

ILLITHID



Masters of psychic power, these feared creatures of the underdark devour the brains of their foes

RACIAL TRAITS

Average Height: 5' 9"-6' 4"

Average Weight: 135-215 lb.

Ability Scores: +2 Intelligence, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Darkvision

Languages: Common, Deep Speech, Telepathy 5

Skill Bonuses: +2 Insight, +2 Stealth

Skill Penalties: -2 Diplomacy

Aberrant origin: You are considered an aberrant creature for the purpose of effects that relate to creature origin.

Mutated Constitution: You have a -2 penalty to your HP score. You must only apply this penalty once.

Devour Brain: If you successfully hit and kill a target with Brain Bore, you may spend a standard action to devour that target's brain. You heal 5 HP (10 HP at 11th level; 15 HP at 21st level).

Brain Bore

Illithid Racial Power

Your tentacles wrap around the head of your hapless opponent, holding your enemy still as your bore through their face or skulls for the delectable prize in the centre

At Will

Standard Action Melee

Attack: ½ level vs AC; vs. medium and small humanoid opponents only

Hit: 1d6+1 and the opponent is grabbed

Increase damage to 2d6+2 at 11th level, and 3d6+3 and 21st level

Special: If you attack your opponent with surprise, Tentacle Grab +3 to hit

Mind Blast

Illithid Racial Power

Your opponents squirm in pain when their puny minds are set against yours

Encounter ✦ Psychic

Standard Action Close Burst 2

Attack: Intelligence +2 vs Will

Hit: 1d6 + Intelligence modifier psychic damage; the target is -2 to hit and -2 to Will until the end of its next turn.

Increase damage to 2d6 + Intelligence modifier at 11th level, and 3d6 + Intelligence modifier at 21st level

Illithids, also known as mind flayers, are indigenous to the Underdark and are seen on the surface only rarely. Their frightening visage and psychic capacities, coupled with their reputation for cephalophagy (brain-eating),

leaves other races, good and evil, fearful and repulsed.

Play an Illithid if you want...

- ◆ to be evil
- ◆ to be a solitary and self-interested hero, untrusted and unloved
- ◆ to control others and bend them to your will
- ◆ to be a member of a race that favors the psion, battlemind, or wizard class



PHYSICAL QUALITIES

Illithids are humanoid creatures with prominent, prehensile tentacles protruding from the sides of their heavily toothed mouths. Their hairless skin is typically pale grey, blue, or purple, and their slanted eyes are white without pupils. Their bodies are tough by thin almost to the point of skeletal and they have long, spindly fingers.

Mind flayers prefer to dress in flowing, dramatic robes and cloaks, and they often sport high, flaring collars. They rarely adorn themselves, preferring plain dark colours and old garments, though they sometimes use decorative skulls.

They begin life as a tadpole-like parasite and live 200 years or more.

PLAYING AN ILLITHID

Illithids have no sense of honour or duty, and will have a strong and unusual motivation to adventure on the surface. Despised by many races an illithid can count on no-one and looks out for its own interests above anything else. Illithids have a particular dim view of creatures with lower intelligence and tend to see them as natural servants. They are merciless towards opponents and prefer to kill (and eat) defeated enemies rather than accept a surrender.

Perhaps an illithid that spends time with civilized races and benefits from adventuring within a benevolent party will slowly begin to learn the skills of social commerce and the value of mutual support. Or perhaps these are unlearnable and the illithid will always be an unpredictable risk to its fellow adventures.

Illithid Characteristics: intellectual, stealthy, foreign, arrogant, mindful, authoritarian, lurking, scheming, controlling.

Illithid Names (illithid names are gender neutral): Abstertharid, Albossk, Asterdellpor, Ilsenthid, Illiamious, Maanzethid, Quasthelid, Quaterasid, Ullipordell, Urophthelid