



MINDSCAPES BEASTS OF THE ID

A psionics monster book

BY BRUCE R. CORDELL

Uses the Third Edition rules from the v. 3.5 revision.

ADDITIONAL CREDITS

Additional Design (Ozn): Prince "PsiSeveredHead" Elcock

Editing: Miranda Horner

Cover Illustration: Alan Pollack

Interior Illustrations: Ioren "MacBin" Atkinson and Alan Pollack

Production: Sue Weinlein Cook

Creative Direction: Monte Cook

Proofreading: Pamela Mohan and Sue Weinlein Cook

Cover and Interior Page Design: Peter Whitley

Playtest Leads: Prince "PsiSeveredHead" Elcock (with the Highwind Fanatics),
Matthew "St M" Arieta (with Team Brooklyn), and William "AntiDjinn" Elyea

For supplemental material, visit Monte Cook's Website: <www.montecook.com>

Malhavoc is a registered trademark and Eldritch Might is a trademark owned by Monte J. Cook. Sword & Sorcery and the Sword & Sorcery logo are trademarks of White Wolf Publishing, Inc. All rights reserved. Artwork ©2001–2004 Monte J. Cook. All other content is ©2003–2004 Bruce R. Cordell. All rights reserved. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This edition of *Mindscales: Beasts of the Id* is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Malhavoc Press logos and identifying marks and trade dress, such as all Malhavoc Press product and product line names including but not limited to *The Book of Eldritch Might*, *Mindscales: A Psion's Guide*, *Mindscales: Beasts of the Id*, *If Thoughts Could Kill*, *Hyperconscious*, *When the Sky Falls*, any specific characters, monsters, creatures, and places; capitalized names and names of places, artifacts, characters, countries, creatures, geographic locations, gods, historic events, magic items, organizations, and abilities; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such elements that already appear in final or draft versions of the System Reference Document or as Open Game Content below and are already open by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity designation above, the following portions of *Mindscales: Beasts of the Id* are designated as Open Game Content: the statistics and Combat text for the monsters, and anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other Open Game Content source.

Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999, 2000, and 2001 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book is hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE "*Mindscales: Beasts of the Id* ©2003–2004 Bruce R. Cordell." This material is protected under the copyright laws of the United States of America. Any reproduction, retransmission, or unauthorized use of the artwork or non-Open Game Content herein is prohibited without express written permission from Bruce R. Cordell or Monte Cook, except for purposes of review or use of Open Game Content consistent with the Open Game License. The original purchaser may print or photocopy copies for his or her own personal use only.

This document is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Table of Contents

INTRODUCTION: GETTING STARTED

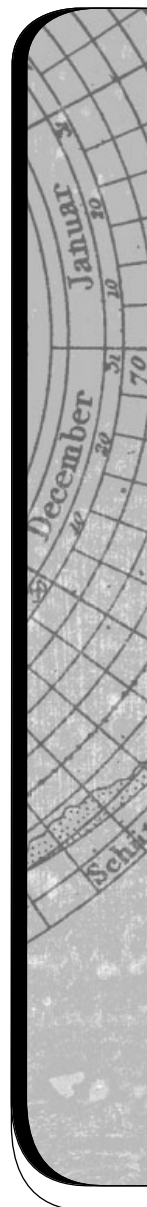
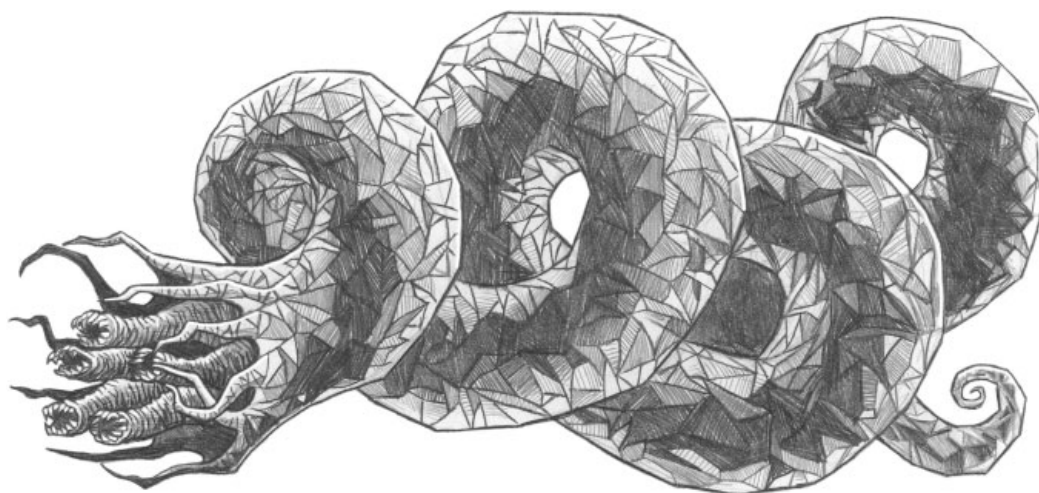
NEW POWER: CALL BEAST OF THE ID	3
Table: CALLING BEASTS OF THE ID	3
USING THIS BOOK	4
Table: MONSTERS BY CHALLENGE RATING	4

THE MONSTERS

CHALAZIOM	5
Sidebar: CHALAZIOM OCELLUS	5
FUNGIFORM EGO	6
CREATING A FUNGIFORM EGO	7
Sidebar: FRUITING BODY NUTRITIONAL VALUE	8
IDLOCK/IDBEAST	8
CREATING AN IDBEAST	9
Sidebar: NEW POWER: UNLEASH IDBEAST	10
IDBEASTS AS CHARACTERS	10
MALAFIDE	10
Sidebar: NEW ITEM: MALAFIDE CHALKSTONE	11
OPERANT CREATURES	11
MEIBOMIAN CYST	12
MELD	13
MOURNWRATH	14
Sidebar: THE DARK PLEA AND PRESERVING MOURNWRATH EQUIPMENT	15
NHALCID	16
Sidebar: ADDITIONAL PSYCHIC LARVA SIDE-EFFECTS	16
OGRE PSYCHIC	17
PSIMECH SAURIAN/PSIMECH	18
Sidebar: PRIMAL ARTIFICERS AND THE MACHINE ENCLAVE	19
CREATING A PSIMECH	20
Sidebar: NEW ARTIFACT: STAFF OF THE PRIMAL ARTIFICE	20
QIN	21
QIN AS CHARACTERS	22
SCAMPERING MAW	22
SCAPEWORM	23
SOULSHRIVER	24
TAENIAD	25
THELIHYDRA	27
VULTAUR	28
VULTAURS AS CHARACTERS	28
XENOCRYSTH	29

LEGAL APPENDIX

OPEN GAME LICENSE	31
-------------------------	----



Getting Started

Within this volume, you will find 18 psionic creatures to add to your roleplaying game campaign. Now you can expose your player characters to fearsome new beasts of the id—creatures such as the chameleonlike chalaziom and the dreadful scampering maw.

The psionic monsters in this book are called, appropriately, “beasts of the id.” Before we get to the monster descriptions, here is a new power to help you expand the types of monsters the player characters (PCs) can access with their summoning abilities.

NEW POWER: CALL BEAST OF THE ID

Clairsentience and Psychoportation [Summoning]

Level: Psion/Wilder 2

Display: Audible, visual

Manifestation Time: 1 round

Range: Close (25 feet + 5 feet/two levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3 (see text)

This power summons a specific psionic creature. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The power's ability to call creatures depends on the level of the manifester, as does the total power point cost of the power, as shown in the table below. You can always choose to call a lesser creature than the most powerful one you could call using this power.

CALLING BEASTS OF THE ID

Beast of the Id	Manifester Level	Minimum Power Points
Qin	4	3
Idlock	5	3
Chalaziom	6	5
Nhalcid	7	5
Vultaur	8	7
Scampering maw	9	7
Taeniad	10	9
Mournwrath	11	9
Meibomian cyst	12	11
Psimech	13	11
Soulshriner	14	13
Ogre psychic	15	13
Meld	16	15
Thelihydra	18	17
Xenocrysth	23	21

About the Author

Born in Watertown, South Dakota, **Bruce R. Cordell** earned a degree in Environmental, Population, and Organismic Biology from the University of Colorado. While working as a research associate in process chemistry he learned to synthesize DNA, but he could not resist the call of game design.

In 1995, after a few years as a freelancer and designer of online text-generated virtual worlds (specifically, the Tolkien-inspired Elendor MUSH), he abandoned science for a designer position at TSR, now Wizards of the Coast. His many design credits include the Psionics Handbook, The Sunless Citadel, Heart of Nightfang Spire, Expanded Psionics Handbook, and the Origins Award-winning Return to the Tomb of Horrors. He won the 2002 EN World d20 System Award for Best Adventure for his first Malhavoc psionics title, If Thoughts Could Kill, as well as the 2003 EN World d20 System Silver Award for Best Electronic Product for Mindscapes.

Bruce lives in Seattle, Wash., with his wife Dee and their dog and five cats. He recently completed his second novel. Visit his website at <www.brucecordell.com>.

About the Illustrators

Alan Pollack was born in New Jersey in 1964. He studied at the School of Visual Arts in New York City and in 1991 received his first cover assignment for TSR's Dungeon® Magazine. Two years later, Alan became a full-time illustrator at TSR. In 1997 he went out on his own and has worked for many roleplaying game companies as well as for Del Rey, ROC, Tor Books, and Wizards of the Coast. Alan lives in Freehold, New Jersey, with his wife, their two children, and his Siberian huskies Xena and Pikachu.

Toren “MacBin” Atkinson is known by night as the lead singer of the Cthulhu rock band, The Darkest of the Hillside Thickets, but by day he collects Saturday morning cartoons and draws monsters for money. You've seen his work in the award-winning books Delta Green and Death in Freeport. His illustrations also appear in If Thoughts Could Kill, Book of Eldritch Might II: Songs and Souls of Power, and Skreyn's Register: The Bonds of Magic. He recently wrote and illustrated the Spaceship Zero roleplaying game.

Malhavoc Press

Malhavoc Press is game designer Monte Cook's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products such as The Book of Eldritch Might exhibit the mastery of the d20 System rules that only one of its original designers can offer. Look for When the Sky Falls, an event book designed by Bruce R. Cordell detailing the cataclysmic effects of a meteor strike on a fantasy campaign, available now.

Current titles are available to purchase in either print or electronic (PDF) format at <www.montecook.com>.

USING THIS BOOK

The creatures' write-ups, including the summaries of their most common attacks and abilities, are as standard for d20 monster statistics and as described in the MM. Entries for creatures appear alphabetically by name. Monsters are listed alphabetically in the table of contents and by Challenge Rating in the table below.

MONSTERS BY CHALLENGE RATING		
CR	Monster	Page
1	Qin	21
2	Idlock	8
3	Chalaziom	5
4	Nhalcid	16
5	Vultaur	28
6	Scampering maw	22
6	Fungiform ego	6
7	Taeniad	25
8	Malafide	10
8	Mournwrath	14
9	Meibomian cyst	12
10	Psimech saurian	18
11	Soulshriver	24
12	Ogre psychic	17
13	Scapeworm	23
13	Meld	13
15	Thelihydra	27
20	Xenocrysth	29

Look for this book's companion volume, *Mindscape: A Psion's Guide*, available now. This psionics classbook contains a psionic combat system, a dozen new prestige classes, plus a variety of new psionic feats, powers, and items.

Each monster is designed to be used with the mindscape psionic combat system introduced in Chapter One of *A*

Psion's Guide. Mode check and resting mode notations in the creatures' Special Attacks statistics refer to this psionic combat system. If you prefer not to use this modular subsystem, simply disregard these references.

This book is a new edition of the previously published version of *Mindscape: Beasts of the Id*. In this edition, we have updated the material to conform to the v. 3.5 revision of the core rules and the *Expanded Psionics Handbook* and corrected a few typos. Everything else in the book has stayed the same—if you already have the previous edition of *Mindscape: Beasts of the Id*, this update does not invalidate your version.

Each monster's statistics offer Space/Reach and Face/Reach values, as well as the v. 3.0 and v. 3.5 versions of damage reduction (where applicable).

Throughout this book, a dagger (†) indicates a power, feat, or item introduced in *Mindscape: A Psion's Guide*. Otherwise, all references to powers, spells, feats, and other rules come from the *Expanded Psionics Handbook* and the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, DMG, and MM.

Sidenotes sprinkled throughout the text of this book provide useful information for players and DMs alike, including a handful of new psionic powers and items.

For source material and ideas to augment the information in *Mindscape: Beasts of the Id* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at the following address: <www.montecook.com/mpress__Mind.html>.

This sourcebook is protected content except for items specifically called out as Open Gaming Content on the title page. For full details, please turn to the Legal Appendix. Open content is not otherwise marked in the text of this book.

The Monsters

Each of these new beasts of the id is ready to trouble player characters or empower their ability to summon and control strange new monstrosities. With a variety of Challenge Ratings ranging from 1 to 20, there's something to throw at every adventuring party!

The statistics and abilities of three of these creatures—the scampering maw, vultaur, and xenocrysth—were inspired by the cover artwork by Alan Pollack. Another three follow the template format as seen in the MM, which allows you to create variations on the themes presented here. In the case of these creatures—the fungiform ego, idlock, and psimech saurian—the template rules follow the creature's initial stats. The entries for the idbeast, qin, and vultaur offer suggestions for playing them as characters.

CHALAZIOM

Small Aberration (Psionic)

Hit Dice: 4d8+16 (34 hp)

Initiative: +3

Speed: 30 feet (6 squares), swim 20 feet

AC: 20 (+1 size, +3 Dexterity, +6 natural), touch 14, flat-footed 17

Base Attack/Grapple: +3/+0

Attack: Slam +5 melee (1d4+1) or eye ray +7 ranged touch (2d6)

Full Attack: 3 slams +5 melee (1d4+1) and eye ray +5 ranged touch (2d6)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet/5 feet/5 feet)

Special Attacks: Psi-like abilities, mode *chec* +4, resting mode *Sap Mind* +4

Special Qualities: Chameleon power, DR 10/magic (or 10/+1), darkvision 120 feet, fire resistance 10

Saves: Fort +5, Ref +4, Will +5

Abilities: Str 13, Dex 17, Con 18, Int 12, Wis 12, Cha 15

Skills: Hide +10, Listen +7, Search +12*, Spot +18*, Swim +16*

Feats: Alertness, Multiattack

Environment: Any aquatic and underground

Organization: Solitary or collection (2–5)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 5–9 HD (Small); 10–17 HD (Medium); 18–36 HD (Large)

Level Adjustment: +3

The chalaziom is a cunning creature that uses light and psionics to waylay its foes.

From a distance, a chalaziom has the rough appearance of a 4-foot-tall humanoid, complete with four limbs and a head, but its upright appearance is a mimicry—a chalaziom is far more simplistic, as shown in the illustration on the next page. Five stubby, starfishlike limbs radiate from a central disk. The chalaziom can alternately crawl on all five limbs or walk on just two or three.

Instead of a standard hide or scales, the chalaziom's body is covered with tiny lenses made of calcite crystals; its entire surface acts as one big compound eye composed of hundreds of tiny lenses. It uses these lenses to change its body coloration, see with unbelievable clarity, discharge psionically intensified beams of light, and capture the minds of the incautious with its full-body gaze.

Chalazioms are always voracious. They don't usually distinguish between sentient and nonsentient creatures when it comes to prey. They prefer small prey but eat anything they can catch. Because they regard all other creatures as potential food, most beings consider them simple animals. However, chalazioms have a secret culture they share only among themselves, and they communicate in rapid pulses of light from "eye" to "eye" quicker than any other creature can follow. Deep below the earth in hidden aquifers, chalazioms gather in colossal clumps, each transmitting whole libraries of information in moments with light pulses. Rolling through the dark waters, these masses of signaling chalazioms look like lightning-lit thunderheads drowned in dark liquid.

COMBAT

Chalazioms slam opponents with their limbs, fascinate the unwary, and blast eyebeams at their closest prey.

* **Skills:** The chalaziom enjoys a +8 racial bonus on Search, Spot, and Swim checks.

Psi-Like Abilities: Chalazioms produce these effects at will:

Eye Ray: Once per round the chalaziom can gather ambient light (or a portion of light it has stored) and release from its lens-covered body a ray of energized radiance that deals 2d6 points of damage. The chalaziom can make this attack in conjunction with its melee attacks and it does not draw an attack of opportunity.

Gaze: During any round that the chalaziom takes only a move action, its gaze ability potentially affects any creature within 30 feet without conscious effort on the chalaziom's part. Creatures affected by the gaze stand fascinated and take no actions for 1d4 rounds while they stare into the incredible compound eye that covers the creature's body. If something

Chalaziom Ocellus

When a chalaziom is slain, residual psionic energy lingers in 1d4 of its crystal lenses. If detached, each acts as a complete pair of eyes of charm. Each ocellus can be used only once against a single target, for a maximum of 10 rounds, before crumbling away with its psionic energy completely drained.

Faint telepathy, ML n/a; Price 75 gp; Weight —

attacks the affected creature, this fascination breaks. A Will save (DC 16) negates the effect. Each opponent within range of a gaze attack must attempt a saving throw every round at the beginning of its turn in initiative order. The creature also can gaze actively as an attack action by choosing a target within range, which must then attempt a saving throw. A chalaziom is immune to its own gaze attack.

Chameleon Power (Ex): The chalaziom can skillfully manipulate the light entering and reflecting from its myriad crystal lenses, thus changing the coloration of itself and its equipment to match its surroundings. This provides a +8 circumstance bonus on the chalaziom's Hide checks.

FUNGIFORM EGO*

Medium Ooze (Psionic)

Hit Dice: 5d10+23 (60 hp)

Initiative: +1

Speed: 30 feet (6 squares)

AC: 19 (+1 Dexterity, +3 natural, +5 +1 chainmail), touch 11, flat-footed 18

Base Attack/Grapple: +3/+6

Attack and Full Attack: +1 greatsword +8 melee (2d6+7)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet by 5 feet/5 feet)

Special Attacks: Psi-like abilities, mode check +4, resting mode Brain Hammer +4, fruiting aura

Special Qualities: Blindsight 60 feet, ooze traits

Saves: Fort +6, Ref +2, Will +4

Abilities: Str 16, Dex 13, Con 14, Int 12**, Wis 12, Cha 14

Skills: Jump +7, Knowledge (nature)+5, Knowledge (psionics)+5, Listen +5, Sense Motive +5, Spot +5

* Templated creature; template appears on page 7.

** Emulates/takes control of former host's Intelligence +4. Skill points equal to (2+Intelligence modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Feats: Combat Reflexes, Iron Will, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Environment: Any

Organization: Solitary or colony (6–12)

Challenge Rating: 6

Treasure: Standard

Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: +2

The fungiform ego kills the higher minds of those it infests and fuses itself into the mindless decaying corpse of its new fleshy body.

Formed by the infection of a previous fungiform ego's fruiting aura, the creature described here dwells in the body of a typical human mercenary complete with +1 chainmail armor and a +1 greatsword. This host nourishes a terrible infection. Crests of vile fungus sprout and burrow on the skin, preserving the flesh against total decay. The eyes are cloudy sacs of rot, and the flesh is veined yellow and green. If ever broken open, the chest cavity is revealed to be partially hollowed out and filled with a packed mass of squalid vegetable matter. The fungiform ego still wears the clothing and uses the equipment of the base body and retains access to all the base body's memories, abilities, and traits. Fungiform egos can disguise their bodies with untarnished armor, gauntlets, and a helm, or a voluminous robe, if attempting to pass as normal. In addition to serving as a tool for interacting with the physical world, the body provides the main mass of the creature (in the chest) with some protection. Despite the condition of its fleshy carapace, the fungiform ego is very much alive.

Fungiform egos work toward their own inscrutable goals, which invariably run counter to those of most other creatures.

