

Brain In A Jar

CR 9

NE Medium Construct

Initiative: -1; **Senses:** Blindsight 60 ft., Blindsense 30 ft., Lowlight Vision

Defense

AC: 25, **Flat-Footed:** 25, **Touch:** 5

(-5 dexterity, +20 natural)

HP: 86 (12d10+20)

DR: 5/Adamantine

Fort: +4, **Ref:** -1, **Will:** +9

SR: 22

Resistances: None

Immunities: Construct Immunities

Defensive Abilities: Protect the Master

Offense

Base Attack Bonus: +9; **Grapple:** +4; **Space/Reach:** 5 ft. / 5 ft.

Speed: Fly 20 ft. (perfect)

Special Abilities: Domination, Sunder Mind, Telekinetic Thrust

Tactics

During Combat: During combat, a brain in a jar employs its minions to suit its ends. If forced into violence, a brain in a jar is capable of generating blasts of concussive force that can send its foes flying.

Morale: A brain in a jar will only retreat from combat if given no other option. If a brain in a jar's minions are defeated, it will attempt to bargain with, or dominate its opposition.

Statistics

STR 1 (-5)

DEX 1 (-5)

CON --- (+---)

INT 21 (+5)

WIS 16 (+3)

CHA 19 (+4)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Sunder Mind), Ability Focus (Telekinetic Thrust), Combat Expertise, Improved Initiative, Iron Will

Skills: Appraise +20 (15 ranks, +5 Int), Bluff +19 (15 ranks, +4 Cha), Diplomacy +19 (15 ranks, +4 Cha), Knowledge (Any) +20 (15 ranks, +5 Int), Knowledge (History) +20 (15 ranks, +5 Int), Listen +18 (15 ranks, +3 Wis), Sense Motive +18 (15 ranks, +3 Wis)

Languages: Common, Elven, Giant, Goblin, Orc, Undercommon

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Any

Organization: Solitary, Gang (1 brain in a jar and dozens of humanoid servants), Clan (1 brain in a jar and hundreds of humanoid servants)

Treasure: Standard

Special Abilities

Domination (Sp): The brain in the jar may employ the *dominate person* spell at will. Unlike normal, the duration of this domination is permanent (though additional saves are allowed as normal).

The save DC of this ability is Charisma-based.

Protect the Master (Su): Whenever the brain in a jar suffers hit point damage, it may choose a single ally within 30 feet. The chosen ally suffers the dealt damage instead of the brain in the jar.

Using this ability deals 1d10+2 points of damage to the brain in a jar.

Sunder Mind (Su): As a full round action, the brain in a jar can attempt to destroy an enemy's mind. A single creature within 60 feet of the brain in a jar must succeed on a will save (DC 22) or suffer 1d6 points of Intelligence damage.

Creatures reduced to 0 Intelligence by this ability are not rendered unconscious; instead, their Intelligence is returned to its normal (undamaged) value, and the creature now views the brain in a jar as something that it must protect and serve at all costs.

The save DC of this ability is Constitution-based. The save DC of this ability is increased by +2 due to the brain in a jar possessing the Ability Focus (Sunder Mind) feat.

Telekinetic Thrust (Su): As a standard action, the brain in a jar can project a wave of concussive force capable of harming its foes. A single creature within 60 feet of the brain in a jar suffers 2d6 points of damage (no save) and must succeed on a fortitude save (DC 22) or be knocked prone and hurled 2d4x5 feet in a direction of the brain in a jar's choosing.

The save DC of this ability is Constitution-based. The save DC of this ability is increased by +2 due to the brain in a jar possessing the Ability Focus (Telekinetic Thrust) feat.

A large liquid-filled glass jar inserted into a stone base sits before you. A lone brain floats within the liquid.

A brain in a jar is all that remains of a once incredibly powerful being. While some seek immortality in lichdom, others in vampirism, some in godhood, and others in a multitude of other miscellaneous methodologies, only a select few are capable of surviving the rigorous trials that will leave them a brain in a jar.

No longer burdened by a physical form, a brain in a jar is capable of involving itself intricately with its surroundings, feeling the subtle changes in air current as a creature approaches, to the subtle tinge of inevitable fear as it rends its foe's mind asunder with but a moment's notice.

A brain in a jar is a masterful manipulator that is more than capable of dominating and enslaving any who oppose it. As such, most brains in a jar have gathered large throngs of witless minions who are willing to give their lives defending their new master.

Lore

A successful knowledge (arcana) check will reveal the following information about a brain in a jar:

DC 22 This odd creature is known as a brain in a jar. Sometimes, powerful beings wish to continue living but without the burden of a body. This thing is the result. This reveals all construct traits.

DC 27 Brains in a jar are capable of producing powerful blasts of concussive psychic force that can easily knock even a dwarf to its knees.

DC 32 A brain in a jar is a master of mental domination, easily able to take control of even the most strong-willed of opposition. In addition, a brain in a jar is capable of forcing damage dealt to itself upon nearby allies, though doing so does cause some damage to the brain in a jar itself.