

# Monsters of the Mind 3.5 Update

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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\*). Manifestor level 8th. The save DCs are Wisdom-based.

\*Includes augmentation for amankar's manifestor 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\*). Manifestor level 7th. The save DCs are Charisma-based.

\*Includes augmentation for amohaji's manifestor 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). Manifestor 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\*). Manifest 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.\*). Manifest 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 amorph*, *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. Manifest 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\*). Manifest 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). Manifestor level 10th. The save DCs are Intelligence-based.

\*Includes augmentation for the chikram's manifester level.

## Destroyed

## Damned Thought

**Small Undead (Incorporeal, Psionic)**

**Special Attacks:** Possession, psi-like abilities

**Feats:** Mental Resistance, Psychic Hole, Track<sup>B</sup>

## 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\*)†. Manifestor level 10th. The save DC is Intelligence-based.

\*Includes augmentation for the damned thought's manifester 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\*). Manifestor level 15th. The save DC is Charisma-based.

\*Includes augmentation for the husk's manifester 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<sup>B</sup>

**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 manifester level.

## Devata

### Tiny Fey (Psionic)

**Special Attacks:** Barbs, psi-like abilities, spell-like abilities

**Feats:** Alertness<sup>B</sup>, Dodge, Weapon Finesse<sup>B</sup>

**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 manifester 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 manifester 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 manifester 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 manifester 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*. Manifester 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\*). Manifest 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 daze* (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). Manifest 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\*). Manifest 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 arvana* 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<sup>B</sup>

## 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 manifestor 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 manifestor 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<sup>B</sup>, Psionic Fist<sup>B</sup>, 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*. Manifester level 20th. The save DCs are Intelligence-based.

\*Includes augmentation for the beast's manifest 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*. Manifester level 16th. The save DCs are Wisdom-based.

\*Includes augmentation for the yali's manifest level.

## Yuan-Ti, Naranjani

Use statistics for the psionic yuan-ti in the new *Psionics Handbook*.



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