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Mind layer pathfinder

2012-06-03, 04:36 PM (ISO 8601) Mind Players (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 thing shaped like lamprey's maw, constantly drips oily mucus when it's not siphoning the brains of a live prey. Mad players, 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 players 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 Players 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 Players 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 Players 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 unsurprised 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 Players, allowing the host bodies of Mind Players to radiate intense light. Players 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 chose to send his forces back. While Mind Players was successful, Timeforged was less effective. Slaves: Slaves are important to mind layer 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 their rapid breeding and overall usefulness in small, small, Space (Mind Players claimed that goblin cunning and throughout wickedness adds a unique taste to your brain, although this can only be mind flavor humor), while the other half is diverse and usually much larger and fearsome. NO Mind Player 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 (+1 on grapple tests, no AoO, +2 bonus for grapple checks through the brush); CMD: 22 Feats: Improved Grapple B, Multitask B, Fighting Casting, Improved Initiative, Weapons Finesse, Great Fortitude, Lightning Reflexes Skills: (-0 Armor Check Penalty) Acrobatics 5 Ranks (+1), Athletics in 5 ranks (+10), Bluff in 10 ranks (+9), Diplomacy 10 ranks (+9), Escape Artist in 2 ranks (+8), Intimidation 10 ranks (+19), Knowledge 1 0 ranks (arcane, airplanes) (+18), Perception 8 ranks (+20), Spellcraft 5 Ranks (+13), Stealth 5 ranks (+11), Survival 5 ranks (+11), and UMD 5 Ranks (+11) Languages: Aquan, Auran, Common, Ignan, Terran, Undercommon, Telepathy 100 feet. SQ: Psionic Cloak, Unnatural Vision ecology Environment: Underground. Mind Players need a humid, warm climate without sunlight to survive and spread. Average assets: 11,500 gp est., plus nothing minors 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 Player 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 Ettinians and hydra. Improved Grab (Ex): Mind Player, 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 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 Player 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 Ettinians and hydra. Improved Grab (Ex): To use this ability, Mind Player 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. Mind Player can grab a huge or larger creature, but only if he can somehow reach the enemy's head. If Mind Player starts to turn 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 check or Escape Artist cheque, but Mind Player 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 players 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 Player skin is sensitive to sunlight; his skin begins to dry and burn, causing Mind Player to experience great pain. The direct exposure to sunlight causes -2 Con damage and is blinded, and every minute of light is released causing the addition of -2 Con to drain until Mind Player 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 link. 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): Mind Player sees and hears through 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 Mind Player is conscious, a palpable field of psionic force emits from his body to protect himself from attacks. This is a deformation bonus armor class equal to half of Mind Player's hit dice. Also, If Mind Player Chooses (quick action for each it can activate the effect of the cloak, not alternating currents passively. This ability then acts as a spelling of the realm of invisibility. Alternate AbilitiesSpoiler Show Illithids often have different abilities based on many factors. Only players know all the reasons why they often have such different abilities, but this knowledge is not shared... Brainwashing Glare (Su): (DC 21) Some illithids have the ability to affect any target that looks at Mind Player's terrible gaze. This allows illithid to give the victim one telepathic team during the round, which he obeys as best as possible. Creatures within 30 feet must succeed will save each round unless it takes the right methods to avoid its gaze. This ability is equivalent to the 5th level of mind-influenced coercion effects and conservation is charisma-based. 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CL 10: HD 10: CR 9: Illithid CL 15: HD 15: CR 16: Ulithard 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: Ulithard better? Better, really, but don't quite there yet. In no case should Ulithard 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. 2012-09-23, 02:57 AM (ISO 8601) Originally published as jackissocool Better, really, but don't quite there yet. In no case should Ulithard 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 I'm 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 I'm 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 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. 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 blasting 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 blasting stuff. Perhaps... but no arcane transfer... I've 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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