

SAPE

Medium magical beast (psionic)
Hit dice: 4d10+5 (25hp)
Initiative: +4 (dex)
Speed: 30ft/40ft (land) 40ft/50ft (trees) +10 Speed of Thought
AC: 14 (+4 Dex)
Attacks: +6 Melee, Mind Lightning
Damage: Fist: 2d6+2, Bash: 4d4+1
Face/Reach: 5ft/5ft /5ft.
Special Qualities: Psionics, Mind Lightning
Saves: Fort+6 Ref+6 Wil+2
Abilities: Str 22, Dex 18, Con 14, Int 3, Wis 13, Cha 14
Skills: Climb+10 Jump +8
Feats: Speed of Thought
Climate/Terrain: Warm Forest
Organization: Solitary or Troupe (10-30)
Challenge Rating: 3
Alignment: Neutral
Advancement: Elder 6HD

A Sape is a rare breed of psionic primate of the same size and posture of a gorilla, but with natural psionic abilities. The beasts have distinctive golden fur, and a large, conical skull. This skull is a hairless area of hard, ridged bone. The bone is arranged in semi-flexible rings that open to reveal a telepathic organ that glows in the presence of sentient beings. The Sape hungers for the sweet delight of intelligence, hunting the forests for humanoids to use its powers upon. The telepathic organ concealed by the bony ridges emits a unique psychokinetic energy that assaults the brain of sentient beings, draining them of intelligence to fuel its other psionic powers. These apes often live in troupes, but they are greedy and unwilling to cooperate in the hunt, usually acting alone.

COMBAT

The Sape is fairly rare, they are less successful than many natural animals because they devote so much time to stealing intelligence from sentient humanoids rather than feeding. They are not evil, while they attack without provocation, they do so only to sate their burning hunger for intellect. If a sape succeeds in overcoming a humanoid, it drains their intelligence but most often refrains from killing its prey. The creature prefers to use its draining abilities from concealment, gaining as much intelligence as possible before being forced into melee. When in Melee, it prefers dealing Subdual damage. Those that are subdued often are dragged away to secret layers to have their intelligence constantly drained to feed the beasts' unique hunger.

Bash: Besides its normal fist attack, as a full-round action the Sape may deliver a mighty blow with both fists against a foe for 4d4+1 subdual damage.

Mind Lightning: As a move-equivalent action, The telepathic organ inside the Sape's skull emits a burst of energy against a single target that drains 2d4 intelligence unless the victim succeeds at a DC 15 Will save.

Even if the victim resists intelligence drain, they must then make a DC 20 Will save or be flat-footed from shock for 1d4 rounds. If shocked, the victim can do nothing but move at half normal speed, and is denied their DEX bonus to AC.

If the Sape's intelligence rises above 11, it will begin to manifest metacreativity powers as a 10th-level psion. This stolen intelligence is fleeting, and it decreases at a rate of 1 point every 4 hours. Likewise, a drained victim regains intelligence at a rate of 1 every 4 hours. But the short time spent as a thinking, sentient being is infinitely addictive, and the sape will never pass up an opportunity to hunt for what it craves. Those that gain the most intellect may attempt to fashion traps, and create ambushes, giving them an edge for the next hunt. This burst has a range of 10 feet.

Psionics: (SP) At 12 Intelligence, the Sape can manifest at will *Finger of Fire*.

At 15 Intelligence, the Sape can manifest at will *Grease*, and gains the *Mind Thrust* Combat Mode.

At 18 Intelligence, the Sape can manifest at will *Ectoplasmic Cocoon*, and gains the *Intellect Fortress* Defense Mode.

At 21 Intelligence, the Sape can manifest at will *Whitefire*, and gains the *Mind Crush* Combat Mode.

Any increase of intelligence over 21 increases the DC of all the Sape's Attack/Defense modes and Mind Lightning by the same amount.