

# 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