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Mind flayer pathfinder

2012-06-03, 04:36 PM (ISO 8601) Mind Flayers (CR 11) This strange humanoid-shaped creature stands about as tall as a human being. His body is rubbery and glistening with mucus, colored or turquoise or darker reddish-red. The head of the creature looks quite like a pair of four tentacles octopus, which were even scarred by an inflated white eye. It's a mouth, rotating this shaped like lamprey's maw, constantly drips oily mucus when it's not sifoning the brains of a live prey. Mad flyers, also called illithids, are so insidious, diabolical, and powerful that all dark denizens are afraid of them. They are ahead of others in their shell and destroy the minds of enemies. In addition to the fact that mad flyers are very intelligent, completely evil, and terribly sadistic, but also completely selfish. If the collision turns against the creature, it flees immediately, without keeping the fate of his friends or supervisors. A solution to almost every dark tapestries in the world, Mind Flayers dominates almost a lifetime left over the blackening material of the plane at the end of time. After discovering the ancient Drow ritual from their newly acquired masters, Mind Flayers blackened the Sun around every world they attacked and conquered. This allowed them to conquer without fear of star light again. For centuries held until they encountered the problem, they ran out of supply to the Sol Star system and invented the Nautilus (a tapestry ship that gave them the ability to spread into new star systems). Spreading like a plague, tarnishing every star as they fell through the atmosphere of new worlds. Mind Flayers argued that every new world, as if they were food markets, enslaved everyone who stood on the road. Then they got into a system that disagreed with them. The living construction race known as the Timeforged set spread among a large cluster of binary stars, flotilla-like solar-powered ships in the collection. As the first stars fell in the dark, the build struck back with more than a billion ships. They surprised the first wave of Nautilus; But it was only the beginning of the tapestry war. Centuries of death and entire worlds have been removed by the bitter grapple of these two opposing forces. Finally, Timeforged has developed a new disease battle with Mind Flayers, allowing the host bodies of Mind Flayers to radiate intense light. Flayers has developed a way to travel one way through time, jumping back in time to escape destruction from the spreading radiation plague. Timeforged learned about it and choose to send his forces back. While Mind Flayers was successful, Timeforged was less effective. Slaves: Slaves are important to mind flayer society. Slaves are kept and bred for food, work, gambling or even the protection of their secrets. Half of the slaves that are generally considered to be goblins for rapid breeding and overall usefulness in small, small Space (Mind Flayers claimed that goblin cunning and throughout wickedness adds a unique taste to your brain, although this can only be mind flayer humor), while the other half is diverse and usually much larger and fearsome. NO Mind Flayer Init +7; Sensations See in the dark; Perception +20 Exp; 12,800 XP Defense AC 21. Touch 18, Flat-Footed 18 (+5 Deflection, +3 Dex, +3 Natural) HP 90 (10d8+10) Fortitude: +6; Reflex: +8; Or: +10 Spell resistance: 25 Weakness: Sun weakness (see below) Crime rate: 30 feet. Ranged: +1 Illithid Caustic Podcannon +11/+6 ranged 60 ft. (2d6+1 piercing plus 1d6 acid / 20x3) Melee: +1 Illithid Shredder +10/+5 melee (2d4+3 slashing / 18-20x2) Melee: 4 tentacles +9/+7/+5/+3 melee (1d4+2) Melee: 2 Claws +9/+7 melee (1d4+1) Full Attack: 4 tentacles +9/+7/+5/+3 melee (1d4+2 bludgeoning plus 1d4 acid / 20x2) and 2 Claws +9/+7 melee (1d4+1 slashing / 20x2) Special Attacks: improved grab, extract, implant (DC 23 will or fall unconscious; 1/round; Cure DC 30 or eliminate disease), mad explosion (60 foot cone; DC 20 will save; Stunned for 3d4 rounds) Stats Str 14, Dex 16, Con 12, Int 20, Wis 16, Cha 22 Base Atk: +7; CMB: +9 (+11 on grapple tests, no AoO, +2 bonus for grapple checks through the brush); CMD: 27 Feats: Improved Grapple B, Multiattack B, Fighting Chance, Improved Initiative, Weapons Finesse, Great Fortitude, Lightning Reflexes Skills: (-0 Armor Check Penalty) Acrobatic 5 Ranks (+1), Athletics in 5 ranks (+10), Bluff in 10 ranks (+19), diplomacy 10 ranks (+19), Escape Artist in 2 ranks (+8), Intimidated 10 ranks (+19), Knowledge 1 0 ranks each (arcane, airplanes) (+18), Perception 8 ranks (+20), Spellcraft 5 ranks (+13), Stealth 5 ranks (+11), Survival 5 ranks (+11), and UMD 5 ranks (+11) 12). Languages: Aquan, Auran, Common, Ignan, Terran, Undercommon; Telepathy 100 feet. Sp: Psionic Cloak, Unnatural Vision ecology Environment: Underground. Mind Flayers need a humid, warm climate without sunlight to survive and spread. Average assets: 11,500 gp est. plus nothing minions are equipped (usually only masterwork weapons and armor no more) Treasure: NPC gear plus one +1 Shredder (+1 price, 2500 gp est.) and one +1 Podcannon (+2 price, 9000 gp est.) Abilities Spoiler Show Extract (Ex): Mind Flayer that begins to turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, immediately killing that creature. This power is useless against structures, elements, oozes, plants and undead. It is not instantly deadly to enemies with multiple heads, such as Ettinais and hydra. Implant (Ex): Mind Flayer, who starts to turn with all four tentacles attached and that makes a successful grapple check automatically injects the embryo into the grappled host's body. begins to lose consciousness (DC 22; 1/round; duration duration while curable; cure surgery (DC 30; deals 2d6 ruthless damage in the process) or remove the spelling of the disease. Incubation is three days, after which a completely grounded Mind Flayer explodes from the host's body, killing him instantly. This power is useless against structures, elements, oozes, plants and undead. It is not instantly deadly to enemies with multiple heads, such as Ettinais and hydra. Improved Grab (Ex): To use this ability, Mind Flayer must hit a small, medium, or large creature with his tentacle attack. Then he may try to start grapple as a free action without provoking an attack of possibilities. If he wins the grasp check, he sets the interception and attaches the strain to the opponent's head. Mind Flayer can grab a huge or larger creature, but only if he can somehow reach the enemy's head. If Mind Flayer starts to turn on at least one tentacle attached, he might try to add his remaining tentacles with one grapple check. An opponent can escape with one successful grapple cheque or Escape Artist cheque, but Mind Flayer receives a +2-case bonus for every 15th minute that was added at the beginning of the opponent's turn. Mind Blast (Sp): This psionic attack is a cone 60 feet long. Anyone caught in this cone must successfully dc 20 will save or be overwhelmed in 3d4 rounds. Mind flayers often hunt using this power and then pull off one or two of them to stun victims to feed. Save DC is Charisma-based. This ability is the equivalent of a level 4 spell. Psionics (Sp): No will charm monsters (DC 20), detect thoughts (DC 17), levitate, plane shift, motion (DC 19). ECL 10. Save DC is charisma-based. Sun weakness (Ex): Mind Flayer skin is sensitive to sunlight; her skin begins to dry and burn, based on feelings of driving malicious intent within the country. Target scorns are directed at the sight of any person, not illithid choice. Later, the target tries to defame, abuse and even plot murder against her target. This disgust is not limited, and the actions of the target against the object of its disregard remain subtle and circumstantial. The enchanted goal remains its financial and ethical means when running against a second person, though the grudge toward this other person pushes the target to the limit of what it would do to the hated person. Every day, the goal takes 2 points of wisdom to damage as an all-encompassing despite dominating your mind. The target can only facilitate the damage of the ability by acting on emotions and performing an irreverent act. Despite the fact that the action is jumping target drink to make it become target for bandits, destruction of target assets, onset of bad sightings about the target, formation of a target of crime, payment of lepers or beggars to reach the target, hijacking or blackmailing the target, or organising others to physically harm the target. When the ability ends, the target remembers the behavior of the inatable, but not his motivation. It takes about 10 days, and often it is the worst experience with Mind Flayer goals... slow ber madness that can lead to all the deaths with flayer attack, even if they happened to kill Mind Flayer in question. This ability is equivalent to a Level 4 spelling and its DC is charisma-based. This ability reduces this PSI-like abilities are only used 3/day each, not will. Arcane sign: Writes a personal run on an object or creature (visible or invisible). Bleeding: cause the stabilized creature to die again. Dance Lights: Creates burners or other lights. Detect Magic: Detects all the magic and magic elements within 60 feet. Detect poison: Detects poison in one creature or small object. Disrupt the Undead: Offers 1d6 damage to one undead. Read magic: read scrolling and spelling books. (APG) Spark: Flammable objects are ignited. Level 1 spells (8/day) (CR) Endure Elements: Conveniently exists in hot or cold regions. (UM) Bungle: Target takes a -20 penalty on his next attack list or check. Forced silent: the target cannot make a loud noise. Unprepared Combatant: Target takes -4 initiative and Reflex saves. (UC) Adjouring Step: You can move slowly and safely and still throw spells until you move quickly, make an attack, or throw a malicious spell. Level 2 Wizard Spells (8/Day) (CR) Blindness/Deafness: Makes the theme dazzling or deafened. Index protection: Theme gains DR 10/magic from ranged attacks. (APG) Twilight Dust: Black particles extinguish light sources in the area. (UM) Protective Penumbra: Shadow protects the target from light. 3-level Spells (7/Day) (CR) Fireball: 1d6 damage per level, 20 feet radius. (UM) Force Punch: The goal takes strength to injury and is pushed away. (UC) Hostile Levitation: Levitates target creatures from the ground. Level 4 Wizard Spells (6/Day) (UC) Obsidian Flow: Turns the surface of the earth into molar glass. Shocking image: duplicates emit electrical damage when destroyed. Level 5 Wizard Spells (4/day) (UC) Wreath Blades F: Four mithral daggers speed around you, attacking nearby creatures and protecting your spell from attacking possibilities. Psionic Flyer Not all flayers are arcane casters, many are purely psionic, gets powers rather than spells. Changes: Lose Arcane spells and gain credentials on the list. PowersSpoiler Show Power Points /Day: 15T-LEVEL PSION PSION Disguise Thoughts: You are hiding your motives. Ectoplasmic Sheen A: Makes 10-ft. square or one object slippery. Empathetic Connection A: Makes one person your boyfriend. Force Screen A: Invisible Drive gives +4 panel bonus AC. Mindlink A: You create a limited mental connection with another creature. LEVEL 2 PSION POWERS Aversion A: The subject is a reluctance to indicate you. Biofeedback A: Gain injury reduction 2/- Brain Lock A: The subject cannot move or take any mental action. Compelling Voice A: Compels applied to follow the stated course of action. Ego Whip A: Deal 1d4 Cha injury and daze for round 1. Inflict Pain A: Telepathic stab gives your enemies -4 attack rolls, or -2 if it makes savings. Read Thoughts A: Detect surface thoughts in a range of creatures. 3-LEVEL PSION POWERS Crisis Breath A: Disrupt the subject's breathing. Eradicate invisibility A: Deny invisibility 50 feet of explosion. False sensor input A: The theme sees things that aren't there. Sharp Edge: Double normal weapon threat range. Telekinetic Force A: Move or hurl the object with the force of your mind. 4-LEVEL PSION POWERS Fold space A: Teleports you a short distance. Memory Modification: Changes 5 minutes of subject memory. Mind Control A: Control the target telepathically. Mindwipe A: The subject's recent experience has swept away, dividing negative levels. Telekinetic Maneuver A: Telekinetically bull rush, disarm, grapple, or journey your target. LEVEL 5 PSION POWERS Psychic Crush A: Brutally crush the subject's mental essence, reducing the points in the -1 hit. Note: All power marked A in the title may be increased due to higher power. [table=header] [colsp=5] Table: Organization Group | Flayers | Slaves | CR | Encounter Chance Solitary [1] 3 - 5 [12] [55%] Pair [2] [4 plus 1d4] [25%] Ambush Country [2] plus 1d3 [1d3] [2] [2 1.9 plus 1d6] [18] [15%] War Country [4 plus 1d6] [20] [25] 5% Colony [8 plus 2d10] [2d1] 0 [2d10] [2d 100 plus 2d100] [---] [---] Hive [17 Plus 3d10] [600 Plus 3d100] [---] [---] Zive-World [28 plus 2d20]10,000 plus 10d100] [---] [---] [Table] Last edited by LordErebus12: 2012-09-24 12:21 am 2012-06-03, 11:48 PM (ISO 8601) Uliathrid (CR 16) This strange humanoid form is towers over humans. His body is rubbery and dark greenish-mauve, glistening with mucus. In the mind of the creature there are about 50 tentacles, surrounded by a pair of uneven, saw-like teeth, which were even more horrified by a pair of inflated white eyes. Behind him, the white inverted tail extends from below it's gowns. Uliathrids are a noble class of flayers, superior to normal flayers. They are favorable children of the older brains and are given free dominion through normal flayers and thralh beings. They spend twice as much time as jaws, but they have double normal flayers service life. serve their communities as older brain supervisors, as well as and leaders of small groups of flayers. The appearance of Uliathrids is very similar to common flayers, but is much taller and more physically powerful. Their flaccid skin is darker, but otherwise the same as other flayers. These superior Uliathrid have six tentacles instead of four. They wear the same kind of gowns as other flayers, but many also wear fancy headgear to highlight their importance. Uliathrid stands above 7 feet tall and weighs about 250 pounds. Uliathrids understand many different languages, but prefer to communicate telepathically, because their mouths are not designed for language. NO Medium aberration (Uliathrid) Init +7; Sensations See in the dark; Perception +30 Exp; 76,800 XP Defense AC 26, Touch 20, Flat-Footed 23 (+7 Deflection, +3 Dex, +6 Natural) HP 170 (15d8+30+20) Fortitude: +9; Reflex: +10; Or: +14 Spell resistance: 30 Weakness: Sun weakness (see below) Crime rate: 30 feet. Ranged from: +1 Uliathrid caustic podcannon +15/+10/+5 ranged 60 feet. (2d6+1 piercing plus 1d6 acid / 20x3 plus 2d10 acid) Deadly target: +1 Uliathrid Kaustinis Podcannon +10/+5/+4 ranged 60 feet. (2d6+11 piercing plus 1d6 acid / 20x3 plus 2d10 acid) Melee: +2 Uliathrid Shredder +17/+12/+7 melee (2d4+5 slashing / 18-20x2) Melee: 4 tentacles +15/+13/+9 melee (1d6+3 bludgeoning plus 1d4 acid / 20x2) and 2 nails +15/+13 melee (1d4+1 slashing) Special attacks: improved draw, extract, implant (DC 23 will or will fall unconscious; 1/round; Cure DC 30 or eliminate disease), mad explosion (60 foot cone; DC 22 will save; weak for 3d4 rounds plus harmful notwithstanding (DC 20 will save or become obsessed with hate per person Uliathrid choice) Statistics Str 16, Dex 16, Con 14, Int 22, Wis 20, Cha 25 Base Atk: +11; CMB: +14 (+16 on grapple tests, no AoO, +2 bonus for gripping checks via tentacle attack); CMD: 27 Feats: Better Grapple B, Multiattack B, Combat Casting, Lethal Purpose, Enhanced Initiative, Improved Natural Attack (Hooked Tentacles, tentacles), Weapon Finesse, Great Fortitude, Lightning Reflexes, Toughness (+20 hp) Skills: (-0 Armor Check Penalty) Acrobatics 5 Ranks (+11), Athletics 5 ranks (+10), Bluff 15 ranks (+25), Diplomacy 10 ranks (+20), Escape Artist 15 ranks (+21), Intimidated 10 ranks (+20), Knowledge 15 ranks each (arcane airplanes) (+23), Perception in 15 ranks (+30), Spellcraft in 15 ranks (+23), Stealth in 5 ranks (+12), Survival in 15 ranks (+24) and UMD in 15 ranks Languages: Acl, Aquan, Auran, Common, Ignan, Terran, Undercommon; Telepathy 100 feet. Sp: SQ: Psionic Cloak, Restore (+25 HP; Full Round Action Plus Concentration), Unnatural Vision Ecology Ecology Underground. Uliathrids need a humid, warm climate without sunlight to survive and multiply. Average assets: 85,100 gp est. (Effectively CR 19-20 encounter worth three miraculous items) plus nothing minions are equipped (usually only masterwork weapons and armor no more) Treasure: NPC gear plus one +2 shredder (+2 price, 8500 gp est.) and one +1 Podcannon (+3 price, 19000 gp est.) and unique lounstone conjuring (Summon Monster IV, Command Words activation is Rrytak Surl, 2/Day, CL 10th) (57,600 gp). Abilities Spoiler Show Extract (Ex): Uliathrid that starts to turn with at least four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, immediately killing that creature. This power is useless against structures, elements, oozes, plants and undead. It is not instantly deadly to enemies with multiple heads, such as Ettinais and hydra. Implant (Ex): Uliathrid, which starts to turn with at least four tentacles attached and that makes a successful grapple check automatically injects the embryo into the body of a grappled host. The master begins to lose consciousness (DC 23; 1/round; duration uninterrupted until curable; curable surgery (DC 30; talking about 2d6 merciless damage in the process) or eliminating the spelling of the disease. Incubation is three days, after which completely grounded Uliathrid explodes from the host's body, killing him instantly. This happens at about one hundred mind flayer births. This power is useless against structures, elements, oozes, plants and undead. It is not instantly deadly to enemies with multiple heads, such as Ettinais and hydra. Improved Grab (Ex): To use this ability, Uliathrid must hit a small, medium, or large creature with his tentacle attack. Then he may try to start grapple as a free action without provoking an attack of possibilities. If he wins the grapple check, he sets the interception and attaches the strain to the opponent's head. Uliathrid can grab a huge or larger creature, but only if he can somehow reach the head of the enemy. If Uliathrid starts to turn on at least one tentacle attached, he may try to add his remaining tentacles with one grapple check. An opponent can escape with one successful grapple cheque or Escape Artist cheque, but Uliathrid receives a +2 circumstances bonus for every 15th minute that was added at the beginning of the opponent's queue. Mind Blast (Sp): This psionic attack is a cone 60 feet long. Anyone caught in this cone must successfully dc 22 will save or be weak (as spelling) for 3d4 rounds. Uliathrids often hunt using this power and then pull off one or two of their weak victims to feed. Save DC is Charisma-based. This ability is the equivalent of a level 5 spell. Psionics (Sp): In will - astral projection, charm monsters 21), detect thoughts (DC 19), eyebite eyebite 23), defend lore, levitate, change memory (DC 21), plane offset, motion (DC 20), telekinetic (DC 22), teleporter, true to see. Effective wheel level 15 and save DC is charisma-based. Sun weakness (Ex): Uliathrid skin is sensitive to exposure to sunlight; its skin begins to dry and burn, causing Uliathrids severe pain. The direct exposure to sunlight causes 2 -20 damage and is blinded, and every minute spent in light causes the topping -2 Con to drain until Uliathrid dies with a painful death that turns his body into a dry withered shell. Sunlight or Sunburst spell causes damage equal to exposure, but usually even lasts long enough to such a leak. However, the damage caused by such spelling violations can kill it by itself, solving double damage to them and being blinded, and through that light. Unnatural Vision (Ex): Uliathrid sees and hears throughout his body; this gives it a +6 racial bonus for perception checks. It can perfectly see in the dark and does not allow to get any benefit from it. Psionic Cloak (Su): As long as Uliathrid is conscious, a palpable field of psionic force emits from his body to prevent attacks. It's a deformation bonus for the armor class, equal to half of the Pips hit by Uliathrid. Uliathrid can activate the clogging effect of losing its AC price if Uliathrid decides (quick action each round). This ability then acts as a spelling of the realm of invisibility. Harmful Spite (Su): (DC 20) Uliathrid standard mind explosion performs a secondary, more insidious effect. It is based on feelings of driving malicious intent within the country. Target scorns are directed at the sight of any person, Uliathrid's choice. Later, the target tries to defame, abuse and even plot murder against her target. This disgust is not limited, and the actions of the target against the object of its disregard remain subtle and circumstantial. The enchanted goal remains its financial and ethical means when running against a second person, though the grudge toward this other person pushes the target to the limit of what it would do to the hated person. Every day, the goal takes 2 points of wisdom to damage as an all-encompassing despite dominating your mind. The target can only facilitate the damage of the ability by acting on emotions and performing an irreverent act. Despite the fact that the actions are to spy on the target's drink to facilitate the targeting of bandits, to damage the property of the target, to launch dirty rumors about the target, to form a crime target, to pay the lepers or beggars to achieve the target, to extract or blackmail the target, or to organize others to physically harm the target. When the ability ends, the target remembers the behavior of the inatable, but not his motivation. It takes about 10 days, and often it is the worst with Uliathrid targets... slow ber madness, which can lead to the deaths of everyone involved in the Flayer attack, even if they happened to kill Uliathrid in question. This ability is equivalent to a Level 4 spelling and its DC is charisma-based. Recover (Su): Uliathrid can heal up to 25 hit points in your wounds every day, and it can spread this healing among several uses. This is a full-fledged action that requires concentration. Spells Spoiler Show Sorcerer Cantrips (CR) AC Splash: OR offers 1d3 acid damage. Arcane sign: Writes a personal run on an object or creature (visible or invisible). Bleeding: cause the stabilized creature to die again. Dance Lights: Creates burners or other lights. Detect Magic: Detects all the magic and magic elements within 60 feet. Detect poison: Detects poison in one creature or small object. Disrupt the Undead: Offers 1d6 damage to one undead. Read magic: read scrolling and spelling books. (APG) Spark: Flammable objects are ignited. Level 1 spells (8/day) (CR) Endure Elements: Conveniently exists in hot or cold regions. (UM) Bungle: Target takes a -20 penalty on his next attack list or check. Forced silent: the target cannot make a loud noise. Unprepared Combatant: Target takes -4 initiative and Reflex saves. (UC) Adjouring Step: You can move slowly and safely and still throw spells until you move quickly, make an attack, or throw a malicious spell. Level 2 Wizard Spells (8/Day) (CR) Blindness/Deafness: Makes the theme dazzling or deafened. Index protection: Theme gains DR 10/magic from ranged attacks. (APG) Twilight Dust: Black particles extinguish light sources in the area. (UM) Protective Penumbra: Shadow protects the target from light. (UC) Bullet Shield: You get a +4 deflection bonus for AC from firearms attacks. 3-level Spells (8/Day) (CR) Arcane Sight: A magical aura becomes visible to you. Fireball: 1d6 damage per level, within a 20-foot radius. (UM) Force Punch: The goal takes strength to injury and is pushed away. (UC) Hostile Levitation: Levitates target creatures from the ground. Level 4 Wizard Spells (7/Day) (CR) Bestow Curse: -6 in the ability to score; -4 on attack rolls, savings and checks; or a 50% chance of losing each action. Black Tentacles: Tentacles grapple all creatures through a 20-foot spread. (UC) Obsidian Flow: converts the surface of the earth into molar glass. Shocking image: as a mirror image, but duplicates emit electrical damage when destroyed. Level 5 Wizard Spells (7/Day) (UM) Frosty Prison: Thick ice has a goal and damages. Lightning Bow: Targets line to take 1d6 power/level. (UC) hostile alignment: You create a dimensional relationship with the target creature and switch stains with it. Wreath Blades F: Four mithral daggers speed around you, attacking Creatures and protect your spell from the possibility of attacks. Level 6 Spells (7/day) (CR) Motion, Mass: As a suggestion, turn 1 topic/level. Summons Monster V: Summon an extraplanar creature to fight for you. (APG) Fluid Form: Gain DR 10/slashing, increases reach 10 feet, and breathe water. 7th Level Wizard Spells (5/Day) (APG) Firebrand: Allies gain flaming weapons, immunity to their fire spells, and one-time rays of fire attack. (UM) Lunar Veil: Scatter the light and return the lycanthrotes. Psionic Uliathrid Not all Uliathrids are arcane casters, many are purely psionic, manifested in powers rather than spells. Changes: Lose Arcane spells and gain credentials on the list. PowersSpoiler Show Power Points / Day: 140/140 15T-LEVEL PSION POWERS TO DISGUISE THOUGHTS: You are hiding your motives. Ectoplasmic Sheen A: Makes 10-ft. square or one object slippery. Empathetic Connection A: Makes one person your boyfriend. Force Screen A: Invisible Drive gives +4 panel bonus AC. Mindlink A: You create a limited mental connection with another creature. LEVEL 2 PSION POWERS Aversion A: The subject is a reluctance to indicate you. Biofeedback A: Gain injury reduction 2/- Brain Lock A: The subject cannot move or take any mental action. Compelling Voice A: Compels applied to follow the stated course of action. Ego Whip A: Deal 1d4 Cha injury and daze for round 1. Inflict Pain A: Telepathic stab gives your enemies -4 attack rolls, or -2 if it makes savings. Read Thoughts A: Detect surface thoughts in a range of creatures. 3-LEVEL PSION POWERS Crisis Breath A: Disrupt the subject's breathing. Eradicate invisibility A: Deny invisibility 50 feet of explosion. False sensor input A: The theme sees things that aren't there. Sharp Edge: Double normal weapon threat range. Telekinetic Force A: Move or hurl the object with the force of your mind. 4-LEVEL PSION POWERS Fold space A: Teleports you a short distance. Memory Modification: Changes 5 minutes of subject memory. Mind Control A: Control the target telepathically. Mindwipe A: The subject's recent experience has swept away, dividing negative levels. Telekinetic Maneuver A: Telekinetically bull rush, disarm, grapple, or journey your target. LEVEL 5 PSION POWERS Psychic Crush A: Brutally crush the subject's mental essence, reducing the points in the -1 hit. 6-LEVEL PSION POWERS Breath of the Black Dragon A: Breathe acid 11d6 damage. Mind Switch A: You switch minds with another. Time acceleration A: Your time span accelerates to Round 1. LEVEL 7 PSION POWERS Bend Reality: Changes reality within the limits of power. Energy Conversion: The offensive channel energy you are absorbing. Ultrablast A: Deal with 13d6 damage within a 15-foot radius. 8-LEVEL PSION POWERS Mind Seed: The theme slowly becomes you. Note: All power marked A in the title may be increased due to higher power. Last edited by Lord Erebus12: 2012-09-24 12:21 pm 2012-06-04, 12:35 AM (ISO 8601) Originally published as LordErebus12 Don't dare you try to say Phrenic Scourge is Mind Flayer! Blasphemy! I will look at this scourge, and borrow what I think could be helpful. I intend to do two options in the next few days. one will be like mega-flayers and one will be more Phrenic Scourge at your request. Elder Brains is causing me headaches, they don't help... Personally, I've been using as much in the past as Phrenic Scourge has evolved a phrenic scourge and the phrenic scourge is a mutant from my base stock, but in any case it can be likely. I also agree on an older brain comment, they have nothing but problems and there has never been much plot point unless you were playing Flayer, who still had his initial mind. Mega-flayer is the perfect apex of mind flayers power, both arcane and psionic mixed with an unnatural process. 2012-09-10, 04:07 PM (ISO 8601) But what option can you throw together a psionic version? I'd like to use both. Also, what cr would you give this? 2012-09-10, 07:55 PM (ISO 8601) Originally published as jackissocool Any chance you can throw together a psionic version? I'd like to use both. Also, what cr would you give this? never been good with cr's i cant say for sure, however, using my copy of psionics unleashed, I created a psionic flayer, maybe it's CR 8 or 9, they're hard to fix and I've never been good at assigning them. 8 or 9 is just a guess, but for every couple of minions Flayer has nearby increases it further. Last edited by Lord Erebus12: 2012-09-10 at 08:06 PM 2012-09-18, 01:20 PM (ISO 8601) Awesome, thank you! That's what I was looking for. 2012-09-18, 11:48 PM (ISO 8601) you do not know this beast CR anyone cares to guess? 19/09/2012, 10:10 PM (ISO 8601) added Illithid Exp and Wealth. they have almost x5 of the wealth of a standard collision with cr 12 creatures. Edit: Added an organization table to help specify collision rates. Last edited by Lord Erebus12: 2012-09-20 12:27 PM 2012-09-20, 09:43 PM (ISO 8601) All, this thing is a real monster. Especially compared to its iteration of 3.5. In fact, it looks more like uliathrid, mega-illithids introduced by the Lords of Madness. And spelling resistance is simply insane. The wheels are useless before that. A typical level of 12 can only overcome that SR 10% of the time if it is. Looking at other CR 12 creatures, they all have SR 23 when they have it. It seems too big, to be honest. 2012-09-20, 10:23 PM (ISO 8601) Originally published as Jackissocool Man, this thing is a real monster. Especially compared to its iteration of 3.5. In fact, it looks more like uliathrid, mega-illithids introduced by the Lords of Madness. And spelling resistance is simply insane. The wheels are useless before that. A typical level of 12 can only overcome that SR 10% of the time if it is. Looking at other CR 12 creatures, they all have SR 23 when they have it. It seems too big, Honest. reduced to 15 + HD, you are right ... too high. The only real weakness is overcoming your spell of resilience and hitting it with a powerful light descriptor spell, that burns your con pretty quickly. However, they escape quite easily so the flayer burned light spell can leave them pit a terrible (and painful) revenge. Last edited by Lord Erebus12: 2012-09-20 at 10:53 PM 2012-09-21, 12:23 AM (ISO 8601) It's much better. Above average, but there are several types of creatures (for example, raksha) with the same SR pattern. Of course, closer to version 3.5. I also cut my Str 2 and its Cha 2 or 4. Save DC's mind bang and psionics (SLA) look just a little too big, I think you should aim closer to the original 3.5 CR 8. Maybe 9 or even 10, but 11 or 12 really looks too big. The loss of one-stroke pips could not hurt. What do you think? I do not agree. I think the scores of his abilities are perfect for such a creature, which is fresh from the solution almost the entire material plane. realize the pathfinder is a little more balanced and a tad stronger on average than 3.5 with classes, such a creature must be a little stronger and powerful cha allows to dominate stronger monsters, so its minions be stronger on average. helps beef up the encounter. 2012-09-21, 05:50 PM (ISO 8601) Originally published as LordErebus12 I disagree, I think his abilities scores are perfect for such a creature, which is fresh from the solution to almost the entire material plane. realize the pathfinder is a little more balanced and a tad stronger on average than 3.5 with classes, such a creature must be a little stronger and powerful cha allows to dominate stronger monsters, so its minions be stronger on average. helps beef up the encounter. Well pathfinder creatures are stronger, but they still use the same CR scale. He's a little busy. I just think that individual illithids shouldn't be so powerful. They're really huge for an individual, but they don't have to be as powerful as Dragon. People have a great high their initial population is CR 1/2. Even elite individuals are not much more than level 10. In this region you will get to the legendary territory. The meetings were already a lot of beef 3.5. Mind flayers that dominate stronger monsters and pose greater threats should be class levels or be a special option, like uliathrid. Illiterate terror is not their individual power, intimidating as it may be. It is their absolute immorality and contempt for all other lives. Their region is not their ability to smash someone with mace or even stand toe-toe with powerful heroes in a magical battle. It is their ability to penetrate society, organize and control. They are effectively a wizard or psion's under spell/manifesto. I enjoyed spelljammer's illithids (my main inspiration) and read most creature examples of fiction from 3.5. I know what they can do. I lowered the CR to 10, it seems more appropriate after fighting a few with three characters then five. I am not budging on cha score, despite everything you say is true and logical; I just want a much stronger starting point than what was given at 3.5. However, I still want my advice when you can give rather than trying to be in pain. But I'm a pretty stubborn person. going to start working with illithid's 15th-level cousin-in-crime, so to speak. 22/09/2012, 12:29 AM (ISO 8601) Uliathrid really reached... 8 feet or more is usually high... Originally registered AD 15 levels of wizard/psion + strong physical abilities hardly appear in CR 12. Drop HD three. 22/09/2012, 12:44 AM (ISO 8601) Originally published as Jackissocool Uliathrid really should be great. Seven feet. 250 pounds is average, it is not enough for an increase in size. But two of her hooked tentacles reached... 8 feet or more is usually high... Originally registered AD 15 levels of wizard/psion + strong physical abilities hardly seem to cr 12. Drop HD three. You're wrong... Pathfinder defines CR as equal class levels or (as aberration) equal to about CR7 10HD and CR10 15HD. That's what Bestiary said. But her strong will be the abilities of the Full Wheel, and (in ulitharid's case) her more powerful mind burst with her ability to turn those who are friends before the party, plus flayer's ability to kill you after three rounds of grappling; for me there is an increase of +3 to CR for standard flayer and +2 increase to CR Uliathrid. Edit: I also note that Phrenic Scourge of Psionics Unleashed is a CR 8 aberration with 8HD. However, it does not have a high spelling list of equivalent level or such powerful abilities as my base mind flayer. CR 10 is valid, like my Uliathrid, CR 12 with up to level 7 spells/level 8 powers depending on the variety and will be level 9 spelling. So... CR 12 is good, maybe a little low, idk. do you think it should be raised? CR, I mean? Last edited by Lord Erebus12: 2012-09-22 at 01:39 PM 2012-09-22, 01:40 PM (ISO 8601) Psionic Uliathrid is posted now... level 8 spells, oh my! 22/09/2012, 06:21 PM (ISO 8601) Originally published as LordErebus12 fl. 250 lbs. is average, it is not enough to increase the size. But two of her hooked tentacles reached... 8 feet or more is usually high... You're wrong... Pathfinder defines CR as equal class levels or (as aberration) equal to about CR7 10HD and CR10 15HD. That's what Bestiary said. But her strong will be the abilities of the Full Wheel, and (in ulitharid's case) her more powerful mind burst with her ability to turn those who are friends before the party, plus flayer's ability to kill you after three rounds of grappling; for me there is an increase of +3 to CR for standard flayer and +2 increase to CR Uliathrid. Edit: I also note that Phrenic Scourge of Psionics Unleashed is a CR 8 aberration with 8HD. However, it does not have a high spelling list of equivalent level or such powerful abilities as my base mind flayer. CR 10 is valid, like my Uliathrid, CR 12 with up to level 7 spells/level 8 powers depending on the variety and will be level 9 spelling. So... CR 12 is good, maybe a little low, idk. do you think it should be raised? CR, I mean? I absolutely believe that it should be raised. Pathfinder also defines CR as class level -1, and it has a fifteenth-level spelling with much more and more powerful class features than a wizard or psion has. As built, what you have there is an easy CR 15, but I would put it on 12 or 16. By comparison, Neh-thalgou has 7 sorcerer levels and 10 his dies. It's CR 8. Five more hit to die, another 8 wheel levels, and powerful abilities, such as mad explosion, are not equal to +4 CR. 2012-09-22, 06:30 PM (ISO 8601) A few more comparisons: Dark Naga: CL 7, 10 HD, CR 8 Royal Naga: CL 9, HD 14, CR 11 Water Naga: CL 7, 8 HD, CR 7 Guardian Naga: CL 9, HD 12, CR 10 2012-09-22, 08:25 PM (ISO 8601) Originally published as jackissocool : Dark Naga: CL 7, 10 HD, CR 8 Royal Naga: CL 9, HD 14, CR 11 Water Naga: CL 7, 8 HD, CR 7 Guardian Naga: CL 9, HD 12, CR 10 OK.

CL 10: HD 10: CR 9: Illithid CL 15: HD 15: CR 16: Ulitharid Better? Last edited by Lord Erebus12: 23/09/2012 at 02:57 PM 23/09/2012, 12:52 AM (ISO 8601) Originally published at LordErebus12 OK. CL 10: HD 10: CR 10: Illithid CL 16: HD 15: CR 16: Ulitharid better? Better, really, but don't quite there yet. In no case should ulitharid be higher wheel level than HD. Reduce CL to one and keep cr the same. For illithid, reduce hit die and wheel level by one OR CR 1. I think the hit die and the wheel level should change. 2012-09-23, 02:57 AM (ISO 8601) Originally published as jackissocool Better, really, but don't quite there yet. In no case should ulitharid be higher wheel level than HD. Reduce CL to one and keep cr the same. it was a mistake, it is believed that CL 15 on illithid, reduce hit die and wheel level by one OR CR 1. I think the hit die and the wheel level should change. I cut cr one for illithids, but im not changing hd nor creature 2012-09-23, 09:59 AM (ISO 8601) Originally published as LordErebus12 I'll cut cr one for illithids, but im not changing HD nor creature I also had a spell. I mean raise cr one if you're not going to cut a hit to die. It should be an 11-for-10 HD, 10 CL creature with racial abilities like this. 2012-09-23, 10:38 AM (ISO 8601) Originally published as jackissocool I also had a spell. I mean raise cr one if you're not going to cut a hit to die. It should be an 11-for-10 HD, 10 CL creature with racial abilities like this. well, fixed 2012-09-23, 05:48 PM (ISO 8601) You can not say it's nowhere, so I'm not sure if you do this, but they should be telepaths specifically, not generalist psions. 2012-09-23, 07:42 PM (ISO 8601) Originally published as jackissocool You do not say it anywhere, so I'm not sure if you're doing it, but they should be telepaths specifically, not generalistic psions. It only rains like a psion, not a certain type of psion. it was intentional. 23/09/2012, 10:37 PM (ISO 8601) Originally published as LordErebus12 He only rains like a psion, not a specific type of Psion. it was intentional. I really liked that they were specially telepaths 3.5. It fits with their penetration style. They're all about mind control and stuff. Definitely not blasty stuff. Last edited by jackissocool: 2012-09-23 at 10:38 PM. 24/09/2012, 12:17 AM (ISO 8601) Originally published at 10:38 PM I really liked that they were specially telepaths 3.5. It fits with their penetration style. They're all about mind control and stuff. Definitely not blasty stuff. Perhaps... but no arcane transfer ... Ive has changed several PSION powers to match more... telepathic feel. Last edited by Lord Erebus12: 24/09/2012 12:34 pm Am.

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