

MindBlast!

Villains Augmented



System Shock Behir

ULTIMATE
PSIONICS
COMPATIBLE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MINDBLAST!

Villains Augmented

System Shock

Behir

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System Shock Behir

Flickering blue lightning crackles between the horns atop the head of this slithering, multilegged reptile.

BEHIR, SYSTEM SHOCK CR 8

XP 4,800

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

hp 105 (10d10+50)

Fort +12, **Ref** +8, **Will** +5

Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +15 (2d6+9 plus 1d6 electricity plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (20-foot line, 7d4 electricity damage plus system shock, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp), system shock

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

Skills Climb +14, Perception +8, Stealth +5

Languages Common

ECOLOGY

Environment warm hills and deserts

Organization solitary or pair

Treasure double

SPECIAL ABILITIES

Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

System Shock (Ex) When a creature takes damage from a system shock behir's breath weapon or from a critical hit from its bite attack, it must also make a DC 20 Fortitude save or suffer from system shock. The affected creature takes a -2 penalty on attack rolls, skill checks, ability checks and Reflex saving throws. In addition, affected creatures attempting to cast a spell or manifest a power must make a Concentration check (DC 10+twice the spell's level) or it fails. System shock lasts the same 1d4 rounds that the behir's breath weapon takes to recharge.

A strange mutation of the standard behir, system shock behirs have an especially painful side effect to their electrical attacks. The residual pain from the attack leaves the victim shaky and weak, shuddering with involuntary twitches and spasms that make even the easiest tasks a trial, and complicated tasks nearly impossible.

Prowling the deserts that are inhospitable to nearly every creature, they lead their attacks by weakening their prey with a blast of their painful electrical breath, then pick apart the victims while they seemingly dance in anticipation.

Like a typical behir, these beasts run 40 feet long and weigh about 4,000 pounds. The horns on their head and spines down their back act as a conduit for their inner electricity, channeling into a force that is less destructive than that of a common behir, but considerably more painful.

A system shock behir is even more territorial than their common cousins, potentially coming together only to mate. A female will lay clutches of eggs over a region, waiting for a male to fertilize them. The female will not bother to stay with the eggs, but will cycle back through months later to collect

any young that survived to hatch, raising them for a few months before leaving them to fight each other, with the survivor carving itself a new territory.



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