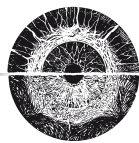


PSIONIC BESTIARY

IR'LLANTHAAL • KHURDUZAL
SAUROOD • THERCHIAS HOUND

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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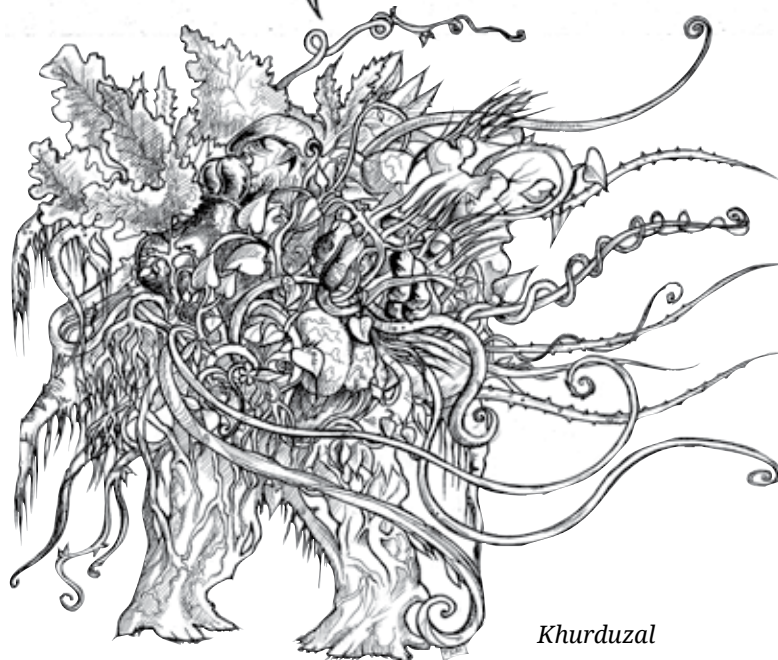
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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Ir'llanthaal



Khurduzal

IR'LLANTHAAL

This cetacean-like humanoid has the lower torso of a dolphin, moving effortlessly through the water.

IR'LLANTHAAL

CR 3

CG Medium monstrous humanoid (aquatic) **XP 800**
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.

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

N Large plant (psionic) **XP 3,200**
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 marshes
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.

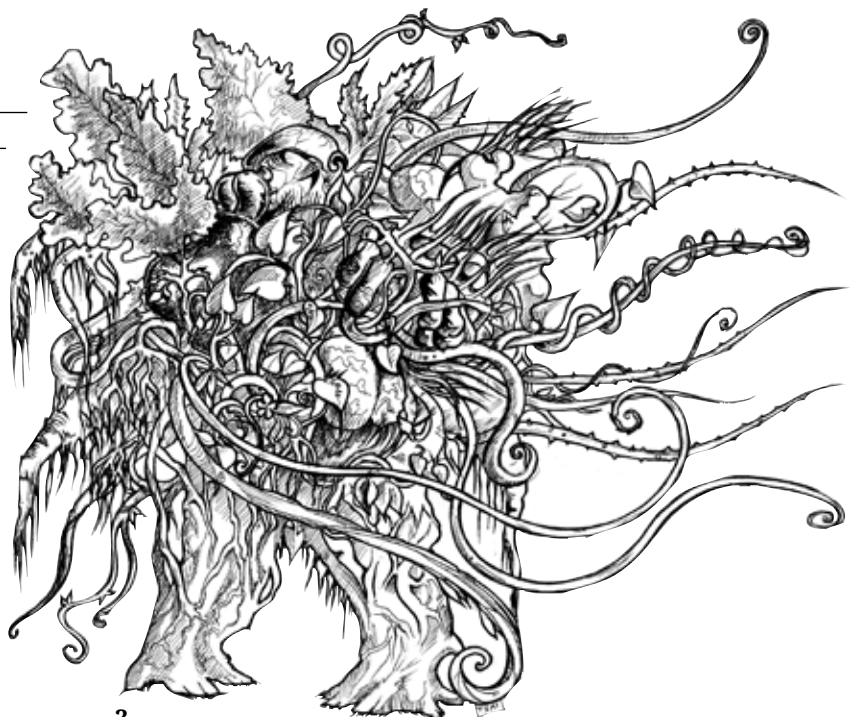
Psychotropic Aura (Su) An id shambler has an aura that surrounds it, acting as a constant id insinuation effect (able to affect up to 4 targets that the id shambler has engulfed). For the purposes of engulfed targets, ignore results of 01-10 and 51-70 (treating them as 'act normally' and 'do nothing 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.



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

NG Large monstrous humanoid (psionic, reptilian)
XP 4,800

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, Ophiduan

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.

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.

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

N Large magical beast XP 2,400
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.



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