Null Beast

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Very Rare | Medium | Neutral Evil | Aberration

Null Beasts resemble sleek, eyeless hounds with matte-black, shimmerless skin that seems to drink in the light. Their lean forms ripple with tension, and they move without a sound. Psionic activity causes them visible agitation,

their form twitching with hungry anticipation.

Armor Class	Hit Points	Move
17	40	60 feet

None Appearing: d3
Habitat: Underground, Wastes, Psychic Dead Zones
Intelligence: Animal (but with psionic instinct)
Negotiation: No
Potential Energy Pool: 20
Morale DC: 6 (Run at 10% Hit Points)
Challenge: 5.0 (950 XP per monster)

Combat

Has 2 attacks. Hit Bonus +7. Damage Per Bite 2d6+1 (psychic-infused bite)

Special Attack

Mind Sever: The Null Beast targets a creature it can sense using psionic abilities or that has used a psionic power within the last round. The creature must make a Wisdom ability save (DC 14) or be unable to use psionic abilities for 2d4 rounds. Costs 5 energy points.

Special Defense

Anti-Psionic Aura: All psionic powers used within 30 feet of the Null Beast cost double energy points. This effect requires no energy to maintain.
Psionic Sense: The Null Beast can track any psionic creature within 120 feet, even through walls.

Treasure

Individual: None
Lair: 1d6 black crystals (25 gp each), possibly psychically reactive if used in crafting