

Psionic Bestiary

Four New Psionic Monsters

By Slagger the Chuul and Mark A. Jindra

Perhaps you need to add to your stable of psionic creatures so that you can keep your players on their toes? If so, take a look at the entries for new creatures below, or print them out and take them to your gaming table. You never know when an intriguing adventure idea will pop into your head simply by looking at a new monster!



- [Dreamfane](#) (CR 9)
- [Gruesome Lurker](#) (CR 3)
- [Spryjack](#) (CR 3)
- [Usunag](#) (CR 8)

Dreamfane

Hanging against the stars like some giant bird or fabulous insect, this creature's diaphanous body looks like it was woven from gauze and spiderwebs. Twelve luminous eyes twist kaleidoscopically within its body, and as you catch their gaze the world around you seems to shift and change.

Dreamfane CR 9

Usually N **Large fey** (incorporeal, psionic)

Init +3; **Senses** low-light vision, see in darkness; Listen +17, Spot +17

Languages --

AC 16, touch 16, **flat-footed** 13

(-1 size, +3 Dex, +4 deflection); dream phase

Miss Chance 50% (incorporeal)

hp 79 (11 **HD**); fast healing, regeneration; **DR** 5/cold iron

Immune mind-affecting

PR 21

Fort +6, **Ref** +10, **Will** +10

Speed fly 50 ft. (perfect) (6 **squares**)

Melee incorporeal touch +4 (sleep touch)

Space 10 ft; **Reach** 5 ft.

Base Atk +5; **Grp** --

Special Actions dream gaze

Psi-Like Abilities (ML 9th):

At will -- *brain lock* (any nonmindless, DC 16*), *concealing amorpha*, *crisis of breath* (any nonmindless, DC 20*)

3/day -- *dispel psionics* (dispel check 20 +17*), *dream travel* (ML 13, self only)

1/day -- *death urge* (DC 18)

* Includes augmentation for the dreamfane's manifester level

Abilities Str --, Dex 16, Con 12, Int 6, Wis 17, Cha 19

SQ incorporeal traits

Feats Ability Focus (dream gaze), Combat Manifestation, Flyby Attack, Great Fortitude

Skills Concentration +15, Knowledge (local) +12, Listen +17, Spot +17

Advancement 12-22 HD (Large); 23-33 HD (Huge)

Dream Phase (Ex) A dreamfane is visible only to creatures that can sleep and dream. To other creatures it is invisible and inaudible. They cannot even detect its presence by means of blindsense, blindsight, scent, or tremorsense. They cannot pinpoint its location by any means. Powers such as *touchsight* do not help to detect a dreamfane, but *psionic true seeing* can reveal its presence.

Sleep Touch (Su) The touch of a dreamfane sends creatures into an enchanted slumber if they fail a DC 19 Will save. This effect is identical to the *sleep* spell, except that it has no Hit Die limit, and it lasts until the target is forcibly woken by another creature. It has no effect on creatures that do not sleep. The save DC is Charisma-based.

Dream Gaze (Su) Gaze attack; -4 circumstance penalty on attack rolls, saving throws, and skill checks for 1d6 rounds; 60 feet, Willpower DC 21 negates. The save DC is Charisma-based.

See in Darkness (Su) A dreamfane can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Dreamfanies are mysterious beings attuned to the psychic current of dreams. Unseen by the dreamless, they sometimes emerge from the realms of phantasm to send other creatures into eternal sleep. The mere sight of a dreamfane causes drowsiness and makes the surroundings seem unreal and distorted.

Strategies and Tactics

Dreamfanies send creatures to sleep so that they might revel in the dreams of their victims. They have no interest in killing, except to defend themselves when badly wounded. They do not target elves or other common creatures that do not dream.

A dreamfane begins its assault from ambush, flying into the midst of its foes to expose them to its dream gaze. It uses psionic powers to disrupt and disable its targets, making them easy prey for its sleep touch.

Sample Encounters

Dreamfanies are usually encountered alone, but several might gather in an area where many sleeping creatures congregate. While they are not particularly cunning in their choice of locations, the presence of their slumbering victims can make it difficult to attack them without leaving casualties.

Individual (EL 9): An individual dreamfane is usually found in the wilderness, particularly along roads between settlements, where vulnerable creatures might sleep alone or in small groups.

Cluster (EL 12): A trio of dreamfanies has subdued a small village, sending all its inhabitants into endless sleep. They attempt to add newcomers to their habitat or drive off those that resist.

Ecology

Dreamfanes appear as creatures in the imagination of others, populating dreams while sustaining themselves on a delectable diet of thoughts. When they are deprived of all their regular dreamers, they fall into the waking world and begin looking for a fresh source of dreams.

As creatures of mere figment, dreamfanes cannot truly be killed. The destruction of a dreamfane's body in the real world drives it back into the dreamscape, where it must scrounge stray thoughts and whimsical ideas until it recovers.

Dreamfanes are effectively immortal, and they die only when in their own form while dwelling in the dreamscape.

Environment: When they stray from their unreal home, dreamfanes linger in places where sleeping creatures are readily available, particularly humanoid creatures with especially invigorating dreams to feed on. Because of the chaos they cause by sending people to sleep, no organized settlement can tolerate their presence. Towns and cities find ways to repel or destroy dreamfanes, while smaller villages must flee or fall prey to their soporific intentions. Many dreamfanes haunt a favored campsite or tiny hamlet, which becomes littered with the bodies of those who starved to death under a shroud of sleep.

Typical Physical Characteristics: A dreamfane has a filmy body composed entirely of fins or veils that ripple and flow as it moves. Twelve glowing eyes orbit within its shape, weaving around each other in hypnotic patterns. Its winglike form is reminiscent of a moth, but it lacks a separate head or central body.

Dreamfanes have no gender. They appear in a variety of pale colors that grow brighter if they have recently fed. A typical specimen is 10 to 12 feet across, but it is utterly weightless.

Alignment: Within the imagination, a dreamfane is benign and neutral, lending weight and substance to the dreams of others as it feeds. When they are stranded in the real world, they remain ignorant of the consequences of their feeding, since creatures in a dream never permanently die.

Typical Treasure

Being incorporeal, dreamfanes have no material treasure.

Advanced Dreamfanes

Powerful dreamfanes are encountered in the real world only when they have gathered a large number of sleepers to feed upon. Bloating on new ideas and viewpoints, the dreamfane grows larger and its psychic ability to influence minds grows stronger. Every two Hit Dice it gains increases its manifester level for psionic powers by 1.

Dreamfane Lore

Characters with ranks in Knowledge (nature) or Knowledge (psionics) can learn more about dreamfanes. When the character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)/(psionics)

DC Result

21 This is a dreamfane, an incorporeal creature associated with dreams. This result reveals all incorporeal traits. (Knowledge (nature) also reveals the fey type and traits.)

26 The sight or touch of a dreamfane causes drowsiness, hallucinations, and sleep. Victims lie asleep even as they starve.

31 Cold iron weapons deal better damage to a dreamfane, but if they aren't magical, they pass right through the incorporeal creatures. Their thoughts are incomprehensible to waking minds.

Society

Dreamfanes have no society of their own, but a few might come to share the dreams of a particularly frequent dreamer. They have a fair understanding of humanoid races through their contact with dreams, but their understanding of particular concepts (such as death) is distorted. To them, the real world is simply another kind of dream.

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Gruesome Lurker

Looming within the darkness you see a massive shaggy shape, with sharp claws and glowering eyes. The sight of it fills you with a primal sense of dread.

Gruesome Lurker CR 3

Usually NE **Large construct** (psionic)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3

Languages Common

AC 15, touch 10, **flat-footed** 14

(-1 size, +1 Dex, +5 natural)

hp 46 (3 **HD**); **DR** 5/magic

Immune ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities, necromancy effects, nonlethal damage, paralysis, poison, *sleep*, stunning, anything requiring a Fort save unless it works on objects or is harmless

Fort +1, **Ref** +2, **Will** +2

Weakness sensitivity to sunlight

Speed 30 ft. (6 **squares**)

Melee 2 claws +4 (1d6+3)

Space 5 ft; **Reach** 5 ft.

Base Atk +2; **Grp** +9

Atk Options fear eater, improved grab

Special Actions shadow jump

Psi-Like Abilities (ML 3rd):

At will -- *control light, create sound, primal fear* (DC 14; 3 creatures*)

* Includes augmentation for the gruesome lurker's manifester level

Abilities Str 17, Dex 13, Con --, Int 10, Wis 12, Cha 16

SQ construct traits, distort body

Feats Alertness, Improved Grapple

Skills Bluff +11, Hide +11, Listen +3, Move Silently +7, Spot +3

Advancement 4-6 HD (Large)

Fear Eater (Su) A gruesome lurker that makes a successful grapple check against a shaken, frightened, or panicked opponent amplifies the fear of its chosen victim and feeds on it. If the victim fails a DC 14 Will save, it is stunned for 1 round and takes 1d4 points of Wisdom damage. The save DC is Charisma-based.

Improved Grab (Ex) To use this ability, a gruesome lurker must hit an opponent smaller than itself with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Shadow Jump (Su) A gruesome lurker in a shadowed area can transport itself to another shadowed area within 25 feet as if using *dimension door*. Shadowed areas are dark or only dimly illuminated.

Distort Body (Ex) A gruesome lurker can fit its body into any space that could hold a Small creature, allowing it to squeeze through narrow gaps and hide in cramped spaces. It retains all the benefits of its normal size, including reach.

Skills A gruesome lurker has a +8 racial bonus on Bluff and Hide checks.

Gruesome lurkers are classic bogeymen, striking from the shadows and feeding on the fear of their victims. They skulk at the fringes of humanoid settlements, feeding on the vulnerable and the easily afraid. Though terrifying to behold, they are not as physically dangerous as they appear.

Strategies and Tactics

A gruesome lurker's ideal target is small, weak, and alone in a darkened area. Isolated from help, the chosen target is easily frightened into becoming a meal. Once the victim gets close enough, the lurker uses *primal fear* and leaps out to feed.

Gruesome lurkers go to great lengths to attack a target while it is alone, and it attacks multiple creatures only in areas that are completely dark. If necessary, it uses its psionic powers to lure or scare victims into a suitable area. When faced with serious opposition, the lurker escapes into the shadows to await a better opportunity.

Sample Encounters

Once a gruesome lurker has selected its prey, it stalks it patiently, often waiting hours for the right moment. If the victim proves to be easy prey, it returns from night to night, feeding until it is totally satisfied or at risk of discovery.

Individual (EL 3): A gruesome lurker has made a famous inn its hunting ground, leading to rumors that the place is haunted.

Lurking Hunters (EL 6-8): Up to four gruesome lurkers serve a shadow eft, which lairs in the charred ruins of a temple. Under cover of darkness, the lurkers abduct people for their master to feed upon.

Ecology

When someone bears an irrational fear of creatures that hide in the darkness, the seed is planted for a gruesome lurker. If the belief becomes stronger, or more people come to believe it, their latent psychic powers draw together a physical body from stray pieces that bear an emotional meaning for the believers. The claws that reach out of the darkness and the shaggy body of a beast coalesce from discarded hairs, fur, talons and other scraps, forming a protean threat that can fit comfortably into the common imagery of nightmares.

While enough raw emotion is present, the lurkers feed and multiply, but most of them starve and collapse back into nonexistence once their numbers become too great. Even when a gruesome lurker is cornered and destroyed, nothing remains to indicate that a real creature was ever present, so they are considered nothing more than a myth.

Environment: Gruesome lurkers inhabit urban areas that have plenty of hiding places and hapless victims. By night, they creep from shadow to shadow, making the rounds of their current targets, or hunting out new ones. By day, they lair in secluded nooks where they can plot their next night of activity.

Typical Physical Characteristics: While a gruesome lurker appears to be a misshapen humanoid beast made of flesh and blood, its body is almost entirely hair, with a few claws on each hand and two eyes made of psycholuminescent ectoplasm. A typical specimen weighs 200 pounds and stands 9 feet tall when not compressing its body.

Alignment: Gruesome lurkers are usually evil, taking delight in the fear of creatures they frighten. While they could subsist on the primal terror of almost any creature, they prefer sentient creatures, whose greater awareness allows for a truly debilitating phobia to develop.

Typical Treasure

A gruesome lurker has treasure appropriate to its Challenge Rating, which is about 900 gp. They often steal something left behind in an attack, and that something is almost always a piece of jewelry or other valuable keepsake. When the victim recovers enough to come looking for his lost belongings, the lurker scares him all over again.

Advanced Gruesome Lurkers

Gruesome lurkers in well-populated areas often have a steady diet, and they may become stronger and more skilled than normal. Every Hit Die it gains increases its manifester level for psionic powers by 1.

Gruesome Lurker Lore

Characters with ranks in Knowledge (arcana) or Knowledge (psionics) can learn more about gruesome lurkers. When the character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana)/(psionics)

DC Result

15 This is a gruesome lurker, a fake monster that lives on fear. This result reveals all construct traits.

20 They scare their victims with darkness and frightening sounds, and they can hide themselves in places where such a large creature should never be able to fit.

25 Magical or psionic weapons can cut more easily into their bodies, and they dislike bright light. They can run away from serious danger by leaping into the shadows.

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Spryjack

The small, apelike humanoid crouching before you grips a full-sized weapon in its long spidery fingers. Its dingy green skin ends in bare bone on its hands, feet, and face, and its weapon is enveloped by an unnatural glimmer.

Spryjack CR 3

Usually CN **Tiny monstrous humanoid** (psionic)

Init +7; **Senses** darkvision 60 ft.; Listen +3, Spot +9

Languages Common

AC 17, touch 15, **flat-footed** 14

(+2 size, +3 Dex, +2 natural)

hp 27 (5 HD)

Fort +2, **Ref** +7, **Will** +5

Speed 30 ft. (6 **squares**), climb 20 ft.

Melee +1 *longspear* +8 (1d8+1/x3) or

Ranged +1 *light crossbow* +11 (1d8+1/19-20)

Space 2 1/2 ft; **Reach** 0 ft. (5 ft. with small or medium weapons)

Base Atk +5; **Grp** -3

Psi-Like Abilities (ML 5th):

At will -- *far hand* (+10 ft. range*)

3/day -- *call weaponry* (+1 weapon*), *strength of my enemy*, *vampiric blade*

* Includes augmentation for the spryjack's manifester level

Abilities Str 10, Dex 16, Con 12, Int 7, Wis 13, Cha 6

SQ greater oversized weapon

Feats Alertness, Improved Initiative

Skills Climb +11, Escape Artist +9, Hide +11, Listen +3, Move Silently +11, Spot +9

Advancement by character class; **Favored Class** Lurk; see text

Greater Oversized Weapon (Ex) A sryjack can wield Small and Medium weapons without penalty, as though they were weapons of its size.

Skills A sryjack has a +8 racial bonus on Climb checks, and a +4 racial bonus on Escape Artist, Move Silently, and Spot checks. It can always choose to take 10 on Climb checks, even if rushed or threatened. Sryjacks use their Dexterity modifier, instead of their Strength modifier, for Climb checks.

Robbers and bandits of the worst sort, sryjacks compensate for their small size with psionic abilities. They are incurably greedy and readily attack larger creatures to gain their next prize.

Strategies and Tactics

Sryjacks sometimes raid their victims in groups, but only by coincidence when two or more of them find the same victim at the same time. They are quite cowardly, and they initially try stealth, followed by a quick grab and escape into the trees.

If a victim chases down the sryjack in pursuit of stolen goods, the creature's avarice for its new prize overcomes its craven nature and it attacks without hesitation. Other sryjacks often join in at this point, hoping to snatch some of the spoils from their opponent.

Sryjacks like to snag the biggest, most important-looking item they can carry away. They tend to overlook small items, such as coins and gems, but take these if no better option presents itself.

Sample Encounters

Sryjacks creep as close as possible before they make their attack, preferring to remain concealed behind trees or other cover unless forced to come into the open. If nobody seems to be looking their way, they use *far hand* to lift prospective treasures straight into their grasp without ever exposing themselves to danger.

Raid (EL 3-6): One to three sryjacks attack a group of travelers in the night, snatching whatever stray items they can before fleeing to their communal home in the trees.

Plague of Thieves (EL 9): Half a dozen sryjacks living near a small farming community have become more aggressive, raiding almost daily. A nearby gauth keeps stealing away everything the sryjacks take, leaving the sryjacks coveting even more of the community's goods.

Ecology

Sryjacks are nocturnal, since they prefer to come out to thief when fewer people are about to interrupt them. If necessary, they can forage to feed themselves, but nothing that simply grows wild is as sought by a sryjack as an object in someone else's possession, so their diet consists mainly of vegetables stolen straight from the field.

Sryjacks live in the trees, where they build simple camps for habitation. Young sryjacks spend all their time in the camp, living off scraps discarded by the adults and honing their skills against each other.

Environment: Most spryjacks live in forested areas, but they also make their homes in marshes and hilly areas. All they require is a suitable selection of targets and a campsite beyond the reach of their victims.

Typical Physical Characteristics: An adult male spryjack is nearly 2 feet tall and weighs around 6 pounds. Females are slightly smaller and lighter.

The spryjack's dull green body is apish in design, with short, stout legs, powerful shoulders, and long arms. Each hand has seven long, thin digits, which allows them to hold large objects with relative ease. Their face, hands, and feet are plated with a tough horn that makes them look like bone.

Alignment: Spryjacks are usually chaotic neutral. They care only about their personal quest for treasure, but hold no real hatred for other creatures.

Society

A spryjack "tribe" is a small, loose grouping of males around a single female called a tribemother (and her children). While she mates only with the male who gathers the most impressive prizes, their continual theft from outsiders (and each other) is from a genuine desire for the treasure itself. The tribemother almost never leaves the camp, and she steals all her possessions from the males, who show no hesitation in trying to get them back.

Spryjacks spend most of the day sleeping, but at evening the camp comes to life as the spryjacks prepare for their nightly work. They usually go out to gather food from nearby farms or acquire a new trinket, but sometimes they stay back if they already have a particularly fine object they want to defend. When a spryjack is not occupied with fulfilling these basic necessities, they brag, fight, show off items, and, of course, rob each other blind.

Everything in a spryjack camp is cobbled together from something they found wild or got by theft. A large canopy fashioned from stolen hides and fabric covers the entire camp, with an outer wall made from woven branches. Ramshackle walls divide the interior, and a mixture of broken fragments from past treasures covers the floor. This mixture makes walking on it both painful and dangerous for anyone without a spryjack's bony feet.

Typical Treasure

A spryjack camp has treasure typical for its Encounter Level (about 4,500 gp for a camp with 7 to 9 adults). It is mostly composed of metal items and other objects durable enough to survive the spryjacks' constant squabbling.

Spryjacks with Class Levels

A spryjack's favored class is the lurk from *Complete Psionic*. Lurks are underhanded psionic killers. (If you are

Spryjack Lore

Characters with ranks in Knowledge (nature) or Knowledge (psionics) can learn more about spryjacks. When the character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)/(psionics)

DC Result

15 This creature is a spryjack, a greedy creature that ambushes travelers. This result reveals all monstrous humanoid traits.

20 Despite their size, spryjacks can wield weapons of normal size.

25 Spryjacks can steal the life and health of their victims. Even the weapons they wield are stolen straight out of the air.

not using *Complete Psionic* in your campaign, substitute rogue as the favored class.)

Level Adjustment: +3

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Usunag

A swelling cloud of greenish vapor hovers above the fetid water, with two points of light glittering like stars in its upper billows. A strong smell of mold and decay fills the air.

Usunag CR 8

Usually CN **Huge fey** (psionic)

Init +8; **Senses** low-light vision, scent; Listen +16, Spot +16

Languages Common, Elven, Sylvan; telepathy 120 ft.

AC 20, touch 20, **flat-footed** 12; Dodge, Mobility

(-2 size, +8 Dex, +4 deflection)

hp 75 (10 **HD**); DR 10/cold iron

Immune mind-affecting, paralysis, petrification, poison, polymorph, *sleep*, sonic, stunning

Resist acid 10

Fort +9, **Ref** +15, **Will** +10

Weakness vulnerability to sunlight

Speed fly 30 ft. (perfect) (6 **squares**)

Melee slam +11 (1d8+1)

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

Base Atk +5; **Grp** +14

Psi-Like Abilities (ML 7th):

At will--*aura sight*, *aversion* (9 hours, DC 20*), *crisis of breath* (animal, fey, giant, humanoid, magical beast,

monstrous humanoid, DC 20*), *detect psionics*, *psionic suggestion* (3 targets, DC 18)

3/day -- *death urge* (DC 20)

* Includes augmentation for the usunag's manifester level

Abilities Str 12, Dex 26, Con 18, Int 13, Wis 17, Cha 23

SQ choking vapor, fey traits, gas mantle, gaseous

Feats Dodge, Great Fortitude, Mobility, Weapon Finesse

Skills Concentration +17, Diplomacy +8, Hide +21, Listen +16, Move Silently +29, Search +14, Sense Motive +16, Spot +16

Advancement 11-20 HD (Huge)

Choking Vapor (Ex) Creatures within a usunag's space must make a DC 19 Fortitude saving throw or be nauseated for 1d3 rounds. The save DC is Constitution-based. Creatures with the scent ability take a -2 penalty on their saving throws against this effect.

Gas Mantle (Ex) A usunag applies its Constitution bonus as a deflection bonus to Armor Class.

Gaseous (Ex) A usunag is not subject to critical hits or flanking. It is immune to poison, *sleep*, paralysis, polymorph, petrification, and stunning effects. It can pass through small holes or narrow openings, even mere cracks, and can move over difficult terrain without impediment. A usunag can occupy the same space as a creature of any size. It can move through a foe's space without impediment, but provokes attacks of opportunity if it does so. A usunag cannot be tripped, grappled, or bull rushed, unless it chooses to be affected. A usunag is treated as one size smaller for special size modifiers to an opposed check, and two sizes smaller when determining the effects of wind.

Sunlight Vulnerability (Ex) Direct sunlight suppresses a usunag's psionics. It cannot use psi-like abilities while in natural sunlight, or target opponents in sunlight with these effects.

Skills A usunag gains a +8 racial bonus on Hide and Move Silently checks.

A usunag is a foglike swamp-dweller that controls the minds of invading creatures with its psychic manipulation. It abides natural creatures and fey, but bears an unwelcoming hostility to other creatures. Those who encounter this strange fey during the night are likely to be left mired in some trackless bog or never found.

Strategies and Tactics

Usunags are solitary creatures that resent the presence of most living things in their demesne. They initially respond by mentally compelling intruders to leave, but resort to more deadly measures if the target is particularly annoying or persistent. The usunag prefers to remain concealed, using psionic powers to dispatch its opponents, but it is not shy about continuing the attack if spotted. When fighting in daylight or melee, it smothers opponents with its choking vapor.

Sample Encounters

Creatures that rest near a usunag's swamp or attempt to pass through it after dusk are certain to draw its attention. Settlers building too near will be harassed on a nightly basis as the usunag attempts to get rid of them, and woe betide those who attempt to make it move instead.

Individual (EL 8): A usunag has recently made its home next to one of the few safe paths through the marshland. Any travelers who stop nearby are scattered into the waterways by the disgruntled usunag.

Marshland Scourge (EL 11): Irritated by the continual forays of hunters into its domain, a usunag has begun a

crusade to wipe out the villages on the edge of the marsh. It has cultivated four shambling mounds, which it leads on its nighttime attacks.

Ecology

An extremely temperamental inhabitant of the swamplands, the usunag lives on the stench given off by decaying plant matter and similar scents. This dependence on odors makes the usunag uncomfortable whenever the natural smell of its surroundings changes, and it attempts to remove the offending scent. When no odors annoy it, the usunag drifts gently over the marsh, moving slowly from one source of pleasant swamp fragrance to another.

Usunags are born when the stars of a moonless night shine on heavy mists, and lost travelers wander through the damp darkness. They fold together from mist and starlight, and feelings of quiet solitude, mixed in the heavy reek of mud. Those that persist grow stronger throughout their lives.

Environment: Usunags dwell in marshes of all sorts, but they vary slightly in nature depending on their habitat. Those that live in warmer swamps are more violent and temperamental, while those in cold swamps are calmer but more sinister.

Typical Physical Characteristics: A usunag's body is made of nothing more than a dense mist, which is faintly luminous and tinged with green. Two sparkling points of light serve as the creature's eyes, but it lacks any other distinguishing features. Depending on how fast it is moving, a usunag's body is 10 to 20 feet in length. It is light enough to float on the breeze.

Alignment: Usunags are usually chaotic neutral, bearing no particular ill-will when not disturbed, but easily roused by minor infractions. Usunags in cold marshes tend toward neutral and evil, tormenting and destroying creatures foolish enough to tread in their territory.

Society

While usunags have no absolute need for other fey, they enjoy their company and occasionally appear at nighttime revels or come to their aid. These are also the only time two are likely to be found together, since usunags in close proximity are in constant competition for the most delectable scents.

When not otherwise occupied, usunags cultivate plants and plant creatures to enrich their fetid homes, sink stray bodies in the mud, or chase insect swarms through the air. Evil usunags amuse themselves by abducting humanoids.

Typical Treasure

Usunag Lore

Characters with ranks in Knowledge (nature) or Knowledge (psionics) can learn more about usunags. When the character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC Result

20 This creature is a usunag, a misty fey that lives in swamplands. This result reveals all fey traits.

25 Usunags loathe intruders and can suffocate them with the choking vapor of their bodies. They are usually seen when they roam the swamps at night.

30 Usunags can toy with a creature's mind, but they lose this power in the light of the sun.

Knowledge (psionics)

DC Result

20 This creature is a usunag, a psionic fey that lives in swamplands. Its body is little more than fog.

25 Usunags can use their psionic powers to twist the minds of those that oppose them, and they can even steal a creature's breath or make it take its own life.

30 A usunag loses its psionic powers in daylight.

Usunags have standard treasure for their Challenge Rating: about 3,400 gp. This treasure consists mostly of precious metals and other materials that do not succumb to common rust or rot. The usunag dumps these trinkets in a nearby mud wallow, along with any unpleasant-smelling bodies.

- [Dreamfane](#) (CR 9)
 - [Gruesome Lurker](#) (CR 3)
 - [Spryjack](#) (CR 3)
 - [Usunag](#) (CR 8)
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