

Thought Eater

(from the Monster Manual)

FREQUENCY: Rare

NO. APPEARING: 1-3

ARMOR CLASS: 9

MOVE 6"

HIT DICE: 3

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 0

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

INTELLIGENCE: Non-

ALIGNMENT: Neutral

SIZE: S

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: V/255+3/hp

Thought eaters are dwellers in the ether. Their senses, however, extend into the physical plane, and any psionic or psionic-related energy use in either area will attract their attention (range of ability or magic equals attraction range). The thought eater appears to be something like a sickly gray, skeletal-bodied, enormous headed platypus to those who are able to observe it. Its webbed paws allow it to swim through the ether. It can

be attacked only by ethereal creatures. Its only desire is to feed on the mental energy of prey it is attracted to, and if it comes within 6" of any creature in the ethereal or physical planes it will be able to absorb any psionic or spell energy they attempt to use; at a range of 1" the thought eater is able to begin feeding on the actual thoughts of even non-psionic creatures. Each thought eater is able to consume from 101-200 psionic energy points before becoming satiated. Convert magical energy to psionic points on a basis of 5 points per spell level, and actual thought consumption converts to 1 intelligence point equalling 10 psionic energy points. Note that if it feeds on thoughts the creature loses intelligence permanently. At intelligence 0 the creature is dead, 1 equals mindlessness, 2 idiocy, 3 imbecility, and an intelligence of 4 is equivalent to a low-grade moron. Mental defenses, including a mind blank spell, and magical devices against psionic and psionic related powers thwart attacks of these horrid things.

