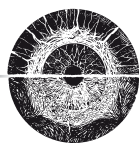


# PSIONIC BESTIARY

## AUTOMATONS

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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## 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.

The automatons presented below; the alpha, beta, and gamma automatons, are the three types of constructs encountered thus far. 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.

## INEVITABLE SUBTYPE

The creatures below are of the Inevitable subtype, which grants the following traits.

- **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 (SCOUT)

CR 4

**N Small outsider** (extraplanar, inevitable) **XP 1,200**  
**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. 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 over matched in a fight with an automaton scout.

## 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 (HUNTER)

CR 8

**N Medium outsider** (extraplanar, inevitable) **XP 4,800**  
**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

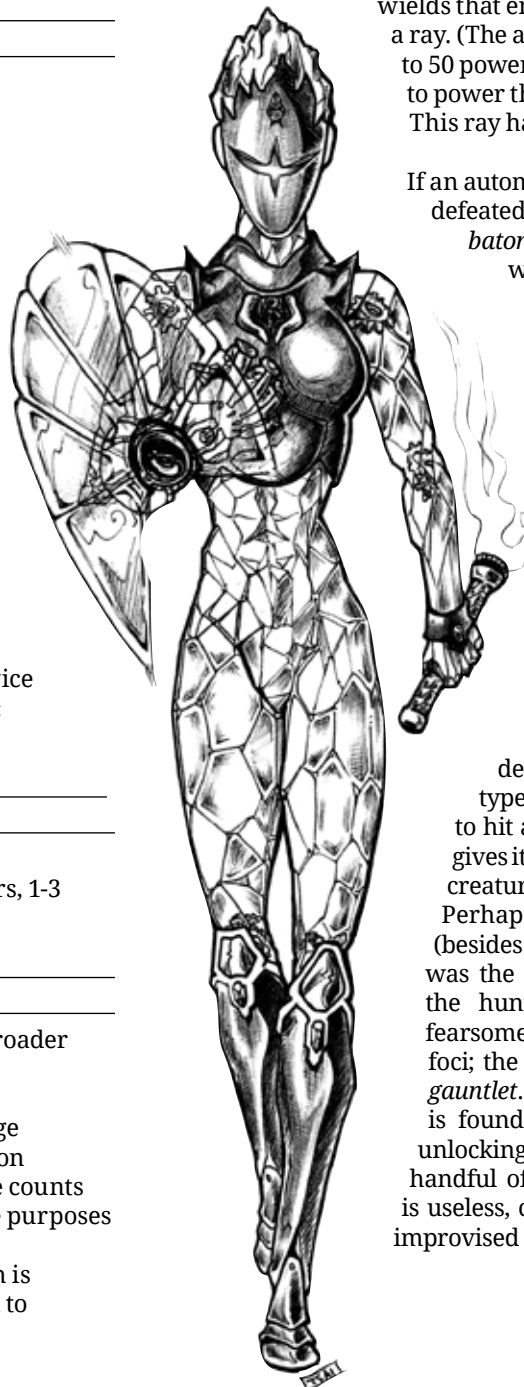
**Enmity (Ex):** An automaton beta (hunter) has broader training in the hunting and exterminating of aberrations from the Phrenic Hegemony, and receives a +2 bonus on attacks rolls and damage rolls when attacking creatures of the aberration type (psionic subtype). \* Any phrenic creature counts as an 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 *Psionics Unleashed*). 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 (JUGGERNAUT) CR 14

**N Large outsider** (extraplanar, inevitable) **XP 38,400**  
**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

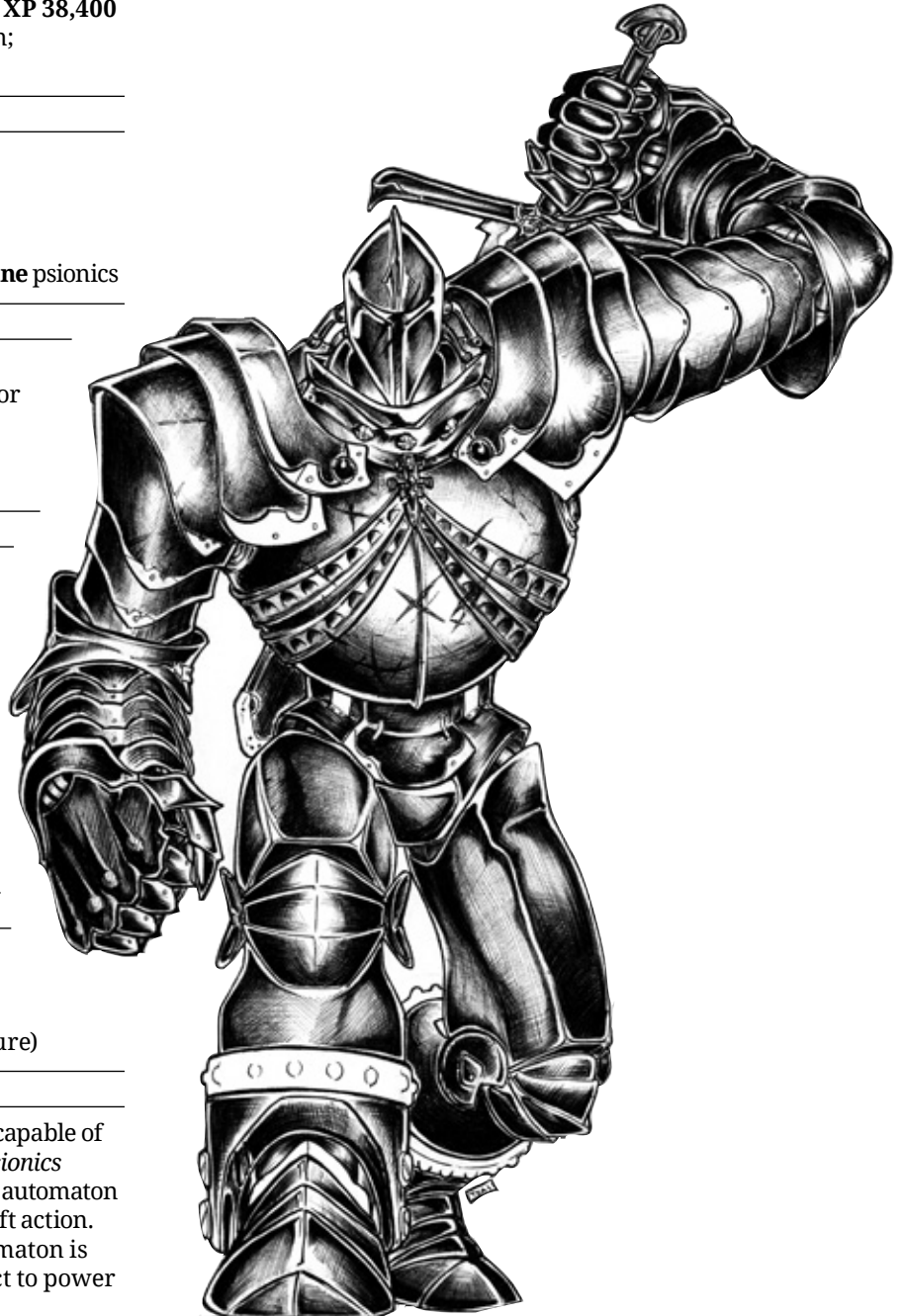
#### ECOLOGY

**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.



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