

THOUGHT RIPPER

Almost too thin for muscles to be on their bones, with fat, smooth heads like newborn dwarves resting directly on their shoulders, these blue moist creatures look innocent and pathetic at a glance. Once they sense a meal, however, they open what looks like a wide lipless mouth and disgorge a veined snout, drooling with hunger. Slowly, gracefully, they destroy the psyche of their enemies without raising a hand.

Thought Ripper CR 8

XP 4800

LE Medium Aberration

Init +6; **Senses** detect thoughts 60 ft, darkvision 60 ft; **Perception** +15

DEFENSE

AC 15, touch 12, flat-footed 13; (+2 Dex, +3 natural)

hp 55 (8d8+19)

Fort +3, **Ref** +4, **Will** +9

Defensive Abilities Spell resistance 25

OFFENSE

Spd 30 ft.

Melee bite +8 (1d4+1 and grab creatures large or smaller)

Special Attacks brain feed, dominate, mental bolt, psionics, skull suckle

Spell-like Abilities (CL 8th)

At will—*charm monster*, *suggestion*, *comprehend languages* (DC 17)

1/day—*charm monster*, *mass* (DC 21)

STATISTICS

Str 12, **Dex** 14, **Con** 12,

Int 19, **Wis** 17, **Cha** 17

Base Atk +6; **CMB** +7 (+11 grapple);

CMD 13

Feats Combat Casting, Improved Initiative, Toughness, Weapon Finesse



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Skills Bluff +11, Diplomacy +7, Disguise +3, Intimidate +9, Knowledge (arcane) +15, Perception +15, Sense Motive +7, Spellcraft +11, Stealth +10
Languages undercommon; telepathy 100 ft.

ECOLOGY

Environment underground

Organization solitary, pair, slave band (1-4 plus 2-8 human warrior 3), brain trust (5-11)

Treasure 6700 gp

SPECIAL ABILITIES

Brain Feed (Ex) A thought ripper that begins its turn skull suckling a target (see below) can choose to feed on the brain of its victim. Brain feed deals 1d4 Int, Wis, and Cha damage. A victim that is reduced to 0 Intelligence, Wisdom, or

Charisma by brain feed has had his brain completely eaten and dies instantly. A thought ripper feeding off a spellcaster's brain has a 25% chance of stealing a spell from his victim. For 1 hour or until cast, a thought ripper that steals a spell gains access to one of the highest level spells (determined randomly) the victim could cast at the time of feeding. It casts the spell as though it were the victim. Essentially a thought ripper has access to an undigested chunk of its victim's mind, temporarily gaining access to its memory, schooling, feats and abilities.

Dominate (Sp) A thought ripper that begins its turn skull suckling a target (see below) can choose to dominate its victim as the spell *dominate monster* (DC 21). A creature that successfully saves can not be dominated by the thought ripper for 24 hours. A thought ripper can have two dominated creatures serve it at a time. If the thought ripper attempts to dominate a victim while it already has two dominated creatures serving it, the dominated creatures are automatically freed of the dominate effect.

Mental Bolt (Sp) A thought ripper can unleash a painful psionic attack in one of two ways. It can unleash a 60 ft cone that deals 1d8 psychic damage. Anyone caught in the area must make a DC 17 Will save or be stunned for a round. Or it can target a single creature with a concentrated mental attack that deals 4d8 psychic damage. Targets must make a DC 17 Will save or be stunned for 1d4+1 rounds.

Psionics (Sp) All of a thought ripper's spells and spell-like abilities are psionic for the purposes of defenses and vulnerabilities. Their save DCs are Charisma-based.

Skull Suckle (Ex) A thought ripper grappling a target can make a special

grapple action. On a successful grapple check, a thought ripper can skull suckle its opponent, engulfing the creature's head inside its snout. On the following round, a thought ripper skull suckling a target can choose to dominate or brain feed its victim (see above).

Thought rippers are about as tall as a human but wiry with big, round heads. They usually wear bulky robes to even out their proportions. When their snout is out, their round cheeks deflate, with loose flesh hanging over their shoulders. Their eyes are egg-shaped, black, and reflective. Even in daylight there is no way to tell which way they are looking. Thought rippers are 5 feet tall and weigh 100 pounds.

Cunning puppet-masters, thought rippers manipulate those around them as the true kings of the underworld. Combining their brilliance and patience with their psionic powers, thought rippers lure their enemies into traps so they may feast and build armies. They commonly use their suggestion spells on scouts, convincing them to "bring your friends here to slay me, you know the path is safe" only to call all thought rippers to the area and arm pit traps. They dominate attackers with the strongest bodies and weakest minds, turning them against their allies with the strongest minds but weakest bodies.

Perhaps their most potent power is their ability to detect thoughts. They are able to learn the routines of city guards, the phobias of supposedly fearless heroes, and the secrets of influential politicians. Thought rippers collect these morsels, ponder them every night until they have gathered enough information to assemble an ambush, a raid, or a coup.