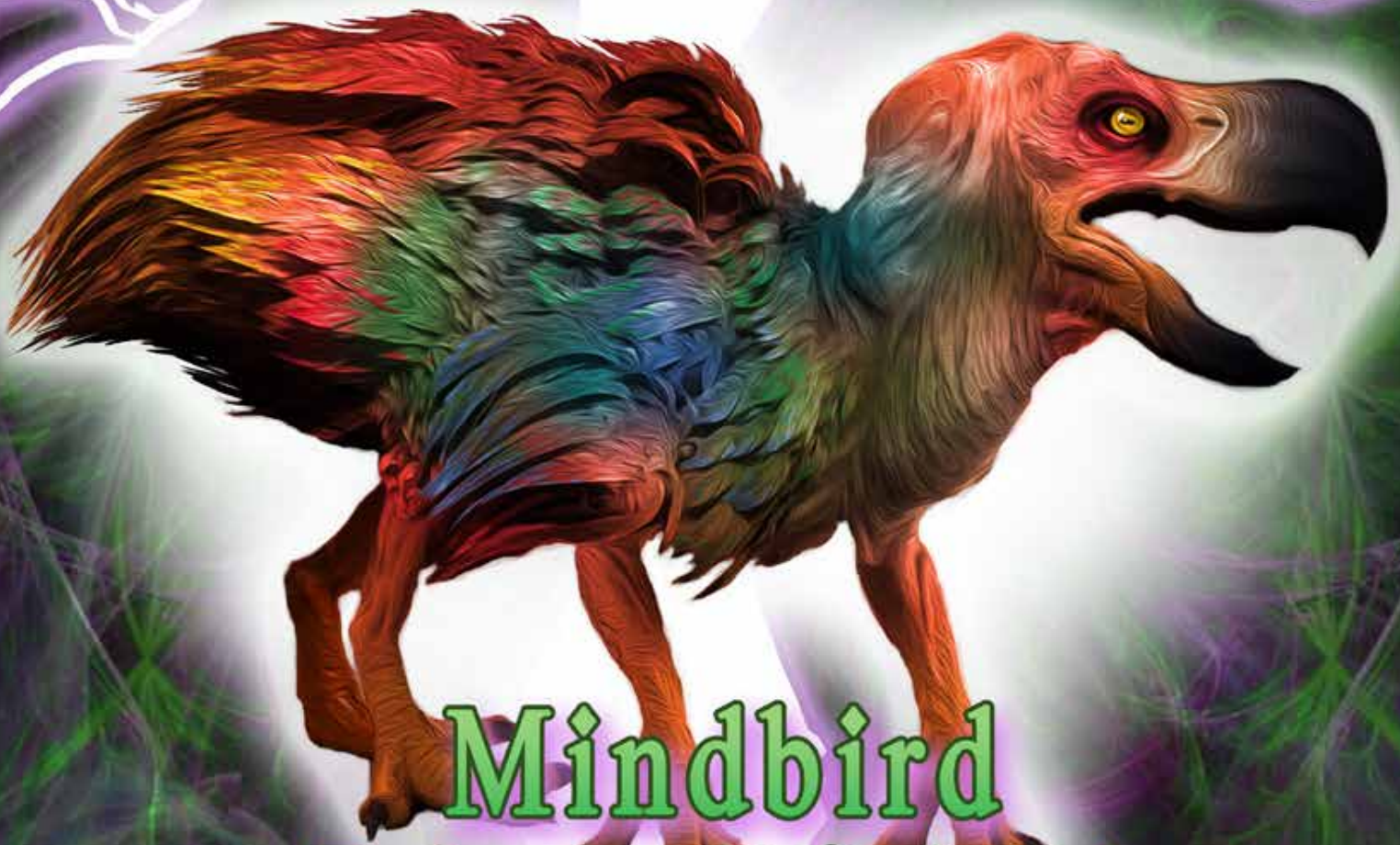


MindBlast!

Villains Augmented



Mindbird Psionic Achaierai



ULTIMATE
PSIONICS
COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MINDBLAST!

Villains Augmented

Mindbird

Psionic Achaierai

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**ULTIMATE
PSIONICS
COMPATIBLE**

**PATHFINDER®
ROLEPLAYING GAME COMPATIBLE**

Mindbird (Psionic Achaierai)

This bird-like beast has an exaggerated head, causing it to lean forward on its four scaly legs. The air surrounding it seems to shimmer and quiver.

MINDBIRD

CR 5

XP 1,600

LE Large outsider (evil, extraplanar, lawful, psionic)

Init +1; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 11, flat-footed 18 (+1 Dex, +1 dodge, +9 natural, -1 size)

hp 52 (7d10+14)

Fort +7, Ref +6, Will +4

SR 20

OFFENSE

Speed 50 ft., fly 10 ft. (average)

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

Space 10 ft.; Reach 5 ft. (10 ft. with claw)

Special Attacks mind cloud

STATISTICS

Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16

Base Atk +7; CMB +12; CMD 24 (28 vs. trip)

Feats Combat Reflexes, Dodge, Mobility, Spring Attack

Skills Acrobatics +11 (+19 jump), Climb +14, Fly +6, Perception +12, Sense Motive +12, Stealth +7

Languages Infernal

SPECIAL ABILITIES

Mind Cloud (Su) As a swift action, a mindbird can emit a terrible, psionic static three times per day. All creatures within 20 feet of the mindbird immediately take 2d6 points of non-lethal damage as their will to carry on fighting is diminished. The static also wears away at the victims resolve; and anyone who takes damage from the mind cloud must also make a DC 16 Fortitude save or become fatigued. Every round, a creature that failed its save must make another DC 16 Fortitude save, if they succeed, they recover from the fatigue;

if they fail, they become exhausted, then unconscious. An affected target must make a save each round until they are unconscious or have recovered, shifting one step for each saving throw. Mind cloud is a mind-affecting effect. The save DC is Charisma-based.

Mindbirds and achaierais are immune to this ability. Whether a creature passes or fails its initial save, it can only be affected by mind cloud once per day.

ECOLOGY

Environment any land (Hell)

Organization solitary or flock (5–8)

Treasure standard

Cousins of the achaierais, mindbirds are rare predators of the lower planes that resemble a 12-foot-tall flightless bird, though its head and body are fused into one large unit, with four legs and atrophied wings. These atrophied wings constantly flutter, allowing the creatures a crude method of flight. The thick, multi-hued plumage covering its body all but conceals these tiny wings. An adult mindbird is considerably lighter than its kin, weighing only 450 pounds.

Though not devils themselves, mindbirds prey on stray mortals that dare tread the realm of the damned, using their long legs and unexpected power of flight to track down these trespassers in the diabolic realms. Once it has closed with its target, a mindbird attacks with its two front legs, grasping like a hunting cat before crushing down with its powerful beak. Far smarter than their animalistic form might suggest, a mindbird will often form a hunting pack with achaierais (or other mindbirds) and use their prey's confusion and their own reach to their advantage, circling their quarry and wearing them down, then retreating again before the prey has a chance to retaliate. Unlike achaierai, mindbirds seem to draw some kind of sustenance from their psionic

attacks, as well as from the exhausted flesh of their prey. This has led some scholars to believe that these creatures might actually rise from the ranks of typical achaierai, that some sort of will to persist in the flesh of the victims of their post-battle scavenging gives them new and exotic powers compared to the standards of their kin.



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