

PSIONIC BESTIARY

PHRENIC HEGEMONY

PSIONICS
UNLEASHED
COMPATIBLE

Pathfinder
ROLEPLAYING GAME COMPATIBLE

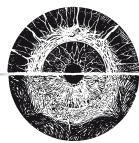
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PSIONIC BESTIARY

PHRENIC HEGEMONY

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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Publisher: Jeremy Smith

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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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 hardiest of heroes can stand before this matron of monsters.

PSI-LIKE ABILITIES IN CREATURE ENTRIES

The psionic monster entries below contain a variety of psi-like abilities. In many cases, these psi-like abilities have been augmented due to the creature's effective manifester level. For ease of use, augment effects have been added, but GMs are encouraged to change these augment choices if it better suits their needs and should not be viewed as mandatory augment selections.

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

LE Medium aberration (psionic) **XP 6,400**
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

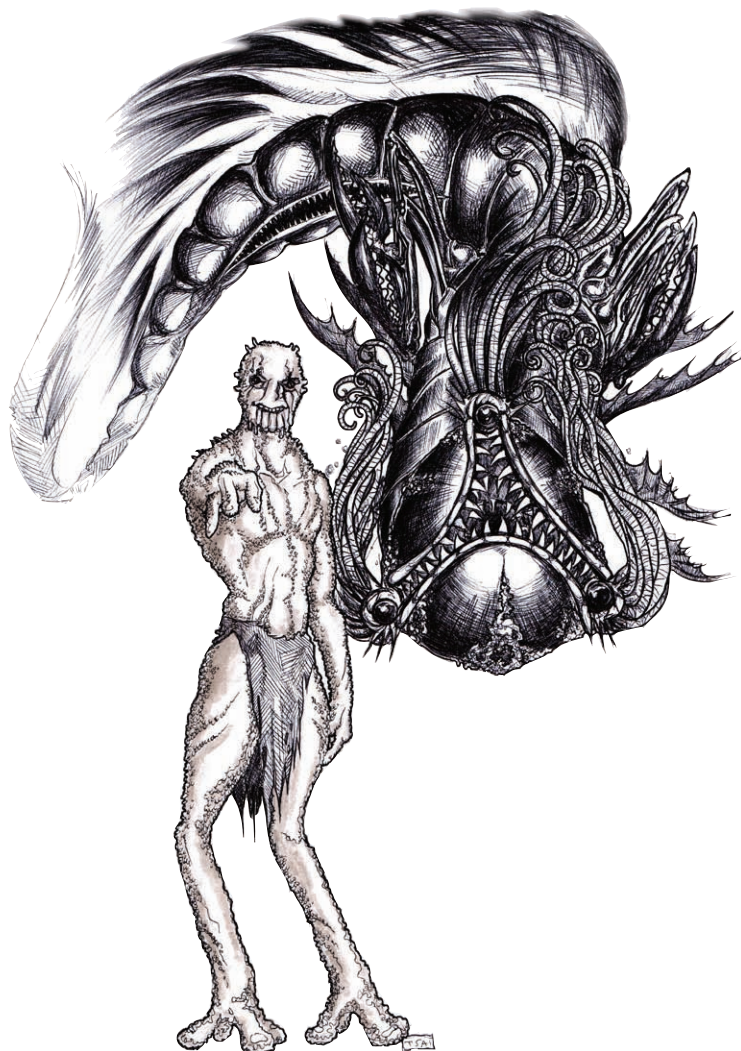
Str 11, **Dex** 17, **Con** 14, **Int** 16, **Wis** 15, **Cha** 18
Base Atk +9; **CMB** +9; **CMD** 22
Feats Ability Focus (usurp summoning), Boost Construct, Combat Manifestation, Improved Iron Will, Iron Will, Toughness, Weapon Focus (ray)
Skills Escape Artist +19, Intimidate +20, Knowledge (arcana) +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 (CHIONDARU) 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 (psi-like abilities, special abilities, feats and skills), their HD, saves, and ability scores remain the same as the phrenic adept presented above, unless otherwise noted in their description.

**PHRENIC ADEPT (CHIONDARU)
CLAIRSENTIENT (SEER)**

CR 9

LE Medium aberration (psionic) **XP 6,400**
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 (CHIONDARU)
PSYCHOKINETIC (KINETICIST)**

CR 9

LE Medium aberration (psionic) **XP 6,400**
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 (CHIONDARU)
PSYCHOMETABOLIST (EGOIST) CR 9**

LE Medium aberration (psionic) **XP 6,400**
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 chiondarus, 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 (CHIONDARU)
PSYCHOPORTIVE (NOMAD) CR 9**

LE Medium aberration (psionic) **XP 6,400**
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 chiondarus, 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 (CHIONDARU)
TELEPATH**

CR 9

LE Medium aberration (psionic) **XP 6,400**
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 manifester 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 giant-kin. 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 (URUKLAAR)

CR 10

NE Large aberration (psionic) **XP 9,600**
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 (LIANSHAI) CR 6

NE Medium aberration (psionic, shapechanger) **XP 2,400**
Init +8; **Senses** darkvision 60 ft., low-light vision;
 Perception +7

DEFENSE

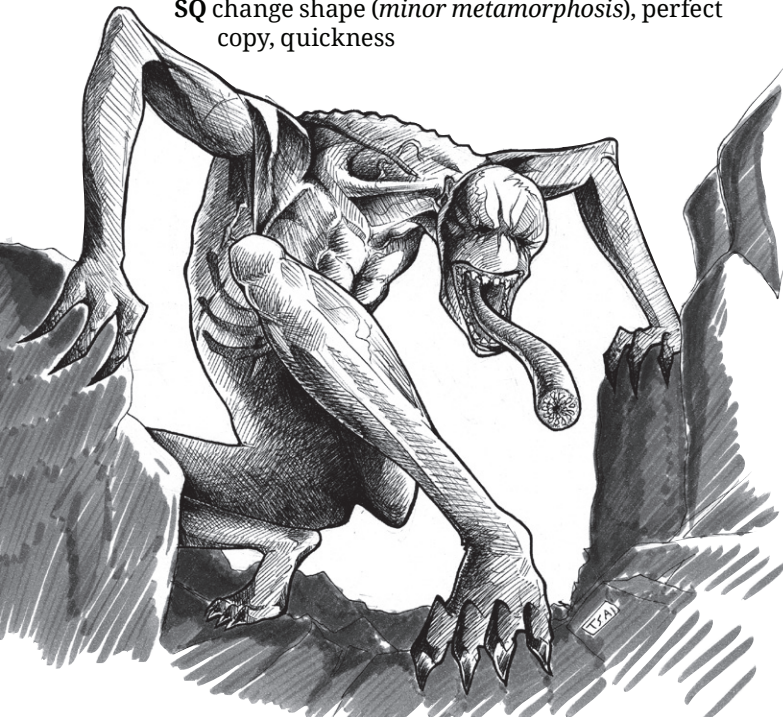
AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)
hp 58 (9d8+18)
Fort +5, **Ref** +9, **Will** +8

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

N Diminutive vermin (aberrant, swarm) **XP 1,200**
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

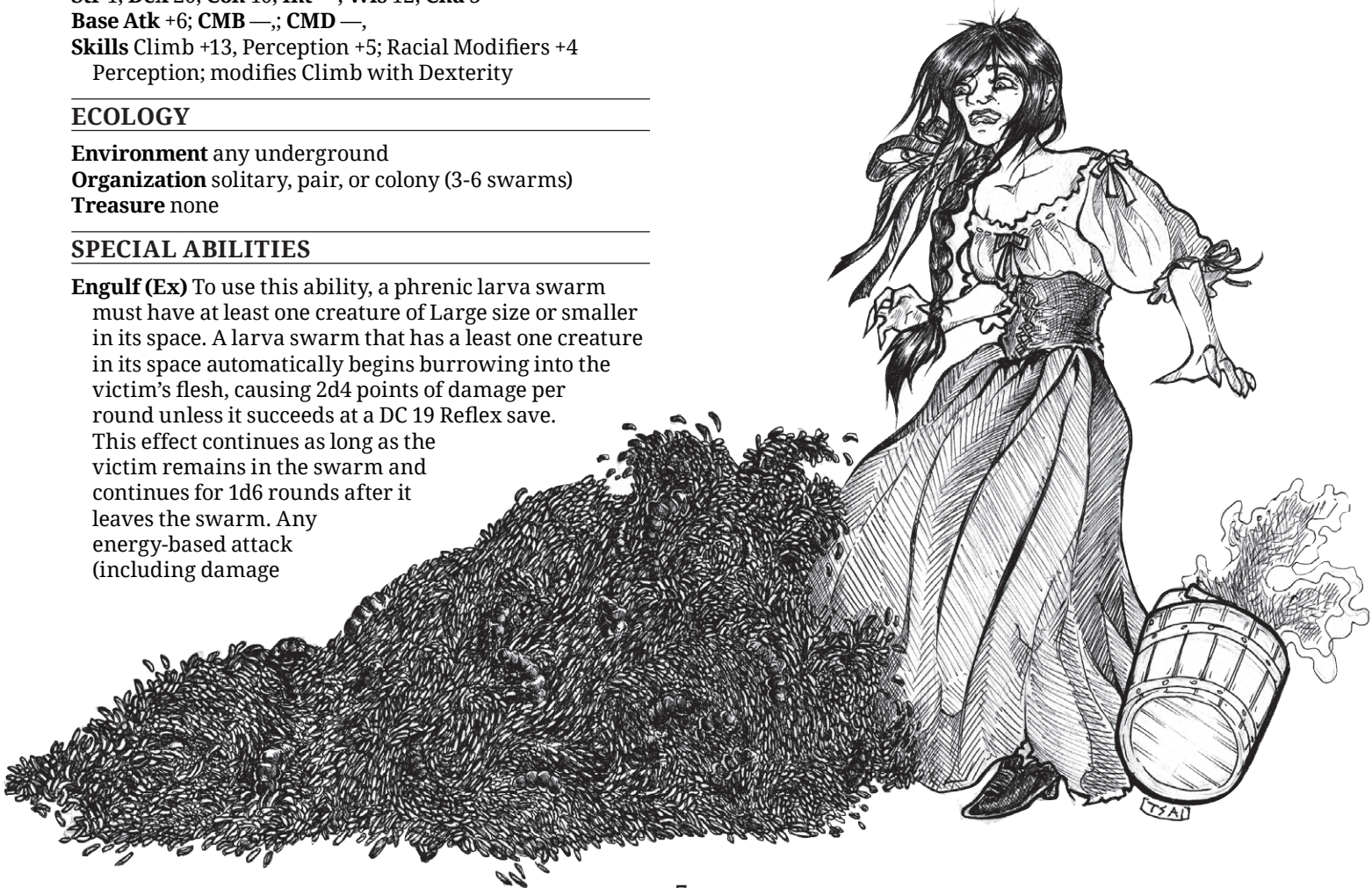
Engulf (Ex) To use this ability, a phrenic larva swarm must have at least one creature of Large size or smaller in its space. A larva swarm that has a least one creature in its space automatically begins burrowing into the victim's flesh, causing 2d4 points of damage per round unless it succeeds at a 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 larva 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 larva 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

NE Huge aberration (psionic) **XP 76,800**
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.



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