

ILVORESH - CREATURE 9

Traits - Aberration, Chaotic, Evil, Large

Brain collector (*Pathfinder Playtest Bestiary*)

Perception +15, darkvision

Languages Abyssal, Aklo, Common, Draconic, Necril, Protean, Undercommon; telepathy 100 feet

Skills +9; Acrobatics +16, Arcana +16, Athletics +18, Lore (all) +16, Occultism +18, Stealth +16

Str +6, **Dex** +3, **Con** +6, **Int** +4, **Wis** +4, **Cha** +3

Brain Blisters A brain collector has seven brain blisters on its back that it uses to store brains. A brain collector without a brain in each blister is enervated with a value equal to the number of empty blisters. It also reduces its bonus to all Lore skills by 1 per empty blister (to a minimum of +13).

Vampiric Brain One of Ilvoresh's brain blisters is necrotic and warped because it contains a vampire's brain. This grants him the Necril language, energy drain with his bite and claws, and the ability to issue mental commands to undead of 7th level or lower as though they were his thralls.

Items *scroll of telekinetic haul*

AC 25, **TAC** 24; **Fort** +15, **Ref** +11, **Will** +13, +1 conditional vs. all spells

HP 105;

Immunities confused;

Weaknesses brain loss

Brain Loss If it takes 35 damage from a critical hit or takes 30 mental damage, the brain collector is stupefied for 1 round and might lose one of its brains. It must succeed at a DC 22 save (Fortitude for physical damage or Will for mental damage) or one of its brain blisters is destroyed.

Speed 25 feet, fly 30 feet

Melee bite +19, **Damage** 2d12+9 piercing plus brain collector venom and energy drain

Melee claw +19 (agile), **Damage** 2d8+9 slashing plus energy drain

Occult Spontaneous Spells DC 23, attack +19; **4th** (2 slots) *confusion, suggestion*; **3rd** (3 slots) *dispel magic, paralyze, vampiric touch*; **2nd** (4 slots) *invisibility, mirror image, paranoia, telekinetic maneuver*; **1st** (4 slots) *mindlink, ray of enfeeblement, true strike, unseen servant*; **Cantrips** *dancing lights, detect magic, mage hand, prestidigitation*

Brain Collector Venom (poison) Fortitude DC 23; **Maximum Duration** 6 rounds. **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d6 poison damage, enfeebled 1, and slowed 1 (1 round); **Stage 3** 2d6 poison damage, enfeebled 2, and slowed 1 (1 round).

Collect Brain (manipulate) The brain collector collects the brain of a creature that has been dead for up to 1 minute. It can then spend an Interact action to secure the brain in one of its brain blisters.

Energy Drain (divine, necromancy) When Ilvoresh succeeds with a claw Strike, the target must succeed at a DC 21 Fortitude save or become enervated 1. If the result is a critical failure, the enervated 1 condition can't be healed naturally—only with magic.