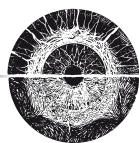


PSIONIC BESTIARY

CEREBREMORTE & COGNITION DEVIL

The Psionic Bestiary project began with a contest started to find new authors interested in working on psionic content, particularly on psionic monsters. This bestiary is the culmination of that project.



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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Cerebremorte



*Cognition
Devil*

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

NE Tiny undead (psionic) **XP 4,800**
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 (psychic 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—*psychic 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 (ser-ee-brah-moort) 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.

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.

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 (SONNILLOTH) CR 12

LE Medium outsider (devil, evil, extraplanar, lawful, psionic) **XP 19,200**

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—*feeblemind* (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.



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