

THOUGHT EATER

Emaciated creatures that swim through the Astral Sea feeding on thoughts and mental processes, thought eaters appear as translucent, emaciated platypus-like monstrosities with rough, uneven teeth.

Thought eaters are attracted to the smartest available prey. While native to the Astral Sea, they sometimes find their way to the natural world through portals, color pools or psychic accident.

Thought Eater

Small immortal beast

Level 14 Artillery

XP 1,000

HP 110; **Bloodied** 55

AC 28; **Fortitude** 26; **Reflex** 24; **Will** 28

Speed 4, swim 6

Initiative +9

Perception +10

Thoughtsense 20

TRAITS

Thoughtsense

The thought eater can sense the location and intelligence score of any creature with an intelligence of 3 or higher within 20 squares. This requires neither line of sight nor line of effect. The thought eater ignores concealment of creatures detected by this ability.

Psychic Feeding

If the thought eater takes psychic damage, it gains 15 temporary hit points.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +17 vs. Will.

Hit: 2d6+5 damage and the target gains vulnerable 10 psychic (save ends).

(r) Eat Thoughts (psychic) * At Will

Attack: Ranged 10; +19 vs. Will.

Hit: 2d10+10 psychic damage. If the target is stunned, its lowest level unexpended daily power is also expended. If a stunned target has no unexpended daily powers, it instead gains vulnerable 10 psychic (save ends).

(area) Devour Minds (psychic) * Encounter

Attack: Close burst 2 (enemies in the burst); +18 vs. Will.

Hit: 3d8+7 psychic damage and the target is stunned (save ends).

MOVE ACTIONS

Hungry Pursuit * Encounter

Effect: The thought eater gains phasing until the end of its turn and moves 8 squares towards the enemy with the highest intelligence within range of its *thoughtsense* ability.

Str 11 **Dex** 15 **Wis** 16

Con 20 **Int** 3 **Cha** 23

Alignment unaligned

Languages -

Thought Grinder

Large immortal beast

Level 27 Artillery

XP 11,000

HP 110; **Bloodied** 55

AC 41; **Fortitude** 39; **Reflex** 37; **Will** 41

Speed 6, swim 9

Initiative +18

Perception +18

Thoughtsense 20

TRAITS

Thoughtsense

The thought eater can sense the location and intelligence score of any creature with an intelligence of 3 or higher within 20 squares. This requires neither line of sight nor line of effect. The thought eater ignores concealment of creatures detected by this ability.

Psychic Feeding

If the thought grinder takes psychic damage, it gains 25 temporary hit points.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +30 vs. Will.

Hit: 4d6+9 damage and the target gains vulnerable 15 psychic (save ends).

(r) Eat Thoughts (psychic) * At Will

Attack: Ranged 10; +32 vs. Will.

Hit: 4d10+19 psychic damage. If the target is stunned, its lowest level unexpended daily power is also expended. If a stunned target has no unexpended daily powers, it instead gains vulnerable 10 psychic (save ends).

(area) Devour Minds (psychic) * Encounter

Attack: Close burst 2 (enemies in the burst); +41 vs. Will.

Hit: 4d8+15 psychic damage and the target is stunned (save ends).

MOVE ACTIONS

Hungry Pursuit * Encounter

Effect: The thought grinder gains phasing until the end of its turn and moves 8 squares towards the enemy with the highest intelligence within range of its *thoughtsense* ability.

Str 18 **Dex** 20 **Wis** 21

Con 26 **Int** 4 **Cha** 30

Alignment unaligned

Languages -