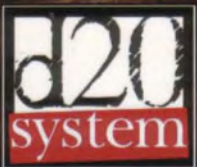


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MONSTERS OF THE MIND



A PSIONIC BESTIARY FOR THE D20 SYSTEM



By KEVIN BRENNAN, JAMES MAJZEWski,
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GRR1401

MONSTERS OF THE MIND

A PSIONIC BESTIARY FOR THE D20 SYSTEM

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MONSTERS RANKED BY CHALLENGE RATINGS

Monster	CR	Monster	CR	Monster	CR	Monster	CR
Sudarshan Sucker	¼	Gandabherunda	4	Thoughtform (Large)	7	Dragon, Makara (Mature Adult)	13
Amradha	½	Moddey Dhoo	4	Yuan-ti Abomination, Naranjani	7	Payawintha	13
Daiken Swarm	1	Naga, Spotted (Young)	4	Dragon, Makara (Young Adult)	8	Thoughtform (Elder)	13
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INTRODUCTION

Welcome to *Monsters of the Mind*. This is not the first monster book that Green Ronin has published, but it differs from our previous outings in two important respects. First, as the name indicates, this is a psionic bestiary. These monsters have all been designed to take advantage of the d20 psionic rules and can be readily used in any campaign that features the powers of the mind. Second, this book serves as a companion volume to *Mindshadows*, one of Green Ronin's Mythic Vistas campaign settings. *Mindshadows* details Naranjan, a large island that can be dropped into any campaign world. It's inspired by the history and mythology of Southeast Asia and India especially, so it offers a nice counterpoint to typical fantasy settings. You can set a full campaign in Naranjan or send your players there for some special adventures in an exotic locale.

In addition to complete d20 game stats, each monster's entry includes a section that describes its place in Naranjan. Even if you don't plan to use the *Mindshadows* setting, this section can give you ideas to use in your own campaign setting.

A brief overview of Naranjan follows. For more information, be sure to check out *Mindshadows*.

NARANJIAN OVERVIEW

Naranjan is a large island, about a thousand miles across its long axis, found in the ocean a month's sail south and east of Freeport. It is a hospitable and beautiful island, known to sailors who dare to brave the treacherous oceans as a place where one can buy fine spices, beautiful woven silk, exotic books illustrated with all sorts of lascivious foreign arts, and see strange magics unlike any known in the west.

But Naranjan, they say, is also a terrible place. Not far from the welcoming cities they have nicknamed the "Spice Coast", the sailors hear there is a vile kingdom ruled by an Emperor who is a god walking upon the earth. In that kingdom, warriors use magic to hone their fighting skills and giant colossi battle it out on the fields of war. Beyond that there are long forgotten dwarven cities, claimed by the forces of darkness, and mountain fastnesses ruled by halflings who will slay any outsiders who wander into their realm. Beyond even that are dark and forbidden jungles, home to cruel elves who would eat you as soon as look at you, and terrible snake-men who scheme to rule over it all.

When they tell these stories, wiser and more cynical heads in Freeport's bars laugh at the naiveté displayed by such sailors. Naranjan is a legend, they insist, or at best these tales are made up to get a few coppers out of a drunk and credulous foreigner. No such place does or could exist.

But the stories *are* true. All of them.

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MONSTERS OF THE MIND



ABOLETH, NARANJANI

Huge Aberration (Aquatic)

Hit Dice: 8d8+40 (76 hp)

Initiative: +1

Speed: 10 ft. (2 squares), swim 60 ft.

Armor Class: 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15

Base Attack/Grapple: +6/+22

Attack: Tentacle +12 melee (1d6+8 plus slime)

Full Attack: 4 tentacles +12 melee (1d6+8 plus slime)

Space/Reach: 15 ft./10 ft.

Special Attacks: Enslave, psionics, slime

Special Qualities: Aquatic subtype, darkvision 60 ft., mucus cloud

Saves: Fort +7, Ref +3, Will +11

Abilities: Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17

Skills: Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +16

Feats: Alertness, Combat Manifestation, Iron Will

Environment: Underground

Organization: Solitary, pair, brood (3-4), or slaver brood (1d3+1 plus 7-12 skums)

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

Level Adjustment: —

Naranjani aboleths are ancient, amphibious monsters that dwell in underground seas and in the ocean depths, where no light can penetrate. Cruel beyond measure, well organized, and possessed of malevolent intelligence, these aboleths enslave other creatures to serve them while they seek out forbidden knowledge. Most of their knowledge comes from their victims—an aboleth assimilates all the knowledge and memories of any creature it consumes.

A Naranjani aboleth weighs about 6,500 pounds and resembles a massive, square-bodied fish. Four pulsating, blue-black orifices line its pink belly and secrete a gray slime that smells like rancid grease. The creature uses its tail for propulsion in the water and drags itself along on land with its four long, rubbery tentacles. Its three eyes are arranged in a column at the front of its face.

Naranjani aboleths prefer to lair in freshwater pools and rivers. They often use their powers of illusion to make the water in which they dwell appear especially cool, clear, and refreshing. When hunting for food or slaves in areas beyond their own lairs, they seek out sources of drinking water large enough to cover their bodies and wait beneath the surface, confident that their prey will come to them.

Like other aboleths, the Naranjani version is hermaphroditic—that is, each individual has both male and female sexual organs. Pairs meet briefly to breed every five years, then each returns to its lair in solitude to lay 1d3 eggs. After another five years, each egg hatches into a full-grown aboleth that knows everything its parent does. Although the young are physically mature, they remain with their parent for some ten years, obeying the older creature utterly, before leaving to establish their own territories.

Naranjani aboleths speak the language of their kind, as well as Undercommon and Aquan.

COMBAT

Naranjani aboleths prefer to attack from hiding, using their powers of illusion to lure potential prey into positions of vulnerability. If accompanied by slaves, an aboleth may create illusions of additional followers to confuse opponents.

If forced into melee, a Naranjani aboleth uses its tentacles to attack any opponents that come close enough, hoping to transform them into transparent-skinned slaves. Should the aboleth be forced to travel away from water, it either forces its slaves to suffer the effects of lack of water (see below) or abandons them, whichever is most convenient.

Enslave (Su): Three times per day, a Naranjani aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by the *domination* power (manifest level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by a *remove curse* effect, and it can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*aversion* (DC 1d20+5), *chameleon*, *control sound*, *false sensory input* (DC 1d20+6), *intrusive sense link* (DC 1d20+5), *mass suggestion* (DC 1d20+9), *mindwipe* (DC 1d20+7), *tailor memory* (DC 1d20+7); 3/day—*domination* (DC 1d20+7, any number of creatures simultaneously). Effective manifest level 16th. **Attack/Defense Modes (Sp):** At will—all/all.

Slime (Ex): Any creature struck by a Naranjani aboleth's tentacle must attempt a DC 19 Fortitude save. Failure means that over the next 1d4+1 minutes, its skin gradually turns into a clear, slimy membrane. A creature so afflicted must remain moistened with cool, fresh water. For every 10



consecutive minutes that the creature is out of contact with water, it takes 1d12 points of damage. A *remove disease* spell cast before the transformation is complete restores the afflicted creature to normal. Once the creature has fully transformed, only a *heal* or *mass heal* spell can reverse the change. The aboleth uses this ability to ensure that its slaves are unable to escape. The save DC is Constitution-based.

Mucus Cloud (Ex): While underwater, a Naranjani aboleth surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud requires a new Fortitude save; failure continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: A Naranjani aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

IN NARANJAN

The Naranjani aboleths were created during the Mythic Age as the first mortal children of Lord Night. They turned against their creator to study the power inherent in the universe itself, but they are still privy to information that the gods would prefer to keep from mortal minds. Since young aboleths are born with the knowledge but not the wisdom and experience of their progenitors, they cannot be trusted with the more sensitive secrets known to the race. Thus, only Naranjani aboleths that are too old to breed are allowed into the cities, where they can learn the full hoarded knowledge that is their birthright.

Some rare Naranjani aboleths choose not to enter the cities when the time comes, either because they have made enemies among their own kind or because they have rejected aboleth society entirely. Such aboleths occasionally set themselves up as information brokers, collecting secrets and selling them to interested parties.

AMANKAR

Small Aberration

Hit Dice: 4d8 (18 hp)

Initiative: +7

Speed: 30 ft. (6 squares), brachiation 20 ft. (good), climb 20 ft.

Armor Class: 19 (+1 size, +3 Dex, +5 natural), touch 14, flat-footed 16

Base Attack/Grapple: +3/+3

Attack: Lash +3 melee (1d3–1 plus 1d6 acid)

Full Attack: 6 lashes +3 melee (1d3–1 plus 1d6 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid barbs, improved grab, psionics

Special Qualities: All-around vision, darkvision 60 ft.

Saves: Fort +1, Ref +4, Will +6

Abilities: Str 8, Dex 17, Con 11, Int 6, Wis 15, Cha 8

Skills: Climb +8, Concentration +2, Heal +4, Hide +7, Move Silently +4, Search +2, Spot +6, Survival +3

Feats: Combat Reflexes, Improved Initiative

Environment: Warm forest

Organization: Solitary or pack (7–12)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral evil

Advancement: 5–8 HD (Small); 9–12 HD (Medium)

Level Adjustment: —

Amankars are sometimes called flayer beasts because of their physical resemblance to mind flayers, but the amankars cannot begin to match either the intelligence or the sheer malevolence of their namesakes. The amankars live in the Naranjan jungles and prey on any unwary creatures their tentacles can capture.

An amankar resembles an arboreal squid with six 2-foot-long tentacles. Its three humanlike eyes are mounted on stalks surrounding a central braincase. The mottled green and brown color of its chitinous shell allows the amankar to blend easily into the jungle landscape.

An amankar can secrete acid from its tentacles whenever it desires. It employs both its corrosive tentacles and its psionic powers to capture and kill prey.

Amankars speak their own language as well as Common.

COMBAT

An amankar prefers to attack from hiding and use its acidic tentacles to capture its prey. Should it feel pressed, it simply flees, using its brachiation movement mode to swing away to safety.

Acid Barbs (Ex): Barbs cover the last 6 inches of each of an amankar's 2-foot-long tentacles. At will as a free action, the monster can cause acid to flow from these barbs. Any opponent struck by an amankar's lash attack while the acid flow is active takes 1d6 points of acid damage in addition to the regular damage the attack deals. The amankar can stop the acid flow at will as a free action.

Improved Grab (Ex): To use this ability, an amankar must hit an opponent no more than one size category larger than itself with two lash attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.



Psionics (Sp): At will—*burst, chameleon, elfsight, inflict pain* (DC 1d20+1), *lesser body adjustment, lesser mindlink*; 1/day—*recall agony* (DC 1d20+7). Effective manifester level 8th. **Attack/Defense Modes (Sp):** At will—*mind thrust, psychic crush/empty mind, intellect fortress*.

All-Around Vision (Ex): The amankar's eyes allow it to see in all directions at once. As a result, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Skills: The amankar receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

IN NARANIAN

Amankars are commonly found in the southern jungles, where they have spent the last several thousand years fighting with the elven tribes that inhabit the region. The two races nurture an implacable hatred for one another, but neither has managed to exterminate the other as yet.

Intelligent enough to plan minimal strategy and make alliances, amankars are occasionally found in the employ of more intelligent creatures. In particular, some of the more depraved merchant families in the city-states of the Spice Coast frequently employ amankars as assassins. But hiring an amankar is risky—the creatures have no sense of loyalty outside of their immediate family groups and are as likely to betray their employers as to carry out their missions. Such behavior can be discouraged only through regular demonstrations of power—enough power to keep the amankars afraid.

AMOHAI

Small Dragon (Water)

Hit Dice: 7d12+7 (52 hp)

Initiative: +4

Speed: 40 ft. (8 squares), swim 30 ft.

Armor Class: 22 (+1 size, +4 Inertial Armor, +7 natural), touch 11, flat-footed 22

Base Attack/Grapple: +7/+4

Attack: Bite +9 melee (1d6+1)

Full Attack: Bite +9 melee (1d6+1) and 2 claws +4 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, psionics

Special Qualities: Darkvision 60 ft., immunities (paralysis, sleep), low-light vision, telepathy 100 ft.

Saves: Fort +6, Ref +7, Will +7

Abilities: Str 13, Dex 10, Con 13, Int 19, Wis 14, Cha 16

Skills: Appraise +14, Concentration +11, Diplomacy +5, Disable Device +11, Hide +14, Listen +12, Move Silently +10, Open Lock +8, Psicraft +14, Search +12, Sense Motive +9, Spot +12, Survival +2 (+4 following tracks), Swim +9*

Feats: Improved Initiative, Inertial Armor, Lightning Reflexes

Environment: Underground

Organization: Solitary, pair, clutch (3–5), haven (6+)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 8–14 HD (Small); 15–21 HD (Medium)

Level Adjustment: —

Presumed extinct and long forgotten by most races, amohaji are small dragons that dwell in sewers and catacombs beneath humanoid settlements. Sometimes derogatorily called “sewer drakes,” these creatures have a natural camouflage ability that protects them in nearly any environment. Mischievous by nature, amohaji often steal items that catch their fancy—a habit that does not endear them to their humanoid neighbors.

The average amohaji is between 4 and 6 feet long and weighs between 60 and 350 pounds. Its eyes are dull black, and its snout is shorter than those of true dragons. The natural color of its scales is dull gray, but almost no one ever sees it in this state, since its scales constantly change color to match its surroundings.

Though they once dwelled on the surface, the amohaji were forced underground long ago when humanoids made a concerted effort to rid the world of them. Now the descendants of the amohaji that survived this purge creep through sewers and catacombs beneath large towns and cities, indulging their penchant for theft and mischief whenever the opportunity presents itself.

Although amohaji are quite capable of carrying out thefts themselves, they often prefer to plan the crimes and then hire talented surface dwellers to carry them out. They choose such hirelings carefully and provide regular employment for those who prove trustworthy. An amohaji never reveals its true form to its minions; instead it assumes a humanoid form common to the target area when personal contact is necessary.

Amohaji are loyal to their kind and usually choose to live in customized cavern complexes called havens. A haven consists of a chain of rooms dug beneath or adjacent to normal sewers and catacombs. A secret door of some type serves as the connection point. In a typical haven, common gathering rooms are interspersed with private chambers in a seemingly haphazard manner. Each amohaji keeps its own private room, usually protecting it with a *psionic lock*. Every amohaji living in a given haven can unlock any door in the complex—a seemingly odd arrangement for creatures so dedicated to the art of theft. But amohaji never steal from their own kind, and they trust other sewer drakes implicitly, so the communal arrangement causes no conflict. At any given time, at least half of a haven's adult members are physically present there. Any intruders the amohaji detect in a haven are slain immediately, lest they reveal the compound's existence to others.

Amohaji mate for life. A female can produce one to four eggs every five years. A clutch takes five years to hatch, and the young require a full hundred years to grow to maturity.



COMBAT

A typical amohaji prefers to avoid combat if possible, using its extensive knowledge of the local underground to lead its foes on a merry chase—usually one that involves plenty of ambushes and hasty retreats. It tries to lead enemies away from its haven, unless it is certain that the other inhabitants are capable of defeating the intruders without losses.

If cornered, an amohaji uses its breath weapon to singe any creature that threatens it. Another favored tactic is to wipe its foes' minds and leave them with the conviction that they saw nothing in the sewers that day. If confronted while *polymorphed*, the amohaji turns invisible and tries to lose any pursuers before reverting to its natural form.

Breath Weapon (Su): Once every 1d4 rounds, an amohaji can breathe a 40-foot line of fire. Every creature in the area takes 4d6 points of fire damage (Reflex DC 14 half). An amohaji's fire breath can travel 5 feet underwater before dissipating. The save DC is Constitution-based.

Psionics (Sp): At will—*charm monster* (DC 1d20+6), *charm person* (DC 1d20+4), *detect thoughts* (DC 1d20+5), *psionic lock*, *suggestion* (DC 1d20+5); 3/day—*lesser mindlink*, *mindwipe* (DC 1d20+7), *polymorph self*, *tailor memory* (DC 1d20+7). Effective manifester level 7th. *Attack/Defense Modes (Sp):* At will—all/all.

Telepathy (Su): An amohaji can telepathically communicate with all others of its kind to a range of 100 feet. When such communication is between family members, the range increases to 1 mile.

Skills: The amohaji gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

IN NARANJAN

The amohaji are among the most ancient inhabitants of Naranjan. As a jest, the god Chryaya granted them dominion over the island continent in ancient times, but the amohaji took this "gift" quite seriously. When they pressed their claim of ownership against first the elves and then the dwarves, the god did not aid them, and they were rebuffed harshly. In time, the emperors of Sudarsha branded the amohaji as pests and drove them underground, where they have remained ever since.

Contemporary amohaji fall into two camps. One group still believes that Naranjan is the rightful property of the amohaji and continues to wage a subtle war against those "usurpers" who now hold it. Another has embraced the worship of Chryaya and recognized the nature of his ancient "gift." The members of this group have fully abandoned themselves to chaos—the enlightenment of the trickster god.

AMRADHA

Tiny Magical Beast

HD: 1d10 (5 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 40 ft.

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +1/-11

Attack: Bite +6 melee (1d3-4)

Full Attack: Bite +6 melee (1d3-4) and 2 claws +1 melee (1d2-2)

Space/Reach: 2-1/2 ft/0 ft.

Special Attacks: Psionics

Special Qualities: Darkvision 60 ft., low-light vision, pounce, strike from hiding

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 2, Dex 17, Con 10, Int 2, Wis 13, Cha 11

Skills: Balance +11, Climb +11, Hide +13, Jump +11, Listen +3

Feats: Weapon Finesse

Environment: Warm forest

Organization: Solitary, pair, or troop (3-10)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Tiny); 3-4 HD (Small)

Level Adjustment: —

Amradhas, or tree-snakes, are small and vicious predators common in the jungles of Naranjan. They usually nest in the upper reaches of the forest, and they can be very difficult to spot unless the observer knows where to look. Highly sensitive to the emotions of nearby animals, an amradha is likely to turn violent and attack the moment it senses fear or anger in another creature.

This tubular, six-legged creature has a head like a cat's and a prehensile tail. Its mouth is full of needle-sharp teeth, and its eyes are small and green. It has two clawed forelimbs.

Amradhas live in small troops and are aggressively territorial. They chase larger animals, predators, and creatures that might compete for food and resources out of the regions they claim as their own, killing those that challenge their supremacy.

Amradhas communicate simple concepts, such as the location of predators or food, among themselves via chattering sounds.



COMBAT

Amradhas prefer to attack in groups when possible. When a troop decides to attack, its members immediately flee and hide high in the trees, away from the threat. Once securely hidden, they use their strike from hiding ability to attack with their *far punch* power. An amradha is extremely reluctant to enter melee, and it normally does so only if cornered. Even then, it flees if a good opportunity presents itself.

Psionics (Sp): At will—*empathy* (DC 1d20 + 2), *far punch*. Effective manifester level 1st. *Attack/Defense Modes (Sp):* At will—*mind thrust*/none.

Pounce (Ex): If an amradha charges a foe, it can make a full attack even though it has already moved.

Strike from Hiding (Ex): Amradhas are masters of staying hidden while fighting. When an amradha that has made a successful Hide check attacks with its psionic powers, it takes no penalty on Hide checks thereafter, as if it had not attacked at all.

Skills: An amradha uses its Dexterity modifier for Climb and Jump checks. It also receives a +8 racial bonus on Balance, Climb, and Jump checks and can always choose to take 10 on Climb checks.

IN NARANJAN

Centuries ago, the priestess Sujahna became lost while traveling through the wood. While fleeing from a hostile elven tribe, she stumbled into an amradha nest. To her surprise, the creatures protected her from the elves rather than attacking her. The priestess's curiosity was piqued, so she decided to stay and observe them for a while. After a few days, she realized that their powers were neither arcane or divine magic; rather they stemmed from some third source that she had never encountered before.

After studying the creatures' abilities and hunting style closely for several months, she adapted their movements for use in combat by humans. All told, Sujahna spent a year in the forest, after which she returned to the city and opened the first psychic warrior school in Naranjan—the School of the Leaping Amradha.

Sujahna's school accepted all kinds of students, including many nondwarven commoners. In time, it became a locus of protest against dwarven rule, and a number of other, similar schools sprang up. Though Sujahna had no interest in power politics, many of her students and imitators did. Using their newfound psionic powers, they challenged the dwarves and eventually succeeded in bringing Sudarsha low.

Some members of the Leaping Amradha sect have managed to domesticate amradhas and use them as familiars. These creatures grant their masters all the basic benefits of a familiar, but no special benefits based on their kind.

BELABEN

Large Magical Beast

Hit Dice: 7d10+28 (66 hp)

Initiative: +1

Speed: 40 ft. (8 squares), swim 30 ft.

Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +7/+17

Attack: Claw +12 melee (1d8+6)

Full Attack: 2 claws +12 melee (1d8+6) and bite +10 melee (1d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 3d8+9, darkvision 60 ft., improved grab, low-light vision, power drain

Special Qualities: Scent

Saves: Fort +9, Ref +6, Will +6

Abilities: Str 22, Dex 13, Con 18, Int 2, Wis 19, Cha 7

Skills: Intimidate +6, Listen +6, Spot +8, Swim +14

Feats: Alertness, Multiattack, Power Attack

Environment: Temperate and warm forests

Organization: Solitary, pair, family (1–2 adults plus 2–4 cubs)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 11–21 HD (Large)

Level Adjustment: —

Belabens prowl the forests of Naranjan in search of psionic prey. Their favorite form of sustenance is psychic energy, though they also consume meat. Belabens are highly territorial, so they are constantly attempting to drive other large predators (and any other creatures they view as competition) out of the regions they claim. Belabens also show a marked hostility toward humanoids and other species that they recognize as hunters.

A belaben is a bearlike creature that stands between 9 and 12 feet tall when it rears up on its hind legs. Its fur is brown, and its paws and snout can vary in color from dark red to rusty orange. This odd coloration makes the creature appear at first glance to be smeared with blood.

Once every four years, each female belaben mates with a male that controls a nearby territory and produces two to four cubs. The young stay with their mother until fully grown—which usually takes about two years. Although belabens usually avoid contact with others of their species, such family groups are very close-knit. On rare occasions, the sire may also remain nearby to guard the cubs. Once the cubs reach adulthood, however, the mother drives them out of her territory, forcing them to find other areas to claim for their own.



COMBAT

A hungry belaben attempts to grab its foe in a bear hug and drain its psionic energy. After draining its opponent dry of power points, the belaben kills it, drags the corpse to a secluded area, and settles down to consume the rest of its meal.

If threatened or startled when it is not especially hungry, a belaben rears up on its hind legs and tries to intimidate its opponent into fleeing. It often chases creatures that flee from it to ensure that they leave its territory. In such cases, the belaben usually does not bother to run the interlopers to ground and slay them.

Constrict (Ex): With each successful grapple check, a belaben deals 3d8+9 points of bludgeoning damage.

Improved Grab (Ex): To use this ability, a belaben must hit an opponent at least one size category smaller than itself with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict and use its power drain ability.

Power Drain (Ex): A belaben automatically drains 1d4+1 psionic power points per round from a held opponent. This effect cannot be negated by psionic defense modes.

Skills: The belaben gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

IN NARANIAN

The Belaben sect developed its fighting style based on the behavior of the creature that is its namesake. Students of this style actually use live belabens in their training. Members of the sect are not above using their live belabens against captured enemies, either.

A captured adult of the species brings 5,000 gp from a practitioner of the style, and a pint of belaben blood (used in the sect's rituals) brings 100 gp.

BHAVIRATYE

Large Giant

Hit Dice: 4d8+8 (26 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14

Base Attack/Grapple: +3/+12

Attack: Greatclub +7 melee (1d10+7) or whip +1 melee (1d2)

Full Attack: Greatclub +7 melee (1d10+7) or whip +1 melee (1d2)

Space/Reach: 5 ft./10 ft.

Special Attacks: Psionics

Special Qualities: Low-light vision, *psychic signpost*, telepathy

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 21, Dex 8, Con 15, Int 10, Wis 11, Cha 12

Skills: Jump +6, Listen +7, Search +3, Spot +7

Feats: Alertness, Power Attack

Environment: Hills and mountains

Organization: Solitary, pair, patrol (3-4), regiment (10-15)

Challenge Rating: 2

Treasure: No coins; double goods; mundane items

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +2

The nearsighted bhaviratye are renowned for both their primitive lifestyle and their belligerence. They use their psionic powers primarily for warfare—an endeavor they are constantly practicing, thanks to the mutual dislike that reigns among their many clans.

An adult bhaviratye stands 10 to 12 feet tall and weighs 350 pounds, on average. Its skin is pale gray, and its single eye can be any shade from dull amber to pale blue. Naturally muscular, a bhaviratye has an intimidating physique. Typical bhaviratye clothing consists of wool tunics woven in the colors of the wearer's home village.

Bhaviratye villages are almost always at war with each other. Most tribal wars begin when one tribe moves into another's territory, so well-organized groups of bhaviratye warriors constantly patrol the lands around their villages to protect them from such invasions. Bhaviratye tribes work peacefully together only when forced to do so in order to repel attacks from evil races that covet their territory.

In general, these giants are extremely xenophobic and avoid encounters with other intelligent creatures whenever possible. Bhaviratye territorial lines are not physically marked, but any psion entering a tribe's territory automatically senses its *psychic signpost* (see below).

After winning a battle, the victors collect the eyes of their foes and take them back to their village. In a special ceremony, the eyes are pickled and divided among the individuals who slew their owners. Proud warriors wear the pickled eyes of their foes for ornamentation, and a warrior's status in the tribe is directly related to the number of eyes worn.



COMBAT

Bhavaratyae prefer to fight at range, ambushing opponents with their psionic powers. After exhausting much of their mental power, they engage in melee combat. If strangers interrupt a battle between tribes, the bhavaratyae immediately forget their differences and turn on the interlopers.

Psonic (Sp): At will—*far punch, know direction, inking, missile* (DC 1d20 + 1); 3/day—*firefall* (DC 1d20+1), *inflict pain* (DC 1d20+3); 1/day—*burning ray, feather fall* (DC 1d20+0), *lesser mindlink, stomp* (DC 1d20+3). Effective manifester level 2nd. **Attack/Defense Modes (Sp):** At will—*ego whip, mind thrust/empty mind*.

Psychic Signpost (Sp): Once per day, a bhavaratyae can use psionics to mark its territory. To use this ability, the bhavaratyae must stand at the perimeter of the area to be protected and use a full-round action to place and shape the barrier. This psychic wall can be up to 100 feet long and 20 feet high, and it can be curved to fit the terrain as desired, though it cannot occupy the same space as a barrier placed by another bhavaratyae. This barrier is not physical and any creature can pass through it unhindered. Any psionic creature that crosses it automatically senses its presence, although creatures other than bhavaratyae usually don't understand exactly what they are sensing. Any bhavaratyae that crosses a barrier placed by a member of another tribe automatically takes 1 point of damage. These *psychic signposts* fade after one week, so they must be regularly renewed.

Telepathy (Su): A bhavaratyae can telepathically communicate with others of its kind to a range of 100 feet.

IN NARANIAN

The bhavaratyae are among the barbarian races against which the Sudarshan emperors have fought for centuries. Indeed, it was the threat posed by the bhavaratyae living in the Ketloyel Highlands that first caused humans to accept the aid of the dwarves, thereby cementing an alliance that led to the founding of the empire years later.

Nowadays, these one-eyed beings rarely pose a threat to Sudarsha's lands, since they tend to keep mostly to themselves. However, rumors persist of a certain bhavaratyae psychic warrior from the Highlands who is welding the tribes together into a mighty army in order to make war against the empire. The court of Vasudha dismisses such rumors as unfounded, and in truth it is difficult to give them any credence, considering the bhavaratyae's traditional inability to work together for any length of time. Still, the rumor continues to circulate throughout Sudarsha, much to the emperor's chagrin.

BHUTA

Large Giant

Hit Dice: 4d8+8 (26 hp)

Initiative: -1

Speed: 30 ft. (6 squares), swim 20 ft.

Armor Class: 16 (-1 size, -1 Dex, +5 natural, +3 hide), touch 8, flat-footed 16

Base Attack/Grapple: +3/+12

Attack: Bite +7 melee (1d6+5)

Full Attack: Bite +7 melee (1d6+5) and 2 claws +5 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Blindsight 30 ft., scent

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 21, Dex 9, Con 15, Int 14, Wis 10, Cha 10

Skills: Climb +8, Intimidate +6, Jump +8, Listen +6, Spot +4, Swim +10

Feats: Multiattack, Power Attack

Environment: Any underground

Organization: Solitary, pair, band (3-7), village (10-25)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +2

Big, vicious, and ugly are the words commonly used to describe bhutas. These incredibly destructive monsters build no structures of their own; instead they take up residence in underground caverns or structures that were built and abandoned by other races. A bhuta village is loosely organized and ruled by the strongest male.

An adult bhuta stands about 10 feet tall and weighs between 350 and 400 pounds. Its hide is covered with a thick layer of hair, which can be any shade from black to yellowish gray. Its long arms hang to knee level, and its enormous ears are shaped like those of an elephant. A bhuta lacks eyes entirely.

These blind hunters rely on their highly evolved psionic powers to find and kill their prey. Though their diet consists primarily of small reptiles and bats, bhutas are always eager to catch anything that smells even slightly tasty.



Bhutas enjoy musical sounds, and rumors abound of people who have used bracelets of bells or music boxes to buy peaceful passage through bhuta territory. There is little evidence that such rumors are true, but they continue to circulate.

Bhutas speak an archaic dialect of Giant.

COMBAT

Bhutas prefer to fight in groups, and they almost always attack to obtain food. If overwhelmed in combat, they use their psionic powers to call for aid from their village. Bhutas rarely wield weapons, preferring to rely on their natural attacks, psionic powers, and superior numbers to achieve victory. Anyone captured by bhutas can expect to be devoured within the next 1d4 days.

Psionics (Sp): At will—*feel light, feel sound, hammer, know direction, lesser concussion* (DC 1d20+4); 3/day—*missive* (DC 1d20+0), *talons*. Effective manifester level 3rd. *Attack/Defense Modes (Sp):* At will—all/all.

Blindsight (Ex): Through its innate awareness of changes in air currents, a bhuta can sense all foes with 30 feet as a sighted creature would. Beyond that range, it treats all foes as having total concealment.

IN NARANJAN

Bhutas served as guardians of underground temples and treasuries for Sudarsha's original rulers. Legend has it that the first bhutas were neither evil nor eyeless, but their betrayal of the dwarves brought a curse upon them that made them what they are today. Since the bhutas refuse to speak of those ancient days, no one can confirm the truth of such legends. Whatever their origin, bhutas can be found all over Naranjan, even along the Spice Coast.

Early in Vasudha's reign, the emperor considered using bhutas as shock troops, but they proved too intractable. Some of his advisors, however, remain intrigued with the notion.

BODHISATTVA

Medium Outsider (Good, Native)

Hit Dice: 12d8+24 (78 hp)

Initiative: +7

Speed: 40 ft. (8 squares), fly 90 ft. (average)

Armor Class: 31 (+3 Dex, +14 natural, +4 Inertial Armor), touch 13, flat-footed 28

Base Attack/Grapple: +12/+17

Attack: +4 *greatsword* +21 melee (2d6+11/19–20)

Full Attack: +4 *greatsword* +21/+16/+11 melee (2d6+11/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., double transfer, outsider traits, power resistance 29, resistances (acid 5, cold 5, electricity 5), spell resistance 29, support allies, *unerring strike*

Saves: Fort +10, Ref +11, Will +11

Abilities: Str 20, Dex 17, Con 15, Int 16, Wis 17, Cha 16

Skills: Concentration +17, Diplomacy +20, Disguise +18, Escape Artist +15, Hide +15, Knowledge (religion) +15, Knowledge (the planes) +15, Listen +15, Move Silently +15, Perform (wind instruments) +15, Psicraft +15, Sense Motive +14, Spot +15, Survival +3 (+5 on other planes), Use Rope +3 (+5 bindings)

Feats: Blind-Fight, Cleave, Improved Initiative, Inertial Armor, Power Attack

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Always lawful good

Advancement: 13–18 HD (Medium); 19–36 HD (Large); 34–66 HD (Huge)

Level Adjustment: +8

Monks, psions, and other characters who ponder the mysteries of the universe are usually taken into the upper planes by their deities upon achieving their long-sought transcendence. Sometimes, though, they choose to remain on the Material Plane as bodhisattvas to help others achieve the same exalted state before accepting their final rewards.

A bodhisattva looks much the way it did in its mortal life, though any scars or other physical imperfections it may have carried are gone. It typically works in disguise, often appearing as a humble monk, or even a beggar. It retains none of its previous powers or characteristics, though it does recall its former identity.

A bodhisattva actively seeks out mortals who are in danger of being consumed by evil or by worldly desires. When it finds such a person, it does its best to set him or her upon the correct path by offering timely aid and advice. A bodhisattva may appear as many times as it wishes to a particular individual, but it often changes its appearance with each encounter to avoid recognition. It takes pains to conceal its true nature, since it prefers that people respond to the inherent wisdom in its words rather than to its heavenly connections.



COMBAT

Bodhisattvas prefer to advise their charges and suggest the correct course of action, so they rarely engage in combat. They reveal their true might only in times of direst need and then only for the purpose of saving innocent lives.

A bodhisattva's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Psionics (Sp): At will—*augury*, *detect thoughts* (DC 1d20+5), *empathic transfer*, *my light*, *negate psionics*, *ubiquitous vision*; 3/day—*ablating*, *amplified invisibility* (DC 1d20+6), *aversion* (DC 1d20+5), *brain lock* (DC 1d20+5), *create food and water*, *displacement*, *greater concussion* (DC 1d20+5), *improved biofeedback*, *missive* (DC 1d20+3), *see invisibility*, *sever the tie* (DC 1d20+4), *true metabolism*; 1/day—*dismissal* (DC 1d20+7), *metacconcert*, *mindwipe* (DC 1d20+7), *null psionics field*, *psychic surgery* (DC 1d20+12), *rejuvenation*. Effective manifester level 16th. *Attack/Defense Modes (Sp):* At will—all/all.

Double Transfer (Ex): While manifesting its *empathic transfer* power, the bodhisattva can absorb up to 5 points of damage per manifester level from the subject creature. The subject heals double that amount, gaining back 2 hit points for every 1 that the bodhisattva absorbs into itself.

Outsider Traits: A bodhisattva cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life).

Schism (Ex): A bodhisattva continuously operates as though under the effect of the psionic power *schism* (manifester level 20th), which allows it to manifest its psionic abilities while engaged in physical battle.

Support Allies (Su): While in battle, all the bodhisattva's allies within 30 feet of it may use any of its base saves that are higher than their own for making saving throws.

Unerring Strike (Sp): Once per day, a bodhisattva can automatically confirm one threat it has scored as a critical hit. It can decide to use this ability after scoring a threat but before the roll to confirm a critical hit.

IN NARANIAN

Most monastic orders and psion schools view the bodhisattva as the pinnacle of perfection toward which all aspirants should strive. Legend has it that Sujahna was the first human to reach this exalted state, but many other sects have since claimed the same status for their own founders and champions in an attempt to achieve more prestige for their orders. But since the gods (and the bodhisattvas) do not boast when a person ascends, false claims are common.

BRAINHOLDER

Huge Plant

Hit Dice: 16d8+80 (152 hp)

Initiative: +0

Speed: 10 ft. (2 squares)

Armor Class: 10 (-2 size, +2 natural), touch 8, flat-footed 10

Base Attack/Grapple: +12/+29

Attack: Root slam +19 melee touch (1d6+10)

Full Attack: Root slam +19 melee touch (1d6+10)

Space/Reach: 15 ft./15 ft.

Special Attacks: Blood roots, improved grab, psionics, usurp powers

Special Qualities: Low-light vision, plant traits

Saves: Fort +15, Ref +5, Will +3

Abilities: Str 29, Dex 10, Con 20, Int 17, Wis 3, Cha 16

Skills: Disguise +22, Hide +11, Listen +17, Move Silently +19, Spot +17

Feats: Alertness, Combat Manifestation, Disarm Mind, Iron Will, Mental Adversary, Power Penetration

Environment: Any forest or swamp

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always chaotic evil

Advancement: 17–32 HD (Huge); 33–48 HD (Gargantuan)

Level Adjustment: —

This immense, treelike plant can subsist on the blood of any living creature, though it strongly prefers the blood of psions.

By feeding on creatures with psionic powers, this voracious predatory plant can supplement its own psionics, as well as its limited sensory perception.

A brainholder resembles a normal tree only superficially. Numerous odd protrusions and bulbous outgrowths bulge from its trunk near the roots, and veinlike lines run down its surface on all sides.

Brainholders perceive the world around them primarily through the senses of their psionic victims. While feeding on a captured creature's blood, the brainholder gains full use of all the victim's psionic powers and sensory capabilities. When not feeding, the brainholder's perception is limited to its own psionic abilities, though it can remember what it has "seen" through another's eyes.



Although brainholders bear very little resemblance to the trees around them, they often attempt to blend in with the surrounding forest by using their *false sensory input* power. But this tactic has its limitations, particularly when the brainholder is unable to see the surrounding trees. An immature brainholder, for example, may have gained only an imperfect understanding of how other trees appear from its few victims. Likewise, in regions where the appearance of the forest undergoes significant seasonal variation, brainholders may sometimes appear anachronistic—sporting full foliage in the winter, for example.

A brainholder can also use its *thrall* power to control a free-roving servant. Rootbeasts are common thralls for brainholders, but intelligent mammals are much more rare, since brainholders consider them dangerous servants at best. Such a warm-blooded thrall invariably becomes food for the brainholder when no other sustenance is available.

COMBAT

Once it has lured its prey close with its *domination* power, the brainholder grabs its victim and insert its roots to feed. If threatened, it uses psionic attacks to fend off enemies. A brainholder that has thralls can also direct those creatures to protect it.

Blood Roots (Ex): With a successful grapple check, the brainholder can insert its roots into the bloodstream of a grabbed creature, dealing 3d6 points of damage from blood drain as it begins to feed. The victim must immediately make a successful Fortitude saving throw (DC 23) or be paralyzed by the brainholder's sap. Each day thereafter that the brainholder's roots remain embedded, the victim takes another 3d6 points of damage from blood drain. A brainholder that is feeding cannot use its roots to attack. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a brainholder must hit an opponent at least one size category smaller than itself with its root slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its blood roots ability.

Psionics (Sp): At will—*domination* (DC 1d20+7), *false sensory input* (DC 1d20+6), *feel light*, *feel sound*, *mindlink*, *thrall* (DC 1d20+12). Effective manifester level 20th. *Attack/Defense Modes (Sp):* At will—*mind thrust/all*.

Usurp Powers (Su): Once a brainholder embeds its roots into a victim, it can use that creature's sensory capabilities and psionic powers as though they were its own (no saving throw).

Plant Traits: A brainholder is immune to poison, sleep effects, paralysis, stunning, *polymorphing*, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.

IN NARANIAN

Elven communities often plant brainholders around their lodges for protection. It is not unusual for an elven tribe's holdings to be surrounded by a complex maze of such trees, interspersed through the regular forest. Though they are mobile and can rearrange themselves as desired, brainholders are intelligent enough to understand a mutually beneficial alliance. Typically, they are happy to remain where they are placed and leave members of the protected tribe alone in exchange for regular supplies of food. Tribal members know the locations of the brainholders and use a prearranged psionic signal to alert the trees to their presence.

CELESTIAL PSIONIC

A psion who follows the path of enlightenment may be chosen to serve a particular deity after death. Such a psion becomes a contemplative deva and may later transcend further, becoming a lunar. Psionic celestials of either kind are primarily philosophers, but they often serve as strategists in the eternal war against evil. Their primary purpose is to subvert the work of evil so that it produces good results.

COMBAT

Contemplative devas and lunars tend to avoid combat where possible. In general, psionic celestials would rather talk than fight, and they always warn their opponents before attacking. These celestials consider battle to be a last resort, but they do not hesitate to engage an enemy if the need arises.

Psionic celestials begin battle by using their psionic and spell-like abilities at a distance. Once their foes are sufficiently weakened, they close to melee and finish them off.

PSIONIC CELESTIAL TRAITS

The following traits are shared by both kinds of psionic celestials.

Protective Aura (Su): At will as a free action, a psionic celestial can surround itself with a protective aura, which appears as a nimbus of light with a 20-foot radius centered on the celestial. Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus on saving throws to anyone within its area. (These defensive benefits are not included in the statistics block above.) Otherwise, it functions as a *magic circle against evil* and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals psionic celestial's racial HD). This effect can be dispelled, but the psionic celestial can reinstate it as a free action.

Tongues (Su): A psionic celestial can speak with any creature that has a language as though using a *tongues* spell (caster level 14th). This ability is always active.

Immunities (Ex): All psionic celestials are immune to ability damage, ability drain, acid, cold, electricity, and petrification.

Resistance (Ex): A psionic celestial has fire resistance 20 and receives a +4 racial bonus on Fortitude saves against poison.

Keen Vision (Ex): A psionic celestial has low-light vision and darkvision (60-foot range).

MONSTERS OF THE MIND

CONTEMPLATIVE DEVA

Medium Outsider (Extraplanar, Good)

Hit Dice: 10d8+40 (85 hp)

Initiative: +4

Speed: 30 ft. (6 squares), fly 80 ft. (good)

Armor Class: 27 (+4 Dex, +13 natural), touch 14, flat-footed 23

Base Attack/Grapple: +10/+13

Attack: +3 scimitar +16 melee (1d6+7/18–20)

Full Attack: +3 scimitar +16/+11 melee (1d6+7/18–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics, spell-like abilities

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunities (ability damage, ability drain, acid, cold, electricity, petrification), low-light vision, outsider traits, power resistance 30, protective aura, resistances (fire 20, +4 bonus on saves against poison), tongues

Saves: Fort +11, Ref +11, Will +14

Abilities: Str 17, Dex 18, Con 18, Int 21, Wis 24, Cha 23

Skills: Concentration +17, Diplomacy +21, Escape Artist +17, Hide +17, Intimidate +19, Knowledge (any three) +18, Listen +20, Psicraft +18, Search +18, Sense Motive +20, Spot +20, Survival +7 (+9 following tracks), Use Rope +4 (+6 bindings)

Feats: Power Attack, Psionic Weapon, Psychic Inquisitor, Psychoanalyst

Environment: Any good-aligned plane

Organization: Solitary

Challenge Rating: 12

Treasure: No coins; double goods; standard items

Alignment: Always good (any)

Advancement: 11–16 HD (Medium); 17–34 HD (Large)

Level Adjustment: +8



Contemplative devas are given to deep thought and introspection. They frequently aid mortal priests and ascetics by sharing their own insights into the nature of goodness.

A contemplative deva has milky-white skin, gray hair, and large, gray-feathered wings. Its body is thin and athletic, and its facial features are beautiful and distinguished. Contemplative devas normally wear monks' robes to emphasize their interest in the academic.

COMBAT

If forced into battle, a contemplative deva moves rapidly around the battlefield, using its psionic abilities to identify and engage the most dangerous opponents.

Psionics (Sp): At will—*aura alteration* (DC 1d20+12), *aversion* (DC 1d20+8), *conceal thoughts* (DC 1d20+7), *dimensional anchor*, *dimension door*, *empathic transfer*, *freedom of movement*, *improved biofeedback*, *mind probe* (DC 1d20+11), *mindlink*, *negate psionics*, *object reading*, *precognition*, *rejuvenation*, *schism*, *sending*, *sense psionics*, *sensitivity to psychic impressions*, *shield of prudence*, *undead sense*; 3/day—*divination*, *foresight* (DC 1d20+15), *legend lore*, *reddopsi*, *true seeing* (DC 1d20+13). Effective manifester level 12th.

Attack/Defense Modes (Sp): At will—all/all.

Spell-Like Abilities: At will—*aid*, *continual flame*, *cure light wounds*, *detect evil*, *dispel evil* (DC 21), *find the path*, *holy word* (DC 23), *protection from evil* (DC 17); 3/day—*holy smite* (DC 20). Caster level 10th. The save DCs are Charisma-based.

Outsider Traits: A contemplative deva cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life).

Any weapons a contemplative deva wields are treated as good-aligned for the purpose of overcoming damage reduction.

IN NARANJAN

The Red Moon School, in the city of Parasahna, secretly devotes its curriculum to training psions who are strong candidates for the role of contemplative deva. Only brahmins are allowed to join this school.

LUNAR

Large Outsider (Extraplanar, Good)

Hit Dice: 13d8+52 (110 hp)

Initiative: +4

Speed: 30 ft. (6 squares), fly 80 ft. (good)

Armor Class: 35 (–1 size, +4 Dex, +18 natural, +4 Inertial Armor), touch 13, flat-footed 31

Base Attack/Grapple: +13/+23

Attack: +1 vorpal falchion +20 melee (2d6+10/18–20)

Full Attack: +1 vorpal falchion +19/+14/+9 melee (2d6+10/18–20)

Space/Reach: 5 ft./10 ft.

Special Attacks: Psionics, spell-like abilities

Special Qualities: Damage reduction 20/magic, darkvision 60 ft., immunities (ability damage, ability drain, acid, cold, electricity, petrification), low-light vision, outsider traits, power resistance 32, protective aura, redeem soul, regeneration 10, resistances (fire 20, +4 bonus on saves against poison), tongues

Saves: Fort +12, Ref +12, Will +15

Abilities: Str 22, Dex 19, Con 18, Int 23, Wis 25, Cha 24

Skills: Concentration +20, Diplomacy +9, Escape Artist +20, Heal +23, Hide +16, Knowledge (any three) +22, Listen +23, Move Silently +20, Psicraft +22, Remote View +22, Search +22, Sense Motive +23, Spot +23, Survival +7 (+9 on other planes), Use Rope +4 (+6 bindings)

Feats: Inertial Armor, Power Attack, Psionic Weapon, Psychic Inquisitor, Psychoanalyst

Environment: Any good-aligned plane

Organization: Solitary

Challenge Rating: 16

Treasure: No coins; double goods; standard items

Alignment: Always good (any)

Advancement: 14–26 HD (Large); 27–39 HD (Huge)

Level Adjustment: —

Lunars are former contemplative devas that have gained an even deeper understanding of goodness. Among the most powerful servants of good, these celestials are charged with the task of seeking out lost souls and attempting to redeem them. Lunars travel into even the most evil mortal lands to convert and redeem anyone they can. Their efforts continually frustrate the dreams of despots who would impose unending misery and malice upon the world.

A lunar resembles a powerful and beautiful human. Its hair and skin are milky-gray, and its large, feathered wings are snow-white. A lunar speaks in slow, measured tones that convey great wisdom and patience.

COMBAT

Although they are even more reluctant than contemplative devas to enter combat, lunars can display truly frightening power when they do fight. Wielding their +1 vorpal falchions with ease, lunars behead nearby opponents while blasting others with a vast array of psionic powers. After slaying a mortal opponent, however, a lunar always pauses over the body for a moment, defending itself psionically while it uses its redeem soul ability in a last-ditch attempt to intercede on the dead creature's behalf.

Any weapons a lunar wields are treated as good-aligned for the purpose of overcoming damage reduction.

Psionics (Sp): Always active—*freedom of movement*, *improved biofeedback*, *sense psionics*, *true seeing* (DC 1d20+12), *undead sense*; at will—*aura alteration* (DC 1d20+13), *aversion* (DC 1d20+9), *burning ray*, *clairaudience/clairvoyance*, *conceal thoughts* (DC 20+8), *dimensional anchor*, *dimension door*, *empathic transfer*, *hypercognition*, *mind probe* (DC 1d20+12), *mindlink*, *negate psionics*, *object reading*, *precognition*, *rejuvenation*, *schism*, *sending*, *sensitivity to psychic impressions*, *sever the tie* (DC 1d20+6), *shield of prudence*, *teleport without error* (DC 1d20+11); 3/day—*divination*, *foresight* (DC 1d20+15), *legend lore*, *microcosm*, *psychic surgery* (DC 1d20+16), *reddopsi*; 1/day—*apopsi* (DC 1d20+16), *insanity* (DC 1d20+14), *matter manipulation*, *metafaculty*, *shadow body*, *ultrablast* (DC 1d20+14). Effective manifester level 13th. Always-active powers can be negated, but the lunar can reinstate each as a free action on its turn.

Attack/Defense Modes (Sp): At will—all/all.

Spell-Like Abilities: Always active—*detect evil*, *detect thoughts* (DC 19), *undetected alignment* (DC 19); at will—*aid*, *analyze dweomer* (DC 23), *continual flame*, *cure moderate wounds*, *dispel evil* (DC 22), *dispel magic*, *find the path*, *holy word* (DC 24), *protection from evil* (DC 18); 3/day—*heal*, *holy aura* (DC 25), *holy smite* (DC 21), *searing light*. Effective caster level 13th. The save DCs are Charisma-based.

Always-active effects can be negated, but the lunar can reinstate each as a free action on its turn.

Outsider Traits: A lunar cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life).

Redeem Soul (Su): A lunar may attempt to redeem the soul of a neutral or evil creature that was slain within the last 3 rounds. To do so, the lunar must spend a full-round action crying over the corpse. At the end of that time, the dead creature may attempt a Will save (DC 23). Success means there is no effect and the lunar may not try again. Failure changes the moral component of the creature's alignment to good. The save DC is Charisma-based. This ability is usable at will.

If the redeemed creature is subsequently restored to life, it immediately gains one negative level (if it was neutral) or three negative levels (if it was evil). The DC for the Fortitude save to remove the negative levels is 23.

Regeneration (Ex): Sonic attacks deal normal damage to a lunar.



COUATL, NARANJANI

Large Outsider (Good, Lawful, Native)

Hit Dice: 9d8+18 (58 hp)

Initiative: +7

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 21 (–1 size, +3 Dex, +9 natural), touch 12, flat-footed 18

Base Attack/Grapple: +9/+17

Attack: Bite +12 melee (1d3+6 plus poison)

Full Attack: Bite +12 melee (1d3+6 plus poison)

Space/Reach: 5 ft. (coiled)/5 ft.

Special Attacks: Constrict 2d8+6, improved grab, poison, psionics, spells

Special Qualities: Darkvision 60 ft., ethereal jaunt, outsider traits, telepathy 90 ft.

Saves: Fort +8, Ref +9, Will +10

Abilities: Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17

Skills: Balance +5, Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)

Feats: Dodge, Empower Spell, Eschew Materials^u, Hover, Improved Initiative

Environment: Warm forest

Organization: Solitary, pair, or flight (3–6)

Challenge Rating: 10

Treasure: Standard

Alignment: Always lawful good

Advancement: 10–13 HD (Large); 14–27 HD (Huge)

Level Adjustment: +7



Couatls rank among the more powerful servants of good and are viewed by most Material Plane creatures as supremely wise and knowledgeable. Though their vast array of magical and psionic powers makes them powerful individually, they also work extremely well with like-minded allies.

A couatl is about 12 feet long and weighs about 1,200 pounds. Broadly considered to be among the most beautiful creatures in existence, it resembles a serpent with rainbow-colored, feathered wings that can measure up to 15 feet when fully spread. The transition from the scales on its body to the feathers on its wings is a subtle one, with no suggestion of discontinuity. A couatl's expressive face can display a wide range of emotions.

Couatls speak Common, Draconic, and Celestial. They can also communicate telepathically.

COMBAT

A couatl seldom attacks without provocation, though it does not hesitate to engage an evildoer caught red-handed. Like other highly intelligent creatures, a couatl usually casts spells and manifests powers from a distance before closing to melee. If multiple couatls are present, they discuss strategy before entering battle.

Naranjani couatls never abandon their allies if they can help it, though they may use *plane shift* to escape temporarily from a battle that is going against them. Once they have healed their wounds, they usually return to finish the fight. A Naranjani couatl's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A couatl deals 2d8+6 points of bludgeoning damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a couatl must hit a creature up to two size categories larger than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str. The save DC is Constitution-based.

Psionics (Su): At will—*aura sight*, *detect thoughts* (DC 1d20+5), *invisibility* (DC 1d20+4), *plane shift* (DC 1d20+10), *polymorph* (self only). Effective manifester level 9th. *Attack/Defense Modes (Sp):* At will—all/all.

Spells: A Naranjani couatl casts spells as a 9th-level sorcerer. It can choose its spells from the sorcerer list, the cleric list, and the lists for the Air, Good, and Law domains. The cleric and domain spells are considered arcane spells for the couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4; save DC 13 + spell level): 0—*cure minor wounds*, *daze*, *disrupt undead*, *light*, *mending*, *ray of frost*, *read magic*, *resistance*; 1st—*endure elements*, *mage armor*, *obscuring mist*, *protection from chaos*, *true strike*, *wind wall*; 2nd—*cure moderate wounds*, *eagle's splendor*, *scorching ray*, *silence*; 3rd—*gaseous form*, *magic circle against evil*, *summon monster III*; 4th—*charm monster*, *freedom of movement*.

Ethereal Jaunt (Su): This ability works like the *ethereal jaunt* spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed.

Skills: Arcana, history, and nature are favored Knowledge skills among Naranjani couatls.

DAIKEN SWARM

Tiny Vermin

Hit Dice: 2d8 (9 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 50 ft. (good)

Armor Class: 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17

Base Attack/Grapple: +0/—

Attack: Swarm (1d6 plus 1d8 electricity)

Full Attack: Swarm (1d6 plus 1d8 electricity)

Space/Reach: 10 ft./—

Special Attacks: Distraction (DC 11), electrical charge, electrical jolt

Special Qualities: Darkvision 60 ft., psychic static, resistance (electricity 15), swarm traits, vermin traits

Saves: Fort +3, Ref +3, Will +2

Abilities: Str 2, Dex 17, Con 11, Int —, Wis 14, Cha 1

Skills: —

Feats: —

Environment: Any forest or swamp

Organization: Swarm, cloud (3–7 swarms), or plague (11–20 swarms)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2–4 HD (Tiny)

Level Adjustment: —

Daikens are flying vermin that tend to congregate near crystal deposits. Exposure to the latent psionic energy in such deposits grants these otherwise harmless creatures the ability to disrupt the use of psionics by others.

A daiken is a batlike creature with a long tail and a hard, chitinous shell. Internal glands beneath its shell constantly generate electricity, which can be seen crackling along its body.

The bane of psions everywhere, daikens increase the difficulty of manifesting psionic powers in their area. Psions insist that the creatures feed on psychic energy. Whether or not this assertion is true, they do seem to gravitate toward areas where there are many psions or psychic warriors. Regardless of the reasons behind the daikens' choice of lairs, psions view these vermin as highly expendable and waste no time in exterminating any they find.

COMBAT

Daikens fly into battle as swarms, lashing their opponents with their tails and attempting to release their electrical jolts as often as possible. Their psychic static effect makes it nearly impossible for most psions to fight them.

Distraction (Ex): Any living creature vulnerable to a daiken swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 11 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

Electrical Charge (Su): A daiken swarm can use the *biocurrent* ability at will (effective manifester level 1st). It need not concentrate to use this ability.

Electrical Jolt (Ex): A daiken swarm deals 1d8 points of electricity damage with a swarm attack.

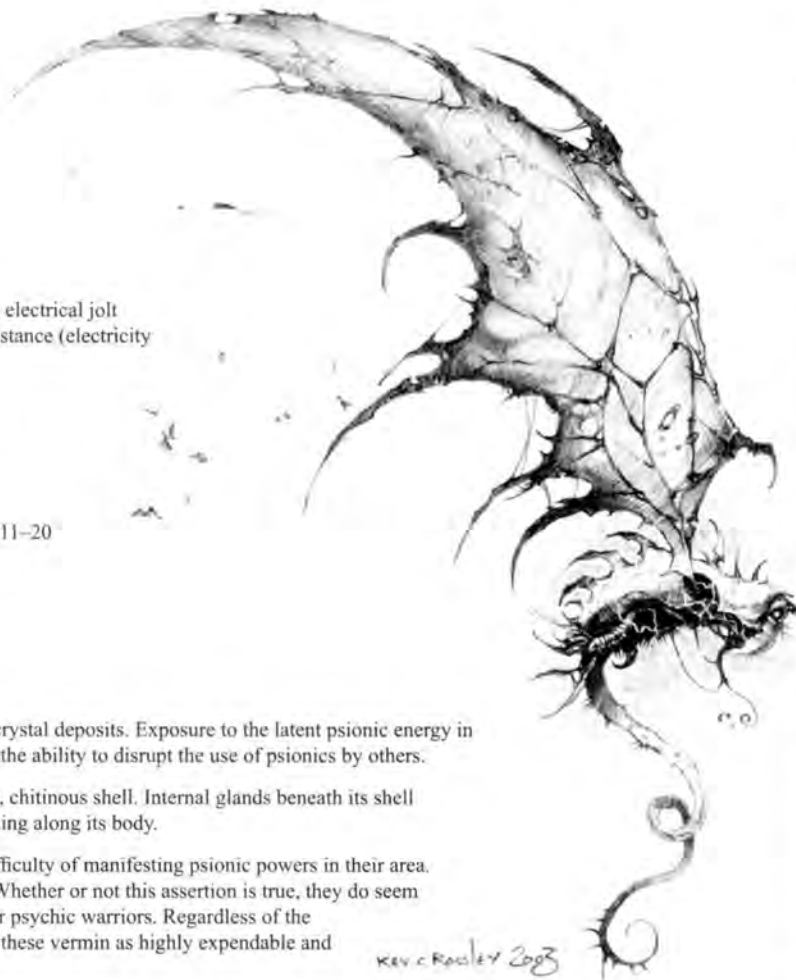
Psychic Static (Su): A psion or psychic warrior must spend 1 extra power point to manifest any psionic ability if a daiken swarm is within 100 feet at the time. For each additional daiken swarm within 100 feet, 1 additional power point is required.

Swarm Traits: A daiken swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. It is immune to all weapon damage. Reducing a daiken swarm to 0 hit points or fewer causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. A daiken swarm is never staggered or reduced to a dying state by damage. Also, it cannot be tripped, grappled, or bull rushed, and it cannot grapple another. A daiken swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). It takes a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead. A daiken swarm is susceptible to high winds, such as that created by a *gust of wind* spell. For the purpose of determining the effects of wind on a swarm, treat it as a creature of the same size as its constituent creatures. Wind effects deal 1d6 points of nonlethal damage to the swarm per spell level (or Hit Die of the originating creature, in the case of effects such as an air elemental's whirlwind). A daiken swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and it does not reform until its hit points exceed its nonlethal damage.

Vermin Traits: A daiken swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

IN NARANIAN

Dwarves have taken to raising and breeding daikens as a defense against psions. Daiken nests are placed on the outsides of mountains so that in case of an attack, the dwarves can set fire to the nests, causing the daikens to swarm.



MONSTERS OF THE MIND

DEMON, ASURA

Like tanar'ri, asura is a category of demonkind. Legend has it that asuras are relatives of the gods, but their corruption is so complete that they lack even the integrity displayed by the most evil of deities. Whatever their origins, asuras embody the worst traits of both mortal and divine beings. They revel in all manner of cruelty, vice, and selfishness, and many kinds of asuras are capable of possessing mortals.

Not surprisingly, asuras are longtime foes of the gods—more so even than other demons. They regularly involve themselves with mortals who seek to undermine the established order—be it political, religious, or cultural. They see such interference as a way of striking back against the gods who banished them from the higher planes eons ago.

ASURA TRAITS

Asuras are immune to cold, poison, and electricity. They have acid resistance 20, fire resistance 20, and sonic resistance 20. As a supernatural ability, they can communicate telepathically with any creature within 100 feet that has a language. Most can summon others of their kind as a spell-like ability.

IN NARANJAN

The inhabitants of Naranjan have few dealings with extraplanar beings—at least with those commonly found in other parts of the world. But among those they do encounter with some frequency are the asuras—creatures that enjoy nothing more than upsetting the divine order established by the gods. Almost all inhabitants of the island continent look upon the asuras' mission with disdain, for even the followers of evil gods and avatars find value in the gods' arrangement of reality. Consequently, only the most depraved or desperate spellcasters turn to asuras for aid.

Many asuras act independently, tempting mortals to betray their friends, families, temples, and leaders. Some Naranjan natives blame asuras for the downfall of the dwarves, while others claim that the new regime owes its power to these vicious demons.

CHIKRAM (ASURA)

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 8d8+24 (60 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 21 (–1 size, +12 natural), touch 9, flat-footed 21

Base Attack/Grapple: +8/+17

Attack: +3 *unholy longsword* +15 melee (1d8+8 plus 2d6 *unholy*/19–20)

Full Attack: +3 *unholy longsword* +15/+10 melee (1d8+8 plus 2d6 *unholy*/19–20)

Space/Reach: 5 ft./10 ft.

Special Attacks: Psionics

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., fear aura, immunities (cold, electricity, fire), outsider traits, resistances (acid 20, fire 20, sonic 20), spell resistance 20, *summon asuras*, telepathy 100 ft.

Saves: Fort +9, Ref +6, Will +10

Abilities: Str 20, Dex 11, Con 16, Int 20, Wis 19, Cha 13

Skills: Bluff +12, Climb +16, Concentration +14, Forgery +16, Gather Information +12, Intimidate +14, Knowledge (psionics) +16, Knowledge (the planes) +16, Listen +15, Profession (torturer) +15, Search +16, Sense Motive +15, Spot +15, Survival +4 (+6 on other planes, +6 following tracks)

Feats: Power Attack, Psychic Inquisitor, Psychoanalyst

Environment: The Abyss

Organization: Solitary, pair, inquiry (3–8), jury (12), or inquisition (13–15)

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9–12 HD (Large); 13–20 HD (Huge)

Level Adjustment: —



Chikrams employ a combination of psionics and physical torture to extract information from their victims for more powerful evil beings, including mortal clerics and wizards. Chikrams are capable of working effectively with others of their kind, provided that they receive explicit instructions from their superiors. If left to their own devices, however, they revert to the bickering and power plays for which demons are justly known.

A chikram resembles a humanoid beetle with six legs and a rounded body. A tough, black carapace covers its back, but its fit is loose enough that the creature can store documents and other important evidence between its body and its shell. A chikram's compound eyes are a deep shade of blue, and its other facial features are a disturbing mockery of a human being's. A small pair of horns sprouting from its forehead takes the place of antennae.

Evil beings of significant power and influence often employ chikrams as supernatural inquisitors. Between their expertise at torture and their fear aura, they rarely have difficulty extracting even the deepest secrets from those under their "care."

COMBAT

Chikrams are not accustomed to serious resistance. They are perfectly willing to chase their targets across planes, if necessary, and they rarely encounter anyone who can resist their inquisitions. When confronted by psionic foes, chikrams usually lead off with their weaker powers. If the suspect responds by manifesting powerful psionics, one chikram launches into an all-out psionic attack, while its comrades attempt to subdue or prisoner physically.

A chikram's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): A chikram continuously exudes an aura of fear in a 10-foot radius around itself. This effect functions like the *fear* spell (caster level 15th; Will DC 15). Any demon with 6 or more HD is immune to this effect. The save DC is Charisma-based.

Psionics (Sp): At will—*forced mindlink*, *plane shift* (DC 1d20+7); 3/day—*aura alteration* (DC 1d20+7), *dissolving touch*, *domination* (DC 1d20+5), *mindwipe* (DC 1d20+5), *polymorph* (self only), *tailor memory* (DC 1d20+5); 1/day—*amplified invisibility* (DC 1d20+7), *metaconcert*, *metafaculty*, *mind probe* (DC 1d20+6); 1/month—*thrall* (DC 1d20+10). Effective manifester level 10th. **Attack/Defense Modes (Sp):** At will—all/all.

Summon Asuras (Sp): Once per day a chikram can summon 1d6 additional chikrams with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Outsider Traits: A chikram cannot be *raised*, *reincarnated*, or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life).

IN NARANIAN

The inhabitants of Sudarsha and the surrounding states fear asuras—particularly chikrams. Under dwarven rule, using the services of a chikram was a capital offense, though this law didn't deter evil spellcasters from doing so. The Vedas tell tales of many wicked men and women who called upon chikrams to do their bidding, only to pay a terrible price later. In reality, of course, not all who call upon chikrams suffer for it, so the use of these creatures continues to the present day among certain cults and sects. Under Vasudha, the ancient prohibitions have been relaxed, at least unofficially. This action has in turn given rise to stories about corrupt provincial governors who employ these demons, in addition to the usual suggestions that emperor enlists their aid in the dungeons beneath his palace.

DESTROYED

A possessed psion suffers a disruption of the normal flow of psychic energy between body and soul. If slain while in this state, the psion undergoes a psychic disconnection in which its body and mind remain animate but separate. Such undead parts of a dead psion are called destroyed—the mind is known as a damned thought, and the body is called a husk. The two creatures wander the world in a mad quest to reunite and take revenge on their killer. If they accomplish both of these goals, the reunified creature, known as a demihusk, expands on its quest for vengeance, attacking targets related to or associated with those who slew it. Destroyed retain no power, abilities, or other aspects of their former selves save the memories of their deaths.

COMBAT

A damned thought cares for nothing except vengeance, and a husk wants only reunification with its other half. Both creatures, as well as the demihusk that results from reunification, use their psionic abilities to attack their killers or any other creatures that stand between them and their targets.

Undead Traits: A destroyed is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing and both portions of the original psion are slain.

IN NARANIAN

Dwarven cultists of Nigdaya, goddess of rage, have long operated in the coastal free cities. These cultists seek to disrupt their governments and pave the way for a restored Sudarshan empire under dwarven rule. Since the psionic schools were one of the earliest centers of resistance against the empire, the dwarves consider turning the greatest warriors of such schools into destroyed to be a fine form of revenge. They accomplish this goal by kidnapping likely targets, summoning asuras to possess them, and then turning them loose to be slain by adventurers charged with ending their depredations. The dwarves hope that the murderous rampages of these undead creatures will eventually discredit the schools.

DAMNED THOUGHT

Small Undead (Incorporeal)

Hit Dice: 4d12 (26 hp)

Initiative: +1

Speed: Fly 50 ft. (10 squares) (perfect)

Armor Class: 14 (+1 size, +1 Dex, +2 deflection), touch 14, flat-footed 13

Base Attack/Grapple: +2/—

Attack: —

Full Attack: —

Space/Reach: 5 ft./5 ft.

Special Attacks: Possession, psionics

Special Qualities: Darkvision 60 ft., greater invisibility, incorporeal traits, psychic tracking, rage, undead traits

Saves: Fort +1, Ref +2, Will +6

Abilities: Str —, Dex 13, Con —, Int 18, Wis 15, Cha 14

Skills: Hide +12, Listen +9, Psicraft 11, Search +11, Spot +9, Survival +9 (+11 following tracks)

Feats: Disarm Mind, Mental Adversary, Track^h

Environment: Any

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 5–8 (Small)

Level Adjustment: —

A damned thought is the last thought of a psion who was slain while possessed. Incorporeal and invisible, it spends its time carefully tracking the creature or creatures that killed it. When it finds those responsible for its death, it plans its attack carefully to ensure success.

A damned thought can be caught and imprisoned by the *trap the soul* spell. If killed, it dissipates, and its husk continues to wander until slain.

COMBAT

A damned thought can attack only with psionics. If sorely pressed by multiple attackers, it attempts to possess the body of someone it has already successfully attacked with *mind blast* so that it can make physical attacks as well.

Possession (Su): The round after a damned thought has successfully attacked with *mind blast*, it can attempt to possess the target of that attack. This ability is similar to a *magic jar* spell (caster level 10th or the damned thought's Hit Dice, whichever is higher), except that no receptacle is required. To use this ability, the damned thought must move into the target's space, and doing so does not provoke attacks of opportunity. The target can resist the attack with a Will save (DC 14). A creature that successfully saves is immune to that damned thought's possession for 24 hours. Once in possession of a body, the damned thought has little regard for it; in fact, the creature rather enjoys destroying its borrowed form. The save DC is Charisma-based.

Psionics (Sp): At will—*body equilibrium**, *concussion* (DC 1d20+4), *control shadow*, *create sound*, *detect psionics*, *lesser concussion* (DC 1d20+3), *missive* (DC 1d20+2), *telepathic projection* (DC 1d20+2), *undead sense*, *whitefire* (DC 1d20+7); 3/day—*aura sight*, *cone of sound* (DC 1d20+5), *fate link* (DC 1d20+5), *trace teleport* (DC 1d2+7), *wall of ectoplasm*; 1/day—*dimension anchor*, *energy barrier**, *true concussion* (DC 1d20+9). Effective manifester level 10th. **Attack/Defense Modes (Sp):** At will—all/all.

*The damned thought can use psychometabolism powers only while it possesses a physical body.

Greater Invisibility (Su): A damned thought remains invisible even when it attacks. This ability is always active, but the damned thought can suppress or resume it as a free action.

Incorporeal Traits: A damned thought is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Psychic Tracking (Su): A damned thought can follow the psychic trail of those responsible for its death. To find or follow a psychic trail for 1 mile, the damned thought must make a successful Psicraft check (DC 15). The creature moves at half speed while following a psychic trail. Since the trail is not physical, it cannot be falsified or hidden. The Psicraft DC increases by +1 per 24 hours since the trail was made. This ability cannot be used to find or follow trails made by the subject of a *nondetection*, *mind blank*, or other effect that shields transmission of thoughts.

Rage (Ex): Once per day while in possession of a body, a damned thought can fly into a destructive rage. The effect is identical to a barbarian's rage ability, and it lasts for a number of rounds equal to 3 + the damned thought's Charisma modifier (5 rounds for the typical damned thought).

HUSK

Medium Undead

Hit Dice: 7d12 (45 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +3/+4

Attack: Slam +4 melee (1d6+1)

Full Attack: Slam +4 melee (1d6+1)



Space/Reach: 5 ft./5 ft.
Special Attacks: Psionics
Special Qualities: Coordination, darkvision 60 ft., find self, rage, reunification, undead traits
Saves: Fort +2, Ref +2, Will +0
Abilities: Str 13, Dex 11, Con —, Int —, Wis 1, Cha 14
Skills: —
Feats: —

Environment: Any
Organization: Solitary, pair, horde (10–19)
Challenge Rating: 7
Treasure: Standard
Alignment: Always neutral evil
Advancement: 8–14 HD (Medium)
Level Adjustment: —

A husk is the burnt-out shell of a psion—a body in search of its mind. It wanders the world, trying to reunite with the damned thought that is the other part of itself.

A husk continues to decay after death. A fresh husk may even look alive, except for the glazed look in its eyes and its jerky movements. An older husk shows obvious signs of decay and may be missing one or more limbs. Very old husks are nothing but skeletons held together by psychic energy. To the uneducated eye, a husk may appear to be a zombie or skeleton. A husk carries all the equipment that it did in life, but it can use only its weapons and armor.

A husk is interested only in locating its damned thought, and it ignores any creatures that do not prevent it from reaching this goal. Husks have been known to attack people possessed by their damned thoughts, since such creatures pose obstacles to reunification.

COMBAT

The husk usually uses its scattered psionic abilities in combat, though it can also use any weapons it carries.

Psionics (Sp): At will—*emulate power*. Effective manifester level 10th. The husk has only a 25% chance of manifesting the power of its choice; otherwise it manifests a random power. **Attack/Defense Modes (Sp):** At will—all/all. The husk has only a 25% chance of manifesting the attack or defense mode that it is trying to use; otherwise it manifests a random one.

Coordination (Ex): A husk can manifest its psionic powers while engaged in melee combat without provoking attacks of opportunity. It also need not make Concentration checks to manifest or maintain psionic powers while in combat.

Find Self (Sp): The husk can automatically sense the direction and distance of its damned thought.

Rage (Ex): Once per day, a husk can fly into a destructive rage. The effect is identical to a barbarian's rage ability, and it lasts for a number of rounds equal to 3 + the husk's Charisma modifier (5 rounds for the typical husk).

Reunification (Ex): Once a husk finds its damned thought, it can reunify with it to create a demihusk. The husk must be in the same space as the damned thought, and the latter must not be in possession of another body at the time. Reunification requires a full-round action, and both the husk and the damned thought must make a successful Will save (DC 17) to rejoin. The save DC is based on the demihusk's Constitution.

DEMIHUSK

Medium Undead

Hit Dice: 11d12 (71 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 19 (+1 Dex, +4 natural, +4 Inertial Armor), touch 11, flat-footed 18
Base Attack/Grapple: +5/+7
Attack: +3 rapier +10 melee
Full Attack: +3 rapier +10 melee (1d6+6/18–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psionics
Special Qualities: Coordination, darkvision 60 ft., greater rage, psychic tracking, undead traits
Saves: Fort +3, Ref +4, Will +9
Abilities: Str 15, Dex 13, Con —, Int 18, Wis 15, Cha 14
Skills: Hide +15, Listen +16, Psicraft +18, Search +14, Spot +16, Survival +16 (+18 following tracks)
Feats: Disarm Mind, Extend Power, Inertial Armor, Mental Adversary, Track^U

Environment: Any
Organization: Solitary or horde (1 plus 10–19 husks)
Challenge Rating: 9
Treasure: Standard
Alignment: Always neutral evil
Advancement: 12–22 HD (Medium)
Level Adjustment: —

When a damned thought reunites with its husk, the result is a demihusk—a powerful undead focused solely on revenge.

A demihusk looks exactly like its husk portion formerly did, except that its eyes glow with a malevolent and focused intelligence.

COMBAT

A demihusk can use all the equipment it could while alive, including magic and psionic items. It uses both melee and psionic combat to best advantage.

Psionics (Sp): At will—*concussion* (DC 1d20+4), *control shadow*, *create sound*, *detect psionics*, *far punch*, *lesser concussion* (DC 1d20+3), *missive* (DC 1d20+2), *telepathic projection* (DC 1d20+2), *undead sense*, *whitefire* (DC 1d20+7); 3/day—*aura sight*, *cone of sound* (DC 1d20+5), *emulate power*, *fate link* (DC 1d20+5), *trace teleport* (DC 1d20+7), *wall of ectoplasm*; 1/day—*dimension anchor*, *true concussion* (DC 1d20+7). Effective manifester level 10th. **Attack/Defense Modes (Sp):** At will—all/all.

Coordination (Ex): A demihusk can manifest its psionic powers while engaged in melee combat without provoking attacks of opportunity. It also need not make Concentration checks to manifest or maintain psionic powers while in combat.

Greater Rage (Ex): Once per day, a demihusk can fly into a highly destructive rage. The effect is identical to a barbarian's greater rage ability, and it lasts for a number of rounds equal to 3 + the demihusk's Charisma modifier (5 rounds for the typical demihusk).

Psychic Tracking (Su): A demihusk can follow the psychic trail of those responsible for its death. To find or follow a psychic trail for 1 mile, the demihusk must make a successful Psircraft check (DC 15). The creature moves at half speed while following a psychic trail. Since the trail is not physical, it cannot be falsified or hidden. The Psircraft DC increases by +1 per 24 hours since the trail was made. This ability cannot be used to find or follow trails made by the subject of a *nondetection*, *mind blank*, or other effect that shields transmission of thoughts.

DEVATA

Tiny Fey

Hit Dice: 2d6+2 (9 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +1/-8

Attack: Dagger +6 melee (1d4-1/19-20)

Attack: Dagger +6 melee (1d4-1/19-20)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Barbs, psionics

Special Qualities: Low-light vision

Saves: Fort +1, Ref +6, Will +3

Abilities: Str 8, Dex 17, Con 12, Int 16, Wis 11, Cha 15

Skills: Bluff +7, Diplomacy +6, Gather Information +7, Hide +16, Intimidate +4, Listen +7, Move Silently +8, Open Lock +8, Sense Motive +5, Sleight of Hand +10, Spot +7

Feats: Alertness^u, Psychoanalyst, Weapon Finesse^u

Environment: Any land and underground

Organization: Solitary, pair, gang (1 devata plus 2d6 fey), or guild (1-6 devatas plus 3d10 fey)

Challenge Rating: 3

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: 3-5 HD (Small)

Level Adjustment: +2

Devatas are tiny, malicious sprites that make their homes in or near civilized areas. They steal food, jewelry, clothing, and other items of value from humanoid settlements—a fact that causes their humanoid neighbors to view them as dangerous nuisances at best, or vermin to be exterminated at worst. An exceptionally rich devata, male or female, often invites weaker sprites of its kind to live with it, establishing a small harem and its own court full of conniving admirers.

A devata resembles a tiny, winged elf with eyes like a cat. The reflective properties of its eyes often startle those who unexpectedly encounter it. A devata's wings are tougher than those of most sprites and are covered with sharp barbs. The typical devata favors gaudy clothes made from expensive fabrics and adorns itself with jewelry and other obvious accoutrements of wealth.

Unlike other trickster sprites, devatas are malicious, choosing their targets so as to maximize the suffering of both the victims and their families. A few devatas even set up ambushes to capture children, the sick, and the elderly, whom they either torture and kill or hold for ransom. Used indiscriminately, of course, such practices can arouse the ire of the target societies, with disastrous results for the devatas. Consequently, the smartest of these creatures stick to pettier crimes that do not draw unwanted attention to themselves or their kind.

COMBAT

Devatas rarely place themselves in mortal danger, preferring instead to allow their lackeys to deal with problems involving combat. If their bodyguards don't take care of the danger, the devatas attempt to dominate a few of their opponents and turn them against the rest of the enemies. If forced into melee, a devata uses the sharp barbs on its wings to slice at its enemies.

Barbs (Ex): A devata can fly at its opponent, then whirl around just before impact to graze the enemy with the barbs on its flapping wings. This attack deals 1d6+1 points of slashing damage (Reflex DC 12 half). An opponent that saves successfully may attempt a grapple check to grab the sprite in midair. Because this attack brings it perilously close to an opponent, the devata usually tries this maneuver only when fighting a single opponent that has taken considerable damage or is unarmed. The save DC is Constitution-based.



Psionics (Sp): At will—*charm monster* (DC 1d20+5), *charm person* (DC 1d20+3), *elf sight*, *far punch*, *knock*, *inkling*; 3/day—*displacement*, *false sensory input* (DC 1d20+5), *lesser domination* (DC 1d20+5), *spider climb* (DC 1d20+4); 1/day—*aversion* (DC 1d20+4), *invisibility* (DC 1d20+3). Effective manifester level 7th. **Attack/Defense Modes (Sp):** At will—*ego whip*, *mind thrust/empty mind*, *thought shield*.

IN NARANJAN

Devatas can be found in nearly every Naranjan settlement, from rural villages to major cities. In rural areas, the people often propitiate the devatas with regular gifts to prevent them from wreaking havoc. In larger settlements, devatas are hunted down like vermin. Only the wildest devatas can survive for long in a metropolis such as Vimakri or Kemanda. But even as devata settlements are obliterated, new ones continue to spring up. As recently as a few years ago, a devata gang established itself in Ujjwala and managed to amass a considerable fortune before agents dispatched by the provincial governor finally brought it down.

DORJE GOLEM

Large Construct

Hit Dice: 15d10 (112 hp)

Initiative: +3

Speed: 20 ft. (4 squares) (can't run)

Armor Class: 23 (–1 size, –1 Dex, +15 natural), touch 8, flat-footed 23

Base Attack/Grapple: +11/+24

Attack: Slam +20 (2d12+9)

Full Attack: 2 slams +20 (2d12+9)

Space/Reach: 5 ft./10 ft.

Special Attacks: *Dorje power*; spiky body

Special Qualities: Construct traits, damage reduction 15/adamantine, immunity (magic, psionics), low-light vision, refraction

Saves: Fort +7, Ref +4, Will +5

Abilities: Str 29, Dex 9, Con —, Int 5, Wis 11, Cha 1

Skills: Jump +9, Listen +6, Spot +6

Feats: Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Stand Still, Weapon Focus (slam)

Environment: Any land

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: 16–22 HD (Large), 23–45 HD (Huge)

Level Adjustment: —

A dorje golem is a construct built from a psionically charged crystal bound to a thoughtform. The result is an impressive combatant that is both difficult to harm and impossible to reason with. More powerful than astral constructs and easier to control than thoughtforms, dorje golems are preferred as bodyguards and servants by the most powerful psions. Moving precisely and smoothly, dorje golems seem as unstoppable as a force of nature.

The typical dorje golem stands 10 feet tall and weighs about 3,000 pounds. Its roughly humanoid form is covered with delicate-looking spikes. With only the simplest features worked into its face and frame, a dorje golem is rarely a work of art, although occasionally one is shaped with particular care.

A dorje golem is incapable of speech or vocalization of any sort, although it does understand the languages spoken by its creator.

COMBAT

Dorje golems have a simple, yet effective combat style—locate the enemies, then destroy them mercilessly. Unless otherwise ordered by its creator, a dorje golem simply advances and strikes, swiftly pounding its enemies into mush. If the power that has been placed within it is useful in combat, it may employ that as well as its fists.

Dorje Power (Sp): Upon creation, a dorje golem is imbued with one psionic power of 1st to 4th level that its creator knows. The most common choice is *cone of sound*, although *dissolving touch* and *invisibility purge* are also favorites. The golem can use the selected power once per round as a free action, and its use does not provoke an attack of opportunity. The effective manifester level is 18th, and the save DC (if any) is calculated as if for the creator (typically 15 + power level).

Construct Traits: A dorje golem is immune to poison, sleep effects, 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 critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Immunity to Magic (Ex): A dorje golem is immune to all spells and spell-like abilities that allow spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.



- A *shatter* spell works normally except that no saving throw is allowed against the damage (1d6 per caster level, 10d6 maximum).
- A *mending* spell heals the dorje golem of 1 point of damage per level of the caster, to a maximum of 10 points of damage per casting (any excess points are lost).

Immunity to Psionics (Ex): A dorje golem is immune to all psionic powers and effects, except as noted below.

- If *ultrablast* is used upon a dorje golem, it neutralizes the golem's *dorje power* and negates its damage reduction for 1 round.
- If *dissolving touch* is used upon a dorje golem, it heals as many points of damage as it would otherwise deal.

Refraction (Su): A dorje golem can use its crystalline body to reflect or refract light in any manner it chooses. This ability allows it to reflect the rays of a light source onto items its creator wishes to examine. In addition, any time a dorje golem is targeted by a *prismatic spray* spell, it captures the effect and reflects it in any direction it chooses, as though it were the point of origin of a new *prismatic spray* spell. The golem is otherwise unaffected by the *prismatic spray*.

Spiky Body (Ex): The delicate-looking spikes that cover a dorje golem's body function like spiked armor. Anyone grappling the golem takes 1d6 points of damage per round from the spikes, and any creature that strikes the golem with a natural or unarmed attack takes the same amount of damage with each successful blow. These spikes do not affect the damage caused by the golem's own blows.

CONSTRUCTION

A dorje golem is chiseled from a single 5,000-pound block of crystal. The creator can chisel the crystal personally, or it can be done by a hired artisan. Either way, assembling the body takes at least two months and requires a successful Craft (sculpting or gemworking) check (DC 20).

Next, the creator must work the appropriate psionic rituals to power the body. This process requires at least 8 hours a day of solid work for a two-month period. The work must be done in a specially prepared meditation chamber that costs 500 gp to build. When not working on the rituals, the creator must rest and can perform no other activities except eating, sleeping, or talking. If personally constructing the golem's body, the creator can perform the building and rituals together. If the creator misses a day of rituals, the process fails and must be started again. Any money already spent is lost, but XP are not. The golem's body can be reused, as can the laboratory.

CL 18th; Craft Construct (see *MM*), Craft Dorje, *breath of the dragon*, *matter manipulation*, *power turning*, *psychic surgery*. Price 170,000 gp. Cost 85,000 gp + 6,800 XP.

IN NARANJAN

Dorje golems were first constructed near the end of the Great Rebellion by the psions of the Black Sky Sect, although the methods of their construction soon spread to the other psionic schools. Immune to the magic of the dwarven brahmins, dorje golems proved to be highly effective in bringing down Sudarshan rule. The manufacture of dorje golems is now widespread, and ownership of such a golem is virtually mandatory for anyone powerful enough to create one.

DORJE OOZE

Small Ooze

Hit Dice: 4d10+20 (42 hp)

Initiative: -1

Speed: 10 ft. (2 squares)

Armor Class: 6 (+1 size, -5 Dex), touch 6, flat-footed 6

Base Attack/Grapple: +3/+9

Attack: Slam +9 melee (1d8+7)

Full Attack: Slam +9 melee (1d8+7)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d8+7, dissolve mind, *dorje power*, improved grab

Special Qualities: Blindsight 60 ft., consume power, ooze traits, sense psionics

Saves: Fort +6, Ref -4, Will -4

Abilities: Str 20, Dex 1, Con 20, Int 6, Wis 1, Cha 1

Skills: Listen +0, Spot +1

Feats: Alertness, Improved Initiative

Environment: Any marsh and underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-7 HD (Small); 8-12 HD (Medium); 13-20 HD (Large)

Level Adjustment: —

Unlike most oozes, a dorje ooze is not mindless, and it possesses psionic powers of its own. Dorje oozes feed on the minds of psionically powered creatures. Though no one knows the origins of these creatures, they tend to make lairs near populous areas of Naranjan.

At rest, a dorje ooze resembles a large, glittering puddle and can easily be mistaken for water. When moving or attacking, it extends one or more pseudopods, breaking the perfection of its circular form. When it strikes an opponent with psionic powers, its body glows, emitting bright yellow light for as long as it remains in physical contact with that individual.



Dorje oozes use their *sense psionics* ability to locate psionic prey. With a successful attack against a psionic opponent, the dorje ooze flows onto its target's body and uses its *dissolve mind* ability to slay its victim.

Constrict (Ex): With each successful grapple check, a dorje ooze deals 1d8+7 points of bludgeoning damage.

Dissolve Mind (Su): Any opponent constricted by a dorje ooze must make a successful Fortitude save (DC 17) or take 1 point of Intelligence drain, 1 point of Wisdom drain, and 1 point of Charisma drain (minimum 0). A new save is required at the same DC each round that the dorje ooze constricts. The save DC is Constitution-based.

Dorje Power (Sp): Each dorje ooze can manifest one selected power of 1st to 3rd level from the psion's power list. This power may be manifested once per round as a free action that does not provoke an attack of opportunity. A dorje ooze typically manifests its power every round during combat, but not at all any other time.

Improved Grab (Ex): To use this ability, a dorje ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): A dorje ooze's entire body is a psionic sensory organ that can ascertain prey by scent and vibration within 60 feet.

Consume Power (Su): A dorje ooze is completely unaffected by psionics, except that it heals 1 hit point of damage per psionic power point paid to manifest the power or attack mode used against it.

Ooze Traits: A dorje ooze is blind (blindsight 60 feet) and immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It is also immune to poison, sleep effects, paralysis, stunning, and *polymorphing*. It is not subject to critical hits or flanking.

Sense Psionics (Su): A dorje ooze can sense whether any creature within 60 feet of it has psionic powers. If it detects such an opponent, it attacks immediately.

IN NARANIAN

Dorje oozes are particularly common in abandoned dwarven settlements. Sages theorize that they first came into existence when an ooze absorbed a psionically charged crystal into its body. The dwarves now encourage the spread of these creatures, and some dwarves even take dorje oozes as animal companions or familiars. A dorje ooze used in this manner grants its master only the benefits that any companion or familiar would.

DRAGON, MAKARA

Dragon (Water)

Environment: Warm freshwater rivers and deltas

Organization: Wyrmling, very young, young, and juvenile: solitary or clutch (2–5); young adult, adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature adult 13; old 15; very old 17; ancient 18; wyrm 19; great wyrm 21

Treasure: Double standard

Alignment: Usually neutral

Advancement: Wyrmling 4–5 HD (Tiny); very young 7–8 HD (Small); young 10–11 HD (Medium); juvenile 13–14 HD (Medium); young adult 16–17 HD (Large); adult 19–20 HD (Large); mature adult 22–23 HD (Huge); old 25–26 HD (Huge); very old 28–29 HD (Huge); ancient 31–32 HD (Huge); wyrm 34–35 HD (Gargantuan); great wyrm 37+ HD (Gargantuan)

Level Adjustment: Wyrmling +2; very young +3; young +3; juvenile +4; others —

Makaras are small scavenging dragons that spend most of their lives in the water. They can breathe air, but they prefer to stay entirely in the water, where they are more mobile.

A makara dragon has a body shaped like that of a black dragon, though its scales are a shimmering bluish green. It has a crocodilian head and a foliated tail, which allows it to swim more rapidly. Unlike other true dragons, a makara has only vestigial wings, so it is incapable of flight.

Although perfectly capable of catching and killing fresh meat, makaras prefer the corpses of humanoids. Thus, makaras tend to congregate in areas where it is common to dispose of the dead by floating them downriver on rafts, or by burying them at sea.

Whenever a makara eats the body of an intelligent creature, it gains the memories of the deceased. But although it may in theory have a vast amount of accumulated knowledge, it has difficulty accessing the information that it wants because its knowledge is disconnected from context.



MAKARA DRAGONS By Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	2d12+4 (17)	13	16	15	10	7	10	+2/-5	+5	+5	+6	+1	1d6 (13)	—
Very young	T	5d12+10 (42)	15	15	15	12	9	12	+5/-1	+9	+6	+6	+3	2d6 (14)	—
Young	S	8d12+24 (76)	17	14	17	14	9	12	+8/+7	+12	+9	+8	+5	3d6 (17)	—
Juvenile	S	11d12+33 (104)	19	14	17	16	11	14	+11/+11	+16	+10	+9	+7	4d6 (18)	—
Young Adult	M	14d12+56 (147)	21	13	19	18	11	14	+14/+19	+19	+13	+10	+9	5d6 (21)	19
Adult	M	17d12+85 (195)	25	13	21	20	13	16	+17/+24	+24	+15	+11	+11	6d6 (23)	21
Mature Adult	L	20d12+120 (250)	29	12	23	22	13	16	+20/+33	+28	+18	+13	+13	7d6 (26)	23
Old	L	23d12+138 (287)	31	12	23	24	15	18	+23/+37	+32	+19	+14	+15	8d6 (27)	25
Very Old	H	26d12+182 (351)	33	11	25	26	17	20	+26/+45	+35	+22	+15	+18	9d6 (30)	28
Ancient	H	29d12+203 (391)	35	11	25	28	19	22	+29/+49	+39	+23	+16	+20	10d6 (31)	30
Wyrms	H	32d12+256 (464)	37	11	27	30	21	24	+32/+53	+43	+26	+18	+23	11d6 (34)	33
Great Wyrms	G	35d12+315 (542)	39	10	29	32	23	26	+35/+61	+45	+28	+19	+25	12d6 (36)	35

MAKARA DRAGON ABILITIES By Age

Age	Speed	Initiative	AC	Special Abilities	Manifester Level	PR
Wyrmling	40 ft., swim 80 ft.	+3	16 (+2 size, +3 Dex, +1 natural) touch 15, flat-footed 13	Force resistant, memoryscavenge, poison immunity, water breathing	—	20
Very Young	40 ft., swim 100 ft.	+2	18 (+2 size, +2 Dex, +4 natural) touch 14, flat-footed 16	<i>Catapsi</i>	—	24
Young	40 ft., swim 100 ft.	+2	20 (+1 size, +2 Dex, +7 natural) touch 13, flat-footed 18	Gentle repose	1st	28
Juvenile	40 ft., swim 100 ft.	+2	23 (+1 size, +2 Dex, +10 natural) touch 13, flat-footed 21	<i>Tongues</i>	3rd	30
Young Adult	40 ft., swim 100 ft.	+1	24 (+1 Dex, +13 natural) touch 11, flat-footed 23	Damage reduction 5/magic	5th	31
Adult	40 ft., swim 100 ft.	+1	27 (+1 Dex, +16 natural) touch 11, flat-footed 26	<i>Contagion</i>	7th	32
Mature Adult	40 ft., swim 100 ft.	+1	29 (-1 size, +1 Dex, +19 natural) touch 10, flat-footed 28	Damage reduction 10/magic	9th	33
Old	40 ft., swim 100 ft.	+1	31 (-1 size, +1 Dex, +21 natural) touch 10, flat-footed 30	<i>Legend lore</i>	11th	34
Very Old	40 ft., swim 100 ft.	+0	32 (-2 size, +24 natural) touch 8, flat-footed 32	Damage reduction 15/magic	13th	35
Ancient	40 ft., swim 120 ft.	+0	35 (-2 size, +27 natural) touch 8, flat-footed 35	<i>Reddopsi</i>	15th	36
Wyrms	40 ft., swim 120 ft.	+0	38 (-2 size, +30 natural) touch 8, flat-footed 38	Damage reduction 20/magic	17th	37
Great Wyrms	40 ft., swim 120 ft.	+0	39 (-4 size, +33 natural) touch 6, flat-footed 39	<i>Apopsi, psychic chirurgery</i>	19th	38

COMBAT

A makara prefers to avoid combat altogether, but sometimes it is forced into battle by humans looking for its treasure, or by other powerful creatures attempting to take over its territory. When it must fight, a makara opens with psionic attacks at range and attempts to fell its opponents without ever closing to melee.

Breath Weapon (Su): A makara's breath weapon is a cone of concussive force. Underwater, the cone's dimensions double in size, and it deals double damage.

Force Resistant (Ex): A makara gains a +8 bonus on saving throws against force-based effects such as *magic missile*.

Memory Scavenge (Su): Upon consuming a corpse, a makara gains access to all of that creature's memories, though it requires time and effort to sort through them. Effectively, the dragon may produce an effect identical to that of the *speak with dead* spell at will with respect to any creature it has consumed, except that no corpse is necessary, and the dragon may use the effect upon the same target as many times as desired.

Poison Immunity (Ex): Makaras are immune to all poisons, natural or otherwise.

Water Breathing (Ex): A makara can breathe underwater indefinitely and can freely use its breath weapon, psionics, and other abilities while submerged.

Spell-Like Abilities: At will—*legend lore, tongues*; 3/day—*contagion, gentle repose*. The save DCs are Charisma-based.

Psionics (Sp): At will—*apopsi, catapsi, psychic chirurgery, reddopsi*. Manifester level varies by age category, as given on the Makara Dragon Abilities by Age Table; save DC 1d20 + power level + key ability modifier. *Attack/Defense Modes:* At will—all/all.

A makara has all the powers of a psion of its manifestor level, with Telepathy as its primary discipline.

IN NARANIAN

Although makaras are normally solitary creatures, a rare handful, influenced by the memories of the humanoids they have eaten, do live in family groupings. Normally, however, they distribute themselves along a river's length, grouped by age, with the youngest living closest to the river's head, and the eldest living just beyond the delta, where the river meets the sea, lake, or ocean.

The oldest and wisest of the makaras congregate around the delta of the sacred river Durunda, where the bodies of the dead that are floated downriver on rafts usually end up. Consumption of a loved one's corpse by a makara is seen as a blessing, and those who have sent the remains of relatives downriver sometimes journey to the delta to find the makara who has custody of their ancestor's memories. The bereaved relatives take comfort in conversing with the makara because they feel closer to the departed. The makara, for its part, appreciates the contact because it helps to sort through the memories of the corpses it has eaten.

FIRE NYMPH

Medium Fey (Fire)

Hit Dice: 6d6+24 (45 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 12 (+2 Dex), touch 12, flat-footed 10

Base Attack/Grapple: +3/+6

Attack: Short sword +6 melee (1d6+3 plus 1d6 fire/19–20)

Full Attack: Short sword +6 melee (1d6+3 plus 1d6 fire/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics, searing beauty

Special Qualities: *Elemental control (fire)*, *fire blade*, immunities (electricity, fire), low-light vision, vulnerability (cold)

Saves: Fort +6, Ref +6, Will +7

Abilities: Str 17, Dex 14, Con 18, Int 11, Wis 11, Cha 20

Skills: Craft (trapmaking) +9, Hide +11, Intimidate +14, Listen +9, Move Silently +11, Spot +9

Feats: Ability Focus (searing beauty), Dodge, Iron Will

Environment: Volcanoes and areas close to lava

Organization: Solitary

Challenge Rating: 8

Treasure: Standard (items must be immune to fire)

Alignment: Usually chaotic neutral, often chaotic evil

Advancement: By character class

Level Adjustment: +8

Born in fiery volcanoes and pools of lava found deep underground, the fire nymph embodies the chaotic and destructive nature of fire. Though they are passionate and impulsive, these creatures can also be extremely loyal to those they love.

A fire nymph always looks like the most beautiful humanoid woman imaginable. Its hair ranges in color from orange to red and seems to move like tendrils of flame. Its eyes are black but appear to have flames dancing in their depths.

Fire nymphs feel that nothing is more beautiful than the rocks and lava flows that surround their homes. They are territorial and consider the area they claim to be theirs alone, though they are not physically bound to it. Most fire nymphs maintain regular contact with the local inhabitants, though they have little respect for natural forests and beings who rely on nature for survival. Evil fire nymphs think nothing of bullying locals and often threaten to burn down villages and farms if sacrifices are not forthcoming. They particularly enjoy watching the most beautiful young men and women slowly burn to death.

COMBAT

Most fire nymphs are militant creatures that enjoy confrontation. If time permits, a fire nymph that feels threatened tries to raise a squadron of fighters from outlying villages and farms. If confronted while alone, it first attempts to intimidate any aggressors, then brings its fire to bear against enemies if all else fails.

Elemental Control (Fire) (Sp): A fire elemental cannot attack a fire nymph or approach within 5 feet of it. If the nymph desires, it may suppress this protection and instead attempt to charm the elemental as though using the *charm monster* spell (Will DC 17). If the attempt fails, absolute protection is lost and no further attempt at charming can be made. The save DC is Charisma-based. Any creature native to the Elemental Plane of Fire takes a –1 penalty on attack rolls against a fire nymph, and the fire nymph gains a +2 resistance bonus on saves against such a creature's attacks. It also gains a +4 morale bonus on its own attack rolls against such creatures. Any weapon the fire nymph uses negates the damage reduction of such creatures, regardless of whether the weapon could normally do so.

Fire Blade (Sp): Any weapon wielded by a fire nymph deals 1d6 points of bonus fire damage. This property is in addition to any other magical properties the weapon already possesses.

Searing Beauty (Su): This ability affects all humanoids within 30 feet of a fire nymph. Anyone who looks directly at the nymph must succeed on a Will save (DC 20) or burst into flames, taking 2d6 points of fire damage per round. In addition, an affected creature must succeed on a DC 20 Fortitude save or be struck



blind (as though with the *blindness* spell) as its eyes literally burn away. Since the victim's eyes are actually destroyed in this process, sight can be restored only through a *regeneration* spell or similar effect. The nymph can suppress or resume this ability as a free action. The save DCs are Charisma-based.

Psionics (Sp): At will—*control flames* (DC 1d20+6), *distract* (DC 1d20+5), *finger of fire*, *firefall* (DC 1d20+1); 3/day—*dimension door*; 1/day—*breath of the dragon* (DC 1d20+9), *flaming shroud* (DC 1d20+6). Effective manifester level 6th. *Attack/Defense Modes (Sp):* At will—*mind thrust/empty mind*, *thought shield*.

IN NARANIAN

Fire nymphs are common in the region around Mt. Vripana, where the local humanoid inhabitants often worship the creatures as village goddesses. The cults that grow up around fire nymphs usually focus on fertility and agriculture. Those that worship evil fire nymphs must sacrifice one youth per year to the nymph to avoid the flaming results of its wrath.

GANDABHERUNDA

Large Animal

Hit Dice: 6d8+18 (45 hp)

Initiative: +5

Speed: 50 ft. (10 squares)

Armor Class: 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +4/+12

Attack: Beak +7 melee (2d4+4)

Full Attack: 2 beaks +7 melee (2d4+4)

Space/Reach: 5 ft./10 ft.

Special Attacks: Psionics, *stun*

Special Qualities: Low-light vision

Saves: Fort +8, Ref +6, Will +3

Abilities: Str 19, Dex 12, Con 16, Int 2, Wis 13, Cha 9

Skills: Intimidate +10, Listen +7, Spot +7

Feats: Alertness, Combat Manifestation, Improved Initiative

Environment: Any plains and forest

Organization: Solitary or pair (see below)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7–12 HD (Large); 13–18 HD (Huge)

Level Adjustment: —

Gandabherundas (or “terror birds”) are massive, two-headed, flightless birds that use their psionic abilities to instill fear in the creatures they hunt. These birds prey on a wide variety of animals, from small rodents to elephants, depending on the size of the gandabherunda. Though no more intelligent than any other predator, these creatures demonstrate a malevolent cunning while hunting that suggests they derive some sort of pleasure from the terror they inspire in their victims.

A gandabherunda stands between 6 and 8 feet tall and weighs between 200 and 250 pounds. The feathers that cover its body are long and dark purple in color, while those on its neck and head are shorter and either vibrant purple or blue. Its two black beaks are between 2 and 3 feet long, and each ends in a sharp spike, with which the bird stabs its prey. Because of the gandabherunda's weight, its wings are virtually useless and are used only for intimidating other creatures.

Extremely territorial, gandabherundas usually drive away others of their kind, including their own young after the latter have reached maturity (approximately 6 months after hatching). If two gandabherundas roam the same territory, they typically fight over the carcasses of defeated creatures, although occasionally a dominant gandabherunda allows an injured or extremely weak one to follow it at a distance and scavenge its leftovers. Gandabherundas usually hunt during the day, though the presence of a larger, more dangerous predator that prowls the area by day may cause them to become nocturnal.

COMBAT

Gandabherundas rarely attack an opponent wearing metal armor, since such prey is often difficult to consume. They prefer to hunt Medium or smaller creatures, but they may attack larger ones under the right circumstances. Gandabherundas typically attack from a distance, attempting to disable or frighten their prey before moving in for the kill. After impaling its prey on its sharp beak, the bird carries it off to a safe place where it can feed undisturbed.

Psionics (Sp): At will—*daze*, *distract* (DC 1d20–1); 3/day—*burst*, *catfall*, *demoralize* (DC 1d20+0), *far punch*, *steadfast gaze*. Effective manifester level 6th. *Attack/Defense Modes (Sp):* At will—*ego whip*, *mind thrust/empty mind*, *mental barrier*.

Stun (Sp): At will, a gandabherunda can emit a psionic blast to stun its prey. This psionic ability functions like the *disable* power (manifester level 6th, save DC 16). The save DC is Constitution-based.

Skills: A gandabherunda receives a +10 racial bonus on Intimidate checks.



IN NARANJAN

Gandabherundas were once commonplace in the forests of Naranjan, but they have been hunted extensively over the centuries and are now found only in remote areas. The dwarves of Sudarsha saw terror birds as worthy opponents and imported them to urban areas, where they used them in fighting contests and other martial spectacles. This practice encouraged others to follow suit, thereby reducing the native population of these creatures significantly. The demand for gandabherundas has decreased under Vasudha's rule, but not enough to restore their numbers.

JUHIVAI

Huge Aberration (Aquatic)

Hit Dice: 14d8+70 (133 hp)

Initiative: +1

Speed: Swim 50 ft. (10 squares)

Armor Class: 17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16

Base Attack/Grapple: +10/+21

Attack: Bite +11 melee (2d6+3)

Full Attack: Bite +11 melee (2d6+3) and 4 tentacles +6 melee (1d8+1)

Space/Reach: 10 ft./10 ft. (75 feet with tentacles)

Special Attacks: Improved grab, psionics, swallow whole

Special Qualities: Aquatic subtype, darkvision 60 ft., heat sensor, low-light vision

Saves: Fort +9, Ref 5, Will +11

Abilities: Str 16, Dex 13, Con 20, Int 19, Wis 11, Cha 10

Skills: Hide +10, Jump +28, Knowledge (psionics) +21, Listen +17, Search +21, Spot +17, Survival +1 (+3 following tracks), Swim +11

Feats: Iron Will, Psionic Fist, Quicken Power, Rapid Metabolism, Unavoidable Strike

Environment: Any fresh water

Organization: Solitary, pair, school (3-5), pack (6-10)

Challenge Rating: 11

Treasure: None

Alignment: Always neutral evil

Advancement: 15-20 HD (Huge); 21-30 HD (Gargantuan)

Level Adjustment: —

Juhivais (or "water fiends") terrorize the coastlines of the large, freshwater lakes in which they live. These vicious predators use their tentacles to grab their victims and drag them into the water, then swallow them whole.

A typical juhivai measures 25 to 60 feet in length and has a dorsal fin. Its body is covered with a tough, brown hide similar in texture to that of a crocodile. In appearance, the juhivai resembles a monstrous shark with an impossibly large mouth and four long tentacles ringing its neck. When swimming, it allows these tentacles to drag behind in the water.

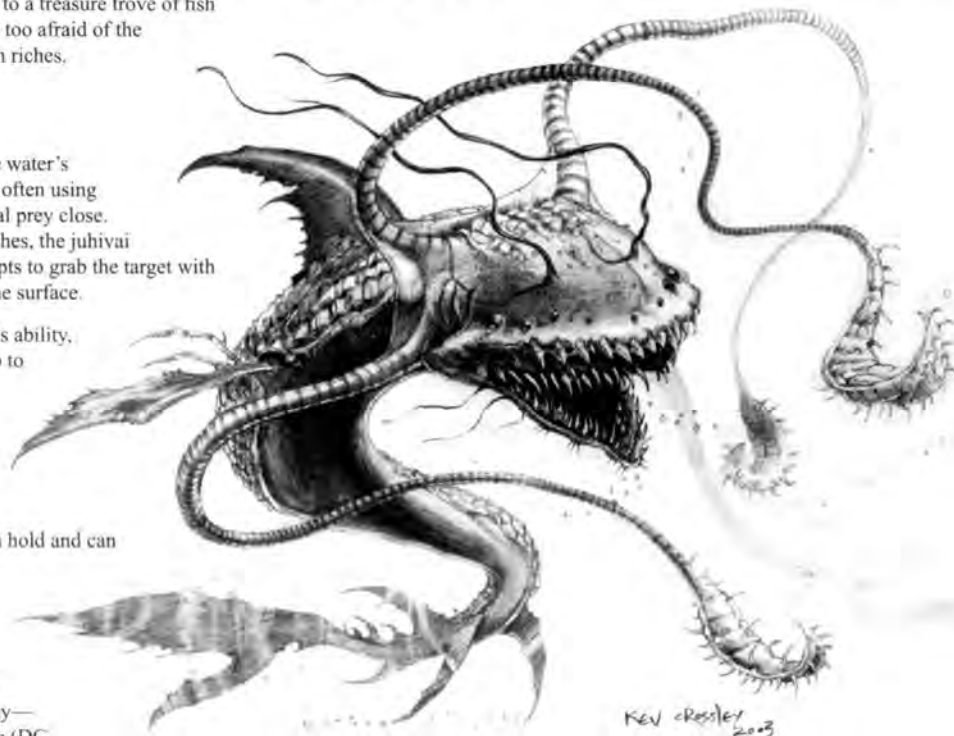
Juhivais are not exceptionally territorial and don't mind sharing their lakes with other large predators, including others of their own kind. In fact, if hunting becomes dangerous for some reason, juhivais take to traveling in small schools and packs. Because juhivais prefer the snatch-and-run technique for hunting, humanoids who live close to lakes particularly fear them. Poor people in coastal villages often live next to a treasure trove of fish and other edible creatures but are too afraid of the juhivais to take advantage of such riches.

COMBAT

A juhivai normally waits near the water's edge for suitable prey to pass by, often using its psionic powers to lure potential prey close. When a promising target approaches, the juhivai launches itself upward and attempts to grab the target with its tentacles and pull it beneath the surface.

Improved Grab (Ex): To use this ability, a juhivai must hit an opponent up to one size category smaller than itself with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow.

Psionics (Sp): At will—*control body* (DC 1d20+7), *control shadow*, *danger sense*, *detect psionics*, *expanded vision*, *feel light*, *feel sound*; 3/day—*attraction* (DC 1d20+1), *aversion* (DC



1d20+2), *biocurrent* (DC 1d20+6), *burst*, *chameleon*, *concussion* (DC 1d20+7), *disable* (DC 1d20+1), *distract* (DC 1d20+0), *invisibility* (DC 1d20+7), *nondetection* (DC 1d20+3); 1/day—*body adjustment*, *ectoplasmic cocoon* (DC 1d20+6), *see invisibility*. Effective manifester level 11th. *Attack/Defense Modes (Sp)*: At will—*ego whip*, *mind blast*, *mind thrust/empty mind*, *mental barrier*, *tower of iron will*.

Swallow Whole (Ex): A juhivai can swallow a grabbed opponent up to one size category smaller than itself by making a successful grapple check. The swallowed creature takes 4d6+3 points of slashing damage per round from the rows of teeth that line the juhivai's gullet. A swallowed creature can try to cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the gullet (AC 17). Once the creature exits, another swallowed opponent must cut its own way out. A Huge juhivai's gullet can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller opponents.

Heat Sensor (Su): While underwater, the juhivai can detect the body heat of any Medium or larger creature from a distance of up to 500 feet. This ability operates continuously.

Skills: A juhivai has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

IN NARANIAN

The island continent features several large freshwater lakes, almost all of which are home to juhivai. Lakes Shailaja and Sonital are the two most notorious. If local legend is to be believed, Lake Sonital is home to an exceptionally large juhivai called the Anjendi, which has lived in the lake for 500 years. Interestingly, no juhivai have ever been seen in Lake Marujit—perhaps because of some forgotten blessing by the god of just war after whom that body of water is named.

KALAVIJ

Gargantuan Aberration (Aquatic)

Hit Dice: 20d8+140 (230 hp)

Initiative: +6

Speed: 25 ft. (5 squares), swim 75 ft.

Armor Class: 32 (–4 size, +2 Dex, +20 natural, +4 Inertial Armor), touch 8, flat-footed 30

Base Attack/Grapple: +15/+43

Attack: Tentacle +24 melee (2d8+12)

Full Attack: 10 tentacles +24 melee (2d8+12)

Space/Reach: 40 ft./10 ft. (100 ft. with tentacles)

Special Attacks: *Ghost ship*, improved grab, psionics, sonic blast

Special Qualities: Aquatic subtype, darkvision 60 ft.

Saves: Fort +13, Ref +8, Will +12

Abilities: Str 35, Dex 14, Con 24, Int 8, Wis 11, Cha 17

Skills: Diplomacy +5, Sense Motive +11, Spot +12, Swim +20

Feats: Improved Grapple, Improved Initiative, Inertial Armor, Power Attack, Psionic Fist, Quicken Power, Weapon Focus (tentacle)

Environment: Any saltwater aquatic

Organization: Solitary

Challenge Rating: 16

Treasure: Triple standard

Alignment: Always chaotic neutral, often chaotic evil

Advancement: 21–32 HD (Gargantuan)

Level Adjustment: —

The kalavij, more commonly referred to by sailors as the crawling death, lurks on the ocean floor near the coastline, where the water is no more than 100 feet deep. Although it never surfaces, the creature uses a psionically created illusion of a ghost ship to capture prey from the surface.

This massive, 200,000-pound monster has a life span of up to one thousand years. Its fish-shaped body is covered with dull black scales that help to camouflage it while it rests on the ocean floor. Ten 100-foot-long tentacles extend from its body, and it has learned over time how to camouflage these with specialized illusions. Occasionally, an exceptionally hungry kalavij has been known to forgo the illusions and simply wrap its tentacles around a small vessel, pulling the entire ship underwater. Since other ocean predators tend to avoid the areas where kalavij's lair, the creature is free to feast on the drowned corpses from such a ship at its own pace.

Although slow to pick up new information, kalavij's never forget what they have learned. Because of this, they often create illusions of certain types of ships that have proven fruitful in the past.

COMBAT

The kalavij uses a psionically created illusion to convince its victims that they have found an abandoned ship. This ploy enables it to snare both greedy looters looking for treasure and those wishing to offer assistance to survivors. Once it has its victims within its grasp, it pulls them to the ocean floor to devour them. A kalavij has difficulty maneuvering its tentacles close to its body, so it attempts to hold struggling captives at a distance until they drown. When fighting foes within 50 feet of its body, the kalavij takes a –2 penalty on all melee attacks.



Ghost Ship (Sp): Once per day, a kalavij can use psionics to disguise its tentacle as an abandoned vessel. This ability functions like the *mirage arcana* spell, except as follows. The illusion disguises the tentacle completely and is remarkably detailed, even to the appearance of crates, bundles of rope, and cargo on the decks. Anyone who sees this ghost ship and fails a Will save (DC 23) has an uncontrollable urge to board it. The rationale for such a boarding varies with the character, but it may be as simple as greed or as altruistic as a desire to search for survivors and render aid. A character who interacts with the ship in any way also receives the normal Will save (DC 23) to realize it is unreal. Once the "ship" is boarded, the kalavij uses its improved grab ability to seize the hapless victims and drag them down to the ocean floor, where it devours them at leisure. The save DC is Charisma-based.

Improved Grab (Ex): For the kalavij to use this ability, a Huge or smaller creature must be in contact with its tentacle (either via a successful tentacle attack or because the creature has "boarded" its *ghost ship*). This ability can be used against multiple creatures simultaneously. The maximum number of targets varies according to their size, as follows: 1 Huge, 4 Large, 16 Medium, or 48 Small or smaller. The kalavij can attempt to start a grapple as a free action without provoking an attack of opportunity. (Compare its grapple check result with that of each target in turn to determine which ones it grabs.) If it wins the grapple check against a particular target, it establishes a hold and can drag that creature underwater.

Psionics (Sp): At will—*detect psionics, know direction, painful touch*; 3/day—*greater concussion* (DC 1d20+10), *inflict pain* (DC 1d20+5); 1/day—*aura alteration* (DC 1d20+9), *mass suggestion* (DC 1d20+9). Effective manifester level 7th. **Attack/Defense Modes (Sp):** At will—all/all.

Sonic Blast (Su): Twice per day, a kalavij use can use a sonic blast to stun its prey. This effect is a 50-foot-radius burst centered on the kalavij. Any creature within this area that fails a Reflex save (DC 27) is stunned for 1d6 rounds. A kalavij typically saves this attack for use against any threat that moves close to its body. It uses the time that its victim is stunned to back away and resume its tentacle attacks. The save DC is Constitution-based.

Skills: A kalavij has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

IN NARANIAN

Kalavijis are most often found near the Spice Coast, where they prey on cargo vessels traveling to and from the merchant-ruled city states. Because of the rumors spread by survivors, the sailors operating out of those ports have become very superstitious about ghost ships, and they usually refuse to sail routes that are not known to be safe. The raj of Urmalin has offered a 25,000-gp bounty for the eradication of a ghost ship or whatever creature is responsible for the appearance of such. So far, three captains are prepared to set sail on such a quest, but none of them have any crews that are actually capable of doing the job—let alone willing.

MODDEY DHOO

Medium Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 19 (+2 Dex, +3 natural, +4 Inertial Armor), touch 12, flat-footed 17

Base Attack/Grapple: +4/+5

Attack: Bite +5 melee (1d8+1)

Full Attack: Bite +5 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Evil eye, psionics

Special Qualities: Darkvision 60 ft., deathly silence, low-light vision

Saves: Fort +6, Ref +6, Will +1

Abilities: Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 17

Skills: Hide +6, Intimidate +7, Listen +4, Move Silently +7, Spot +4

Feats: Inertial Armor, Power Attack

Environment: Any land

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always evil (any)

Advancement: 5–6 HD (Large)

Level Adjustment: +3

The moddey dhoo (pronounced "mauther thoo" and translated as "black dog") hunts travelers on isolated roads and in cemeteries. It uses its psionic powers to lure its dinner away from the safety of groups.

A moddey dhoo is a doglike creature that stands as tall as a dwarf and constantly foams at the mouth. Its hide is usually black (hence the name) but may also be white, yellow, or gray. Its most terrifying feature is its single blazing red eye, which it uses to hypnotize its chosen prey.

COMBAT

A moddey dhoo prefers to attack lone travelers—preferably unarmed ones. When it encounters a group, it either attempts to lure a single victim away from its comrades or simply waits until someone wanders off alone. Alternatively, it may stalk a group until its members settle down for the night, relying on its evil eye ability to remove the threat of a lone guard.

Evil Eye (Su): At will, a moddey dhoo can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or be stunned for 1d4+1 rounds. The save DC is Charisma-based.



Psionics (Sp): At will—*control shadow, far punch, 3/day—bite of the tiger; 1/day—dimension door*; Manifestor level 3rd. *Attack/Defense Modes (Sp):* At will—*ego whip, mind thrust/thought shield*.

Deathly Silence (Ex): A moddey dhoo always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

IN NARANIAN

Silent and powerful, the moddey dhoo is favored by some natives of the island continent as a spy and assassin. But a black dog agrees to serve others only if promised a steady supply of its favorite food: live dwarves and humans. A black moddey dhoo puppy can fetch as much as 1,000 gp on the open market, and an exotically colored specimen is worth twice that price.

NAGA, SPOTTED

Spotted nagas begin life as good-aligned creatures. While young, they instinctively assume roles as protectors of humanoid villages or cities. At this stage, they are optimistic and always act on behalf of the common people. As they grow older, however, their beneficent attitude erodes, and they become repressive tyrants.

COMBAT

Both young and elder spotted nagas favor psionic combat over physical battle. They use their home terrain to their advantage whenever possible.

YOUNG SPOTTED NAGA

Medium Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 19 (+2 Dex, +3 natural, +4 Inertial Armor), touch 12, flat-footed 17

Base Attack/Grapple: +3/+3

Attack: Bite +3 melee (2d6 plus poison)

Full Attack: Bite +3 melee (2d6 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, psionics, spell-like abilities

Special Qualities: Darkvision 60 ft.

Saves: Fort +2, Ref +3, Will +5

Abilities: Str 10, Dex 15, Con 13, Int 14, Wis 12, Cha 13

Skills: Hide +9, Knowledge (any two) +3, Listen +7, Move Silently +7, Psicraft +3, Spot +7

Feats: Improved Initiative, Inertial Armor

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Always lawful good

Advancement: 5–12 HD (Medium); 12–16 HD (Large)

Level Adjustment: —

A young spotted naga makes protecting innocent creatures within its territory its life's work. It typically approaches the elders of a humanoid village and offers to exchange its psionic protection for food and comfort. Once it adopts a village, it usually settles there for life.

A young spotted naga measures between 4 and 8 feet long and can weigh up to 450 pounds. Its scales are usually metallic silver, gold, or copper, with small black spots. A young spotted naga's eyes are violet, and they appear to glow softly in low-light conditions. The creature's spots reveal its approximate age. A very young spotted naga has very small, compact spots. As it grows and molts, the spots spread and become larger, eventually melding into one another to give the naga a striped appearance when it is nearly ready to assume its elder form.

Normally, a young spotted naga spends between 90 and 110 years in its immature state of lawful good exuberance. Then it withdraws to undergo a lengthy molt requiring three days. During this period, the creature still functions in all ways as a young spotted naga, except that its alignment is neutral. When the molt is complete, the creature has transformed into an elder spotted naga.

COMBAT

In advance of any combat, a young spotted naga prepares a path leading away from the village it protects, placing pits, snares, and other traps along the way to catch the unwary. When the village is threatened, the naga tries to draw foes down this route. Those who survive the traps must face the wrath of the naga itself. The townsfolk know the location and nature of all these traps, and it is they who maintain them in good working order. In addition to setting traps, the young spotted naga uses its ability to *speak with animals* to solicit the aid of the local wildlife in protecting the village. It often maintains close friendships and alliances with local creatures. When a young spotted naga is sorely pressed in combat, it uses its poisonous bite to defend itself. If the villagers know of its peril, they rush to its aid, attacking those who would harm their beloved protector.

Poison (Ex): Bite, Fortitude save DC 13; initial and secondary damage 1d6 Int. The save DC is Constitution-based.

Psionics (Sp): At will—*detect poison, detect psionics; 3/day—augury, burning ray, charm monster (DC 1d20+4), detect remote viewing, detect thoughts (DC 1d20+3), invisibility (DC 1d20+3); 1/day—concussion (DC 1d20+3)*. Effective manifester level 6th. *Attack/Defense Modes (Sp):* At will—all/all.

Spell-Like Abilities: At will—*speak with animals*. Effective caster level 8th. The save DCs are Charisma-based.

ELDER SPOTTED NAGA

Large Aberration

Hit Dice: 10d8+30 (75 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 20 (-1 size, +1 Dex, +6 natural, +4 Inertial Armor), touch 10, flat-footed 19

Base Attack/Grapple: +7/+15

Attack: Bite +10 melee (2d6+6 plus poison)

Full Attack: Bite +10 melee (2d6+6 plus poison)

Space/Reach: 5 ft./10 ft.

Special Attacks: Poison, psionics, spell-like abilities

Special Qualities: Blending, darkvision 60 ft.

Saves: Fort +6, Ref +4, Will +8

Abilities: Str 19, Dex 12, Con 16, Int 16, Wis 13, Cha 13

Skills: Hide +10, Knowledge (any three) +5, Listen +13, Move Silently +12, Psicraft +11, Spot +13

Feats: Craft Dorje, Improved Initiative, Inertial Armor, Quicken Power

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: Double standard

Alignment: Always lawful evil

Advancement: 11–20 HD (Large); 21–40 HD (Huge)

Level Adjustment: —

At some point after its first 90 years of existence, a young spotted naga withdraws for three days to molt. It emerges from this process changed in both body and mind.

An elder naga is between 8 and 20 feet long and weighs between 500 and 3,000 pounds. Occasionally an individual may grow as long as 40 feet. An elder spotted naga is black, with metallic spots the color of its original background scales. This coloration makes it appear to be some sort of negative image of its former self. As the naga continues to age and undergoes subsequent molts, the metallic spots become smaller. If the naga lives to the end of its natural life span (300 years) the metallic spots appear to be no more than specks.

This transforming molt also changes the naga's alignment to lawful evil. Its protective feelings about its village are joined and eventually replaced by an almost fanatical need to control the creatures around it. Though an elder naga still feels that it is acting in the best interests of its village, the methods it chooses to accomplish that goal are decidedly darker. It views its charges as spoiled and disobedient children, so it imposes strict rules on the village and punishes transgressors harshly.

COMBAT

An elder naga uses its psionic powers to force its villagers into battle against anyone who threatens it. It doesn't hesitate to use such innocents as shields while it attacks psionically from a distance. If its people are slain, the elder naga simply animates them and continues to use them as undead warriors.

Poison (Ex): Bite, Fortitude save DC 18; initial and secondary damage 2d6 Int plus 2d6 power point drain. The save DC is Constitution-based.

Psionics (Sp): At will—*augury*, *burning ray*, *charm monster* (DC 1d20+4), *charm person* (DC 1d20+2), *detect poison*, *detect psionics*, *detect remote viewing*, *detect thoughts* (DC 1d20+3), *dimension door*, *invisibility* (DC 1d20+5); 3/day—*concussion* (DC 1d20+5), *domination* (DC 1d20+5), *recall pain* (DC 1d20+3); 1/day—*inflict pain* (DC 1d20+3). Effective manifester level 12th. **Attack/Defense Modes (Sp):** At will—all/all.

Spell-Like Abilities: At will—*control undead* (DC 18); 1/day—*create undead*. Effective caster level 18th. The save DCs are Charisma-based.

Blending (Ex): Because of its black scales, an elder spotted naga receives a +20 competence bonus on Hide checks made at night or when hiding underground.

IN NARANJAN

Nagas of all types are revered throughout Naranjan, where they are considered special servitors of the gods. While not strictly true, this viewpoint is one that most nagas encourage (whether subtly or overtly), since it serves their own purposes.

The physical and mental transformation that spotted nagas undergo defies easy explanation. Some clerics believe that spotted nagas are a cursed species, others hypothesize that they are being punished for crimes committed in a previous existence. Psions believe that spotted nagas are strange types of thoughtforms given flesh. The nagas themselves deny both of these theories and insist that they are what they are. Young spotted nagas view their coming transformations with philosophical detachment and see the process as a necessary part of their existence rather than as something to be dreaded. They invariably feel that they can rise above the emotional part of the change and continue to fulfill their roles as protectors as they always have, though none ever do.



NIGHT-BLOOMING LOTUS

Medium Plant

Hit Dice: 8d8+8 (44 hp)

Initiative: +0

Speed: 0 ft. (0 squares)

Armor Class: 15 (+5 natural), touch 10, flat-footed 15

Base Attack/Grapple: +6/+11

Attack: Slam +11 melee (1d8+7 plus 1d4 thorn damage)

Full Attack: Slam +11/+6 melee (1d8+7 plus 1d4 thorn damage)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Coordination, darkvision 60 ft., *entangle*, low-light vision, plant traits, telepathy 100 ft.

Saves: Fort +9, Ref +2, Will +6

Abilities: Str 20, Dex 11, Con 13, Int 14, Wis 14, Cha 19

Skills: Bluff +15, Concentration +12, Diplomacy +6, Intimidate +6, Listen +13, Spot +13

Feats: Great Fortitude, Iron Will, Mental Adversary

Environment: Any land or underground

Organization: Solitary, pair, or cluster (3–6)

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 9–15 HD (Large); 16–20 HD (Huge)

Level Adjustment: —

This beautiful flower blooms only at night. It is famed for both the potent poison it produces (known as night poison) and its effectiveness in repelling the vermin known as vinn mohar. Intelligent and in tune with its surroundings, the night-blooming lotus uses its psionic powers to defend itself from harvesting.

This stalk of this rare plant is 5 feet tall and covered with small thorns. Its single flower has dark purple petals streaked with blue. When the flower opens each night, it releases a small spray of silver pollen that has powerful hallucinogenic properties (see sidebar).

The plant is notoriously difficult to destroy. Each time its upper portions are cut off, the lotus regrows, gaining 1 HD (maximum 20) and a new psionic ability of 2nd level or lower that can be manifested at will. It uses these powers to attack any creatures attempting to harm it—hence the older plants with the most poison are also the toughest to harvest. The lotus can continue to renew itself in this fashion as long as its root remains intact.



COMBAT

After centuries of defending themselves against harvesting, night-blooming lotuses have learned their value to humanoid species. As a result, they telepathically warn any creature that wanders too close for comfort. If this warning is ignored, the lotus launches a full-scale psionic attack in an attempt to drive away potential attackers. Anyone who comes within melee range of the plant is subject to its slam attack, which deals both bludgeoning and piercing damage.

Psionics (Sp): At will—*freedom of movement*, see *invisibility*; 3/day—*aversion* (DC 1d20+6), *concussion* (DC 1d20+3), *crisis of breath* (DC 1d20+7), *inertial barrier* (DC 1d20+5). Effective manifester level 8th. **Attack/Defense Modes (Sp):** At will—all/all.

NIGHT POISON

Night poison is made by grinding the petals of the night-blooming lotus and extracting their essence. The resulting powder is tasteless, odorless, and nearly undetectable except by *detect poison* or a successful Craft (alchemy) check (DC 15). It is most commonly added to food, dusted onto the target's pillow, or used to coat weapons. Night poison can be absorbed through ingestion or contact. It does not take effect until the victim falls asleep or enters any similar lowered metabolic state (such as a trance). At that point, the victim must make a successful Fortitude save (DC 19) or take initial damage of 1d4 points of Constitution, 1d2 points of Dexterity, and 1d6+1 points of Strength. The secondary damage is 1d4 points of Constitution per round thereafter until neutralized.

SILVER SAND

The silver pollen of the night-blooming lotus is a powerful hallucinogen that acts as an inhaled poison (Fort DC 19; initial damage *confusion*, caster level 10th; secondary damage 1d4 Wisdom damage). Anyone taking the drug willingly to experience its effects automatically waives both saving throws. A dose of this dust can fetch as much as 2,500 gp on the black market of Naranjan.

Coordination (Ex): A night-blooming lotus can manifest its psionic powers while engaged in melee combat without provoking attacks of opportunity. It also need not make Concentration checks to manifest or maintain psionic powers while in combat.

Entangle (Sp): Three times per day, the night blooming lotus can psionically call upon its plant neighbors for aid as a free action. This ability functions like the *entangle* spell (caster level 10th).

Plant Traits: A night-blooming lotus is immune to poison, sleep effects, paralysis, stunning, *polymorphing*, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.

Telepathy (Su): A night-blooming lotus can communicate telepathically with any creature within 100 feet that has a language.

IN NARANJAN

The night-blooming lotus is widely sought after in Naranjan by both civilized and primitive cultures. The elves regularly harvest the plants to create night poison for use against their enemies—a practice that the dwarves of Sudarsha later adopted as well. The Bhitash assassins of Lord Night employ night poison so regularly that its use has become a signature tactic of the cult.

Early in his reign, Vasudha attempted to stamp out the harvesting of night poison by destroying all known lotuses within or near Sudarsha, but to no avail. Enough groups wished to see the plant survive that his efforts were subtly impeded, and enough plants survived to ensure the continuance of the species. The use of night poison is less public now, but it is just as prevalent as ever.

PAYAWINTHAR

Large Aberration

Hit Dice: 16d8+80 (152 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 30 (–1 size, +5 Dex, +12 natural, +4 Inertial Armor), touch 14, flat-footed 25

Base Attack/Grapple: +12/+23

Attack: Sting +18 melee (2d6+3 plus poison)

Full Attack: Sting +18 melee (2d6+3 plus poison) and bite +13 melee (1d10+7)

Space/Reach: 10 ft./5 ft. (15 ft. with tail)

Special Attacks: Poison, psionics

Special Qualities: Darkvision 60 ft., immunity (mind-affecting effects), power resistance 20, resistances (acid 20, electricity 20), *summon swarm*, telepathy 90 ft.

Saves: Fort +10, Ref +10, Will +11

Abilities: Str 25, Dex 20, Con 20, Int 17, Wis 13, Cha 16

Skills: Bluff +14, Climb +15, Concentration +16, Diplomacy +7, Hide +11, Intimidate +5, Jump +25, Knowledge (any two) +7, Listen +11, Move Silently +15, Sense Motive +12, Spot +11

Feats: Inertial Armor, Mental Leap, Psionic Charge, Speed of Thought, Stand Still, Up the Walls

Environment: Any underground or swamp

Organization: Solitary or pair

Challenge Rating: 13

Treasure: Standard

Alignment: Always neutral evil

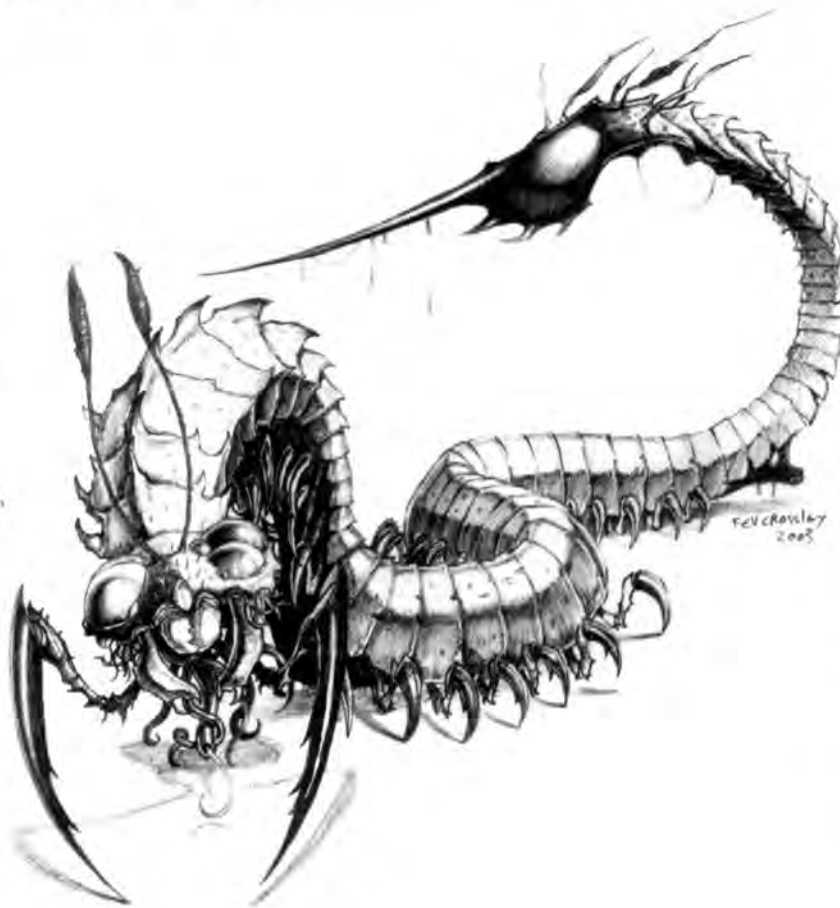
Advancement: 17–24 HD (Large); 25–36 HD (Huge)

Level Adjustment: —

Payawinthars are hideous aberrations that believe themselves gods to be of the insect world. They consider insects (even mindless ones) their worshipers, and they dream of one day gaining control of the entire island continent and exterminating its nonvermin infestations. With its hard, chitinous body, long tail equipped with a stinger, and dozens of little legs, a payawinthar looks like a cross between a giant scorpion and a giant millipede. Its many legs provide it a fluidity of movement that belies its great bulk.

Despite their resemblance to vermin, payawinthars are intelligent enough to create intricate plans and schemes and to build alliances for their own benefit. Though they rarely ally with humanoids, they do sometimes work with (or even subjugate) other aberrations of great power, such as nagas and mind flayers.

A payawinthar uses its psionic powers to dominate others, and it often travels with a retinue of dominated servants from several different races. In its eyes, such nonvermin servants serve as both menial labor and a ready food supply. Each payawinthar also typically has one or more summoned insect swarms in attendance, which it insists are its “worshipers.” Powerful and evil, payawinthars are consumed with the twin needs to control and to destroy. They seek to carve out demenses of their own where they can reign supreme over their insect worshipers, and if doing so requires the extermination of other life forms, so much the better. Payawinthars remember all real and perceived insults, and they take extreme pains to pay them back later, with interest.



COMBAT

If a payawintha has any dominated servants, it sends them into battle before committing itself. Once in melee, it uses its maneuverability to great advantage. Its impressive flexibility allows it to jump on opponents, charge down walls, or even drop from a ceiling to surprise opponents. Its favorite tactic is to sting with its tail and follow up with a *psychic crush*, then wait for the victim's Wisdom to drop before attempting to manifest its *domination* power.

Poison (Ex): Injury, Fortitude DC 23; initial damage 1d10 Wis, secondary damage 1d6 Wis. The save DC is Constitution-based.

Psionics (Sp): At will—*domination* (DC 1d20+7), *mindlink*; 3/day—*insanity* (DC 1d20+10), *mass domination* (DC 1d20+10); 1/day—*thrall* (DC 1d20+12). Effective manifester level 15th. *Attack/Defense Modes (Sp):* At will—all/all.

Summon Swarm (Sp): Three times per day, a payawintha may psionically call for a swarm of insects to attend it. This spell works like the *summon swarm* spell, except that the insects remain for 1 hour and the payawintha can choose a swarm of daikens, centipedes, locusts, spiders, or vinn mohar (see Swarm entry in the *MM*).

Telepathy (Su): A payawintha can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the payawintha if it wishes—no common language is needed.

Skills: The payawintha receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

IN NARANIAN

Payawinthas have always been rare, but they were once more common than they are at present. In the Mythic Age, these self-proclaimed insect gods made war upon the servants of the true gods, whom they saw as an infestation upon Naranjan. But the payawinthas proved incapable of working together and were easily defeated by the "lesser" beings they despised.

Forced into the swamps and dark places of the island continent, the payawinthas plotted their revenge. As Sudarsha became increasingly corrupt, the payawinthas saw an opportunity to redress past slights. They established small cults in hidden places and sent their minions into the empire to act as spies and agents. Many of their minions are now well placed within Sudarsha, awaiting the day when the insect gods instruct them to wreak vengeance.

PISHACHA

Medium Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +4/+7

Attack: Bite +7 melee (1d10+4 plus disease)

Full Attack: Bite +7 melee (1d10+4 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, psionics

Special Qualities: Darkvision 60 ft., immunities (disease, poison), low-light vision, scent

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 16, Dex 15, Con 15, Int 2, Wis 15, Cha 8

Skills: Move Silently +7, Spot +4

Feats: Hide Power (Me), Iron Will

Environment: Any warm land

Organization: Solitary, pair, or family (3–5)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5–8 HD (Medium); 9–12 HD (Large)

Level Adjustment: —

Pishachas are psionic, disease-carrying, scavenger birds. They frequent areas where corpses are common, such as graveyards and battlefields. Some even follow adventuring parties, knowing the propensity of such groups for bringing death. Pishachas use their psionic powers to conceal their presence and to prevent other creatures from taking their food away.

In the rare instances that a pishacha is visible, it looks somewhat like a gaunt, mangy cur. Its feathers are a dirty brown color and tend to be matted down so that they resemble fur. Open, infected sores that ooze pus are visible in bare patches on its hide, and veins bulge out along its neck, body, and four legs. The most prominent feature of its face is a broad, sharp beak that is perfectly designed for ripping into corpses.

Pishachas live in small family groups consisting of one male, one female, and their young. Upon achieving full maturity, each chick is attacked and driven from the nest by the parent of the same gender. It then roams the land in search of food until it settles down with a mate of its own. Such solitary pishachas are the ones most likely to follow an adventuring party, since most families require more food than one party can provide.



COMBAT

Pishachas are not normally interested in combat, but they are quite willing to fight in order to protect their food. Their response to nearly any other threat (even a threat to the safety of their young) is to flee. Occasionally, a very hungry pishacha attempts to lure a single, living victim close enough to attack by using its psionic powers. This practice has led to widespread rumors that the pishacha can possess people.

Disease (Ex): A pishacha carries numerous diseases within its system. Anyone bitten by a pishacha must make a successful Fortitude save (DC 14) or be affected as though by a *contagion* spell (caster level 5th).

Psionics (Sp): At will—*amplified invisibility* (DC 1d20+6), *empathy*, *false sensory input* (DC 1d20+2). Effective manifester level 4th. *Attack/Defense Modes (Sp):* At will—*id insinuation/empty mind*.

IN NARANJAN

Pishachas are known to haunt graveyards in those parts of Naranjan where taking setting the dead afloat is infeasible. In order to prevent them from "possessing" those who live nearby, pishachas are usually propitiated with offerings of defiled or unconsecrated food, liquor, flesh, sesame seeds, or black cloth. But even regularly fed pishachas still gorge themselves on corpses, and their very presence puts the local populace at risk of disease. Thus, villagers plagued by these creatures often hire roving adventurers to get rid of them.

RAVARAKIN

Small Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)

Initiative: +3

Speed: 20 ft. (4 squares), swim 30 ft.

Armor Class: 20 (+3 Dex, +2 natural, +4 Inertial Armor), touch 14, flat-footed 17

Base Attack/Grapple: +6/+11

Attack: Dagger +8 melee (1d4+1/19–20)

Full Attack: Dagger +8/+3 melee (1d4+1/19–20) and tail slap +3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach, blood drain, psionics

Special Qualities: Darkvision 60 ft., fast healing 5, power resistance 15

Saves: Fort +4, Ref +8, Will +7

Abilities: Str 13, Dex 17, Con 14, Int 12, Wis 15, Cha 16

Skills: Hide +12, Listen +7, Move Silently +11, Spot +7, Survival +6, Swim +9

Feats: Inertial Armor, Psionic Fist, Unavoidable Strike

Environment: Temperate and warm coast and marsh

Organization: Solitary, pair, covey (3–4), or colony (10–60)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +4

Ravarakin are monstrous little leechlike beings that live near swamps and prey upon humanoids, feasting on their blood. These hideous creatures show no compassion for their prey and delight in the cries of torment they elicit.

A ravarakin is humanoid only insofar as it has arms, legs, and a head. Otherwise, its sinuous black body resembles that of a leech. A coating of glistening slime covers the creature from its bulbous head to its stubby tail. Its only discernable facial features are a pair of small, red eyes and a gaping maw, from which dangles a tripartite tongue.

Ravarakin use their psionic powers to hide their true nature from their prey, disguising themselves as humanoids to lull victims into complacency until they have a good opportunity to strike. Methods of attracting prey vary from one individual to another, but some ravarakin prefer seduction, while others pose as lost children or wounded adventurers. Regardless of their methods, all ravarakin prefer to stay close to water so that they can escape quickly should their ploys turn sour.

COMBAT

Ravarakin employ a relatively simple combat style focused on draining the blood of their prey. Once it has maneuvered itself within range of its intended target, a ravarakin uses a dagger to injure its prey, then tries to grab with its tail, using the Psionic Fist and Unavoidable Strike feats to advantage where possible. Once it attaches with its tail, it uses its blood drain ability, manifesting the *immobility* power to avoid being thrown off.

Attach (Ex): If a ravarakin hits with its tail slap attack, it uses adhesives secreted by its lower body to attach its tail to the opponent's body. An attached ravarakin is effectively grappling its prey. The ravarakin loses its Dexterity bonus to AC and has an AC of 17, but it holds on with great tenacity. A ravarakin has a +8 racial bonus on grapple checks (already figured into the Grapple entry above). An attached ravarakin can be struck with a weapon or grappled itself. To remove an attached ravarakin through grappling, the opponent must achieve a pin against it.



Blood Drain (Ex): A ravarakin drains blood, dealing 1 point of Constitution drain in any round when it begins its turn attached to a victim.

Psionics (Sp): At will—*chameleon*, *false sensory input* (DC 1d20+6), *immovability*; 1/day—*biofeedback*, *mindwipe* (DC 1d20+7), *suggestion* (DC 1d20+5). Effective manifester level 6th. *Attack/Defense Modes (Sp):* At will—*id insinuation*/*thought shield*.

Fast Healing (Ex): A ravarakin heals 5 points of damage each round, so long as it has at least 1 hit point.

RAVARAKIN SOCIETY

Ravarakin tend to live in small groups, since they have difficulty getting along with even their own kind. They congregate in colonies only when an abundant source of food is available or when a powerful leader—usually a ravarakin cleric who worships a dark god of immense power—convinces them that there is value in numbers. Such colonies rarely last long, since they tend to attract the ire of the creatures upon which they prey.

RAVARAKIN CHARACTERS

A ravarakin's favored class is cleric. A typical colony of ravarakin has at least one cleric, who has access to any two of the following domains: Chaos, Death, Destruction, Evil, and Water.

IN NARANIAN

Ravarakin dwell in several swamps that border the southern coast, near the Amaranda Jungle. They are rare along the Spice Coast because of the residents' determined efforts to destroy any of the creatures that take up residence there. Cults devoted to Lord Night sometimes cultivate alliances with ravarakin, but such arrangements are rare, especially since the accession of Vasudha to throne of Sudarsha. For reasons that no one has been able to determine, the emperor hates the leechfolk with a passion and has ordered his patrols to destroy them on sight.

ROOTBEAST

Medium Plant

Hit Dice: 7d8+42 (73 hp)

Initiative: +3

Speed: 50 ft. (10 squares), swim 30 ft.

Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +5/+9

Attack: Bite +10 melee (1d8+6)

Full Attack: Bite +10 melee (1d8+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Low-light vision, plant traits, strange tracks

Saves: Fort +11, Ref +5, Will +4

Abilities: Str 18, Dex 17, Con 22, Int 1, Wis 14, Cha 7

Skills: Balance +5, Jump +6, Move Silently +8, Swim +12, Tumble +8

Feats: Combat Manifestation, Power Penetration, Weapon Focus (bite)

Environment: Any forest or swamp

Organization: Solitary, pair, or patch (3–20)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 8–10 HD (Medium); 11–15 HD (Large)

Level Adjustment: —



This aggressive, carnivorous fungus sprouts where a psionically active individual has died. By feeding off the decaying corpse, the rootbeast somehow acquires psionic abilities of its own, developing in ways that normal fungi do not.

A rootbeast resembles a bundle of dirty roots that has been twisted into the rough shape of a four-legged animal. Its forequarters are significantly larger than its hindquarters, and it has no neck at all. A rootbeast's only discernible feature is its mouth, which consists of jagged edges at the end of a short snout. It lacks any other sensory organ or orifice.

Rootbeasts are mobile, so they are often found far away from the places where they were spawned. These ferocious hunters prefer to tire their prey by dogged pursuit. When they finally run down a victim, they attack, kill, and feast.

Rootbeasts consume and digest every part of their kills except equipment. They leave behind neither corpses nor bodily waste of their own.

COMBAT

A rootbeast typically begins combat by manifesting its *biofeedback* and *feel light* powers. Since it lacks any sense of sight, hearing, or smell, it perceives its surroundings primary via its psionic powers.

When attacking as a group, rootbeasts usually lead off with psionic attack modes, then manifest a few powers (including *biofeedback* and *feel light*) and charge into melee. They use no advanced tactics, and they rarely notice if their opponents have an ambush ready.

Psionics (Sp): At will—*biocurrent* (DC 1d20+7), *biofeedback*, *feel light*, *feel sound*. Effective caster level 7th. *Attack/Defense Modes (Sp):* At will—*mind thrust*, *psychic crush*/*empty mind*, *mental barrier*.

Plant Traits: A rootbeast is immune to poison, sleep effects, paralysis, stunning, *polymorphing*, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.

Strange Tracks (Ex): With their oddly shaped feet and complete lack of bodily waste, rootbeasts are difficult to track. The DC of a Survival check made to track a rootbeast is increased by +5.

IN NARANJAN

Rootbeasts can be found in almost any forested or swampy area in Naranjan. The loremasters of the Imperial Academy of Supernal Wisdom have never adequately explained the origin of these creatures. The majority opinion at the academy is that they are spawned from ordinary fungal spores that take root in the corpse of a psionically endowed creature. A minority opinion dismisses this notion, arguing that ordinary fungi couldn't possibly give rise to such a monstrous predator. Instead, rootbeast spores must come from some other type of psionic plant—one that has yet to be discovered and catalogued by Sudarshan sages.

SCORN

Large Giant

Hit Dice: 3d8+6 (19 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 15 (-1 size, -1 Dex, +4 natural, +3 hide), touch 8, flat-footed 15

Base Attack/Grapple: +2/+12

Attack: Greatsword +8 melee (2d6+9)

Full Attack: Greatsword +8 melee (2d6+9)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Low-light vision, *tread air*

Saves: Fort +5, Ref +0, Will +1

Abilities: Str 22, Dex 8, Con 15, Int 7, Wis 10, Cha 9

Skills: Climb +5, Move Silently -2, Spot +2

Feats: Power Attack, Weapon Focus (greatsword)

Environment: Any land and underground

Organization: Solitary, pair, troop (3-12), camp (13-25 scornos plus 2d10 other ogres plus 1d4 ogre mages)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +2

The scorn is a particularly unpleasant variety of ogre with psionic abilities and a taste for the flesh of intelligent beings—especially psionic ones. Scornos live to kill, and the sustenance they can derive from their hunts is secondary to the joy that the bloodletting brings.

A scorn weighs approximately 300 pounds and stands 9 feet tall when fully erect, though it usually adopts a stooped posture. Its skin can be any hue from white to a dull yellow, and it has a porcine face with a low forehead, black eyes, and prominent lower canines. Scornos like to wear the bones of previously killed foes for ornamentation—usually as piercings through the ear, nose, cheeks, and chest.

Malevolent and untrustworthy, scornos kill for pleasure. They hunt by sweeping through an area and killing everything that moves, even when their food needs are minimal. So great is their pleasure in the killing itself that not only do they often leave corpses to rot, but they also typically fail to loot their kills, doing so only when reminded of the booty's value by some other intelligent creature. Scornos take living prisoners only if they are planning to present them as gifts to their leaders or if they need to carry back additional food for a large feast or celebration.

Scornos speak a dialect of Giant. Any scorn with an Intelligence score of 10 or higher also speaks Common.

COMBAT

Scornos use their psionic powers to creep up on their opponents and launch surprise attacks. Once engaged in combat, they employ the fighting tactics of simple thugs. Knowing that their strength lies in superior numbers, they prefer to pick off stragglers or scouts from a group rather than take on several targets at once. If faced with overwhelming odds or exceptional talent, they flee.

Superstitious by nature, scornos view arcane spellcasters with extreme suspicion. If faced with attacks that seem to be arcane in nature rather than psionic or divine, the scornos panic and target the offending character with all their attacks. If they succeed in killing an arcane spellcaster, they do not touch the body or its equipment, believing it to be cursed.

Psionics (Sp): At will—*burst, know location*; 3/day—*hustle, painful touch*; 1/day—*amplified invisibility* (DC 1d20+6), *feather fall* (DC 1d20+0), *spider climb* (DC 1d20+0). Effective manifester level 5th. **Attack/Defense Modes (Sp):** At will—*mind thrust/empty mind, mental barrier, thought shield*.

Tread Air (Sp): This psionic ability allows a scorn to walk 1 foot above the ground for as long as it wishes, though it moves at only one-half its normal land speed while doing so. *Tread air* can be manifested or dismissed at will as a free action (manifester level 4th).



IN NARANIAN

Scorns have been enemies of civilization since the Mythic Age. They are the special servants of the god Dhavan, who created them from his most debased dwarven followers. As a reward for their depravity, he increased their size in accordance with their unholy appetites and their lust for destruction. Since then, scorns have been a constant threat to settlements across Naranjan, even those of the elves who live deep within the jungles.

The scorns' fear of arcane spellcasters stems from countless battles against Sudarsha during which they faced military forces augmented by wizards and sorcerers. Scorns respect clerics of evil deities, but very few hear the calling themselves. Consequently, they often serve priests of Dhavan or other dark powers.

SIAAD, SPECTRAL

Large Outsider (Chaotic, Extraplanar)

Hit Dice: 9d8+36 (76 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 19 (-1 size, +10 natural), touch 9, flat-footed 19

Base Attack/Grapple: +9/+16

Attack: Claw +11 melee (1d10+3)

Full Attack: 2 claws +11 melee (1d10+3) and bite +9 melee (1d6+1)

Space/Reach: 5 ft./10 ft.

Special Attacks: Psionics, spell-like abilities, *summon slaad*

Special Qualities: Change shape, darkvision 60 ft., fast healing 5, outsider traits, resistances (acid 10, cold 10, electricity 10, fire 10, sonic 10)

Saves: Fort +10, Ref +6, Will +7

Abilities: Str 17, Dex 10, Con 19, Int 10, Wis 13, Cha 14

Skills: Bluff +14, Climb +15, Diplomacy +4, Hide +8, Intimidate +4, Jump +15, Listen +13, Move Silently +12, Spot +13, Stabilize Self +16

Feats: Disarm Mind, Mental Adversary, Multiattack, Psychoanalyst

Environment: Any land and underground

Organization: Solitary, pair, or gang (3–5)

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: 10–15 HD (Large); 16–27 HD (Huge)

Level Adjustment: +7

When a red slaad's pellet or a blue slaad's slaad fever affects a psion or psychic warrior, that host becomes a spectral slaad rather than the variety it would otherwise become. Spectral slaadi live to spread chaos, and they love to wander through orderly civilizations disrupting routines. The chaos they spread may effect changes for good, ill, or neither; the spectral slaadi care not so long as change of some sort occurs.

Physically, a spectral slaad resembles a slaad of the kind that it would have become had its host not been psionically endowed, except that its coloration appears lighter and somewhat faded. Despite the name, spectral slaadi are not incorporeal.

Though they are capable of working together, spectral slaadi find it difficult to adhere to any sort of group plan. Thus, they most often work individually unless the goal is too far-reaching for a single slaadi to achieve. When working with other slaadi, they prefer to take on leadership roles while red and blue slaadi provide the muscle.

Over time, a spectral slaad can mature into a gray slaad, just as a green slaad can. So few spectral slaadi exist, however, that the course of their development and the time required for it remains unclear, even to those few scholars who have studied them.

COMBAT

Spectral slaadi are extremely confident in their abilities, and they dearly love to wade into combat. Their natural attacks coupled with their psionic and spell-like abilities make them more than a match for most opponents they encounter, so they tend toward overconfidence in battle. Although they can summon allies, they prefer to do so only as a means of spreading more chaos, not to gain combat support. A spectral slaad typically reserves its *dissolving touch* power for use against extremely powerful opponents.

A spectral slaad's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Psionics (Sp): At will—*biofeedback*, *body adjustment*, *body equilibrium*, *chameleon*, *feel light*, *feel sound*, *painful touch*; 3/day—*bite of the tiger*, *metamorphosis*; 1/day—*dissolving touch*. Effective manifester level 10th. **Attack/Defense Modes (Sp):** At will—all/all.

Spell-Like Abilities: At will—*chaos hammer* (DC 16), *protection from law* (DC 13), *see invisibility*. Caster level 10th. The save DCs are Charisma-based.



Summon Slaad (Sp): Once per day a spectral slaad may attempt to summon one blue slaad or two red slaadi, with a 40% chance of success. In all other ways this ability functions just like a *summon monster* spell.

Change Shape (Su): A spectral slaad can assume any humanoid form as a standard action. In humanoid form, a spectral slaad cannot use its natural weapons, although it can equip itself with weapons and armor appropriate to its appearance. A spectral slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *true seeing* effect reveals its natural form.

Fast Healing (Ex): A spectral slaad heals 5 points of damage each round, so long as it has at least 1 hit point.

Outsider Traits: A spectral slaad cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life).

IN NARANJAN

Slaadi of any sort are rare in Naranjan, and neither psions nor spellcasters have many dealings with them. Sudarsha has a generally lawful and orderly bent, so the chaos that the slaadi represent is anathema to the philosophy of most of the continent's inhabitants. Nevertheless, some of its residents (particularly those who belong to the cults of Ashati and Kurjuna) do revel in the disruption of order. Both of those groups embraced psionics shortly after the priestess Sujahna's return to the empire, and they see societal disruption as the key to both enlightenment and rebirth. Thus, it comes as no surprise that the slaadi with whom they choose to deal are the spectral slaadi.

Unsurprisingly, the emperors have always taken a dim view of the spectral slaadi, branding them as harbingers of great evil. Though this viewpoint is not literally true, since slaadi are generally unconcerned with matters of good or evil, an imperial injunction has thus far kept interaction with the spectral slaadi to a minimum over the centuries. It is only now, in the chaos of Vasudha's accession to the throne, that they have returned to Sudarsha in larger numbers.

SUDARSHAN SUCKER

Tiny Vermin (Shapechanger)

Hit Dice: 1d8 (4 hp)

Initiative: +6

Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/-9

Attack: Bite +1 melee (1d3-1)

Full Attack: Bite +1 melee (1d3-1)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Power leech, psionics

Special Qualities: Darkvision 60 ft., object form, see in darkness, vermin traits

Saves: Fort +2, Ref +2, Will +3

Abilities: Str 9, Dex 15, Con 10, Int 18, Wis 16, Cha 13

Skills: Autohypnosis +6, Climb +2, Concentration +3, Hide +13, Listen +6, Psicraft +7, Sense Motive +6, Spot +6

Feats: Improved Initiative, Mind Trap[®]

Environment: Any land

Organization: Solitary or colony (50-100)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

The Sudarshan sucker is a tiny insect capable of disguising itself as an inanimate object. It feeds on the psionic abilities of others, typically by infiltrating the sleeping chamber of a psionically endowed individual and stealing power points while the inhabitant sleeps.

In its natural form, the Sudarshan sucker resembles an iridescent beetle with glowing blue eyes. But the creature prefers to spend its time in the form of an object—preferably one that is easily (and habitually) carried by a humanoid but rarely used. It must assume its natural form while feeding, however, so those who sleep lightly may catch a glimpse of the creature.

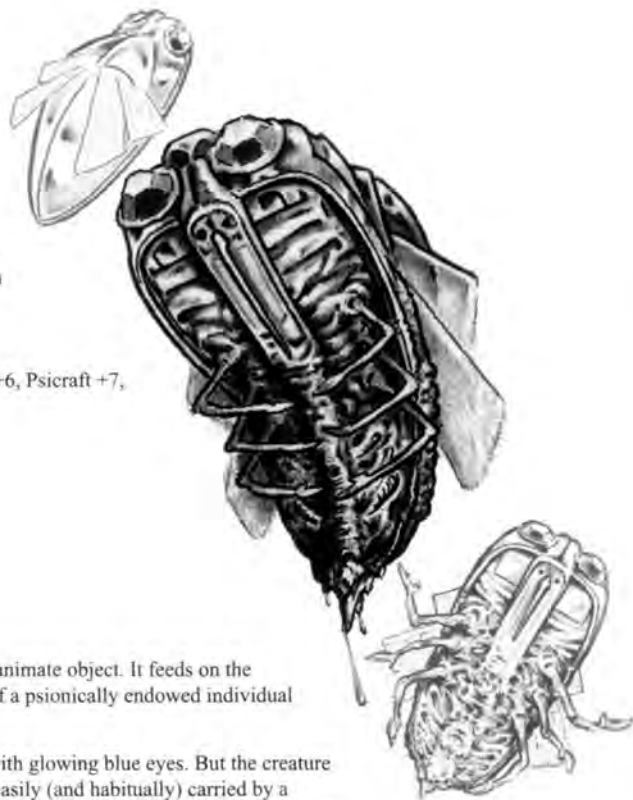
Once a year, Sudarshan suckers gather in forested areas during mating season, forming a colony for a few weeks while they breed.

COMBAT

From the viewpoint of a Sudarshan sucker, the world is an endless supply of power points waiting to be devoured. Thus, the creature sees no point in fighting with its prey. If it suspects that discovery of its presence is imminent, it seizes the first available opportunity to flee and find a new victim. When attacked, it uses its psionic powers to defend itself while attempting to escape.

Power Leech (Su): Once per day, a Sudarshan sucker can attempt to drain power points from a psionic creature. To use this ability, the Sudarshan sucker must assume its natural form and make a melee touch attack against its opponent. Success indicates that it drains 1d3 power points. Since there are no noticeable symptoms of the loss, the targeted creature typically discovers it only upon running out of power points.

Psionics (Sp): At will—*detect psionics*, *inkling*. Effective manifester level 1st. **Attack/Defense Modes (Sp):** At will—*mind thrust/empty mind*.



Object Form (Su): At will, Sudarshan sucker can assume the form of any Diminutive, Tiny, or Small object, taking on the appropriate appearance and tactile qualities. While in this form, it can neither attack nor move, though it can still perceive its surroundings. The creature can assume object form or revert to its natural form as a standard action.

See in Darkness (Su): A Sudarshan sucker can see perfectly in darkness of any kind, even that created by a *deeper darkness* effect.

Vermin Traits: A Sudarshan sucker is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

IN NARANIAN

As its name suggests, the Sudarshan sucker is associated with Naranjan's greatest empire. The name was first applied to these psionic parasites during the ill-fated Urjasha Uprising of 532 A.S. The rebel leader Asuvan Vin compared these insects to Sudarsha's imperial administration, which he saw as no less destructive. Though the uprising was brutally crushed less than two years later, Vin's metaphorical association stuck and became widely used, even by loyalists within the empire.

Sudarshan suckers are most common in the Dvikara and Urjasha provinces, but they can also be found nearly anywhere, since they are easily spread by travelers who have no idea what they are carrying. As recently as five years ago, the city of Vimakri suffered an infestation of Sudarshan suckers, and other outbreaks have been reported elsewhere since then.

THAZJIN

Large Aberration

Hit Dice: 15d8+60 (127 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 24 (-1 size, +1 Dex, +10 natural, +4 Inertial Armor), touch 10, flat-footed 23

Base Attack/Grapple: +11/+20

Attacks: Lash +15 melee (1d12+5 plus 1d8 cold)

Attacks: Lash +15 melee (1d12+5 plus 1d8 cold) and 2 slams +10 melee (1d8+2 plus 1d8 cold)

Space/Reach: 5 ft./10 ft.

Special Attacks: Freezing hide, psionics

Special Qualities: Darkvision 60 ft., fast healing 5, immunities (cold, psionics), telepathy 90 ft.

Saves: Fort +9, Ref +6, Will +14

Abilities: Str 20, Dex 13, Con 19, Int 18, Wis 21, Cha 19

Skills: Concentration +22, Knowledge (any two) +22, Listen +23, Psicraft +22, Spot +23

Feats: Great Sunder, Improved Sunder, Inertial Armor, Power Attack, Power Touch, Psionic Fist

Environment: Any land

Organization: Solitary

Challenge Rating: 17

Treasure: Double standard

Alignment: Always neutral evil

Advancement: 16–30 HD (Large), 31–45 (Huge)

Level Adjustment: +3

Thazjin means "revered" in Undercommon. Who first applied this term to these creatures is unknown, though sages speculate that it was the mind flayers, who are known to treat thazjins with the utmost respect. Some mind flayers even go so far as to treat thazjins as avatars of their own dark gods, obeying the creatures' commands as if they were divine in origin. The thazjins generally do not discourage this attitude, since it has proven very beneficial to the survival of their species.

A thazjin is about the same size and build as a brown bear, but it has neither tail nor fur. Its white, tough, rubbery hide bears the scars of the many battles it has survived. A thazjin's head is bulbous and nearly featureless, with sunken, beady eyes of deepest black and a single, barbed tentacle extending from the center of its face. Like a bear, it can walk on its hind legs, but it prefers to lumber along on all fours.

These bizarre creatures have a surprising love for knowledge, especially nonpsionic lore. They seek such knowledge by any means—sometimes even using the mind flayers that serve them to obtain it. Mind flayers that increase a thazjin's knowledge base are always handsomely rewarded for their efforts, which may explain the continued association between the two creatures.

COMBAT

A thazjin typically makes liberal use of its psionic powers before entering battle, then wades into combat, laying about with its Great Sunder feat. Aggressive and fearless, thazjins rarely retreat unless overwhelmed. They are perfectly willing to abandon any mind flayer minions they have with them if such a tactic suits their mood. Many thazjins, however, would rather fight to the death than allow their followers to come to harm.

Psionics (Sp): At will—*combat prescience*, *dimension slide*, *foresight* (DC 1d20+13), *precognition*, *rejuvenation*, *shield of prudence*, *temporal acceleration*, *temporal velocity*, *time hop* (DC 1d20+4), *time regression*, *true metabolism*; 3/day—*insanity* (DC 1d20+11), *negate psionics*, *true seeing* (DC 1d20+11). Effective manifester level 15th. **Attack/Defense Modes (Sp):** At will—all/all.



Freezing Hide (Su): The body of a thazjin is extremely cold. Anyone hit by a thazjin's lash or slam attack (or who grapples the creature or hits it with a natural weapon) takes 1d8 points of cold damage.

Telepathy (Su): A thazjin can communicate telepathically with any creature within 90 feet that has a language.

IN NARANJAN

Mind flayers are uncommon in Naranjan, and thazjins are even more so. Those thazjins that do dwell on the island typically take up residence in abandoned sections of the abhira roads, which they convert into temples to themselves. Such a temple always houses at least one mind flayer minion, and possibly even more, depending on the intelligence and power of the thazjin in question. From such lairs, thazjins launch raids on libraries, monasteries, and any other locales that might contain knowledge of the past.

THOUGHTFORM

Thoughtforms are manifestations of the six disciplines that compose the Art. Powerful and mysterious, each embodies one of the six psionic disciplines and has access to virtually every aspect of it. Some sages speculate that thoughtforms are called directly from the minds of psionic creatures, but others hypothesize the existence of a plane (or group of planes) that spawns these fearsome incarnations. In reality, they are formed on the Astral Plane, the plane of the mind.

THOUGHTFORM TRAITS

Outsider Traits: A thoughtform cannot be *raised*, *reincarnated*, or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life).

IN NARANJAN

Several sects of psions have learned to manifest thoughtforms as alternatives to the more typical astral constructs. Such a summoned thoughtform always embodies an aspect of the manifester's personality, although it does not share any of the latter's knowledge.

EGO THOUGHTFORMS

An ego thoughtform is slow but immensely powerful. Bombastic and domineering, it has a gruff demeanor and a simplistic view of the world in which all problems can be solved with fists.

An ego thoughtform looks like a roughly humanoid pile of muscle, constantly flexing and straining against itself, as if there is an ongoing battle within its own body. Its eyes are shallow, round pits, and its mouth is a deeper pit.

Ego thoughtforms care little for parley; they are ready to attack at a moment's notice and for the smallest provocation. They tend to beat what they want out of others if there is any resistance offered. When left to their own devices, they form a hierarchy based upon bullying.

Ego thoughtforms can communicate in any language, though they always sound angry.

COMBAT

Ego thoughtforms are slow, but their lumbering attacks can devastate opponents. They love to smash enemies' weapons to show off their great strength, and they manifest their powers freely in battle.

Psychometabolism Mastery (Sp): As a free action an ego thoughtform can manifest any psychometabolism discipline with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity (effective manifester level equal to thoughtform's Hit Dice; save DC 1d20 + power level + thoughtform's Strength modifier). This can be done a number of times per day equal to the thoughtform's hit dice.



EGO THOUGHTFORM SIZE

Thoughtform	Height	Weight
Small	4 ft.	25 lb.
Medium	8 ft.	200 lb.
Large	16 ft.	1,600 lb.
Huge	32 ft.	12,800 lb.
Greater	36 ft.	18,225 lb.
Elder	40 ft.	25,000 lb.

	Ego Thoughtform, Small Small Outsider (Extraplanar)	Ego Thoughtform, Medium Medium Outsider (Extraplanar)	Ego Thoughtform, Large Large Outsider (Extraplanar)
Hit Dice	2d8+2 (11 hp)	4d8+4 (22 hp)	8d8+8 (44 hp)
Initiative	-1	-1	-1
Speed	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class	16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16	17 (-1 Dex, +8 natural), touch 9, flat-footed 17	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple	+2/+1	+4/+9	+8/+19
Attack	Slam +6 melee (1d6+4)	Slam +9 melee (1d8+7)	Slam +14 melee (1d10+7)
Full Attack	Slam +6 melee (1d6+4)	Slam +9 melee (1d8+7)	2 slams +14 melee (1d10+7)
Space/Reach	5 ft./5 ft.	5 ft./5 ft.	5 ft./10 ft.
Special Attacks	Psychometabolism mastery	Psychometabolism mastery	Psychometabolism mastery
Special Qualities	Darkvision 60 ft., immunity (psionics), outsider traits	Darkvision 60 ft., immunity (psionics), outsider traits	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), outsider traits
Saves	Fort +4, Ref +2, Will +3	Fort +5, Ref +3, Will +4	Fort +7, Ref +5, Will +6
Abilities	Str 17, Dex 8, Con 12, Int 6, Wis 11, Cha 11	Str 21, Dex 8, Con 12, Int 6, Wis 11, Cha 11	Str 25, Dex 8, Con 12, Int 6, Wis 11, Cha 11
Skills	Autohypnosis +5, Concentration +6, Jump +2, Listen +5, Spot +5, Stabilize Self +6	Autohypnosis +7, Concentration +8, Jump +6, Listen +7, Spot +7, Stabilize Self +8	Autohypnosis +11, Concentration +12, Jump +12, Listen +11, Spot +11, Stabilize Self +12
Feats	Power Attack	Power Attack, Improved Sunder	Great Sunder, Improved Sunder, Power Attack
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	3	5	7
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
	Ego Thoughtform, Huge Huge Outsider (Extraplanar)	Ego Thoughtform, Greater Huge Outsider (Extraplanar)	Ego Thoughtform, Elder Huge Outsider (Extraplanar)
Hit Dice	16d8+16 (88 hp)	21d8+21 (115 hp)	24d8+24 (132 hp)
Initiative	-1	-1	-1
Speed	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class	19 (-2 size, -1 Dex, +12 natural), touch 7, flat-footed 19	21 (-2 size, -1 Dex, +14 natural), touch 7, flat-footed 21	23 (-2 size, -1 Dex, +16 natural), touch 7, flat-footed 23
Base Attack/Grapple	+16/+33	+21/+40	+24/+45
Attack	Slam +23 melee (2d6+9)	Slam +30 melee (2d8+11)	Slam +35 melee (2d10+13)
Full Attack	2 slams +23 melee (2d6+9)	2 slams +30 melee (2d8+11)	2 slams +35 melee (2d10+13)
Space/Reach	10 ft./15 ft.	10 ft./15 ft.	10 ft./15 ft.
Special Attacks	Psychometabolism mastery	Psychometabolism mastery	Psychometabolism mastery
Special Qualities	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), outsider traits	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), outsider traits	Damage reduction 15/magic, darkvision 60 ft., immunity (psionics), outsider traits
Saves	Fort +11, Ref +9, Will +10	Fort +13, Ref +11, Will +12	Fort +15, Ref +13, Will +14
Abilities	Str 29, Dex 8, Con 12, Int 6, Wis 11, Cha 11	Str 33, Dex 8, Con 12, Int 6, Wis 11, Cha 11	Str 37, Dex 8, Con 12, Int 6, Wis 11, Cha 11
Skills	Autohypnosis +19, Concentration +20, Jump +22, Listen +19, Spot +19, Stabilize Self +20	Autohypnosis +24, Concentration +25, Jump +29, Listen +24, Spot +24, Stabilize Self +25	Autohypnosis +27, Concentration +28, Jump +34, Listen +27, Spot +27, Stabilize Self +28
Feats	Cleave, Great Sunder, Improved Bull Rush, Improved Sunder, Power Attack, Psionic Fist	Awesome Blow, Cleave, Great Cleave, Great Sunder, Improved Bull Rush, Improved Sunder, Power Attack, Psionic Fist	Awesome Blow, Cleave, Great Cleave, Great Sunder, Improved Bull Rush, Improved Sunder, Power Attack, Psionic Fist, Unavoidable Strike
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	9	11	13
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	9-15 HD (Large)	22-23 HD (Huge)	25+ HD (Huge)
Level Adjustment	—	—	—

NOMAD THOUGHTFORM

Nomad thoughtforms are quick creatures that seem perpetually nervous. Never content to stay in one spot, they are always on the move, flitting from one spot to another and always ready to burst into even more frenzied action.

A nomad thoughtform looks like a painfully thin humanoid. Its body consists of a bundle of nerves, thin muscles, and lung tissue. Its constant nervous movement causes parts of its body to flap madly about. Its eyes are nothing more than simple depressions in a thin bundle of nerves at the top of the mass, and its mouth is a hole placed at the entrance to its largely exposed lungs.

A nomad thoughtform can communicate in any language. It always sounds breathless, as if it had just run a marathon. Its voice is high-pitched and querulous, and its words tumble over one another.

COMBAT

In battle, a nomad thoughtform uses its mobility to greatest advantage. The thoughtform flits about the battlefield from spot to spot, attacking foes as it moves. Fully aware that it is highly vulnerable compared to other thoughtforms, it flinches away from attacks and stays far away from the most dangerous opponents.

Psychoportation Mastery (Sp): As a free action a nomad thoughtform can manifest any psychoportation discipline with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity (effective manifester level equal to thoughtform's Hit Dice; save DC 1d20 + power level + thoughtform's Dexterity modifier). This can be done a number of times per day equal to the thoughtform's hit dice.



NOMAD THOUGHTFORM SIZE

Thoughtform	Height	Weight
Small	4 ft.	10 lb.
Medium	8 ft.	80 lb.
Large	16 ft.	640 lb.
Huge	32 ft.	5,120 lb.
Greater	36 ft.	7,290 lb.
Elder	40 ft.	10,000 lb.

	Nomad Thoughtform, Small Small Outsider (Extraplanar)
Hit Dice	2d8-2 (7 hp)
Initiative	3
Speed	80 ft. (16 squares)
Armor Class	20 (+1 size, +3 Dex, +6 natural), touch 14, flat-footed 17
Base Attack/Grapple	+2/-1
Attack	Slam +4 melee (1d6+1)
Full Attack	Slam +4 melee (1d6+1)
Space/Reach	5 ft./5 ft.
Special Attacks	Psychoportation mastery
Special Qualities	Darkvision 60 ft., immunity (psionics), outsider traits
Saves	Fort +2, Ref +6, Will +4
Abilities	Str 12, Dex 17, Con 8, Int 6, Wis 13, Cha 9
Skills	Autohypnosis +6, Balance +5, Escape Artist +5, Jump +3, Listen +6, Move Silently +8, Spot +6, Tumble +8, Use Rope +1 (+3 bindings)
Feats	Speed of Thought
Environment	Astral Plane
Organization	Solitary
Challenge Rating	3
Treasure	None
Alignment	Often neutral
Advancement	3 HD (Small)
Level Adjustment	—

	Nomad Thoughtform, Medium Medium Outsider (Extraplanar)
Hit Dice	4d8-4 (14 hp)
Initiative	5
Speed	80 ft. (16 squares)
Armor Class	23 (+5 Dex, +8 natural), touch 15, flat-footed 18
Base Attack/Grapple	+4/+5
Attack	Slam +5 melee (1d8+1)
Full Attack	Slam +5 melee (1d8+1)
Space/Reach	5 ft./5 ft.
Special Attacks	Psychoportation mastery
Special Qualities	Darkvision 60 ft., immunity (psionics), outsider traits
Saves	Fort +3, Ref +9, Will +5
Abilities	Str 12, Dex 21, Con 8, Int 6, Wis 13, Cha 9
Skills	Autohypnosis +8, Balance +7, Escape Artist +12, Jump +3, Listen +8, Move Silently +12, Spot +8, Tumble +12, Use Rope +1 (+3 bindings)
Feats	Psionic Charge, Speed of Thought
Environment	Astral Plane
Organization	Solitary
Challenge Rating	5
Treasure	None
Alignment	Often neutral
Advancement	5-7 HD (Medium)
Level Adjustment	—

	Nomad Thoughtform, Large Large Outsider (Extraplanar)
Hit Dice	8d8-8 (29 hp)
Initiative	7
Speed	90 ft. (18 squares)
Armor Class	26 (-1 size, +7 Dex, +10 natural), touch 16, flat-footed 19
Base Attack/Grapple	+8/+13
Attack	Slam +8 melee (1d10+1)
Full Attack	2 slams +8 melee (1d10+1)
Space/Reach	5 ft./10 ft.
Special Attacks	Psychoportation mastery
Special Qualities	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), outsider traits
Saves	Fort +5, Ref +13, Will +7
Abilities	Str 12, Dex 25, Con 8, Int 6, Wis 13, Cha 9
Skills	Autohypnosis +12, Balance +9, Escape Artist +18, Jump +3, Listen +12, Move Silently +18, Spot +12, Tumble +18, Use Rope +1 (+3 bindings)
Feats	Psionic Charge, Speed of Thought, Up the Walls
Environment	Astral Plane
Organization	Solitary
Challenge Rating	7
Treasure	None
Alignment	Often neutral
Advancement	9-15 HD (Large)
Level Adjustment	—

	Nomad Thoughtform, Huge Huge Outsider (Extraplanar)	Nomad Thoughtform, Greater Huge Outsider (Extraplanar)	Nomad Thoughtform, Elder Huge Outsider (Extraplanar)
Hit Dice	16d8–16 (58 hp)	21d8–21 (76 hp)	24d8–24 (87 hp)
Initiative	9	15	17
Speed	90 ft. (18 squares)	90 ft. (18 squares)	90 ft. (18 squares)
Armor Class	29 (–2 size, +9 Dex, +12 natural), touch 17, flat-footed 20	33 (–2 size, +11 Dex, +14 natural), touch 19, flat-footed 22	37 (–2 size, +13 Dex, +16 natural), touch 21, flat-footed 24
Base Attack/Grapple	+16/+25	+21/+30	+24/+33
Attack	Slam +15 melee (2d6+1)	Slam +30 melee (2d8+1)	Slam +35 melee (2d10+1)
Full Attack	2 slams +15 melee (2d6+1)	2 slams +30 melee (2d8+1)	2 slams +35 melee (2d10+1)
Space/Reach	10 ft./15 ft.	10 ft./15 ft.	10 ft./15 ft.
Special Attacks	Psychoporation mastery	Psychoporation mastery	Psychoporation mastery
Special Qualities	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), outsider traits	Darkvision 60 ft., damage reduction 10/magic, immunity (psionics), outsider traits	Damage reduction 15/magic, darkvision 60 ft., immunity (psionics), outsider traits
Saves	Fort +9, Ref +19, Will +11	Fort +11, Ref +23, Will +13	Fort +13, Ref +27, Will +15
Abilities	Str 12, Dex 29, Con 8, Int 6, Wis 13, Cha 9	Str 12, Dex 33, Con 8, Int 6, Wis 13, Cha 9	Str 12, Dex 37, Con 8, Int 6, Wis 13, Cha 9
Skills	Autohypnosis +20, Balance +11, Escape Artist +28, Jump +3, Listen +20, Move Silently +28, Spot +20, Tumble +28, Use Rope +1 (+3 bindings)	Autohypnosis +25, Balance +13, Escape Artist +35, Jump +3, Listen +25, Move Silently +35, Spot +25, Tumble +35, Use Rope +1 (+3 bindings)	Autohypnosis +28, Balance +17, Escape Artist +40, Jump +5, Listen +28, Move Silently +40, Spot +28, Tumble +40, Use Rope +1 (+3 bindings)
Feats	Dodge, Mobility, Psionic Charge, Speed of Thought, Spring Attack, Up the Walls	Dodge, Improved Initiative, Mobility, Psionic Charge, Speed of Thought, Spring Attack, Up the Walls, Weapon Finesse	Dodge, Improved Initiative, Mobility, Psionic Charge, Psionic Dodge, Speed of Thought, Spring Attack, Up the Walls, Weapon Finesse
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	7	11	13
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	9–15 HD (Large)	22–23 HD (Huge)	25+ HD (Huge)
Level Adjustment	—	—	—

SAVANT THOUGHTFORM

Savant thoughtforms are slow and sluggish in both thought and movement. Patient and slow to anger, they take their time to respond to any problem. They often seem distant and disinterested in what is happening around them.

A savant thoughtform is solidly built and has no discernible weak spots. An exoskeleton of bone seems to cover its body, but in fact the creature is bone through and through.

Its eyes are deep pits in its skull, and its mouth appears to be covered by a layer of bone.

A savant thoughtform can communicate in any language. Its voice is booming and its speech is slow, and it always sounds dull and apathetic, regardless of its topic.

COMBAT

Savant thoughtforms are stolid combatants. Unafraid of any opponent, they rely on their sheer toughness to overwhelm their enemies. They tend not to notice when battles turn against them and are likely to fight on until destroyed.

Psychokinesis Mastery (Sp): As a free action a savant thoughtform can manifest any psychokinesis discipline with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity (effective manifester level equal to thoughtform's Hit Dice; save DC 1d20 + power level + thoughtform's Constitution modifier). This can be done a number of times per day equal to the thoughtform's hit dice.



Thoughtform	Height	Weight
Small	4 ft.	50 lb.
Medium	8 ft.	400 lb.
Large	16 ft.	3,200 lb.
Huge	32 ft.	25,600 lb.
Greater	36 ft.	36,450 lb.
Elder	40 ft.	50,000 lb.

	Savant Thoughtform, Small Small Outsider (Extraplanar)	Savant Thoughtform, Medium Medium Outsider (Extraplanar)	Savant Thoughtform, Large Large Outsider (Extraplanar)
Hit Dice	2d8+6 (15 hp)	4d8+20 (38 hp)	8d8+56 (92 hp)
Initiative	-1	-1	-1
Speed	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class	16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16	17 (-1 Dex, +8 natural), touch 9, flat-footed 17	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple	+2/-1	+4/+5	+8/+13
Attack	Slam +4 melee (1d6+1)	Slam +5 melee (1d8+1)	Slam +8 melee (1d10+1)
Full Attack	Slam +4 melee (1d6+1)	Slam +5 melee (1d8+1)	2 slams +8 melee (1d10+1)
Space/Reach	5 ft./5 ft.	5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks	Psychokinesis mastery	Psychokinesis mastery	Psychokinesis mastery
Special Qualities	Darkvision 60 ft., immunity (psionics), outsider traits	Darkvision 60 ft., immunity (psionics), outsider traits	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), outsider traits
Saves	Fort +6, Ref +2, Will +3	Fort +9, Ref +3, Will +4	Fort +13, Ref +5, Will +6
Abilities	Str 12, Dex 8, Con 17, Int 6, Wis 11, Cha 11	Str 12, Dex 8, Con 21, Int 6, Wis 11, Cha 11	Str 12, Dex 8, Con 25, Int 6, Wis 11, Cha 11
Skills	Autohypnosis +5, Concentration +8, Heal +5, Listen +5, Spot +5, Stabilize Self +8	Autohypnosis +7, Concentration +12, Heal +7, Listen +7, Spot +7, Stabilize Self +12	Autohypnosis +11, Concentration +18, Heal +11, Listen +11, Spot +11, Stabilize Self +18
Feats	Endurance	Endurance, Rapid Metabolism	Endurance, Psionic Metabolism, Rapid Metabolism
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	3	5	7
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment	—	—	—
	Savant Thoughtform, Huge Huge Outsider (Extraplanar)	Savant Thoughtform, Greater Huge Outsider (Extraplanar)	Savant Thoughtform, Elder Huge Outsider (Extraplanar)
Hit Dice	16d8+144 (216 hp)	21d8+234 (328 hp)	24d8+315 (423 hp)
Initiative	-1	-1	-1
Speed	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class	23 (-2 size, -1 Dex, +12 natural, +4 Inertial Armor), touch 7, flat-footed 23	25 (-2 size, -1 Dex, +14 natural, +4 Inertial Armor), touch 7, flat-footed 25	27 (-2 size, -1 Dex, +16 natural, +4 Inertial Armor), touch 7, flat-footed 27
Base Attack/Grapple	+16/+25	+21/+30	+24/+33
Attack	Slam +15 melee (2d6+1)	Slam +20 melee (2d8+1)	Slam +23 melee (2d10+1)
Full Attack	2 slams +15 melee (2d6+1)	2 slams +20 melee (2d8+1)	2 slams +23 melee (2d10+1)
Space/Reach	10 ft./15 ft.	10 ft./15 ft.	10 ft./15 ft.
Special Attacks	Psychokinesis mastery	Psychokinesis mastery	Psychokinesis mastery
Special Qualities	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), outsider traits	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), outsider traits	Damage reduction 15/magic, darkvision 60 ft., immunity (psionics), outsider traits
Saves	Fort +21, Ref +9, Will +10	Fort +25, Ref +11, Will +12	Fort +29, Ref +13, Will +14
Abilities	Str 12, Dex 8, Con 29, Int 6, Wis 11, Cha 11	Str 12, Dex 8, Con 33, Int 6, Wis 11, Cha 11	Str 12, Dex 8, Con 37, Int 6, Wis 11, Cha 11
Skills	Autohypnosis +19, Concentration +28, Heal +19, Listen +19, Spot +19, Stabilize Self +28	Autohypnosis +24, Concentration +35, Heal +26, Listen +24, Spot +24, Stabilize Self +35, Survival +2	Autohypnosis +27, Concentration +40, Heal +29, Listen +27, Spot +27, Stabilize Self +43
Feats	Diehard, Endurance, Great Fortitude, Inertial Armor, Psionic Metabolism, Rapid Metabolism	Diehard, Endurance, Great Fortitude, Inertial Armor, Psionic Metabolism, Rapid Metabolism, Self-Sufficient, Toughness	Diehard, Endurance, Great Fortitude, Inertial Armor, Psionic Metabolism, Rapid Metabolism, Self-Sufficient, Skill Focus (Stabilize Self), Toughness
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	9	11	13
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	17-20 HD (Huge)	22-23 HD (Huge)	25+ HD (Huge)
Level Adjustment	—	—	—

SEER THOUGHTFORM

Seer thoughtforms are astonishingly aware of everything going on in their presence, although they often lack the wit to interpret events correctly. They have an air of serenity about them but are nevertheless prone to act impulsively.

Although incorporeal, a seer thoughtform is fully visible. It appears to be made of all kinds of sensory organs jumbled together in a vaguely humanoid shape. Ears, eyes, nostrils, and mouths complete with tongues are scattered about its entire body.

A seer thoughtform can communicate in any language. Because of its many mouths, it sounds like an entire choir when it speaks. Although it has many voices, all of them sound calm and serene when speaking, regardless of the topic.

COMBAT

In battle, a seer thoughtform is aggressive and decisive. It uses its superior awareness of the immediate situation and the world at large to see through enemy plots and attack where its foes are weakest. This awareness, however, can also be the seer thoughtform's downfall because it leads to incredible overconfidence.

Clairsentience Mastery (Sp): As a free action a seer thoughtform can manifest any clairsentience discipline with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity (effective manifester level equal to thoughtform's Hit Dice; save DC 1d20 + power level + thoughtform's Wisdom modifier). This can be done a number of times per day equal to the thoughtform's hit dice.

Incorporeal Traits: A seer thoughtform is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.



SEER THOUGHTFORM SIZE

Thoughtform	Height	Weight
Small	4 ft.	N/A
Medium	8 ft.	N/A
Large	16 ft.	N/A
Huge	32 ft.	N/A
Greater	36 ft.	N/A
Elder	40 ft.	N/A

	Seer Thoughtform, Small Small Outsider (Extraplanar, Incorporeal)	Seer Thoughtform, Medium Medium Outsider (Extraplanar, Incorporeal)	Seer Thoughtform, Large Large Outsider (Extraplanar, Incorporeal)
Hit Dice	2d8+2 (11 hp)	4d8+4 (22 hp)	8d8+8 (44 hp)
Initiative	0	0	0
Speed	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)
Armor Class	12 (+1 size, +1 deflection), touch 12, flat-footed 12	11 (+1 deflection), touch 11, flat-footed 11	10 (-1 size, +1 deflection), touch 10, flat-footed 10
Base Attack/Grapple	+2/—	+4/—	+8/—
Attack	Incorporeal touch +3 melee touch (1d6)	Incorporeal touch +4 melee touch (1d8)	Incorporeal touch +7 melee touch (1d10)
Full Attack	Incorporeal touch +3 melee touch (1d6)	Incorporeal touch +4 melee touch (1d8)	2 incorporeal touches +7 melee touch (1d10)
Space/Reach	5 ft./5 ft.	5 ft./5 ft.	5 ft./10 ft.
Special Attacks	Clairsentience mastery	Clairsentience mastery	Clairsentience mastery
Special Qualities	Darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits
Saves	Fort +4, Ref +3, Will +6	Fort +5, Ref +4, Will +11	Fort +7, Ref +6, Will +15
Abilities	Str —, Dex 11, Con 12, Int 8, Wis 17, Cha 11	Str —, Dex 11, Con 12, Int 8, Wis 21, Cha 11	Str —, Dex 11, Con 12, Int 8, Wis 25, Cha 11
Skills	Autohypnosis +8, Diplomacy +2, Gather Information +5, Heal +8, Listen +10, Remote View +4, Sense Motive +8, Spot +10	Autohypnosis +12, Diplomacy +2, Gather Information +7, Heal +12, Listen +14, Remote View +6, Sense Motive +12, Spot +14	Autohypnosis +18, Diplomacy +2, Gather Information +11, Heal +18, Listen +20, Remote View +10, Sense Motive +18, Spot +20
Feats	Alertness	Alertness, Iron Will	Alertness, Iron Will, Twin Power
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	3	5	7
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment	—	—	—

	Seer Thoughtform, Huge Huge Outsider (Extraplanar, Incorporeal)	Seer Thoughtform, Greater Huge Outsider (Extraplanar, Incorporeal)	Seer Thoughtform, Elder Huge Outsider (Extraplanar, Incorporeal)
Hit Dice	16d8+16 (88 hp)	21d8+21 (115 hp)	24d8+24 (132 hp)
Initiative	0	0	0
Speed	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)
Armor Class	9 (-2 size, +1 deflection), touch 9, flat-footed 9	9 (-2 size, +1 deflection), touch 9, flat-footed 9	9 (-2 size, +1 deflection), touch 9, flat-footed 9
Base Attack/Grapple Attack	+16/—	+21/—	+24/—
Full Attack	Incorporeal touch +14 melee touch (2d6) 2 incorporeal touches +14 melee touch (2d6)	Incorporeal touch +19/ melee touch (2d8) 2 incorporeal touches +19 melee touch (2d8)	Incorporeal touch +22 melee touch (2d10) 2 incorporeal touches +22 melee touch (2d10)
Space/Reach	10 ft./15 ft.	10 ft./15 ft.	10 ft./15 ft.
Special Abilities	Clairsentience mastery Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Clairsentience mastery Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Clairsentience mastery Damage reduction 15/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits
Saves	Fort +11, Ref +10, Will +21	Fort +13, Ref +12, Will +25	Fort +15, Ref +14, Will +29
Abilities	Str —, Dex 11, Con 12, Int 8, Wis 29, Cha 11	Str —, Dex 11, Con 12, Int 8, Wis 33, Cha 11	Str —, Dex 11, Con 12, Int 8, Wis 37, Cha 11
Skills	Autohypnosis +28, Diplomacy +2, Gather Information +19, Heal +28, Listen +30, Remote View +18, Sense Motive +28, Spot +30	Autohypnosis +35, Diplomacy +2, Gather Information +24, Heal +35, Listen +37, Remote View +23, Sense Motive +35, Spot +37	Autohypnosis +40, Diplomacy +4, Gather Information +27, Heal +40, Listen +42, Remote View +26, Sense Motive +40, Spot +42
Feats	Alertness, Enlarge Power, Extend Power, Iron Will, Maximize Power, Twin Power	Alertness, Enlarge Power, Extend Power, Heighten Power, Iron Will, Maximize Power, Quicken Power, Twin Power	Alertness, Enlarge Power, Extend Power, Heighten Power, Iron Will, Maximize Power, Persistent Power, Quicken Power, Twin Power
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	9	11	13
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	17–20 HD (Huge)	22–23 HD (Huge)	25+ HD (Huge)
Level Adjustment	—	—	—

SHAPER THOUGHTFORM

For the most part, shaper thoughtforms display complete disinterest in the world around them. On rare occasions, however, they notice something that piques their interest and initiates a train of thought. When they do take an interest in a particular person, place, object, or concept, they are completely obsessive about it until distracted by another thought.

The incorporeal body of a shaper thoughtform looks like wet clay that has been pressed into coils, then bound into the rough shape of a humanoid. It glistens and appears to drip an ectoplasmic slime wherever the creature goes. Its eyes are thin slits in its otherwise featureless face, and it has no mouth.

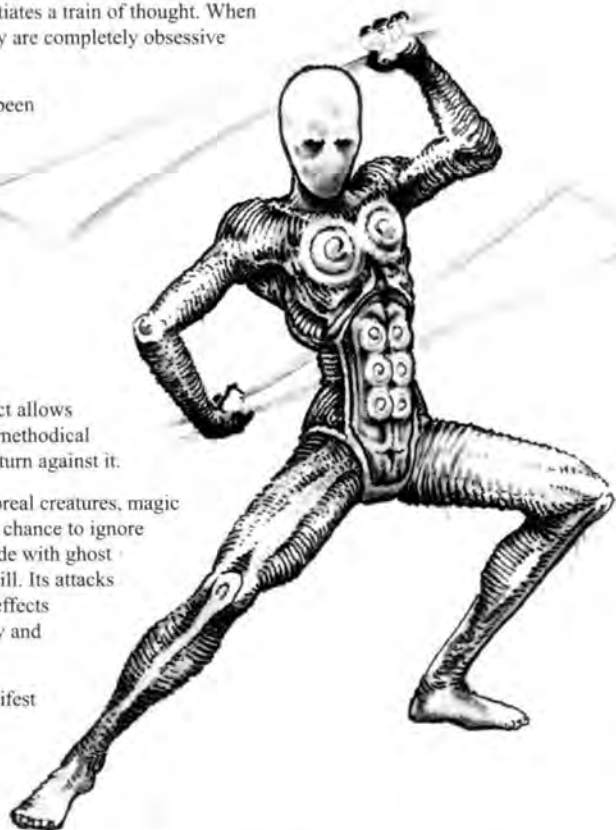
A shaper thoughtform can communicate in any language. Though it does not appear to speak, its words ring in the ears of anyone within hearing range. Its tone seems dry, academic, and dispassionate regardless of the topic.

COMBAT

No shaper thoughtform is ever without a plan for any battle. Its vast intellect allows it to plan effective strategies for any situation, and it carries them out with methodical precision and ruthless efficiency. A shaper thoughtform retreats if the odds turn against it.

Incorporeal Traits: A shaper thoughtform is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Metacreativity Mastery (Sp): As a free action a shaper thoughtform can manifest any metacreativity discipline with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity (effective manifester level equal to thoughtform's Hit Dice; save DC 1d20 + power level + thoughtform's Intelligence modifier). This can be done a number of times per day equal to the thoughtform's hit dice.



SHAPER THOUGHTFORM SIZE

Thoughtform	Height	Weight
Small	4 ft.	N/A
Medium	8 ft.	N/A
Large	16 ft.	N/A
Huge	32 ft.	N/A
Greater	36 ft.	N/A
Elder	40 ft.	N/A

	Shaper Thoughtform, Small Small Outsider (Extraplanar, Incorporeal)	Shaper Thoughtform, Medium Medium Outsider (Extraplanar, Incorporeal)	Shaper Thoughtform, Large Large Outsider (Extraplanar, Incorporeal)
Hit Dice	2d8 (9 hp)	4d8 (18 hp)	8d8 (36 hp)
Initiative	0	0	0
Speed	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)
Armor Class	12 (+1 size, +1 deflection), touch 12, flat-footed 12	11 (+1 deflection), touch 11, flat-footed 11	10 (-1 size, +1 deflection), touch 10, flat-footed 10
Base Attack/Grapple	+2/—	+4/—	+8/—
Attack	Incorporeal touch +3 melee touch (1d6)	Incorporeal touch +4 melee touch (1d8)	Incorporeal touch +7 melee touch (1d10)
Full Attack	Incorporeal touch +3 melee touch (1d6)	Incorporeal touch +4 melee touch (1d8)	2 incorporeal touches +7 melee touch (1d10)
Space/Reach	5 ft./5 ft.	5 ft./5 ft.	5 ft./10 ft.
Special Attacks	Metacreativity mastery	Metacreativity mastery	Metacreativity mastery
Special Qualities	Darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits
Saves	Fort +3, Ref +3, Will +2	Fort +4, Ref +4, Will +3	Fort +6, Ref +6, Will +5
Abilities	Str —, Dex 11, Con 11, Int 17, Wis 8, Cha 12	Str —, Dex 11, Con 11, Int 21, Wis 8, Cha 12	Str —, Dex 11, Con 11, Int 25, Wis 8, Cha 12
Skills	Autohypnosis +4, Concentration +5, Knowledge (any four) +8, Listen +4, Psicraft +8, Remote View +8, Search +8, Spot +4, Survival -1 (+1 following tracks)	Autohypnosis +6, Concentration +7, Knowledge (any six) +12, Listen +6, Psicraft +14, Remote View +12, Search +12, Spot +6, Survival -1 (+1 following tracks)	Autohypnosis +10, Concentration +11, Knowledge (any eight) +18, Listen +10, Psicraft +20, Remote View +18, Search +18, Spot +10, Survival -1 (+1 following tracks)
Feats	Twin Power	Hide Power, Twin Power	Hide Power, Maximize Power, Twin Power
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	3	5	7
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment	—	—	—
	Shaper Thoughtform, Huge Huge Outsider (Extraplanar, Incorporeal)	Shaper Thoughtform, Greater Huge Outsider (Extraplanar, Incorporeal)	Shaper Thoughtform, Elder Huge Outsider (Extraplanar, Incorporeal)
Hit Dice	16d8 (72 hp)	21d8 (94 hp)	24d8 (108 hp)
Initiative	0	0	0
Speed	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)	20 ft. (4 squares)
Armor Class	9 (-2 size, +1 deflection), touch 9, flat-footed 9	9 (-2 size, +1 deflection), touch 9, flat-footed 9	9 (-2 size, +1 deflection), touch 9, flat-footed 9
Base Attack/Grapple	+16/—	+21/—	+24/—
Attack	Incorporeal touch +14 melee touch (2d6)	Incorporeal touch +19 melee touch (2d8)	Incorporeal touch +22 melee touch (2d10)
Full Attack	2 incorporeal touches +14 melee touch (2d6)	2 incorporeal touches +19 melee touch (2d8)	2 incorporeal touches +22 melee touch (2d10)
Space/Reach	10 ft./15 ft.	10 ft./15 ft.	10 ft./15 ft.
Special Attacks	Metacreativity mastery	Metacreativity mastery	Metacreativity mastery
Special Qualities	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Damage reduction 15/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits
Saves	Fort +10, Ref +10, Will +9	Fort +12, Ref +12, Will +11	Fort +14, Ref +14, Will +13
Abilities	Str —, Dex 11, Con 11, Int 29, Wis 8, Cha 12	Str —, Dex 11, Con 11, Int 33, Wis 8, Cha 12	Str —, Dex 11, Con 11, Int 37, Wis 8, Cha 12
Skills	Autohypnosis +18, Concentration +19, Knowledge (any ten) +28, Listen +18, Psicraft +30, Remote View +28, Search +28, Spot +18, Survival -1 (+1 following tracks)	Autohypnosis +23, Concentration +24, Decipher Script +35, Gather Information +25, Knowledge (any ten) +35, Listen +24, Psicraft +37, Remote View +35, Search +35,	Appraise +40, Autohypnosis +26, Concentration +27, Decipher Script +40, Diplomacy +5, Gather Information +28, Knowledge (any eleven) +40, Listen +26, Psicraft +44, Remote View +40, Search

Feats	Craft Dorje, Craft Universal Item, Encode Stone, Hide Power, Maximize Power, Twin Power	Spot +23, Survival -1 (+1 following tracks) Craft Crystal Capacitor, Craft Dorje, Craft Psionic Arms and Armor, Craft Universal Item, Encode Stone, Hide Power, Maximize Power, Twin Power	+40, Spot +26, Survival -1 (+1 following tracks) Craft Crystal Capacitor, Craft Dorje, Craft Psionic Arms and Armor, Craft Universal Item, Encode Stone, Hide Power, Maximize Power, Scribe Tattoo, Twin Power
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	9	11	13
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	17-20 HD (Huge)	22-23 HD (Huge)	25+ HD (Huge)
Level Adjustment	—	—	—

TELEPATH THOUGHTFORM

Though a telepath thoughtform is always an extreme extrovert, it actually has no personality of its own. Instead, it takes on random personality aspects of the creatures around it. When multiple other creatures are present, a telepath thoughtform may shift its personality from moment to moment, taking on an aspect of one creature, and then discarding it in favor of another. It always takes the personality aspect it is imitating to extremes, often to the point of seeming to parody the people it interacts with.

The appearance of a telepath thoughtform shifts along with its personality. When the creature is alone, its incorporeal body is composed of a smoky substance in a roughly humanoid shape. When it is in contact with other creatures, its form changes to reflect its adopted personality. For example, a telepath thoughtform surrounded by violent thoughts may look spiky and acquire an aggressive stance and expression. During negotiations, on the other hand, it might seem thin and ascetic and speak in an academic and detached manner.

A telepath thoughtform can communicate in any language. Its voice shifts in pitch, tone, and expression to suit its surroundings, whatever they may be. A telepath thoughtform is prone to telling listeners whatever they want to hear, and it always sounds utterly sincere, even when it contradicts itself.

COMBAT

Telepath thoughtforms appear much more fearsome and terrible in combat than they really are. In large part, this effect stems from the fact that they use their mind-reading abilities to pick up on the fears of their opponents and then reshape their bodies to reflect those fears. They dislike combat and usually try to get their opponents to surrender through bluff and bluster. Telepath thoughtforms regard any opponent whose mind they cannot read as a greater threat than anything else on the battlefield and attack that individual to the exclusion of all other targets.

Incorporeal Traits: A seer thoughtform is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Telepathy Mastery (Sp): As a free action a telepath thoughtform can manifest any telepathy discipline with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity (effective manifester level equal to thoughtform's Hit Dice; save DC 1d20 + power level + thoughtform's Charisma modifier). This can be done a number of times per day equal to the thoughtform's hit dice.



TELEPATH THOUGHTFORM SIZE

Thoughtform	Height	Weight
Small	4 ft.	N/A
Medium	8 ft.	N/A
Large	16 ft.	N/A
Huge	32 ft.	N/A
Greater	36 ft.	N/A
Elder	40 ft.	N/A

	Telepath Thoughtform, Small Small Outsider (Extraplanar, Incorporeal)	Telepath Thoughtform, Medium Medium Outsider (Extraplanar, Incorporeal)	Telepath Thoughtform, Large Large Outsider (Extraplanar, Incorporeal)
Hit Dice	2d8+2 (11 hp)	4d8+4 (22 hp)	8d8+8 (44 hp)
Initiative	0	0	0
Speed	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)
Armor Class	14 (+1 size, +3 deflection), touch 14, flat-footed 14	15 (+5 deflection), touch 15, flat-footed 15	20 (-1 size, +4 Inertial Armor, +7 deflection), touch 16, flat-footed 20
Base Attack/Grapple	+2/—	+4/—	+8/—
Attack	Incorporeal touch +3 melee touch (1d6)	Incorporeal touch +4 melee touch (1d8)	Incorporeal touch +7 melee touch (1d10)
Full Attack	Incorporeal touch +3 melee touch (1d6)	Incorporeal touch +4 melee touch (1d8)	2 incorporeal touches +7 melee touch (1d10)
Space/Reach	5 ft./5 ft.	5 ft./5 ft.	5 ft./10 ft.
Special Attacks	Telepathy mastery	Telepathy mastery	Telepathy mastery
Special Qualities	Darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits
Saves	Fort +4, Ref +3, Will +3	Fort +5, Ref +4, Will +4	Fort +7, Ref +6, Will +6
Abilities	Str —, Dex 11, Con 12, Int 8, Wis 11, Cha 17	Str —, Dex 11, Con 12, Int 8, Wis 11, Cha 21	Str —, Dex 11, Con 12, Int 8, Wis 11, Cha 25
Skills	Autohypnosis +5, Bluff +8, Concentration +6, Diplomacy +10, Disguise +3 (+5 acting), Intimidate +10, Listen +5, Spot +5	Autohypnosis +7, Bluff +12, Concentration +8, Diplomacy +14, Disguise +5 (+7 acting), Intimidate +14, Listen +7, Spot +7	Autohypnosis +11, Bluff +18, Concentration +12, Diplomacy +20, Disguise +7 (+9 acting), Intimidate +20, Listen +11, Spot +11
Feats	Psychoanalyst	Psychic Inquisitor, Psychoanalyst	Inertial Armor, Psychic Inquisitor, Psychoanalyst
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	3	5	7
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment	—	—	—
	Telepath Thoughtform, Huge Huge Outsider (Extraplanar, Incorporeal)	Telepath Thoughtform, Greater Huge Outsider (Extraplanar, Incorporeal)	Telepath Thoughtform, Elder Huge Outsider (Extraplanar, Incorporeal)
Hit Dice	16d8+16 (88 hp)	21d8+21 (115 hp)	24d8+24 (132 hp)
Initiative	0	0	0
Speed	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)	Fly 20 ft. (perfect) (4 squares)
Armor Class	21 (-2 size, +4 Inertial Armor, +9 deflection), touch 17, flat-footed 21	23 (-2 size, +4 Inertial Armor, +11 deflection), touch 19, flat-footed 23	25 (-2 size, +4 Inertial Armor, +13 deflection), touch 21, flat-footed 25
Base Attack/Grapple	+16/—	+21/—	+24/—
Attack	Incorporeal touch +14 melee touch (2d6)	Incorporeal touch +15 melee touch (2d8)	Incorporeal touch +22 melee touch (2d10)
Full Attack	2 incorporeal touches +14 melee touch (2d6)	2 incorporeal touches +15/+10/+5 melee touch (2d8)	2 incorporeal touches +22 melee touch (2d10)
Space/Reach	10 ft./15 ft.	10 ft./15 ft.	10 ft./15 ft.
Special Attacks	Telepathy mastery	Telepathy mastery	Telepathy mastery
Special Qualities	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Damage reduction 10/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits	Damage reduction 15/magic, darkvision 60 ft., immunity (psionics), incorporeal subtype, outsider traits
Saves	Fort +11, Ref +10, Will +10	Fort +13, Ref +12, Will +12	Fort +15, Ref +14, Will +14
Abilities	Str —, Dex 11, Con 12, Int 8, Wis 11, Cha 29	Str —, Dex 11, Con 12, Int 8, Wis 11, Cha 33	Str —, Dex 11, Con 12, Int 8, Wis 11, Cha 37
Skills	Autohypnosis +19, Bluff +28, Concentration +20, Diplomacy +30, Disguise +9 (+11 acting), Intimidate +30, Listen +19, Spot +19	Autohypnosis +24, Bluff +35, Concentration +25, Diplomacy +37, Disguise +11 (+13 acting), Intimidate +37, Listen +24, Spot +24	Autohypnosis +27, Bluff +40, Concentration +28, Diplomacy +44, Disguise +13 (+15 acting), Intimidate +44, Listen +27, Spot +27
Feats	Disarm Mind, Inertial Armor, Mental Adversary, Psychic Inquisitor, Psychoanalyst, Twin Power	Inertial Armor, Heighten Power, Mental Adversary, Mind Trap, Psychic Bastion, Psychic Inquisitor, Psychoanalyst, Twin Power	Disarm Mind, Heighten Power, Inertial Armor, Mental Adversary, Mind Trap, Psychic Bastion, Psychic Inquisitor, Psychoanalyst, Twin Power
Environment	Astral Plane	Astral Plane	Astral Plane
Organization	Solitary	Solitary	Solitary
Challenge Rating	9	11	13
Treasure	None	None	None
Alignment	Often neutral	Often neutral	Often neutral
Advancement	17–20 HD (Huge)	22–23 HD (Huge)	25+ HD (Huge)
Level Adjustment	—	—	—

TINDALI

Medium Monstrous Humanoid

Hit Dice: 2d8+4 (13 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 16 (+2 natural, +4 Inertial Armor), touch 10, flat-footed 16

Base Attack/Grapple: +2/+5

Attack: Greatclub +5 melee (1d10+4) or masterwork composite longbow (+3 Str bonus) +3 ranged (1d8+3/[TS]3)

Full Attack: Greatclub +5 melee (1d10+4) or masterwork composite longbow (+3 Str bonus) +3 ranged (1d8+3/[TS]3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: All-around vision, darkvision 60 ft., sight vulnerability, true seeing

Saves: Fort +2, Ref +3, Will -2

Abilities: Str 17, Dex 11, Con 14, Int 14, Wis 15, Cha 12

Skills: Knowledge (psionics) +7, Knowledge (religion) +7, Search +11, Spot +11, Survival +2 (+4 following tracks)

Feats: Improved Initiative, Inertial Armorst

Environment: Temperate woodlands and coasts

Organization: Solitary or clan (11–40)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +2

The tindali race is ancient beyond reckoning. Most tindali believe that their race is an earlier version of humanity that the gods deemed imperfect and discarded, though sages of other humanoid races hold that it is an aberrant offshoot of humankind.

A tindali might be able to pass for human were it not for the one hundred eyes scattered in a seemingly random pattern over its entire body. Although these unblinking eyes make a tindali seem hideous to most humanoids, they also grant the creature truly impressive powers of perception. Certainly, nothing can hide from a tindali without great effort.

COMBAT

Deeply xenophobic, the tindali prefer to hide from their enemies rather than engaging them. Since they have little experience with warfare, it is not surprising that they tend to approach combat in a very simplistic manner, employing only the most rudimentary tactics. When combat is inevitable, they typically use their psionics to scan the vicinity for enemies and to soften up their foes before charging with their greatclubs. Tindali hunters may use bows as well.

Psionics (Sp): At will—*detect psionics, elfsight, inkling*; 3/day—*object reading*. Effective manifester level 2nd. **Attack/Defense Modes:** At will—*ego whip, id insinuation, mind thrust/empty mind, mental barrier*.

All-Around Vision (Ex): A tindali's one hundred eyes allow it to see in all directions at once. As a result, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Sight Vulnerability (Ex): The tindali's eyes can be as much a curse as a benefit in certain circumstances. It takes a -4 penalty on any saving throw against a gaze attack.

True Seeing (Su): A tindali functions at all times as if under the effect of a *true seeing* effect.

TINDALI SOCIETY

Tindali live beyond the fringes of civilization, usually in small, clan-based villages located in remote, out-of-the-way areas. Since a typical clan numbers less than fifty individuals, no tindali community has much impact on the local ecology.

In their remote villages, the tindali practice agriculture, hunt and fish, and develop their mental powers. In the center of each community is a stone amphitheater that serves as an atheistic school of philosophy. This structure and the philosophies taught there are central to each tindali's life. Raised from birth to believe that the gods discarded them, tindali hold that deities are inherently flawed. They espouse a particularly well-developed philosophy that embraces the development of mental abilities as life's primary goal. They spend hours of every day discussing the various problems with religions and gods and putting forth theories about how philosophy and psionics might be used to solve those problems.

A strange fate awaits any cleric, druid, monk, paladin, or other recognizably religious individual who walks into a tindali village. The tindali immediately attempt to subdue the newcomer and place him or her in stocks (Escape Artist DC 29) in the middle of a "debating circle" in the school. Here the tindali use every cogent argument they can muster to convince the prisoner that the gods are petty and vain creatures that are not deserving of worship. The prisoner receives no food for as long as he or she rejects the tindali's position, and a particularly obdurate individual who cannot escape may well starve to death. Should the prisoner claim to have seen the light, the tindali use their psionics to verify whether the "conversion" is genuine. If the prisoner is lying, the process of convincing continues. If not, they behead the prisoner, having successfully brought him or her enlightenment.



TINDALI CHARACTERS

A tindali's favored class is psion, and most tindali leaders are fighter/psions. No tindali ever takes levels in a divine spellcasting class—not only would such a choice be anathema to a tindali, but no god would accept one as a representative.

IN NARANJAN

The reality of divinity is such an accepted part of life in Naranjan that attempts to deny it are considered at best insanity and at worst villainy. Thus, any being in Sudarsha who worships the gods tries to avoid the tindali, knowing that they cannot be converted.

Under the dwarves, Sudarshan soldiers hunted down tindali and razed their villages. Vasudha has proven less dogmatic in his approach to the problem, which has led some to conclude that he may be employing tindali as agents for his regime. In any event, tindali villages are now exceptionally difficult to find. Most are located within the Mathant Mountains, whose peaks are impossible for any but the most skilled and determined climbers to ascend.

TORTURED

Medium Undead

Hit Dice: 10d12 (65 hp)

Initiative: +0

Speed: 30 ft. (6 squares), swim 20 ft.

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +5/+9

Attack: +3 *unholy longsword* +8 melee (1d8+9 plus 2d6 *unholy*/19–20)

Full Attack: +3 *unholy longsword* +8 melee (1d8+9 plus 2d6 *unholy*/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Darkvision 60 ft., *detect good*, *schism*, *sense divine influence*, undead traits

Saves: Fort +3, Ref +3, Will +7

Abilities: Str 18, Dex 10, Con —, Int 15, Wis 11, Cha 18

Skills: Diplomacy +7, Hide +10, Knowledge (religion) +11, Listen +10, Move Silently +10, Spot +10, Swim +12

Feats: Blind-Fight, Cleave, Power Attack, Psionic Weapon

Environment: Any

Organization: Solitary, pair, pack (3–6), party (1–4 tortured with 2d20 undead, each with 8 or fewer HD)

Challenge Rating: 8

Treasure: One-half standard

Alignment: Often chaotic, always evil

Advancement: 11–15 HD (Medium)

Level Adjustment: —



The tortured are the remnants of paladins and good clerics who were

murdered while dominated by evil psions. Unable to go on to their

final rewards due to the cruel twist of fate that caught them committing acts against their natures at the moment of death, they believe themselves

forsaken by their gods. Thus, they are intensely jealous of those who can still access the benefits of divine favor, and they particularly enjoy killing any clerics or paladins who cross their paths. They take special delight in killing worshipers of their own former deities, feeling that such individuals could have taken on quests to restore them to their former status.

The body of a tortured is subject to the natural process of decay. Thus, depending on the amount of time that has passed since its death, it can appear as anything from a horribly wounded humanoid to a rotting corpse with pieces missing to a mere skeleton. Still influenced by its past life, the tortured periodically replaces its decaying clothes with those of individuals it has slain. Thus, it often appears dressed in a paladin's armor or the vestments of a cleric.

A tortured can usually speak two to four languages.

COMBAT

Tortured use their *detect good* and *sense divine influence* abilities to select targets. They use extremely simple tactics, usually charging into physical battle and using their psionics to augment their attacks. Should a tortured manage to capture a paladin or cleric alive, it imprisons its captive and attempts to subject him or her to the same evil domination that brought the tortured to its present state.

Psionics (Sp): At will—*burst*, *control shadow*, *destiny dissonance*, *distract* (DC 1d20+4); 3/day—*domination* (DC 1d20+8), *recall pain* (DC 1d20+2), *spider climb* (DC 1d20+1); 1/day—*burning ray*, *invisibility* (DC 1d20+2). Effective manifester level 12th. *Attack/Defense Modes (Sp)*; At will—all/all.

Detect Good (Sp): At will, the tortured can use *detect good* as the spell (caster level 4th).

Sense Divine Influence (Sp): At will, a tortured can use this psionic ability to sense paladins, clerics, druids, or any other intelligent beings that have the favor of a deity within 60 feet of it. This ability otherwise works like *detect evil* (caster level 12th).

Schism (Ex): A tortured continuously operates as though under the effect of the psionic power *schism* (manifester level 12th), which allows it to manifest its psionic abilities while engaged in physical battle.

Undead Traits: A tortured is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing.

IN NARANJAN

The tortured are pitied as much as feared, since their unjustly acquired unlife prevents them from continuing along the normal cycle of death and rebirth that the gods have deemed appropriate for mortal beings. Because the tortured are the handiwork of psionics, not magic, many arcane and divine spellcasters see them as evidence that psionic powers are an impediment to spiritual enlightenment. Nevertheless, the priests of many gods, most especially Anjeeti, routinely seek out tortured and attempt to free them from their torment in any way they can. They see this practice as a work of justice.

VARAANA

Medium Monstrous Humanoid

Hit Dice: 3d8+12 (25 hp)

Initiative: +2

Speed: 40 ft. (8 squares), swim 20 ft.

Armor Class: 20 (+2 Dex, +7 natural, +1 light wooden shield), touch 12, flat-footed 18

Base Attack/Grapple: +3/+6

Attack: Dagger +6 melee (1d4+3/19–20) or shortspear +6 melee (1d8+3/[TS]3) or +5 ranged (1d8+3/[TS]3)

Full Attack: Dagger +6 melee (1d4+3/19–20) or shortspear +6 melee (1d8+3/[TS]3) or shortspear +5 ranged (1d8+3/[TS]3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Darkvision 60 ft., favored foe, *master invisibility*, power resistance 5

Saves: Fort +5, Ref +5, Will +3

Abilities: Str 16, Dex 15, Con 18, Int 14, Wis 11, Cha 11

Skills: Craft (any one) +4, Hide +5, Listen +6, Move Silently +7, Spot +6, Swim +11

Feats: Dodge, Mobility

Environment: Temperate and warm forest, mountain and underground

Organization: Solitary, pair, scouting party (3–4), group (5–10), or tribe (12–30)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +3

This race of savage psionic hunters was imported into Naranjan by last emperors of Sudarsha, who used them as prey for sport hunting. The few that survived those cruel games have claimed the forests as their domain.

Tall and willowy, the average varaana stands 6 feet tall and weighs approximately 110 pounds. Its face resembles that of an elf, but its thick skin is similar in texture and appearance to an elephant's hide. Small holes in either side of its head serve as its ears. Most varaana have blue eyes, but the few that are born without psionic powers have green eyes. Either type is absolutely hairless. Preferred varaana clothing consists of tunics and leggings made of soft wool.

Over the years, the varaana have evolved into wily opponents that harbor a deep distrust of other humanoid species. Though not evil by nature, they have been known to launch unprovoked attacks on parties of humanoid hunters. They see any intelligent being who enters the forest as a potential threat.

Note: These creatures are not related to the PC race of similar name in *OA*.

COMBAT

Varaana are savage, merciless hunters who hunt for both food and sport. They prefer a team approach to hunting and spend almost all their time honing their ability to work together efficiently. They often use decoys to lure foes into traps or ambushes, so the sight of a lone varaana is a signal to wise travelers to use caution and give the area a wide berth if possible.

In combat, varaana typically use both their physical and their mental abilities to overcome opponents. They rarely take prisoners, preferring to kill their enemies quickly and loot the bodies with brutal efficiency.

Psionics (Sp): At will—*elfsight*, *feather fall* (DC 1d20+3), *finger of fire*, *know location*, *inkling*; 3/day—*biofeedback*, *control object*, *lesser concussion* (DC 1d20+5), *spider climb* (DC 1d20+3), *stomp* (DC 1d20+5); 1/day—*burning ray*, *recall pain* (DC 1d20+2). Effective manifester level 7th. *Attack/Defense Modes (Sp):* At will—*ego whip*, *psychic crush/all*.

Favored Foe (Ex): Years of running from humanoid hunters, both monstrous and normal, have taught the varaana effective fighting techniques against such foes. When facing a humanoid or monstrous humanoid, the varaana gains a +2 bonus on all attack and damage rolls and a +1 racial bonus on saves against psionic powers manifested by such foes.

Master Invisibility (Sp): At will, a psionic varaana can become invisible as a free action and can remain invisible even when it attacks. In addition, a psionic varaana continuously operates as if under a *see invisibility* effect (caster level 5th). An *invisibility purge* or *dispel magic* effect reveals the varaana, but it may reactivate this ability on its turn the following round.



IN NARANIAN

Tribes of varaana keep careful track of each other, meeting on a regular basis to exchange information and gossip. Chores related to tribal upkeep are delegated according to ability and spread out as fairly as possible, since all varaana prefer to hunt.

Varaana trade among themselves and with other cooperative, nonhumanoid species. Despite their hatred of humanoids, they maintain good relations with the elves.

VINN MOHAR SWARM

Fine Vermin

Hit Dice: 6d8 (27 hp)

Initiative: +1

Speed: 5 ft. (1 square), fly 30 ft. (average)

Armor Class: 19 (+8 size, +1 Dex), touch 19, flat-footed 18

Base Attack/Grapple: +0/—

Attack: Swarm (1d6)

Full Attack: Swarm (1d6)

Space/Reach: 10 ft./—

Special Attacks: Distraction (DC 13), psionics

Special Qualities: Darkvision 60 ft., immunities (acid, fire, electricity, sonic), power resistance 10, swarm traits, vermin traits, vulnerability (night-blooming lotus)

Saves: Fort +5, Ref +5, Will +4

Abilities: Str 2, Dex 13, Con 11, Int 4, Wis 10, Cha 11

Skills: Listen +10, Spot +11

Feats: Alertness, Iron Will, Lightning Reflexes

Environment: Temperate and tropical forest

Organization: Swarm or nest (5–10 swarms)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Fine); 3–4 HD (Diminutive)

Level Adjustment: —

Vinn mohar, more commonly known as the “psionic plague,” invade villages in swarms and subject the inhabitants to constant psionic attack. They feed on blood, and a swarm can kill an unprotected humanoid in a matter of moments.

A vinn mohar resembles an oversized locust. Its hard shell may be any shade from dull brown or dark green to black. In flight, a swarm of these creatures makes a soft buzzing sound. Since vinn mohar resemble ordinary insects, many rural people fail to recognize their psionic nature. Thus, particularly in rural areas, villagers sometimes ascribe the deleterious effects of a nearby vinn mohar swarm to the actions of a witch or evil spirit.

Vinn mohar typically lay their eggs just outside of a town or village and then abandon the area. This tactic provides their larvae with a rich feeding ground in which to mature.

Scholars who have studied vinn mohar have discovered that they are especially vulnerable to the natural poisons of a night-blooming lotus. This useful feature has helped to ensure the continued survival of those plants, despite Vasudha’s attempts to eradicate them.

COMBAT

Vinn mohar usually mass outside of a village or small town before attacking. Once they locate an area rich in food, they remain there until driven away.

Distraction (Ex): Any living creature vulnerable to the swarm’s damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 13 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a successful Concentration check (DC 20). The save DC is Constitution-based.

Psionics (Sp): At will—*biocurrent* (DC 1d20+1), *lesser concussion* (DC 1d20+1); 3/day—*bite of the wolf*; 1/day—*concussion* (DC 1d20+2). Effective manifester level 2nd. **Attack/Defense Modes (Sp):** At will—*mind thrust/empty mind*.

Swarm Traits: A vinn mohar swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. It is immune to all weapon damage. Reducing a vinn mohar swarm to 0 hit points or fewer causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. A vinn mohar swarm is never staggered or reduced to a dying state by damage. Also, it cannot be tripped, grappled, or bull rushed, and it cannot grapple another. A vinn mohar swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). It takes a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead. A vinn mohar swarm is susceptible to high winds, such as that created by a *gust of wind* spell. For the purpose of determining the effects of wind on a swarm, treat it as a creature of the same size as its constituent creatures. Wind effects deal 1d6 points of nonlethal damage to the swarm per spell level (or Hit Die of the originating creature, in the case of effects such as an air elemental’s whirlwind). A vinn mohar swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and it does not reform until its hit points exceed its nonlethal damage.



Vermin Traits: A vinn mohar swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Vulnerability: Burning even a single dose of night poison kills an entire swarm or a clutch of eggs after 1 full round of exposure (no saving throw). Even the scent of the recently burned plant repels a swarm if it fails a Fortitude saving throw (DC 19).

Skills: A vinn mohar swarm has a +4 racial bonus on Listen and Spot checks.

IN NARANIAN

Vinn mohar are the scourge of the eastern reaches of Sudarsha and the lands that lie beyond. Outbreaks of the so-called "psionic plague" occur with regularity every three to five years, and in recent years that timeframe has been condensing toward the lower end. Psions have encouraged villagers in rural areas to seek out night-blooming lotus as a defense against these psionic insects, but this suggestion has been met with skepticism by many villagers, who do not believe that the plant is anything more than a source of poison.

Vyala

Medium Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +7

Speed: 40 ft. (8 squares)

Armor Class: 20 (+3 Dex, +3 natural, +4 Inertial Armor), touch 13, flat-footed 17

Base Attack/Grapple: +6/+10

Attack: Claw +10 melee (2d6+4)

Full Attack: 2 claws +10 melee (2d6+4) and bite +5 melee (1d8+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, psionics, rake 1d8+2, sonic blast

Special Qualities: Blindsight 100 ft., darkvision 60 ft., immunity (sonic), low-light vision, psychic pounce

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 19, Dex 16, Con 15, Int 14, Wis 13, Cha 10

Skills: Hide +11*, Knowledge (nature) +3, Listen +10, Move Silently +12, Spot +10

Feats: Improved Initiative, Inertial Armor, Quicken Power

Environment: Temperate and warm forest and jungle

Organization: Solitary or pair

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 7–15 HD (Large)

Level Adjustment: —



Vyalas are nocturnal great cats that prowl the forests and jungles. These highly intelligent predators manifest psionic powers and can harness the power of sound for their hunting.

A vyala has soft, lush, green- and black-striped fur that is nearly luminous in the light. Highly prized by the nobility, vyala hides sell for as much as 1,000 gp each in local markets and for at least triple that amount in exotic locations. The body of a vyala is long and lithe, and it moves with a grace that is almost more sinuous than feline. Its eyes are a deep, golden color, and its whiskers are long and white.

Vyalas consider themselves gourmands of a sort, and they enjoy trying out new meats. In fact, they have been known to attack unfamiliar creatures just to taste them. They know that humanoids in armor are usually trained to fight, so they don't attack such targets unless threatened or exceptionally hungry.

For the most part, vyalas are solitary animals. A female takes a mate once per year and produces a litter of two to four cubs, which she raises alone.

Although vyalas can communicate only in Sylvan, they usually have the capacity to recognize and understand up to three additional local languages.

COMBAT

A vyala attacks only when hunting or when provoked. It prefers to use a combination of psionic and physical attacks to bring down its prey.

Improved Grab (Ex): To use this ability, a vyala must hit an opponent of its own size category or smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Psionics (Sp): At will—*control sound* (DC 1d20+5), *feather fall* (DC 1d20+4); 3/day—*cone of sound* (DC 1d20+5), *control air* (DC 1d20+4), *hypercognition*, *invisibility* (DC 1d20+4), *see invisibility*; 1/day—*inflict pain* (DC 1d20+2). Manifest level 12th. *Attack/Defense Modes (Sp):* At will—all/all.

Rake (Ex): If the vyala successfully grabs someone, it can make two rake attacks (+10 melee) with its hind legs for 1d8+2 points of damage each. The vyala can't use psychic pounce and make rake attacks in the same round.

Sonic Blast (Ex): As a full-round action, a vyala can emit a powerful cone of sonic energy. It can vary the size of the cone from 10 feet to 75 feet. Each living creature in the area must make a successful Reflex save (DC 15) or take 5d10 points of sonic damage. This ability is usable once every 1d4 rounds. The save DC is Constitution-based.

Blindsense (Ex): A vyala notices and locates creatures it cannot see by sonar. Such opponents still have 100% concealment against it.

Psychic Pounce (Ex): If a vyala charges a foe or manifests any of its psionic abilities, it can make a full attack, including two rake attacks.

Skills: *Because of the coloration of its fur, a vyala gains a +10 racial bonus on Hide checks in forested areas and in dark or low-light conditions.

IN NARANIAN

Vyalas are frequently trained as hunting and guard animals by the elven tribes of the southern jungles. The master of the vyalas usually holds a position of honor among such tribes and is often second only to the chief.

The fighting methods of the vyala have been adapted for humanoid use and are now taught at the Northern and Southern Vyala psychic warrior schools. Once a single school, this discipline split about fifty years ago, when two of its masters quarreled over philosophy and founded schools of their own. The practitioners of the Southern style claim that the last master of the original school favored their founder, Sunaka Vatra, over the founder of the Northern school, Juhlpa Pal. They insist that this master taught Juhlpa in such a way that she and all her disciples remain vulnerable to techniques taught at the highest levels of the Southern school.

WATERBABY

Small Undead (Aquatic)

Hit Dice: 2d12 (13 hp)

Initiative: +2

Speed: Swim 30 ft. (6 squares)

Armor Class: 17 (+1 size, +2 Dex, +4 Inertial Armor), touch 13, flat-footed 15

Base Attack/Grapple: +1/-3

Attack: Bite +2 melee (1d4)

Full Attack: Bite +2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Neoteny, psionics

Special Qualities: Aquatic subtype, darkvision 60 ft., immunity (turning), telepathy, undead traits

Saves: Fort +0, Ref +2, Will +2

Abilities: Str 10, Dex 14, Con —, Int 10, Wis 9, Cha 15

Skills: Bluff +4, Concentration +4, Sense Motive +2, Spot +2, Swim +8

Feats: Inertial Armor, Psionic Fist^h, Psychoanalyst^h

Environment: Any freshwater aquatic, especially ponds, lakes, wells, or any shunned body of water located near a town

Organization: Near new settlements, solitary or pair; near older settlements, pack (3-5); near ancient settlements, horde (8-20); near ruins, colony (12-30)

Challenge Rating: 5

Treasure: Half standard (coins, jewels and weapons only)

Alignment: Usually neutral evil

Advancement: 3-5 HD (Small)

Level Adjustment: —



In many societies, psionic powers have traditionally been misunderstood at best and feared at worst. Even in otherwise civilized areas, infants or young children who manifested mental powers were often abandoned or even ritually slain to free them of the taint of evil thought to be responsible for their aberrant behavior. In areas where drowning is or has been the preferred method of spiritual purification for young psions, the psionic potential of the slain youngsters is absorbed by the body of water in which they died. Eventually, this latent energy grows strong enough to animate the corpses of the children who were drowned there, turning them into psionic undead creatures known as waterbabies.

A waterbaby resembles the infant or child it once was, although it has a sallow and emaciated look, as if it were suffering from a wasting disease or extreme malnutrition. In darkness, its eyes glow with a hellish green light.

A waterbaby bears a deep hatred of all living creatures—especially members of the race or society responsible for its death. Its only desire is to cut short the life of any living creature it encounters. Jealous of living psions, waterbabies immediately attack any psionically endowed creature they encounter in preference to all other threats.

COMBAT

A waterbaby attempts to lure its victims into the water so that it can attack them physically as well as psionically. It particularly enjoys taking advantage of a good creature's natural compassion for the young and helpless. Thus, one of its favorite tactics is rise to the surface, splashing wildly and shrieking as if drowning. Many a passerby has heroically leapt into the waters to save such a child, only to be psionically attacked from below by a pack of undead.

Neoteny (Su): Once per day, a waterbaby can cause a single humanoid creature within 30 feet to "adopt" it for 1 hour. The target must make a successful Will save (DC 13) or believe the waterbaby to be its own child. The affected creature defends the waterbaby to the best of its ability and refuses to leave the area lest harm come to "its child." Any attack against the affected individual by that waterbaby or others of its kind ends the effect immediately. Neoteny is a psionic mind-affecting charm effect. The save DC is Charisma-based.

Psionics (Sp): At will—*daze*, *demoralize* (DC 1d20+3), *detect psionics*; 3/day—*inflict pain* (DC 1d20+4), *crisis of breath* (DC 1d20+5). Manifest level 5th. *Attack/Defense Modes (Sp):* At will—all/all.

Telepathy (Su): A waterbaby can communicate telepathically with any creature within 100 feet that has a language.

Undead Traits: A waterbaby is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing.

Skills: A waterbaby has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

IN NARANIAN

Waterbabies are an unfortunate consequence of long-standing prejudice against psions in many rural areas of Sudarsha. Despite the efforts of many psions to educate peasants about the usefulness of their abilities, the manifestation of psionic powers is still often seen as a disgrace, or even as a mark of evil influence upon a child. In the empire itself, such attitudes are not limited to the lower castes. Many Brahmins still harbor a disdain for psionics, and a handful have gone so far as to murder their psionic children to prevent them from besmirching the family honor with public displays of their abilities. Though this practice is illegal, few who drown psionic children are ever actually caught and punished.

WONDROUS MANY-HEADED BEAST OF KETASHA

Gargantuan Magical Beast

Hit Dice: 25d10+225 (362 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 37 (–4 size, +1 Dex, +20 natural, +10 Ectoplasmic Armor), touch 7, flat-footed 36

Base Attack/Grapple: +25/+49

Attack: Bite +33 melee (1d6+12, eagle head) or bite +33 melee (1d4+12 plus poison, snake head) or bite +33 melee (2d8+12 (wolf head)

Full Attack: Bite +33 melee (1d6+12, eagle head) and bite +33 melee (1d4+12 plus poison, snake head) and bite +33 melee (2d8+12 (wolf head) and 2 claws +28 melee (2d6+6)

Space/Reach: 20 ft./10 ft.

Special Attacks: Melodic howl, poison, psionics

Special Qualities: Damage reduction 20/magic, darkvision 60 ft., fast healing 15, immunities (ability damage, cold, critical hits, electricity, fire, mind affecting effects, nonlethal damage, paralysis, poison, sleep, sonic, stunning attacks), low-light vision, psionic resistance, psychic coordination, see in darkness, strength of will

Saves: Fort +23, Ref +15, Will +8

Abilities: Str 34, Dex 13, Con 29, Int 16, Wis 11, Cha 16

Skills: Concentration +37, Intimidate +31, Psicraft +31, Listen +28, Spot +28

Feats: Combat Reflexes, Mind Trap, Psionic Fist, Psychic Bastion, Psychic Inquisitor, Psychoanalyst, Quicken Power, Stand Still, Unavoidable Strike

Environment: Any land

Organization: Solitary

Challenge Rating: 21

Treasure: Triple standard

Alignment: Neutral evil

Advancement: —

Level Adjustment: —

Thought by many to be only a myth, the wondrous many-headed beast of Ketasha is a unique creature that guards a collection of ancient scrolls of psionic lore. It subsists entirely on the psionic energy emitted from this treasure and has no need to wander farther afield in search of food. Although it dwells beside the concealed entrance to the cavern that holds these marvelous scrolls, the beast never actually enters the cave. Scattered around its clearing is the treasure left behind by previous attackers—a vast hoard of gems, coins, weapons, armor, and miscellaneous magic and psionic items. The many-headed beast uses none of these items, but it hoards them much as a dragon would.

The wondrous many-headed beast of Ketasha is more than 50 feet in length and weighs more than 50 tons. Each of its four heads is that of a different creature: an eagle, a snake, a wolf, and a human. Each animal head extends from its body on a long, serpentine neck. The human head is nestled at the



bases of these necks, so that the other heads can protect it. The creature's body resembles that of a tawny-colored bear, but beneath its fur are millions of tiny, hard, brown scales that provide it with extra protection.

The beast is quite knowledgeable about magic and psionics and is occasionally willing to discuss these topics with others in exchange for new knowledge that it does not already possess. Anyone entering into such a bargain should be wary, however, because the many-headed beast is both evil and suspicious. It rarely passes up an opportunity to deceive—or slay—those whom it deems a threat to itself or to the scrolls it guards. The beast regards mind flayers, thazjins, and any of their kin as dire enemies and attacks them on sight, no matter what knowledge they claim to possess.

COMBAT

The many-headed beast uses its psionic powers to attack creatures it deems a threat to itself or the treasure it guards. It launches psionic attacks from the human head while the other three heads viciously bite at any creatures within their reach. The beast often focuses on the most powerful enemy first, ignoring those it considers to be less threatening. When confronted, it backs against the entrance of the cave, plugging it with its own body.

The beast can be killed only by removing all four heads from the body or by slaying the body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at the beast's three animal heads from any position in which he could strike at the beast itself, since the heads whip around in combat. The human head has total cover as long as all three of the other heads are present, and cover as long as at least one other head is present. An opponent can ready an action to attempt to sunder a head when the creature bites at him.

Dealing 30 or more points of damage to a head severs it, but the creature's hit point total is reduced by only 15 points. A natural reflex seals the neck shut to prevent further blood loss. The beast can no longer attack with a severed head but takes no other penalties. Each time a head is severed, it regrows from the stump in 1d4 rounds. Only the creature's death can prevent the regrowth of heads.

Any attack that is not (or cannot be) an attempt to sunder a head affects the beast's body. For example, area spells deal damage to the beast's body, not to its heads. Targeted magical effects cannot sever the beast's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Melodic Howl (Su): Instead of attacking with its bite, the wolf's head may choose to utter a beautiful and haunting howl. Any hostile creature within 60 feet that can hear the sound must make a successful DC 25 Fortitude save or immediately gain 1d4+1 negative levels. The save DC is Charisma-based.

Poison (Ex): Injury (snake head only), Fortitude DC 31; initial damage 2d6 Str, secondary damage 1d6 Str. The save DC is Constitution-based.

Psionics (Sp): Always active—*ectoplasmic armor* (DC 1d20+8); at will—*detect psionics*, *detect thoughts* (DC 1d20+5), *hypercognition*, *inkling*, *invisibility* (DC 1d20+11), *metafaculty*, *microcosm*, *mind probe* (DC 1d20+8), *true seeing* (DC 1d20+5); 3/day—*baleful teleport* (DC 1d20+6), *banishment* (DC 1d20+7), *brilliant blast* (DC 1d20+14), *dimension anchor*, *ectoplasmic shambler* (DC 1d20+8), *emulate power*, *immovability*, *negate psionics*, *recall agony* (DC 1d20+5), *ultrablast* (DC 1d20+10); 1/day—*apopsi* (DC 1d20+12), *astral construct VII*, *thrall* (DC 1d20+12), *wall of ectoplasm*. Effective manifester level 20th. All psionic powers and attacks originate from the human head. *Attack/Defense Modes (Sp):* At will—all/all.

Fast Healing (Ex): Each round, the many-headed beast heals 15 points of damage as long as it has at least 1 hit point.

Psionic Resistance (Ex): The many-headed beast is immune to psionic powers of 2nd-level or below.

Psychic Coordination (Ex): The heads of the many-headed beast are in constant telepathic communication. This situation grants the creature a circumstance bonus on bite attacks equal to the number of living heads it possesses. In addition, the human head can launch psionic attacks without provoking attacks of opportunity even while the other heads make attacks.

See in Darkness (Su): The many-headed beast of Ketarsha can see perfectly in darkness of any kind, even that created by a *deeper darkness* effect.

Strength of Will (Su): By channeling its psionic power, the beast can turn attackers like a good cleric turns undead. Each potentially affected creature must make a Will save (DC 25) or immediately flee the battle. Because of lingering mental affects, turned creatures may not approach the beast's lair again for 24 hours.

Skills: The many-headed beast has a +2 bonus on Listen and Spot checks, thanks to its multiple heads.

Feats: The beast's Combat Reflexes feat allows it to use all of its heads for attacks of opportunity.

PSIONIC SCROLLS

Hidden in the cave that the many-headed beast protects are psionic scrolls that describe the "Illimitable Ritual of Ascension," a means of gaining great mental power. Calling upon the favor of dark gods, the petitioner must read from the scrolls aloud, then consume the brain of a deceased psion or other creature with mental powers. The brain must be fresh (dead for less than an hour) at the beginning of the ceremony. The ritual lasts for 3 hours and must be completed without interruption. Once the ceremony has been completed, the petitioner can use all the dead creature's psionic powers as if they were its own for 24 hours. If the ritual is stopped or disrupted before completion, the petitioner loses all psionic abilities for the next 24 hours.

IN NARANIAN

Long ago, before the dwarves founded Sudarsha, the now-defunct Ketasha tribe of the Srupani Mountains warred with the mind flayers and stole from them the secrets that laid the foundation for the ritual. These worshipers of Umisavi then used that knowledge to develop the Illimitable Ritual of Ascension. Naturally, the mind flayers attempted to wipe out the Ketasha for this affront and eventually succeeded. Before their destruction, however, the Ketasha employed a psionic ritual similar to the one for building an *astral construct* to create the wondrous many-headed beast, to which they entrusted the scrolls until the tribe could return to claim them.

The location of the cave and the beast are unknown, though the rural folk of Sumerja and Mayukam both claim that the site lies within their borders. Since no one has ever been able to verify these claims, they are usually dismissed as yet another bit of folklore.

Yali

Huge Magical Beast

Hit Dice: 16d10+80 (168 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (-2 size, +2 Dex, +7 natural), touch 10, flat-footed 15

Base Attack/Grapple: +16/+34

Attack: Greatsword +24 melee (2d6+10/19-20) or gore +24 melee (2d8+10)

Full Attack: Greatsword +22/+19/+14/+9 melee (2d6+10/19-20) and gore +22 melee (2d8+5) and 2 claws +22 melee (2d4+5); or gore +24 melee (2d8+10) and 2 claws +22 melee (2d4+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psionics, trumpet

Special Qualities: Agile trunk, damage reduction 20/adamantine, darkvision 60 ft., low-light vision, power resistance 25, scent

Saves: Fort +15, Ref +12, Will +12

Abilities: Str 30, Dex 15, Con 20, Int 19, Wis 24, Cha 21

Skills: Concentration +24, Diplomacy +24, Knowledge (any one) +23, Listen +26, Psicraft +23, Spot +26

Feats: Cleave, Deep Impact, Great Cleave, Multiattack, Power Attack, Psionic Weapon

Environment: Any warm land

Organization: Solitary, pair, or family (3-5)

Challenge Rating: 15

Treasure: Double standard

Alignment: Often neutral

Advancement: By character class

Level Adjustment: +2

Sagacious and wise, yalis are ancient creatures on a quest for knowledge and tranquillity. They are not, however, particularly friendly to humanoids.

A yali has the forequarters of a lion and the hindquarters and head of an elephant. Its face is surprisingly expressive, however, making it immediately obvious that the creature is more than a mere beast.

Neither good nor evil, neither lawful nor chaotic, the yalis view such moral and ethical concepts as superfluous. To them, only what has been learned and what has yet to be learned are important. Since their quest for knowledge often takes them into lost ruins, vast libraries, and hidden treasure hordes, they frequently find alliances with others to be advantageous. The alignments of such allies are of no importance—only their ability to help the yalis gain access to the objects of their quest matters.

Despite their disinterest in law as an end unto itself, yalis are extraordinarily honorable, always abiding by the precise terms of any agreement into which they enter. This fact has been used to advantage on more than one occasion by humanoids seeking to gain access to the yalis' stores of lore.

The yalis are quite interested in locating the cavern guarded by the Wondrous Many-Headed Beast of Ketasha. This cavern is reputed to contain a treasure trove of psionic scrolls whose uncertain nature alone is enough to attract the attention of the yalis.

Yalis occasionally come into conflict with one another, but they take great pains to avoid interfering with other yalis' quests for knowledge and personal enlightenment. Consequently, their conflicts usually take the form of psionic contests rather than violent battles. Such contests follow strict rules and feature an elaborate system for determining the winner.

COMBAT

A yali normally starts combat by manifesting its *schism* power, then attempting to frighten off its opponents by using its trumpet ability. If this tactic is unsuccessful, the yali wades into melee, counting on its size and raw power to destroy its opposition. Although these tactics are quite simplistic, they are successful enough against most opponents and tend to offer the swiftest resolution. This latter factor is important to yalis, since they view combat as a distraction from their true objectives.

On rare occasions, yalis knowingly enter combat with very powerful opponents. In such cases, they manifest their powers at range until they are forced to engage.

No yali ever feels the slightest shame in using *teleport* or *plane shift* to flee a battle that has turned against it. Conversely, if an opponent attempts to *teleport* away with something a yali wants, the latter makes use of its *teleport trace* power to hunt down that individual.

Psionics (Sp): At will—*clairaudience/clairvoyance*, *conceal thoughts* (DC 1d20+6), *detect psionics*, *detect thoughts* (DC 1d20+7), *dimension slide*, *divination*, *ethereal jaunt*, *forced mindlink*, *identify*, *levitate*, *mind probe* (DC 1d20+10), *mindlink*, *missive* (DC 1d20+5), *negate psionics*, *object reading*, *retrieve* (DC 1d20+8), *schism*, *sense psionics*, *teleport* (DC 1d20+7), *trace teleport* (DC 1d20+8), *true seeing* (DC 1d20+12); 3/day—*dream travel* (DC 1d20+10), *plane shift* (DC 1d20+9). Effective manifester level 16th. **Attack/Defense Modes (Sp):** At will—all/all.



Trumpet (Sp): Once every 1d4 rounds as a free action, a yali can use its trunk to create a mighty trumpeting sound in a 20-foot cone. If it is not holding anything in its trunk at the time, every creature in the area takes 2d6 points of sonic damage and must make a successful Will save (DC 23) or be panicked for 10 rounds. If the yali is holding something in its trunk, the sonic damage is negated and the save DC is 15. The save DC is Constitution-based.

Agile Trunk (Ex): A yali's trunk is prehensile to an even greater extent than an elephant's. It can do anything a human hand can, including wield a weapon or carry a shield. Typically, a yali wields a greatsword in its massive trunk, but it can use the appendage for other items just as well

YALI SOCIETY

Yalis live in small family groups, each consisting of one female, two male consorts, and up to two young. A female yali typically produces one offspring every fifty years, although twins are reasonably common. Once the youngsters reach adulthood, they are sent away to create their own families.

The maximum life span for a yali is one thousand years. It takes the creature about one hundred years to reach adulthood.

YALI CHARACTERS

A yali's favored class is druid, although many yalis take up the psion or bard classes. High-level yalis tend to work toward the loremaster prestige class.

IN NARANJAN

Yalis are most common in the temperate regions of Naranjan, particularly the forests and mountains of the Vangda province. They have few dealings with Sudarshans or any other inhabitants of the area, preferring to keep to themselves as they have always done.

Legend has it that the priestess Sujahna once visited a yali named Sobhari and tricked her into revealing some psionic secrets with a false promise of assistance against the Wondrous Many-Headed Beast of Ketasha. This story is not commonly accepted in the empire, but its very existence sums up the Sudarshan attitude about these ancient psionic masters whose power is matched only by their greed.

YUAN-TI, NARANJANI

	Pureblood Medium Monstrous Humanoid	Halfblood Medium Monstrous Humanoid	Abomination Large Monstrous Humanoid
Hit Dice	4d8 (18 hp)	7d8+7 (38 hp)	9d8+27 (67 hp)
Initiative	5	5	5
Speed	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares), climb 20 ft, swim 20 ft.
Armor Class	17 (+1 Dex, +1 natural, +3 masterwork studded leather, +2 masterwork heavy shield), touch 11, flat-footed 16	20 (+1 Dex, +4 natural, +3 masterwork studded leather, +2 masterwork heavy shield), touch 11, flat-footed 19	22 (-1 size, +1 Dex, +10 natural, +2 masterwork heavy shield), touch 10, flat-footed 21
Base Attack/Grapple	+4/+4	+7/+9	+9/+17
Attack	Masterwork scimitar +5 melee (1d6/18-20) or masterwork longbow +6 ranged (1d8/[TS]3)	Masterwork scimitar +10 melee (1d6+2/18-20) or masterwork composite longbow (+2 Str bonus) +9 ranged (1d8+2/[TS]3)	Masterwork scimitar +13 melee (1d8+4/18-20) or masterwork composite longbow (+4 Str bonus) +10 ranged (2d6+4/[TS]3)
Full Attack	Masterwork scimitar +5 melee (1d6/18-20) or masterwork longbow +6 ranged (1d8/[TS]3)	Masterwork scimitar +10/+5 melee (1d6+2/18-20) or masterwork composite longbow (+2 Str bonus) +9/+4 ranged (1d8+2/[TS]3)	Masterwork scimitar +13/+8 melee (1d8+4/18-20) and bite +7 melee (2d6+2 plus poison); or masterwork composite longbow (+4 Str bonus) +10/+5 ranged (2d6+4/[TS]3)
Space/Reach	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks	Psionics, spell-like abilities	Poison, produce acid, psionics, spell-like abilities	Constrict 1d6+6, improved grab, poison, produce acid, psionics, spell-like abilities
Special Qualities	Darkvision 60 ft., power resistance 14	Darkvision 60 ft., power resistance 16, scent	Darkvision 60 ft., power resistance 16, scent
Saves	Fort +1, Ref +5, Will +4	Fort +3, Ref +6, Will +9	Fort +6, Ref +7, Will +11
Abilities	Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12	Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16	Str 19, Dex 13, Con 17, Int 20, Wis 20, Cha 18
Skills	Concentration +7, Disguise +4*, Hide +3, Knowledge (any one) +5, Listen +4, Spot +4	Concentration +11, Craft or Knowledge (any two) +14, Hide +10*, Listen +16, Spot +16	Climb +11, Concentration +15, Craft or Knowledge (any two) +17, Hide +8*, Listen +19, Move Silently +12, Spot +19, Swim +12
Feats	Alertness ^B , Blind-Fight ^B , Dodge, Improved Initiative	Alertness ^B , Blind-Fight ^B , Combat Expertise, Dodge, Improved Initiative	Alertness ^B , Blind-Fight ^B , Combat Expertise, Dodge, Improved Initiative, Mobility
Environment	—	Warm forest and underground	—
Organization	—	Solitary, pair, gang (2-4), troupe (2-13 purebloods, 2-5 halfbloods, and 2-4 abominations), or tribe (20-160 purebloods, 10-80 halfbloods, and 10-40 abominations)	—
Challenge Rating	3	5	7
Treasure	—	Double standard	—
Alignment	—	Usually chaotic evil	—
Advancement	—	By character class	—
Level Adjustment	2	5	7

Yuan-ti are the descendants of an evil human cult of snake worshipers whose blood was corrupted by their unholy veneration. Part human and part snake, they possess the worst qualities of each species. Their serpentine nature has removed any feelings of connection they have with normal human beings, whom they see as no better than cattle to use for food or experimentation.

Yuan-ti vary in appearance, depending on the degree of taint they carry in their blood. All possess snakelike features of one sort or another.

Yuan-ti serve their dark deities with great zeal. Their leaders are usually clerics (or multiclassed cleric/psions) who direct their minions in the execution of their innumerable plots and plans. The ambition of these creatures is great, but their chaotic nature is greater. Consequently, yuan-ti tribes find themselves in conflict with others of their kind as often as they do with outside enemies. Furthermore, treachery is second nature to the yuan-ti, which makes it difficult for them to gain and keep allies.

Yuan-ti speak their own language, plus Common, Draconic, and Abyssal.

COMBAT

Yuan-ti are tactically brilliant, as befits their high intelligence. They do not rush into battle without a plan, and they never fight unthinkingly. They use their surroundings to full effect, employing traps and ambushes wherever possible, and they always try to attack in numbers large enough to overpower their opponents. If their forces are not overwhelming, they use ranged or psionic attacks from a position of safety for as long as possible. Yuan-ti are not averse to retreating, and they do so anytime such a tactic is appropriate.

When fighting in groups, yuan-ti typically act to protect abominations while using purebloods to give the others time and space to manifest their powers. Individual leaders may order different strategies as appropriate, sometimes even using the abominations as front-line troops.

YUAN-TI SOCIETY

Yuan-ti are thoroughly evil and are dedicated to dominating lesser species (pretty much everyone else, though they do treat other reptiles as honored representatives of their gods). Their temples are the center of their lives, and sacrificial rites involving captured intelligent creatures are common. The priesthood rules the society with an iron fist. The race is truly ancient, so it is not uncommon to find yuan-ti dwelling in ruins and underground temple complexes long forgotten by others.

The cities of the yuan-ti are built for snakes, with many ramps, poles, and odd stony branches for snakes to climb and slither along. The mere sight of yuan-ti architecture is said to drive humanoids insane, but this claim is doubtless an exaggeration. Of course, the incredibly corrupt acts that occur in a yuan-ti city, especially the ones in which the yuan-ti mingle human bloodlines with those of snakes, are enough to affect a visitor's sanity by themselves.

YUAN-TI CHARACTERS

The favored class for yuan-ti purebloods and halfbloods is psychic warrior. Yuan-ti abominations favor the cleric class. Yuan-ti clerics worship their progenitor and have access to any two of the following domains: Chaos, Evil, Destruction, or Plant.

PUREBLOOD

A pureblood yuan-ti is about the same height and weight as a human and can pass for one with only a little effort. Aside from a few little oddities, such as a small patch of scaly skin, a forked tongue, or pointed teeth, a pureblood looks entirely human.

COMBAT

Purebloods are the least intelligent of the yuan-ti, though they still pride themselves on being more intelligent than humans. They often disguise themselves as humans and work among them as spies for their abomination masters.

Psionics (Sp): At will—*charm person* (DC 1d20+2), *detect poison*, *shapechange* (viper forms of Tiny to Large size only), Effective manifester level 4th. *Attack/Defense Modes (Sp):* At will—*mind thrust/all*.

Spell-Like Abilities: 1/day—*animal trance* (DC 13), *cause fear* (DC 12), *darkness*, *entangle* DC 12). Caster level 4th. The save DCs are Charisma-based.

Skills: *A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

HALFBLOOD

A halfblood is about the same height and weight as a human. Like a pureblood, a yuan-ti halfblood appears mostly human, but it always has obvious snake features. The snakelike features of a halfblood may reflect any of a variety of venomous snakes, so a halfblood may have a cobra's hood or a diamondback's distinctive scale pattern. These features are usually consistent within a single troupe of yuan-ti and often mark a troupe's status within a tribe.

COMBAT

Halfbloods typically hang back out of melee while any purebloods accompanying them wade in, using their chameleon power to hide while softening up opponents with their spell-like abilities. If the purebloods fall, the halfbloods wade into melee in their stead.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Psonics (Sp): At will—*chameleon*, *detect poison*, *shapechange* (viper forms of Tiny to Large size only), *suggestion* (DC 1d20+5). Effective manifester level 8th. **Attack/Defense Modes (Sp):** At will—*mind thrust/all*.

Spell-Like Abilities: 3/day—*animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14), 1/day—*deeper darkness*, *neutralize poison* (DC 17). Caster level 8th. The save DCs are Charisma-based.

Skills: *A yuan-ti halfblood using its *chameleon* power gains a +10 circumstance bonus on Hide checks.

HALFBLOOD VARIANTS

The statistics given above reflect the most common form of a yuan-ti halfblood, with the head and scaly skin of a serpent but otherwise human features. The curse of the yuan-ti produces a wide variety of halfbloods, however, manifesting their serpentine nature in different ways. To generate a random yuan-ti halfblood, roll d% and consult the following table.

d%	Halfblood Variety
01–40	As described above
41–60	Human head, but arms are snakes (two bite attacks instead of one, damage 1d4+2 plus poison)
61–80	Snake tail in addition to human legs (speed 30 ft., swim 15 ft., can constrict Medium or smaller creatures for 1d6+3 points of damage)
81–00	Snake tail instead of human legs (speed 20 ft., climb 15 ft., swim 15 ft., can constrict Medium or smaller creatures for 1d6+3 points of damage)

Constrict (Ex): A halfblood with a snake tail deals extra damage (1d4+3 if it also has legs, or 1d6+3 if it does not) with a successful grapple check against a creature small enough for it to constrict.

ABOMINATION

A yuan-ti abomination is a monstrous snake with humanlike arms. It usually measures 8 to 12 feet in length and weighs 200 to 300 pounds. Its snakelike features may reflect any of a variety of venomous snakes, so an abomination may have a black mamba's glassy scales or a viper's wedge-shaped head. These features are usually consistent within a single troupe of yuan-ti, and they often mark a troupe's status within a tribe.

COMBAT

Abominations are the masterminds of yuan-ti society, and they typically urge their lesser kin into battle from the rear. While their underlings fight, the abominations watch the proceedings carefully, identifying the most dangerous foes and their most worrisome abilities, then try to neutralize those enemies with their extensive spell-like and psionic abilities.

Constrict (Ex): An abomination deals 1d6+6 points of damage to a held creature with a successful grapple check.

Improved Grab (Ex): To use this ability, an abomination must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury. Fortitude DC 17, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): A yuan-ti abomination has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Psonics (Sp): At will—*aversion* (DC 1d20+6), *chameleon*, *detect poison*, *shapechange* (viper forms of Tiny to Large size only), *suggestion* (DC 1d20+6). Effective manifester level 10th. **Attack/Defense Modes (Sp):** At will—*mind thrust/all*.

Spell-Like Abilities: 1/day—*animal trance* (DC 16), *entangle* (DC 15); 3/day—*deeper darkness*, *neutralize poison* (DC 18); 1/day—*baleful polymorph* (DC 19, into snake form only), *fear* (DC 18). Caster level 10th. The save DCs are Charisma-based.

Skills: The abomination receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. The abomination gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Skills: *A yuan-ti abomination using its *chameleon* power gains a +10 circumstance bonus on Hide checks.

IN NARANJAN

To the best of anyone's knowledge, the yuan-ti have always been present in Naranjan. The earliest Vedas mention these snake-men as abominations and enemies of all creatures except those who served Lord Night and his avatars. The dwarves fought against the yuan-ti before they founded Sudarsha and continued to do so even after they had established their presence on the surface.

Hatred for the yuan-ti transcends all cultures. Even the barbarian elves refuse all dealings with the yuan-ti and go so far as to aid imperial troops in finding and destroying their hidden lairs. Until recently, these concerted efforts at extermination meant that the yuan-ti were rarely seen anywhere in Naranjan and were well on their way to becoming mere legend. But all that changed when Vasudha came to the throne. Stories began to circulate that the yuan-ti had returned and were exerting power over the new emperor. Some even claim that Maddhay Poojala, the emperor's majordomo, is a yuan-ti pureblood. The truth of these tales has never been ascertained, but the rumors continue to circulate throughout the empire.

THERE'S MORE TO THESE MONSTERS THAN CLAW/CLAW/BITE!

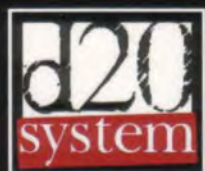
Asuras, dorje golems, makaras, thoughtforms, yali. These and many more exotic creatures await you in *Monsters of the Mind*. Developed by Arcana: Societies of Magic authors Kevin Brennan and James Maliszewski, this book presents more than 50 psionic creatures for use in any d20 fantasy campaign. In addition to accurate stats and evocative illustrations, each monster's entry includes notes on using it with Naranjan, the setting of the **Mythic Vistas** sourcebook *Mindshadows*. From the tiny Vinn Mohar to the gargantuan Wondrous Many-Headed Beast of Ketasha, *Monsters of the Mind* has a challenge for every adventuring party.

Monsters of the Mind features:

- Updated 3.5 stats for all monsters.
- Challenge ratings from 1/4 to 21.
- Psionic variants of classic monsters like the aboleth and yuan-ti.
- Beautiful art from Toren "Macbin" Atkinson, Drew Baker, Kent Burles, Dennis Detwiler, Kevin Crossley, and James Ryman.
- A brief introduction to Naranjan.



Whether used on its own or in conjunction with *Mindshadows*, *Monsters of the Mind* is a must for any psionic campaign.



Monsters of the Mind requires the *Dungeons and Dragons® Player's Handbook, Third Edition*, and the *Psionics Handbook*, published by Wizards of the Coast® for use. *Dungeons and Dragons®* and *Wizards of the Coast®* are Registered Trademarks of Wizards of the Coast, and are used with Permission.

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Monsters of the Mind 3.5 Update

Revised by Robert J. Schwalb

The following text is Open Gaming Content: All text excluding the Introduction, mind flayer, slaad, and yuan-ti.

In 2003, Green Ronin Publishing released *Monsters of the Mind*, a psionic bestiary chock full of tantalizing terrors for the *Mindsbadows* campaign setting, but also as an excellent resource for any campaign. However, though designed for the 3.5 rules, it came out before the revised and expanded *Psionics Handbook*. The new rules presented in the update sourcebook left many questions about how to bring the *Monsters of the Mind* up to speed, and thus was this document born. Before you get started, please note that many of the feats and powers found in the original *Psionics Handbook* did not survive the 3.5 update. As a result, many of these monsters' capabilities are slightly changed.

Aboleth, Naranjani

Use statistics for the psionic aboleth in the new *Psionics Handbook*.

Amankar

Small Aberration (Psionic)

Special Attacks: Acid barbs, improved grab, psi-like abilities

Combat

Psi-Like Abilities: At will—*body adjustment* (ML 7th, 2d12*), *burst*, *chameleon*, *elfsight*, *inflict pain* (ML 7th, 3 creatures, DC 15*), *mind thrust* (8d10, DC 15*), *mindlink* (4 unwilling creatures, DC 12*); 1/day—*empty mind* (ML 7th, +5 Will*), *intellect fortress* (2 rounds*), *recall agony* (7d6, DC 15*). Manifester level 8th. The save DCs are Wisdom-based.

*Includes augmentation for amankar's manifest level.

Amohaji

Small Dragon (Psionic, Water)

Armor Class: 18 (+1 size, +7 natural), touch 11, flat-footed 18

Special Attacks: Breath weapon, psi-like abilities

Feats: Chaotic Mind, Improved Initiative, Lightning Reflexes

Combat

Psi-Like Abilities: At will—*empty mind* (+5 Will*), *inertial armor* (+7 armor*), *mind thrust* (7d10, DC 17*), *psionic charm* (giants, humanoids and monstrous humanoids, DC 17*), *psionic lock*, *psionic*

suggestion (3 targets*), *read thoughts*; 3/day—*metamorphosis*, *mindlink* (3 unwilling targets, DC 14*), *mindwipe* (DC 17), *psionic modify memory* (DC 17); 1/day—*id insinuation* (3 targets, DC 17*), *thought shield* (5 rounds, PR 17*). Manifester level 7th. The save DCs are Charisma-based.

*Includes augmentation for amohaji's manifest level.

Telepathy (Su): An amohaji can communicate telepathically with any creature with a language within 100 ft.

Amradha

Tiny Magical Beast (Psionic)

Special Attacks: Psi-like abilities

Combat

Psi-Like Abilities: At will—*crystal shard* (ranged touch +4), *empathy*; 1/day—*mind thrust* (DC 12). Manifester level 1st. The save DC is Wisdom-based).

Belaben

Large Magical Beast

No change.

Bhaviratye

Large Giant (Psionic)

Special Attacks: Psi-like abilities

Special Qualities: low-light vision, *psychic signpost*, telepathy 100 ft.

Combat

Psi-Like Abilities: At will—*call to mind*, *crystal shard* (ranged touch +2, 4d6*), *know direction and location*, *missive* (40 ft.*); 3/day—*energy stun* (fire, 2d6+2, DC 14*), *inflict pain* (DC 13); 1/day—*catfall* (40 ft. shorter), *empty mind* (ML 3rd, +3 Will*), *energy ray* (fire, 4d6+4*), *mind thrust* (4d10, DC 13*), *mindlink* (4 willing targets*), *stomp* (4d4 nonlethal damage, DC 12*). Manifester level 4th. The save DCs are Charisma-based.

*Includes augmentation for bhaviratye's manifest level.

Bhuta

Large Giant (Psionic)

Special Attacks: Psi-like abilities

Special Qualities: Blind-sight 30 ft., scent

Combat

Psi-Like Abilities: At will—*concussion*, *empty mind* (+3 Will*), *hammer* (4 rounds*), *know direction and location*, *mind thrust* (3d10, DC 14*), *synesthete*; 3/day—*claws of the beast* (1d8*), *missive* (35 ft.*). Manifester level 3rd. The save DCs are Intelligence-based.

*Includes augmentation for bhuta's manifest level.

Bodhisattva

Medium Outsider (Good, Lawful, Native, Psionic)

Armor Class: 27 (+3 Dex, +14 natural), touch 13, flat-footed 24

Special Attacks: Psi-like abilities, spell-like abilities, *unerring critical*

Special Qualities: Damage reduction 10/evil, darkvision 60 ft., double transfer, power resistance 29, resistance to acid 5, cold 5, electricity 5, support allies

Feats: Blind-Fight, Cleave, Improved Initiative, Power Attack, Psionic Weapon

Combat

Psi-Like Abilities: At will—*dispel psionics* (+20*), *empathic transfer* (10d10*), *inertial armor* (+11*), *mind thrust* (16d10, DC 21*), *my light* (as swift action*), *read thoughts*, *ubiquitous vision*; 3/day—*aversion* (22 hours, DC 21), *biofeedback* (6/-*), *brain lock* (any creature*), *concussion blast* (5d6, 3 targets*), *dispelling buffer*, *greater concealing amorpha*, *mass cloud mind* (DC 19), *mental barrier* (+6 AC, 3 rounds*), *missive* (100

ft.*), *thought shield* (14 rounds, PR 26*), *touchsight* (110 ft.*), *true metabolism*; 1/day—*body purification* (13 points of ability damage*), *id insinuation* (seven targets, DC 21*), *metaconcert* (23 minutes*), *psionic dismissal*, *mindwipe* (3 negative levels, DC 20*), *null psionics field*, *psychic crush* (6d6, DC 18*).

In addition, the bodhisattva is always under the effect of *schism*, as the power (manifest level 16th). This power can be dispelled, but the bodhisattva can reactivate it as a swift action. Manifester level 16th. The save DCs are Charisma-based.

*Includes augmentation for the bodhisattva's manifest level.

Spell-Like Abilities: At will — *augury*; 3/day — *create food and water*, *undeath to death* (DC 19). Caster level 16th. The save DC is Charisma-based.

Unerring Critical (Sp): Once per day, as a swift action, the bodhisattva can automatically confirm a critical threat. It must use this ability before rolling to confirm the critical hit. This ability is the equivalent of a 2nd level spell.

Double Transfer (Ex): When manifesting the *empathic transfer* power, the bodhisattva heals 2 points of damage for every 1 point he absorbs.

Support Allies (Su): While in combat, all allies within 30 feet gain a bonus to their saving throws equal to the bodhisattva's Charisma modifier (minimum +1).

Brainholder

Huge Plant (Psionic)

Special Attacks: Blood roots, improved grab, psi-like abilities, usurp powers

Feats: Alertness, Combat Manifestation, Hostile Mind, Iron Will, Power Penetration, Psionic Hole

Combat

Psi-Like Abilities: At will—*false sensory input* (8 targets, DC 16*), *mind thrust* (20d10, DC 23*), *mindlink* (16 unwilling targets, DC 14*), *psionic dominate* (any 4 creatures, DC 23*), *synesthete*; 3/day—*intellect fortress* (14 rounds*), *thought shield* (18 rounds, PR 31*). Manifester level 20th. The save DCs are Charisma-based.

*Includes augmentation for the brainholder's manifest level.

Celestial, Psionic

Contemplative Deva

Medium Outsider (Extraplanar, Good, Psionic)

Special Attacks: Psi-like abilities, spell-like abilities

Skills: Bluff +8, Concentration +17, Diplomacy +23, Escape Artist +17, Hide +17, Intimidate +21, Knowledge (any three) +18, Listen +20, Psicraft +18, Search +18, Sense Motive +22, Spot +20, Survival +7 (+9 following tracks), Use Rope +4 (+6 bindings)

Feats: Negotiator, Persuasive, Power Attack, Psionic Weapon

Combat

Psi-Like Abilities: At will—*aura alteration* (130 minutes*), *aversion* (ML 11th, 16 hours, DC 22*), *biofeedback* (DR 5/—*), *body purification* (9 points of ability damage*), *conceal thoughts* (DC 17), *detect psionics*, *detect undead* (as spell), *dispel psionics*, *empathic transfer* (ML 10th, 10d10*), *greater precognition*, *mental barrier* (+6 AC, 4 rounds*), *mind probe*, *mindlink* (11 willing targets), *mind thrust* (12d10, DC 22*), *object reading* (210 minutes*), *precognition*, *psionic dimensional anchor*, *psionic dimension door* (DC 20), *psionic freedom of movement*, *remote viewing*, *schism*, *sensitivity to psychic impressions*, *thought shield* (10 rounds, PR 23*); 3/day—*defensive precognition* (swift action, +2 AC and saves*), *ego whip* (3d4 Cha, DC 22*), *id insinuation* (5 targets, DC 22*), *legend lore* (as spell), *psionic divination*, *psionic true seeing*; 1/day—*psionic blast* (ML 11th, 4 rounds, DC 19*). Manifester level 12th. The save DCs are Charisma-based.

*Includes augmentation for the contemplative deva's manifest level.

Lunar

Large Outsider (Extraplanar, Good, Psionic)

Armor Class: 40 (–1 size, +4 Dex, +18 natural, +9 inertial armor power), touch 13, flat-footed 36

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities, spell-like abilities

Special Qualities: Damage reduction 20/magic, darkvision 60 ft., immune to ability damage, ability drain, acid, cold, electricity, and petrification, low-light vision, power resistance 32, protective aura, redeem soul, regeneration 10, resistance to fire 20, +4 bonus to saves against poison, tongues

Skills: Concentration +20, Diplomacy +9, Escape Artist +20, Heal +23, Hide +16, Intimidate +23, Knowledge (any three) +22, Listen +23, Move

Silently +20, Psicraft +22, Search +22, Sense Motive +23, Spot +23, Survival +7 (+9 on other planes), Use Rope +4 (+6 bindings)

Feats: Greater Psionic Weapon, Negotiator, Persuasive, Power Attack, Psionic Weapon,

Combat

Psi-Like Abilities: At will—*aura alteration* (150 minutes*), *aversion* (18 hours, DC 24*), *body purification* (10 points of ability damage*), *clairvoyant sense*, *conceal thoughts*, *dispel psionics*, *empathic transfer* (ML 7th, 10d10*), *empty mind* (+8 Will save*), *energy ray* (13d6*), *greater precognition*, *mind probe*, *mindlink* (9 unwilling targets, DC 18*), *object reading* (230 minutes*), *precognition*, *psionic dimension door* (DC 21), *psionic dimensional anchor*, *psionic teleport* (DC 22), *remote viewing* (DC 21), *schism*, *sensitivity to psychic impressions*, *undeath to death* (as the spell) (DC 23); 3/day—*ego whip* (ML 11th, 3d4 Cha, DC 23*), *insanity* (DC 24), *mental barrier* (+6 AC*), *mind thrust* (13d10, DC 24*), *thought shield* (10 rounds, PR 23*), *ultrablast* (DC 24); 1/day—*id insinuation* (6 targets, DC 24*), *psionic blast* (5 rounds, DC 20).

The following abilities are always active on the luna's person, as the powers: *biofeedback* (ML 12th, DR 5/—*), *detect psionics*, *detect undead* (as the spell), *inertial armor* (ML 12th, +9 armor*), *psionic freedom of movement*, *psionic true seeing*. They can be dispelled, but the luna can reactivate them as a swift action. Manifester level 13th. The save DCs are Charisma-based.

*Includes augmentation for the luna's manifest level.

Couatl, Naranjani

Use statistics for the psionic couatl in the new *Psionics Handbook*.

Daiken Swarm

Tiny Magical Beast

Hit Dice: 2d10 (11 hp)

Base Attack/Grapple: +1/—

Special Qualities: Darkvision 60 ft., mindless, psychic static, resistance to electricity 15, swarm traits

Saves: Fort +0, Ref +6, Will +5

Combat

Mindless (Ex): Daiken swarms are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Demon, Asura

Chikram

Large Outsider (Chaotic, Extraplanar, Evil, Psionic)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., fear aura, immune to cold, electricity, and poison, power resistance 20, resistance to acid 20, fire 20, and sonic 20, *summon asura*, telepathy 100 ft.

Feats: Power Attack, Power Penetration, Psychic Hole

Combat

Psi-Like Abilities: At will—*mind thrust* (10d10, DC 20*), *mindlink* (6 unwilling targets, DC 16*), *psionic plane shift*; 3/day—*dissolving touch* (7d6*), *metamorphosis*, *mindwipe* (DC 24*), *psionic dominate* (ML 9th, animals, fey, giants, humanoids, magical beasts, monstrous humanoids, DC 21*), *psionic modify memory* (DC 19); 3/day—*empty mind* (+6 Will*), *mind thrust* (10d10, DC 20*); 1/day—*cloud mind* (DC 17), *metaconcert* (11 minutes*), *mind probe* (DC 20), *psychic crush* (DC 20), *thought shield* (7 rounds, PR 20). Manifest level 10th. The save DCs are Intelligence-based.

*Includes augmentation for the chikram's manifest level.

Destroyed

Damned Thought

Small Undead (Incorporeal, Psionic)

Special Attacks: Possession, psi-like abilities

Feats: Mental Resistance, Psychic Hole, Track^B

Combat

A damned thought can attack only with psionics. If sorely pressed by multiple attackers, it possesses the body of someone it has already successfully attacked with *psionic blast* so it can make physical attacks as well.

Possession (Su): The round after a damned thought stuns a target with *psionic blast*, it can attempt to possess the target of that attack. This ability is similar to a magic jar spell (as cast by a 10th-level caster or the damned thought's Hit

Dice, whichever is higher), except that no receptacle is required. To use this ability, the damned thought must move into the target's space, which does not provoke an attack of opportunity. The target is entitled to a DC 14 Will save to resist the attack. A creature successfully saving against a damned thought's possession is immune to that damned thought's possession attack for 24 hours. Once in possession of a body, the damned thought has no regard for it, enjoying the destruction of its host. The save DC is Charisma-based.

Psi-Like Abilities: At will—*body equilibrium*†, *concussion blast* (2 targets, 3d6*), *control light*, *create sound*, *detect psionics*, *detect undead* (as spell), *empty mind* (+6 Will*), *energy ball* (10d6, DC 21*), *mind thrust* (10d10, DC 19*), *missive* (ML 9th, 95 ft.*), *telepathic projection* (DC 15); 3/day—*aura sight* (ML 9th, 65 ft.*), *ego whip* (ML 7th, 2d4, DC 18*), *energy cone* (10d6, DC 19*), *fate link* (ML 9th, DC 19*), *thought shield* (8 rounds, PR 20*), *trace teleport* (ML 9th, 190 ft.*), *wall of ectoplasm*; 1/day—*psionic dimensional anchor*, *energy retort* (15 minutes*)†. Manifest level 10th. The save DC is Intelligence-based.

*Includes augmentation for the damned thought's manifest level.

†The damned thought can use these powers only when possessing a corporeal form.

Husk

Medium Undead (Psionic)

Special Attacks: Psi-like abilities

Combat

Psi-Like Abilities: At will—*bend reality* (duplicate psion powers only), *id insinuation* (7 targets, DC 20*); 3/day—*mental barrier* (+6 AC, 3 rounds*). Manifest level 15th. The save DC is Charisma-based.

*Includes augmentation for the husk's manifest level.

Demihusk

Medium Undead (Psionic)

Armor Class: 15, touch 11, flat-footed 14

Special Attacks: Psi-like abilities

Feats: Extend Power, Greater Power Penetration, Power Penetration, Psychic Hole, Track^B

Challenge Rating: 11

Combat

Psi-Like Abilities: At will—*concussion blast* (4d6, 4 targets*), *control light*, *create sound*, *crystal shard* (15d6*), *detect psionics*, *detect undead* (as spell), *empty mind* (+9 Will*), *energy ball* (15d6, DC 22*), *id insinuation* (7 targets, DC 22*), *mind thrust* (15d10, DC 22*), *missive* (95 ft.*), *telepathic projection* (DC 15); 3/day—*aura sight* (80 ft.*), *bend reality* (duplicate psion powers only), *ego whip* (4d4 Cha, DC 24*), *energy cone* (15d6, DC 23*), *fate link* (DC 22*), *mental barrier* (+6 AC, 3 rounds*), *thought shield* (13 rounds, PR 25), *trace teleport* (250 ft.*), *wall of ectoplasm*; 1/day—*psionic dimensional anchor*. Manifester level 15th. The save DC is Intelligence-based.

*Includes augmentation for the demihusk's manifestor level.

Devata

Tiny Fey (Psionic)

Special Attacks: Barbs, psi-like abilities, spell-like abilities

Feats: Alertness^B, Dodge, Weapon Finesse^B

Challenge Rating: 4

Combat

Psi-Like Abilities: At will—*call to mind*, *crystal shard* (7d6*), *elf sight*, *empty mind* (+5 Will*), *mind thrust* (7d10, DC 16*), *psionic charm* (any creature, DC 16*), *psionic knock*; 3/day—*false sensory input* (2 targets, DC 15), *greater concealing amphora*, *psionic dominate* (DC 16), *spider climb* (as spell); 1/day—*aversion* (9 hours, DC 18*), *cloud mind* (DC 14), *ego whip* (2d4 Cha, DC 16*), *thought shield* (5 rounds, PR 18*). Manifester level 7th. The save DCs are Charisma-based.

*Includes augmentation for the devata's manifestor level.

Dorje Golem

Large Construct (Psionic)

Space/Reach: 10 ft./10 ft.

Combat

Dorje Power (Sp): Upon creation, a dorje golem is imbued with one psionic power of 1st to 4th level that its creator knows. The most common choice is *energy cone*, although *dissolving touch* and *eradicate invisibility* are also favorites. The golem can use the selected power once per round as a swift

action. The manifestor level is 18th and the save DC (if any) is calculated as if for the creator.

Construction

CL 18th; Craft Construct, Craft Dorje, *breath of the black dragon*, *dispelling buffer*, *matter manipulation*, *psychic chirurgery*. Price 170,000 gp. Cost to create 85,000 gp + 6,800 XP.

Dorje Ooze

Small Ooze (Psionic)

Combat

Dorje Power (Sp): Each dorje ooze knows one psionic power of 1st to 3rd level, selected from the psion/wilder's power list. Typical choices include *ego whip*, *energy ray*, *energy push*, *energy stun*, or *mental disruption*, but any power is possible. The manifestor level is 4th and the save DC is Intelligence-based.

Consume Power (Su): A dorje ooze is immune to all psionics. When targeted by a psionic power, the power instead cures 1 point of damage per power point spent to manifest that power.

Dragon, Makara

Dragon (Psionic, Water)

Combat

Force Resistant (Ex): A makara dragon is highly resistant to force effects (such as *magic missile*) and against such spells, powers, and effects, it has power resistance equal to 8 + its Hit Dice. So, a wyrmling has a PR 10 against force effects while a great wyrm has a PR 43 against these effects.

Powers: A makara dragon can manifest powers as a telepath whose level equals its manifestor level.

Psi-Like Abilities: At will—*apopsi*, *catapsi*, *ego whip*, *empty mind*, *id insinuation*, *intellect fortress*, *mental barrier*, *mind thrust*, *psionic blast*, *psychic chirurgery*, *psychic crush*, *reddopsi*. Manifestor level varies by age category. The save DCs are Charisma-based.

Fire Nymph

Medium Fey (Fire, Psionic)

Special Attacks: Psi-like abilities, searing beauty

Special Qualities: *Control fire elemental*, fire adept, *fire blade*, immune to electricity and fire, low-light vision

Combat

Control Fire Elemental (Sp): Fire elementals cannot attack a fire nymph or approach within 5 feet of her. As a standard action, the fire nymph forces the fire elemental to succeed on a DC 17 Will save or become charmed as per the *charm monster* spell. On a failed save, the fire elemental is immune to this ability for 24 hours. The save DC is Charisma-based.

Fire Adept (Su): Creatures native to the Elemental Plane of Fire take a –1 penalty to all saving throws against the fire nymph’s abilities (including the *control fire elemental* ability). In addition, the fire nymph gains a +2 resistance bonus to all saves against attacks made by these creatures and gains a +4 bonus to attack rolls made against creatures with the Fire subtype. Any weapon the fire nymph wields can always overcome the damage reduction of a creature with the fire subtype.

Psi-Like Abilities: At will—*control flames* (ML 5th, Medium fire*), *distract* (DC 16), *empty mind* (ML 5th, +4 Will), *energy ray* (6d6+6 fire only*), *mind thrust* (6d10, DC 18*); 3/day—*dimension slide*; 1/day—*energy burst* (6d6+6 fire only, DC 18*), *energy cone* (6d6+6 fire only, DC 20*), *thought shield* (4 rounds, PR 17*). Manifester level 6th. The save DCs are Charisma-based.

*Includes augmentation for the fire nymph’s manifest level.

Gandabherunda

Large Magical Beast (Psionic)

Hit Dice: 6d10+18 (51 hp)

Base Attack/Grapple: +6/+14

Attack: Beak +9 melee (2d4+4)

Full Attack: 2 beaks +9 melee (2d4+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities

Special Qualities: Darkvision 60 ft., low-light vision

Combat

Psi-Like Abilities: At will—*distract* (DC 12), *mind thrust* (6d10, DC 14*), *psionic dazzle* (9 HD, DC 12); 3/day—*burst*, *catfall* (60 ft.), *demoralize* (35 ft. range, 35-ft.-radius spread, DC 12*); 1/day—*ego whip* (DC 13), *empty mind* (+4 Will save), *mental barrier* (2 rounds). Manifester level 6th. The save DCs are Wisdom-based.

* Includes augmentation for the gandabherunda’s manifest level.

Juhivai

Huge Aberration (Aquatic, Psionic)

Special Attacks: Improved grab, psi-like abilities, swallow whole

Special Qualities: Darkvision 60 ft., heat sensor, low-light vision

Combat

Psi-Like Abilities: At will—*control body* (one Huge or smaller creature DC 18*), *control light*, *danger sense* (improved uncanny dodge*), *detect psionics*, *synesthete*, *ubiquitous vision*; 3/day—*attraction* (+9 to interaction checks, DC 20*), *aversion* (19 hours, DC 20*), *burst*, *chameleon*, *cloud mind* (DC 16), *concussion blast* (2 targets, 4d6), *disable* (45-ft. range, 14 HD, DC 15*), *distract* (DC 15), *empty mind* (+7 Will), *energy stun* (9d6, DC 24*), *escape detection*, *mind thrust* (11d10, DC 20*); 1/day—*body adjustment* (4d12*), *ectoplasmic cocoon* (Large or smaller, DC 19*), *ego whip* (3d4 Cha, DC 20*), *psionic blast* (4 rounds, DC 17*), *touchsight* (90 ft.*), *tower of iron will* (3 rounds, PR 21*). Manifester level 11th. The save DCs are Intelligence-based.

*Includes augmentation for the juhivai’s manifest level.

Kalavij

Gargantuan Aberration (Aquatic, Psionic)

Armor Class: 28, touch 8, flat-footed 26

Special Attacks: Ghost ship, improved grab, psi-like abilities, sonic blast

Special Qualities: Darkvision 60 ft.

Feats: Ability Focus (*ghost ship*), Improved Grapple, Improved Initiative, Power Attack, Psionic Fist, Quicken Power (2nd), Weapon Focus (tentacle)

Combat

Ghost Ship (Su): Once per day, a kalavij can use its psionics to disguise its tentacle as an abandoned vessel, functioning just like the *mirage arcana* spell, except as follows. The illusion disguises the tentacle completely and is remarkably detailed, even to the appearance of crates, bundles of rope, and cargo on the decks. Anyone who sees this ghost ship and fails a DC 25 Will save suffers an uncontrollable urge to board it. The rationale for such a boarding varies with the character, but it

may be as simple as greed or as altruistic as a desire to search for survivors and render aid. A character who interacts with the ship in any way receives the normal DC 25 Will save to realize it is not real. Once a character boards the “ship,” the kalavij uses its improved grab ability to seize the hapless victim and drag him down to the ocean floor, where it devours him at leisure. The save DC is Charisma-based.

Psi-Like Abilities: At will—*detect psionics*, *inertial armor* (+9 AC*), *know direction and location*, *mind thrust* (11d10, DC 19*), *painful strike* (swift action*); 3/day—*concussion blast* (1 targets, 5d6*), *empty mind* (+7 Will*), *inflict pain* (5 creatures, DC 19*), *mental barrier* (+5 AC, 4 rounds); 1/day—*aura alteration* (130 minutes*), *psionic suggestion* (5 creatures, DC 17*), *psychic crush* (4d6, DC 18*). Manifest level 12th. The save DC is Charisma-based.

*Includes augmentation for the kalavij’s manifest level.

Moddey Dhoo

Medium Magical Beast (Psionic)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Attack: Bite +6 melee (1d8+1)

Full Attack: Bite +6 melee (1d8+1)

Special Attacks: Evil eye, psi-like abilities

Feats: Power Attack, Weapon Finesse

Level Adjustment: +3 (cohort)

Combat

Psi-Like Abilities: At will—*control light*, *inertial armor* (+5 AC*); 1/day—*dimension swap* (DC 15), *ego whip* (DC 15), *thought shield*. Manifest level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the moddey dhoo’s manifest level.

Naga, Spotted

Young Spotted Naga

Medium Aberration (Psionic)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Attack: Bite +4 melee (2d6 plus poison)

Full Attack: Bite +4 melee (2d6 plus poison)

Special Attacks: Poison, psi-like abilities, spell-like abilities

Feats: Improved Initiative, Weapon Focus (bite).

Combat

Psi-Like Abilities: At will—*detect psionics*, *empty mind* (ML 5th, +4 Will*), *inertial armor* (ML 5th, +6 armor); 3/day—*cloud mind* (DC 14), *detect hostile intent*, *energy ray* (6d6*), *id insinuation* (ML 5th, 2 targets, DC 15*), *psionic charm* (ML 5th, any one creature, DC 15*); 1/day—*concussion blast* (ML 5th, 2d6), *thought shield* (4 rounds, PR 16*). Manifest level 6th. The save DCs are Intelligence-based.

*Includes augmentation for the young spotted naga’s manifest level.

Spell-Like Abilities: At will—*detect poison*, *speak with animals*; 3/day—*augury*. Caster Level 8th.

Elder Spotted Naga

Large Aberration (Psionic)

Armor Class: 16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Attack: Bite +11 melee (3d6+6 plus poison)

Full Attack: Bite +11 melee (3d6+6 plus poison)

Special Attacks: Poison, psi-like abilities, spell-like abilities

Feats: Craft Dorje, Improved Initiative, Quicken Psi-Like Ability (*energy ray*), Weapon Finesse.

Combat

Psi-Like Abilities: At will—*cloud mind* (DC 15), *detect hostile intent*, *detect psionics*, *detect remote viewing*, *empty mind* (ML 11th, +7 Will), *energy ray* (12d6*), *psionic charm* (any one creature, 1 day/level, DC 18*), *psionic dimension door*, 3/day—*concussion blast* (4d6, 2 targets*), *ego whip* (ML 11th, 3d4 Cha, DC 19*), *id insinuation* (4 targets, DC 16*), *intellect fortress* (6 rounds*), *psionic dominate* (3 targets, DC 19*), *recall agony* (11d6, DC 19*), *thought shield* (10 rounds, PR 22*); 1/day—*inflict pain* (ML 11th, 5 targets, DC 19*). Manifest level 12th. The save DCs are Intelligence-based.

*Includes augmentation for the spotted naga’s manifest level.

Spell-Like Abilities: At will—*augury*, *control undead* (DC 18), *detect poison*; 1/day—*create undead*. Caster Level 18th. The save DC is Charisma-based.

Night—Blooming Lotus

Medium Plant (Psionic)

Special Attacks: Psi-like abilities

Feats: Force of Will, Great Fortitude, Iron Will

Combat

Psi-Like Abilities: At will—*mind thrust* (9d10, DC 15*), *touchsight* (ML 7th, 70 ft.*); 3/day—*aversion* (ML 7th, 10 hours, DC 18*), *concussion blast* (ML 7th, 3d6*), *crisis of breath* (ML 7th, affect animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 18*) *empty mind* (ML 7th, +5 Will*), *inertial barrier*, *thought shield* (6 rounds, PR 18*); 1/day—*psionic blast* (ML 7th, 2 rounds, DC 17*). Manifester level 8th. The save DCs are Charisma-based.

*Includes augmentation for the night—blooming lotus's manifester level.

Payawinthar

Large Aberration (Psionic)

Armor Class: 26 (−1 size, +5 Dex, +12 natural), touch 14, flat-footed 21

Special Attacks: Poison, psi-like abilities

Special Qualities: Darkvision 60 ft., immune to mind-affecting effects, power resistance 20, resistance to acid 20, electricity 20, *summon swarm*, telepathy 90 ft.

Feats: Mental Leap, Psionic Charge, Speed of Thought, Stand Still, Up the Walls, Wounding Attack

Combat

Psi-Like Abilities: At will—*inertial armor* (+11 armor*), *psionic dominate* (affect 2 aberration, animal, dragon, elemental, fey, giant, humanoid, magical beast, monstrous humanoid, or outsider, DC 21*), *mindlink* (11 unwilling targets, DC 14*); 3/day—*empty mind* (+9 Will*), *insanity* (2 targets, DC 21*), *thought shield* (13 rounds, PR 25*); 1/day—*intellect fortress* (9 rounds*), *mind thrust* (15d10, DC 21*), *psionic blast* (6 rounds, DC 16*), *psychic crush* (6d6, DC 18*). Manifester level 15th. The save DCs are Charisma-based.

*Includes augmentation for the payawinthar's manifester level.

Pishacha

Medium Magical Beast (Psionic)

Initiative: +6

Special Attacks: Disease, psi-like abilities

Special Qualities: Darkvision 60 ft., immune to disease and poison, low-light vision, scent

Feats: Improved Initiative, Iron Will

Combat

Psi-Like Abilities: At will—*cloud mind* (DC 14), *empathy* (35-ft. range, 4 hours*), *empty mind* (ML 3rd, +3 Will*); 1/day—*id insinuation* (DC 15). Manifester level 4th. The save DCs are Wisdom-based.

*Includes augmentation for the pishacha's manifester level.

Ravarakin

Small Monstrous Humanoid (Psionic)

Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Feats: Ghost Attack, Psionic Fist, Unavoidable Strike

Combat

Psi-Like Abilities: At will—*chameleon*, *false sensory input* (DC 16), *inertial armor* (ML 5th, +6 armor*); 3/day—*id insinuation* (ML 5th, 2 targets, DC 16*), *thought shield* (4 rounds, PR 17*); 1/day—*biofeedback* (DR 3/—*), *psionic suggestion* (ML 5th, 2 targets, DC 15*). Manifester level 6th. The save DCs are Charisma-based.

*Includes augmentation for the ravarakin's manifester level.

Rootbeast

Medium Plant (Psionic)

Special Attacks: Psi-like abilities

Combat

Psi-Like Abilities: At will—*biofeedback* (ML 6th, DR 3/—*), *energy stun* (5d6, DC 18*), *mind thrust* (7d10, DC 16*), *synesthete*; 3/day—*empty mind* (+5 Will*); 1/day—*mental barrier*. Manifester level 7th. The save DCs are Wisdom-based.

*Includes augmentation for the rootbeast's manifester level.

Scorn

Large Giant (Psionic)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities

Combat

Psi-Like Abilities: At will—*burst*, *know location and direction*; 3/day—*hustle*, *painful strike*; 1/day—*catfall* (60 ft.*), *cloud mind* (DC 12), *spider climb* (as the spell). Manifester level 5th. The save DCs are Wisdom-based.

*Includes augmentation for the scorn's manifest level.

Slaad, Spectral

Large Outsider (Chaotic, Extraplanar, Psionic)

Special Attacks: Psi-like abilities, spell-like abilities, summon slaad

Special Qualities: Change shape, darkvision 60 ft., fast healing 5, resistance to acid 10, cold 10, electricity 10, fire 10, sonic 10

Skills: Autohypnosis +13, Bluff +14, Climb +15, Diplomacy +4, Hide +8, Intimidate +4, Jump +15, Listen +13, Move Silently +12, Spot +12

Feats: Aligned Attack, Closed Mind, Multiattack, Psionic Hole

Combat

Psi-Like Abilities: At will—*biofeedback* (DR 4/—*), *body adjustment* (3d12*), *body equilibrium*, *chameleon*, *painful strike* (swift*), *synesthete*; 3/day—*bite of the wolf*, *ego whip* (3d4 Cha, DC 18*), *id insinuation* (5 targets, DC 18*), *metamorphosis*; 1/day—*dissolving touch* (8d6*), *intellect fortress* (5 rounds*), *mind thrust* (11d10, DC 18*), *thought shield* (9 rounds, PR 21*). Manifester level 10th. The save DC is Charisma-based.

*Includes augmentation for the spectral slaad's manifest level.

Sudarshan Sucker

Tiny Magical Beast (Psionic, Shapechanger)

Hit Dice: 1d10 (5 hp)

Base Attack/Grapple: +1/−7

Attack: Bite +2 melee (1d3−1)

Full Attack: Bite +2 melee (1d3−1)

Special Attacks: Power leech, psi-like abilities

Feats: Improved Initiative, Hostile Mind^B

Combat

Psi-Like Abilities: At will—*call to mind*, *detect psionics*; 1/day—*empty mind*, *mind thrust* (DC 15), Manifester level 1st. The save DCs are Intelligence-based.

Thazjin

Large Aberration (Psionic)

Armor Class: 20 (−1 size, +1 Dex, +10 natural), touch 10, flat-footed 19

Special Attacks: Freezing hide, psi-like abilities

Special Qualities: Darkvision 60 ft., fast healing 5, immune to cold, power resistance 35, telepathy 90 ft.

Feats: Greater Psionic Fist, Hostile Mind, Improved Sunder, Power Attack, Psionic Fist, Unavoidable Strike

Combat

Psi-Like Abilities: At will—*body purification* (12 ability damage*), *defensive precognition* (swift, +3 AC and saves*), *dimension slide* (move action*), *greater precognition*, *mental barrier* (+6 deflection, 3 rounds), *offensive prescience* (ML 13th, swift, +4 attack*), *temporal acceleration* (2 rounds [in apparent time]*), *time hop* (up to four huge creatures, DC 18*), *true metabolism*; 3/day—*dispel psionics*, *insanity* (two creatures, DC 23*), *mind thrust* (15d10, DC 23*), *psionic blast* (6 rounds, DC 18*), *psionic true seeing*; 1/day—*id insinuation* (7 targets, DC 23*). Manifester level 15th. The save DCs are Wisdom-based. +5

*Includes augmentation for the thazjin's manifest level.

Thoughtform

Ego Thoughtforms

Combat

Psychometabolism Mastery (Sp): As a swift action, for a number of times per day equal to its Hit Dice, an ego thoughtform can manifest any psychometabolism discipline power with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity. The thoughtform's manifest level equals its Hit Dice and the save DC is Wisdom-based.

Ego Thoughtform, Small

Small Outsider (Extraplanar, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Skills: Autohypnosis +5, Climb +8, Concentration +6, Jump +2, Listen +5, Spot +5

Ego Thoughtform, Medium

Medium Outsider (Extraplanar, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Skills: Autohypnosis +7, Climb +12, Concentration +8, Jump +6, Listen +7, Spot +7

Ego Thoughtform, Large

Large Outsider (Extraplanar, Psionic)

Space/Reach: 10 ft./10 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +11, Climb +18, Concentration +12, Jump +12, Listen +11, Spot +11

Feats: Focused Sunder, Improved Sunder, Power Attack

Ego Thoughtform, Huge

Huge Outsider (Extraplanar, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +19, Climb +28, Concentration +20, Jump +22, Listen +19, Spot +19

Feats: Cleave, Focused Sunder, Improved Bull Rush, Improved Sunder, Power Attack, Psionic Fist

Ego Thoughtform, Greater

Huge Outsider (Extraplanar, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Abilities: Str 33, Dex 8, Con 12, Int 6, Wis 11, Cha 11

Skills: Autohypnosis +24, Climb +35, Concentration +25, Jump +29, Listen +24, Spot +24

Feats: Awesome Blow, Cleave, Focused Sunder, Great Cleave, Greater Psionic Fist, Improved Bull

Rush, Improved Sunder, Power Attack, Psionic Fist

Ego Thoughtform, Elder

Huge Outsider (Extraplanar, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +27, Climb +40, Concentration +28, Jump +34, Listen +27, Spot +27

Feats: Awesome Blow, Cleave, Focused Sunder, Great Cleave, Greater Psionic Fist, Improved Bull Rush, Improved Sunder, Power Attack, Psionic Fist, Unavoidable Strike

Nomad Thoughtform

Combat

Psychoportation Mastery (Sp): As a swift action, for a number of times per day equal to its Hit Dice, a nomad thoughtform can manifest any psychoportation discipline power with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity. The thoughtform's manifester level equals its Hit Dice and the save DC is Wisdom-based.

Nomad Thoughtform, Small

Small Outsider (Extraplanar, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Nomad Thoughtform, Medium

Medium Outsider (Extraplanar, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Nomad Thoughtform, Large

Large Outsider (Extraplanar, Psionic)

Space/Reach: 10 ft./10 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Nomad Thoughtform, Huge

Huge Outsider (Extraplanar, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Nomad Thoughtform, Greater

Huge Outsider (Extraplanar, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Nomad Thoughtform, Elder

Huge Outsider (Extraplanar, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immune to psionics

Savant Thoughtform

Combat

Psychokinesis Mastery (Sp): As a swift action, for a number of times per day equal to its Hit Dice, a savant thoughtform can manifest any psychokinesis discipline power with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity. The thoughtform's manifester level equals its Hit Dice and the save DC is Wisdom-based.

Savant Thoughtform, Small

Small Outsider (Extraplanar, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Skills: Autohypnosis +5, Climb +6, Concentration +8, Heal +5, Listen +5, Spot +5

Savant Thoughtform, Medium

Medium Outsider (Extraplanar, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Skills: Autohypnosis +7, Climb +8, Concentration +12, Heal +7, Listen +7, Spot +7

Savant Thoughtform, Large

Large Outsider (Extraplanar, Psionic)

Space/Reach: 10 ft./10 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +11, Climb +12, Concentration +18, Heal +11, Listen +11, Spot +11

Feats: Endurance, Psionic Meditation, Rapid Metabolism

Savant Thoughtform, Huge

Huge Outsider (Extraplanar, Psionic)

Armor Class: 19 (–2 size, –1 Dex, +12 natural), touch 7, flat-footed 19

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +19, Climb +20, Concentration +28, Heal +19, Listen +19, Spot +19

Feats: Diehard, Endurance, Great Fortitude, Psionic Meditation, Rapid Metabolism, Wounding Attack

Savant Thoughtform, Greater

Huge Outsider (Extraplanar, Psionic)

Armor Class: 21 (–2 size, –1 Dex, +14 natural), touch 7, flat-footed 21

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +24, Climb +25, Concentration +35, Heal +26, Listen +24, Spot +24, Survival +2

Feats: Diehard, Endurance, Great Fortitude, Psionic Meditation, Rapid Metabolism, Self-Sufficient, Toughness, Wounding Attack

Savant Thoughtform, Elder

Huge Outsider (Extraplanar, Psionic)

Armor Class: 23 (–2 size, –1 Dex, +16 natural), touch 7, flat-footed 23

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +30, Climb +28, Concentration +40, Heal +29, Listen +27, Spot +27, Survival +2

Feats: Diehard, Endurance, Great Fortitude, Psionic Meditation, Rapid Metabolism, Self-Sufficient, Skill Focus (Autohypnosis), Toughness

Seer Thoughtform

Combat

Clairsentience Mastery (Sp): As a swift action, for a number of times per day equal to its Hit

Dice, a seer thoughtform can manifest any clairvoyance discipline power with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity. The thoughtform's manifester level equals its Hit Dice and the save DC is Wisdom-based.

Seer Thoughtform, Small

Small Outsider (Extraplanar, Incorporeal, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Skills: Autohypnosis +8, Diplomacy +2, Gather Information +5, Heal +8, Listen +10, Search +4, Sense Motive +8, Spot +10

Seer Thoughtform, Medium

Medium Outsider (Extraplanar, Incorporeal, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Skills: Autohypnosis +12, Diplomacy +2, Gather Information +7, Heal +12, Listen +14, Search +6, Sense Motive +12, Spot +14

Seer Thoughtform, Large

Large Outsider (Extraplanar, Incorporeal, Psionic)

Space/Reach: 10 ft./10 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +18, Diplomacy +2, Gather Information +11, Heal +18, Listen +20, Search +10, Sense Motive +18, Spot +20

Seer Thoughtform, Huge

Huge Outsider (Extraplanar, Incorporeal, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +28, Diplomacy +2, Gather Information +19, Heal +28, Listen +30, Search +18, Sense Motive +28, Spot +30

Seer Thoughtform, Greater

Huge Outsider (Extraplanar, Incorporeal, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +35, Diplomacy +2, Gather Information +24, Heal +35, Listen +37, Search +23, Sense Motive +35, Spot +37

Seer Thoughtform, Elder

Huge Outsider (Extraplanar, Incorporeal, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +40, Diplomacy +4, Gather Information +27, Heal +40, Listen +42, Search +26, Sense Motive +40, Spot +42

Shaper Thoughtform

Combat

Metacreativity Mastery (Sp): As a swift action, for a number of times per day equal to its Hit Dice, a shaper thoughtform can manifest any metacreativity discipline power with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity. The thoughtform's manifester level equals its Hit Dice and the save DC is Wisdom-based.

Shaper Thoughtform, Small

Small Outsider (Extraplanar, Incorporeal, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Saves: Fort +3, Ref +3, Will +2

Abilities: Str —, Dex 11, Con 11, Int 17, Wis 8, Cha 12

Skills: Autohypnosis +4, Concentration +5, Knowledge (any five) +8, Listen +4, Psicraft +8, Search +8, Spot +4, Survival -1 (+1 following tracks)

Shaper Thoughtform, Medium

Medium Outsider (Extraplanar, Incorporeal, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Skills: Autohypnosis +6, Concentration +7, Knowledge (any seven) +12, Listen +6, Psicraft +14, Search +12, Spot +6, Survival -1 (+1 following tracks)

Feats: Twin Power, Unconditional Power

Shaper Thoughtform, Large

Large Outsider (Extraplanar, Incorporeal, Psionic)

Space/Reach: 10 ft./10 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +10, Concentration +11, Knowledge (any nine) +18, Listen +10, Psicraft +20, Search +18, Spot +10, Survival -1 (+1 following tracks)

Feats: Maximize Power, Twin Power, Unconditional Power

Shaper Thoughtform, Huge

Huge Outsider (Extraplanar, Incorporeal, Psionic)

Space/Reach: 15 ft./15 ft

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +18, Concentration +19, Knowledge (any ten) +28, Listen +18, Psicraft +30, Search +28, Spellcraft +28, Spot +18, Survival -1 (+1 following tracks)

Feats: Craft Dorje, Craft Universal Item, Imprint Stone, Maximize Power, Twin Power, Unconditional Power

Shaper Thoughtform, Greater

Huge Outsider (Extraplanar, Incorporeal, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Skills: Autohypnosis +23, Concentration +24, Decipher Script +35, Gather Information +25, Knowledge (any ten) +35, Listen +24, Psicraft +37, Search +35, Spellcraft +35, Spot +23, Survival -1 (+1 following tracks)

Feats: Craft Cognizance Crystal, Craft Dorje, Craft Psionic Arms and Armor, Craft Universal Item, Imprint Stone, Maximize Power, Twin Power, Unconditional Power

Shaper Thoughtform, Elder

Huge Outsider (Extraplanar, Incorporeal, Psionic)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immune to psionics

Skills: Appraise +40, Autohypnosis +26, Concentration +27, Decipher Script +40, Diplomacy +5, Gather Information +28, Knowledge (any eleven) +40, Listen +26, Psicraft +44, Search +40, Spellcraft +40, Spot +26, Survival -1 (+1 following tracks)

Feats: Craft Cognizance Crystal, Craft Dorje, Craft Psionic Arms and Armor, Craft Universal Item, Imprint Stone, Maximize Power, Scribe Tattoo, Twin Power, Unconditional Power

Telepath Thoughtform

Combat

Telepathy Mastery (Sp): As a swift action, for a number of times per day equal to its Hit Dice, a telepath thoughtform can manifest any telepathy discipline power with a power level equal to half its hit dice (rounded down) without provoking an attack of opportunity. The thoughtform's manifest level equals its Hit Dice and the save DC is Wisdom-based.

Telepath Thoughtform, Small

Small Outsider (Extraplanar, Incorporeal, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Feats: Inquisitor

Telepath Thoughtform, Medium

Medium Outsider (Extraplanar, Incorporeal, Psionic)

Special Qualities: Darkvision 60 ft., immune to psionics

Feats: Inquisitor, Power Penetration

Telepath Thoughtform, Large

Large Outsider (Extraplanar, Incorporeal, Psionic)

Armor Class: 16 (-1 size, +7 deflection), touch 9, flat-footed 16

Space/Reach: 10 ft./10 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Feats: Greater Power Penetration, Inquisitor, Power Penetration

Telepath Thoughtform, Huge

Huge Outsider (Extraplanar, Incorporeal, Psionic)

Armor Class: 17 (–2 size, +9 deflection), touch 8, flat-footed 17

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Feats: Chain Power, Greater Power Penetration, Hostile Mind, Inquisitor, Power Penetration, Twin Power

Telepath Thoughtform, Greater

Huge Outsider (Extraplanar, Incorporeal, Psionic)

Armor Class: 19 (–2 size, +11 deflection), touch 8, flat-footed 19

Full Attack: Incorporeal touch +15 melee touch (2d8)

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to psionics

Feats: Chain Power, Combat Manifestation, Greater Power Penetration, Hostile Mind, Inquisitor, Opportunity Power, Power Penetration, Twin Power

Telepath Thoughtform, Elder

Huge Outsider (Extraplanar, Incorporeal, Psionic)

Armor Class: 21 (–2 size, +13 deflection), touch 8, flat-footed 21

Space/Reach: 15 ft./15 ft.

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immune to psionics

Feats: Chain Power, Combat Manifestation, Greater Power Penetration, Hostile Mind, Inquisitor, Opportunity Power, Power Penetration, Quicken Power, Twin Power

Tindali

Medium Monstrous Humanoid (Psionic)

Armor Class: 12 (+2 natural), touch 10, flat-footed 12

Attack: Greatclub +5 melee (1d10+4) or masterwork composite [+3] longbow +3 ranged (1d8+3/×3)

Full Attack: Greatclub +5 melee (1d10+4) or masterwork composite [+3] longbow +3 ranged (1d8+3/×3)

Special Attacks: Psi-like abilities

Feats: Improved Initiative

Combat

Psi-Like Abilities: At will—*call to mind*, *detect psionics*, *elindsight*, 3/day—*empty mind*, *mind thrust* (2d10, DC 13*). Manifester level 2nd. The save DC is Wisdom-based.

*Includes augmentation for the tindali's manifest level.

Tortured

Medium Undead (Psionic)

Special Attacks: Psi-like abilities

Alignment: Usually chaotic evil

Combat

Psi-Like Abilities: At will—*burst*, *control light*, *destiny dissonance*, *distract* (DC 15); 3/day—*empty mind* (+7 Will*), *mental barrier* (+5 deflection, 5 rounds*), *psionic dominate* (ML 11th, 3 targets, DC 20*), *recall agony* (11d6, DC 20*), spider climb (as spell); 1/day—*cloud mind* (DC 16), *ego whip* (3d4 Cha, DC 20*), *energy ray* (12d6*), *psychic crush* (ML 11th, 4d6, DC 19*). Manifester level 12th. The save DCs are Charisma-based.

*Includes augmentation for the tortured's manifest level.

Varaana

Medium Monstrous Humanoid (Psionic)

Attack: Dagger +6 melee (1d4+3/19–20) or shortspear +6 melee (1d8+3/×3) or +5 ranged (1d8+3/×3)

Full Attack: Dagger +6 melee (1d4+3/19–20) or shortspear +6 melee (1d8+3/×3) or shortspear +5 ranged (1d8+3/×3)

Special Attacks: Psi-like abilities

Combat

Psi-Like Abilities: At will—*call to mind*, *catfall* (70 ft.*), *elindsight*, *energy bolt* (7d6, DC 16*), *know direction*

and location, 3/day—*biofeedback* (ML 6th, DR 3/—*), *concussion blast* (3d6*), *control object*, *ego whip* (2d4 Cha, DC 16*), *spider climb* (as the spell), *stomp* (7d4 nonlethal, DC 13*), *thought shield* (5 rounds, PR 17*); 1/day—*recall agony* (6d6, DC 16*). Manifest level 7th. The save DCs are Intelligence-based.

*Includes augmentation for the varaana's manifest level.

Vinn Mohar Swarm

Fine Magical Beast (Psionic)

Hit Dice: 6d10 (33 hp)

Base Attack/Grapple: +1/—

Special Attacks: distraction, psi-like abilities

Special Qualities: Darkvision 60 ft., immune to acid, electricity, fire, and sonic, power resistance 10, vulnerability

Saves: Fort +5, Ref +6, Will +2

Combat

Psi-Like Abilities: At will—*concussion blast*, *energy stun* (DC 12). Manifest level 3rd. The save DC is Charisma-based.

Vyala

Medium Magical Beast (Psionic)

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 17

Special Attacks: Improved grab, psi-like abilities, rake 1d8+2, sonic blast

Special Qualities: Blindsight 100 ft., darkvision 60 ft., immune to sonic, low-light vision, psychic pounce

Feats: Dodge, Improved Initiative, Quicken Power

Combat

Psi-Like Abilities: At will—*catfall* (110 ft.*), *control sound*, *inertial armor* (ML 11th, +9 armor*); 3/day—*cloud mind* (DC 14), *control air*, *energy cone* (sonic only, 12d6–12, DC 18*), *mental barrier* (+5 AC, 4 rounds*), *psionic blast* (ML 11th, 4 rounds, DC 15*), *touchsight* (ML 11th, 90 ft.*); 1/day—*inflict pain* (ML 11th, 5 targets, DC 18*). Manifest level 12th. The save DCs are Intelligence-based.

*Includes augmentation for the vyala's manifest level.

Waterbaby

Small Undead (Aquatic, Psionic)

Armor Class: 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Special Attacks: Neoteny, psi-like abilities

Special Qualities: Darkvision 60 ft., turning immunity, telepathy 100 ft.

Feats: Inquisitor^B, Psionic Fist^B, Power Penetration

Combat

Psi-Like Abilities: At will—*demoralize* (40-ft. range, 40-ft.-radius spread, DC 15*), *detect psionics*, *psionic daze* (9 HD, DC 13*); 3/day—*crisis of breath* (DC 15*), *inflict pain* (2 targets, DC 15*); 1/day—*mental barrier*, *psionic blast* (DC 15). Manifest level 5th. The save DCs are Charisma-based.

*Includes augmentation for the water baby's manifest level.

Wondrous Many-Headed Beast of Ketasha

Gargantuan Magical Beast (Psionic)

Armor Class: 40 (–4 size, +1 Dex, +20 natural, +13 inertial armor*), touch 7, flat-footed 39

Special Attacks: Melodic howl, poison, psi-like abilities

Special Qualities: Damage reduction 20/magic, darkvision 60 ft., fast healing 15, immune to ability damage, critical hits, electricity, fire, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, sonic, stunning attack, low-light vision, power resistance 38, psychic coordination, see in darkness, strength of will

Feats: Combat Reflexes, Inquisitor, Mental Resistance, Psionic Fist, Psionic Hole, Psionic Meditation, Quicken Power, Stand Still, Unavoidable Strike

Combat

Psi-Like Abilities: Always active—*inertial armor* (ML 19th, +13 armor*); At will—*call to mind*, *cloud mind* (DC 15), *detect psionics*, *hypercognition*, *metafaculty*, *microcosm* (130 hp or 60 hp/330 hp*), *mind probe* (DC 17*), *psionic true seeing*, *read thoughts* (DC 15); 3/day—*baleful teleport* (ML 25th, 20d6, DC 23*), *bend reality*, *dispel psionics*, *ectoplasmic shambler*, *energy*

ball (20d6, DC 22*), *immovability* (immediate action*), *mind thrust* (20d10, DC 22*), *psionic banishment* (ML 25th, DC 22*), *psionic dimensional anchor*, *psychic crush* (8d6, DC 18*), *recall agony* (19d6, DC 22*), *ultrablast* (20d6, DC 19*); 1/day—*apopsi*, *astral construct* (9th*), *psionic dominate* (any four creatures, DC 22*), *wall of ectoplasm*. Manifesters level 20th. The save DCs are Intelligence-based.

*Includes augmentation for the beast's manifester level.

Yali

Huge Magical Beast (Psionic)

Special Attack: Psi-like abilities, *trumpet*

Level Adjustment: —

Combat

Psi-Like Abilities: At will—*clairvoyant sense*, *conceal thoughts*, *detect psionics*, *dispel psionics*, *dimension slide* (move action), *mental barrier* (+6 AC, 2 rounds), *mind probe* (DC 23), *mindlink* (12 targets, DC 18*), *missive* (95 ft.*), *object reading* (290 minutes*), *psionic blast* (6 rounds, DC 20*), *psionic divination*, *psionic ethereal jaunt*, *psionic identify*, *psionic levitate*, *psionic teleport* (DC 23), *psionic true seeing*, *read thoughts* (DC 19), *retrieve* (200 lb., DC 23*), *schism*, *trace teleport* (260 ft.); 3/day—*dream travel* (DC 25*), *psionic plane shift*. Manifesters level 16th. The save DCs are Wisdom-based.

*Includes augmentation for the yali's manifester level.

Yuan-Ti, Naranjani

Use statistics for the psionic yuan-ti in the new *Psionics Handbook*.

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