

Psionic Bestiary

Warp Drifter

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Based on an idea by "Slagger the Chuul" of the Wizards of the Coast online community.

Warp Drifter

Medium Plant (Psionic)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+8
Speed:	Fly 15 ft. (good)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+3/+3
Attack:	--
Full Attack:	--
Space/Reach:	5 ft./5 ft.
Special Attacks:	Feeding, levitation field, poison spores, psi-like abilities
Special Qualities:	Low-light vision, plant traits, <i>tree shape</i>
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 10, Dex 19, Con 15, Int 12, Wis 13, Cha 4
Skills:	Hide +12, Listen +9, Spot +9
Feats:	Ability Focus (poison spores), Improved Initiative
Environment:	Temperate and cold forest and marsh
Organization:	Solitary, pair, or grove (3-5)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral
Advancement:	6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment:	--

The tattered cap of this giant mushroom swells into shape as it changes from the shape of an ordinary tree. The air ripples around its narrow stalk as it rises slowly into the air.

Warp drifters are fungus tree-mimics that feed on the natural bio-energy of sentient creatures. They often conceal themselves near populated areas and employ their psionic powers to ambush travelers. Their behavior and tactics suggest a considerable intellect, but attempts at communication have proved futile. Warp drifters understand Common and Sylvan, but cannot speak.

Combat

Warp drifters disguise themselves as common trees, and they attack by levitating opponents. They manifest *mind thrust* for protection, and creatures caught in their levitation field are exposed to poisonous spores. They often use *telekinetic force* to force creatures into their levitation field.

Feeding (Su): A warp drifter can attach itself to an immobilized living creature (such as a victim that has lost all its Dexterity to the warp drifter's spore attack) and feed off its life force. The victim takes 1 point of temporary Constitution damage for each hour the drifter stays attached. If the drifter remains attached for a full 24 hours, the victim dies no matter what its current Constitution score.

Levitation Field (Su): Creatures of the same size or smaller than the warp drifter within a 15-foot radius of the drifter are raised 20 feet into the air as though affected by a *levitate* effect. A successful DC 16 Reflex save protects a creature from the effect for 1 round. Creatures that fail the save remain levitated until they move away from the warp drifter. The save DC is Dexterity-based.

Poison Spores (Ex): Creatures in the levitation field are exposed to poisonous spores each round. Injury, Fortitude DC 16, initial and secondary damage 1d4 Dexterity. The save DC is Constitution-based. Psionic targets with power points lose 1d4 power points instead of taking Dexterity damage; if a psionic creature has no power points to lose, it takes Dexterity damage instead.

Psi-Like Abilities: At will -- *chameleon*, *mind thrust* (5d10, DC 10*), *telekinetic force* (300 pounds, DC 10), *thicken skin* (+2 enhancement bonus to AC*), *vigor* (25 hp*). Manifesters level 5th. The save DCs are Charisma-based.

*Includes augmentation for warp drifter's manifester level.

Tree Shape (Sp): A warp drifter can change its appearance at will. It can take on the appearance of a nearby tree and surrounding foliage. Changing to or from tree shape is a full-round action.

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