

Id Fiend Mindhorror (Psionic Adept)

The Id Fiend Mindhorror is a highly mobile controller that also doubles as a lurker. Paired with a source of concealment, the creature is ideal for hit-and-run tactics in a sprawling dungeon or forested setting. The Id Fiend Mindhorror works well in a horror or nightmare-themed encounter, slowly destroying its foes with fear and psychic attacks.

Id Fiend Mindhorror Psionic Adept	Level 5 Solo Controller
Large aberrant magical beast (reptile)	XP 1,000
HP 256; Bloodied 128	Initiative +3
AC 19; Fortitude 18; Reflex 16; Will 17	Perception +6
Speed 6; Climb 6	
Immune fear; Resist 5 psychic	
Saving Throws +5; Action Points 2	
Traits	
Weakness Before a Strong Mind	
If an attack against the id fiend is a critical hit, the id fiend is blind and slowed until the end of the attacker's next turn.	
Psychic Speed	
At the start of combat, the id fiend makes two initiative checks. On the second initiative count the id fiend may only take 2 move and 1 minor action.	
Standard Actions	
⬇ Quick Slash • At-Will	
<i>Requirements:</i> Effect: before the attack, the Id fiend shifts 1 square.	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 1d6 + 7 damage.	
⬇ Snapping Jaws • At-Will	
<i>Requirements:</i> Effect: Before the attack, the id fiend slides the target 1 square.	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 2d6 + 7 damage.	
⬇ Double Attack • At-Will	
<i>Effect:</i> The id fiend uses quick slash and snapping jaws.	
⬅ Manifest Fear (fear, illusion) • Recharge ☹ ☹ ☹	
<i>Attack:</i> Close burst 5 (enemies in the burst); +9 vs. Will	
<i>Hit:</i> The target is dazed and slowed until the end of the id fiend's next turn.	

Move Actions		
Psionic Flight • Recharge ☹ ☹		
<i>Effect:</i> The id fiend pushes each enemy adjacent to it 1 square and then flies its speed. If it has concealment, the id fiend may make a stealth check to hide.		
Minor Actions		
Fearful Torment (psychic) • At-Will 1/round		
<i>Attack:</i> Ranged 10 (one or two dazed creatures); +9 vs. Will		
<i>Hit:</i> 1d6 + 7 psychic damage, and the target is immobilized and takes a -2 penalty to attack rolls until the end of its next turn.		
Triggered Actions		
Whipping Tail • At-Will		
<i>Trigger:</i> An enemy moves without teleporting to a square within 2 squares of the id fiend.		
<i>Attack (Immediate Interrupt):</i> Melee 2 (the triggering enemy); +10 vs. AC		
<i>Hit:</i> 1d8 + 7 damage, and the target falls prone.		
Overwhelming Dread • Encounter		
<i>Trigger:</i> The id fiend first becomes bloodied.		
<i>Effect (Free):</i> Manifest fear recharges, and the id fiend uses it.		
Psionic Augmentation (psychic) • Recharge ☹ ☹		
<i>Trigger:</i> This creature hits an enemy with a melee basic attack.		
<i>Effect (Free):</i> That enemy is dazed until the end of this creature's next turn.		
Skills Insight +11, Stealth +10		
Str 21 (+7)	Dex 12 (+3)	Wis 18 (+6)
Con 16 (+5)	Int 15 (+4)	Cha 12 (+3)
Alignment unaligned	Languages —	

The Id Fiend is a level 1 solo controller found in the *Dark Sun Creature Catalog*. This very nasty creature terrorized teams in the Tyr portion of the *Dark Sun Arenas* event that ran at Gen Con and PAX Prime in 2010. As a solo it has a few sources of multi-attacks that both add offense and defense. The *Double Attack* provides solid damage while providing movement and forced movement. The *Manifest Fear* applies only control, but doubles up with a double-attack and more control via *Fearful Torment*. Action Points can enable a combination of control and offense while providing strong defensive placement. As it stands, the level 1 version is a strong Solo. It also pairs really well with other creatures, traps, or with cunning terrain.

The level 5 version above adds two powers (*Psionic Augmentation* and *Psionic Flight*) from the Psionic Adept monster theme in the same book. *Psionic Augmentation* provides further synergy, allowing another way to use *Manifest Fear*. *Psionic Flight* has been enhanced to allow the use of stealth if the id fiend can find concealment. In addition, two traits have been added. *Weakness Before a Strong Mind* is a bonus for the PCs, inspired by the critical weakness on the Primeval Chimeric Dracolisk. *Psychic Speed*, on the other hand, is a big bonus to the Id Fiend, allowing it a second initiative count where it can move

twice (including with *Psionic Flight* so it can push and hide) and use *Fearful Torment*. The great mobility makes this version a Controller/Lurker and ideal for hit-and-run tactics. By preventing standard actions the Solo is kept reasonable, but this can be altered for an even bigger nightmare. Note that damage is overall low, so it is still ideal to pair it with other monsters, traps, and terrain.

Example encounter: A version of this monster with lower damage values was used in an adaptation of the Proving Grounds level 8 encounter in the Thunderspire Labyrinth adventure (p.50-53). The room and five traps were kept as can be seen in the adventure, the Id Fiend Mindhorror was used instead of the dragon, and concealment was added in the form of a smoke/fog present throughout the area. Four items were scattered around the complex and the PCs had to find them while the Id Fiend attacked them (often trying to immobilize in the path of the huge rolling rock that rotates around the central area). PCs were spread out, making a perfect scenario for the control and tactics. It felt a lot like the movie *Alien*, and the climb speed was used to evoke the cinematic concept of this thing crawling on ceilings and around statues to get to them... then slipping away to strike again later. Coupled with powers being portrayed as summoned nightmares, the sensation of terror was very palpable. Level 5 PCs were just shy of bloodying it by the time they gathered the four pieces they needed and pressed them into the door, lifting the fog and dissipating the creature. Three of the PCs were unconscious when this happened (not a surprise given the difficulty of the encounter).