

# ***SAVAGE DUNGEONS!***

## Genre Bits!



By John Parker  
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[Cmdrcody\\_2000@yahoo.com](mailto:Cmdrcody_2000@yahoo.com)

### The Illethid (or Mind Flayeirs)



According to the SWRB “Perhaps the most diabolical creature in any fantasyland is the liche”.

Maybe. But I can think of one creature that may not be as utterly evil, but definitely more evil and *alien*, the Illethid (or the Mind Flayeir). As far back as I can remember

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these creatures have always struck fear into the hearts of even the most jaded characters. Just one of these suckers (!) usually sent the players into a panic, not to mention their dominated minions running around shooting you in the back!

Nasty Screen Monkey that I am, I set to work on this little gem.

(NO PICTURE THANKS TO WoTC!)

## **Illethid (Mind Flayer) (Wild Card)**

This is a super-intelligent, man-shaped creature with four tentacles by its mouth, which it uses to strike its prey. If a tentacle hits (**Touch attack, Fighting**) it will then begin to penetrate to the victim's brain, draw it forth and devour it. It takes d4 (one per tentacle attached!) turns for the tentacle to reach the brain, at which time the victim dies (**The victim may make an opposed Strength roll to break free, but takes one wound per tentacle if they break free**).

They typically have 1d10 slaves, typical Mooks, surrounding it at any one time.

A Mind Flayer will flee, sacrificing its slaves if need be, if an encounter is going against it.

They are typically found only in subterranean places, as they detest sunlight. They are greatly evil and consider the bulk of humanity as cattle to feed upon.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d6, Shooting d8, Guts d12, Intimidation d12, Notice d10

**Pace:** 6; **Parry:** 4; **Toughness:** 7

**Gear:**

### **Special Abilities**

Tough Rubbery Alien Skin: Armor +2(added in)

Aquatic: Pace 8

Telepathic: They cannot speak any human language, but they can speak telepathically to their subjects or prey up to 10" away. They sound as if they are speaking from a far away place and through a water filter.

Mind Blast: Their main weapon is a wave of psionic energy. It is a 5" long cone (use the Cone attack template and the Medium Burst Template together to get the Radius) that uses the following chart to determine damage based on the victims Smarts.

If the character gets a raise on an opposing Smarts roll, then they may move up the chart one level for every raise scored.

Use the standard range penalties on the creatures Shooting roll to hit (0/-2/-4).

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| <b>Smarts</b> | <b>Effect</b>         |
|---------------|-----------------------|
| d12+3         | Stun, three rounds    |
| d12+2         | Sleep, one hour       |
| d12+1         | Enrage, five rounds   |
| d12           | Confused, five rounds |
| d10           | Insanity              |
| d8            | Feebleminded          |
| d6            | Coma, three days      |
| d4            | Death                 |

## *Effects:*

**Stun, three rounds:** The victim is shaken for three rounds.

**Sleep, one hour:** The victim falls asleep for one hour. They may make Vigor rolls every round to wake up.

**Enrage, five rounds:** The character gains the Berserk Edge for five rounds, but cannot roll to stop it. They must continue for the full five rounds.

**Confused, five rounds:** Similar to Stun above, except that the victim will wander around for their full pace score in a random direction (roll a d12 and read like a clock) and they cannot recover until the five rounds has expired.

**Insanity:** The victim gains a random Insanity picked by the GM. (*What was it you called me Barry? Nasty Screen Monkey?*)

**Feebleminded:** The victim is under the control of the Mind Flayer. Hand over your character sheet, Slave.

**Coma, three days:** Pretty self-explanatory. Roll a Vigor roll every day to recover.

**Death:** Hehehehehehehehehehe....

Well, there you go. I'm not sure if I missed anything or not on this one. I whipped it out from my notes while waiting on my car to be repaired. Try it and see if you like it. Let me know. (BTW, I took out three characters and four retainers with one of theses baby's and 5 slaves! Sweet!)

cya

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cmdrcody\_2000@yahoo.com

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