

# PSIONIC BESTIARY

# DREDGE & MIND-NUMB SWARM

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UNLEASHED  
COMPATIBLE

**Pathfinder**  
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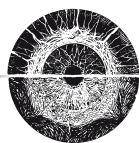
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# PSIONIC BESTIARY

## DREDGE & MIND-NUMB SWARM

*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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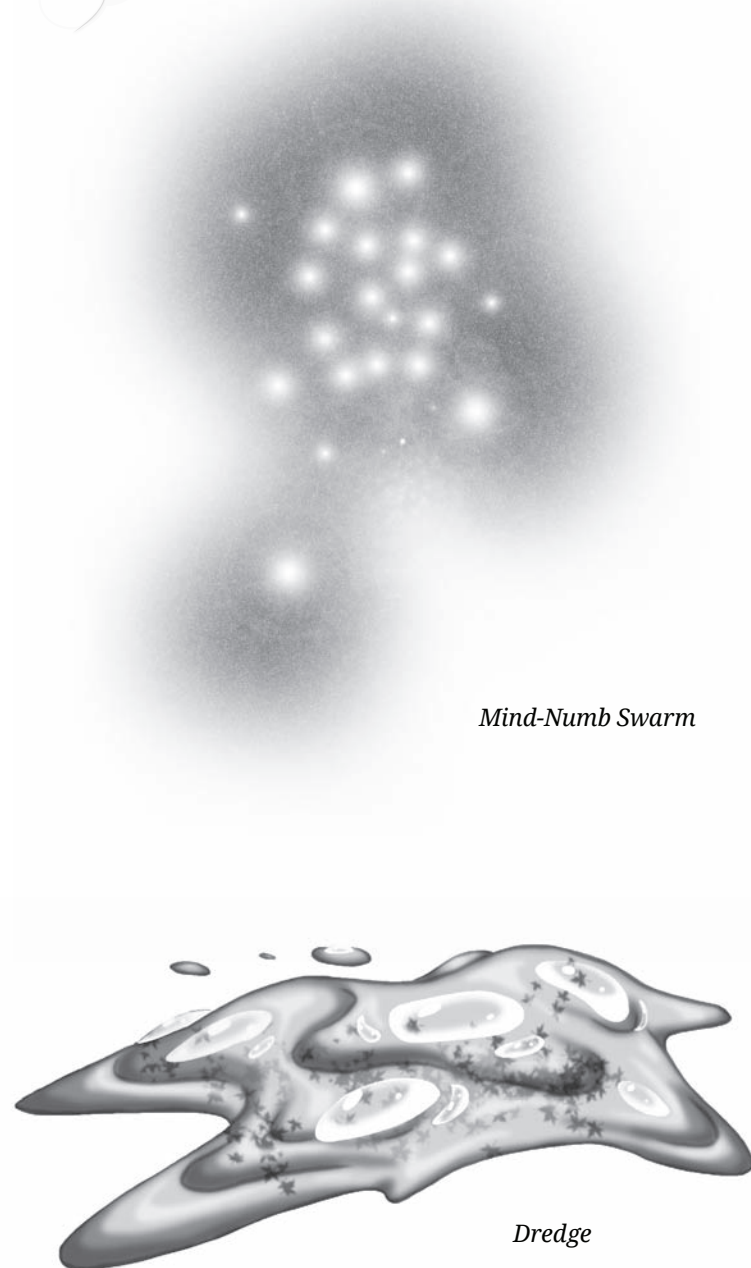
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*Mind-Numb Swarm*

*Dredge*

## DREDGE

*Flecks of black bob within this greenish ooze, which picks up everything it touches as it slides along.*

### DREDGE

CR 5

**NE Medium ooze** (psionic) **XP 1,600**

**Init** -5; **Senses** blindsight 120 ft.; **Perception** +5

### DEFENSE

**AC** 5, touch 5, flat-footed 5 (-5 Dex)

**HP** 85 (9d8+45)

**Fort** +7, **Ref** -2, **Will** -2

**Defensive Abilities** ooze traits; **Immune** slashing, piercing

### OFFENSE

**Speed** 10 ft.

**Melee** 2 slams +9 (1d6+3 plus soul searing and grab)

**Ranged** leap +8 (1d6+3 plus soul searing and grab)

**Special Attacks** constrict (1d6+3 plus soul searing), soul searing

**Psi-Like Abilities** (ML 9th; concentration + 11)

At-will—*telekinetic force* (thrust only; ranged touch attack +8)

### STATISTICS

**Str** 16, **Dex** 1, **Con** 18, **Int** 6, **Wis** 1, **Cha** 14

**Base Atk** +6; **CMB** +9 (+13 grapple); **CMD** 14 (can't be tripped)

**Feats** Alertness, Skill Focus (Perception), Skill Focus (Stealth), Stealthy, Toughness

**Skills** Escape Artist -3, Perception +5, Sense Motive -3, Stealth +3 (+7 in water), Swim +8; **Racial Modifiers** +4 Stealth in water, +4 Swim

**Languages** Aklo (does not speak)

### ECOLOGY

**Environment** warm marshlands or underground

**Organization** solitary, or bog (4-6)

**Treasure** standard

### SPECIAL ABILITIES

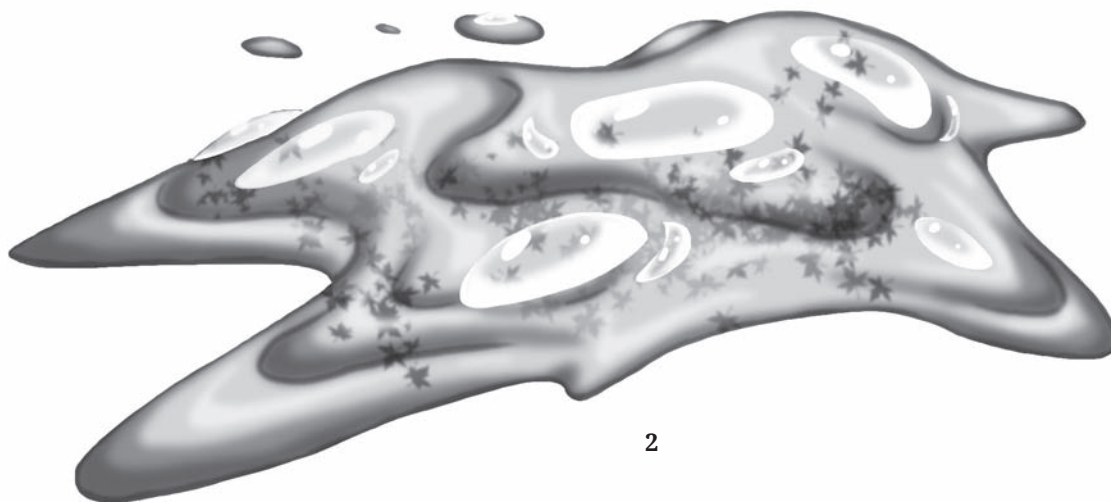
**Leap (Su)** As a full-round action, a dredge can use its psychokinetic force power to hurl itself into the air with a burst of psychokinesis, leaping at a target up to 50 feet away. The dredge makes a ranged touch attack, using its key ability modifier in place of Dex, to hit its target, and on a successful hit deals slam damage and may immediately make a grapple attempt against that target. If the Dredge misses its attack, it lands in the first available square beyond its target.

**Soul Searing (Ex)** A dredge not only dissolves the target's body into itself, but also its mind. Any creature coming in direct contact with a dredge, whether through attacking with a natural weapon, unarmed strike, or through being attacked or grappled by a dredge takes 1d6 acid damage and loses 1d4 power points (if the creature has a power point pool). Additionally, if the creature was psionically focused, it must also make a DC 20 concentration check or lose psionic focus.

Dredges are oozes with a faint sentience, making them far more dangerous than other slime-like kin. Their limited intelligence comes from the peculiar green substance they are formed of, extending beyond the physical world and seeming to digest the minds and bodies equally of the creatures it hunts. While it appears to prefer intelligent and psionic creatures for its meals, it naturally makes its home in bogs and sewers where people are rare but sustaining detritus is common.

Many believe a dredge to be related to the common grey ooze, grown dependent on feeding on intelligent creatures. Kinship or not, their intelligent nature belies some evolution, or a horrible curse on a more intelligent creature in the distant past.

A dredge typically weighs under a hundred pounds, and is no more than four feet across, with a protruding bulge in its center at rest. Hiding in bogs as they do, this extra bulge typically lies beneath the surface of the water, as they rest on the edges collecting the scraps that drift to shore and waiting for intelligent creatures to draw near. When they do, the dredge will spring from hiding, attempting to devour one target whole at a time, only moving to the next when the original has escaped beyond reach or is fully dissolved.



## MIND-NUMB SWARM

*A cloud of flashing lights and crackling energy hangs mid-air like a thousand dancing fireflies.*

### MIND-NUMB SWARM

CR 10

**CN Fine magical beast** XP 9,600

(psionic, elemental, swarm)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

**Aura** deafening aura (50 ft., DC 20), shimmering light

### DEFENSE

**AC** 24, touch 24, flat-footed 18 (+6 Dex, +8 size)

**HP** 123 (13d10 + 52)

**Fort** +12, **Ref** +14, **Will** +4

**Defensive Abilities** elemental traits, idle thoughts, swarm traits; **Immune** mind-affecting effects, sonic, weapon damage

**Weaknesses** swarm traits

### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** swarm (3d6 plus distraction plus false burn)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 20), false burn (DC 20)

**Psi-Like Abilities** (ML 13th; concentration +11)

At will—*detect psionics*

1/day—*energy adaptation, specified* (fire active energy type)

### STATISTICS

**Str** 1, **Dex** 22, **Con** 18, **Int** —, **Wis** 10, **Cha** 6

**Base Atk** +13; **CMB** +11; **CMD** 21 (can't be tripped)

**Skills** Fly +22, Perception +0

**SQ** idle thoughts

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

**Deafening Aura (Ex):** A mind-numb swarm makes a cacophonous amount of noise, echoing the sounds of a thousand different distractions. Any character within 50 ft. of a mind-numb swarm must make a DC 20 Fortitude save each round or be deafened until they leave the area and for 1d6 rounds afterwards. In addition, the DC of all Perception checks within 100 ft. of a mind-numb swarm is increased by +10, and the DC of concentration checks in the same area is increased by +5. The save DC is Constitution-based.

**False Burn (Su):** While a mind-numb swarm appears to radiate heat, it is merely a tactile manifestation of the distractions that make up the swarm. The swarm actually is no different in temperature than the surrounding area. Each time a character takes swarm damage, they also must make a DC 20 Will save or take

3d8 fire damage from the perception of intense heat. This is a mind-affecting effect. The save DC is Constitution-based.

**Idle Thoughts (Su):** The motes that make up a mind-numb swarm are each a single distracted thought given form. Whenever a psionic creature fails a concentration check within 50 ft. of a mind-numb swarm, the swarm immediately regains 5 hit points.

**Shimmering Light (Su):** A mind-numb swarm gives off bright light within 20 ft., and increases the light conditions by one step for 40 ft. beyond that (up to normal).

A mind-numb swarm is typically heard before it is seen, though the bright light and endless noise are unmistakable in most any environment. This cloud of motes, each a flickering embodiment of a single distracted moment, is drawn to creatures of rational thought as a moth is drawn to a flickering flame. Fortunately the swarm is mindless, allowing escape for anyone capable of merely outrunning it.

The motes that form the clouds are most common around psionic schools and cities, where mentally powerful individuals lose focus on a regular basis, each time creating a small number of almost invisible motes who eventually gather into the dangerous clouds. Rarely do the clouds reach larger than the size of a man, but massive clouds have been seen occasionally deep underground, in areas people regularly pass by, but not through.

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