

Ood

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Very Rare | Medium | Evil | Monstrous Humanoids

The Ood stand about 6 feet tall and have hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a round, many-toothed orifice like that of a lamprey. The creature has three reddish fingers and a thumb on each hand.

Armor Class	Hit Points	Move
15	32 (8.0 Hit Dice)	50 feet None
Appearing	d4	
Habitat	Underground, Extraplanar	
Intelligence	Genius	
Negotiation	Yes	
Potential Energy Pool	35	
Morale DC	5 (Run at 25% Hit Points)	
Challenge	6.5 (1,274 XP per monster)	

Combat

Has 2 attacks. Hit Bonus +8. Damage Per Weapon damage

Special Attack

An Ood's preferred method of attack is a mind blast, projected as a psionic cone 60 feet long, 5 feet wide at the origin and 20 feet wide at the end. All creatures within the cone must make a Constitution ability save (DC 15) or be stunned and unable to act for 3d4 rounds. This attack consumes 7 energy points.

Special Defense

An Ood may use one psionic power per round, chosen from the following list. The energy cost is deducted from its Potential Energy Pool:

- Suggestion (Psychic Manipulation) Cost: 5
- Empathic Domination Cost: 7
- Telepathy Cost: 5
- Psychokinesis: Lift Cost: 5
- Astral Travel Cost: 9
- Dimensional Slip Cost: 9

Treasure

Individual: 1d10 gp

Lair: 2d10 Gems worth 100gp, d4 magical items