

Mindblast!

Villains Augmented



Greater Psionic Barghest

ULTIMATE
PSIONICS
COMPATIBLE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MINDBLAST!

Villains Augmented

Greater Psionic Barghest

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Greater Psionic Barghest

This massive, snarling, canine beast pads forward on all fours; the appendages on its front limbs look more like hands than a wolf's paws. Its head is somewhat elongated and startlingly hairless.

BARGHEST, GREATER PSIONIC CR 7

XP 3,200

LE Large outsider (evil, extraplanar, lawful, shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +10, **Will** +10

DR 10/magic

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+6), 2 claws +14 (1d6+6)

Psi-Like Abilities (ML 9th, Concentration +13)

At will—astral traveller, biofeedback, defy gravity, detect remote viewing

1/day—astral caravan, memory modification (DC 18), moment of terror (DC 18)

STATISTICS

Str 23, **Dex** 15, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +9; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats **Combat** Casting, Combat Reflexes, Improved Initiative, Great Fortitude, Lightning Reflexes

Skills Acrobatics +14, Bluff +16, Climb +15, Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +10, Survival +16, Swim +15

Languages Infernal, Goblin, Worg

SQ change shape (goblin or wolf, polymorph), collective

SPECIAL ABILITIES

Collective (Su) A greater psionic barghest learns to use psionic power to connect willing minds through an internal network that strengthens

their psychic bonds. As a standard action, the barghest can join any number of willing targets into his collective (up to his limit, see below). The barghest must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The collective can contain up to his key ability modifier or half his tactician level, whichever is higher (4 for a typical greater psionic barghest). The barghest is always considered a member of his own collective, and does not count against this limit.

The barghest can choose to remove a member as a free action on his turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until the member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. The barghest is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see telepathy below).

A greater psionic barghest can manifest any of its psi-like powers on any number of members of its collective, regardless of range. All members affected in this way have the same duration as the barghest itself.

If a member of the collective dies, the member is removed from the collective and the barghest must make a Fortitude save (DC 15) or be sickened for every Hit Die of the fallen member.

When a barghest has fed on enough bodies, it becomes a larger, more dangerous creature. The same is true for their psionic cousins (see Mindblast!—Classic Monsters Augmented). When a psionic barghest

has fed on enough creatures brains, they develop the ability to create a mental link with other creatures (typically goblinoids or other followers). Creating a collective allows them to share their mental powers with their minions, making them considerably more dangerous than a run-of-the-mill barghest. It also increases their cunning and intelligence to untold levels of villainy.

A greater psionic barghest stands nearly seven feet to the shoulder and weighs around 750 pounds.



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