

PSIONIC BESTIARY

DERANGED TREPANNER

PSIONICS
UNLEASHED
COMPATIBLE

Pathfinder
ROLEPLAYING GAME COMPATIBLE

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PSIONIC BESTIARY

DERANGED TREPANNER

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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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DERANGED TREPANNER

At first glance, this resembles a pillar composed of copper, stone, and blue crystals. Then from its trunk unfold stout legs, a pair of glowing eyes, and four lanky arms bearing saws and drills, accompanied by an ominous whine.

DERANGED TREPANNER CR 6

CN Medium construct (psionic) XP 2,400
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)
hp 65 (7d10+27)
Fort +2, **Ref** +4, **Will** +1
DR 5/bludgeoning; **Immune** construct traits; **PR** 17

OFFENSE

Speed 30 ft.
Melee 4 claws +13 (1d6+5 plus grab or *psychic drain*)
Space 5 ft.; **Reach** 10 ft.
Special Attacks grab, trepanning

Psi-Like Abilities (ML 7th)

At will – *empathic transfer*
 3/day – *psychic drain* (DC 15) (may manifest as swift action upon successful melee strike)
 1/day – *dimension slide*, *dispel psionics*, *energy push* (4d6, DC 15*), *specified energy adaptation* (may manifest as immediate action*)
 The save DCs are Intelligence-based.
 * Includes augmentation for the trepanner's manifester level.

STATISTICS

Str 20, **Dex** 14, **Con** -, **Int** 13, **Wis** 8, **Cha** 1
Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 24
Feats Combat Reflexes, Skill Focus (Heal), Toughness, Weapon Focus (arm)
Skills Heal +17, Perception +2, Stealth +8; **Racial Modifiers** +8 Heal, +2 Stealth
Languages Common
SQ Aid overchannel, freeze

ECOLOGY

Environment any
Organization solitary or team (3-5)
Treasure none

SPECIAL ABILITIES

Aid Overchannel (Su): A creature in physical contact with a deranged trepanner can divert one-third of the damage caused by use of the Overchannel feat (rounded up) to the trepanner, which the trepanner cannot avoid by any means. A creature can only benefit from one

trepanner's aid overchannel ability at a time, and this ability functions up to three times per day.

Construct Traits: A deranged trepanner has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Freeze (Ex): A deranged trepanner can hold itself so still it appears to be a column between 5 to 10 feet in height. A deranged trepanner that uses freeze can take 20 on its Stealth check to hide in plain sight as a column. This ability does not work against creatures that have previously witnessed a deranged trepanner unfolding from its column shape.

Grab (Ex): A deranged trepanner can use its grab attack against a foe of up to Medium size.

Trepanning (Ex): If a deranged trepanner successfully pins an opponent that has a skull, it may immediately attempt to bore a hole in the opponent's skull by making an attack roll, taking into account the target's



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AC penalties for being pinned. If successful, the target suffers 4d6 damage, loses 3d6 power points, and takes 1d6 points of Intelligence damage.

DESCRIPTION

Legend has it that the trepanners were crafted centuries ago to ease the suffering of powerful psions when they felt overwhelmed by the psychic energy churning within them. Trepanners are equipped with adamantine blades and drills precisely designed for piercing the thick bone of the skull to relieve cranial swelling, and they can drain psychic energy from an overburdened psionic.

Perhaps due to the passage of time, malicious sabotage, or a psychic virus, the trepanners devolved from gentle healers into compulsive schizophrenics. In their deluded dementia, deranged trepanners believe all sentient beings suffer from insanity, edema, or an overabundance of psionic power. True to their original calling, they seek to alleviate such suffering by any means necessary, even if that means pain or death to the "patient." (Sages surmise that originally they were equipped with anesthesia, but that their supplies ran out long ago.)

When a deranged trepanner encounters a creature with a brain and an Intelligence of 3 or higher, it moves quickly to alleviate the creature from the burdens of conscious thought. It generally overlooks animals, constructs, plants, and other creatures free of the yoke of a brain capable of higher thought. They prefer to grapple and use their trepanning ability, and have other methods at their disposal to handle unruly patients or those standing in their way. Once a trepanner has successfully trepanned another creature or used its *psychic drain* ability against it three times, the trepanner generally moves on to another patient.

It's not impossible to convince a trepanner to back down. At the GM's discretion, a PC can persuade a trepanner that its medical services are unnecessary by succeeding on a Bluff check (DC 26). Even if a PC manages to persuade a trepanner in this way, sooner or later it likely will relapse and come to believe that the PC was deluded and really does need a good skull-boring.

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