

Mind Flayer (Illithid)

COST POWER

END

CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
12	STR	2	11-	HA 2d6(+1)
14	DEX	12	12-	dcv 5 / ocv 5, 9 with levels
12	CON	4	11-	
18	BODY	16	13-	
21	INT	11	13-	PER 13-
23	EGO	26	13-	ECV 8, 12 with levels
18	PRE	8	13-	3½d6
0	COM	-5		
5	PD	3		Total: 5 PD / 3 rPD (Hardened)
5	ED	3		Total: 5 ED / 3 rED (Hardened)
10	MD	0*		Total: 10 MD / 10 rMD (Hardened)*
2	SPD	-4		Phases: 2d12
4	REC	0		
24	END	0		
34	STUN	4		

Total Characteristics Cost: 80

MOVEMENT: Running: 6"
Swimming: 6"

POWERS

COST	POWER	END
13	Slimy/Rubbery Skin: Damage Resistance 3rPD/3rED (9 Base Points); Hardened (+¼), Inherent (+¼) (+½); 13 Active Points). Plus Hardening on 5 PD/ED.	0
18	Invertebrate Physiology: Damage Reduction: 50% vs. rPD (30 Active Points); Inherent (+¼) (37 Active Points); Only vs. Bludgeoning or Crushing Attacks (-1) (18 Real Points).	0
168	Magic Resistance: Dispel [or Suppress] 18d6 (54 Base Points); All Magical Special Effects Simultaneously (+2), Area of Effect (One Hex; +½), Continuous (+1), Damage Shield (+½), Inherent (+¼), Reduced Endurance (0 END; +½), Persistent (+½) (+5¼; 337 Active Points); Always On (-½), No Range (-½) (-1; 168 Real Points).	0
15*	Psionic Psychology: Mental Defence 5 points plus 5 points figured [total of 10 MD] (5 Base Points); plus Damage Resistance on 10 MD (+5 Base Points) (total 10 Base Points); Hardened (+¼), Inherent (+¼); (15 Active Points).	0
6	Amphibious: Life Support – Expanded Breathing underwater (5 Base Points) and Safe Environment Immune to High Pressure (+1 Base Point = total 6).	
4	Aquatic Ancestry: Swimming +4" (6" total)	
3	Tentacles: Extra Limbs (4) (5 Base Points); Inherent (+¼) (6 Active Points); Always On (-½), Limited Manipulation (-¼) (-¾; 3 Real Points).	
21	Skull Cutting Tentacles: HKA 1d6-1 (10 Base Points); Armor Piercing (+½), Autofire (x4; +½), Inherent (+¼), Reduced Endurance (0 END; +1) (+2¼; 32 Active Points); Strength Does Not Add (-½) (21 Real Points). [Acidic Enzyme]	

??? **Brain Sucking Maw:** HKA 3d6+1 (50 Base Points); Continuous (+1), NND (+1; no brain), Does BODY (+1) (200 Active Points); Concentration (0 dcv throughout; -?), Extra Time (Full Turn; -?), All four tentacles must have hit and grabbed first (-?), Skull Cutting Tentacles must have inflicted BODY Damage (-?), Linked to Skull Cutting Tentacles (-?).

Brain Sucking Head Rush: Transfer xd6 INT, EGO, and PRE from victim to mind flayer; Trigger (victim's death by brain suck; +?), ...

150 **Mind Blast:** Ego Attack 5d6 (50 Base Points); Area of Effect (Cone 60' long, 5' to 20' wide; +1?), Does EGO Damage (+1) (150 Active Points). [Standard = 15 STUN, 5 EGO, average = 17.5 STUN, 5 EGO] [1e – psionic blast on non-psionic DMG.78] [3e- stuns 3d4 rounds unless save vs. DC 17]

Psionic Strength Points: END Reserve of 250 points for Psionic Powers, Recovery X. [values after all powers]

PSIONIC MULTI-POWER POOL: 62-Point Reserve

Mind Thrust (B):

Mind Blank (F):

Thought Shield (G):

Mental Barrier (H):

Levitation: Flight, only up/down (-?).

6u **Domination:** Mind Control 10d6 (50 Base Points); Telepathic (+¼) (62 Active Points). [30 Standard Effect, 35 Average Roll]

6u **Domination:** Mind Control 8d6 (40 Base Points), Telepathic (+¼), Reduced Endurance (½ END; +¼) (+½; 60 Active Points). [24 Standard Effect, 28 Average Roll]

6u **Domination:** Mind Control 7d6 (35 Base Points), Telepathic (+¼), Reduced Endurance (0 END; +½) (+¾; 61 Active Points). [21 Standard Effect, 24.5 Average Roll]

ESP: Telepathy

Body Equilibrium: Flight, only to walk on surfaces

Astral Projection: Extra-Dimensional Movement

Probability Travel: Extra-Dimensional Movement

2E **PSI-HB:** Detonate, Control Body*, Levitation*, Body Equilibrium*, Probability Travel*, Teleport*, Astral Projection*, Domination*, Awe, ESP*, Post-Hypnotic Suggestion* [* all of the race have this]

2E **ILLITHIAD:** ...

3E **MM:** Astral Projection, Charm Monster, Detect Thoughts, Levitate, Planeshift, Suggestion [as 8th level sorcerer DC 13+spell level], Telepathy 100'

COST POWER

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communicate any creature with a language.

Total Powers Cost: XX

SKILLS

COST SKILL

32 Combat Skill Levels: +4 with All Combat

Tentacle Braille-like reading, Tentacle Sign-Language

Total Skills Cost: XX

DISADVANTAGES

XXX+ DISADVANTAGE

Psychological: Arrogant – Considers Illithids to be superior to all other races whom they see as cattle to be enslaved and fed upon at Illithid lesiure. (Common, Strong)

Psychological: Hatred of Githyanki and Githzerai races

Susceptibility to bright light: 1d6 STUN per Turn from light intensities over X lumens (anything brighter than torchlight)

Susceptibility to exposure to directy rays of natural Sunlight: 1d6 STUN per Turn

Susceptibility to intense heat: 1d6 STUN per Turn from heat over 30 degrees Celcius or 90 degrees Farenheit

Vulnerability to light-based Attacks: x2 Effect

Vulnerability to heat/fire-based Attacks: x1½ Effect

??? Brain Sucking Monstrosity Bonus

0 Experience [use for more experienced specimens of race]

Total Disadvantages: XXX

Characteristics: 100
Powers: XX
Skills: XX
TOTAL COST: XXX

[Insert Primary Picture At Top of 2nd Column on First Page]
 {use a scan of Mark's excellent paint job on my miniature}

DESCRIPTION

The above depicts the baseline Mind Flayer. There are others which are even more powerful psionically.

BACKGROUND/HISTORY:

[insert]
 ...

PERSONALITY/MOTIVATION:

Eat Brains, Extinguish the Accursed Sun, Enslave and Rule the Benighted World
 ...

QUOTE:

[?]

POWERS/TACTICS:

Mind Blast to disable, then eat brains or enslave.
 ...

CAMPAIGN USE:

Mind Flayers make awesome long-term behind-the-scenes villains due to the subtle influence that they can have with their vast psionic powers but they are no slouches if confronted directly.
 - Genetic Manipulator/Creators and Puppet Masters of several other subterranean races
 ...

APPEARANCE:

[insert]
 ...

SOURCES:

OD&D Eldritch Wizardry p.39 (1976)
 AD&D (1st edition) Monster Manual p.70 (1977)
 AD&D (2nd editon) Complete Psionics Handbook p.123 (1991)
 AD&D (2nd editon) Monstrous Manual p.251 (1993)
 AD&D (2nd editon) The Illithiad p.86 (1998)
 D&D (3rd edition) Monster Manual p.136 (2000)
 c.f. Rolemaster/DarkSpace Zainmoth which is a blatant rip-off

CONVERSION NOTES

OPPONENTS:

As an 8th level monster, a single ordinary Mind Flayer like the one above is a suitable encounter for an 8th level party ...

CHARACTERISTICS:

The Characteristics are a straight conversion from 3E except for WIS to EGO which I've changed because of the importance of EGO to Mentalists in the HERO System – it seemed like as brilliant as Mind Flayers are it is really willpower that would be their outstanding stat.
 ...

ATTACKS:

Hit Dice of 8+4 gives +4 to +5 CSL.

[It is worth developing a martial arts style for mind flayers based on their tentacles, telepathy, and flexible invertabrate physionomy; physically, it wouldn't be strike-based but rather would stress grab, choke, reversal, dodge, escape, eye gouge, ear box, and entangle; mentally it would have psionic/telepathic-based dodge (i.e., only if can read mind), Lightning Reflexes (likewise), etc ... Also could have some have telekinetic martial arts]
 ...

DEFENCES:

Magic Resistance uses Dispel but Suppress is cheaper because it is already constant!

...

MOVEMENT:

[It would be cool if Illithids moved in a more creepy way like if they levitated/flew like the "Gentlemen" from the Buffy episode Hush]...

SKILLS:

...

VARIOUS POWER LEVELS OF ILLITHID PSIONICS

COST	POWER	END	COST	POWER	END
				Telepathy	
				Ego Attack	
	Psionics – Mentalism Multi-Power: 162-Point Reserve (Illithid Elder Brain Maximum [650 PSP])			Mind Flayer Mentalist Multi-Power (Psionics):	
16u	Mind Control 26d6 (130 Base Points); Telepathic (+¼) (162 Active Points). [Standard Effect 78, Average Roll 91]	16	7u	Mind Control 12d6 (60 Base Points); Telepathic (+¼) (75 Active Points). [36 Standard Effect, 42 Average Roll]	7
16u	Mind Control 21½d6 (108 Base Points), Telepathic (+¼), Reduced Endurance (½ END; +¼) (+½; 162 Active Points). [Standard Effect 64.5, Average Roll 75.25]	8	7u	Mind Control 10d6 (50 Base Points), Telepathic (+¼), Reduced Endurance (½ END; +¼) (+½; 75 Active Points). [30 Standard Effect, 35 Average Roll]	3
16u	Mind Control 18d6 (90 Base Points), Telepathic (+¼), Reduced Endurance (0 END; +½) (+¾; 157 Active Points). [Standard Effect 54, Average Roll 63]	0	7u	Mind Control 8d6 (40 Base Points), Telepathic (+¼), Reduced Endurance (0 END; +½) (+¾; 70 Active Points). [24 Standard Effect, 28 Average Roll]	0
	Telepathy			Telepathy	
	Ego Attack			Ego Attack	
	Psionics – Mentalism Multi-Power: 137-Point Reserve (Illithid Elder Brain Average [550 PSP])			Mind Flayer Mentalist Multi-Power (Psionics):	
14u	Mind Control 22d6 (110 Base Points); Telepathic (+¼) (137 Active Points). [Standard Effect 66, Average Roll 77]	14	6u	Mind Control 10d6 (50 Base Points); Telepathic (+¼) (62 Active Points). [30 Standard Effect, 35 Average Roll]	6
13u	Mind Control 18d6 (90 Base Points), Telepathic (+¼), Reduced Endurance (½ END; +¼) (+½; 135 Active Points). [Standard Effect 54, Average Roll 63]	6	6u	Mind Control 8d6 (40 Base Points), Telepathic (+¼), Reduced Endurance (½ END; +¼) (+½; 60 Active Points). [24 Standard Effect, 28 Average Roll]	3
14u	Mind Control 15½d6 (78 Base Points), Telepathic (+¼), Reduced Endurance (0 END; +½) (+¾; 136 Active Points). [Standard Effect 46.5, Average Roll 54.25]	0	6u	Mind Control 7d6 (35 Base Points), Telepathic (+¼), Reduced Endurance (0 END; +½) (+¾; 61 Active Points). [21 Standard Effect, 24.5 Average Roll]	0
	Telepathy			Telepathy	
	Ego Attack			Ego Attack	
	Psionics – Mentalism Multi-Power: 112-Point Reserve (Illithid Noble Max., Elder Brain Min. [450 PSP])			Mind Flayer Mentalist Multi-Power (Psionics):	
11u	Mind Control 18d6 (90 Base Points); Telepathic (+¼) (112 Active Points). [Standard Effect 54, Average Roll 63]	11	6u	Mind Control 9½d6 (48 Base Points); Telepathic (+¼) (60 Active Points). [33 Standard Effect, 28 Average Roll]	6
11u	Mind Control 15d6 (75 Base Points), Telepathic (+¼), Reduced Endurance (½ END; +¼) (+½; 112 Active Points). [Standard Effect 45, Average Roll 52.5]	5	6u	Mind Control 8d6 (40 Base Points), Telepathic (+¼), Reduced Endurance (½ END; +¼) (+½; 60 Active Points). [24 Standard Effect, 28 Average Roll]	3
11u	Mind Control 12½d6 (63 Base Points), Telepathic (+¼), Reduced Endurance (0 END; +½) (+¾; 110 Active Points). [Standard Effect 37, Average Roll 43.75]	0	6u	Mind Control 6½d6 (33 Base Points), Telepathic (+¼), Reduced Endurance (0 END; +½) (+¾; 58 Active Points). [19.5 Standard Effect, 23 Average Roll]	0
	Telepathy				
	Ego Attack				
	Psionics – Mentalism Multi-Power: 100-Point Reserve (Illithid Noble Average)				
10u	Mind Control 16d6 (80 Base Points); Telepathic (+¼) (100 Active Points). [Standard Effect 48, Average Roll 56]	10			
10u	Mind Control 13d6 (65 Base Points), Telepathic (+¼), Reduced Endurance (½ END; +¼) (+½; 97 Active Points). [Standard Effect 39, Average Roll 45.5]	5			
10u	Mind Control 11d6 (55 Base Points), Telepathic (+¼), Reduced Endurance (0 END; +½) (+¾; 96 Active Points). [Standard Effect 33, Average Roll 38.5]	0			
	Telepathy				
	Ego Attack				
	Psionics – Mentalism Multi-Power: 87-Point Reserve (Illithid Regular Max., Noble Min. [350 PSP])				
9u	Mind Control 14d6 (70 Base Points); Telepathic (+¼) (87 Active Points). [Standard Effect 42, Average Roll 49]	9			
8u	Mind Control 11d6 (55 Base Points), Telepathic (+¼), Reduced Endurance (½ END; +¼) (+½; 82 Active Points). [Standard Effect 33, Average Roll 38.5]	4			
9u	Mind Control 10d6 (50 Base Points), Telepathic (+¼), Reduced Endurance (0 END; +½) (+¾; 87 Active Points). [Standard Effect 30, Average Roll 35]	0			