languages draconic, common

SQ Customizations: Brawn x2, Evasion, Flexible Suit, Fortification, Improved Damage, Nimble, Reach, Stalwart)

ADULT LORICAN DRAGON CR 12

XP 19,200

N Large dragon (extraplanar, psionic)

Init +7; **Senses** astral vision, dragon senses; Perception +21

DEFENSE

AC 36, touch 12, flat-footed 33 (+3 Dex, +18 natural, +6 armor, -1 size)

hp 175 (14d12+84)

Fort +15; **Ref** +12; **Will** +13 (evasion, stalwart)

DR 10/magic; **Immune** sleep, paralysis; **PR** 23

Defensive Abilities form astral suit (astral armor form, +6 AC, -2 armor check penalty, dragon does not suffer penalty to speed, may fly.)

OFFENSE

Speed 60 ft.; fly 200 ft. (poor), swim 60 ft.
Melee bite +26 (2d6+23 plus soul disruption), 2 claws +26 (1d8+16 plus soul disruption), 2 wings +24 (1d6+9 plus soul disruption), tail slap +24 (1d8+23 plus soul disruption)
Ranged Ranged Attack customization +16/+11/+6 ranged (1d8 piercing, 30 ft. range increment)
Space 10 ft. **Reach** 15 ft. (20 ft. w/bite)
Special Attacks astral cage, breath weapon (special, 6 Intelligence and Wisdom damage plus entangle, DC 23 Reflex for half and negates entangle, usable once every 1d4 rounds), crystallized weapons (2d6), frightful presence (DC 21), greater psionic fist, hover, soul disruption
Powers Known (1st level psychic warrior, 3 pp/day)
1st level - *expansion*
Psi-Like Abilities (ML 14th, concentration +18)
 At Will - *adapt body*

STATISTICS

Str 34, **Dex** 16, **Con** 22, **Int** 16, **Wis** 18, **Cha** 18
Base Atk +14; **CMB** +27; **CMD** 40
Feats Improved Initiative, Multiattack, Psionic Fist, Greater Psionic Fist (+2, 4d6 w/expended focus), Power Attack (-4/+8), Hover, Wingover
Skills Bluff +35, Diplomacy +21, Fly +14, Knowledge (Planes) +20, Knowledge (Psionic) +20, Knowledge (Religion) +20, Perception +21, Sense Motive +35, Spellcraft +20
Racial Modifiers draconic guile (+14 Bluff, Sense Motive)
Languages draconic, common, celestial, infernal
SQ Customizations: Brawn x3, Crystallized Weapon, Evasion, Flexible Suit, Fortification, Improved Damage, Nimble x2, Ranged Attack, Reach, Retaliate, Stalwart

ANCIENT LORICAN DRAGON CR 17

XP 102,400
 N Huge dragon (extraplanar, psionic)
Init +7; **Senses** astral vision, dragon senses; Perception +31

DEFENSE

AC 48, touch 11, flat-footed 45 (+3 Dex, +30 natural, +7 armor, -2 size)
hp 341 (22d12+198)
Fort +22; **Ref** +18; **Will** +19 (evasion, stalwart)
DR 20/magic; **Immune** sleep, paralysis; **PR** 28
Defensive Abilities form astral suit (astral armor form, +7 AC, -2 armor check penalty, dragon does not suffer penalty to speed, may fly.)

OFFENSE

Speed 60 ft.; fly 200 ft. (poor), swim 60 ft.
Melee bite +37 (2d8+29 plus soul disruption), 2 claws +37 (2d6+21 plus soul disruption), 2 wings +35 (1d8+13

plus soul disruption), tail slap +35 (2d6+29 plus soul disruption)
Ranged Ranged Attack customization +23/+18/+13/+8/+4 ranged (4d8 piercing, 30 ft. range increment)
Space 15 ft. **Reach** 20 ft. (25 ft. w/bite)
Special Attacks astral cage, astral domain, breath weapon (special, 10 Intelligence and Wisdom damage plus entangle, DC 32 Reflex for half and negates entangle, usable once every 1d4 rounds), crush (2d8, DC 32), crystallized weapons (2d6), frightful presence (DC 27), greater psionic fist (+2, 4d6 w/expended focus), hover, ranged attack customization, reactive ectoplasm (DC 27), snatch, soul disruption
Powers Known (9th level psychic warrior, 60 pp/day)
1st level - *expansion, thicken skin, vigor*
2nd level - *hustle, prowess, psionic lion's charge*
3rd level - *claws of the vampire, hostile empathic transfer, physical acceleration*
Psi-Like Abilities (ML 22nd, concentration +28)
 At Will - *adapt body, planar travel (accurate)*, wall of ectoplasm*
 *includes augmentation for the ancient loric dragon's manifester level

STATISTICS

Str 42, **Dex** 16, **Con** 28, **Int** 20, **Wis** 22, **Cha** 22
Base Atk +22; **CMB** +40; **CMD** 53
Feats Improved Initiative, Multiattack, Psionic Fist, Greater Psionic Fist, Power Attack (-5/+10), Hover, Wingover, Snatch, Flyby Attack, Combat Reflexes, Ability Focus (Breath Weapon)
Skills Autohypnosis +28, Bluff +53, Diplomacy +31, Fly +20, Knowledge (Local) +30, Knowledge (Planes) +30, Knowledge (Psionic) +30, Knowledge (Religion) +30, Perception +31, Sense Motive +53, Spellcraft +30
Racial Modifiers draconic guile (+22 Bluff, Sense Motive)
Languages draconic, common, celestial, infernal
SQ Customizations: Brawn x3, Crystallized Weapon, Evasion, Flexible Suit, Fortification, Hardy x1, Improved Armor, Improved Damage, Improved Ranged Attack, Nimble x3, Ranged Attack, Reach, Stalwart, Underwater Breath

Among the most sociable of dragons, loric dragons are native to the Astral Plane, though they are rarely found there. Born with an innate connection to astral energies – especially ectoplasm, which they use to defend themselves – most loric dragons spend their free time studying the effects of belief on the Prime Material and how it can change both mortals and environments. Loric dragons protect their lairs with watery passages and traps, but most prefer to crush intruders beneath their psionically-enhanced claws and fangs.

SCOURGE DRAGON

A massive form detaches itself from the shadows, slowly melting into a black-colored dragon with a curious look in its eye.

SCOURGE DRAGON

LN dragon (extraplanar, psionic)

BASE STATISTICS

CR 6; Size Small; Hit Dice 7D12

Speed 40 ft.

Natural Armor +6; Breath Weapon cone, 2d10 sonic

Str 14 Dex 16 Con 16 Int 12 Wis 14 Cha 16

ECOLOGY

Environment Any (planes that border the plane of shadow only)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Ascendant Nightmare (Su) Ancient scourge dragons may manifest one of their psi-like abilities as a free action up to once per round, on their turn.

Nightmare Mind (Su) Juvenile scourge dragons reflexively assault those attempting to invade their mind; whenever the scourge dragon is targeted by a mind-affecting ability, power, or spell (or is the subject of unwanted telepathic communication) the source of that ability must succeed at a Will save (DC 21; the save DC is Charisma-based) or suffer 2d4 points of damage to its Intelligence, Wisdom, or Charisma (dragon's choice).

Power of Darkness (Su) Adult scourge dragons ignore size penalties to Stealth checks as their connection to the plane of shadow waxes ever-stronger. Additionally, the scourge dragon gains a +6 enhancement bonus to its strength and constitution while within 100 ft. of darkness or shadowy illumination, which improves to a +12 enhancement bonus if it is physically present on the plane of shadow.

Manifesting: Scourge dragons manifest as dreads of the level indicated on the table below.

Psi-Like Abilities (Ps) A scourge dragon gains the following psi-like abilities, usable at will upon reaching the listed age category; Young – *ego whip*; Adult – *shadow body*; Old – *mind control*; Ancient – *psychosis*; Great Wyrm – *form of doom*

Screams from the Netherworld (Su) A great wyrm scourge dragon may inhale as a swift action up to once every five rounds, empowering its breath weapon with the raw terror upon which it has glutted. Creatures damaged by the scourge dragon's next breath weapon attack after it has inhaled also gain

1d4 negative levels, lose 4d6 power points, and suffer a -2 penalty to Will saves for 24 hours.

Shadow Dweller (Su) Scourge dragons are natives of the plane of shadow and never suffer from environmental penalties while in the plane of shadow or the negative effects of its planar traits. They may shift from the plane of shadow to a nearby location on the prime material plane, or vice versa, as a full-round action up to once per week. Furthermore, they may perceive creatures on the prime material plane while they are on the plane of shadow and are able to identify, in relative terms, how notorious and terrifying any given creature is to its fellow mortals; scourge dragons benefit from a +4 competence bonus on Knowledge checks made to identify a creature.

Shadow Master (Su) Old scourge dragons may transport themselves to the plane of shadow from the prime material plane, or back, up to twice per day as a swift action. Furthermore, the save DCs of their powers, psi-like abilities, and supernatural abilities increase by 2 whenever they are within 100 ft. of darkness or shadowy illumination, which improves to +4 if the dragon is physically present on the plane of shadow.

Terrors (Su) A very young scourge dragon selects a terror as a dread of its hit dice. The scourge dragon may select an additional terror at each age category thereafter. If a scourge dragon's terror would modify



its devastating touch ability, it instead modifies the scourge dragon's natural attacks.

Unchecked Horror (Su) Juvenile scourge dragons ignore any immunity their victims possess to compulsion, fear, and/or mind-affecting abilities, with the exception of the immunity enjoyed by mindless creatures.

Age Category	Special Abilities	Manifester Level
Wyrmling	Frightful presence, shadow dweller	-
Very young	Terrors	-
Young	<i>Ego whip</i>	1 st
Juvenile	Unchecked horror, nightmare mind	3 rd
Young adult	DR 5/magic, power resistance	5 th
Adult	Power of darkness, <i>shadow body</i>	7 th
Mature adult	DR 10/magic	9 th
Old	Shadow master, <i>mind control</i>	11 th
Very old	DR 15/magic	13 th
Ancient	Ascendant nightmare, <i>psychosis</i>	15 th
Wyrms	DR 20/magic	17 th
Great Wyrms	Screams from the netherworld, <i>form of doom</i>	19 th

YOUNG SCOURGE DRAGON CR 10

XP 9,600

LN Large dragon (extraplanar, psionic)

Init +6; **Senses** dragon senses; Perception +17

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp 126 (11d12+55)

Immune sleep, paralysis

Fort +12; **Ref** +9; **Will** +10

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +16 (2d6+10 plus terrors), 2 claws +16 (1d8+7 plus terrors), 2 wings +14 (1d6+4 plus terrors), tail slap +14 (1d8+10 plus terrors)

Space 10 ft. **Reach** 10 ft. (15 ft. w/bite)

Special Attacks breath weapon (40 ft. cone, DC 20, 6d10 sonic), frightful presence (DC 21), terrors 15/day (sickening fear, weakening fear, DC 19), psionic fist (+1, 2d6 w/expended focus)

Powers Known (1st level dread, 2 pp/day)

1st – *untouchable aura*

Psi-Like Abilities (ML 11th; concentration +15)

At Will – *id insinuation* (5 targets, DC 20)*

The save DCs are Charisma-based.

*includes augmentation for the young scourge dragon's manifester level

STATISTICS

Str 22, **Dex** 14, **Con** 20, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +11; **CMB** +18; **CMD** 30

Feats Improved Initiative, Ability Focus (Frightful Presence), Multiattack, Hover, Overchannel, Psionic Fist

Skills Fly +10, Intimidate +18, Knowledge (Planes, Psionics, Religion) +16 (+20 when identifying creatures), Perception +17, Sense Motive +17, Stealth +12

Racial Modifiers shadow dweller

Languages draconic, common, infernal

SQ shadow dweller

ADULT SCOURGE DRAGON CR 14

XP 38,400

LN Huge dragon (extraplanar, psionic)

Init +5; **Senses** dragon senses; Perception +17

DEFENSE

AC 30, touch 9, flat-footed 29 (+1 Dex, +21 natural, -2 size)

hp 229 (17d12+119)

DR 5/magic **Immune** sleep, paralysis **PR** 25

Fort +17; **Ref** +11; **Will** +15

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +24 (2d8+15 plus terrors), 2 claws +24 (2d6+11 plus terrors), 2 wings +22 (1d8+6 plus terrors), tail slap +22 (2d6+15 plus terrors)

Space 15 ft. **Reach** 15 ft. (20 ft. w/bite)

Special Attacks breath weapon (50 ft. cone, DC 25, 12d10 sonic), frightful presence (DC 26), terrors 23/day (haunting steps, overwhelming fear, sickening fear, soul-chilling fear, weakening fear, DC 24), greater psionic fist (+2, 4d6 w/expended focus), crush (DC 25), nightmare mind (DC 24)

Powers Known (7th level dread, 26 pp/day)

1st – *untouchable aura, defensive precognition, distract*

2nd – *mental disruption, strength of my enemy, true terror*

3rd – *mindhunter*

Psi-Like Abilities (ML 17th; concentration +23)

At Will – *id insinuation* (8 targets, DC 25*, *shadow body*)

The save DCs are Charisma-based.

*includes augmentation for the adult scourge dragon's manifester level

STATISTICS

Str 28, **Dex** 12, **Con** 24, **Int** 18, **Wis** 20, **Cha** 22

Base Atk +17; **CMB** +28; **CMD** 39

Feats Improved Initiative, Ability Focus (Frightful Presence), Multiattack, Hover, Overchannel, Psionic Fist, Greater Psionic Fist, Psionic Meditation, Wingover

Skills Autohypnosis +22, Fly +13, Intimidate +26, Knowledge (Dungeoneering, Planes, Psionics, Religion) +24 (+28 when identifying creatures), Perception +25, Sense Motive +25, Stealth +21

Racial Modifiers shadow dweller, power of darkness

Languages draconic, common, infernal, giant, orcish

SQ shadow dweller, unchecked horror, power of darkness

ANCIENT SCOURGE DRAGON CR 19

XP 204,800

LN Gargantuan dragon (extraplanar, psionic)

Init +4; **Senses** dragon senses; Perception +35

DEFENSE

AC 39, touch 6, flat-footed 39 (+0 Dex, +33 natural, -4 size)

hp 387 (25d12+225)

DR 15/magic **Immune** sleep, paralysis **PR** 30

Fort +23; **Ref** +14; **Will** +21

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +34 (4d6+21 plus terrors), 2 claws +34 (2d8+15 plus terrors), 2 wings +32 (2d6+8 plus terrors), tail slap +32 (2d8+21 plus terrors)

Space 20 ft. **Reach** 20 ft. (25 ft. w/bite)

Special Attacks breath weapon (60 ft. cone, DC 31, 20d10 sonic), frightful presence (DC 32), terrors 33/day (chase terror, consuming nightmare, haunting steps, lingering fear, overwhelming fear, sickening fear, soul-chilling fear, weakening fear, DC 30), greater psionic fist (+2, 4d6 w/expended focus), crush (DC 31), nightmare mind (DC 30), ascendant nightmare, tail sweep (DC 31)

Powers Known (15th level dread, 128 pp/day)

1st – *untouchable aura, defensive precognition, distract*

2nd – *mental disruption, strength of my enemy, true terror*

3rd – *dispatch, guarded sleep, mindhunter*

4th – *fear cascade, personality parasite, sensory cascade*

5th – *pierce the veils, planar travel, schism*

Psi-Like Abilities (ML 25th; concentration +31)

At Will – *id insinuation* (11 targets, DC 31)*, *shadow body, mind control* (10 targets, affects all available types, DC 31)*, *psychosis* (7 targets, DC 31)*

The save DCs are Charisma-based.

*includes augmentation for the ancient scourge dragon's manifester level

STATISTICS

Str 36, **Dex** 10, **Con** 28, **Int** 22, **Wis** 24, **Cha** 26

Base Atk +25; **CMB** +42; **CMD** 52

Feats Improved Initiative, Ability Focus (Frightful Presence), Multiattack, Hover, Overchannel, Psionic Fist, Greater Psionic Fist, Psionic Meditation,

Wingover, Additional Terror (Chase Terror, Consuming Nightmare, Lingering Fear), Terror Mastery

Skills Autohypnosis +32, Fly +14, Intimidate +36, Knowledge (Arcana, Dungeoneering, Local, Nobility and Royalty, Planes, Psionics, Religion) +30 (+34 when identifying creatures), Perception +35, Sense Motive +35, Stealth +28

Racial Modifiers shadow dweller, power of darkness

Languages draconic, common, infernal, giant, orcish

SQ shadow dweller, unchecked horror, power of darkness, shadow master

Powerful and misunderstood beings, scourge dragons hunt beings of terror – not out of any sense of justice, but because they feed on such beings. Natives to the plane of shadows, scourge dragons can sense collective fear that focuses on a creature – a giant dreaded by many villages, or a legendary boogeyman that haunts a city. Scourge dragons erupt from the shadow plane in a tide of fangs and fear to confront such beings, feasting on their flesh and consuming the fear released as a result – the fear let go by an entire populace. Though scourge dragons don't require such sustenance to survive, they do need it to grow and become more powerful. Their wyrmlings begin small, with objects of village fear and peasant superstition, while it is not uncommon for adults to be seen dropping out of the sky to do battle with beasts that can level small cities. Unfailingly polite to the mortals that (unwittingly) provide them sustenance, scourge dragons are sometimes found at the center of cults that revere them as saviors – or killers.

DREDGE

Flecks of black bob within this greenish ooze, which picks up everything it touches as it slides along.

DREDGE

CR 5

XP 1,600

NE Medium ooze (psionic)

Init -5; Senses blindsight 120 ft.; Perception +5

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 85 (9d8+45)

Fort +7, Ref -2, Will -2

Defensive Abilities ooze traits; **Immune** slashing, piercing

OFFENSE

Speed 10 ft.

Melee 2 slams +9 (1d6+3 plus soul searing and grab)

Ranged leap +8 (1d6+3 plus soul searing and grab)

Special Attacks constrict (1d6+3 plus soul searing), soul searing

Psi-Like Abilities (ML 9th; concentration + 11)

At-will—*telekinetic force* (thrust only; ranged touch attack +8)

STATISTICS

Str 16, Dex 1, Con 18, Int 6, Wis 1, Cha 14

Base Atk +6; CMB +9 (+13 grapple); CMD 14 (can't be tripped)

Feats Alertness, Skill Focus (Perception), Skill Focus (Stealth), Stealthy, Toughness

Skills Escape Artist -3, Perception +5, Sense Motive -3, Stealth +3 (+7 in water), Swim +8; Racial Modifiers +4 Stealth in water, +4 Swim

Languages Aklo (does not speak)

ECOLOGY

Environment warm swamp or underground

Organization solitary, or bog (4-6)

Treasure standard

SPECIAL ABILITIES

Leap (Su) As a full-round action, a dredge can use its psychokinetic force power to hurl itself into the air with a burst of psychokinesis, leaping at a target up to 50 feet away. The dredge makes ranged touch attack, using its key ability modifier in place of Dex, to hit its target, and on a successful hit deals slam damage and may immediately make a grapple attempt against

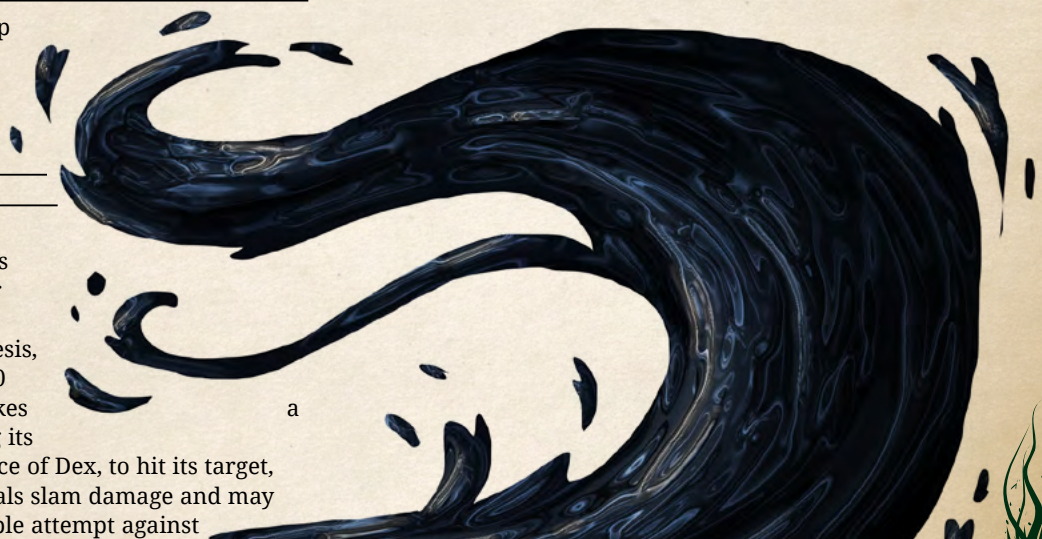
that target. If the Dredge misses its attack, it lands in the first available square beyond its target.

Soul Searing (Ex) A dredge not only dissolves the target's body into itself, but also its mind. Any creature coming in direct contact with a dredge, whether through attacking with a natural weapon, unarmed strike, or through being attacked or grappled by a dredge takes 1d6 acid damage and loses 1d4 power points (if the creature has a power point pool). Additionally, if the creature was psionically focused, it must also make a DC 20 concentration check or lose psionic focus.

Dredges are oozes with a faint sentience, making them far more dangerous than other slime-like kin. Their limited intelligence comes from the peculiar green substance they are formed of, extending beyond the physical world and seeming to digest the minds and bodies equally of the creatures it hunts. While it appears to prefer intelligent and psionic creatures for its meals, it naturally makes its home in bogs and sewers where people are rare but sustaining detritus is common.

Many believe a dredge to be related to the common grey ooze, grown dependent on feeding on intelligent creatures. Kinship or not, their intelligent nature belies some evolution, or a horrible curse on a more intelligent creature in the distant past.

A dredge typically weighs under a hundred pounds, and is no more than four feet across, with a protruding bulge in its center at rest. Hiding in bogs as they do, this extra bulge typically lies beneath the surface of the water, as they rest on the edges collecting the scraps that drift to shore and waiting for intelligent creatures to draw near. When they do, the dredge will spring from hiding, attempting to devour one target whole at a time, only moving to the next when the original has escaped beyond reach or is fully dissolved.



DULAH

This three-eyed blue-green lizard has teeth like a piranha and claws of equal sharpness. It walks on its two hind legs, but its webbed-claws and slick body make it well-suited for aquatic attacks.

DULAH

CR 2

XP 600

NE Small monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 19 (3d10+3)

Fort +2, **Ref** +5, **Will** +3

OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +4 (1d4), 2 claws +4 (1d3)

Special Attacks hoard spew (15 ft. range, DC 13)

Psi-Like Abilities (ML 2nd, concentration +1)

3/day—*attraction* (DC 12)

1/day—*recall agony* (DC 11)

STATISTICS

Str 11, **Dex** 14, **Con** 12, **Int** 5, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 14

Feats Ability Focus (attraction)

Skills Perception +6, Swim +8

Languages dulah

SQ amphibious

ECOLOGY

Environment warm coastline, warm rivers

Organization single, pair, school (3-15)

Treasure standard

SPECIAL ABILITIES

Hoard Spew (Ex): A dulah stores its most favored treasures inside a second stomach, which coats them in a preservative slime. As a standard action, the dulah may vomit these treasures at an opponent within 15 feet, who must succeed at a reflex save (DC 13) or suffer 2d4 points of bludgeoning damage and become entangled for 1d4 rounds.

Using hoard spew empties the dulah's second stomach; it must devour more treasure and digest it for approximately four hours before it may re-use this ability.

Dulahs are aggressive, greedy amphibians that haunt coastal waters and rivers. Dulahs favor their *attraction* ability to bring prey to them (typically fish), and a single dulah or even a pair may go unnoticed for years. Unfortunately, their lack of forward planning often means that a group of dulahs will overfish their waters and take to attacking fishermen, local pets, and children. When cornered, dulahs unleash their *recall agony* ability and flee for the water, and they may attempt to plea for their life in their own strange tongue – pleas that, by the time they are relevant, typically go unheeded.

Dulahs adore shiny objects and metal and many amass a treasure hoard that they hide in a coastal cave or within a shallow hole dug into a riverbank. Their compulsive need to add to this hoard leads them to conflict with other humanoids, especially since a dulah is more than willing to kill for the sake of treasure or simply out of expedience when gaining treasure. Dulahs protect their treasures fiercely, and will fight to the death to prevent even a single copper penny from being stolen.

A dulah stands three feet tall and typically weighs about thirty pounds.



ENSNARED EARTH ELEMENTAL

Towering over ten feet high, this moving mountain radiates psionic energy, yet seems to be composed of only minerals and earth.

ENSNARED EARTH ELEMENTAL CR 6

XP 2,400

N Large (Tall) Outsider (earth, elemental, extraplanar, psionic)

Init -1; **Senses** darkvision 60 ft.; tremorsense 60 ft.;

Perception +11

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 74 (8d10+32)

Fort +9; **Ref** +1; **Will** +6

Immune elemental traits, plant traits

OFFENSE

Speed 20 ft., burrow 20 ft.; Speed of Thought

Melee slam +14 (2d6+10 plus grab)

Space 10 ft. **Reach** 10 ft.

Special Attacks earth mastery, gravity's tyranny, strike through stone

Psi-Like Abilities (ML 8; concentration +8)

At-will - *entangling debris* (DC 16, 2d6 damage, 45' radius)*

The save DCs are Charisma-based.

* includes augmentation for the ensnared earth elemental's manifester level

STATISTICS

Str 24, **Dex** 8, **Con** 17, **Int** 10, **Wis** 11, **Cha** 16

Base Atk +8; **CMB** +16; **CMD** 25

Feats Improved Bull Rush(B), Speed of Thought, Psionic Meditation, Power Attack (-3/+9), Toughness

Skills Autohypnosis +11, Climb +15, Knowledge (nature) +8, Knowledge (planes) +11, Perception +11, Profession (Gardening) +11

Languages Terran

ECOLOGY

Environment any temperate land

Organization solitary, pair, . . . gang (3-8)

Treasure ½ standard (typically in precious gems within the elemental's body)

SPECIAL ABILITIES

Symbiosis (Ex) The ensnared earth elemental is almost as much plant as it is an elemental; it has the traits (but not features) of the plant type in addition to its other types and

subtypes.

Earth Mastery (Ex) An ensnared earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Gravity's Tyranny (Su) The unique combination of the ensnared earth elemental's magical heritage and psionic powers give it a powerful control over gravity. As a standard action, the elemental releases a pulse of energy that drags its enemies to the earth; other creatures within a 100 foot sphere must succeed at a DC 17 Will save or lose their flight speed, if any, for an hour. Creatures that are currently flying when affected by Gravity's Tyranny take falling damage as though the fall is 50 feet shorter than it actually is.

The ensnared earth elemental can expend its psionic focus when activating gravity's tyranny. If it does, creatures within the area suffer a -2 penalty to their saving throws against this ability, and those that fail their saves are staggered for 3 rounds as hideously powerful gravitational forces fight their every movement.

Strike Through Stone (Su) Though the ensnared earth elemental can no longer glide through earth, it uses the vestiges of that ability and psionic energy to carry its wrath through the earth. The ensnared earth elemental treats close range (25 feet plus 5 feet per 2 hit dice) as its melee reach during its turn. It may only attack creatures and objects within 10 feet of earth, stone, or metal in this



fashion; otherwise they must be within the elemental's natural melee reach. The ensnared earth elemental does not benefit from its grab ability when attacking creatures outside of its natural melee reach.

Known to 'true' elementals as the Vishari, ensnared earth elementals are the victims of the vishar vine. By itself, the vishar vine is simply a psionically sensitive plant with a propensity for burrowing through stone; though the vishar vine always grows in the direction of the strongest nearby source of supernatural energy, it is neither malicious nor intelligent. When it roots within an earth elemental, however, it grows rapidly, anchoring the elemental into the Prime Material Plane and turning it into a being that isn't quite plant or elemental.

Despite the valiant efforts of its natives, the vishar vine has already infested the Elemental Plane of Earth and continues to grow and thrive there. They expel the Vishari wherever they find them (usually with the aid of extraplanar mercenaries, to avoid the chance of infection), which leads to large numbers of these ensnared earth elementals appearing on various Prime Material Planes. Inevitably they seek a way back to their home, obsessed with returning to the Elemental Plane and resuming their colonization efforts.

An ensnared earth elemental stands around 12 feet tall and weigh approximately 5,000 pounds.

GREATER ENSNARED EARTH ELEMENTAL CR 8

XP 2,400

N Huge (Tall) Outsider (earth, elemental, extraplanar, psionic)

Init +1; **Senses** darkvision 60 ft.; tremorsense 60 ft.; Perception +13

DEFENSE

AC 23, touch 8, flat-footed 23 (+0 Dex, +15 natural, -2 size)

hp 116 (8d10+64)

Fort +13; **Ref** +2; **Will** +8

Immune elemental traits, plant traits

OFFENSE

Speed 20 ft., burrow 20 ft.; Speed of Thought

Melee slam +18 (2d6+16 bludgeoning plus grab)

Space 15 ft. **Reach** 15 ft.

Special Attacks earth mastery, gravity's tyranny, strike through stone

Psi-Like Abilities (ML 8; concentration +8)

At-will - *entangling debris* (DC 18, 2d6 damage, 45' radius)*

The save DCs are Charisma-based.

* *includes augmentation for the ensnared earth elemental's manifester level*

STATISTICS

Str 32, **Dex** 10, **Con** 25, **Int** 14, **Wis** 15, **Cha** 20

Base Atk +8; **CMB** +19; **CMD** 30

Feats Improved Bull Rush(B), Speed of Thought, Psionic Meditation, Power Attack (-3/+9), toughness

Skills Autohypnosis +13, Climb +17, Knowledge (Local) +10, Knowledge (nature) +10, Knowledge (planes) +13, Perception +13, Profession (Gardening) +13, Spellcraft +10

Languages Terran

ECOLOGY

Environment any temperate land

Organization solitary, pair, gang (3-8)

Treasure ½ standard (typically in precious gems within the elemental's body)

SPECIAL ABILITIES

Symbiosis (Ex): The ensnared earth elemental is almost as much plant as it is an elemental; it has the traits (but not features) of the plant type in addition to its other types and subtypes.

Earth Mastery (Ex): An ensnared earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Gravity's Tyranny (Su): The unique combination of the ensnared earth elemental's magical heritage and psionic powers give it a powerful control over gravity. As a standard action, the elemental releases a pulse of energy that drags its enemies to the earth. Hostile creatures within a 100 foot sphere must succeed at a DC 17 Will save or lose their flight speed, if any, for an hour. The save DC is charisma-based. Creatures that are currently flying when affected by Gravity's Tyranny take falling damage as though the fall is 50 feet shorter than it actually is.

The ensnared earth elemental can expend its psionic focus when activating gravity's tyranny. If it does, hostile creatures within the area suffer a -2 penalty to their saving throws against this ability, and those that fail their saves are staggered for 3 rounds as hideously powerful gravitational forces fight their every movement.

Strike Through Stone (Su): Though the ensnared earth elemental can no longer glide through earth, it uses the vestiges of that ability and psionic energy to carry its wrath through the earth. The ensnared earth elemental treats close range (25 feet plus 5 feet per 2 hit dice) as its melee reach during its turn. It may only attack creatures and objects within 10 feet of earth, stone, or metal in this fashion; otherwise they must be within the elemental's natural melee reach. The ensnared earth elemental does not benefit from its grab ability when attacking creatures outside of its natural melee reach.

FERAX

The striped beast has patchy black fur and a flat tail. A soft hum seems to come from it as it turns in your direction. Its maw opens in a snarl to reveal rows of long, sharp teeth that can easily tear flesh.

FERAX

CR 2

XP 600

N Medium Magical Beast (psionic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d10+2)

Fort +4; **Ref** +5; **Will** +2

PR 13

OFFENSE

Speed 40 ft.

Melee Bite +4 (1d6+1 plus trip)

Special Attacks bolstering hum

Psi-Like Abilities (ML 5; concentration +3)

At Will – *expansion* (20 minutes)*, *know direction and location*, *ubiquitous vision*

* includes augmentation for the ferax's manifester level

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Weapon Focus (bite)

Skills Acrobatics +2 (+7 balance, +12 jump), Stealth +7

Racial Modifiers +5 on Acrobatics checks made to balance, +10 on Acrobatics checks made to jump, +5 to Stealth checks.

ECOLOGY

Environment any urban or temperate land

Organization pair, squad (2 plus 1-4 handlers), pack (4-6 plus 2-6 handlers)

Treasure usually none (feraxes may wear magical items when used as war hounds)

SPECIAL ABILITIES

Bolstering Hum (Su) Feraxes augment their pack tactics with a psionic hum that bolsters their allies. A ferax may begin humming as a swift action, affecting all allies within 30 feet, and chooses offense or defense when it does so. Creatures benefitting from an offensive hum gain a +2 insight bonus to attack rolls, damage rolls, and initiative. Creatures benefitting from a defensive hum gain a +2 insight bonus to armor class, reflex saves,

and perception checks. These bonuses increase by 1 for every four hit dice the ferax possesses. The ferax's hum can be maintained indefinitely, so long as the ferax continues to spend a swift action at the beginning of its turn to maintain it.

Known somewhat poetically as songwolves, feraxes are a species of psionic beasts common to temperate forests, grasslands, and some swamps. They utilize their color-shifting fur and superior leaping abilities to hunt prey from unexpected angles, coordinating their attacks with their bolstering hum ability. As far as anyone can tell, the ferax is a naturally occurring creature which happens to be psionic; though technically sapient, feraxes reason like animals and are not really capable of making moral judgments.

Feraxes are surprisingly docile in the wild and seldom attack humanoids, only doing so if driven to desperation by starvation or pain. However, feraxes are very easy to domesticate and as a result they can often be found in the company of savage humanoids such as goblins or orcs, who value them as war hounds and as guards for their noncombatants. In this role, feraxes have gained a fearsome reputation and are known for their size-shifting abilities when unleashed on the battlefield.



FITHER

The insect-like creature before you seems to be searching for something, its twitching antennae glowing with a blue-white energy. Seeming to have found its target, it turns its eyes toward you and advances.

FITHER

CR 6

XP 2,400

N Small Magical Beast (psionic)

Init +6; **Senses** blindsight 40 ft., sense supernatural energy 200 ft; **Perception** -1

DEFENSE

AC 18, touch 13, flat-footed 16 (+1 Dex, +5 natural, +1 size, +1 dodge)

hp 68 (8d10+24)

Fort +8; **Ref** +8; **Will** +1

Immune gaze attacks

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee slam +8 (1d3 bludgeoning)

Special Attacks consume supernatural energy

Psi-Like Abilities (ML 8; concentration +8)

At will—*clairvoyant sense, know direction and location* 3/day – *brain lock* (DC 17, aberrations, animals, dragons, elementals, fey, magical beasts, monstrous humanoids, outsiders)*, *dimension slide, energy burst* (DC 17, 8d6, usually electricity)*

The save DCs are Charisma-based.

*includes augmentation for the fither's manifester level

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 6, **Wis** 8, **Cha** 16

Base Atk +8; **CMB** +7; **CMD** 18 (26 vs. trip)

Feats Improved Initiative, Toughness, Dodge, Psionic Meditation

Skills Stealth +17

SQ power point reserve

ECOLOGY

Environment any temperate underground or mountain

Organization solitary

Treasure standard (typically in the fither's den)

SPECIAL ABILITIES

Sense Supernatural Energy (Su)

The fither perceives magical and psionic items instinctively; it automatically knows the precise location of such items within 200 feet, as well as their enhancement bonuses, caster levels, and/or manifester levels.

The fither can also sense if the items are attended or carried, though it cannot identify what sort of creatures attend or carry the items.

Consume Supernatural Energy (Su) Though the fither normally feeds by gently absorbing supernatural energies from objects, in battle it can rapidly devour and then burn off those same energies in order to defend itself. The fither feeds in this manner as a standard action; all magical and/or psionic items within 30 feet lose 1 point of their enhancement bonuses, 1 caster level, and 1 manifester level, and the fither gains a number of power points equal to ½ the number of items affected this way (see the power point reserve ability, below). An item entirely stripped of its enhancement bonuses, caster levels, and manifester levels temporarily loses its supernatural power and ceases to function as a magical item. Items affected by this ability recover their full functionality in 24 hours as their energies slowly recharge.

Power Point Reserve (Su) The fither stores and utilizes a reserve of power points, gained through its consume supernatural energy ability. The fither may store up to twenty power points, which vanish after an hour. The fither may expend a power point as a free action during its turn to gain another daily use of its *brain lock, dimension slide, or energy burst* psi-like abilities.

Fithers are curious and relatively docile beings that feed on raw psionic energy. Though they do not possess conventional sight, fithers combine an incredible sensory array with their ability to detect supernatural energies, more than compensating for lacking common sight. Fithers feed entirely on psionic energy, and possess the unique ability to convert other forms of supernatural power into their preferred meal, gently siphoning it from enchanted objects. Fithers dwell in burrows that they line with magical items, and a sufficiently supplied fither may never come into conflict with other beings. However, youth, theft, or growth spurts can impel fithers to seek out new sources of nourishment, which sends them creeping into humanoid settlements looking for enchantment.

Fithers aren't inherently hostile, but they do tend to have no concept of personal space or property and will, very gently, try to take items that humanoids are carrying or even wearing. Hostilities often break out as a result, leading the fither to panic and unleash its psionic powers to defend itself. This has unfortunately given them a fearsome reputation that leads fithers to be hunted even when they intend no harm.



FOLUGUB

An enormous beetle walks toward you. Its carapace glitters as though it were crystalline in nature, and what appears to be a large tongue flickers out between its mandibles periodically, as though tasting the air around it.

FOLUGUB

CR 2

XP 600

N Medium Aberration

Init +3 **Senses** darkvision 60 ft., scent crystal 90 ft., Perception + 11

DEFENSE

AC 18, 13 touch, 15 flat-footed (+3 Dex, +5 natural)

hp 30 (4d8+12)

Fort +4, **Ref** +4, **Will** +5

OFFENSE

Speed 40 ft.

Melee Bite +6 (2d4), Tongue +3 touch (liquefy crystal)

STATISTICS

Str 10, **Dex** 17, **Con** 17, **Int** 2, **Wis** 13, **Cha** 11

BAB +3; **CMB** +3; **CMD** 16 (20 vs trip)

Feats Skill Focus (Perception), Weapon Finesse

Skills Perception +11

ECOLOGY

Environment any underground

Organization solitary, pair, or nest (3-10)

Treasure incidental (no crystalline treasure)

SPECIAL ABILITIES

Liquefy Crystal (Su): A folugub's tongue is a primary touch attack that causes any crystalline item it touches to begin to liquefy. The item takes half its maximum hp in damage and gains the broken condition – a second hit destroys the item. A folugub never provokes an attack of opportunity by attempting to strike a weapon with its tongue. Against creatures made of crystal, the folugub deals 3d6+4 points of damage. An attended

object, any psionic object, or a crystalline creature can attempt a DC 15 Reflex save to negate this effect. The DC is Constitution-based.

Scent Crystal (Ex): This ability functions much like the scent ability, except that the range is 90 ft. and the folugub can only use it to sense crystal objects (including creatures wearing or carrying crystal objects).

Six feet long and nearing 300 pounds, the folugub has absolutely no fear of humanoids. Though generally they do not bother to attack anything that is not bearing crystals of some sort, the creatures have learned that humanoids gather them. When not hunting crystals to feed on them, hungry folugubs often wander into towns and villages in search for food.

Folugubs are to crystal what rust monsters are to metal. Nearly always hungry, the folugub will stop at nothing to make a dinner of the largest crystal it can find.

Folugubs can detect a crystal object by smell from up to 90 feet. Once a folugub has detected a crystal, it has almost a single-minded determination to find and devour the object. If a folugub acquires a crystal object, it will typically stop any attack to devour the crystal, unless it is attacked or threatened. However, given their predilection for taking what they need from others, that is seldom the case.



GHAAR

The strange creature before you has many limbs and seems to be both plant and insect, spindly legs carrying it forward.

GHAAR

CR 4

XP 1,200

N Large (Tall) plant (psionic)

Init +2; Senses low-light vision, greensight 60 ft.; Perception +9

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 45 (6d8+18)

Defensive Abilities Plant traits, deathly curse

Weaknesses Deathly curse

Fort +7; Ref +4; Will +2

OFFENSE

Speed 30 ft.

Melee Slam +10 (1d8+8 plus pummel)

Reach 10 ft.

Special Attacks Death field, pummel

Psi-Like Abilities (ML 6th; concentration +9)

At Will - *mindlink* (unwilling targets, up to three targets)*, *mind thrust* (6d10, DC 20)*

3/day—*fold space*, *energy cone* (6d6)*

*Includes augmentation for the ghaar's manifester level.

STATISTICS

Str 18, Dex 14, Con 14, Int 16, Wis 10, Cha 8

Base Atk +4; CMB +9; CMD 21

Feats Improved Natural Attack (slam), Power Attack, Toughness

Skills Autohypnosis +9, Heal +9, Intimidate +8, Knowledge (psionics) +12, Knowledge (religion) +12, Perception +9, Spellcraft +12, Stealth +7, Survival +9; **Racial Modifiers**

Immortal knowledge

SQ Brilliant psionics

ECOLOGY

Environment Any

Organization Solitary

Treasure Standard

SPECIAL ABILITIES

Immortal Knowledge (Ex): A combination of long experience and their unique nature have given the ghaar many more day-to-day skills than other plant creatures. The ghaar gains (6 + intelligence modifier) skill points per level, and its class skills are: Appraise, Autohypnosis, Bluff, Craft, Diplomacy, Fly, Handle Animal, Heal, Intimidate, Knowledge (all), Linguistics, Perception, Sense Motive, Spellcraft, Stealth, and Survival. The skills in the entry above are typical of a young or inexperienced ghaar, such as one that has spent a large amount of time in hibernation.

In addition, the ghaar gains a +2 racial bonus to Knowledge checks made to identify a creature.

Deathly Curse (Ex): The ghaar are damaged by positive energy and healed by negative energy, just as if they were undead beings, and may be turned or rebuked as though they were undead beings rather than plants.

Pummel (Ex): The ghaar gains a +2 racial bonus to attack rolls when using its slam attack, deals slam damage as if it were one size larger, and living creatures struck by a ghaar's slam must succeed at a Fortitude save (DC 16) or be staggered for one round.

Death Field (Su): As a standard action, the ghaar may sacrifice an amount of hit points up to its current total, then release that energy as a burst of deathly power. Creatures within a 20-foot burst centered on the ghaar suffer negative energy damage equal to 10 + the number of hit points sacrificed. A Fortitude save (DC 15) halves this damage.

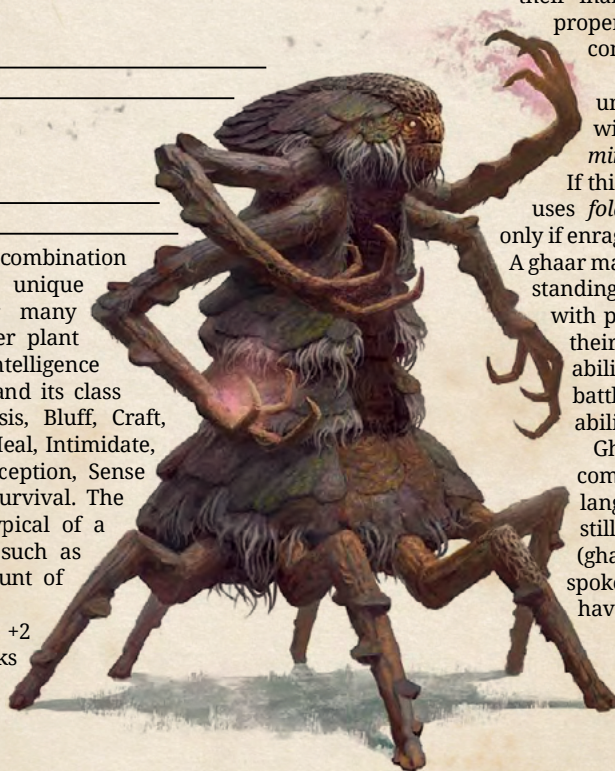
Brilliant Psionics (Ex): A ghaar uses its Intelligence modifier instead of its Charisma modifier when determining the DCs of its psi-like abilities.

The last of a dying race, the ghaar were nearly exterminated due to their affinity for necromancy and their monstrous appearance. The war that wiped out the vast majority of the ghaar was devastating and resulted in the death of their Heart Tree, which was the very soul of the race. Without the tree, the ghaar lost the ability to reproduce. Though ghaar do not succumb to old age, disease, war, and sorrow have slowly winnowed their numbers and now only a quiet few are left, wandering the multiverse in search of answers.

Ghaar will often hide within forests or wildlands, where they construct temples that serve as meditation chambers and memorials to those they have lost. Ghaar architecture is both strange and psionically charged; it draws soul energy to itself, creating an echo chamber of death with which the ghaar communes. This practice, far from perverse, is a way the ghaar honor the dead and gain wisdom from those who have departed. Sadly, the ghaar's ability to both understand and communicate with other living races is limited, and their inability to explain themselves properly continues to cause conflicts.

Confronted with hostility or unwanted company, a ghaar will first attempt to establish a *mindlink* and request solitude. If this does not work, the creature uses *fold space*, engaging in battle only if enraged or if battle is unavoidable. A ghaar makes for a fearsome opponent; standing its ground and attacking with psychic powers, and then use their superior reach and pummel abilities to control the pace of battle. A ghaar's death field ability is a weapon of last resort.

Ghaar speak and understand common, and a variety of other languages. Most of them can still read their racial tongue (ghaarzon) but many have not spoken it aloud in so long that they have lost all ability to do so.



GRAY GLUTTON

The vaguely humanoid creature before you has rough and warty skin, with a mouth full of needle-like teeth. If not for its bestial crouch, it looks like it would stand about 18 feet tall.

GRAY GLUTTON

CR 7

XP 3,200

N Huge Magical Beast

Init -1 **Senses** darkvision 60 ft., low-light vision, scent, Perception +8

DEFENSE

AC 20, 7 touch, 20 flat-footed (-2 size, -1 Dex, +13 natural)

hp 85 (9d10+36)

Fort +10, **Ref** +7, **Will** +7

PR 20

OFFENSE

Speed 40 ft.

Melee Bite +15 (2d8+8) and 2 Claws +15 (2d6+8)

Space 15 ft.; **Reach** 10 ft.

Special Attacks null psionic exhalation

STATISTICS

Str 27, **Dex** 9, **Con** 19, **Int** 2, **Wis** 15, **Cha** 20

BAB +9; **CMB** +19; **CMD** 28

Feats Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Survival)^B, Step Up

Skills Perception +5, Survival +14

ECOLOGY

Environment Any underground

Organization solitary, pair, or cluster (3-5)

Treasure none

SPECIAL ABILITIES

Null Psionic Exhalation (Su): As a free action useable once per round, a gray glutton can breathe forth a cloud of pale blue translucent gas into an adjacent 10-foot cube. The gas is poisonous to anyone with power points. Any character possessing power points is effected by gray glutton poison.

Poison (Su): null psionic exhalation – inhaled; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1d4 power points; *cure* 1 save

Gray gluttons are rare, being the offspring of the victims of experimentation by manifesters. The hatred for their tormentors has been passed from generation to generation, leading to an instinctual hatred for any creature with psionic power. Although their hide is gray, the creature is named for its hunger for gray matter. Some say that this constant consumption of brains bursting with psionic energy has made them nulls, minds untouchable by the psychics.

In combat, a gray glutton makes any creature with psionic power its priority target, and will attack any creature who gets in its way to reach its prey. A gray glutton will always break off an attack with a nonpsionic creature if a psionic creature is nearby. The gray glutton's sole purpose is to destroy psionic creatures and characters. The tenacity and rage it harnesses to track down and annihilate psionic creatures is terrifying.



IMNOPTERAN

A powerful wind suddenly blows around you as you see the spines of a massive creature

IMNOPTERAN

CR 11

XP 12,800

N Colossal Magical Beast (psionic)

Init +1; **Senses** darkvision 60 ft., low-light vision, dreamborn; **Perception** +15

DEFENSE

AC 29, touch 4, flat-footed 27 (+1 Dex, +25 natural, +1 dodge, -8 size)

hp 198 (12d10+132)

Fort +14; **Ref** +9; **Will** +4

OFFENSE

Speed Fly 40 ft. (good maneuverability)

Melee Bite +19 (4d10+11), tail slap +14 (5d10+5)

Reach 20 ft. (40 ft. with tail slap)

Psi-Like Abilities (ML 12th; concentration +7)

At will – *control air* (60 mph alteration)*, *defy gravity*, *inertial barrier*

3/day – *dream travel*, *telekinetic force* (425 pounds)*

* includes augmentation for the innopteran's manifester level

STATISTICS

Str 32, **Dex** 13, **Con** 22, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +12; **CMB** +31; **CMD** 42

Feats Flyby attack, Improved Grab, Snatch, Wingover, Skill Focus (Fly), Dodge

Skills Fly +15, Perception +15, Stealth -13

Racial Modifiers Perception +15 (dream sense)

SQ dreamborn

ECOLOGY

Environment

any temperate
aboveground

Organization solitary

Treasure normal

SPECIAL ABILITIES

Dreamborn (Su) Innopterans are infused with the psionic energies found in dreams, existing partially in dreams even within the waking world. They enjoy a +15 racial bonus to Perception checks and never need to make Perception rolls to notice a sleeping creature within their line of sight, even if it's invisible or otherwise hidden. Innopterans perceive incorporeal and ethereal beings as though they were corporeal and may attack such beings as though they were corporeal as well.

Strange and gentle beasts infused with the energies of dreams and the Ethereal plane, innopterans are one of the more pleasant mysteries of the Prime Material Plane. Innopterans are attracted to populations of dreaming beings, which leads them to claim territories in and around humanoid settlements (sometimes including cities), where they feed on the ambient dream energies as well as fish, shellfish, local fauna, and small forests. Innopterans need to feed on physical things only once in a very great while, and often leave their territory before devastating the local wildlife.

Some primitive societies revere these gentle giants and pacify them with extravagant gifts of food, which the innopteran repays by taking those who feed them on dream journeys and defending the settlement from attack. They are often seen as spiritual creatures, links between the tribe or village and the spirit realms, and cults can form around a local innopteran who waxes fat and happy on the dreams of worship. Rumors abound that such worship can transform an innopteran into something *else*, which have yet to be confirmed.



INIRO

You notice that the plants near you resemble a humanoid shape, just as an eye appears in what looks like the head. It looks up at you and blinks.

INIRO

CR 3

XP 800

N Small Plant (psionic)

Init +5; **Senses** low-light vision; Perception +10

DEFENSE

AC 15, touch 13, flat-footed 12 (+1 Dex, +1 natural, +1 size, +2 dodge)

hp 32 (5d8+10)

Fort +6; **Ref** +2; **Will** +3

Defensive Abilities symbiosis

Immune plant traits

OFFENSE

Speed 30 ft.; Speed of Thought

Melee Claw +3 (1d3-1)

Psi-Like Abilities (ML 5; concentration +7)

At Will – *expansion* (10 minutes/level)*, *defensive precognition* (+2)*, *dimension slide*

The save DCs are Charisma-based.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 13

Feats Speed of Thought, Psionic Meditation, Dodge, Psionic Dodge(B)

Skills Acrobatics +6, Knowledge (Psionics) +7, Perception +10, Stealth +13

SQ symbiosis

Languages telepathy 60 ft.

ECOLOGY

Environment any temperate forest, or any jungle or underground

Organization solitary, symbiote (1 plus 1 host)

Treasure none

SPECIAL ABILITIES

Symbiosis (Ex) The iniro may form a physical and psionic bond with a willing host that is large sized or larger. The iniro attaches to its host as a standard action and begins to feed; as long as the iniro remains attached, the host suffers a -2 penalty to its strength, constitution, and charisma scores. In exchange, the host gains the use of the iniro's feats and psi-like abilities, using the higher of the iniro's manifester level or its own. The iniro is carried by the host and loses all ability to move or act on its own, with the sole exception of being able to detach as a full-round action (detaching immediately removes all bonuses and penalties associated with this ability) and communicate telepathically. The iniro uses

the host's saving throws instead of its own against area-of-effect attacks, and is treated as being the host creature when determining if an area-of-effect attack can affect the iniro. The iniro otherwise follows the normal rules for sharing another creature's space.

Iniros are a psionic, symbiotic plant that feeds on life force and psionic energy. Iniros are quite friendly and personable; they approach potential hosts openly, happily explaining what they want (to wit, to feed on the host) and what they offer in exchange (their psionic prowess) in the hopes of attracting a large and physically intimidating host. These hosts represent food, protection, and breeding for the iniro, which drops seeds at the host's location about once a week.

Though the presence of the iniro is physically and mentally uncomfortable, many creatures will accept an iniro on a temporary basis to get a particular task done (such as an ogre wishing to challenge his chieftan) and then keep the plant on a long-term basis when it proves useful and friendly. Iniros usually defer to their hosts and are quite happy to not be agents in their own lives as long as they're fed and content.



INTELLECT DEVOURER

This creature is the size of a dog, but with a body entirely made of exposed brain. It moves with astonishing grace despite having no discernable eyes. A glistening membrane or mucus covers its form.

INTELLECT DEVOURER CR 7

XP 3,200

CE Small aberration (evil, psionic)

Init +5 **Senses** blindsight 60 ft., darkvision 60 ft., Perception +18

DEFENSE

AC 21, touch 16, flat-footed 16 (+1 size, +5 Dex, +5 natural)

hp 45 (6d8+18)

Fort +4, **Ref** +7, **Will** +6

DR 10/adamantine; **Immune** fire; **Resist** electricity 15; **PR** 23

Weakness vulnerability to *protection from evil*

OFFENSE

Speed 40 ft.

Melee 4 claws +6 (1d3+1)

Special Attacks body thief

Psi-like Abilities (ML 7th)

At will—*cloud mind*, *compression*, *detect psionics*, *ego whip* (2d4, DC 16*), *empty mind* (+5 on Will saves*), *id insinuation* (three targets, DC 16*); 3/day—*body adjustment* (2d12*), *intellect fortress*, *painful strike*.

The save DCs are Charisma-based.

*Includes augmentation for the intellect devourer's manifester level.

STATISTICS

Str 13, **Dex** 21, **Con** 15, **Int** 12, **Wis** 12, **Cha** 14

BAB +4; **CMB** +4; **CMD** 19

Feats Combat Manifestation, Toughness, Up the Walls, Wild Talent^B

Skills Autohypnosis +7, Bluff +16, Perception +18,

Perform (Act) +8, Stealth +26 **Racial Modifiers** +8

Bluff, +8 Perception, +8 Stealth

ECOLOGY

Environment underground

Organization solitary or pod (2-4)

Treasure 1/2 coins; double goods; standard items

SPECIAL ABILITIES

Vulnerability to Protection from Evil (Ex): An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

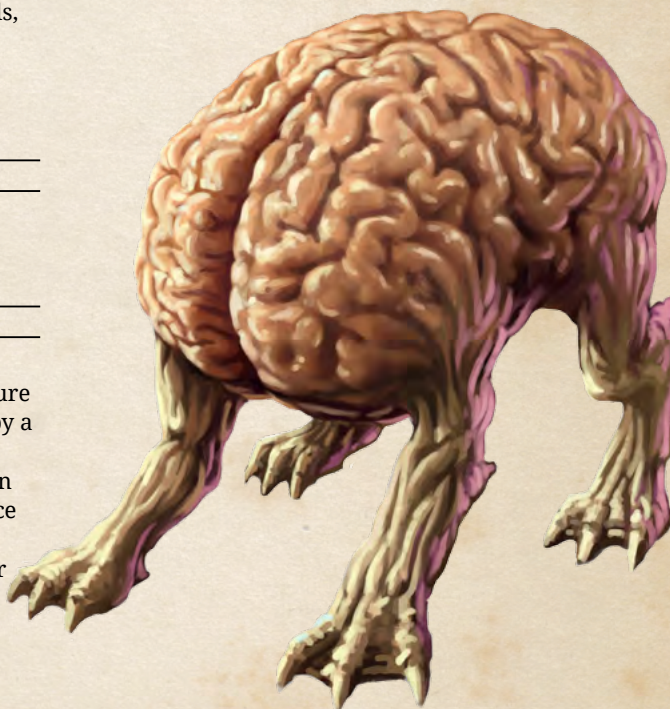
Body Thief (Su): As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts

8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via *mind control*. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting, manifesting, spell-like abilities, and psi-like abilities (although the intellect devourer can still use its own psi-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via effects such as *gentle repose*). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Intellect devourers prey on sentient creatures, using their body thief ability to disguise themselves as their victims. This allows an intellect devourer the ability to hide within populated areas to seek out new prey.

Intellect devourers have the ability to understand Common, but cannot speak unless they are in possession of a body that has the ability to speak. An intellect devourer in possession of a body knows all the languages that the victim knows.

Intellect devourers stalk their prey, relying on stealth and psionic powers to remain undetected and catch their victims unaware. It will use its psi-like abilities to overcome an enemy if it can catch them by surprise, then using its body thief ability to inhabit and control the corpse, pretending to be the victim while it seeks out new prey.



IR'LLANTHAAL

This cetacean-like humanoid has the lower torso of a dolphin, moving effortlessly through the water.

IR'LLANTHAAL CR 3

XP 800

CG Medium monstrous humanoid (aquatic)

Init +2; **Senses** blindsight 120 ft., darkvision 60 ft.; Perception +16

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +6, **Will** +6

OFFENSE

Speed 10 ft., swim 60 ft.

Melee spear +5 (1d8+1/x3), slam +0 (1d4)

Psi-Like Abilities (ML 4th; concentration +6)

3/day—*control sound, create sound*

Special Attacks powerful charge (3d4+3)

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 13, **Wis** 14, **Cha** 16

Base Atk +4; **CMB** +5; **CMD** 17

Feats Skill Focus (Perception, Swim)

Skills Craft (jewelry) +8, Perception +16, Stealth +9,

Survival +9, Swim +19; **Racial Modifiers** +4 Perception

Languages Aquan, Common; speak with cetaceans (dolphins, whales)

SQ amphibious

ECOLOGY

Environment any ocean

Organization Solitary, pair, team (5–8), or patrol (11–20 plus 1 leader of 3rd level and 1–4 dolphins)

Treasure NPC gear (spear, other treasure)

SPECIAL ABILITIES

Powerful Charge (Ex) An ir'llanthaal is capable of a burst of speed underwater, charging at its opponent and striking it with its slam attack. If the target fails a Fortitude save (DC 14), it is dazed for 1 round. The save DC is Constitution-based.

Speak with Cetaceans (Su) Ir'llanthaals have a deep affinity with dolphins and whales, and communicate with them telepathically to a distance of 150 feet. This communication is limited to simple concepts such as “come here,” “defend me,” or “attack this target.”



Kind and courageous, the ir'llanthaal (EAR-lan-THAWL) are friendly ocean-dwelling nomads that often come into conflict with the ravenous and cruel sahuagin. Much like the dolphins they befriend, they are known to aid those stranded at sea, especially if those unfortunates are surrounded by sahuagin and their shark companions. The ir'llanthaals are on good terms with most of the other goodly aquatic races, such as merfolk and tritons.

An ir'llanthaal begins combat using its ability to control sound or create sound (this mostly serves as a distraction) following up with a devastating aquatic charge, finishing up with a quick spear thrust if necessary. These creatures are brave but not unnecessarily foolish, willing to help those in trouble but not sacrificing themselves needlessly. An ir'llanthaal will withdraw if reduced to half its hit points, living to fight another day.

KSARITE DRAGON

The pale green dragon's head turns as it notices you; no light of intelligence shines in its eyes as it stalks towards you.

KSARITE DRAGON

CR 8

XP 4,800

N Huge dragon (psionic)

Init +7; **Senses** blindsight 120 ft., darkvision 120 ft., low-light vision; **Perception** +17

DEFENSE

AC 27, touch 11, flat-footed 24 (+3 Dex, +9 armor, +7 natural, -2 size)

hp 138 (12d12+60)

Fort +12; **Ref** +11; **Will** +10

DR 10/magic; **Immune** force; **PR** 20

OFFENSE

Speed 60 ft.; fly 120 ft. (average), burrow 30 ft.

Melee bite +18 (2d6+8), 2 claws +18 (2d6+8), 2 wings +16 (2d6+4), tail slap +16 (2d6+4)

Space 15 ft. **Reach** 15 ft.

Special Attacks breath weapon (60 ft. cone, 8d6 force plus knocked prone, DC 20 Fortitude for half and negates prone, usable once every 1d4 rounds), frightful presence (120 ft. range, DC 22)

Psi-Like Abilities (ML 12th; concentration +18)

At Will – *breath of the black dragon* (12d6)*, *concussive onslaught* (6d6, DC 23)*, *inertial armor* (+9 AC)*

The save DCs are Charisma-based.

* includes augmentation for the ksarite dragon's manifester level

STATISTICS

Str 26, **Dex** 16, **Con** 18, **Int** 2, **Wis** 14, **Cha** 24

Base Atk +12; **CMB** +22; **CMD** 35

Feats Improved Initiative, Power Attack (-4/+8), Toughness, Multiattack, Improved Natural Attack (claw, wing)

Skills Fly +14, Perception +17

SQ body of will

ECOLOGY

Environment any temperate or tropical

Organization solitary

Treasure ½ standard (ksarite dragons indiscriminately hoard objects that are shiny or metallic without regard for their value)

SPECIAL ABILITIES

Body of Will (Su) A ksarite dragon's body is at least partially composed of psionic energy, which helps to shield its bestial mind. If the ksarite dragon would be dealt Intelligence damage or drain, it is instead dealt an equal amount of Constitution damage or drain (as appropriate). Penalties to the ksarite dragon's Intelligence are instead applied to its Constitution.

The origins of the ksarite dragon are lost to history, though that does not stop academics from debating them. Some claim they are a natural phenomenon, while others tell legends that they were a proud race laid low by a curse or an unstoppable psionic disaster that broke



their power and left them as mindless animals. Though blessedly rare, ksarite dragons are feared as marauding scourges; they attack small settlements and caravans, seeking shiny or metallic objects for their scrapheap hoards and prey to devour. They rarely leave anything standing when they are finished.

KSARITE DRAKE

This dragon has a slightly gawky look about it, as though it is not quite grown. It sniffs the air and regards you with malicious hunger.

KSARITE DRAKE

CR 7

Young ksarite dragon

XP 3,200

N Large dragon (psionic)

Init +9; **Senses** blindsight 120 ft., darkvision 120 ft., low-light vision; **Perception** +17

DEFENSE

AC 28, touch 14, flat-footed 23 (+5 Dex, +9 armor, +5 natural, -1 size)

hp 114 (12d12+36)

Fort +10; **Ref** +13; **Will** +10

DR 10/magic; **Immune** force; **PR** 20

OFFENSE

Speed 60 ft.; fly 120 ft. (average), burrow 30 ft.

Melee bite +16 (2d6+6), 2 claws +16 (2d6+6), 2 wings +16 (2d6+2), tail slap +16 (1d8+2)

Space 10 ft. **Reach** 10 ft.

Special Attacks breath weapon (60 ft. cone, 8d6 force plus knocked prone, DC 18 Fortitude for half and negates prone, usable once every 1d4 rounds), frightful presence (120 ft. range, DC 22)

Psi-Like Abilities (ML 12th; concentration +18)

At Will – *breath of the black dragon* (12d6)*, *concussive onslaught* (6d6, DC 23)*, *inertial armor* (+9 AC)*

The save DCs are Charisma-based.

* includes augmentation for the ksarite drake's manifester level

STATISTICS

Str 22, **Dex** 20, **Con** 14, **Int** 2, **Wis** 14, **Cha** 24

Base Atk +12; **CMB** +21; **CMD** 34

Feats Improved Initiative, Power Attack (-4/+8), Toughness, Multiattack, Improved Natural Attack (claw, wing)

Skills Fly +16, Perception +17

SQ body of will

SPECIAL ABILITIES

Body of Will (Su) A ksarite drake's body is at least partially composed of psionic energy, which helps to shield its bestial mind. If the ksarite drake would be dealt Intelligence damage or drain, it is instead

dealt an equal amount of Constitution damage or drain (as appropriate). Penalties to the ksarite drake's Intelligence are instead applied to its Constitution.

Ksarite dragons hatch and begin to kill within minutes, typically growing within the confines of their mother's lair. Once they reach the adolescent stage, the resulting drakes are driven out into the wider world, where they cut a swath of destruction through wherever they claim as their (temporary) territory. Always ravenous and lacking the judgment and caution of older dragons, ksarite drakes attack at the slightest provocation – even the glint of sunlight off metal can send them into a frenzy of gluttony and greed. Most eventually learn caution after a close fight or two, but the drakes require vast amounts of food to fuel their growth into adults, so even the most scarred of these dragons is a ferocious hunter more likely to attack than retreat.

ELDER KSARITE DRAGON

This pale green dragon is covered in scars; chipped or broken fangs line a maw that is still distinctly deadly.

ELDER KSARITE DRAGON

CR 9

Advanced ksarite dragon

XP 6,400

N Huge dragon (psionic)

Init +9; **Senses** blindsight 120 ft., darkvision 120 ft., low-light vision; **Perception** +19

DEFENSE

AC 31, touch 13, flat-footed 26 (+5 Dex, +9 armor, +9 natural, -2 size)

hp 162 (12d12+84)

Fort +14; **Ref** +13; **Will** +12

DR 10/magic; **Immune** force; **PR** 20

OFFENSE

Speed 60 ft.; fly 120 ft. (average), burrow 30 ft.

Melee bite +22 (2d6+10), 2 claws +22 (2d6+10), 2 wings +18 (2d6+6), tail slap +18 (2d6+6)

Space 15 ft. **Reach** 15 ft.

Special Attacks breath weapon (60 ft. cone, 8d6 force plus knocked prone, DC 22 Fortitude for half and negates prone, usable once every 1d4 rounds), frightful presence (120 ft. range, DC 25)

Psi-Like Abilities (ML 12th; concentration +20)

At Will – *breath of the black dragon* (12d6)*, *concussive onslaught* (6d6, DC 25)*, *inertial armor* (+9 AC)*

The save DCs are Charisma-based.

* includes augmentation for the elder ksarite dragon's manifester level

STATISTICS

Str 30, **Dex** 20, **Con** 22, **Int** 2, **Wis** 18, **Cha** 28

Base Atk +12; **CMB** +24; **CMD** 39

Feats Improved Initiative, Power Attack (-4/+8), Toughness, Multiattack, Improved Natural Attack (claw, wing)

Skills Fly +16, Perception +19

SQ body of will

Note – the elder ksarite dragon does not benefit from increased Intelligence from the Advanced simple template.

SPECIAL ABILITIES

Body of Will (Su) An elder ksarite dragon's body is at least partially composed of psionic energy, which helps to shield its bestial mind. If the elder ksarite dragon would be dealt Intelligence damage or drain, it is instead dealt an equal amount of Constitution damage or drain (as appropriate). Penalties to the elder ksarite dragon's Intelligence are instead applied to its Constitution.

Elder ksarite dragons are the scarred veterans of hundreds of battles. Their psionic power grows stronger with their bodies, bolstering failing limbs and holding together cracked teeth and shattered claws. These dragons are known to civilization because they have since learned that towns, villages, caravans, and other population centers are full of both food and items to hoard. Cautious, cunning, and relentless, these elder dragons may observe a target for weeks before deciding to strike or moving on; grim experience with humanoids has taught them how to recognize weapons that can harm them.

KSARITE WYRM

The ground shakes when this massive dragon shifts its weight. Beneath the layers of scars on its hide is the crackling sheen of psionic energy and a feeling of endless hunger.

KSARITE WYRM

CR 10

Advanced Giant ksarite dragon

XP 9,600

N Gargantuan dragon (psionic)

Init +8; **Senses** blindsight 120 ft., darkvision 120 ft., low-light vision; **Perception** +19

DEFENSE

AC 31, touch 10, flat-footed 27 (+4 Dex, +9 armor, +12 natural, -4 size)

hp 186 (12d12+108)

Fort +16; **Ref** +12; **Will** +12

DR 10/magic; **Immune** force; **PR** 20

OFFENSE

Speed 60 ft.; fly 120 ft. (average), burrow 30 ft.

Melee bite +24 (2d8+12), 2 claws +24 (2d8+12), 2 wings +20 (2d8+8), tail slap +18 (2d8+8)

Space 20 ft. **Reach** 20 ft.

Special Attacks breath weapon (60 ft. cone, 8d6 force plus knocked prone, DC 22 Fortitude for half and negates prone, usable once every 1d4 rounds), frightful presence (120 ft. range, DC 25)

Psi-Like Abilities (ML 12th; concentration +20)

At Will – *breath of the black dragon* (12d6)*, *concussive onslaught* (6d6, DC 25)*, *inertial armor* (+9 AC)*

The save DCs are Charisma-based.

* includes augmentation for the ksarite wurm's manifester level

STATISTICS

Str 34, **Dex** 18, **Con** 26, **Int** 2, **Wis** 18, **Cha** 28

Base Atk +12; **CMB** +30; **CMD** 41

Feats Improved Initiative, Power Attack (-4/+8), Toughness, Multiattack, Improved Natural Attack (claw, wing)

Skills Fly +12, Perception +19

SQ body of will

Note – the ksarite wurm does not benefit from increased Intelligence from the Advanced simple template.

SPECIAL ABILITIES

Body of Will (Su) A ksarite wurm's body is at least partially composed of psionic energy, which helps to shield its bestial mind. If the ksarite wurm would be dealt Intelligence damage or drain, it is instead dealt an equal amount of Constitution damage or drain (as appropriate). Penalties to the ksarite wurm's Intelligence are instead applied to its Constitution.

Ksarite wyrms are not so much dragons as they are living natural disasters; these gluttonous ravagers undermine cities, attack ships, wipe out temples and monasteries, and otherwise assail civilization without pity or fear. Greedy and always hungry, ksarite wyrms are incredibly rare and very devious opponents who, despite their animal intellect, have been observed luring enemies into traps and creating elaborate lairs in which to conceal the scrapheap hoards upon which they sleep. Ksarite wyrms are dangerous even to their own kind; long past the age of breeding, they consider other dragons to be competition and attack with lethal force to remove such intruders from their territory.

KHURDUZAL

A mass of vegetable matter, roots, and vines ponderously moves forward on two trunk-like legs, its vines lashing and whipping about, seeming to grab for anything that moves.

KHURDUZAL (ID SHAMBLER) CR 6

XP 3,200

N Large plant (psionic)

Init +0; **Senses** low-light vision; Perception +12

Aura psychotropic (10 ft., DC 16)

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)

hp 78 (9d8+38)

Fort +10, **Ref** +3, **Will** +5

Defensive Abilities plant traits; **Resist** cold 10, electricity 10, fire 10; **PR** 20

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +10 (1d6+4 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+6), engulf

STATISTICS

Str 19, **Dex** 10, **Con** 19, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +6; **CMB** +11; (+15 grapple); **CMD** 21

Feats Ability Focus (psychotropic aura), Alertness, Iron Will, Psionic Body, Weapon Focus (slam)

Skills Perception +12, Sense Motive +2, Stealth +6 (+14 in forests or marshes), Swim +15; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in forests or marshes)

Languages Common, Sylvan (cannot speak)

SQ psionic fortitude

ECOLOGY

Environment temperate forests or swamps

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Engulf (Ex) Any medium-sized or smaller target that the khurduzal has grappled can be drawn into its plant-mass as a standard action. While engulfed, the target is subject to the effects of powers or spells that fail to overcome the khurduzal's power resistance. A successful Escape Artist check or Strength check (DC 21) and the target is no longer engulfed, but is still grappled. A second Escape Artist check or Strength check against the same DC frees the target from the id shambler's clutches.

Psionic Fortitude (Ex) A psionic power that fails to penetrate a khurduzal's power resistance temporarily increases its Constitution by 1 point for every 2 power points spent on manifesting the power. (These increases to its Constitution score grant it temporary

hit points as well as an increase to its Fortitude save). These increases last for 1 minute. New attacks that fail to penetrate its power resistance increase the duration by 1 minute.

Psychotropic Aura (Su) An id shambler has an aura that surrounds it, acting as a constant id insinuation effect (able to affect up to 4 targets that the id shambler has engulfed). For the purposes of engulfed targets, ignore results of 01-10 and 51-70 (treating them as 'act normally' and 'do nothing but babble incoherently' respectively). Results of 71-100 are resolved as normal (with the other engulfed targets counting as the nearest creature(s)).

A khurduzal (CURD-oo-ZHAL) is a psionic offshoot of shambling mound. Instead of immunity to electricity attacks and damage, it has resistance to psionic powers and can actually be empowered by psionic attacks that fail to penetrate its power resistance. The khurduzal, or id shambler, is still related to a shambling mound, and as a result, is resistant to electricity damage, in addition to cold and fire damage. As per shambling mounds, they typically have an 8-foot girth, stand between 6 and 9 feet tall, and weigh close to 3,800 pounds.

Found throughout its mass are small fungal growths, and it has been speculated that these are the cause of the id shambler's psychotropic aura. Mushrooms harvested from a slain khurduzal can be used to create a powerful hallucinogen with a successful craft (alchemy) check (DC 25).

An id shambler begins combat by slamming with its tendril-vines and establishing a grapple, so that it can draw its victim within its mass and engulf it, subjecting it to its psychotropic aura. Psionic attacks can empower it, and those that it has engulfed are subject to the effects of powers or spells that the khurduzal has resisted.

A khurduzal does not consume those it engulfs, they are either constricted to death, or suffer the effects of its psychotropic aura until they escape or are freed.



MOKARRAN THE FROSTBLESSED

Tattoos can be seen all over the exposed skin of this giant, his pale skin seemingly used as a canvas for the runic art. He turns and looks at you with malicious interest.

MOKARRAN THE FROSTBLESSED CR 12

Male Marked One Frost Giant

XP 19,200

LE Large humanoid (cold, giant, psionic)

Init -1; Senses low-light vision; Perception +12

DEFENSE

AC 25, touch 9, flat-footed 24 (+7 armor, -1 Dex, +9 natural, +1 dodge -1 size)

hp 133 (14d8+70)

Fort +14; Ref +3; Will +8

Defensive Abilities rock catching

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee +1 greataxe +19/+14 (3d6+14) or 2 slams +18 (1d8+9)

Ranged rock +9 (1d8+13)

Space 10 ft. **Reach** 10 ft.

Special Attacks hymn of the marked

Psi-Like Abilities (ML 14th; concentration +8)

At Will – *adapt body*, *backlash*, *compression* (small size, manifests as swift)*, *defensive precognition* (+3, manifests as swift)*, *detect psionics* (42 rounds, +10 to spellcraft checks to identify), *energy burst* (14d6, DC 21, usually cold damage)*, *expansion* (gargantuan, manifests as swift)*, *mindlink* (unwilling targets, up to 10 targets)*

The save DCs are Wisdom-based.

*includes augmentation from Mokarran's manifester level

STATISTICS

Str 29, Dex 9, Con 21, Int 10, Wis 18, Cha 15

Base Atk +10; CMB +20; CMD 29

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth), Psionic dodge (B), Psionic Meditation (B)

Skills Climb +13, Craft (Metalworking) +7, Intimidate +9, Perception +12, Stealth +2 (+6 in snow)

Racial Modifiers +4 Knowledge (Psionics), Profession (Law), and Spellcraft checks, +4 Stealth in snowy environments

Languages common, giant

Equipment winged boots, +1 breastplate, +1 greataxe, 2 potions of bull's strength, 345 GP in semi-precious gems

SQ will of the marked, bestow mark

ECOLOGY

Environment cold mountains

Organization Mokarran is often encountered alone, but he may sometimes be found with members of his tribe or warriors in training.

Treasure standard (worn as equipment, see above) or triple standard (if encountered in his fortress, includes worn equipment)

SPECIAL ABILITIES

Bestow Mark (Su) Once per year, Mokarran may bestow the Marked One template upon another corporeal humanoid creature by infusing it with psionically-charged tattoos. This process takes about an hour and requires that the second creature be helpless or willing. At the end of the process, the new Marked One's tattoos flare to life and they gain all of the benefits and drawbacks of the Marked One template. A Marked One may not use this ability immediately upon gaining this template; they must



wait at least a year to build up sufficient excess energy.

Hymn of the Marked (Su) Up to twice per day, as a standard action, Mokarran may hum, sing, or otherwise create sound laced with psionic energy. Other allies within 60 feet of Mokarran gain a +4 insight bonus to their attack rolls, damage rolls, and skill checks; hostile creatures must succeed at a Will save (DC 22) or suffer a -4 penalty to attack rolls and AC. The bonuses and penalties last for 14 rounds.

Will of the Marked (Ex) Mokarran bases the save DCs of his psi-like abilities and psionic powers, as well as his concentration score and bonus power points per day, on his Wisdom modifier instead of any other ability score.

Mokarran the Frostblessed does not know how he gained the psionic tattoos that have empowered him, but he *does* know that they've cleared so much *clutter* out of his mind. The fierce young frost giant was attacked in the wilderness and woke up a Marked One. Emboldened by power and purpose, he returned to his tribe and became chief, only to grow frustrated with the anarchy and sloth amongst his people. Now he stalks the wintry mountains, kidnapping young frost giants and teaching them his new ways. Soon, he knows, they will form a mighty nation that will lead the frost giants out of savagery and into greatness that they have never known.

Mokarran is a pitiless combatant and well versed in the use of his psionic powers. If he knows a fight is coming he'll manifest *expansion* beforehand (he always has *defensive precognition* active) and drink one of his potions, making liberal use of *energy burst* against groups. While he's willing to make a deal and actually very happy to negotiate trade agreements, Mokarran takes the sanctity of his territory seriously and destroys those who trespass without offering compensation.

MARKED ONE

The origins of the Marked One phenomenon are mysterious; a few decades ago humanoids began appearing with psionically-charged tattoos wholly unlike other forms of psionic bestowment. Regardless of their former attitudes, these Marked Ones develop an obsession with imposing order, bringing harmony, and expanding their psionic prowess – which, more often than not, runs into the obstacle of these creatures having no idea of how to actually *do* these things. While sages hunt for answers to the mysterious origins of these Marks, others note their worrying trend to multiply and move to oppose their spread.

CREATING A MARKED ONE

Marked One is an acquired template that may be added to any corporeal humanoid with an intelligence of 3 or higher that benefits from the bestow mark ability,

hereafter referred to as the base creature.

Alignment: The base creature's alignment changes to lawful; its alignment on the good-evil axis is unchanged.

Size and Type: The base creature gains the psionic subtype if they didn't have it already. Its size is unchanged.

Special Attacks: The base creature loses any special attacks (including spells and powers) with the chaos descriptor, and gains the following special attacks:

Psi-Like Abilities (Psi) The Marked One gains the following psi-like abilities; its manifester level for each of the abilities is the higher of its hit dice or the value listed.

At Will – *adapt body* (ML 9th), *backlash* (ML 7th), *compression* (ML 1st), *defensive precognition* (ML 1st), *detect psionics* (1st), *energy burst* (ML 5th), *expansion* (ML 1st), *mindlink* (ML 1st)

Hymn of the Marked (Su) Up to twice per day, as a standard action, the Marked One may hum, sing, or otherwise create sound laced with psionic energy. Other friendly creatures within 60 feet of the Marked One gain a +4 insight bonus to their attack rolls, damage rolls, and skill checks; hostile creatures must succeed at a Will save (DC 10 + ½ the Marked One's hit dice + the Marked One's Wisdom modifier) or suffer a -4 penalty to attack rolls and AC. The bonuses and penalties last for a number of rounds equal to the Marked One's hit dice.

Special Qualities: The base creature loses any special qualities (including spells and powers) with the chaos descriptor, and gains the following special qualities:

Will of the Marked (Ex) A Marked One bases the save DCs of its psi-like abilities and psionic powers, as well as its concentration score and bonus power points per day, on its Wisdom modifier instead of any other ability score.

Bestow Mark (Su) Once per year, the Marked One may bestow the Marked One template upon another corporeal humanoid creature by infusing it with psionically-charged tattoos. This process takes about an hour and requires that the second creature be helpless or willing. At the end of the process, the new Marked One's tattoos flare to life and they gain all of the benefits and drawbacks of the Marked One template. A Marked One may not use this ability immediately upon gaining this template; they must wait at least a year to build up sufficient excess energy.

Abilities: Wisdom +4, Charisma +4

Skills: The base creature gains a +4 racial bonus to Knowledge (Psionics), Profession (Law), and Spellcraft checks.

Feats: The base creature gains Psionic Dodge and Psionic Meditation as bonus feats, even if they don't meet the prerequisites.

Challenge Rating: +3

MATHARA TREE

The vines on the tree before you suddenly reach out to grab you, seeking to pull you up to its boughs, where you can now see a maw waiting for your form to be lowered.

MATHARA TREE

CR 9

XP 6,400

N Large plant (psionic)

Init +5; **Senses** *detect thoughts*, low-light vision; Perception +10

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)

hp 119 (14d8+56)

Fort +13, **Ref** +7, **Will** +9

Immune plant traits

OFFENSE

Speed 10 ft.

Melee 2 slams +17 (2d6+8/19–20 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Neuropoison, empathic attraction, entangling vines, swallow whole (2d8 piercing damage and neuropoison, AC 16, 12 hp)

STATISTICS

Str 26, **Dex** 12, **Con** 19, **Int** 3, **Wis** 16, **Cha** 13

Base Atk +10; **CMB** +19; **CMD** 30

Feats Ability Focus (Empathic Attraction), Alertness, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Stealth)

Skills Perception +15, Stealth (7 ranks +1 Dex +3 Skill

Focus +3 Class) +14 (+22 in undergrowth); Racial

Modifiers +8 Stealth in undergrowth

SQ *Detect thoughts*

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Detect Intelligence (Su): As a standard action, a mathara tree can detect the presence of creatures with an Intelligence of at least 1 within a 60 foot radius. The mathara tree can only detect if intelligent creatures are near, it cannot detect the nature of the intelligent creature's thoughts. This is a mind-affecting effect.

Neuropoison: The spines on the vines of the mathara tree can inject a poison into the target. This poison has a paralyzing effect that works by shutting down the higher functions of the target's brain.

NEUROPOISON

Type poison, injury; **Save** Fortitude DC 13

Frequency 1/round for 2 rounds

Effect Stunned for 1 round; **Cure** 1 save

Empathic Attraction (Su): Once a mathara tree has found an intelligent creature for its prey, it will attempt to

psychically persuade that creature to get closer so that it may feed upon it. Unless the target creature makes a successful Will save (DC 18), it must move at its normal speed toward the mathara tree in as direct of a route as possible. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Entangling Vines: The mathara tree can entangle with its vines. As a standard action, the mathara tree can try to entangle any creature of Large size or smaller within reach by making a touch attack. If a creature remains entangled by the mathara tree for one round or more, the vines inject the creature with neuropoison. A creature entangled in the vines may attempt a DC 20 Strength check to break free, but doing so results in an additional dose of neuropoison. Alternatively, the entangled creature may deal 20 points of slashing damage to the vines to break free. Slashing the vines in this fashion does not require an attack roll.

This tree-like plant has a green sturdy trunk, green and orange leaves, and black vines hanging down and surrounding it. The mathara tree is normally rooted, but its roots rarely penetrate deep into the soil, preferring to gain nourishment by 'hunting' and consuming its prey. When viewed from above, the trunk opens up into a red undulating, spike-covered hole where potential victims are deposited by the vines to be consumed.

In areas with large number of prey, mathara trees can take root and join into mathara groves, but these are typically rare, and instead a mathara plant will seed an area and leave rotting corpses to provide the seeds with nourishment before moving on.

Mathara trees hunt by sensing for brain activity. It then targets the creature using empathic attraction. Some mathara trees have learned to hide their vines to appear as normal trees, only dropping down the vines when potential prey is close enough to be ensnared.



MIND-NUMB SWARM

A cloud of flashing lights and crackling energy hangs mid-air like a thousand dancing fireflies.

MIND-NUMB SWARM CR 10

XP 9,600

CN Fine magical beast (psionic, elemental, swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

Aura deafening aura (50 ft., DC 20), shimmering light

DEFENSE

AC 24, touch 24, flat-footed 18 (+6 Dex, +8 size)

hp 123 (13d10 + 52)

Fort +12, **Ref** +14, **Will** +4

Defensive Abilities elemental traits, idle thoughts, swarm traits; **Immune** mind-affecting effects, sonic, weapon damage

Weaknesses swarm traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (3d6 plus distraction plus false burn)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), false burn (DC 20)

Psi-Like Abilities (ML 13th; concentration +11)

At will—*detect psionics*

1/day—*energy adaptation, specified* (fire active energy type)

STATISTICS

Str 1, **Dex** 22, **Con** 18, **Int** —, **Wis** 10, **Cha** 6

Base Atk +13; **CMB** +11; **CMD** 21 (can't be tripped)

Skills Fly +22, Perception +0

SQ idle thoughts

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Deafening Aura (Ex): A mind-numb swarm makes a cacophonous amount of noise, echoing the sounds of a thousand different distractions. Any character within 50 ft. of a mind-numb swarm must make a DC 20 Fortitude save each round or be deafened until they leave the area and for 1d6 rounds afterwards. In addition, the DC of all Perception checks within 100 ft. of a mind-numb swarm is increased by +10, and the DC of concentration checks in the same area is increased

by +5. The save DC is Constitution-based.

False Burn (Su): While a mind-numb swarm appears to radiate heat, it is merely a tactile manifestation of the distractions that make up the swarm. The swarm actually is no different in temperature than the

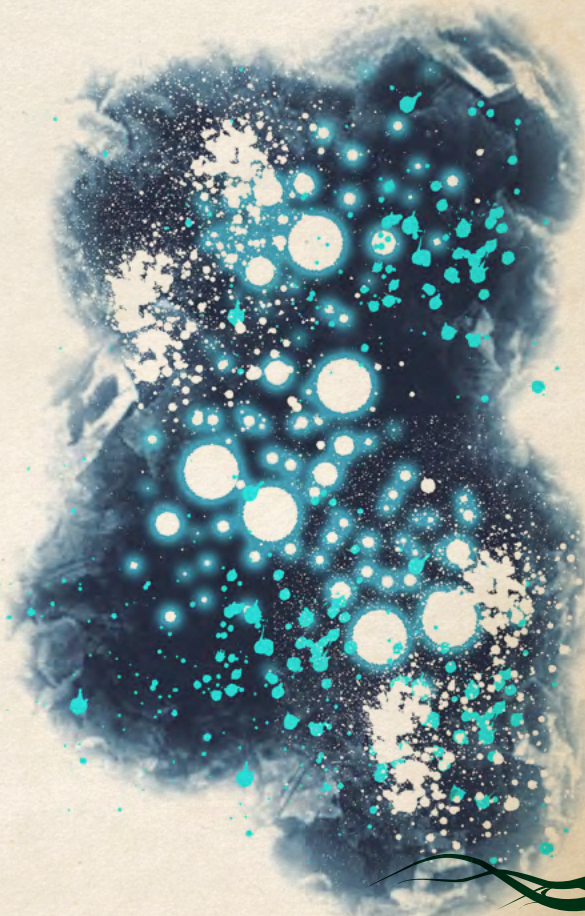
surrounding area. Each time a character takes swarm damage, they also must make a DC 20 Will save or take 3d8 fire damage from the perception of intense heat. This is a mind-affecting effect. The save DC is Constitution-based.

Idle Thoughts (Su): The motes that make up a mind-numb swarm are each a single distracted thought given form. Whenever a psionic creature fails a concentration check within 50 ft. of a mind-numb swarm, the swarm immediately regains 5 hit points.

Shimmering Light (Su): A mind-numb swarm gives off bright light within 20 ft., and increases the light conditions by one step for 40 ft. beyond that (up to normal).

A mind-numb swarm is typically heard before it is seen, though the bright light and endless noise are unmistakable in most any environment. This cloud of motes, each a flickering embodiment of a single distracted moment, is drawn to creatures of rational thought as a moth is drawn to a flickering flame. Fortunately the swarm is mindless, allowing escape for anyone capable of merely outrunning it.

The motes that form the clouds are most common around psionic schools and cities, where mentally powerful individuals lose focus on a regular basis, each time creating a small number of almost invisible motes who eventually gather into the dangerous clouds. Rarely do the clouds reach larger than the size of a man, but massive clouds have been seen occasionally deep underground, in areas people regularly pass by, but not through.



MINDSEED TREE

A rustling of leaves draws your eyes to what you thought was merely a large tree. Pressure builds just behind your eyes as the tree turns toward you.

MINDSEED TREE

CR 3

XP 800

N Large plant (psionic)

Init +7; **Senses** greensight 60 ft., low-light vision; Perception +6

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 27 (5d8+5)

Fort +5; **Ref** +4; **Will** +1

Immune plant traits

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+6)

Space 10 ft. **Reach** 10 ft.

Special Attacks mindseed, sympathetic drain

Psi-Like Abilities (ML 5th; concentration +7)

3/day - *concealing amorpha*, *inflict pain* (1 additional target, DC 15)*

The save DCs are Charisma-based.

* includes augmentation for the mindseed tree's manifester level.

STATISTICS

Str 19, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +8; **CMD** 21 (can't be moved)

Feats Ability Focus (sympathetic drain), Point-Blank Shot, Improved Initiative

Skills Diplomacy +7, Knowledge (Nature) +6, Perception +8

Languages Common, Sylvan, Telepathy 60 ft.

ECOLOGY

Environment forest or urban

Organization solitary

Treasure standard

SPECIAL ABILITIES

Mindseed (Su) The mindseed tree is capable of spreading its psionically-charged seeds and spores, both peaceably and otherwise. It may unleash its mindseeds as a standard action, either as a 30 foot cloud that affects all other willing creatures or as a ranged touch attack with a maximum range of 60 feet that deals 1d8 piercing damage and affects the creature struck. A creature affected by a mindseed gains telepathy out to 60 feet and suffers a -2 penalty to Will saves, both for a number of rounds equal to the mindseed tree's hit dice. A creature affected by a mindseed may choose to gain its benefits and penalties for 24 hours by watering it with a small portion of their own blood, dealing themselves 1 point of damage in the process.

Sympathetic Drain (Su) The mindseed tree maintains a psionic link to its mindseeds, which it uses to drain power from its victims. As a standard action, all beings affected by a mindseed within 60 feet suffer 1d6 points of damage and

must succeed at a Will save (DC 16; the save DC is charisma-based). If they fail, they suffer 1d4 points of intelligence damage and the mindseed tree gains temporary hit points equal to (5 x the amount of intelligence damage dealt).

Mindseed trees are a species of psionically sensitive plant known for their curious nature and unique method of reproduction. Sometimes called merchant trees, these sapient plants use their mindseeds to leech mental energy, which nourishes special seeds kept within their bodies. A mindseed tree that feeds enough eventually flowers, pushing these charged seeds within the budding fruit and then carefully planting them in fertile soil. Deprived of such sustenance, the mindseed tree cannot create offspring and usually grows irritable and snappish.

Mindseed trees normally attempt to live somewhere with easy access to sapient beings, not because they require sapients (any mental energy will do) but because sapients are easier to bargain with. The tree normally explains about the positive benefits of its mindseeds and asks for the opportunity to 'feed' in exchange for providing telepathy or another service (such as minding a public park or reporting on the activities within a stretch of woodlands). These symbiotic relationships are ideal for the tree, which will go to quite some lengths to uphold its end of the bargain. Deprived of such opportunity, mindseed trees may attack travelers and wild animals out of frustration, a situation that normally ends poorly for the tree.



NOMOI

This insect-like creature is covered in a brightly-hued carapace and has rows of sharp teeth. Its head swings your way as it disappears from view, only to reappear nearly upon you!

NOMOI

CR 3

XP 800

N Large vermin (psionic)

Init +1; **Senses** low-light vision, darkvision 60 ft.; Perception +2

DEFENSE

AC 17, touch 13, flat-footed 13 (+2 Dex, +4 natural, -1 size, +2 dodge)

hp 22 (3d8+9)

Fort +6; **Ref** +3; **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +5 (1d8+6)

Space 10 ft. **Reach** 10 ft.

Special Attacks rift jump

Psi-Like Abilities (ML 3rd; concentration +0)

At Will – *detect psionics*

STATISTICS

Str 19, **Dex** 14, **Con** 16, **Int** -, **Wis** 14, **Cha** 5

Base Atk +2; **CMB** +7; **CMD** 21

Feats Dodge(B), Psionic Dodge(B)

Skills -

ECOLOGY

Environment underground, temperate forest, or temperate mountain

Organization solitary

Treasure none

SPECIAL ABILITIES

Rift Jump (Su) Nomoi employ a crude, violent form of teleportation to attack their prey and escape. As a standard action, the nomoi teleports to any space it can see within 150 feet. Creatures within 15 feet of the nomoi's original space suffer 1d6 points of sonic damage as the nomoi's departure leaves behind a sonic boom, while creatures within 15 feet of the space the nomoi arrives in must succeed at a DC 14 Reflex save or be knocked prone by a blast of arriving air.

The gigantic, psionically-empowered insect known as the nomoi is a difficult scourge to eradicate. It attacks by teleporting at its prey, then pouncing on it while its potential victims have been knocked prone. Nomoi are mindless but shrewd, and will flee rather than die if given even the tiniest chance. As a result, a single nomoi can take months to hunt down and kill. Nomoi are, thankfully, solitary predators and are only encountered in groups during their mating season, when they gather in clusters of five to twelve such insects; their young separate immediately after hatching, putting as much distance between themselves and their siblings as possible. Nomoi are carnivorous, but attack psionic prey preferentially.



PHRENIC CONDUIT

This small, two-legged machine bobs excitedly as you see it. Crystals thrust into its back emit pleasant lights as it greets you in common.

PHRENIC CONDUIT

CR 3

XP 800

N Small Construct (psionic)

Init +2; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 21, touch 15, flat-footed 17 (+2 Dex, +2 dodge, +6 natural, +1 size)

hp 32 (4d10+10)

Fort +3; **Ref** +3; **Will** +3

Immune construct traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d3)

Psi-Like Abilities (ML 4th; concentration +6)

At Will - *call to mind* (+5)*, *catfall* (200 ft.)*, *crystal shard* (4d6)*

* includes augmentation for the phrenic conduit's manifester level

STATISTICS

Str 10, **Dex** 14, **Con** -, **Int** 12, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 17

Feats Dodge, Psionic Dodge

Skills Knowledge (Psionics) +9, Perception +6, Spellcraft +9

Racial Modifiers +4 Knowledge (Psionics) and Spellcraft

Languages Common, one other language

SQ amplify psionics

ECOLOGY

Environment any (usually underground or urban)

Organization solitary or with partner

Treasure ½ standard (usually in the form of crystals and parts harvested from the phrenic conduit's body)

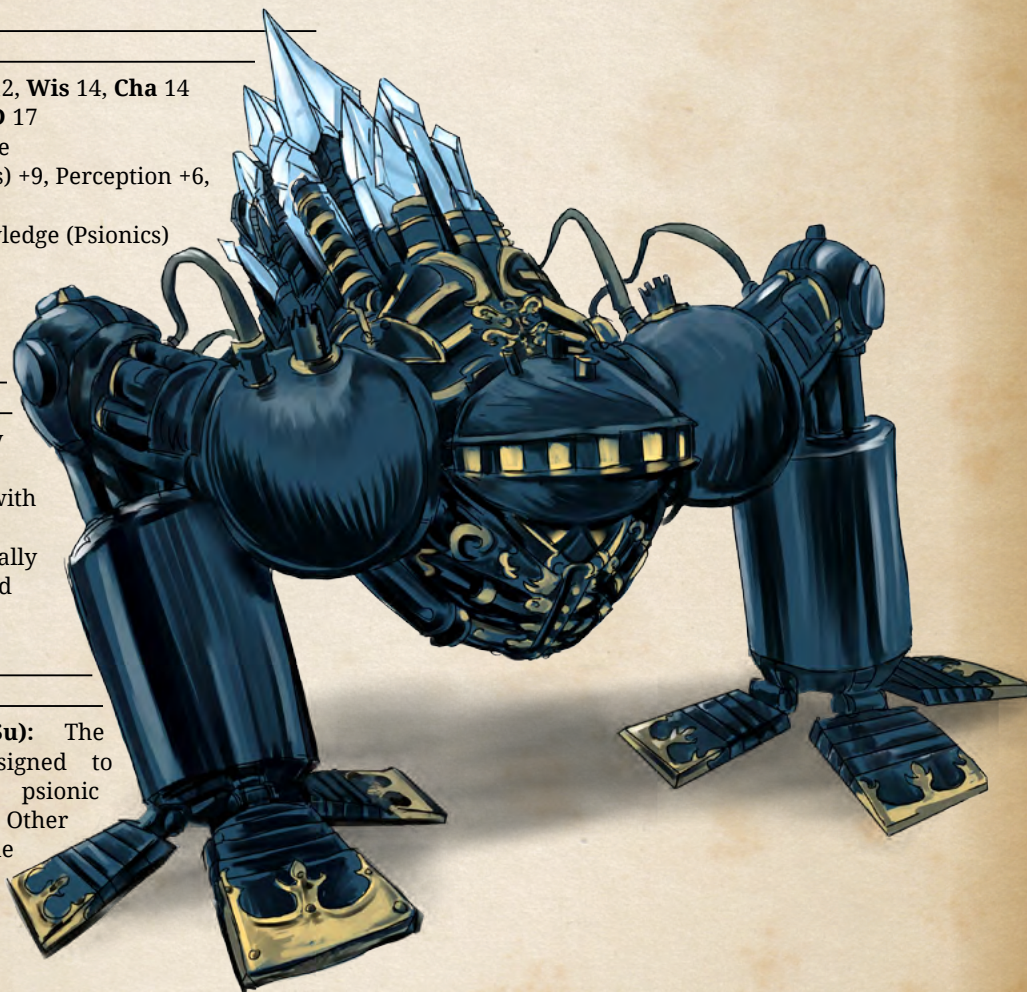
SPECIAL ABILITIES

Amplify Psionics (Su): The phrenic conduit is designed to augment and bolster psionic potential near itself. Other allies within 60 feet of the

phrenic conduit gain a +2 circumstance bonus to their manifester level for both psionic powers and psi-like abilities. Additionally, those allies may take a swift action to become psionically focused.

Phrenic conduits are small, helpful constructs originally designed to amplify the psionic powers of a now-defunct guild of psionists. Their original creators were quite prolific, a boon to modern users of psychic power – the secret to creating the phrenic conduits has long since been lost.

Phrenic conduits are essentially helpful, cheerful beings who just want to feel like they're contributing to the efforts of others. They're happy to answer questions to the best of their knowledge, use their powers on the behalf of others, and enhance psionic energies that are brought near them. Generally speaking a phrenic conduit will partner with one or more psionic beings and form a fierce attachment to them, serving for the remainder of their lives. Phrenic conduits don't really understand moral questions beyond 'help' or 'impede' and are equally likely to be found serving good or evil beings.



PHRENIC HEGEMONY

The dreaded Phrenic Hegemony spans countless worlds and planes. Known to have utterly annihilated entire worlds, these aberrations move from world to world, selecting new breeding stock from among the peoples of the world, and slaughtering those that will not submit or cannot be used toward the creation of new phrenics. The first encounter most worlds have with the Phrenic Hegemony is against a phrenic scourge, the most widely known of the phrenic aberrations. With their small force of humanoid thralls they overwhelm an isolated community, and with their implant attack sow the seeds for future phrenic scourges.

Small rural communities often fall victim to a phrenic infiltrator (lianshai) and its puppeteers; larger better defended settlements or towns might face a force of phrenic adepts (chiondarus) and phrenic dreadnaughts (uruklaars). No matter the phrenic horrors that these communities face, the result is the same: destruction, loss, and a nightmare from which there is no awakening.

There have been some few humanoids that have survived implantation and even worked against the will of the Phrenic Hegemony. Though they might be called lucky, they would surely argue that and say that they are cursed—for

they live, but as phrenic spawn—abominations to both their former people and the aberrations that spawned them. They often strive against the aberrations, seeking to undo their machinations and even seeking a means to reverse that which was done to them. They are resistant to psionic attacks, but have a weakness regarding further implant attempts.

It is whispered that for all the horror a phrenic scourge might visit upon a region or community, or the strife a phrenic infiltrator may sow, or the sheer destruction that phrenic adepts and phrenic dreadnaughts may wrought—that there is something worse than these—a Phrenic Matriarch: a Queen for the hive that is the Phrenic Hegemony. Madness is its sword, insanity is its shield, and only the hardest of heroes can stand before this matron of monsters.

PHRENIC SCOURGE

The creature before you stands in a dark robe, its face hidden by a cowl and its hands seem to twitch in unnatural ways as you view it. As you realize that it is not what it seems, its form collapses and it slithers into the darkness, leaving an empty robe even as you feel it stretching its predatory mind out towards you.



PHRENIC SCOURGE

CR 8

4,800 XP

LE Medium Aberration (Evil, Lawful, Psionic)

Init +3 **Senses** Telepathy 100 ft., unnatural vision

DEFENSE

AC 16, 13 touch, 13 flat-footed (+3 Dex, +3 natural)

hp 44 (8d8+8)

Fort +3, **Ref** +5, **Will** +9

DR 5/bludgeoning or slashing, **PR** 25

OFFENSE

Speed 30 ft.; burrow 15 ft., climb 30 ft.

Melee 2 tentril clusters +9 melee (1d8 plus implant)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Implant, psi-like abilities, sap will

Psi-Like Abilities (ML 9th)

At will - *empathic connection* (affects animal, fey, giant, magical beast, monstrous humanoid, aberration, dragon, elemental and outsider types, duration 9 days, DC 19), *aversion* (duration 13 hours, DC 19), *read thoughts* (DC 16), *mind control* (duration 9 hours, 5 targets, DC 16), *psychoport*.

The save DCs are Intelligence based; see below.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 19, **Wis** 17, **Cha** 15

BAB +6; **CMB** +6; **CMD** 19

Feats Ability Focus (implant), Ability Focus (sap will), Alertness, Weapon Finesse

Skills Autohypnosis +6, Bluff +10, Climb +8, Diplomacy +10, Disguise +8 (+10 acting), Intimidate +7,

Knowledge (psionics) +15, Perception +16 (+22 if uncloned), Sense Motive +10, Spellcraft +15, Stealth +14

ECOLOGY

Environment Underground or temperate plains

Organization Solitary, pair, brood (3–5), or hoard (3–5 plus servants, in any combination of duergar, gnolls, troglodytes, or similar humanoids)

Treasure Double standard

SPECIAL ABILITIES

Implant (Ex): The tips of a phrenic scourge's tendrils constantly die and regrow, much like a human's fingernails. In any round in which the scourge successfully strikes the same victim with both tendril attacks, the tip of a tendrill breaks off in the flesh and begins to burrow, unless the victim succeeds on a DC 17 Fortitude save. The larva burrows through the host, following its nervous system until it reaches the brain. This takes 1d4+1 rounds, causing 2d4 points of damage per round. When the larva reaches the brain, the subject dies instantly. At any point in this process, the larva can be destroyed with *remove disease* or *heal*.

This ability does not function against constructs, elementals, oozes, plants, or undead, and is not instantly fatal to foes with multiple heads. Any creature with natural regeneration or fast healing resists the effects of the implanted larva. The larva is not expelled, but neither can it proceed to the brain. It does continue to cause damage every round, however, as it tries to burrow (assuming the damage it causes exceeds the fast healing or regeneration, of course). This continues until the larva is destroyed, as above, or until 2d10+1 rounds have passed, at which point it dies on its own. The save DC is Constitution-based.

Dispassionate Insight (Ex): Despite having emotions, phrenic scourges don't interact with the world through them, but through cold, piercing logic; thus, all psi-like and supernatural abilities a phrenic scourge has use its Intelligence instead of its Charisma for all purposes.

Sap Will (Su): As a standard action, a phrenic scourge can use this psionic attack to manifest a 20-ft.-radius sphere, which the scourge can center anywhere within 30 ft. (a common tactic is to center the ability on itself, as a scourge is immune to its own sap will ability). Anyone caught in this sphere must succeed on a DC 20 Will save or lose the will to act for 3d4 rounds, during which they are stunned. Once used, this ability can't be used again for 2 rounds.

Phrenic scourges often use this ability to take out groups of enemies at once, or to hunt for victims they can make into slaves or breeding vessels.

Unnatural Vision (Ex): A phrenic scourge sees and hears through its entire body; this gives it a +6 racial

bonus to Perception checks, and makes it impossible to derive any benefit from flanking it. When a scourge is disguised as a humanoid, and thus wearing clothes, these benefits are lost.

Compress (Ex): Although they normally stand as humanoid, phrenic scourges are not bound to that form. By shifting and relaxing their tendrils, they can thin themselves out, or flatten themselves into a mass of writhing limbs no thicker than a snake. As a full-round action, a phrenic scourge can move up to its speed through a space as narrow as two or three inches in one dimension, as long as it is at least a foot or more in the other dimension. For instance, a scourge could fit through a hole that was two inches by fourteen inches, but not one two inches by four inches.

Skills: Phrenic scourges have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Most phrenic scourges take to wearing humanoid robes, which easily hide their alien features for the casual observer, allowing them to disorient potential attackers and often giving them the upper hand. As combat is joined, they often slither away from these robes to reveal their true natures: writhing coils of tendrils and tentacles, like some madman's dream had leapt from his mind and taken physical form.

A phrenic scourge is a cunning foe who will turn friend against friend, playing on weaker minds with the use of powerful suggestions, aversions, and charms that make almost any creature regard the scourge as their erstwhile friend. Ideally, this reaches the point where the scourge implants their "true friends" with larvae, dooming them to painful deaths as the breeding grounds for more of their ilk.

Phrenic scourges prefer to hang back out of melee, battering foes with their psionic abilities or sending thralls to fight in their stead. A favorite tactic is to take mental control over an enemy and have them throw away weapons, hand over magical items or position themselves inbetween the scourge and its enemies. Considering their strong psychic control over weaker creatures, those who fall prey to their mind control often spend their time making sure their friends are easy to implant, often by grappling and pinning manifesters and spellcasters, convinced that these have gone mad and are a danger to all. Those whose minds are especially weak but with strong bodies can look forward to a lifetime of servitude to these horrors, only finding respite in death through combat.

When facing weaker or lone foes, however, they close and attempt to lash the victim with their tendrils, in hopes of implanting him with larvae and breeding a new scourge.

PHRENIC ADEPT

A roughly humanoid figure stands several yards away. Its mauve-pink tinted skin glistens and is covered with a layer of wriggling cilia; the only clothing it wears is a loincloth of heavy fabric. The air before it shimmers as an ectoplasmic creature appears nearby, with a gesture it directs the creature to attack.

PHRENIC ADEPT (CHIONDARU) CR 9

XP 6,400

LE Medium aberration (psionic)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 97 (13d8+39)

Fort +6, **Ref** +7, **Will** +12

DR 10/magic; **PR** 20

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d8)

Ranged ray +13 (*crystal shard*)

Special Attacks summon (*astral construct VII*), usurp summoning

Psi-Like Abilities (ML 13th; concentration +17/+21 defensive)

At will—*crystal shard* (13d6 piercing damage, ranged touch +13), *ecto protection** (+6 to DCs against dispel psionics or similar effects, and +6 on saving throws to resist dismiss ectoplasm, can be manifested as swift action if used with summon ability).

3/day—*ectoplasmic shambler, swarm of crystals* (13d4 slashing damage).

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +9; **CMB** +9; **CMD** 22

Feats Ability Focus (usurp summoning), Boost Construct, Combat Manifestation, Improved Iron Will, Iron Will, Toughness, Weapon Focus (ray)

Skills Escape Artist +19, Intimidate +20, Knowledge (arcana) +10, Knowledge (planes) +9, Knowledge (psionics) +19, Perception +18, Spellcraft +19, Stealth +13, Survival +11

Languages Aklo, Common, Undercommon

ECOLOGY

Environment underground or temperate plains

Organization solitary, pair, or patrol (1-2 chiondarus, 1-2 uruklaars, and 1 phrenic scourge (leader) plus 2-8 humanoid thralls).

Treasure standard

SPECIAL ABILITIES

Summon (Su) Three times per day, as a standard action, a chiondaru may summon an astral construct (from the 7th level table) and have it attack, defend, guard, or perform other tasks the phrenic adept needs. This functions as the *astral construct* power, but augmented to a 7th level power.



Usurp Summoning (Su) As a standard action a chiondaru may attempt to wrest control of any summoned creature (whether called by arcane, divine, or psionic means) and have it obey the phrenic adept's commands as if it had summoned the creature, including attacking the original summoner. The save DC to resist the effects of usurp summoning is a Will save (DC 22), and the summoned creature, not its summoner, must make this save. A successful save means the original summoner retains control over its summoned creature. The save DC is Charisma-based.

PHRENIC ADEPT VARIANTS

The phrenic adept presented above is a specialist of *metacreativity* discipline, however the phrenic scourges have plagued many psionically gifted peoples over time, and as a result there are a variety of chiondarus with powers from each of the psionic disciplines. Presented below are these variant phrenic adepts, one each for the remaining psionic disciplines. Only their differences are outlined; their HD, saves, and ability scores remain the same unless otherwise noted in their description.

PHRENIC ADEPT (SEER) CR 9

XP 6,400

LE Medium aberration (psionic)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 97 (13d8+39)

Fort +6, **Ref** +7, **Will** +12

DR 10/magic; **PR** 20

OFFENSE

Speed 30 ft.; 40 ft. focused

Melee 2 slams +9 (1d8+1)

Special Attacks precognitive schism

Psi-Like Abilities (ML 13th; concentration +17/+21 defensive)

At will—*defensive precognition* (+5 insight bonus to AC and saving throws, or +3 but manifest as a swift action), *offensive precognition* (+5 insight bonus to attack rolls, or +3 but manifest as a swift action), *recall agony* (12d6, DC 21).

3/day—*offensive prescience** (augmented, +6 insight bonus on damage rolls, or +4 but manifest as a swift action).

1/day—*greater precognition* (up to 13 precognitive edges).

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +9; **CMB** +9; **CMD** 22

Feats Ability Focus (precognitive schism), Combat Manifestation, Iron Will, Psionic Charge, Psionic Fist, Speed of Thought, Toughness

Skills Escape Artist +19, Intimidate +20, Knowledge (arcana) +10, Knowledge (planes) +9, Knowledge (psionics) +19, Perception +18, Spellcraft +19, Stealth +13, Survival +11

Languages Aklo, Common, Undercommon

ECOLOGY

Environment underground or temperate plains

Organization solitary, pair, or patrol (1-2 chiondarus, 1-2 uruklaars, and 1 phrenic scourge (leader) plus 2-8 humanoid thralls).

Treasure standard

SPECIAL ABILITIES

Precognitive Schism (Su) With their insights into possible outcomes and what events may happen, these chiondarus have developed an attack which enables them to confound and penalize a humanoid creature. Precognitive schism is similar to the clairsentient powers defensive precognition, offensive precognition, and offensive prescience but instead of granting an insight bonus, the chiondaru instills a -5 penalty to a single humanoid's AC, attack roll, damage roll, or saving throw (phrenic adept's choice). Once per round as a standard action a chiondaru can cause its victim to see all of its possible futures. The victim cannot discern what action it should take, suffering the penalty unless it succeeds on a Will save (DC 22). The save DC is Charisma-based.

PHRENIC ADEPT (KINETICIST) CR 9

XP 6,400

LE Medium aberration (psionic)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 97 (13d8+39)

Fort +6, **Ref** +7, **Will** +12

DR 10/magic; **PR** 20

OFFENSE

Speed 30 ft.; 40 ft. focused

Melee 2 slams +9 (1d8+1)

Ranged ray +13 (*energy ray*)

Special Attacks telekinetic slam

Psi-Like Abilities (ML 13th; concentration +17/+21 defensive)

At will—*energy missile** (13d6, save DC 21), *energy ray** (13d6+2, ranged touch +13)

3/day —*energy push** (7d6, save DC 21), *energy retort** (9 minutes total duration, save DC 21)

1/day—*energy wave** (13d6, save DC 21)

*A kineticist chiondaru does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +9; **CMB** +9; **CMD** 22

Feats Ability Focus (telekinetic slam), Combat Manifestation, Greater Power Specialization Iron Will, Power Specialization, Toughness, Weapon Focus (ray)

Skills Escape Artist +19, Intimidate +20, Knowledge (arcana) +10, Knowledge (planes) +9, Knowledge (psionics) +19, Perception +18, Spellcraft +19, Stealth +13, Survival +11

Languages Aklo, Common, Undercommon

ECOLOGY

Environment underground or temperate plains

Organization solitary, pair, or patrol (1-2 chiondarus, 1-2 uruklaars, and 1 phrenic scourge (leader) plus 2-8 humanoid thralls).

Treasure standard

SPECIAL ABILITIES

Telekinetic Slam (Su) A kineticist chiondaru is capable of making powerful psychokinetic slams up to 30 feet away. If the chiondaru expends its psionic focus it may perform a telekinetic slam up to 60 feet away. Once per round, as a standard action, the chiondaru makes an attack against the target's touch AC, a successful hit inflicts 3d6+4 points of damage. For every 5 points of damage dealt the target is pushed back 5 feet. A Fortitude save (DC 22) reduces the damage by half and the target is not pushed back. The save DC is Charisma-based.

PHRENIC ADEPT (EGOIST) CR 9

XP 6,400

LE Medium aberration (psionic)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 97 (13d8+39)

Fort +6, **Ref** +7, **Will** +12

DR 10/magic; **PR** 20

OFFENSE

Speed 30 ft.; 40 ft. focused

Melee 2 slams +9 (1d8+2)

Special Attacks psychovampiric aura

Psi-Like Abilities (ML 13th; concentration +17/+21 defensive)

At will—*hammer* (7d8 damage), *inertial armor* (+10 armor bonus), *thicken skin* (+5 natural armor bonus)

3/day—*expansion* (Huge size, swift action), *natural healing* (21 points of damage healed)

1/day—*form of doom* (17 rounds), *psychofeedback* (13 points, ability damage is delayed until the power fades).

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +9; **CMB** +9; **CMD** 22

Feats Ability Focus (psychovampiric aura), Combat Manifestation, Greater Psionic Fist, Iron Will, Psionic Fist, Toughness, Weapon Focus (slam)

Skills Escape Artist +19, Intimidate +20, Knowledge (arcana) +10, Knowledge (planes) +9, Knowledge (psionics) +19, Perception +18, Spellcraft +19, Stealth +13, Survival +11

Languages Aklo, Common, Undercommon

ECOLOGY

Environment underground or temperate plains

Organization solitary, pair, or patrol (1-2 chiondaru, 1-2 uruklaars, and 1 phrenic scourge (leader) plus 2-8 humanoid thralls).

Treasure standard

SPECIAL ABILITIES

Psychovampiric Aura (Su) These chiondaru egoists are capable of emitting an aura that empowers them while debilitating their foes. As a standard action, a chiondaru egoist manifests an aura with a radius of 20 feet, centered on the chiondaru, which causes 1 point of Strength, Dexterity, or Constitution damage to up to 4 targets within the aura (chiondaru's choice). A chiondaru cannot damage more points than its Charisma modifier from each available target with the aura (or 4 points total from each target). A successful Fortitude save (DC 22) negates the ability score damage that round, but further ability score drain attacks from the aura require a new save at the same DC. The save DC is Charisma-based.

PHRENIC ADEPT (NOMAD) CR 9

XP 6,400

LE Medium aberration (psionic)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 97 (13d8+39)

Fort +6, **Ref** +7, **Will** +12

DR 10/magic; **PR** 20

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d8)

Psi-Like Abilities (ML 13th; concentration +17/+21 defensive)

At will—*burst* (land speed 70 ft.), *detect teleportation* (range 230 ft.), *dimension swap* (any size creature affected), *flight* 3/day—*baleful teleport* (13d6 damage, DC 21, ML 15th), *wrench* (ranged touch +12)

1/day—*psychoport* (area familiarity considered 2 steps better)

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +9; **CMB** +9; **CMD** 22

Feats Ability Focus (baleful teleport, psychoportive spear), Combat Manifestation, Improved Initiative, Iron Will, Toughness, Weapon Focus (slam)

Skills Escape Artist +19, Intimidate +20, Knowledge (arcana) +10, Knowledge (planes) +9, Knowledge (psionics) +19, Perception +18, Spellcraft +19, Stealth +13, Survival +11

Languages Aklo, Common, Undercommon

ECOLOGY

Environment underground or temperate plains

Organization solitary, pair, or patrol (1-2 chiondaru, 1-2 uruklaars, and 1 phrenic scourge (leader) plus 2-8 humanoid thralls).

Treasure standard

SPECIAL ABILITIES

Psychoportive Boost (Su) Any time a creature fails a saving throw against the chiondaru nomad's baleful teleport or wrench psi-like abilities, it gains a brief boost of speed as it feeds off of the disruptive energies. Until the end of its next turn, the chiondaru nomad is treated as if under the effects of *haste*.

PHRENIC ADEPT (TELEPATH) CR 9

XP 6,400

LE Medium aberration (psionic)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 97 (13d8+39)

Fort +6, **Ref** +7, **Will** +12

DR 10/magic; **PR** 20

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d8)

Special Attacks psychic schism

Psi-Like Abilities (ML 13th; concentration +17/+21 defensive)

At will—*aversion* (DC 21), *id insinuation* (up to six targets affected, DC 21), *inflict pain* (up to six targets affected, DC 21)

3/day—*catapsi* (DC 19), *psionic blast* (stunned for 5 rounds, DC 21)

1/day—*crisis of life* (DC 21)

(The save DCs do not include the +2 save bonus from the feats Psionic Endowment and Greater Psionic Endowment.)

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +9; **CMB** +9; **CMD** 22

Feats Ability Focus (psychic schism), Combat

Manifestation, Greater Psionic Endowment, Iron Will, Psionic Endowment, Toughness, Weapon Focus (slam)

Skills Escape Artist +19, Intimidate +20, Knowledge (arcana) +10, Knowledge (planes) +9, Knowledge (psionics) +19, Perception +18, Spellcraft +19, Stealth +13, Survival +11

Languages Aklo, Common, Undercommon

ECOLOGY

Environment underground or temperate plains

Organization solitary, pair, or patrol (1-2 chiondarus, 1-2 uruklaars, and 1 phrenic scourge (leader) plus 2-8 humanoid thralls).

Treasure standard

SPECIAL ABILITIES

Psychic Schism (Su) As a standard action, a chiondaru telepath can create a powerful mind-affecting attack that is capable of disrupting one target creature's actions for one minute, unless it makes a successful Will saving throw (DC 22). Psychic schism interferes with manifesting powers, spellcasting, skill checks, or attack actions (the chiondaru's choice). While the target creature is affected, manifesting a power requires an additional 4 power points, casting a spell requires a concentration check with a +4 to the DC, skill checks have a +4 to their DCs, and an attack roll suffers a -4 penalty. The save DC is Charisma-based.

The chiondaru (CHEE-on-DARU) is the result of psionically gifted humanoids that have succumbed to the implant attack of a phrenic scourge, and are now a new phrenic species that breeds true. The chiondaru are the battlefield controllers of the terrifying Phrenic Hegemony, capable of manifesting psionic powers to call astral horrors, assault their enemies minds, blast them with rays of energy, hurl them great distances, and a myriad of other psychic attacks.

A chiondaru shaper, for example, will call an astral construct and enhance it to withstand any powers or abilities it has witnessed its opponents using. Once battle is joined it will attack the largest group of enemies with *swarm of crystals* or a lone manifestor or spellcaster with *crystal shard*. If any manifesters or spellcasters attempt to summon astral or planar creatures the chiondaru uses its usurp summoning ability to gain additional pawns in battle.

A chiondaru seer will manifest its precognitive powers to provide it with better defensive and offensive ability. It will then utilize its precognitive schism ability against an opponent and assail its mind, preventing its target's actions from succeeding.

A chiondaru kineticist will blast its opponents with rays of energy (after determining which energy effect will do the most harm), or hurl them across the battlefield with its telekinetic slam ability.

A chiondaru egoist will always enhance itself prior to engaging in combat, manifesting (in no particular order) *inertial armor*, *thicken skin*, *expansion*, *psychofeedback*, and *form of doom*. Of all the chiondaru-types the egoists never shy from melee, seeming to enjoy the visceral pleasure of a fight. If it faces any psionic-using opponents it allows them to get near enough that it can use its psychovampiric aura to drain their physical vitality while empowering its psychic abilities.

Chiondaru nomads enjoy moving about the battlefield, or preventing its enemies from quitting the battle early (using *wrench* to keep them in place, or its psychoportive spear attack and choosing to swap places with a fleeing opponent). *Baleful teleport* is another favored attack option, dispersing minuscule portions of its target's body and causing severe pain and damage.

Chiondaru telepaths use their psychic powers to assail the minds of their opponents; sapping their will with *id insinuation* or inflicting pain on up to 6 targets at once, or finally stunning the largest group of targets with *psionic blast*, which allows others to finish these enemies quickly.

PHRENIC DREADNAUGHT

This hulking brute resembles a giant, but its bony carapace with spiky barbs clearly marks it apart from any of the giantkin. Its carapace glistens with slime and tiny tendrils of cilia writhe between the bony exoskeleton. The behemoth wears a breastplate and wields a large morningstar with ease. The ground shakes as it approaches.

PHRENIC DREADNAUGHT CR 10

XP 9,600

NE Large aberration (psionic)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 27, touch 9, flat-footed 27 (+6 armor, +12 natural, -1 size)

hp 142 (15d8+75); fast healing 5

Fort +11, **Ref** +5, **Will** +13

OFFENSE

Speed 40 ft. (base), 30 ft. (with breastplate)

Melee morningstar +18/+13/+8 (2d6+10/19-20, 2d6+11/19-20 if maintaining psionic focus) or 2 slams +17 (1d8+7)

Ranged javelin +10 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Special Attacks psychokinetic knockback

Psi-Like Abilities (ML 10th; concentration +13)

At will—*stomp* (7d4 nonlethal damage, DC 17)

3/day—*inertial barrier* (DR 5/-), *graft weapon*

1/day—*expansion* (Huge size, as a swift action, duration 10 minutes/level), *immovability*

STATISTICS

Str 25, **Dex** 11, **Con** 19, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 29 (31 vs bull rush)

Feats Great Fortitude, Improved Bull Rush, Improved Critical (morningstar), Iron Will, Power Attack, Psionic Weapon, Toughness, Weapon Focus (morningstar)

Skills Climb +18, Intimidate +18, Perception +17, Stealth +7 (+15 in desert terrain), Survival +17 (+21 in desert terrain);

Racial Modifiers +8 Stealth in deserts, +4 Survival in deserts

Languages Aklo, Giant

ECOLOGY

Environment temperate deserts or temperate plains, or underground

Organization solitary, gang (2-5), or patrol (1-2 chiondaru, 1-2 uruklaar, 1 phrenic scourge plus 2-8 humanoid thralls).

Treasure standard (masterwork breastplate, morningstar, other treasure)

SPECIAL ABILITIES

Psychokinetic Knockback (Su) A phrenic dreadnaught can perform an impressive physical attack, which is psionically-charged, up to three times per day, as a standard action that does not provoke an attack of opportunity, an uruklaar makes a slam attack against its target, if the target fails a Fortitude save (DC 24) it is hurled back (1d6 x 10) feet, suffers 4d6+20 points of

damage and is knocked prone. A successful Fortitude save halves the damage and the target is not knocked prone. If an obstacle prevents the completion of the target's move, the target and the obstacle each take 2d6 points of damage per 10 ft. hurled, and the target is knocked prone in the space adjacent to the obstacle. The save DC is Strength-based.

The uruklaar (OO-rook-LAHR), or phrenic dreadnaught, is the result of careful cultivation and planned raids or attacks upon half-giant tribes (and sometimes members of the true giant races). This brutish aberration now breeds true and is the supreme warrior race among the Phrenic Hegemony, physically powerful and psionically gifted. Uruklaar leaders often have levels of psychic warrior and are imposing sights on the battlefield.

An uruklaar begins combat with *expansion* (as a swift action) and *inertial barrier* to provide it a measure of protection against its foes. It then moves within melee distance and strikes with its morningstar or slam attack (it is not against using its psychokinetic knockback as an opening assault). If an uruklaar cannot easily close within melee reach of its enemies, it uses *stomp* to good effect, knocking opponents prone and battering them at the same time. If it can take advantage of prone enemies attempting to stand up, it will make an attack of opportunity to keep its foes down.



PHRENIC INFILTRATOR

This emaciated bipedal creature has skin colored a deep purple, not unlike an awful bruise. Upon noticing you it swiftly moves and attacks, its jaw distends and a long tongue with a lamprey-like mouth stretches towards your head.

PHRENIC INFILTRATOR CR 6

XP 2,400

NE Medium aberration (psionic, shapechanger)

Init +8; Senses darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 58 (9d8+18)

Fort +5, Ref +9, Will +8

OFFENSE

Speed 30 ft.

Melee tongue +10 (2d8 plus consume cognizance)

Space 5 ft.; Reach 5 ft. (10 ft. with tongue attack)

Special Attacks consume cognizance

Psi-Like Abilities (ML 9th; concentration +12)

At will—*call to mind* (+8 bonus), *mind thrust* (9d10 damage, DC 18)

3/day—*ego whip* (2d4 Cha damage, DC 17), *id insinuation* (4 targets, DC 18)

1/day—*mind trap* (7 rounds)

STATISTICS

Str 11, Dex 19, Con 14, Int 17, Wis 15, Cha 13

Base Atk +6; CMB +6; CMD 20

Feats Ability Focus (consume cognizance), Alertness,

Improved Initiative, Lightning Reflexes, Weapon Finesse

Skills Acrobatics +15, Bluff +9, Disguise +7 (+15 acting),

Escape Artist +15, Knowledge (local) +14, Perception

+15, Sense Motive +15, Stealth +16; Racial Modifiers +8

Disguise when acting

Languages Aklo, Common, Dwarven, Undercommon

SQ change shape (*minor metamorphosis*), perfect copy, quickness

ECOLOGY

Environment any urban or underground

Organization solitary, pair, or discord (1 lianshai, 2-8 puppeteers, and 1 flesh harrower puppeteer).

Treasure standard

SPECIAL ABILITIES

Consume Cognizance (Su) On a successful tongue attack, the target is drained of 1d4 points of Intelligence, Wisdom, or Charisma (a DC 19 Will save halves this damage). For every 2 points drained, lianshai gains a +1 competence bonus on any mental skill checks. The benefit persists for 5 minutes. A lianshai cannot drain more than twice its HD worth of ability scores during a 24-hour period. The save DC is Intelligence-based.

Dispassionate Insight (Ex) The phrenic infiltrators use a cold, alien logic and as a result all of its psi-like and supernatural abilities use its Intelligence modifier instead of its Charisma modifier.

Perfect Copy (Su) When a lianshai uses *minor metamorphosis* it can assume the appearance of specific individuals (often the victims of its consume cognizance ability).

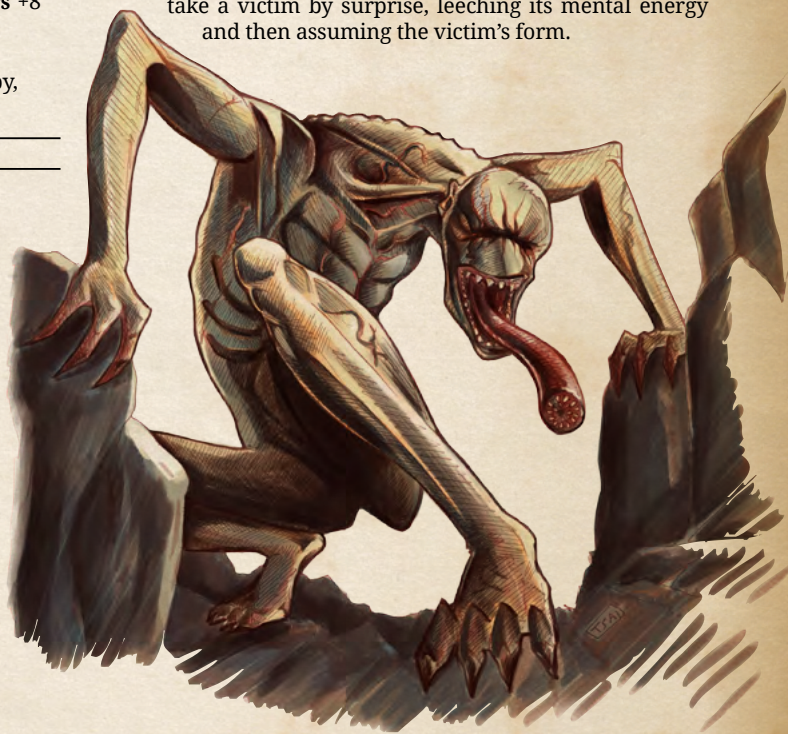
Quickness (Su) A phrenic infiltrator is exceptionally quick, capable of taking an extra move action during its turn each round.

The result of phrenic scourges attacking and successfully implanting doppelgangers with their larva, the lianshai (lee-YAWN-shay) have over time become an aberration species that breeds true. The phrenic infiltrators are the spies and assassins of the Phrenic Hegemony.

Like a doppelganger in its natural form, a lianshai (singular or plural) looks more or less humanoid but slender and frail with gangly limbs and half-formed facial features. Its flesh is a sickly purple and hairless and it can open its mouth impossibly wide to reveal its exceptionally long tongue that it uses as a weapon.

A lianshai often travels from rural town to rural town (smuggling in its discord of puppeteers) and prepares to set the town against itself, turning friend against friend, brother against brother until the strife and chaos reaches a fever pitch. At this point it is often too late for the community to rally as a phrenic scourge horde comes to complete the mission: slaughter those that will not submit and begin the selective breeding process for new phrenic scourges. The lianshai avoid larger settlements, such as cities or towns, that might prove harder to undermine and cause the level of dissent it so enjoys. Larger settlements often have well trained militia or, worse, itinerant adventurers looking for trouble or monsters to kill. Lianshai prefer the quiet isolated rural communities that are often “off the beaten path” and several days travel from larger cities and towns. (The better for their schemes to go unnoticed).

A lianshai will attempt to change its form to disguise itself rather than fight, but if forced into combat it will utilize its *mind thrust* ability from a distance, only resorting to its tongue attack if forced into melee. A lianshai would rather take a victim by surprise, leeching its mental energy and then assuming the victim’s form.



PHRENIC LARVA SWARM

A mass of wriggling, writhing black maggots covers the ground before you, and as if sensing life or perhaps intelligent thought, undulates forward, almost grasping for you.

PHRENIC LARVA SWARM CR 4

XP 1,200

N Diminutive vermin (aberrant, swarm)

Init +5; **Senses** tremorsense 30 ft.; unnatural vision; Perception +5

DEFENSE

AC 19, touch 19, flat-footed 14 (+5 Dex, +4 size)

hp 40 (9d8)

Fort +6, **Ref** +8, **Will** +4

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage; **PR** 15; **Resist** acid 10

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6 plus engulf)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14)

STATISTICS

Str 1, **Dex** 20, **Con** 10, **Int** —, **Wis** 12, **Cha** 3

Base Atk +6; **CMB** —; **CMD** —

Skills Climb +13, Perception +5; **Racial Modifiers** +4 Perception; modifies Climb with Dexterity

ECOLOGY

Environment any underground

Organization solitary, pair, or colony (3-6 swarms)

Treasure none

SPECIAL ABILITIES

Engulf (Ex) To use this ability, a phrenic larva swarm must have at least one creature of Large size or smaller in its space. A phrenic larva swarm that has at least one creature in its space automatically begins burrowing into the victim's flesh, causing 2d4 points of damage per round unless it succeeds at a DC 19 Reflex save. This effect continues as long as the victim

remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the phrenic larvae infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a phrenic larva infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

Unnatural Vision (Ex) A phrenic larva swarm sees and hears through its entire body of wriggling maggots, this gives it a +4 racial bonus to Perception checks.

Although often expelled by phrenic matriarchs, or discarded by phrenic scourges when they attack, phrenic larva swarms exist in large numbers underground, often in pools of briny fluid to keep them from drying out. It has been hypothesized that these larvae are the earliest forms of phrenic scourges. If true, it could further suggest that the phrenic matriarch is a similarly advanced form of the phrenic scourge.

The latter notion is discounted by many, citing the differences of the scourges and matriarchs as final proof, that while they are both phrenic creatures, they are also separate monsters of a broader category.



PHRENIC MATRIARCH

Like a nightmare given form and madness given flesh, this creature appears as a mass of tentacles, slavering maws, and eerie non-human eyes.

PHRENIC MATRIARCH CR 16

XP 76,800

NE Huge aberration (psionic)

Init +10; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision, pierce the veils; Perception +28

Aura insanity (30 ft., DC 27)

DEFENSE

AC 30, touch 18, flat-footed 20 (+10 Dex, +12 natural, -2 size)

hp 270 (20d8+180); fast healing 10

Fort +14, **Ref** +16, **Will** +19

Defensive Abilities resistant to transmutation, *escape detection*, *slip the bonds*; **DR** 10/good; **Immune** acid, charm, confusion, and insanity effects; **Resist** electricity 10, sonic 10; **PR** 27

OFFENSE

Speed 40 ft.

Melee 3 bites +24 (3d6+8/19-20 plus 1d8 acid), 3 tentacles +22 (2d6+4 plus grab)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tentacles)

Psi-Like Abilities (ML 17th; concentration +24)

Constant—*escape detection*, *pierce the veils*, *slip the bonds*
At will—*dispel psionics* (+17 to dispel), *psionic blast* (stunned 7 rounds, DC 26)

3/day—*breath of the black dragon* (17d6 acid, DC 26), *fold space* (self only, move action)

1/day—*fuse flesh* (DC 26), *inflict pain* (up to 8 targets, DC 26), *mind thrust* (17d10, DC 26)

(The save DCs do not include the +2 save bonus from the feats Psionic Endowment and Greater Psionic Endowment).

Special Attacks constrict (1d8+8), disgorge phrenic larva swarm

STATISTICS

Str 26, **Dex** 31, **Con** 26, **Int** 22, **Wis** 21, **Cha** 25

Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 45 (can't be tripped)

Feats Combat Reflexes, Greater Psionic Endowment, Improved Critical (bite), Iron Will, Multiattack, Psionic Endowment, Toughness, Weapon Finesse, Weapon Focus (bite, tentacles)

Skills Acrobatics +33, Autohypnosis +25, Intimidate +30, Knowledge (arcana) +26, Knowledge (planes) +26, Knowledge (psionics) +29, Perception +28, Sense Motive +25, Stealth +25, Survival +28

Languages Aklo, Abyssal, Common, Draconic, Giant, Undercommon

ECOLOGY

Environment any underground

Organization solitary, or phrenic horde (1 phrenic matriarch, 2-5 phrenic scourges, 1-3 phrenic adepts, 1-3 phrenic infiltrators, and 2-8 phrenic dreadnaughts

plus 5-20 servants in any combination of duergars, gnolls, troglodytes, or similar humanoids).

Treasure triple standard

SPECIAL ABILITIES

Disgorge Phrenic Larva Swarm (Ex) Once per minute, a phrenic matriarch may expel a phrenic larva swarm as a standard action. The swarm acts independently of the matriarch and will disperse in 10 rounds if not destroyed.

Insanity Aura (Su) As a swift action, a phrenic matriarch is capable of surrounding itself within an aura of alien, psychic energy. Any living creature that comes within 30 feet of the phrenic matriarch feels the inherent "wrongness" of the aberration and unless it succeeds on a Will save (DC 27), it suffers from a continuous confusion effect, as the spell. The save DC is Charisma-based.

Resistant to Transformation (Ex) The phrenic matriarch gains a +4 bonus on any saving throw against an effect that would alter her into a new form, such as fuse flesh or crystallize. If the phrenic matriarch fails the saving throw, she gets another saving throw on the following round at the same DC and with the same +4 bonus to the saving throw. Effects which damage the phrenic matriarch's body, but which do not alter her form, such as decerebrate, are not considered to be transformation effects.

An encounter with a phrenic matriarch leaves few humanoids completely unscathed, whether physically or mentally, as even coming near one can cause individuals to go mad. A phrenic matriarch is rarely encountered above ground, not due to any sensitivity or weakness to bright light or sunlight, but for the simple fact that its horde sees to its needs. Potential breeding stock that has resisted a phrenic scourge's implantation method rarely has the endurance to fight the larva swarm that a matriarch can expel. Any casualties from the attacks against villages and towns are given to it to consume, and it is often defended by either a pair of uruklaars (at minimum) or several servants or thralls of the phrenic scourges. Anything that should disrupt this otherwise idyllic life (from the matriarch's point of view) will be dealt with harshly, and if it must heave its bulk up from the comfort of its nest, woe upon the interlopers and trespassers that have roused its ire and attention.

A phrenic matriarch begins combat by surrounding itself within its insanity aura and emitting a psionic blast to incapacitate and stun its assailants. Those that submit to madness or that are stunned become victims of a disgorged larva swarm, as their defenses against such attacks are low. Should its attackers prove resistant to its insanity aura or its psionic blast, it maintains its distance and unleashes breath of the black dragon, catching as many opponents as possible within the line of vitriol. It uses mind thrust against a potent melee opponent, or fuse flesh against a powerful manifester or spellcaster. If the battle is truly going against it and it is reduced to half its total hit points, a phrenic matriarch manifests inflict pain (catching as many enemies as possible within the effect) followed by fold space (a move action) putting as much distance between it and its foes as possible.



Phrenic matriarch

PHTHISIC

Covered in a hide of frost crystals with dagger-like claws and spikes, the creature before you stands 10 feet tall and vaguely reminds you of someone familiar.

PHTHISIC

CR 6

2,400 XP

CE Large monstrous humanoid (psionic)

Init +5 **Senses** darkvision 60 ft., scent, Perception +14

DEFENSE

AC 18, touch 10, flat-footed 17 (-1 size, +1 Dex, +8 natural)

hp 63 (6d10 + 30); regeneration 5 (acid or fire)

Fort +9, **Ref** +6, **Will** +8

DR 10/magic **Resist** cold 10

OFFENSE

Speed 30 ft.

Melee 2 claws +11 (1d6+6) and bite +11 (1d6+6 plus mind feed)

Space 10 ft.; **Reach** 10 ft.

Special Attacks mind feed

Psi-like Abilities:

3/day—*brain lock* (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 15*), *dimension slide*, *ego whip* (1d4, DC 15*), *mental barrier*, *mind thrust* (ML 4th, 4d10, DC 15*), *skate*;

1/day—*body adjustment* (heal 1d12*), *catapsi* (DC 18). Manifestor level 6th. The save DCs are Charisma-based.

*Includes augmentation for the phthisic's manifestor level.

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 10, **Wis** 16, **Cha** 16

BAB +6; **CMB** +13; **CMD** 24

Feats Alertness, Great Fortitude, Improved Initiative

Skills Climb +15, Perception +14, Stealth +10, Swim +15

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure standard

SPECIAL ABILITIES

Mind Feed (Ex): A phthisic that hits with its bite attack deals 1d4 points of Intelligence damage. If this effect reduces the opponent's Intelligence score to 0, the ability damage becomes ability drain.

Standing 10 feet tall and weighing over 600 pounds, a phthisic is a repressed neurosis that has been forcefully shunted from the subconscious and turned into a living creature. They feed off mental energy, permanently damaging the psyches of their victims. Some say that

their bite causes neurosis too in its victims, and that from those who succumb to its mind feed, a rare few rise as new phthisics, recreating the cycle of suffering.

A phthisic will faintly resemble the person from whose mind it came, but is a warped, twisted version of that person (a DC 25 Perception check to note the resemblance allows someone who knows the source individual to recognize the source of the phthisic).

A phthisic feeds off the intelligence of a living creature, temporarily assuaging its constant craving for the sanity that can calm its own mental torment by devouring the mind of its prey. Myths claim that if they can feed off the mind of their "creator", they will finally find peace and cease to be.



PSICRYSTAL

A small crystal, about the size of a hand, walks on spidery legs and glows with an inner light.

PSICRYSTAL CR INCLUDED IN MASTER'S

XP 0

Diminutive construct (alignment as master)

Init +2 **Senses** Sighted 40 ft., Perception +6

DEFENSE

AC 16, 16 touch, 14 flat-footed (+4 size, +2 Dex*)

hp ½ master's

Fort *, **Ref** *, **Will** * - * as master's saves

Hardness 8

OFFENSE

Speed 30 ft., climb 20 ft.*

Melee -

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1*, **Dex** 15*, **Con** -, **Int** 6, **Wis** 10, **Cha** 10

BAB +0; **CMB** -9; **CMD** +3

Feats -

Skills Climb +10*, Perception +6, Stealth +14

ECOLOGY

Environment Any

Organization Solitary

Treasure None

SPECIAL ABILITIES

Construct traits: A psicrystal has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Psicrystals do not have the usual construct traits of darkvision and low-light vision.

Psicrystal Granted Abilities: The psicrystal described here has the special abilities of self-propulsion, alertness, improved evasion, share powers, telepathic link, sighted, and personality (If its master chooses not to activate the self-propulsion ability, the psicrystal reverts to a speed of 0 feet and has no Strength score and no Dexterity score.)

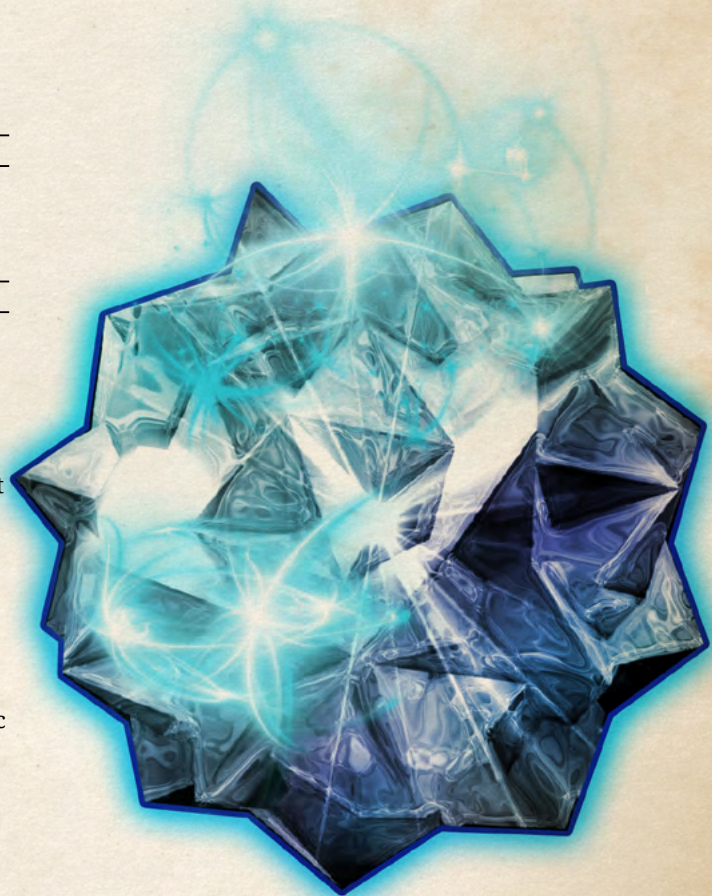
Skills: A psicrystal (with its self-propulsion ability activated) uses its Dexterity modifier instead of its Strength modifier on Climb checks. It has a +8 racial bonus on Climb checks and can always choose to take 10, even if rushed or threatened.

*With self-propulsion ability activated.

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

The externalization of a fragment of a manifester's consciousness, a psicrystal is rarely found far from a character with the ability to manifest psionic powers. Some may look like small crystal golems, others cling to their masters like animated ioun stones. Depending on the fragment used to form it, a psicrystal can be everything from chatty to suspicious, yet it always portrays a single facet to the extreme. The more complex crystals usually belong to powerful masters and is a well-known sign of power.

A psicrystal's characteristics depend on its master. For the purpose of effects related to number of Hit Dice, use the master's total level in psionic classes. The psicrystal's hit points are equal to half its master's and its saving throw bonuses are the same as its master's.



PSION-KILLER

The creature before you appears to be formed or grown out of blood-red crystal. Standing 10 feet tall, its deadly appearance is heightened by the sharp facets of its crystalline form.

PSION-KILLER

CR 12

XP 19,200

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision, Perception +0

DEFENSE

AC 28, touch 9, flat-footed 28 (–1 size, +19 natural)

hp 15d10+30 (112 hp)

Fort +5, **Ref** +5, **Will** +5

DR 10/adamantine, **immunities** construct traits, immunity to psionics

OFFENSE

Speed 20 ft.

Melee 2 slams +24 (2d10+10)

Space 10 ft.; **Reach** 10 ft.

Special Attacks dispel psionics

STATISTICS

Str 31, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

BAB +15; **CMB** +26; **CMD** 35

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Dispel Psionics (Su): As a free action once per round, the psion-killer can use an area effect *dispel psionics* with a 30-ft. radius. Its effective manifester level for the dispel check is 10.

Immunity to Psionics (Ex): A psion-killer is immune to any psionic effects that are subject to power resistance.

CONSTRUCTION

A psion-killer's body is constructed from massive blocks of quartz crystal with a total weight of at least 5,000 pounds and costing at least 8,000 gp. Assembling the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check.

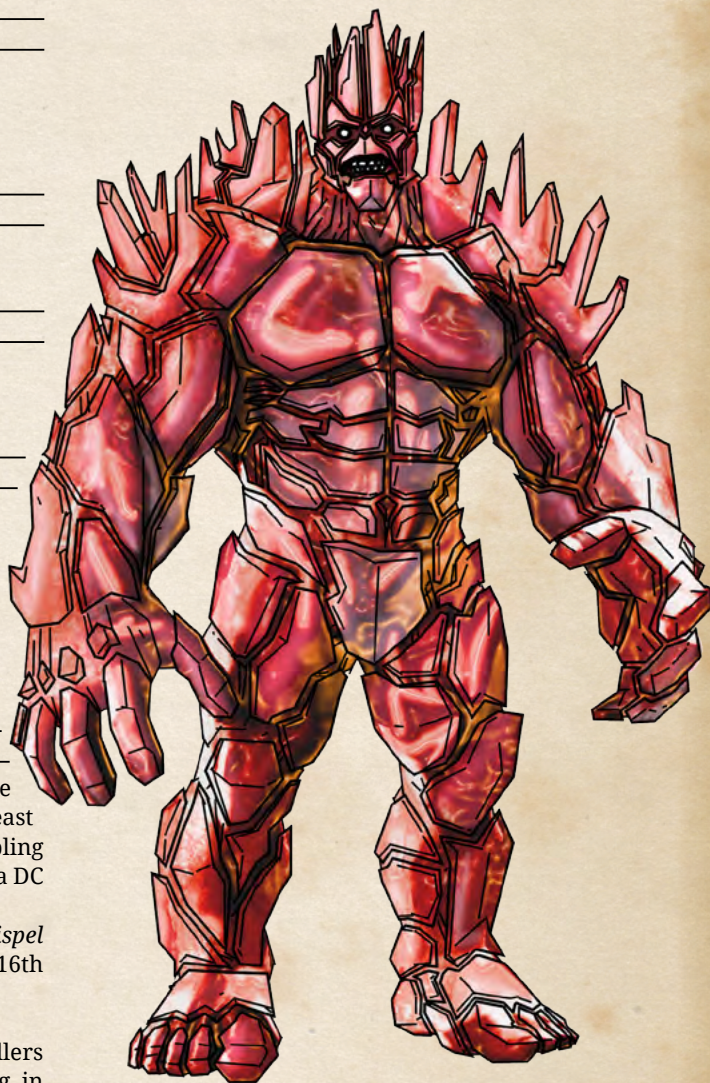
ML 16th; Craft Psionic Construct, *bend reality*, *dispel psionics*, *mind seed*, manifester must be at least 16th level; **Price** 150,000 gp; **Cost** 79,000 gp

Sometimes referred to as crystal golems, psion-killers are typically between 9 and 10 feet tall, weighing in excess of 2,500 pounds. Composed entirely of crystal,

they are created as the antithesis of manifesters. Created to defend manifesters from their enemies, some claim that some wizard orders and strange cults have twisted this knowledge, to create these as warriors.

Psion-killers require explicit orders from their creator in order to do anything. They follow instructions literally and are incapable of using tactics or interpreting strategy. The creator can command the psion-killer if within 60 feet of the construct and the construct can see and hear its creator. In the absence of its creator, the psion-killer will follow its last instruction to the best of its ability, although if attacked, it will defend itself.

Simple, persistent commands work to keep the psion-killer governed if the creator must be absent, including commands such as, "Attack any creatures other than me if they enter this room."



PUPPETEER

You notice a small, purplish slug at the base of the neck of the person in front of you. Only the slight pulse of the slug gives evidence that it is alive.

PUPPETEER

CR 1

XP 400

LE Fine Magical Beast (psionic)

Init +2; Senses blindsight 60 ft., Perception +7

DEFENSE

AC 20, touch 20, flat-footed 18 (+8 size, +2 Dex)

hp 5 (1d10)

Fort +2, Ref +4, Will +5

Defensive Abilities hide mind, host protection

OFFENSE

Speed 5 ft.

Melee Bite +4 (1d2-5)

Space ½ ft.; Reach 0 ft.

Special Attacks Enthrall

Psi-like Abilities (ML 1st)

3/day— detect psionics, mental barrier, empathic connection (DC 13).

The save DCs are Charisma-based.

STATISTICS

Str 1, Dex 15, Con 11, Int 14, Wis 16, Cha 14

BAB +1; CMB -12; CMD -1

Feats Iron Will

Skills Bluff +3, Perception +7, Sense Motive +7, Stealth +22

Languages telepathy 20 ft.

ECOLOGY

Environment underground

Organization solitary or pack (2-8)

Treasure none

SPECIAL ABILITIES

Enthrall (Ex): If a puppeteer is in physical contact with a person it has charmed (the puppeteer establishes a physical hold by means of slender infiltrating tendrils), the subject acts as if dominated. (Puppeteers often seek to charm victims first and then “ask” to be picked up.) So long as the puppeteer remains in contact with the victim, the domination remains in effect, even if a check would normally indicate that the effect is broken.

Hide Mind (Su): A puppeteer cannot be identified as psionic by divination spells or clairsentience powers.

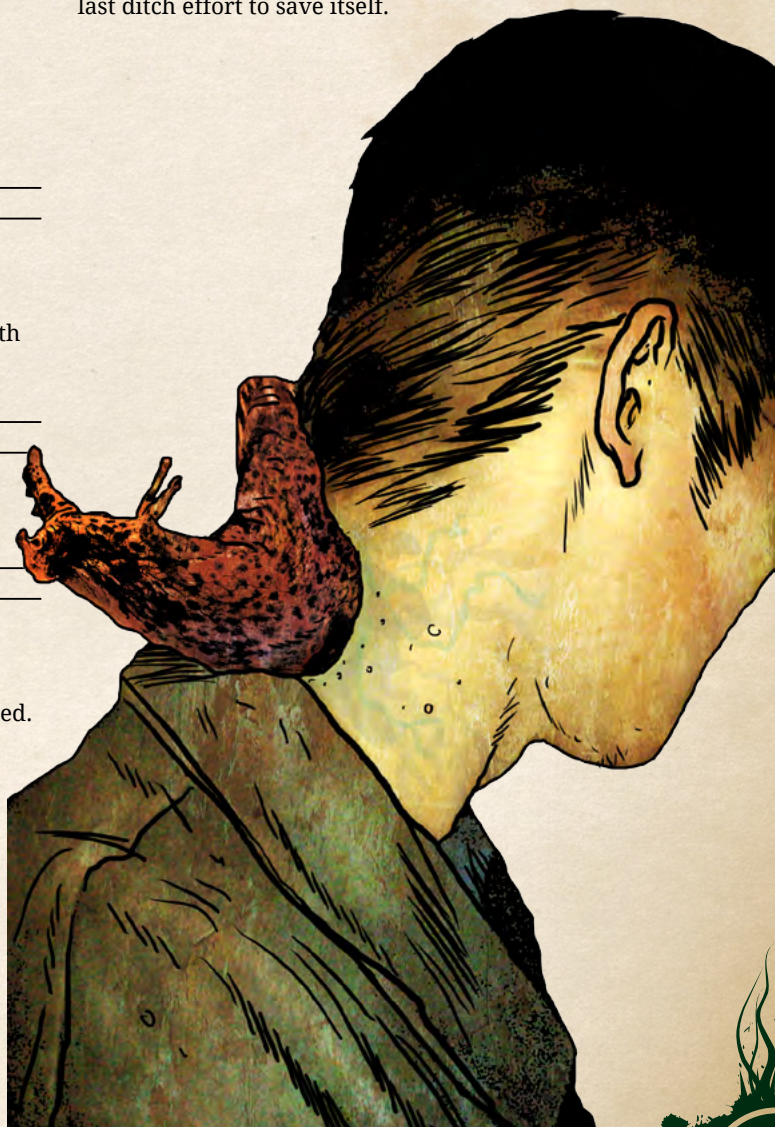
Host Protection (Ex): A puppeteer in control of a host is treated as an attended magic item for the purpose of making saving throws, even if the puppeteer is specifically targeted. A puppeteer

that is attached to its host is treated as a creature in a grapple for the purpose of striking at the puppeteer instead of the host (but the host is not considered grappled in turn).

With large, fleshy bodies, puppeteers resemble large, slightly purple slugs.

Created by the phrenic scourges, puppeteers seek out suitable slaves and breeding grounds for their phrenic scourge masters and then bring these hosts back to their nest. Most puppeteers will drop down onto a passerby from a tree or precipice, or use their psionic powers to coerce a target, mentally asking them to come pick up the seemingly harmless slug. Once they establish physical contact, the puppeteer takes over its host by inserting very thin infiltrating tendrils into the flesh of the target.

A puppeteer rarely fights; if attacked, it will try to charm an attacker and ask to be protected, hoping to find a guardian amongst its assailants. Otherwise, it will try to flee, but in direct combat a puppeteer is rarely dangerous. If it can, it will manifest mental barrier as a last ditch effort to save itself.



PUPPETEER, FLESH HARROWER

This bluish-gray, 4-foot long creature has a tail that ends in two protruding, chitinous blades. Its mouth doesn't open so much as it seems to unfold, revealing a cavernous maw filled with rows of sharp teeth.

PUPPETEER, FLESH HARROWER CR2

XP 600

N Small Magical Beast (psionic)

Init +3 Senses blindsight 60 ft.; Perception +9

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 31 (3d10+15)

Fort +8, Ref +6, Will +4

OFFENSE

Speed 20 ft.

Melee Bite +6 (1d6+2) and 2 tail blades +1 (1d4+1)

Psi-like Abilities (ML 3rd)

3/day—concealing amorpha, hustle, mental barrier; 1/day—vigor (+15 hp*).

*Includes augmentation for the flesh harrower's manifester level.

STATISTICS

Str 14, Dex 17, Con 21, Int 11, Wis 12, Cha 12

BAB +1; CMB +2; CMD 15

Feats Alertness, Iron Will

Skills Perception +9, Stealth +13

Languages telepathy 20 ft.

ECOLOGY

Environment underground

Organization solitary or cluster (2-5)

Treasure none

When separated from a nest of scourges for a long time, a puppeteer can form a colony to protect itself, awaiting the arrival of its psionic masters. When it establishes a colony, it uses a host as a breeding ground, not unlike the way the scourges reproduce, but half of the numerous offspring bursting from the poor host, will be flesh harrowers. In a colony, the flesh harrower is the soldier and worker, protecting the brood mother puppeteer and its siblings. When fully grown, the flesh harrower looks like a gigantic slug where one side ends in a terrible slit filled with sharp teeth and the other in two bony, but wickedly sharp, blades. A flesh harrower also looks somewhat like a single scourge and the resemblance is striking for anyone who have seen both.

A flesh harrower will generally retreat until it has more soldiers which can help it, or if cornered or protecting a puppeteer, will target the weakest looking enemy.

Flesh harrowers are quite intelligent, just like normal puppeteers and can both communicate and barter with other creatures through its telepathy. Sometimes it will lead creatures into puppeteer ambushes, but it can also keep communicating to allow their brethren to escape, take up better positions or to quietly manifest all its defensive powers. Therefore, a flesh harrower will often start a battle by having manifested vigor, using hustle to stay away from immediate danger. If danger is imminent, they manifest concealing amorpha before the flesh harrower enters combat in truth, using hustle to gain full attacks against enemies. Once they are reduced to 1/2 their hit points, they will start using their mental barrier to defend themselves.

Flesh harrowers are 4 feet long from head to tail.



PYN-GOK

Slightly taller than an elf, this regal avian humanoid most closely resembles a peacock (down to its coloration and large, fan-like tail). Although frail looking, it wields a polearm with ease and grace.

PYN-GOK

CR 3

XP 800

LN Medium humanoid (pyn-gok)

Init +2; Senses low-light vision; Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 natural, +1 shield)

hp 22 (4d8+4)

Fort +2, Ref +6, Will +2

Defensive Abilities whirling polearm defense

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee halberd +6 (1d10+4/x3)

Ranged shuriken +5 (1d2+2)

Special Attacks Dazzling plumage

Psi-Like Abilities (ML 4th; concentration +6)

At will—*id insinuation* (1 creature, DC 14)

STATISTICS

Str 14, Dex 15, Con 13, Int 12, Wis 13, Cha 14

Base Atk +3; CMB +5; CMD 17

Feats Psionic Weapon, Weapon Focus (halberd)

Skills Autohypnosis +5, Fly +13, Intimidate +4,
Perception +3; Racial Modifiers +4 Fly

Languages Common, Pyn-Gok, Xeph

ECOLOGY

Environment temperate forests

Organization solitary, pair, or patrol (3–9)

Treasure NPC gear (halberd, 5 shurikens, other treasure)

SPECIAL ABILITIES

Dazzling Plumage (Su) A pyn-gok is capable of displaying its plumage and channeling its psionic energy into it to dazzle creatures within 20 ft. for one minute unless they make a successful DC 14 Fortitude save.

Whirling Polearm Defense (Ex)

A pyn-gok is especially skilled at wielding polearms, so much so, that it gains a +1 shield bonus to its armor class. If it uses a full attack action to fight defensively the shield bonus increases to +2.

Wingless Flight (Su) Although pyn-gok do not have wings, they are capable of flight using their innate psionic power.

The secluded open-air cities of the pyn-gok (PIN-GOCK) have a calm, contemplative aura about them. Though fierce warriors when roused to battle, the pyn-gok prefer the quiet serenity of meditation, and stimulating exercises to keep mind and body healthy. Not surprisingly their cities have several flocks or gatherings of peacocks strutting about. Although they live in seclusion in the deep jungles or rain forests, the pyn-gok are a cosmopolitan people, valuing the arts and intellectual pursuits as much as martial practices. Exceptional pyn-gok often train in either monk or psychic warrior classes (choosing the warrior's paths of ascetic or weaponmaster almost exclusively).

A pyn-gok fights defensively as long as it is able, taking its opponent's measure, gauging its strengths and evaluating its weaknesses. Once it has determined those factors it strikes hard and fast; those vulnerable to mind-

affecting effects will be struck with its *id insinuation* psi-like ability. Opponents that have weak defenses will be struck with a powerful halberd attack (augmented with Psionic Weapon).

A pyn-gok will withdraw from a battle if it is reduced to half its hit points, taking flight if possible.



REVA

This bat-looking creature has an enormous eye in the center of its forehead and long legs that end in a single talon. Its body is a dirt brown while its wings are as black as night.

REVA

CR 3

XP 800

LN Small aberration (psionic)

Init +6; Senses detect sapience 60 ft.; Perception +21

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 30 (4d8+12)

Fort +4, Ref +3, Will +6

Immune cold

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +7 (1d4+3)

Special Attack force of thought (DC 16, 2d6 force)

Psi-Like Abilities (ML 6th, concentration +8)

At will—*clairvoyant sense, missive*

1/day—*control air, correspond*

The save DCs are Charisma-based.

STATISTICS

Str 16, Dex 15, Con 17, Int 16, Wis 14, Cha 15

Base Atk +3; CMB +5; CMD 17

Feats Ability Focus (Force of Thought), Improved Initiative

Skills Diplomacy +6, Fly +11, Knowledge (local) +10,

Perception +21, Profession (Law) +8, Spellcraft +10,

Stealth +13; Racial Modifiers +4 Diplomacy, +12

Perception, +2 Profession (Law)

Languages Common, telepathy 60 ft.

SQ bat empathy +6, prehensile telekinesis

ECOLOGY

Environment any cold or temperate

Organization any, pair, flight (2–3 plus 3–6 bat swarms), colony (5–8 plus 11–20 bat swarms)

Treasure standard

SPECIAL ABILITIES

Bat Empathy (Ex) This ability functions like the wild empathy ability, except that it only works on bats. A reva's effective druid level is equal to its Hit Dice.

Detect Sapience (Su): The reva is aware of the location of all sapient (Int 3 or higher) creatures within 60 feet of itself. Creatures using the Stealth skill are entitled to a Will save (DC 14) to foil this awareness, and the reva cannot detect sapient beings that are immune to mind-affecting abilities in this fashion. The save DC is charisma-based.

Detect sapience can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

Force of Thought (Su): Once per round, as a standard

action, a reva can attempt to strike a target with the power of its mind. A wave of force is propelled from a reva's mind and deals 2d6 points of force damage to a creature within 60 feet. A targeted creature that succeeds a DC 16 Fortitude save suffers only half damage. The save DC is Charisma-based.

Prehensile Telekinesis (Su): The reva uses a localized telekinetic field that enhances its ability to manipulate objects, applying its strength of both body and mind to problems. It suffers no penalties to tool use because of its lack of opposable thumbs and may wield up to two weapons (or one two-handed weapon) despite its lack of hands. A reva's carrying capacity is calculated as though it were a medium-sized creature, and it wields weapons sized for medium creatures as well.

Sometimes called builder bats, revas are a bat-like race of aberrations known for their industriousness, communication skills, and their telekinetic use of tools. A roost of revas, which can number more than a thousand, will approach a city or settlement and strike a deal – the revas will contribute labor and information, in the form of scouting or patrols, in exchange for food and property in the city. Further deals may be negotiated if the relationship is positive or prosperous, but revas hate going back on their word and will continue to provide service to an unpleasant partner as long as they are paid and their property respected. Unless called to military service, revas are normally peaceful and will only attack if provoked or if their roost (or its property) is threatened.

A reva stands about two and a half feet tall, has a six foot wing span, and weighs about ten pounds.



SAUROOD

This saurian creature resembles a triceratops in humanoid form, dressed in simple garments and carrying a large staff. As big as an ogre, but projecting a calm and serene aura, despite its appearance there is a keen intelligence behind its eyes.

SAUROOD

CR 8

XP 4,800

NG Large monstrous humanoid (psionic, reptilian)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 105 (10d10+50)

Fort +9, **Ref** +8, **Will** +12

Immune sonic

OFFENSE

Speed 40 ft.

Melee +1/+1 quarterstaff +17/+13 (1d8+10)

Space 10 ft.; **Reach** 10 ft.

Psi-Like Abilities (ML 10th; concentration +13

At will—*stomp* (9d4 nonlethal damage, DC 18),
hammer (5d8 damage)

Special Attacks bellow

STATISTICS

Str 23, **Dex** 13, **Con** 19, **Int** 15, **Wis** 20, **Cha** 17

Base Atk +10; **CMB** +17; **CMD** 28

Feats Great Fortitude, Greater Psionic Endowment, Psionic Endowment, Toughness, Weapon Focus (quarterstaff)

Skills Autohypnosis +15, Craft (any one) +12, Intimidate +8, Knowledge (arcana) +12, Knowledge (psionics) +12, Perception +17, Survival +10, Use Magic Device +13

Languages Common, Ophidian

ECOLOGY

Environment temperate or warm forests or plains

Organization solitary, pair, or herd (3–10)

Treasure standard (+1/+1 quarterstaff plus other items)

SPECIAL ABILITIES

Bellow (Su) Three times per day, but not more than once per round, as a standard action a saurood may emit a powerful trumpeting shout that emanates in a 30 foot cone from the saurian humanoid. All targets within the cone must make a Fortitude save (DC 19) or take 5d8 points of sonic damage and be deafened for 1d6 rounds. A successful save reduces the damage by half and negates the deafness. The save DC is Constitution-based.

Sharing an ancient kinship with the ophidians, the saurood (SAUR-OO-D) long ago parted ways with their smaller kin who wished to expand their lands and territories, whereas the calm and contemplative saurood were content to wander the warm forests and plains, living off the land and with the land. Elders or leaders are druids or rangers as often as they are psions or psychic warriors. Although passive, they are by no means cowards, and will fight to protect their herd, allies, and selves.

This is also most often the cause of conflict with expansionist cultures, where humans or others don't view their actions as harmful, yet they threaten the peace the saurood so love. Hunters can swarm a forest, hunting a creature whose fur has suddenly become in vogue among the nobles, or farmers can decide to till and plant in an area where once the saurood wandered, destroying important landmarks. Saurood too can, unwittingly, trample plantations, or scare other humanoids, sparking needless violence.

If forced to fight, a saurood will begin with stomp in the hopes that their attackers will retreat after being shaken and battered by the assault. If a saurood must engage in melee it will first manifest hammer (and may use this touch attack up to 9 times (once per round) each time it is manifested) following up with strikes from its quarterstaff. A saurood will finish with its bellow against the largest (and closest) group of attackers.



SKULL THRASHER

A human skull and spinal cord scuttles towards you but what is really disturbing are the eyes in the sockets as they look at you with intelligence.

SKULL THRASHER

CR 7

XP 3,200

N Small magical beast (psionic)

Init +2; **Senses** darkvision 60 ft.; low-light vision, hive control; Perception +15

DEFENSE

AC 23, touch 23, flat-footed 19; (+2 Dex, +8 *inertial armor*, +1 size, +2 dodge);

hp 58 (9d10+9)

Fort +7, **Ref** +8, **Will** +8

OFFENSE

Speed 20 ft.

Melee bite +11 (1d6-1)

Psi-Like Abilities (ML 9th; concentration +15)

At will — *ego whip* (3d4, DC 22)*, *inertial armor* (+8)*, *recall agony* (8d6, DC 22)

5/day — *death urge* (DC 21)*

3/day — *dimension slide* (move action)*, *flight*

*Includes augmentation for the skull thrasher's manifester level

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 22, **Wis** 17, **Cha** 10

Base Atk +9; **CMB** +7; **CMD** 19 (can't be tripped)

Feats Dodge, Improved Psi-Like Ability (death urge), Iron Will, Psionic Dodge, Psionic Meditation

Skills Autohypnosis +12, Climb +11, Fly +14, Knowledge (local) +15, Knowledge (psionics) +15, Perception +15, Spellcraft +15, Stealth +18

Languages telepathy 60 ft.

ECOLOGY

Environment any

Organization solitary, brood (1 plus 1-3 corpse beetle swarms), hive (1 plus 1-3 corpse beetle swarms plus 1-3 brain worms), fledgling hive (1 plus 1-4 brain worms)

Treasure normal

SPECIAL ABILITIES

Detect Sapience (Su): The skull thrasher is aware of the precise location of all sapient (Int 3 or higher) creatures within 180 feet of itself. Creatures using the Stealth skill are entitled to a Will save (DC 16) to foil this awareness, and the skull thrasher cannot detect sapient beings that are immune to mind-affecting abilities in this fashion. The save DC is Charisma-based.

Detect sapience can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

Hive Control (Su): A skull thrasher maintains a psychic link with its offspring until they become skull thrashers. The skull thrasher is aware of the precise location of all corpse beetle swarms it has hatched and brain worms that have arisen from those corpse beetles if they are within 2,000 feet of it. It may freely use those creatures' senses as though they

were its own, and perceives anything they perceive.

Within 100 feet of its offspring, the bond strengthens. If any of the skull thrasher's corpse beetle swarm or brain worm progeny within 100 feet is not surprised or flat-footed, the skull thrasher is also not surprised or flat-footed. The skull thrasher also gains the use of the corpse beetle swarm's *hustle* psi-like ability, and the use of the brain worm's *id insinuation* psi-like ability. The appropriate offspring must be within range to gain the use of that psi-like ability.

A skull thrasher may communicate telepathically with any corpse beetle swarm it has hatched, as well as any brain worms that have arisen from those corpse beetles, regardless of the distance between the skull thrasher and the creature with which it wishes to communicate.

Brilliant Psionics (Ex): A skull thrasher uses his Intelligence modifier instead of his Charisma modifier to determine the save DCs of his psi-like abilities.

The final stage of the corpse beetle life cycle, skull thrashers take on the responsibility of leading the hive. Brilliant of mind, skull thrashers are the 'first among equals' in a hive's power structure; they take responsibility for setting goals, guiding young brain worms, keeping track of the hive's history and knowledge, and making strategic decisions. They also guard corpse beetles that are still in the process of becoming brain worms, and have the power to command those beetles.

In battle, skull thrashers rely on their potent psi-like abilities and their corpse beetle backup. They use flight to stay out of the way and often try to avoid combat by negotiating with would-be attackers. Skull thrashers know their hives will never be accepted by sapient races. If they succeed in getting their assailants to leave the hive's lair, they move the whole hive as fast as possible. If combat is inevitable they are pitiless fighters, making liberal use of *ego whip* and *recall agony*, saving their *death urge* ability for those who dare to harm the corpse beetles in their charge.

Skull thrashers understand Common and six other languages, but can only speak telepathically.



T'ARTYS

The skin of this small humanoid has a pearlescent quality, shimmering faintly in the light.

T'ARTYS

CR 5

XP 1,600

CN Small fey (psionic)

Init +8; Senses low-light vision; Perception +14

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 Dex, +1 dodge, +4 natural, +1 size)

hp 44 (8d6+16)

Fort +4, Ref +10, Will +11

DR 5/cold iron; Immune mind-affecting effects; PR 16

OFFENSE

Speed 30 ft.

Melee masterwork kukri +10 (1d3+1/18–20 plus poison)

Special Attacks discordant wave, sneak attack +2d6

Psi-Like Abilities (ML 8th; concentration +11)

At will—*ectoplasmic sheen* (fallen targets must make a DC 17 Strength check to stand), *entangling ectoplasm* (DC 17, affects a creature up to Gargantuan size)

3/day—*concealing amorpha* (can also affect one adjacent creature), *force screen* (+5 shield bonus), *telepathic lash* (one humanoid up to 11 HD can be affected, DC 17)

Spell-Like Abilities (CL 8th; concentration +11)

At will—*dancing lights*, *ghost sound* (DC 13)

STATISTICS

Str 13, Dex 19, Con 14, Int 15, Wis 17, Cha 17

Base Atk +4; CMB +4; CMD 18

Feats Ability Focus (discordant wave), Dodge^B, Improved Initiative, Iron Will, Mobility^B, Weapon Finesse

Skills Acrobatics +15, Escape Artist +15, Knowledge (arcana) +10, Knowledge (planes) +10, Knowledge (psionics) +10, Perception +14, Stealth +19, Survival +11

Languages Aklo, Common, Sylvan

SQ poison use

ECOLOGY

Environment any

Organization solitary, pair, or gathering (3–8)

Treasure standard (masterwork kukri, blue whinnis poison [4 doses], other treasure)

SPECIAL ABILITIES

Discordant Wave (Su) As a standard action a t'artys can produce a wave effect that spreads out to a radius of 30 feet, enveloping all targets within range. Humanoid creatures within the radius that fail a DC 15 Will save begin arguing and shouting with one another, making communication difficult and casting spells or manifesting powers next to impossible (affected creatures must make a concentration check with a DC of 20 + the spell or power level to cast spells or manifest powers). The arguing and shouting lasts for 5 rounds, during which time the t'artys is invisible. If any of the affected humanoids within the discordant wave effect are of different alignments, they

must make a DC 15 Will save or see enemies in place of allies and attack them. A successful Will save negates the illusion of friends turning into foes, but the arguing continues for the entire duration. Discordant wave is a mind-affecting enchantment effect.

The t'artys (T-are-tis) is a psionic fey offshoot that enjoys sowing dissension among the “big folk” of various lands. They get perverse pleasure causing strife and making friends into foes (if even for a short time) as the bigger folk seem capable of holding grudges over the smallest slights, insults, or injuries. Woe betide the adventuring party that wanders into t'artys lands, as these fey will shadow and stalk them for hours and strike when the time is best for them and worst for the trespassers. Despite their love of starting fights and sowing dissension, they are still fey and enjoy pranks as well, although their pranks tend to be a bit more deadly. A t'artys won't hesitate to use its psi-like or spell-like abilities to harass and annoy its victims, like dancing lights and ghost sound to lead them on a merry chase (and maybe into a monster's lair), or coating an area ahead with ectoplasmic sheen (especially a sloping path) and watch the chaos of stumbling and skidding humanoids.

Before they engage their foes they prepare for a fight with concealing amorpha and force screen (for concealment and protection). During combat they use entangling ectoplasm and telepathic lash. Only when a t'artys is surrounded will it use its discordant wave, enveloping as many targets as possible. A t'artys uses the chaos to either escape or to inflict damage with its sneak attack, trusting its small size and mobility to keep it safe from retribution.



TEMPORAL FILCHER

The single-horned creature before you stands 8 feet tall and is balanced on a single leg, a leg which appears to end in a prehensile foot. Four elongated, multijointed arms extend outward from its body, its clawed hands reaching toward you.

TEMPORAL FILCHER

CR 3

800 XP

NE Large aberration (psionic)

Init +7 **Senses** darkvision 60 ft., Perception +12

DEFENSE

AC 16, touch 13, flat-footed 12 (–1 size, +3 Dex, +1 dodge, +3 natural)

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +7

OFFENSE

Speed 40 ft.

Melee 4 claws +6 (1d6+1 plus grab) and bite +6 (1d8+1) and horn +1 (1d4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks time filch

Psi-like Abilities (ML 8th)

At will—*chameleon*, *distract* (DC 13), *fold space*, *defy gravity*, *wall walker*
3/ day—*mental barrier*.

The save DC is Charisma-based.

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 7, **Wis** 12, **Cha** 14

BAB +6; **CMB** +8 (+12 to grapple); **CMD** 22

Feats Alertness, Dodge, Improved Initiative, Mobility

Skills Acrobatics +14, Perception +12

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Time Filch (Su): If a temporal filcher successfully grapples a Large or smaller creature, it latches onto the opponent's body and shifts 7 minutes forward in time as a free action. Observers (if any) see the temporal filcher and its prey disappear in a shimmer, then reappear 7 minutes later in exactly the orientation and condition they left. For the filcher and its prey, no time passes at all. The victim must succeed on a Will save (DC 16) or be dazed for 1 round from temporal disorientation. The ability is otherwise identical to *time hop* manifested by an 8th-level manifester.

Grab (Ex): To use this ability, a temporal filcher must hit a creature of Large size or smaller with two claw

attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and uses its time filch ability.

Yellowish in appearance, with gray and blue markings, temporal filchers use their psionic abilities to hop their prey forward in time, preventing the prey's allies, should there be any, from offering aid.

Large, aggressive, and dangerous, temporal filchers are predators that hunt by using its chameleon power, waiting for prey. Preferring to ambush the rear of a group, the temporal filcher uses surprise as part of its strategy, then hopping forward in time to confuse any other possible opponents.

If wounded, a temporal filcher will use its time filch ability on itself in an attempt to confuse its opponents and then retreat to safety once its enemies have departed.



THERCHIAS HOUND

Attacking from concealment, this large six-legged wolf-like canine snaps its jaws and tears at you with its claws.

THERCHIAS HOUND CR 6

XP 2,400

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception + 8

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 80 (7d10+42)

Fort +10, **Ref** +10, **Will** +6

Defensive Abilities reflective hide

OFFENSE

Speed 50 ft., climb 25 ft.

Melee bite +10 (1d8+6/19–20), 2 claws +10 (1d6+4 plus rend)

Space 10 ft.; **Reach** 10 ft.

Special Attacks powerful bite, rend (2 claws, 1d6+6)

Psi-Like Abilities (ML 7th; concentration +10)

At will—*chameleon* (+12 enhancement bonus on Stealth checks), *false sensory input* (2 targets, DC 16)
3/day—*control light*, *control sound*

STATISTICS

Str 19, **Dex** 17, **Con** 20, **Int** 5, **Wis** 14, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 25

Feats Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Climb +16, Perception +8, Stealth +5 (+17 when manifesting chameleon)

ECOLOGY

Environment temperate and warm forests

Organization solitary or pack (3–5)

Treasure incidental

SPECIAL ABILITIES

Powerful Bite (Ex) A therchias hound's bite attack always applies 1-1/2 times its Strength modifier on damage rolls and threatens a critical hit on a roll of 19–20. When a therchias hound bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

Reflective Hide (Ex) The silvery, mirror-like sheen of a therchias hound's hide helps it remain unseen during its hunts. It is treated as though it were invisible, and movement does not disrupt this effect although attacking does, rendering the therchias hound visible. Its reflective hide, in

conjunction with its ability to manifest chameleon truly makes a therchias hound a stealthy predator.

Fearsome hunters, whether in packs or alone, a therchias (THIR-kai-AS) hound is a beast to be feared and respected. In addition to being stealthy, it is also capable of deception due to its ability to project impressions of something unknown and unseen stalking its prey. Its powerful jaws easily rip flesh and crush bone and often tear armor or sunder shields as well.

Typically a therchias hound initiates false sensory input to begin its hunt, causing its victim to feel like something is stalking it, just out of sight. It uses control light to dim or decrease the lighting in the area and control sound to manifest loud, threatening noises to enforce the effect of something monstrous coming after its victim. Once it has attacked and become visible (but after it has killed its prey), it manifests chameleon, especially if its victim was part of a larger group, that way it can hide and start the hunt all over again. A hunting pack often stalks larger groups, and two or three of the pack's members use their psi-like abilities to herd prey toward their pack mates.



THOUGHT EATER

This small creature appears to be roughly three feet in length, and its skeleton is visible through the wispy, ethereal flesh that covers its form. Its body resembles a feline, while its head has a decidedly avian cast.

THOUGHT EATER

CR 2

XP 600

N Small aberration (psionic)

Init +8; **Senses** darkvision 60 ft., Perception +7

DEFENSE

AC 17, touch 15, flatfooted 13 (+1 size, +4 Dex, +2 natural)

hp 13 (3d8)

Fort +1, **Ref** +5, **Will** +4

Defensive Abilities ethereal passage

OFFENSE

Speed 40 ft.

Melee touch +4 (eat thoughts)

Psi-like Abilities (ML 3rd)

At will—*detect psionics*, *distract* (DC 13), *precognition*, *telepathic lash* (DC 13*); 3/day—*thought shield*.

The save DCs are Charisma-based.

*Includes augmentation for the thought eater's manifester level.

STATISTICS

Str 12, **Dex** 18, **Con** 11, **Int** 7, **Wis** 12, **Cha** 14

BAB +2; **CMB** +2; **CMD** 14

Feats Alertness, Improved Initiative

Skills Perception +7, Stealth +14

ECOLOGY

Environment Ethereal Plane

Organization solitary or group (1-3)

Treasure none

SPECIAL ABILITIES

Eat Thoughts (Su): A thought eater can drain psionic power points with a successful melee touch attack. Each touch drains 6 power points from the opponent (or fewer, if the opponent has fewer than 6 points remaining). Against a nonpsionic creature or a psionic creature that currently has no power points, this touch attack instead deals 1 point of Intelligence damage, which provides nourishment equivalent to 6 power points.

A thought eater requires 12 power points per day to survive but will gorge itself on weak prey.

Ethereal Passage (Su): A thought eater can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *ethereal passage* power.

Bizarre in appearance, thought eaters feed on the mental energy of creatures. They are capable of transporting rapidly between the Material Plane and the Ethereal Plane and use this to deadly effect.

Although they possess intelligence, thought eaters do not speak.

Thought eater tactics revolve around waiting in the Ethereal Plane for intelligent, or preferably psionic, creatures to come near. It will then shift to the Material Plane in an attempt to ambush its intended victim. If this ambush proves successful, the thought eater returns back to the Ethereal Plane to digest its newly acquired meal.

A thought eater can only stay in the Material Plane continuously for one minute before it dies due to its flesh dissipating. A thought eater prefers to retreat back to the Ethereal Plane rather than continuing to fight if it is badly injured.



THOUGHT SLAYER

Towering over you, the creature has transparent skin that seems to flow away from its body, allowing you to see its internal organs and bones. Glowing eyes peer out from an avian head, topping a notably feline form.

THOUGHT SLAYER

CR 13

XP 25,600

CN Huge aberration (psionic)

Init +5; Senses Darkvision 60 ft. Perception +20

DEFENSE

AC 23, touch 9, flatfooted 22 (-2 size, +1 Dex, +14 natural)

hp 133 (14d8+70)

Fort +11, Ref +5, Will +10

Defensive Abilities ethereal jaunt; PR 21

OFFENSE

Speed 50 ft.

Melee Bite +17 (3d6+12)

Space 15 ft.; Reach 15 ft.

Special Attacks mind-consuming gaze

Psi-like Abilities (ML 14th)

At will—*brain lock* (any nonmindless, DC 14*), *chameleon*, *detect psionics*, *distract* (DC 13); 3/day—*body adjustment* (5d12*), *mental barrier* (+6 AC, 2 rounds*), *mind trap* (10 rounds*), *precognition*, *wall walker*; 1/day—*escape detection*. The save DCs are Charisma-based.

*Includes augmentation for the thought slayer's manifester level.

STATISTICS

Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 15

BAB +10; CMB +20; CMD 31

Feats Alertness, Cleave, Great Fortitude, Power Attack, Weapon Focus (bite), Great Cleave, Improved Initiative



Skills Climb +25, Perception +20

ECOLOGY

Environment Ethereal Plane

Organization solitary or pack (2-4)

Treasure standard

SPECIAL ABILITIES

Ethereal Jaunt (Su): A thought slayer can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *psionic ethereal jaunt* power.

Mind-Consuming Gaze (Su): Instantly kill (by draining the mind away), range 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based. This is considered a mind-affecting death effect. If a thought slayer's gaze is met indirectly (such as through a mirror or a reflection in water), the opponent does not die on a failed save but instead is dazed for 14 rounds. This otherwise is a gaze effect.

The gaze cannot affect creatures on the Material Plane while the thought slayer remains ethereal, but it can affect ethereal creatures while the thought slayer is on the Material Plane.

A more advanced version of the thought eater, thought slayers also survive by consuming the mental energy of intelligent creatures, but they are far deadlier than their lesser cousins. Like the thought eater, thought slayers are able to quickly travel to and from the Material Plane from the Ethereal Plane, and like thought eaters, thought slayers do not speak.

Thought slayer tactics revolve around waiting in the Ethereal Plane for intelligent, or preferably psionic, creatures to come near. It will then shift to the Material Plane in an attempt to ambush its intended victim. If this ambush proves successful, the thought slayer returns back to the Ethereal Plane to digest its newly acquired meal.

A thought slayer can only stay in the Material Plane continuously for ten minutes before it dies due to its flesh dissipating. A thought slayer prefers to retreat back to the Ethereal Plane rather than continuing to fight if it is badly injured.

UDOROOT

What look to be a handful of sunflowers grow from an empty patch of grass.

UDOROOT

CR 5

XP 1,600

N Huge plant (psionic)

Init +0; **Senses** blindsight 60 ft., low-light vision, Perception +10

DEFENSE

AC 11 (–2 size, –5 Dex, +8 natural), touch 3, flatfooted 11
hp 45 (6d8+18)

Fort +10, **Ref** +4, **Will** +5

Immune electricity, plant traits; **Resist** cold and fire 10

OFFENSE

Speed 0ft.

Space 15 ft.; **Reach** 0 ft.

Special Attacks double manifest

Psi-like Abilities (ML 6th)

At will—*energy stun* (electricity, 2d6, DC 15*), *false sensory input* (DC 15), *id insinuation* (two targets, DC 15*), *mind thrust* (ML 4th, 4d10, DC 14*), *telekinetic force* (275 lb., DC 15*), *thought shield* (power resistance 16*); 3/day—*astral construct* (3rd level*), *body adjustment*, *mental barrier*.

The save DCs are Charisma-based.

An udoroot can use its *body adjustment* power to repair damage to one of its crowns, as long as the crown has not been severed or destroyed.

*Includes augmentation for the udoroot's manifester level.

STATISTICS

Str —, **Dex** —, **Con** 16, **Int** 4, **Wis** 13, **Cha** 14

BAB +4; **CMB** +0 (cannot use maneuvers); **CMD** 0 (cannot be tripped, grappling has no effect)

Feats Iron Will, Lightning Reflexes, Great Fortitude

Skills Perception +10

SQ crown regeneration, udoroot traits

ECOLOGY

Environment temperate forest

Organization solitary or patch (2-4)

Treasure half

SPECIAL ABILITIES

Udoroot Traits (Ex): An udoroot can be killed only if its root is dug up or exposed, then burned, hacked apart, or otherwise destroyed. Severing or destroying all six crowns puts the plant out of commission, allowing excavation of the helpless root. The crowns are Medium objects with a hardness of 5 and 7 hit points. To sever a crown, an opponent must use the sunder action. The crowns can also be affected by spells or effects that affect an area or targeted by

spells that affect an individual target.

Crown Regeneration (Ex): An udoroot takes no damage from having a crown severed or destroyed. A severed crown dies and can no longer be used to attack, but the udoroot takes no other penalties. As long as the root system remains intact, the crown regrows in about a month.

Double Manifest (Ex): An udoroot senses its surroundings and manifests its psi-like abilities through its crowns. It can manifest two psi-like abilities per round, as long as it has at least two crowns remaining.

Udoroots are carnivorous plants that use psionic powers to overcome creatures that it then devours. The majority of the udoroot's body is its root system which hides below the surface of the ground, leaving only a few stalks that resemble sunflowers exposed. In subterranean environments, an udoroot can essentially grow upside down, with its stalks coming from the ceiling, rather than the floor.

The exposed stalks of an udoroot have white petals with reddish seeds that are tough, but nutritious and can be made into a bread if ground down and cooked.



UNBODIED

Before you floats a glowing brain composed entirely of light. Wisps of ephemeral tissue coat the brain, wavering like an insubstantial, colorless flame.

UNBODIED

CR 5

XP 1,600

N Medium monstrous humanoid (incorporeal, psionic)

Init +1; **Senses** darkvision 60 ft., Perception +9

DEFENSE

AC 13 (+1 Dex, +2 deflection), touch 13, flatfooted 12

hp 26 (4d10+4)

Fort +2, **Ref** +5, **Will** +6

Defensive Abilities hide mind, incorporeal

OFFENSE

Speed fly 30 ft. (good)

Melee incorporeal touch +6 (1d6)

Special Attacks psionic powers, telekinetic force

STATISTICS

Str —, **Dex** 13, **Con** 12, **Int** 15, **Wis** 14, **Cha** 15

BAB +4; **CMB** +5; **CMD** 17

Feats Overchannel, Wild Talent

Skills Bluff +10, Disguise +10, Diplomacy +6, Intimidate +9, Perception +9, Sense Motive +6

Racial Modifiers +4 Bluff, +4 Disguise (additional +4 circumstance bonus to each if capable of reading opponent's mind)

SQ assume likeness, incorporeal traits, telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary or illumination (3-6)

Treasure none

SPECIAL ABILITIES

Psionic Powers: An unbodied manifests powers as a 4th-level psion (telepath). The save DCs are Intelligence-based.

Typical Psion Powers Known (power points 21, base save DC 12 + power level): 1st— *detect psionics*, *empty mind*, *mind thrust* (DC 13*), *empathic connection* (DC 13*); 2nd—*brain lock* (DC 14), *cloud mind* (DC 14), *energy push* (DC 14), *read thoughts* (DC 14).

*Power can be augmented.

Telekinetic Force (Su): An unbodied can use *telekinetic force* (DC 15) as a standard action that does not provoke attacks of opportunity. Manifest level 4th. The save DC is Charisma-based.

Assume Likeness (Su): An unbodied can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. Its abilities do not change, but it appears to be that creature, relying on its Bluff and Disguise skills to deflect suspicion. An unbodied gets

an additional +10 circumstance bonus on Disguise checks when using this ability.

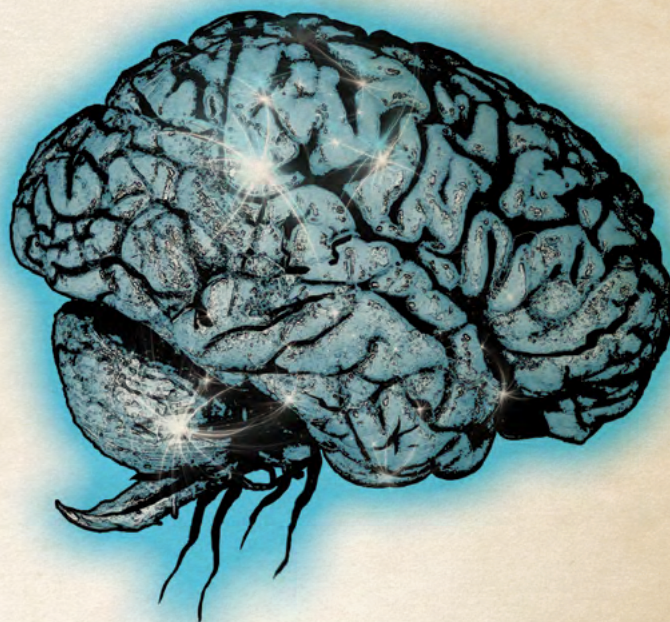
Hide Mind (Su): An unbodied cannot be identified as psionic by divination spells or clairvoyance powers.

A race of former humanoids who have transformed themselves fully into purely mental energy, unbodied maintain the ability through their assumed likeness ability to return to physical form.

Typically, unbodied will manifest in a physical form as a human of seemingly regal stock, as a disembodied floating brain, or sometimes as a wisp of light, but they have the capacity to assume nearly any form they can conceive. They often take the roles of advisors and councilors when they wish to interfere or manipulate the corporeal world. Sometimes, they will act as mentors or even employers to adventurers to act as their extended will in the physical world.

Unbodied use telepathy to converse with others, rather than relying on physical speech. However, when necessary to maintain a disguise, they can speak without problems.

Unbodied prefer to use their psionic powers if in combat, although their touch alone can cause physical disruption and pain.



URAL

You hear loud, frenzied babbling in your mind before a bloated giant shambles into view, its body sloppily combining animal features with humanoid ones. It howls in terror before charging.

URAL

CR 7

XP 3,200

CN Large aberration (psionic)

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural)

hp 95 (10d8+50)

Fort +3; **Ref** +3; **Will** +6; +4 vs. fear effects

PR 18

Immune critical hits

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (3d6+8), bite +14 (2d6+8)

Space 10 ft. **Reach** 10 ft.

Psi-Like Abilities (ML 10th; concentration +13)

At Will – *adapt body*, *cloud mind*, *concussion blast* (4d6)*, *ego whip* (2d4, DC 16)*, *id insinuation* (4 targets, DC 18)*, *inertial barrier*, *matter agitation*, *mindlink* (9 targets)*, *telepathic lash* (13 HD)*

The save DCs are Charisma-based.

* includes augmentation for the ural's manifester level

STATISTICS

Str 26, **Dex** 15, **Con** 18, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +7; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite, claws), Power Attack, Toughness

Skills Acrobatics +10, Knowledge (Psionics) +14, Stealth +6

Languages Ural theoretically speak all non-secret languages and communicate with telepathy to a range of 100 feet. Their insanity makes communication nearly impossible.

ECOLOGY

Environment any

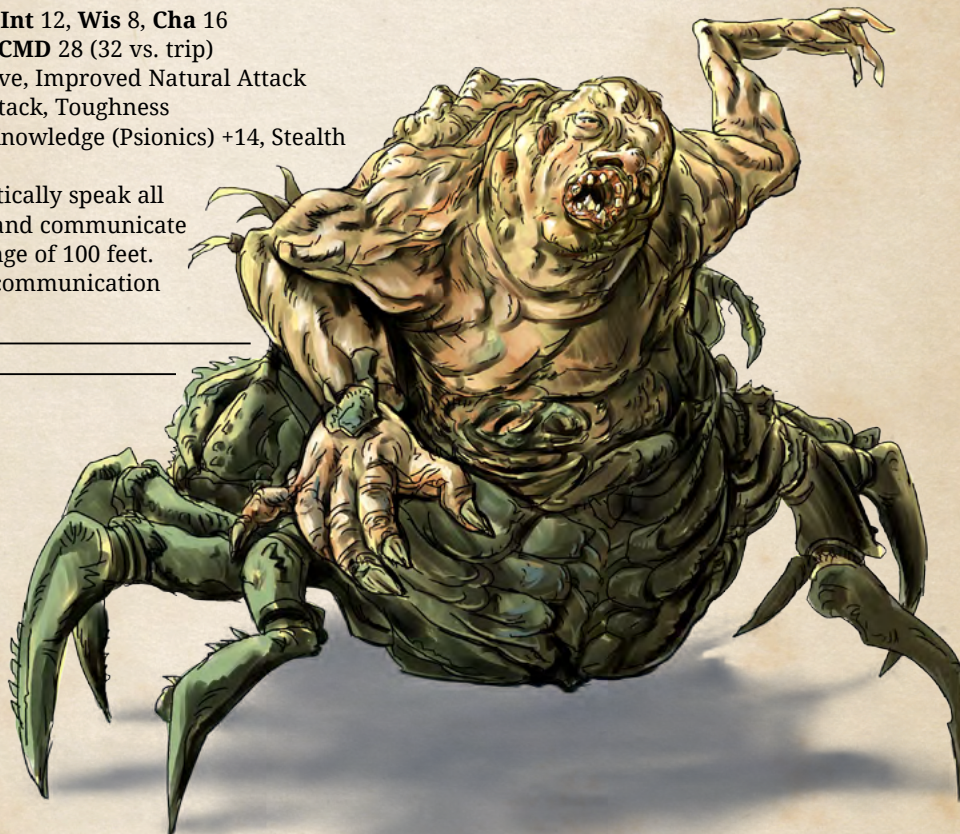
Organization solitary

Treasure standard (usually contained in the ural's stomach)

The grotesque horrors still sometimes known as the ural were once a proud and wise race of psionics known for advancing the cutting edge of psionic power. Their tale is a sad one; faced with a sudden disruption in their power brought on by psycho-magical upheavals, one that threatened to strip them of their abilities entirely, the ural retreated into crystal hibernation chambers meant to infuse their forms with the physical and psionic properties of beasts and preserve them against the catastrophe.

The things that emerged did so without their minds.

Each ural is horribly unique, with a different combination of physical features grafted onto a bloated, gigantic body. Ural are neither sane nor conventionally mortal and can be found wandering the multiverse, screaming and babbling with their minds. Ural are not necessarily hostile, but there's no way to predict what will set one off and they attack with the desperate fury of the truly deranged. Once they engage in battle, ural fight to the death – and when one falls, another splits in two in a horrific process that ensures the continued existence of their species.



VERIZAL

Tentacles, ridges, horns, and fangs create a terrifying image as you get a look at this creature that seems to be a nightmare made flesh.

VERIZAL

CR 9

XP 6,400

NE Large aberration (psionic)

Init +6; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 23, touch 12, flat-footed 22 (+2 Dex, +12 natural, -1 size, +1 deflection)

hp 102 (12d8+48)

Fort +7; Ref +6; Will +11

PR 20

OFFENSE

Speed 30 ft.; Speed of Thought, Up the Walls, Nimble Moves

Melee Bite +13 (2d6+7 plus mind acid)

Reach 5 ft.

Special Attacks conditioning, mind acid

Psi-Like Abilities (ML 12th; concentration +17)

At Will – *adapt body*, *defensive precognition* (+3, swift action)*, *detect psionics* (36 rounds, no concentration, +10 on Spellcraft to identify)*, *mindlink* (unwilling targets, 7 additional targets, DC 16)*

3/day – *baleful teleport* (12d6, DC 21, +1 power penetration)*, *breath of the black dragon* (12d6, DC 21)*, *empty mind* (+7), *mind control* (animals, fey, humanoids, magical beasts, and monstrous humanoids, DC 21)*

The save DCs are Charisma-based.

* includes augmentation for the verizal's manifester level.

STATISTICS

Str 18, Dex 14, Con 16, Int 18, Wis 16, Cha 20

Base Atk +9; CMB +14; CMD 26 (can't be tripped)

Feats Corrosive Eruption* (15 acid damage), Lurker in Darkness*, Improved Initiative, Speed of Thought, Toughness, Up the Walls

Skills Bluff +17, Intimidate +20, Knowledge (Local) +16, Knowledge (Psionics) +19, Perception +18, Spellcraft +19, Stealth +18, Swim +19

Racial Modifiers +8 Stealth

Languages Understands, but does not speak, Common, Dwarven, Goblin, Infernal, Undercommon

Equipment *amulet of mighty fists* +1, *handy haversack*, 2 *potions of cure serious wounds*, *ring of protection* +1, 550 GP in semi-precious gems

ECOLOGY

Environment underground or mountain

Organization solitary, taskmaster (1 plus slaves)

Treasure standard (a verizal typically wears and uses its treasure, as shown in the example entry above)

SPECIAL ABILITIES

Conditioning (Su) The verizal employs a specialized kind of mind control that permanently alters its victims' thoughts. For every seven days a creature remains under the effects of a verizal's *mind control*, it suffers a cumulative -2 penalty

to Will saves, which lasts for as long as it remains under the effect and for one month thereafter. Once it reaches a total Will save modifier of +0 or lower, the creature's alignment changes to lawful evil and it forgets all previous loyalties it once possessed, becoming fanatically devoted to serving the verizal. Once a victim is completely conditioned, only a *bend reality* or similar effect will restore its mind.

Mind Acid (Ex) A verizal's teeth inject a painful acid that first burns its victims' bodies, then their minds. The verizal's bite attacks deal an additional 1d6 points of acid damage, as well as 1d4 points of Intelligence and Wisdom damage.

Verizals, sometimes known as mindrippers for their ability to strip minds from their prey, are dark lords of great subterranean empires. They enslave monsters to act as their armies, with which they attack and subjugate nearby weaker cultures. Stronger cultures are instead offered slaves as a primary trading good.

Mindripper society is highly stratified where each verizal's standing depends on the power of his slaves, the number of minions he controls, and psychic powers he has mastered. Their society is thus very competitive and few mindrippers will cooperate to achieve a common goal, each striving to outdo the others. However, against external threats or in the rare occurrence of a goal unachievable alone, mindrippers will work together until they have achieved their goals.

It is rare to encounter a lone mindripper, they are often accompanied by a slave, often physically strong and capable of defending the mindripper and capturing new slaves. For this reason, most encounters with a verizal aren't lethal - there is too much to gain for them by taking new slaves, which can be sold to others or used to expand their power.



ZURAMI

Drool pours from the eyeless, skeletal face, of the dog-like creature, and a tail tipped in bell-like growths swishes behind it. The creature regards you and lets out an unholy scream.

ZURAMI

CR 12

XP 19,200

CE Medium outsider (chaotic, demon, elemental, evil, psionic)

Init +7; **Senses** blindsight 150 ft., darkvision 60 ft., tremorsense 60 ft., sonic body; **Perception** +24

Aura abyssal whispers 120 ft.

DEFENSE

AC 28, touch 19, flat-footed 19 (+7 Dex, +9 natural, +2 dodge)

hp 133 (14d10+56)

Fort +8; **Ref** +16; **Will** +16; +8 vs. mind-affecting

Immune electricity, elemental traits, sonic **Resist** acid 10, cold 10, fire 10

DR 15/silver and lawful **PR** 22

Vulnerable force, *ghost touch* weapons

OFFENSE

Speed 60 ft., Fly 60 ft. (perfect)

Melee bite +21 (1d8 + 6 + 2d6 sonic plus gibbering drool)

Ranged gibbering drool +21 (2d6 sonic plus gibbering drool)

Psi-Like Abilities (ML 16th; concentration +23)

At Will – *adapt body*, *alienation* (10 targets, DC 25)*, *barred mind*, *compelling voice* (7 targets, DC 24)*, *control sound*, *create sound*, *dispel psionics* (may area dispel)*, *energy burst* (16d6, DC 25, usually sonic)*, *false sensory input* (6 targets)*, *fold space* (move action)*, *sensory cascade* (permanent)*

The save DCs are Charisma-based.

* includes augmentation for the zurami's manifester level

STATISTICS

Str 18, **Dex** 24, **Con** 18, **Int** 16, **Wis** 24, **Cha** 24

Base Atk +14; **CMB** +18; **CMD** 37

Feats Improved Natural Attack (Bite), Ability Focus (Abyssal Whispers, *energy burst*), Dodge, Psionic Dodge, Lurker in Darkness*, Weapon Finesse

Skills Autohypnosis +24, Fly +24, Intimidate +24, Knowledge (Planes, Psionics) +20, Perception +24, Spellcraft +20, Sense Motive +24, Stealth +24

Racial Modifiers automatically succeeds Stealth checks relating to sound and only makes sound if it chooses to.

Languages speaks and understands all, telepathy 100 ft.

ECOLOGY

Environment any (but usually the Abyss)

Organization solitary, pack (2 – 5)

Treasure standard

SPECIAL ABILITIES

Abyssal Whispers (Su) The zurami can choose to emit the blasphemous thoughts of the Abyss within a 120-ft. radius. Non-demon creatures within that area must succeed at a Will save (DC 26; the save DC is Charisma-based) every round or lose 2d6 power points, suffer 1d4 points of Wisdom damage, and become unable to benefit from insight or morale bonuses for 1 round. While abyssal whispers is active, all creatures affected know the precise location of the zurami emitting the aura. The zurami may activate or deactivate this ability as a free action.

Sonic Body (Ex) The zurami can behave as a sound wave in many ways. Its line of sight and line of effect are never blocked

by objects (thus it may see and sense through objects as though they were not there), and it may use its attacks and abilities as though any objects between it and its target, or within the area of effect, are not present. Furthermore, the zurami may pass through objects as though incorporeal so long as it does not end its movement within a solid object.

Gibbering Drool (Su) Whenever a creature is damaged by the zurami's bite attack, it must succeed at a Will save (DC 24; the save DC is Charisma-based) or suffer a -4 penalty to their caster or manifester level and concentration checks for 3 rounds as blasphemous sounds overwhelms its mind. The zurami may spit this drool as a standard action; doing so is a ranged touch attack with a maximum range of 120 ft, dealing 2d6 points of sonic damage and affecting the victim as described above.

Alien and malicious even by the standards of demons, the zurami haunts the deep, dark regions of the Abyss far removed from mortal and divine thought. Zurami spawn as psionic emanations of primal evil and steal evil sounds to create their bodies. Once fully grown, the demon flees the place of its birth and begins its journey towards the realm of mortals.

Zurami are deceptive, intelligent, and methodical. Zurami make use of their psychic prowess to spread chaos and fear and aren't afraid to get involved in order to spark panics or riots. Zurami delight in shattering peace and order and will wait for years while enacting plans that plunge societies into chaos.

Zurami are often avoid combat if they can, preferring to use their psionic abilities to sow discord and incite betrayal and paranoia in others. If combat becomes necessary or convenient, however, the zurami is a cunning and pitiless fighter. These demons typically begin an engagement by activating their abyssal whispers and unleashing an *energy burst* before focusing on single targets. Whenever possible, the zurami acts to divide its enemies against themselves, making liberal use of *alienation* and *compelling voice* to convince them that their allies have betrayed them. If pressed, a zurami will almost always flee to fight another day, though if they can make use of cover they often afflict their victims with *sensory cascade* as a parting gift of spite.



APPENDIX: CREATURES BY TYPE

Listed below are all of the monsters in this book, organized alphabetically by type.

- (Aberrant):** phrenic larva swarm,
Aberration: azrathid, folugub, intellect devourer, phrenic adept, phrenic dreadnaught, phrenic infiltrator, phrenic matriarch, phrenic scourge, reva, temporal filcher, thought eater, thought slayer, ural, verizal
(Aquatic): dulah, ir'llanthaal
(Cold): Mokarran the Frostblessed
Construct: astral construct, astral swarm, deranged trepanner, phrenic conduit, psicrystal, psion-killer
Dragon: cypher dragon, imagos dragon, keris dragon, ksarite dragon, loricane dragon, scourge dragon
Fey: t'artys
(Giant): Mokarran the Frostblessed
Humanoid: Mokarran the Frostblessed, pyn-gok
(Incorporeal): caller in darkness, unbodied
Magical Beast: brain mole, brain worm, corpse beetle swarm, dedrakon, fither, gray glutton, imnopteran, mind-numb swarm, puppeteer, flesh harrower puppeteer, skull thrasher, therchias hound
Monstrous Humanoid: brataurus, dulah, ir'llanthaal, phthisic, saurood, unbodied
Ooze: dredge
Outsider (chaotic): cerebrilith, zurami
Outsider (elemental): alpha automaton, beta automaton, crysmal, gamma automaton, zurami
Outsider (evil): cerebrilith, cognition devil, zurami
Outsider (earth): crysmal, ensnared earth elemental, greater ensnared earth elemental
Outsider (inevitable): alpha automaton, beta automaton, gamma automaton
Outsider (lawful): cognition devil
Plant: ghaar, iniro, khurduzal, mathara tree, mindseed tree, udoroot
(Shapechanger): phrenic infiltrator
(Swarm): astral swarm, corpse beetle swarm, mind-numb swarm, phrenic larva swarm
Template: infected host, marked one
Undead: caller in darkness, cerebremorte
Vermin: nomoi, phrenic larva swarm

APPENDIX: CREATURES BY CR

The following section lists all monsters included in this book, alphabetically by CR. In the case of templates, like skeletons and ghosts, only the sample creature presented with a full stat block at the start of the template's entry in this book are included. Similarly, for dragons, only those that have full stat blocks presented in this book are listed on the following tables (young, adult, and ancient dragons)—dragons of other age categories are not included on these lists.

- CR 1/2:** 1st level astral construct, brain mole
CR 1: 2nd level astral construct, puppeteer
CR 2: 3rd level astral construct, dulah, ferax, folugub, flesh harrower puppeteer, thought eater
CR 3: 4th level astral construct, azrathid, crysmal, dedrakon, iniro, ir'llanthaal, mindseed tree, nomoi, phrenic conduit, pyn-gok, reva, temporal filcher
CR 4: alpha automaton, ghaar, phrenic larva swarm
CR 5: 5th level astral construct, brataurus, corpse beetle swarm, dredge, tartys, udoroot, unbodied
CR 6: brain worm, deranged trepanner, ensnared earth elemental, fither, khurduzal, phrenic infiltrator, phthisic, therchias hound
CR 7: 6th level astral construct, astral swarm, ksarite drake, gray glutton, intellect devourer, skull thrasher, ural
CR 8: 7th level astral construct, beta automaton, young cypher dragon, young keris dragon, young loricane dragon, ksarite dragon, greater ensnared earth elemental, phrenic scourge, saurood
CR 9: 8th level astral construct, caller in darkness, young imagos dragon, elder ksarite dragon, mathara tree, phrenic adept, verizal
CR 10: 9th level astral construct, young scourge dragon, ksarite wyrm, mind-numb swarm, phrenic dreadnaught
CR 11: imnopteran
CR 12: cognition devil, adult cypher dragon, adult keris dragon, adult loricane dragon, Mikarran the Frostblessed, psion-killer, zurami
CR 13: adult imagos dragon, thought slayer
CR 14: adult scourge dragon, gamma automaton
CR 16: phrenic matriarch
CR 17: ancient cypher dragon, ancient keris dragon, ancient loricane dragon
CR 18: ancient imagos dragon
CR 19: ancient scourge dragon

APPENDIX: CREATURES BY TERRAIN

Below are all the creatures in this book grouped according to their respective terrains. Some creatures might be found in multiple terrains, such as the dulah who is normally found in warm oceans, but could also be found in temperate oceans. Creatures found on a particular plane might be encountered anywhere on that plane, but are unlikely to be found on a different plane. These terrain lists are intended as a guide, not as an absolute - circumstances might put a particular creature out of its normal climate, much to the surprise of adventurers used to them being only in their native environments.

ANY TERRAIN

Astral construct, astral swarm, alpha automaton, beta automaton, gamma automaton, cerebremorte, cypher dragon, deranged trepanner, imagos dragon, keris dragon, loricant dragon, scourge dragon, ghaar, mind-numb swarm, phrenic conduit, phthisic, psicrystal, psion-killer, skull-thrasher, t'artys, temporal filcher, unbodied, ural

ANY TERRAIN (COLD)

Reva

ANY TERRAIN (TEMPERATE)

Dedrakon, ksarite dragon, ensnared earth elemental, ferax, imnopteran, reva

COASTLINE

Dulah

DESERT (TEMPERATE)

Phrenic dreadnaught

FOREST

Mindseed tree

FOREST (TEMPERATE)

Brain mole, iniro, khurduzal, nomoi, pyn-gok, saurood, therchias hound, udoroot

FOREST (WARM)

Mathara tree, saurood, therchias hound

RIVERS / LAKES (WARM)

Dulah

MOUNTAINS

Fither, verizal

MOUNTAINS (COLD)

Mokarran the Frostblessed

MOUNTAINS (TEMPERATE)

Nomoi

OCEAN

Ir'Llanthaal

PLAINS (TEMPERATE)

Phrenic adept, phrenic dreadnaught, phrenic scourge, saurood

PLAINS (WARM)

Saurood

PLANAR (ABYSS)

Cerebrilith, zurami

PLANAR (ETHEREAL)

Keris dragon, thought eater, thought slayer

PLANAR (HELL)

Cognition devil

PLANAR (POSITIVE ENERGY)

Keris dragon

RURAL

Brain worm, corpse beetle swarm

SWAMP (TEMPERATE)

Khurduzal

SWAMP (WARM)

Dredge

UNDERGROUND

azrathid, brataurus, caller in darkness, corpse beetle swarm, crysmal, dedrakon, dredge, fither, folugub, gray glutton, iniro, intellect devourer, nomoi, phrenic adept, phrenic dreadnaught, phrenic infiltrator, phrenic larva swarm, phrenic matriarch, phrenic scourge, puppeteer, flesh harrower puppeteer

URBAN

azrathid, brain worm, corpse beetle swarm, dedrakon, ferax, mindseed tree, phrenic infiltrator

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