

Mindblast!

Classic Monsters

Augmented

Written by Eric Hindley Art by Rick Hershey



ULTIMATE
PSIONICS
COMPATIBLE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Classic Monsters

Augmented

Written by: Eric Hindley *Art & Design by:* Rick Hershey
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Welcome to Mindblast! This is the first in a series of psionic supplements designed to help you run games using the rules from

Psionics Unleashed by Dreamscarred Press.

This volume aims to give you monsters with a psionic flair that you can use in your everyday games. Everything you need to use these monsters is included here. These monsters are designed to serve as an excellent addition to your game, or as an introduction to psionics.

All of the monsters within should be familiar to any veteran of the game. They have been given a psionic twist, which lets them fit into any game that uses the psionics rules. Many of these creatures are more cerebral than their mundane versions, but they should still be run to their statistics. They have only the advantages listed, some are quite bright, but others are only somewhat more intelligent than the base species. Hope you enjoy!

Included within are the following:

Psionic barghest: These demonic goblin-kin have potent powers that make them stealthy predators, able to feed on a settlement for months undetected.

Buccaboos: Biggest and smartest of the goblinoids, these psionic cousins of bugbears use their powers of disguise and ambush in their pursuit of brutal murder.

Psionic cats: These gifted felines are surprisingly vicious predators, floating at eye level as they stalk their victims with eerie stealth.

Crystal eaters: These cousins to rust monsters have powerful mandibles that quickly chew through stone and gems.

Deutettin: Sharing the future sight of the Cyclopes and the dual minds of the ettin, these psionic giants are sure to make a lasting impact in the memories of your PCs.

Golden-eyed owlbears: These captivating beasts are sure to lure many a PC to a savage end in their desire to rid the world of non-magical creatures.

Mindspiders: Cousins to the deadly araneas, these malevolent spiders use their mental powers to infiltrate humanoid settlements undetected.

Reds: These brutal hobgoblin cousins are even more capable of organizing entire goblinoid armies in their attempts to rule the world.

The creatures included within this volume are simply the tip of the iceberg as far psionic monsters are concerned. Hopefully these will inspire you to increase the psionic quotient in your games!

A Psionic Primer

If this is your first introduction to psionics, some of the terms used may be unfamiliar.

Manifest — to cause a psionic power to take effect; the psionic equivalent of casting a spell.

Power — the psionic equivalent of a spell. Generally, any effect that affects magic works equally well on psionics, such as spell resistance or a null magic field.

Manifester level (ML) — the psionic equivalent of caster level. This affects many variable aspects of powers, though not all powers automatically scale with manifester level. See individual power descriptions for details of what freely scales in a given power and what effects cost extra power points.

Power point reserve (PP) — a pool of points used to manifest a psionic power. In general, a character cannot spend more points on a power than his manifester level.

Psi-like abilities (Ps) — much like spell-like abilities, these are psionic powers innate to a creature. A manifester level is given for each, which controls its variable effects, just like a spell-like ability. In addition, the creature is treated as if it had spent a number of power points equal to its manifester level, allowing it to modify the power as per its description.

Psionic subtype — a creature with a power point reserve or psi-like abilities. A psionic creature can gain psionic focus.

Psionic focus — a psionically imbued state of mind. Some abilities can only be used when a character has psionic focus, other abilities require you to expend psionic focus. Gaining psionic focus is a full-round action that provokes attacks of opportunity.

For a complete description of psionic terms and rules, please see *Psionics Unleashed* by Dreamscarred Press.

Barghest Psionic

This snarling, canine beast pads forward on all fours; the appendages on its front limbs look more like hands than a wolf's paws. Its head is somewhat elongated and startlingly hairless.

PSIONIC BARGHEST

CR 4

XP 1,200

LE Medium outsider (evil, extraplanar, lawful, psionic, shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 45 (6d10+12)

Fort +6, **Ref** +7, **Will** +7

DR 5/magic

OFFENSE

Speed 30 ft.

Melee bite +10 (1d6+4), 2 claws +10 (1d4+4)

Special Attacks brain feed

Psi-Like Abilities (ML 7th, Concentration +8)

At will—astral traveller, biofeedback, defy gravity, detect remote viewing

1/day—astral caravan, memory modification (DC 16), moment of terror (DC 16)

STATISTICS

Str 19, **Dex** 15, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 22 (24 vs. trip)

Feats Combat Reflexes, Improved Initiative, Great Fortitude

Skills Acrobatics +11, Bluff +11, Diplomacy +11, Intimidate +11, Perception +11, Sense Motive +11, Stealth +11, Survival +11

Languages Infernal, Goblin, Worg

SQ change shape (goblin or wolf, polymorph)

ECOLOGY

Environment any

Organization solitary or cult (1 plus goblin tribe)

Treasure standard

SPECIAL ABILITIES

Brain Feed (Su) Once per month, a barghest can devour a non-evil humanoid's brain as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, a barghest's manifester level for its psi-like abilities and its CR increase by +1. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented for a greater barghest (see *Pathfinder Roleplaying Game Bestiary* for details).

Said to be fiendish relations of all goblinoid races, the hateful barghests come to the Material Plane to feed. As they consume the bodies of innocents, they grow increasingly powerful. A barghest eventually sheds its skin to transform into a greater barghest, at which point it often seeks out a tribe of goblins or other creatures to rule.

Much like their non-psionic cousins, psionic barghests seek to rule over goblinoids and their gifted brethren. They use their powers to journey to the astral plane to launch devastating surprise attacks on good, unsuspecting settlements, revelling in causing terror and sowing discord. They will frequently leave survivors battered, their will broken and their memories of the encounter destroyed, leaving only a vague impression of lasting horror. They may prey upon the same village in this fashion for weeks or even months. They are especially fond of bucca-boos as minions, the psionic bugbears sharing a patient malevolence that the barghest appreciates.



Buccaboo (Psionic Bugbear)

This pale, sparsely-furred creature raises a spiked morningstar, its tiny, purple eyes glittering with the thrill of the coming kill.

BUCCABOO

CR 3

XP 800

CE Medium humanoid (goblinoid, psionic)

Init +1; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)

hp 19 (3d8+6)

Fort +3, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee morningstar +5 (1d8+3)

Ranged javelin +3 (1d6+3)

Psi-like Abilities (CL 3rd)

At will—*demoralize* (DC 13)

1/day—*absorb weapon, foxhole, thicken skin*

STATISTICS

Str 16, **Dex** 12, **Con** 14, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +2; **CMB** +5; **CMD** 16

Feats Skill Focus (Perception), Toughness

Skills Intimidate +7, Perception +8, Stealth +10;
Racial Modifiers +4 Intimidate, +4 Stealth

SQ feed on their fear, repletion, stalker

Languages Common, Goblin

ECOLOGY

Environment temperate mountains

Organization solitary

Treasure NPC Gear (leather armor, light wooden shield, morningstar, 3 javelins, other treasure)

SPECIAL ABILITIES

Feed on Their Fear (EX) Whenever a creature fails a Will save against a buccaboo's psionic power, the buccaboo heals 1d6 hit points per level of the power manifested.

Repletion (Su) A buccaboo can sustain his body without need of food or water. If he spends 1 power point or expends a use of

one of his daily powers, a buccaboo does not need to eat or drink for 24 hours.

Stalker (Ex) Perception and Stealth are always class skills for buccaboos.

The buccaboo is the psionic cousin to the bugbear, largest of the psionic goblinoid races, a towering monster that stands at least a head taller than most humans. Some rare bugbears also have a smattering of psionic power. These deadly creatures are the epitome of goblinoid murderers, able to lay in wait for days as they stalk their prey. Their powers give them an unprecedented talent for stealth and infiltration, able to launch ambushes that seem to come from nowhere and never be caught unprepared for conflict.

These lone monsters are renowned for their ability to operate independently of other goblinoids, stalking and feeding off prey as they use fear to perpetuate their feeding cycle. Unlike most goblinoids, they are partial to slowly driving a community into depths of terror over the course of months before they eventually kill everyone involved.

A typical buccaboo stands nearly 7 feet in height and weighs 400 pounds.



Cat Psionic

If it weren't hovering several feet off the ground and staring with eyes full of malicious hate, this creature would look just like an ordinary house cat.

PSIONIC CAT

CR 1/3

XP 150

N Tiny magical beast (psionic)

Init +2; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1d8–1)

Fort +1, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft., scorn earth

Melee 2 claws +4 (1d2–4), bite +4 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Psi-like Abilities (ML 1st, Concentration +2)

At Will—*far hand*, *telekinetic punch* (DC 11)

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Climb +10, Perception +5, Stealth +18;

Racial Modifiers +4 Climb, +4 Stealth

Languages Common, Sylvan

SQ scorn earth

ECOLOGY

Environment temperate and hot plains or urban

Organization solitary, pair, or pack (3–12)

Treasure none

SPECIAL ABILITIES

Scorn Earth (Su): A psionic cat's paws do not need to touch the ground; she can float a foot above the ground but still move and act as if she were standing on solid earth. At distances greater than 5 feet from any sufficiently stable surface, her speed diminishes to 10 feet per round, but she can move in any direction (including straight up or down). Melee and ranged attacks suffer increasing penalties as if she were the subject of the *defy gravity* power.

Scorn earth is constantly active, even when unconscious, unless the psionic cat deliberately suppresses it (a free action), is heavily encumbered, or is slain. If the psionic cat is carrying a medium load or wearing heavy or medium armor while using scorn earth, her speed reduces to 10 feet per round.

Scholars are unsure exactly where the bizarre psionic cats come from, though some (usually denounced) thinkers claim that the bizarre felines are actually from another world, having come here from the stars. Their uncommon and frequently disconcerting ability to hover above the ground make them a novelty to most, a simple amusement to entertain children and serve as family pets.

However, psionic cats possess a mean streak and a malevolence to make most think twice about trying to claim ownership over these vicious felines. Once a psionic cat has shown its ability to speak, or been caught pushing an object or child, it is usually cast out of a household.

Psionic cats sometimes form packs, prowling savannahs or city streets. In large numbers they become surprisingly deadly, stealthily preying on anything foolish enough to be caught alone.

Much like their mundane cousins, psionic cats typically weigh 5–15 pounds when fully grown.



Crystal Eater

(Psionic Rust Monster)

This bizarre beetle-like creature has powerful mandibles and glittering gemstone eyes. Its carapace shines with iridescent colors.

CRYSTAL EATER

CR 3

XP 800

N Medium aberration

Init +3; **Senses** darkvision 60 ft., scent gems 90 ft.; **Perception** +12

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 27 (5d8+5)

Fort +2, **Ref** +3, **Will** +5

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +6 (1d4+3 plus crumble)

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 17 (23 vs. trip)

Feats Ability Focus (crumble), Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +12

ECOLOGY

Environment any underground

Organization solitary, pair, or nest (3–10)

Treasure incidental (no gems or stone objects)

SPECIAL ABILITIES

Crumble (Su) A crystal eater's powerful mandibles make short work of any stone. Its bite attack causes any crystal or stone object it hits to soften and crumble. Instead of taking normal damage, the object hit takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A crystal eater never provokes attacks of opportunity by attempting to strike a weapon or other held object with its bite. Against creatures made of stone or crystal, a crystal eater's bite deals an additional 2d6 points of damage. An attended object, any magic object, or a stone creature can

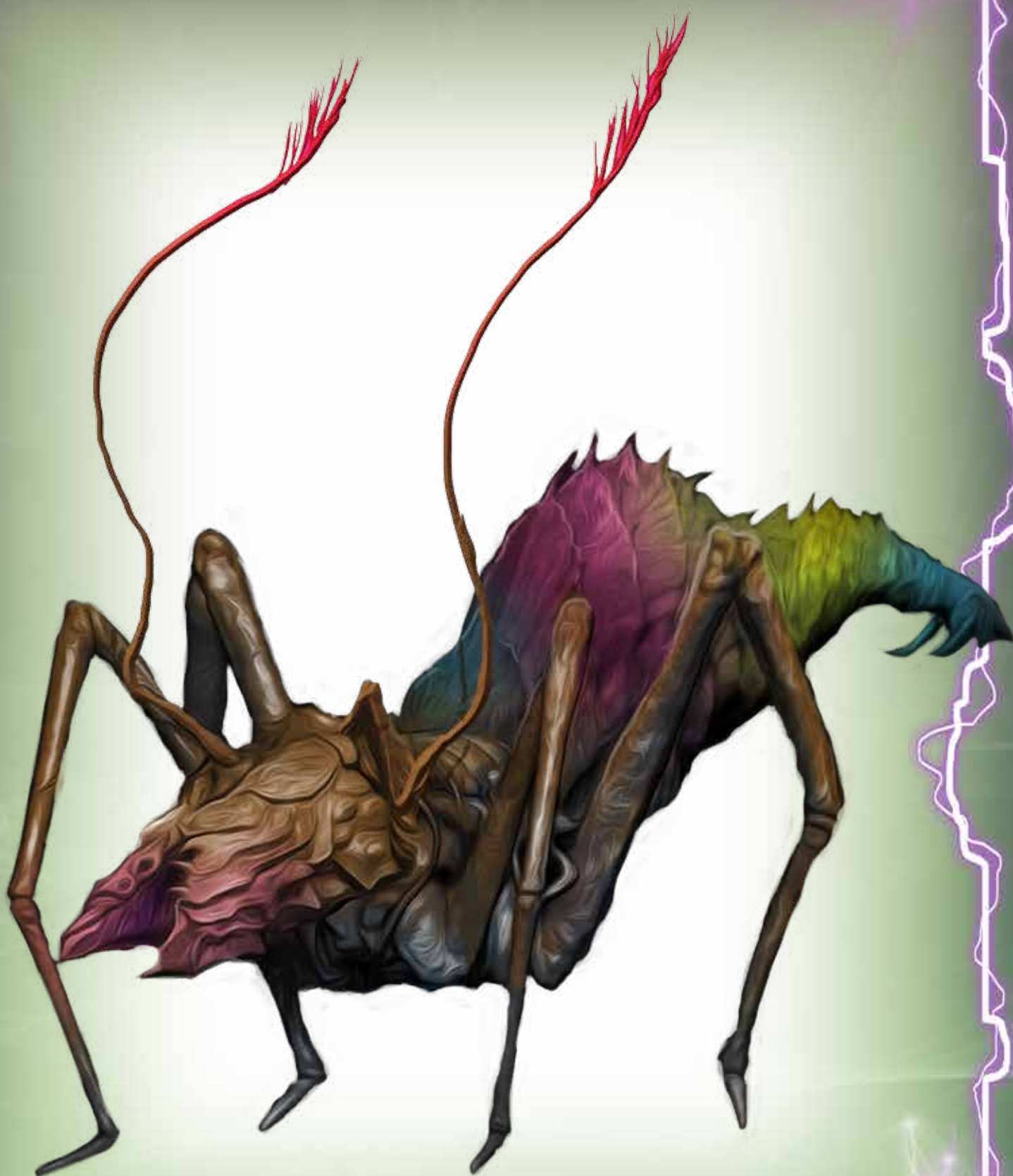
attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Scent Gems (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the crystal eater can only use it to sense precious stones (including creatures wearing or carrying such objects).

Strange and rare cousins to rust monsters, crystal eaters are nearly as infamous among the psionically gifted. While many psionic items are crafted from crystal, the creatures are just as threatening to anyone who carries their wealth in precious stones.

Typically 5 feet long and weighing almost 300 pounds, the enormous beetle-like creatures would be frightening enough even without the alien feeding process that gives it its name. A crystal eater's mandibles drip with a strange acid that can soften any stone, though the creatures can only feed on precious gems. A single crystal eater in the royal treasury would be enough to bankrupt most nations in short order.

Crystal eaters are considerably more aggressive than their metal-eating brethren, using their superior size and strength to terrorize anything that might get in their way. A nest of crystal eaters can quickly overpower lesser creatures or even humans on their way to precious minerals.



Deutettin (Psionic Ettin)

This massive two-headed giant has one eye on one head and three eyes on the other. It wears leather armor and clutches a large flail in both hands.

DEUTETTIN

CR 6

XP 2,400

CE Large humanoid (giant, psionic)

Init +3; Senses low-light vision; Perception +14

DEFENSE

AC 18, touch 8, flat-footed 18; (+2 armor, -1 Dex, +8 natural, -1 size)

hp 65 (10d8+20)

Fort +9, Ref +2, Will +5

OFFENSE

Speed 40 ft.

Melee flail +12/+7 (2d6+9) or 2 claws of the beast +12 (1d8+6)

Ranged javelin +5 (1d8+6)

Space 10 ft.; Reach 10 ft.

Special Attacks

Psi-like abilities (ML 4th, ranged touch +5)

At Will—claws of the beast (1d8 damage), dazzle (DC 12), déjà vu (DC 13)

3/day—animal affinity, concussive blast (DC 14)

STATISTICS

Str 23, Dex 8, Con 15, Int 10, Wis 10, Cha 14

Base Atk +7; CMB +14; CMD 23

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Autohypnosis +5, Handle Animal +10, Perception +14; Racial Modifiers +4 on Perception

SQ dual minds, flash of insight

Languages Giant

ECOLOGY

Environment cold hills

Organization solitary, pair, band (1-2, plus 3-6 ettins plus 1-2 brown bears), or colony (1-2, plus 3-6 ettins plus 1-2 brown bears and 7-12 orcs or 9-16 goblins)

Treasure standard (leather armor, flail, 4 javelins, other treasure)

SPECIAL ABILITIES

Dual Minds (Ex) A deutettin has two heads—one with a single eye that controls its body and the other with a third eye which takes purely mental actions. A deutettin can take a single extra standard action each turn, but one must be a physical action (such as an attack) and the other must be purely mental (such as manifesting a power). If it takes a full-round action (such as a full attack action), it still gains its extra standard action of the other type (physical or mental). If a deutettin is part of a collective, it counts as two members for purposes of maximum creatures (though not for any other purpose).

Flash of Insight (Su) Once per day as an immediate action, a deutettin can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the deutettin only, and cannot be applied to the rolls of others.

While typical ettins are simple-minded brutes, their psionically gifted cousins are another danger altogether. Their two heads divide the functions of their body in a different way, one controlling the physical side while the other keeps an eye on the battlefield and launches psionic assaults.

Psionic ettins superficially resemble their simpler brethren, though there is a significant distinction in their heads. One of the heads has only a single eye, much like that of a cyclops, and like those creatures they can briefly glimpse the future. This head controls the deutettin's body.

The deutettin's other head has a third eye on the center of its forehead. This head allows the creature to use its psionic powers and is capable of only mental actions. Thus, unlike an ettin, a deutettin has less physical

coordination, relying instead on its superior mental powers to augment its brute strength.

Deutettins are considerably more intelligent than their savage cousins, capable of complex conversation and even long-term planning. They often become leaders of their lesser kin. A band of ettins led by a deutettin poses a considerable danger to everything in the surrounding area.

A deutettin is a dangerous foe, using its psionic abilities to augment its own considerable strengths and weaken its foes through distraction and disorientation. It can use its powers over time to dazzle foes and force them to repeat actions, as well as simply overwhelm them with visions of what will come.

Like most ettins, deutettins typically lead solitary lives, establishing lairs in secluded rocky caves and hollows, often surrounded by traps and snares. They favor areas with rich crystal deposits, even though they seldom make use of these rich resources.

Deutettins are capable of mating with normal ettins, as well as others of their kind. Mated couples usually come together to breed for only a short time before going off on their own again. Young ettins mature quickly, with roughly half of them gaining the psionic powers of their parent.



Golden-eyed Owlbear

An amalgam of fur and feathers, this bizarre half-bear, half-owl monstrosity raises its huge, ursine claws in anger. Its golden eyes seem to draw all attention.

GOLDEN-EYED OWLBEAR

CR 5

XP 1,600

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 47 (5d10+20)

Fort +10, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 12, **Con** 18, **Int** 6, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

SQ golden eyes

ECOLOGY

Environment temperate forests

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Golden Eyes (Ex) The owlbear's eyes glint with a hypnotic, glittering golden sheen. This is treated as a gaze attack with a range of 30 feet that causes anyone who meets the creature's gaze to make a DC 14 Will save or become captivated. A creature that successfully saves is not subject to the same owlbear's gaze for 24 hours. A victim under

the effects of golden eyes moves toward the owlbear using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the owlbear simply stands and offers no resistance to the beast's attacks. This effect continues for as long as the target can see the owlbear and for 1 round thereafter. This is a mind-affecting charm effect. The save DC is Charisma-based.

If the typical owlbear is a magical mutation worthy of a scholarly treatise; then its psionic cousin, the golden-eyed owlbear, is a rarity indeed. It has obviously had something less mundane than a simple owl or bear mixed into its anatomy. A malign intelligence lies beneath its glittering golden gaze, which draws unwary prey into its waiting claws.

Owlbears are notoriously bloodthirsty killers, well known for their short tempers, aggression, and savage nature. Despite their intelligence, golden-eyed owlbears seem to be even more voracious and murderous than their common cousins. They have a terrible hatred of the common races of the world and go out of their way to tear any mundane animals or humanoids to shreds to satisfy their desire to rid the world of common creatures. They do not eat the slain creatures, instead drawing sustenance from the memories of creatures' deaths.

As a result, golden-eyed owlbears generally end up inhabiting desolate areas of the wilderness, having rid the region of typical wildlife. They can sustain themselves on the memories of their kills for a time, but inevitably they move on to wreak more havoc.

Golden-eyed owlbears are capable of mating with their mundane cousins, which is good since finding two of their kind together would be a miraculous coincidence. Finding a young golden-eyed owlbear could fetch an ambitious seller upwards of 5,000 gp on the open market, if he could survive the experience.

While golden-eyed owlbears are even more temperamental than their mundane cousins, they can still be trained and sold on the market. A “civilized” golden-eyed owlbear can be hired to work as a guardian or trained, but they fetch incredible fees, often 10,000 gp or more.

A full-grown male can stand as tall as 8 feet and weighs up to 1,500 pounds.



Mindspider (Psionic Aranea)

This bloated spider has a hunchbacked body and a gleam of intelligence in its multitude of crystal-bued eyes.

MINDSPIDER

CR 4

XP 1,200

N Medium magical beast (psionic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)

hp 37 (5d10+10)

Fort +6, **Ref** +7, **Will** +4

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +8 (1d6 plus poison)

Special Attacks web (+8 ranged, DC 14, hp 5)

Wilder Powers Known (ML 5th, 32 PP; concentration +8)
2nd—*cloud mind* (DC 15)
1st—*empathic connection* (DC 14), *slumber* (DC 14)

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 18

Feats Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +9 (+17 jump), Climb +14, Escape Artist +8, Knowledge (psionics) +7, Perception +9, Stealth +9; Racial Modifiers +2 Acrobatics, +8 Climb, +2 Perception

Languages Common, Sylvan

SQ inertial armor, perceived shapechange

ECOLOGY

Environment tropical forests

Organization solitary or colony (2–6)

Treasure standard

SPECIAL ABILITIES

Inertial Armor (Su) A mindspider is constantly surrounded by a protective field of psychic

energy exactly as per the power *inertial armor*. If this effect is dispelled, the mindspider can reactivate it as a swift action.

Manifesting (Ps) A mindspider manifests powers as a Wilder, though it gains no other class features of that class.

Perceived Shapechange (Su) Unlike a standard aranea, a mindspider cannot change its physical shape. It can, however, cloud the minds of nearby humanoids, tricking them into perceiving it as a member of their own race. This is a mind-affecting power. Any humanoid creature that can see the mindspider must make a DC 15 Will save or see the mindspider as a member of its race. This does not suppress any of the mindspider's powers, so it must be careful not to do anything that would arouse suspicion on its own. This ability is perpetually active and lasts until a creature interacts with the mindspider, at which point it can make a second save with a +4 bonus to see through the deception. The save DC is Charisma based.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Wisdom; *cure* 1 save.

A mindspider is a disgusting psionic spider, kin to the magical creatures known as aranea. They have exceptional mental powers that allow them to blend into the settlements of humanoids. They rely on their offensive powers only when their secret operations have been discovered.

Mindspiders generally prefer to live on the outskirts of human or elven settlements, preferring towers and other multi-story structures. Here they contemplate the myriad powers of the mind, working on their psionic talents. They weave their webs in the upper reaches, sometimes leaving the lowest level to act as a storefront or meeting room. They prefer to be left alone, but often their knowledge and expertise can lead to visitors. Mindspiders are tough bargainers, preferring gifts of rare crystal or psionic items in exchange for their aid.

Much like araneas, mindspiders eschew physical combat, preferring to web foes. Especially mentally powerful foes are often subjected to their potent poison to help render them more amenable to the mindspider's influence.



Red (Psionic Hobgoblin)

Standing as tall as a human, this muscular, brick-red-skinned creature peers about with oversized, observant eyes.

RED

CR 1/2

XP 200

Red psychic warrior 1

LE Medium humanoid (goblinoid, psionic)

Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 11 (1d8+3)

Fort +5, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+2/19–20)

Ranged longbow +2 (1d8/x3)

Psionic Powers (ML 1st, 5 PP)

1st—*prevenom weapon, stomp* (DC 12)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Iron Will, Psionic Talent, Weapon Focus (longsword)

Skills Acrobatics +4, Autohypnosis +5, Perception +5, Stealth +8; Racial Modifiers +4 Stealth

Languages Common, Goblin

SQ pariah, warrior's path (assassin's path)

ECOLOGY

Environment temperate hills

Organization solitary, pair, or commander (1 red plus 5–30 hobgoblins)

Treasure NPC Gear (studded leather armor, light steel shield, longsword, longbow with 20 arrows, other treasure)

As blues are distant cousins to goblins, so too does the rare race known as reds relate to hobgoblins. These man-sized goblinoids are a treacherous mix of brilliance and

strength that personifies all that is dangerous about the goblinoid races.

Much like their semi-civilized mundane cousins, reds are organized killers. They strive to rule the goblinoids of the world, and are gifted with brief flashes of a future where goblinoid races run the world. This grants them a distinct sense of arrogance and snobbery that permeates every attempt they make to communicate with the outside world. They are revered by goblins and feared by the rest of the world.

Reds love to dominate “lesser” breeds of goblin even more than their hobgoblin kin, ruling them with vicious beatings and mental lashings. They favor whips—both physical and mental varieties are favorites with these domineering bullies.

While most hobgoblins have a love for complex machines, reds love especially complicated problems. They favor draconic methods to solve problems including complex machines and puzzle-like traps. Nothing pleases a red more than watching an elaborate multi-stage trap eventually kill a hapless intruder.

The typical hobgoblin distrust of magic finds solace in the mental capacities of a red leader. The psionic abilities of this strange breed tend to give a tribe an advantage over their superstitious rivals.

A red stands 5 feet tall and weighs 160 pounds.

RED CHARACTERS

Reds are defined by their class levels—they do not possess racial Hit Dice. All reds have the following racial traits.

+2 Dexterity, +2 Constitution: Much like hobgoblins, reds are fast and hearty.

Darkvision: Reds can see in the dark up to 60 feet.

Sneaky: Reds gain a +4 racial bonus on Stealth checks.

Languages: All reds begin play speaking Common and Goblin. Reds with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Infernal, Giant, Orc.

Naturally Psionic: Reds gain the Wild Talent feat as a bonus feat at 1st level. If a red takes levels in a psionic class, he instead gains the Psionic Talent feat.

Psionic Aptitude: When a red takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Pariah: The appearance of the red can affect the reactions of those nearby. A red takes a -1 penalty to Charisma-based skill checks when dealing with nongoblinoid humanoids, but gains a +1 bonus to Charisma-based skill checks while interacting with goblinoids.



Appendix

Psionic Feats

PSIONIC TALENT (PSIONIC)

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.

WILD TALENT

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

Psionic Power Descriptions

ABSORB WEAPON

Discipline: Psychometabolism; **Level:** Cryptic 1, psychic warrior 1

Display: Olfactory, Visual

Manifesting Time: 1 standard action

Range: Touch

Target: One weapon weighing up to 15 lbs.

Duration: Until discharged; up to 24 hours

Saving Throw: None (object); **Power Resistance:** Yes (object)

Power Points: 1

You can absorb one weapon of up to 15 lbs into your body and a small tattoo that

resembles the item absorbed appears on the skin of your arm. The absorbed item is undetectable by normal means, although the effect is detectable via *detect psionics*. The item can be discharged as a standard action and the weapon is automatically equipped. You must be capable of holding the weapon or it falls to your feet (such as if you had no hands free). If the effect ends without being discharged, the item falls to your feet.

The weight of the item still counts toward your encumbrance even when absorbed.

Augment: This power can be augmented in one or more of the following ways.

1. For every additional power point spent the weight limit of the item to be absorbed increases by 5 lbs.

2. If you spend two additional power points, you can absorb a shield or armor instead of a weapon. You do not suffer any applicable armor check penalty of the shield or armor absorbed and when discharged, you automatically equip the shield or armor as long as you are capable of equipping the item.

3. If you spend two additional power points, you can store one additional item, although all stored items are discharged at the same time and are added together when determining the total weight.

ANIMAL AFFINITY, LANIS'S

Discipline: Psychometabolism; **Level:** Cryptic 2, egoist 2, psychic warrior 2, vitalist 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose Strength, Dexterity, Constitution, Intelligence, Wis-

dom, or Charisma). The power grants a +4 enhancement bonus to the ability score you choose, adding the usual benefits provided by a high ability bonus. Because you are emulating the idealized form of an animal, you also take on minor aspects of the animal you choose. If you choose to increase the ability you use to manifest powers, you do not gain the benefit of an increased ability score long enough to gain any bonus power points for a high ability score, but the save DCs of your powers increase for the duration of this power.

Augment: For every 5 additional power points you spend, this power grants a +4 enhancement bonus to another ability score.

ASTRAL CARAVAN

Discipline: Psychoportation; **Level:** Nomad 3

Display: None

Manifesting Time: 1 hour

Range: Personal

Targets: You and touched willing creatures

Duration: See text

Power Points: 5

You lead a caravan into the Astral Plane, leaving the Material Plane behind. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish, but only if you know your way (see below).

You can bring other willing creatures with you, provided that these subjects have each manifested *astral traveler* and are linked hand to hand with you at the time of the *astral caravan's* manifestation. These fellow travelers are dependent upon you and must accompany you at all times.

If something happens to you during the journey that causes you to break hand-to-hand contact, your companions are stranded wherever you leave them. Because the planes are a dangerous place, those who lead *astral caravans* usually choose to manifest this power only if they have a large party of travelers

assembled. Sometimes groups of lowerlevel adventurers may hire you to lead forays beyond the Material Plane.

The *astral caravan* power lasts while you and your fellow travelers maintain your original formation, until (1) you reach your intended destination plane, (2) you desire to end the power while still traversing the Astral Plane, (3) you or anyone traveling with you breaks the hand-to-hand chain connecting the travelers for 2 consecutive rounds, or (4) the power is terminated by some outside means, such as *dispel psionics*. When the power ends, you and your fellow travelers halt in whatever portion of the Astral Plane you happen to be traversing (the Astral Plane is in many ways subjective in location; in any event, one place on the Astral looks much like any other).

While you are traveling through the Astral Plane, those natives who happen to glimpse you and your fellow travelers perceive you to be moving at a speed of 30 feet (you can't run), with you flying in the lead and your fellow travelers strung out behind you, each linked to the next by one hand.

Depending on your knowledge of the planes, your journey through the subjective space that is the Astral Plane may take a longer or shorter period of time. For each 24 hours you travel, make a Knowledge (planes) check. Unless a location is particularly hard to find and well guarded, or conversely easy to find and well advertised, the average DC for an *astral caravan* journey should be set at 20. You cannot take 20 on this check, though you can take 10. Each check may be modified by your degree of familiarity with the destination or by some connection you have with the place; see the following tables.

Each successful check indicates that you are one step closer to your goal. To finally arrive at your location, you must succeed on six checks within a span of 12 days. (If you fail to make six successful checks within the first 12 days, you can continue to make one

check per day until you get the requisite six successes within a span of 12 consecutive days). When you successfully make the requisite number of checks, the journey ends, and you appear on your chosen plane within 10–1,000 (1d% x 10) miles of your intended destination on that plane.

Augment: If you spend 2 additional power points, this power weaves a quasi-real filmy membrane around yourself and all those adjacent to each other in the caravan (being linked by hand is not required if this membrane is used).

You remain visible within the translucent, amorphous enclosure. You can pick up or drop willing passengers, easily reaching through the film. Anything you hold is enveloped by the film. Any attacks made through the enclosure in either direction have a 25% miss chance due to the rippling membrane.

When you manifest this power in its augmented form, your apparent speed to those observing on the Astral Plane is 40 feet, and you can make a Knowledge (planes) check once every 12 hours to attempt to make it to your destination (six successful checks within 12 consecutive days still sees you to your desired goal).

ASTRAL TRAVELER

Discipline: Psychoportation; **Level:** Gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1

Display: None

Manifesting Time: 1 hour

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)

Power Points: 1

This power allows you or a creature you touch to participate in an astral caravan created through use of the *astral caravan* power. While participating in a journey allowed by

the *astral caravan* power, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line). If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus through the Astral Plane provided by *astral caravan* fails. See the *astral caravan* power for more information.

All those who are part of the caravan who are capable of performing purely mental actions, such as manifesting a power, may do so while maintaining hand-to-hand contact with their fellow travelers. When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord. Very few weapons exist that can damage a silvery cord.

The last creature in the line of those making up the caravan is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line. The weightless, subjective environment of the Astral

Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

BIOFEEDBACK

Discipline: Psychometabolism; **Level:** Dread 1, gifted blade 1, psion/wilder 2, psychic warrior 1, vitalist 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: Dread 1, gifted blade 1, psion/wilder 3, psychic warrior 1, vitalist 1

You can toughen your body against wounds, lessening their impact. For the duration of this power, you gain damage reduction 2/–.

Augment: For every 3 additional power points you spend, your damage reduction increases by 1.

CLAWS OF THE BEAST

Discipline: Psychometabolism; **Level:** Psychic warrior 1

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: see text

You call forth the aggressive nature of the beast inherent in yourself, psionically transforming your hands into deadly claws. You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small or smaller) plus your Strength bonus.

If you are Huge or larger (or would have claws effectively that size, due to Improved Natural Attack or similar effects), your damage improves one step per size increase on the following scale: 1d3, 1d4, 1d6, 1d8, 2d6, 3d6 (+1d6 per additional step beyond 3d6).

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improved natural weapons. You can choose to deal nonlethal damage with your claws, taking the standard -4 penalty on your attack roll.

Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for twoweapon fighting, and neither attack is a secondary attack unless you are using manufactured weapons in the same round, in which case any claw not used to wield a weapon is considered a secondary attack (just like any other creature which uses both manufactured and natural weapons).

If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus. You may use secondary natural attacks as normal when using your claw attacks as part of a full attack.

You can call or dismiss the claws as a swift action during the duration of the power. If you attack with a manufactured weapon or another primary natural attack, you can't make any claw attacks in that round. You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augment: This power may be augmented in one of the following ways.

1. If you spend 2 additional power points, your damage improves one step on the above scale.
2. If you spend 4 additional power points, your damage improves two steps on the above scale.
3. If you spend 6 additional power points, your damage improves three steps on the above scale.
4. If you spend 10 or more additional power points, your damage improves three steps on the above scale, plus an additional step for every 4 power points spent on augmentation beyond 6 (four steps at +10 power points, five steps at +14 power points, etc.).

CONCUSSION BLAST

Discipline: Psychokinesis [Force]; **Level:** Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None; **Power Resistance:** Yes

Power Points: 3

A subject you select is pummeled with telekinetic force for 1d6 points of force damage.

You can choose to instead have the power deal an equal amount of nonlethal damage.

Concussion blast always affects a subject within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this power against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's damage increases by 1d6 points.
2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

DAZZLE

Discipline: Psychometabolism; **Level:** Vitalist 0

Manifesting Time 1 standard action

Display Visual

Range 30 ft.

Target One living creature

Duration 1 round

Saving Throw No; **Power Resistance** yes

Power Points: Psionic focus or 1

You attempt to disrupt the vision of the targeted creature by making a ranged touch attack. If the attack is successful, the creature is dazzled until the beginning of your next turn.

DEFY GRAVITY

Discipline: Psychoportation; **Level:** Cryptic 2, gifted blade 2, marksman 2, psion/wilder 2, psychic warrior 2

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level); see text

Duration: 10 min./level (D)

Saving Throw: None; **Power Resistance:** Yes (harmless, object)

Power Points: 3

You gain the ability move yourself, another creature, or an object up and down as you wish. A creature must be willing to be affected, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

An affected creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Special: When a manifester other than a nomad manifests this power, the target is the manifester (not willing creature or an object).

DÉJÀ VU

Discipline: Telepathy [Mind-Affecting]; **Level:** Cryptic 1, psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

Your mental impulse forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same

actions again (if its foe is dead, or the subject has run out of power points, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

DEMORALIZE

Discipline: Telepathy [Mind-Affecting]; **Level:** Dread 1, psion/wilder 1

Display: Mental and olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: 1 min./level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You fill your enemies with self-doubt. Any enemy in the area that fails its save becomes shaken for the duration of the power. Allies and creatures without an Intelligence score are unaffected.

Augment: For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet, and the power's save DC increases by 1.

DETECT REMOTE VIEWING

Discipline: Clairsentience; **Level** Psion/wilder 4, sighted seeker 4

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None; **Power Resistance:** No

Power Points: 7

You immediately become aware of any attempt to observe you by means of a scrying power or spell. The power's effect radiates

from you and moves as you move. You know the location of every psionic or magical sensor within the power's area.

If the viewing attempt originates within the area, you also know the viewer's location. Otherwise, you and the remote viewer immediately make opposed manifester level checks (1d20 + manifester level, or viewer's caster level as appropriate). If you at least match the remote viewer's result, you get a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance from you.

EMPATHIC CONNECTION

Discipline: Telepathy (Charm) [Mind-Affecting]; **Level:** Telepath 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 hour/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You reach out with your mind, finding the emotional strings that most apply to your target. With delicate influences, you twist those emotional strings, making your target view you as a friend (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

This does not enable you to control the affected person as if it was an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Any act by you or your apparent allies that threatens the charmed person breaks the effect. You must speak the person's language to communicate your commands, be good at pantomiming, or have some other method to communicate, such as *mindlink*.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. If you spend 4 additional power points, this power's duration increases to one day per level. In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

FAR HAND

Discipline: Psychokinesis; **Level:** Cryptic 0, marksman 0, psion/wilder 0

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: A nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration, up to 1 min.

Saving Throw: None; **Power Resistance:** No

Power Points: Psionic focus or 1

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's range increases by 5 feet.

2. For every additional power point you

spend, the weight limit of the target increases by 2 pounds.

FOXHOLE

Discipline: Psychokinesis; **Level:** Marksman 1, psion/wilder 1, psychic warrior 1

Display: Material, Olfactory

Manifesting Time: 1 standard action

Range: 20 ft.

Effect: Four 5-ft. squares of loose earth, sand, snow, or similar unworked terrain (S)

Duration: Instantaneous

Power Points: 1

A quick burst of psychokinetic force rearranges the land nearby you, providing an emergency source of cover. By pushing the terrain away from a central point and piling it at the outer edges of the area of effect, you can rapidly create a mundane safe-zone for sudden combat.

This power creates a small burrow three to five feet deep in the land, with a small wall that surrounds it which can provide cover for creatures within.

Multiple manifestations of this power can dig deeper into the ground, providing a quick underground burrow, or can be used to extend an existing burrow into a trench.

Foxhole cannot be used to dig through walls or foundations (although it could burrow around them) nor can it rearrange magically treated terrain.

If the area of effect completely contains a creature's space, including the manifester, that creature must make a Reflex save or fall prone in the burrow. If a creature happens to be burrowing in the area of effect and would be exposed by this power, it emerges, prone but unharmed, in the trench.

Augment You may augment this power in one or more of the following ways:

1. For each additional power point spend, you can burrow one 5-ft. cube instead of affecting four 5ft. squares. Only one of these

cubes need be in contact with the surface when you start manifesting.

2. For each 2 additional power points spend, you can affect substances with an hardness of 2 additional points (such as stone or ice) starting at hardness 0.

3. If you spend 2 additional power points you may manifest this power as a swift action.

INERTIAL ARMOR

Discipline: Psychokinesis [Force]; **Level:** Gifted
blade 1, psion/wilder 1, psychic warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 1

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction. Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your *inertial armor* can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

MEMORY MODIFICATION

Discipline: Telepathy (Compulsion) [Mind-Affecting];

Level: Telepath 4

Display: Mental

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

Eliminate all memory of an event the subject actually experienced. This cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.

Allow the subject to recall with perfect clarity an event it actually experienced.

Change the details remembered of an event the subject actually experienced.

Implant a memory of an event the subject never experienced.

Manifesting this power takes 1 round. If the subject fails to save, you proceed by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the power's range during this time, the power fails.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

MOMENT OF TERROR

Discipline: Telepathy [Evil, Mind-Affecting];
Level: Dread 4, psion/wilder 4

Display: Mental

Manifesting Time: One standard action

Range: Medium (100 feet + 10 feet/ level)

Target: One creature of up to Large size

Duration: 1 round; see text

Saving Throw: Will negates; **Power Resistance:**

Yes

Power Points: 7

You brutally force the target's consciousness into a dimension of nightmares and terror. This unnatural dislocation opens conduits of pain for the target, causing the target's body to fall prone and helpless as the target mindlessly screams unless it makes a successful Will save.

If the target failed its Will save, once the initial effect ends, the memory of the awful pain remains, making the target susceptible to other mental assault, imposing a -2 penalty on Will saves against mind-affecting effects for a period of one day. This penalty does not stack from multiple uses of this power.

Augment: If you spend 4 additional power points, the target suffers the penalty on Will saves against mind-affecting effects even if it made a successful save.

CLOUD MIND

Discipline: Telepathy [Mind-Affecting]; **Level:** Cryptic 2, gifted blade 2, marksman 2, psion/wilder 2

Display: None

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 3

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind.

This power has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make

any attacks or cause any obvious or directly threatening changes in the subject's environment.

If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power.

An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

Augment: This power may be augmented in one or both of the following ways.

1. If you spend 6 additional power points, you may manifest this power as an immediate action.

2. For every 2 additional power points you spend, this power can affect one additional creature.

3. If you spend 8 additional power points, this power effects one creature per manifester level.

In addition, for every 2 power points spent on any of the above options, the power's save DC increases by 1.

PREVENOM

Discipline: Psychometabolism (Creation); **Level:** Psychic warrior 1

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Saving Throw: None and fortitude negates; see text; **Power**

Resistance: No

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 1 point of Constitution damage per round for 2 rounds. A target struck by the poison can make a Fortitude save each round to negate the damage and end the affliction.

Augment: For every 3 additional power points you spend, the poison's duration increases by 1 round.

PREVENOM WEAPON

Discipline: Psychometabolism (Creation); **Level:**

Gifted blade 1, marksman 1, psychic warrior 1, sighted seeker 1

Range: Touch

Target: Weapon touched

Power Points: 1

As *prevenom*, except your weapon gains the poison coating as long as it remains in your grip.

SLUMBER

Discipline: Telepathy (Compulsion) [Mind-Affecting];

Level: Dread 1, psion/wilder 1

Display: Mental

Manifesting Time: 1 round

Range: Medium (100 feet + 10 feet/level)

Area: One or more living creatures in a 10-foot-radius burst

Duration: One minute/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You cause a psionic slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the power's point of origin are affected first. HD that are not sufficient

to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakenng a creature is a standard action (an application of the aid another action). *Slumber* does not target unconscious creatures, constructs, or undead creatures.

Augment: For every additional power point you spend, you increase the number of Hit Dice affected by one.

If you instead spend 11 additional power points, you affect every creature within the power's area, regardless of individual or total Hit Dice.

STOMP

Discipline: Psychokinesis; **Level:** Psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex negates; **Power Resistance:** No

Power Points: 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the power's area. Creatures that fail their saves are thrown to the ground, are prone, and take 1d4 points of nonlethal damage.

Augment: For every additional power point you spend, this power's nonlethal damage increases by 1d4 points.

For every additional 2d4 points of nonlethal damage, the power's save DC increases by 1.

TELEKINETIC PUNCH

Discipline: Psychokinesis [Force]; **Level:** Cryptic 0, dread 0, marksman 0, psion/wilder 0, psychic warrior 0

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or unattended object

Duration: Instantaneous

Saving Throw: Will negates (object); **Power**

Resistance:

Yes (object)

Power Points: Psionic focus or 1

You can mentally punch a creature or object from a distance. This power deals 1 point of force damage; creatures and objects in their possession are allowed a Will save to negate the effect. You cannot push anything into another square using this power.

THICKEN SKIN

Discipline: Psychometabolism; **Level:** Gifted blade 1, egoist 1, psychic warrior 1, vitalist 1

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 1

Your skin or natural armor thickens and spreads across your body, increasing your natural armor bonus by +1.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the bonus increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

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Mindblast!

Classic Monsters Augmented

Welcome to Mindblast! This is the first in a series of psionic supplements designed to help you run games using the rules from *Psionics Unleashed* by Dreamscarred Press.

This volume aims to give you monsters with a psionic flair that you can use in your every day games. Everything you need to use these monsters is included here. These monsters are designed to serve as an excellent addition to your game, or as an introduction to psionics. All of the monsters within should be familiar to any veteran of the game. They have been given a psionic twist, which lets them fit into any game that uses the psionics rules.

Many of these creatures are more cerebral than their mundane versions, but they should still be run to their statistics. They have only the advantages listed, some are quite bright, but others are only somewhat more intelligent than the base species. Hope you enjoy!