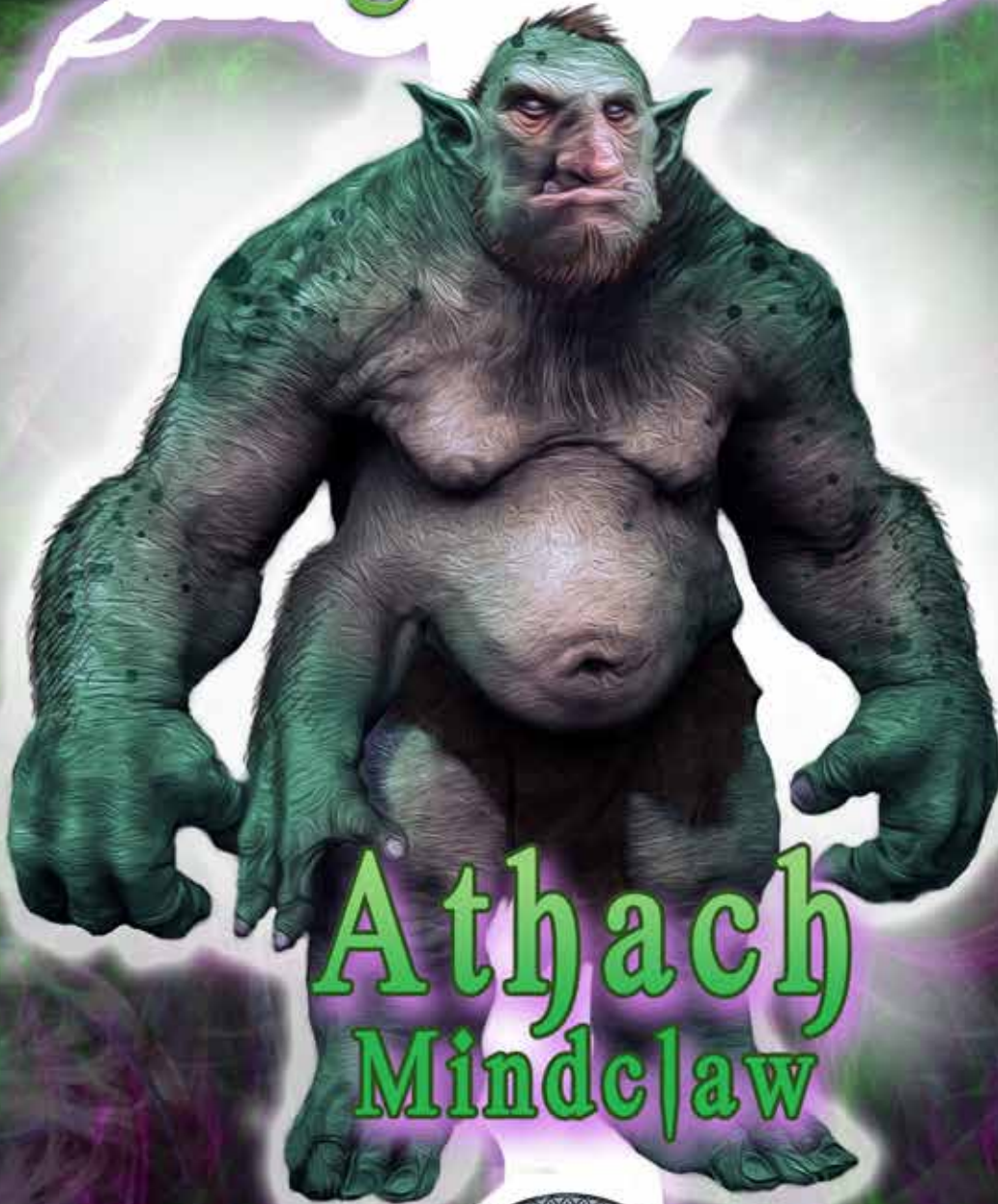


MindBlast!

# Villains Augmented



## Athach Mindclaw



ULTIMATE  
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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# MINDBLAST!

## Villains Augmented

# Athach

## Mindclaw

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ROLEPLAYING GAME COMPATIBLE**

# Athach Mindclaw

*This gruesome giant's tusks drip with ichor, but it is its gangly third arm, twitching with odd spasms, that makes its appearance truly bizarre.*

## MINDCLAW ATHACH CR 12

XP 19,200

CE Huge humanoid (giant, psionic)

Init +1; Senses darkvision 60 ft., low-light vision; Perception +12

### DEFENSE

AC 26, touch 9, flat-footed 25 (+2 armor, +1 Dex, +15 natural, -2 size)

hp 161 (14d8+98)

Fort +16, Ref +5, Will +7

PR 23; Resist cold 10

### OFFENSE

Speed 50 ft.

Melee 2 slams +17 (1d8+9), bite +17 (2d6+9 plus poison)

Ranged rock +10/+5 (2d6+16)

Space 15 ft.; Reach 15 ft. (20 with Lunge)

Special Attacks mindclaw, rock throwing (140 ft.)

Psi-like Abilities (ML 7<sup>th</sup>, concentration +10)

At Will—*body adjustment, inevitable strike* (+19 insight bonus), *metaphysical claw* (+2 bonus),

1/day—*fold space, sensory cascade* (DC 17)

### STATISTICS

Str 28, Dex 13, Con 25, Int 7, Wis 16, Cha 16

Base Atk +10; CMB +23; CMD 34

Feats Cleave, Improved Iron Will, Iron Will, Lunge, Multiattack, Power Attack, Vital Strike

Skills Acrobatics +1 (+9 jump), Climb +20, Perception +12, Stealth -7

Languages Giant

### ECOLOGY

Environment cold or temperate hills

Organization solitary, gang (2-4), or tribe (2-4, plus 2-4 athachs)

Treasure Standard (leather armor, other treasure)

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d4 Wis; cure 2 consecutive saves.

**Mindclaw (Ex)** A mindclaw athach can use its third arm to manifest one of its psi-like powers as a swift action, regardless of what else it does in turn.

Like their mundane cousins, mindclaw athachs are dangerous and volatile brutes. They use psionic talent to make up for being slightly weaker than their normal kin. They tend to darker and more exotic colors than their cousins, often deep blue or green. Like standard athachs, the mouth of a mindclaw sports vicious tusks that constantly drool poison, though the mindclaw's venom weakens the mind and will of the target. A mindclaw will often join a family unit of other athachs, and has dominant genes, which rapidly breeds out the non-psionic members.

Like most giants, mindclaw athachs thrive upon the fear of their victims, slowly preying on a community for days or even weeks before they attack in force. The antics of athachs are multiplied by a mindclaw, who combine the brute force and ignorance of their lesser kin with keener minds and more creative ideas. Where an athach might desecrate a holy site, a mindclaw might use the recently exhumed dead to spell foul threats and obscene jokes. The motivation of mindclaw athachs seems even less discernible than that of the standard breed, almost as if it were a racial memory of lost rites, carried through the blood of the gifted giants.

A mindclaw athach is somewhat smaller than others of its kind—standing merely 17 feet tall and weighing 4,500 pounds. Mindclaw athachs are more cowardly than others athachs, usually fleeing from anything their

size or bigger, only to return with greater numbers or some other ingenious plan to even the odds.



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