

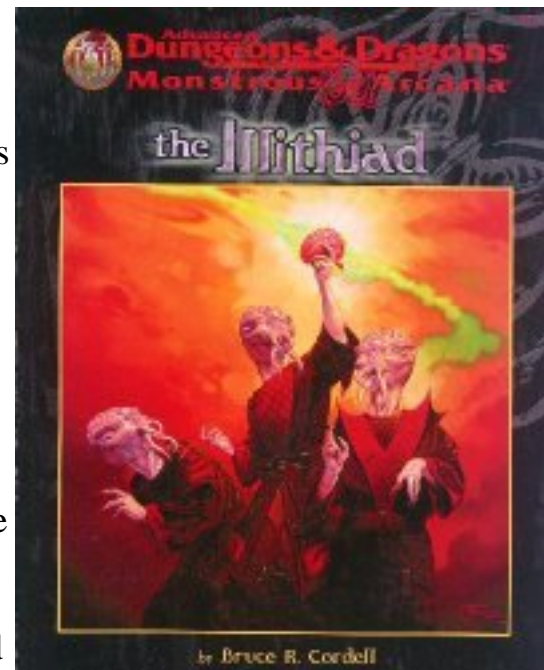


Horror in the Appalling Hills

By Derek "DMH" Holland and Moses "Wolfy" Wildermuth
[Email us both - Click Here!](#)

This net module was produced using the following source material-
Gamma World Rule Book fourth edition,
The Overlord of Bonparr GW Game Accessory,
Some creatures have been converted from Third edition GW modules
Two Dragon Magazine articles regarding Mind Flayers, and
The second edition AD&D game system, especially the Illithiad and
SpellJammer.

While possession of these resource materials would be handy, we
tried to provide enough background and converted materials that this
should not be entirely necessary. With a few modifications this net
module can be placed into any existing Gamma World campaign. As
always, if you want to be a player in this module, do not read past the
player's section. If you intend to run this module as a GM, be sure to
read the whole thing through at least once. You may wish to
download the maps and graphics or print them for later reference and
use as playing aids.





The location:

In the Appalling Hills near MagnaTap.

It's in the Bonapartist territory with Green Village on one side and the Wild Lands to the other.

The players can come from any background, and from any location.

The exact details of how and why the characters get to Green Village is left up to the GM.

Party Requirements:

12th level+

Beam weapons

Powerful (but not powered) armor

Must have 2+ espers

Must have 1 PSH or AH

[Back to the Workshop](#)

[Player's Section](#)

[Game Masters Section](#)

[Creatures used in this Adventure](#)

[Encounters in the Appalling Hills](#)

[The D'rek'Moe Colony](#)

[Acknowledgements](#)

Dragon Magazine References:

[Dragon's Bestiary](#)

[The Sunset World](#)

Player's Information-

An odd humanoid has come out of the Appalling Hills telling a story of unbelievable horror...



You have been asked to go to Green Village on the eastern most frontier of the Empire of Bonparr to meet with this person and to go into the hills near Magnatap to investigate his claims. The mysterious man, known only as Grax, has exposed and helped to capture an "alien" spy in Green Village. A local humanoid merchant, named Fogner, had had his brain removed and "replaced" by an intelligent mobile brain creature. The body and "brain creature" is still being examined by members of the Healers in Jainus.

Although you can tell at first glance that Grax is not PSH, he has no significantly obvious physical mutations. He stands only about 5'4" tall, and his back is slightly arched so that he is constantly hunched over. His face has a rather narrow and "pinched" appearance. His nose and chin are rather pointed and he sports a thin moustache and goatee. He wears new looking studded armor, longsword, dagger and rifled musket; these are probably gifts from his hosts, the Ranks of the Fit. When he speaks his voice is rather high pitched and tinny, and contains an accent that you are unfamiliar with...

"My new friends," he begins, "You may not believe what you are about to hear. Aliens from another dimension have crash landed on your planet, and are living in what you call the Appalling Hills, a weeks journey to the east," and gestures, a long, sinewy arm ending in claw like fingers extending ominously in the direction of the active volcano of MagnaTap. "That devourer, ... that 'brain creature?'... that Col. Dumaine's men took away. It was but a pet, a plaything of these foul, slimy creatures that are overtaking your planet.

He pauses to take a breath, "I was a captive slave, a thrall- to be used for labor and/or food as seen fit by these monsters. They call themselves Illithids in their twisted mind speak, but most that meet with them and live to tell the tale, call them Mind Flayers.

"Their vessel crash-landed on your world many years ago. I was able to hide myself and escape through a natural tunnel to the surface while on a work detail in the mines below their walled encampment. I can take you to its entrance, though it is surely guarded now.. They are powerful... with their minds... (he pauses while searching for an unfamiliar word), ...like your espers. They tracked me and searched for me throughout the night, but as daylight approached, they retreated to their camp, as they are unable to abide this world's sun without special protections.

At this time, he is willing to answer the party's questions to the best of his knowledge, about the mind flayers appearance and some of their horrible mental power. Grax is willing to lead the party to the site and help defeat the illithids. He will tell them the best way to accomplish this will be to destroy the colony's leader, the elder brain, known as D'rek'moe. Local powerful espers have searched the mountainous area with long range telepathy and have detected strange psychic noise in the area described by Grax. They have not detected any deception in Grax's stories. Four of the Ranks' highest ranking guards, disgusted by Grax's tales, will also volunteer to help the party.



PLEASANT DREAMS...

[Back to the Introduction](#)

Gamemaster Background-

The reasons for the party's requirements:

They need to be proficient in combat and should have high MS or MD scores.

They need beam weapons to affect intellect devourers (normal weapons have no affect), and powerful armor to keep off the guards (esp. the urophions as they cause weakness). though *powered* armor is not recommended.

They must have 2+ espers to keep up with the psionic assaults of the illithids, and have at least 1 PSH or AH to give some supense as this person may be captured to be implanted with a tadpole.

The GM is also cautioned against allowing the characters access to such hi-tech equipment such as vehicles or long-range communications devices. These items may completely change the nature of this adventure. Animal mounts should be avoided as well, as this module was intended to be carried out on foot. If the characters insist on being mounted, the GM must compensate by giving mounts to the various attackers. The mounts are also likely to be killed or driven off by many of the encounters.

[Back to the Introduction](#)

[SpellJammer Background](#)

[How the Illithids reached Gamma World](#)

[More about Grax](#)

[More about the Ranks of the Fit](#)

[About the Illithids](#) [About the Base](#)

[Back to the top](#)



SpellJammer geography and politics (just a little background):

The universe that the illithids came from is made up of a explosive gas called Phlogiston (aka the Flow).

Within the Flow are giant "crystal" spheres that contain one solar system apiece (the interior is called wildspace). The 2 major contenders for control are the elves and the humanoids. The elves won 2 wars against the humanoids (called the Unhuman Wars). So the elves, with the help of some humans, gnomes, dwarves, and a few others patrol the Known Spheres. They do not, however, slaughter evil creatures who behave themselves. The major evil groups are the clockwork horrors (small spider like robots that kill everything in a sphere then use its resources to make more horrors), beholders (who are in a complex civil war where they are

trying to wipe out all other subspecies: eg beholders with gray skin vs those with red), illithids (who are a major buyer of slaves for work, reproduction and food), the neogi (spider/eel creatures that believe that every other creature is theirs to own, also the most hated beings in wildspace), and the scro (advanced orcs who would put fear into ogres). The Drow (evil elves) are a growing presence in the spheres.

[Back to the top](#)

[Back to the top](#)

How the Illithids arrived in Gamma World:

The ship that brought the illithids to Gamma World is called "The Brain Jammer". It is a prototype of a new class of colonization ships that was designed to carry an entire community of the flayers to a new world(sphere) and requires an elder brain to power the helm. It resembles a huge Hawaiian conch shell. On its first shake down flight, with D'rekmoe at the helm and almost the entire D'rekmoe community on board, the huge ship and its guard vessels were attacked by the EIF (elven imperial fleet). The elven wizards used psionic affecting magic on The Brain Jammer and the reaction of the new helm to the magic tore a hole into the Astral plane and between the universes. The ship was sent spiraling out of control into an alternate universe. Severely damaged, lost and unable to navigate properly in the unfamiliar space of this new universe, the elder brain in control searched desperately for a world to make landfall. It sensed life on the third planet of a nearby system and traveled to it. There it encountered one final indignity, a strange un-living metal object that could not be detected using psionic technology (an ancient orbital defense satellite) begins firing beams of unknown energy and large explosive missiles at The Brain Jammer. It crashes onto the planet below, a world known to its inhabitants as Gamma Terra...



[Back to the top](#)

[Back to the top](#)

About Grax:

He will answer all questions the party ask him truthfully to the best of his knowledge, but if asked how long he was with the illithids or if he is an alien himself he will only say he was captured several years ago and that he was on board the ship when it crashed here.

Although he can give them general information about the communities layout, he does not know the exact location of the elder brain's pool nor does he know anything about the array of strange devices that have been placed atop the walls of the outside encampment. He knows the approximate number of mind flayers, slaves, guards and other creatures at the base, and other minor bits of information that the GM deems appropriate.

Unbenownst to anyone(except himself), Grax is a werebeast, A wererat to be precise. In fact, that is how he was able to escape from his work detail by changing into giant rat form and hiding in the rocky terrain of the mines. He will not willingly reveal this information and it will never be on his "surface thoughts". Years of surviving among the illithids has given him a powerful wild psionic mental attack and defense(see below).

Grax's stats:

8th level fighter

He is a full wererat, and has hybrid rat-man, human and giant rat form. He can control all of his forms equally. He usually will assume hybrid rat-man form during combat, and giant rat when the battle does not go well. Physical weapons have no effect on him in any of his forms unless made of silver or one of "alien" psionic weapon. In giant rat and rat-man forms he regenerates physical damage at 3/ round. In human form he heals at 6/ day. Only fire, UV lasers, acid, decapitation, or disintegration weapons can permanently kill him. This assumes his body is completely destroyed or his head is removed completely from the body. He will generally only wear leather armor, as wearing other armor types will cause him to take 1-2 points of damage while altering to hybrid form.

He has gained two "Wild Psionic Talents". He has Intellect Fortress with unlimited use and can use Mind Rip 4 times per day. See the section on Mind Flayer powers for details on Intellect Fortress.

Mind Rip:

Range 30 meters

This power removes 1d4 points of intelligence. If a target is brought to 0 intelligence points, it dies. If used against a psionic being who currently unable to use its powers (usually from exhaustion), mind rip inflicts 3d6 points of damage and permanently removes one power. The GM may determine if this applies to depleted mental mutations on a case by case basis.

[Back to the top](#)

[Back to the top](#)

About the Bonapartists:

The MindFlayers have ties with leaders in Jospeen. Some high level members of the Ranks already know what's going on and would rather the characters fail in their mission and become slaves. Col. Dumaine would like to use the base to increase their power base and to replace the general after he dies. He has been supplying them with humans (PSH and AH) and info in exchange for items with psionic circuitry. Major Octavius in Green Village is 'in on it' with Col. Dumaine hoping to one day take command of the village, though will do anything to keep that fact from coming to light including sending squads of his troops to ambush the party. Specific details of these NPC's can be found in the GW accessory, "The Overlord of Bonparr".

[Back to the top](#)

[Back to the top](#)

About illithids:

Illithids need intelligent brains to eat, and intelligent mammal humanoids to reproduce. Sunlight is lethal (they have suits and glasses for movement in sunlight). They NEVER trust other races (so the spies must be mentally dominated).

The leader, or elder brain is a collection of all the brains of those illithids who have died in the community. It is still alive and has great mental powers (with a range of 2-5 miles). They use items covered in psionic circuitry. This looks like a cobweb that cannot be touched. It appears only when intelligent creatures come near it (IN 5+). They breed twice in a life time. The eggs are layed in the pool with the elder brain. They are tadpoles for 10 years (20 for a rare powerful variant). Most are fed upon by the elder brain. Then the tadpole must be implanted in a mammal humanoid which is then converted into an adult-sized illithid (it has low HD and psionic abilities). If the tadpole is implanted into another creature, a hybrid may be produced. The only creature known to work is the roper (producing the urophion), but there are a lot of new beasties in

Gamma Terra. Illithids fear undead as they have no minds to detect. The same applies to live metal, (especially after their encounter with that satellite).

[Back to the top](#)

[Back to the top](#)

About the base:

The colonial SpellJammer vessel, Brain Jammer, crashed into a side of this mountain and forms the "heart" of the base. The ship crashed here over 10 years ago. The elder brain of the colony, D'rek'Moe, quickly assessed that the ship would be unable to leave this new world and decided to carry out its original mission and begin colonization. The wreck of the Brain Jammer contains all the basic features of a full sized underground illithid community.

After some time getting re-established, the flayers sent out intellect devourers to spy on and later "infiltrate" the local population passing themselves off as locals. In this way they set up some trade and gathered items of technology. Some of the flayers themselves have put on wetsuits(strange looking leather armor with goggles) and gone into the human towns with a dominated gnoll(hyena-oid) to act as their voices, and occasionally, people from town have gone missing or a nomadic tribe of humanoids have been attacked and a few members taken, but for the most part the alien visitors have gone unnoticed.

[Back to the top](#)

Creatures And Aliens used in the making of "Horror in the Appalling Hills"

[Back to the Introduction](#)

[Arklens \(Orlen/Hound Folk\)](#)

[Bofs \(Bigguns\)](#)

[Cessirid](#)

[Fire Giants](#)

[Gnolls](#)

[Illithids and Ulitharids](#)

[Intellect Devourers](#)

[Juggernaut](#)

[Thrips](#)

[Urophions](#)

[Back to the Top](#)

Bofs (Bigguns)

Converted by Moses Wildermuth

Per 11

St/RU 0

AC Depends on Armor worn

MD 6

Health 20

Speed 12

Level 3

HD 12

THAC +5

Attacks 2

Damage by weapon type

horns d8+2

Int Ave

Morale 10

Size L(2.5m)

Fq Uncommon Organization Herd

Act Cycle Diurnal Diet Vegetarian

Tech III Artifacts Any

CL/Terr Temperate Plains and Hills



Phy. mutations Larger horns, Heightened Strength

Ment mutations None

Powers None

Descriptions- Humanoid American Buffalos(or Bison). Standing 2.5m tall their heads and shoulders are very hairy. Their legs end in hooves, however they have developed four fingered hands. Their Arms and legs are somewhat less hairy, and the rest of their bodies are smooth, brown skin.

Combat- These humanoids are mercenary fighters by nature, and will have acquired one or two combat skills (if allowed in the current campaign world). They normally use human weaponry and artifacts in addition to their natural horn weaponry.

Society- They are extremely stubborn mercenaries, and should never be trusted unless being approached from a position of power and until all financial details of the deal have been worked out.

Bofs form herds consisting of four to five males and a few dozen females and young. Younger males, who have not yet started their own herds will generally sell their services to the highest bidder. They have been known to become fanatically loyal to those that have saved their lives.

[Back to the top](#)

[Back to the top](#)

Juggernaut (Big Daddy)

Created By Derek M Holland

No 1

Per 18

St/RU -4

AC legs 20 body 16

MD 20

Health 20

Speed 22

Level 10

HD 35

legs have 12 HD ea

THAC +10

Attacks

feeler whips (2) 2d6+2

fore leg stabs (2) 2d10

fangs (2) 2d10

IQ low

Morale 16

Size G (see below)



Fq VR Org solitary
Act. Cyc night diet carnivore (esp insects)
TECH 0 Art. none

Cl/Terr light forests and plains

Phy. mutations poison (int 15 destructive), chameleon power (15), regeneration (legs only- 1 leg restored per week)

Men. mutations none

Powers none

Description- This is a giant daddy-long-legs (or harvester spider). Its legs go up to 10 meters in the air, so the body is held 8 meters aloft. It is brown with black fangs. (note that there are several types of daddy-long-legs- this one has a spider- like body, not oval shaped)

Combat- Juggernauts hunt by sight, using all 8 eyes. When prey is sighted, the juggernaut runs to the attack. It will retreat only when it fails morale or losses 3+ legs.

Society- They are a very important organism, as they keep mutant insect populations down, where they live. When intellignet beings see them, they tend to run away- which is good for both parties.

[Back to the top](#)

[Back to the top](#)

Illithids and Ulitharids

Converted by Derek M Holland

Illithids:

ST/RU +3 (-3 in suit)

AC 15

MD 25

Hlth 18

Spd 12

Sw 12

Level 8

HD 20

THAC +8

Attacks

By weapon or 1d4 (X4) or psionics

IQ genius

Morale 18



Size M (2m)

Freq very rare Org Communal
Act Cyc any (night) Diet intelligent brains
Tech see below Art see below

Cl/Terr underground and dark areas

No mutations

powers psionics(see below), sunlight causes 6d10 points of damage/ round

Ulitharid:
(There is only one of these in the D'rek'Moe community)

Per 24
ST/RU +2 (-4 in suit)
AC 18
MD 28
Hlth 22
Spd 14
sw 12
Level 12
HD 28
THAC +12
Attacks
by weapon or 1d6 (X6)
or psionics
IQ genius
Morale 18
Size M (2.5m)

Freq very rare Org group
Act Cyc any (night) Diet intelligent brains
Tech ?? Art ??

Cl/Terr underground and dark areas

No mutations (powers to be explained later)

powers psionics, sunlight causes 6d10 points of damage/ round

Description: Illithids are a race of humanoid amphibians. They are 2 meters in height, have 3 fingers (and a thumb) and a skin that is violet and slimy. They have 4 (or 6 in the case of ulitharids) tentacles that surround a jawless mouth filled with teeth. Their eyes are totaly white with a membrane that blocks out visible light. They do see in the infrared with a range that is dependent on the amount of light they are



looking into. They are a race that is psionically powerful and can only communicate with telepathy. Sunlight is lethal to them and many groups are attempting to put out the local star. Illithids live approximately 115-135 yrs, and ulitharids live for twice that long. When they die, their brains are placed in a brine filled pool where the brains meld together to form an elder brain. The elder brain is alive and is VERY powerful psionically (with a range of 2-5 miles). It usually serves as an advisor and library to the community.

They reproduce in an unusual manner. They are not hermaphrodites as it states in the MM and Illithiad but rather by parthenogenesis, ie laying eggs without mating. The eggs are laid in the pool with the elder brain. They hatch in to tadpoles with use 4 tentacles as a tail. When it is mature, the tadpole is inserted into a mammalian humanoid host. The tadpole consume the cerebrum and replaces it, this takes 1 hour. The flesh of the humanoid is replaced with illithid flesh over 7 days.

It is weak (in terms of HD) and not very psionically powerful at first but it is its adult size. Over 8 years it gains its HD and powers. Then it can join groups that are working outside the influence of the elder brain. For the purposes of this module, assume that each flayer encountered in the D'rek'Moe has a base 20% chance to less than 8 yrs old, and then roll 2d4-1 for exact age. Illithids have a lifespan longer than humans and some of the leaders are 80+ yrs old and very powerful.

Cmbt Illithids prefer to stun opponents psionically and then either capture or feed upon the opponents. If they come within 2 feet in combat they can attack with their tentacles. They do 1d4/tentacle/round. If all 4 hit, the being dies in 1d4 rounds as its brain is torn from its head. They may use psionically powered weapons (which relies on the uses intelligence for its power level).

Soc The illithids live in communities that exist around an elder brain. They have factions called Creeds that are similar to cryptic alliances. The Creeds are discribed below. They believe that they are the highest form of life because they feed on all other intelligent beings. The only beings that they deal with openly are the neogi and beholders.

lots of potential here#####

This power forces the target into a dream like state that is based on its fantasies. This power can not be broken as it over rides all outside stimulus. Only another psionist can break the target out. Note that I am leaving some out- the ones that allow them to travel the planes, the ones that will kill the party and the one that collapses time- I wonder who came up with that one?! - DMH

The powers of the illithids

All have an MP score of 17 or 18, except attack modes which are between 21 and 24

Attacks:	Use:	Description:
EGO WHIP	1/3 rounds	This attack releases all the targets feeling of worthlessness. The target is dazed (-5 to all rolls) for 1d4 rounds.
ID INSINUATION	1/4 rounds	This attack allows the id to overwhelm the superego. The target is dazed (-5 to all rolls) for 1d4 rounds.

MIND BLAST	1/10 rounds	This attack is a cone of psionic noise (5'-20'X60'). It causes stunning (no actions) for 3d4 rounds.
Defenses:	Usage:	Description:
MIND BLANK	All the time	This defense (MBk) allows a +1 to MD vs psionic attacks. It hides the mind from attack.
THOUGHT SHIELD	1/10 rounds for a duration of 3 rounds	TS gives a +2 to MD. It produces a shield of power to stop assaults to the mind.
MENTAL BARRIER	1/hour for a duration of 3 rounds	MB gives a +3 to MD. It hides the mind behind a wall of mental gibberish.
INTELLECT FORTRESS	1/4hours for a duration of 2 rounds	IF gives a +4 to MD to all within 3 meters. IF uses the ego and superego to stop psionic attacks.
TOWER OF IRON WILL	1/day for a duration of 10 rounds	TIW gives a +5 to MD to all within 1 meter. TIW uses only the superego to build an unassailable haven for the mind.
Other powers:	Usage:	Description:
AWE	1/4 rounds	This power causes the target to view the illithid in awe or in fear. They will not attack it unless they are attacked first.
BODY EQUILIBRIUM	At all times	This power reduces the weight of the illithid to allow it to walk on any surface (e.g. water and quicksand).
CONTROL BODY	1/12 rounds	This power allows the illithid to physically control another humanoid. The attack is vs the targets strength (which are made once per round).
DOMINATION	1/hour	This power allows the illithid to control the targets mind. It does not allow the illithid to read the targets mind.
ESP	at all times	This power allows the illithid to read the surface thoughts of the target. It still must successfully attack.
LEVITATION	At all times	This power only allows up and down motion. It can be used to stop falls.

POST-HYPNOTIC SUGGESTION	1/8 rounds	The illithid can only affect creatures w/ intelligence of 7-17. It must be successfully implanted. If it is, everytime the target encounter the selected situation, it must make a tough MS check or follow the suggestion.
TASTE LINK	N/A	N/A
IMPRINT PSIONIC CIRCUITRY	At all times	This power allows the illithid to empower objects with psionic powers. If the power has a long duration, a small ball of illithid slime (which holds raw psionic power). It is visible only in the vicinity of an intelligent creature. It can be used to heal or harm those who touch it or come near it (2'). Telepathic powers can not be used in circuitry.
MICROCOSM	1/ week	

[Back to the top](#)

[Back to the top](#)

Thrips

Original Concept by Derek M Holland

No 1d4
Per 15
ST/RU +1/+3 in dark
AC 16
MD and Hlth 18
spd 5
fly 18
lvl 8
HD 10
THAC +8
Attacks
claws 1d4 (X3),
tentacles 1d4(X4)
IQ high
Mor 18
SZ S (1.5 m)



FQ VR Org clutch
TECH II Art A, H

CL/Terr Apalling Hills

Mutations as obb

powers as illithid

Description- This is the first successful hybrid that the illithids have created in GT. It looks like a short illithid with obb legs in place of arms and the third as a tail. It also has wings and the characteristic illithid tentacles. It is dark purple except for its black wings.

Combat- Thrips attack as obbs, except if the if the radiation blast does not kill, it then uses its mental blast.

Society- Like urophions, thrips are considered a normal part of illithid society. They are highly valued for their abilities, and are used in raiding attacks. They can breed in both ways: if as an illithid it produces the usual tadpoles, if as an obb it produces more thrips.

[Back to the top](#)

[Back to the top](#)

Urophions

No 1-3

Per +12

ST/RU +10

AC 19 (tenacles- 20)

MD 22

Health 18

Speed 3

Level 8

HD 20

THAC +8

Attacks 6

Damage 3-6

IQ high

Moral 20

Size L (3 m)

Fq Very Rare Org Solitary/Group

Act Cyc Any Diet Brains

Tech ? Art Incidental

Cl/Terr Underdark

Powers- immune to lightning, 1/2 damage from cold, double damage from fire, psionics, tentacles are

severed only on a hit (by a edged or energy weapon) that inflicts 8 or more points of damage, brain extraction (4 hits means death on next round)

Description- A crossbreed between a roper and an illithid. They are highly intelligent. They look like tall columns with 6 tentacles. They keep these wrapped around themselves as camoflage in their natural environments.

[Back to the top](#)

[Back to the top](#)

Intellect Devourer

Converted by Derek M Holand

NO 1d6

Per 18

ST/RU +2

AC 17

MD 25

Hlth 25

Spd 15

Lvl 5

HD 10

THAC +5

Attacks

claws for 1d6 (X4)

IQ High

Mor 20

sz (s 1 m)

FQ VR Org solitary or pack

TECH ?? Art none or those on body

CL/Terr Dark areas

Powers- psionics, immune to physical weapons, lasers, radiation and heat/cold. Reduced damage

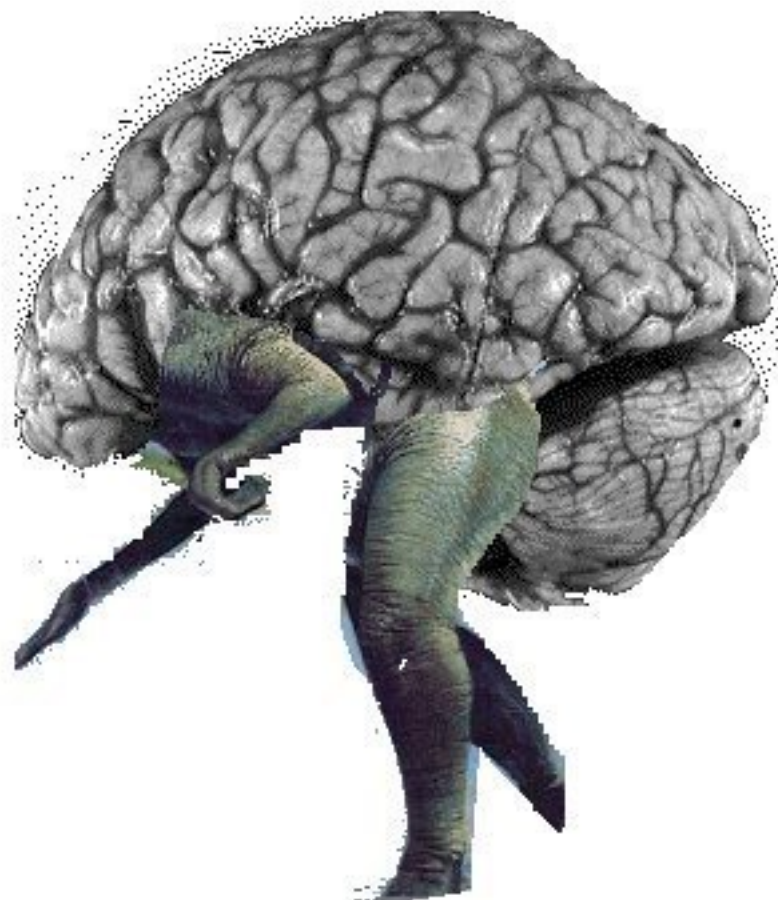
from screamers (1/4), blasters (1/10), and plasma weapons (1/2). Runs from bright light (inc VL lasers).

Description- A brain covered in a hard shell with 4 legs ending in large claws.

Combat- A ID attacks psionically and physically at the same time. If riding, it may not attack psionically to hide its existance. And only a head hit will harm it when riding.

Soc They are the watchdogs/ spies for the illithids. If they slay a person, it reduces itself and consumes the persons brain. It then replaces it (called riding). They usually probe a person to gain habits knowledge form him before killing him.

[Back to the top](#)



[Back to the top](#)

Fire Giant

Converted by Derek M Holland

No 1-12
Per 16
ST/RU -5
AC 18
MD+Health 22
Speed 18
lvl 12
HD 28
THAC +12
Attacks
axe- 2d10+10
IQ Average
Mor 20
sz H (6 m)



Act Cyc Day Diet Omnivore
FQ VR Org Tribal
TECH II Art ??
CL/Terr Hot regions/Mtns

Powers immune to fire/heat, throws rocks for 3d6 pts of damage (rng 30/90/200 m)

[Back to the top](#)

[Back to the top](#)

Gnoll

Converted by Derek M Holland

No 10-100
Per 12
ST/RU 0
AC 14
MD+Health 13
Speed 12
lvl 3
HD 8
THAC +3
Attacks
punch- 1d8
IQ low



Mor 20
sz L (2.2 m)

Act Cyc Night Diet Carnivore
FQ VR Org Tribal
Tech II Art ??

CL/Terr temp forests and hills

powers infravision (10 m)

[Back to the top](#)

[Back to the top](#)

Cessirid

Converted by Derek M Holland

No 1-20
Per 16
ST/RU +2
AC 16
MD+Health 18
Speed 18
swim 15
lvl 8
HD 15
THAC +8
Attacks
bite- 2d8
IQ average
Mor 18
sz M (3/4 m)

Act Cyc Night Diet brains
FQ VR Org pack
Tech 0 Art ??

CL/Terr swamps/rivers
powers poison bite, psionics

"Cessirids travel in packs. A cessirid's body is canine, with a large head, outsize eyes, and a rending beak in place of teeth. There are four short tentacles around the mouth. Short spines jut from the back. The skin is smooth, slimy, and pale gray in color. The spaces between the toes are webbed. Though small, cessirids are shockingly powerful. In combat, a cessirid leaps and bites at its adversary, inflicting horrible damage with its outer jaws. The tentacles around the mouth cause a stinging and burning sensation upon

contact with flesh (save vs. poison for each bite that hits; failure yields a -3 penalty to armor class, saving throws, and to-hit rolls) that lasts for 3-12 turns. Cessirids may use the following psionic disciplines at the 6th level of mastery: body equilibrium, ESP, and dimension door. They use these in the pursuit and detection of prey, or to escape if attacked by a superior force. These creatures live in tightly knit packs, working together silently and efficiently to bring down prey of any sort (they can communicate with others of their kind telepathically over distances of up to 24' at no cost to psionic strength). Though they are willing at times to negotiate with other intelligent creatures, they have little desire for anything but food and reproduction. In general, they are wily and treacherous. On occasion, if they are not hungry, cessirids will harry and torment prey for hours before killing it. Rivalry between cessirid packs is sharp, but they will generally band together against other creatures. Reproduction is accomplished by depositing 1-3 larvae in the body of a victim. The juveniles grow quickly and seem able to prevent the decay of the corpse during their development. Adults guard the larvae until the latter metamorphose. For reasons not entirely clear, cessirids prefer intelligent creatures for larval food."

---- The description of Cessirids quoted directly from Dragon Magazine.

[Back to the top](#)

[Back to the Top](#)

Arklens (Orlen/Hound Folk)

Converted by Moses Wildermuth

No 1-6+1 (unless a large group is summoned as reinforcements)

Per 15

St/RU +2

AC Depends on Armor worn

MD 15

Health 19

Speed 18

Level 8

HD 24

THAC +8

Attacks 2

Damage by weapon type(X2)(+7), or

2 bites d8, or

1 bite and one weapon

Int high

Morale 14

Size L(2.7m)

Fq Uncommon Organization Para Military

Act Cycle Diurnal Diet Carnivore

Tech III

Artifacts-One main two handed weapon, usually battle axe, large flail, or two-handed sword. One secondary single-handed weapon, usually different type than the main weapon. One ranged weapon, and a medium shield. Various armor.

CL/Terr Any

Phy. mutations two heads and four arms

Ment mutations Anti-LifeLeech(13), Immune to Mental Attack(12), telepathy(10), telekinesis(11)

Powers None

Descriptions- They are bipedal, four-armed, canine humanoids, slightly taller than orlens. Their teeth are larger and sharper than arks, and they are stronger and healthier than orlens. They are said to be the product of a mad scientists gene-splicing experiments.

Combat- They will have as many combat related skills as allowed by the current campaign, and will gain +7 damage to one type of two-handed weapon. suggested skills include brawling and wrestling.

Society- They were hunted for years by both Arks and Orlens until being adopted into the Ranks of the Fit. They now take up many positions in law enforcement and security. Arklens are the more honest paramilitary troops in Gamma Terra/

[Back to the top](#)

Read to the Players:

The party, including 4 Arklen volunteers from the Ranks' guards, leaves Green Village and heads east into the wild lands that surround the Appalling Hills and MagnaTap. Since the start of the journey, Grax has become strangely quiet and intense. He has taken to wearing a hooded cape about himself, only speaking if spoken to, and visibly sniffing at the air. He is perfectly confident in being able to lead you to the alien ship, however, he does not seem to relish the idea of returning to the lair he had just escaped.

During their first night, the group makes camp in a small grassy valley in the foothills at the base of a larger hill; Grax says the ship is near the top of this hill.

[Back to the Introduction](#)

[Encounter #1](#)

[Encounter #2](#)

[Encounter #3](#)

[Encounter #4](#)

[Encounter #5](#)

[Back to the Top](#)

Encounter 1:



Sometime in the morning of the second day, they are attacked by a large "Troop of Hoops". Twelve or more hoops are involved. All wear leather armor except the leader and assistants (with chain for 2 lieutenants and +6 riot armor for the leader). Weapons include shortbows, broadswords, a few pistols, chameleon rifles for the lieutenants, and a gravity gun for the captain (for use during a retreat). Hps should run from 35 to 65 (with 68 for the assistants and 75 for the leader).

GM's note-There should be an average of 1-2 hoops per party member, depending on party size and strength and including the guardsmen and Grax. This band of hoops is a likely trade partner with the illithids and also associate members of the ROF working secretly for Major Octavius in Green Village, however, that is not known to the players. This encounter will appear rather irrelevant to the characters, except that they get to fight alongside Grax for the first time. He seems to fight like a mid-level scout or enforcer and handle himself well. The characters also learn that it appears as if weapons, including percussion weapons, have no effect on him.

To the characters- Travel is uneventful on the third day, though the ground vegetation is becoming sparse. That night is spent in a small unoccupied cave found by the party's scout(s) and is relatively quiet as well, though the sounds and cries of unknown animals sometimes rend the air. By the middle of the 4th day, the characters begin to pass alternately through rocky high ground and narrow canyon passes as they ascend the hill where Grax says the aliens are located.

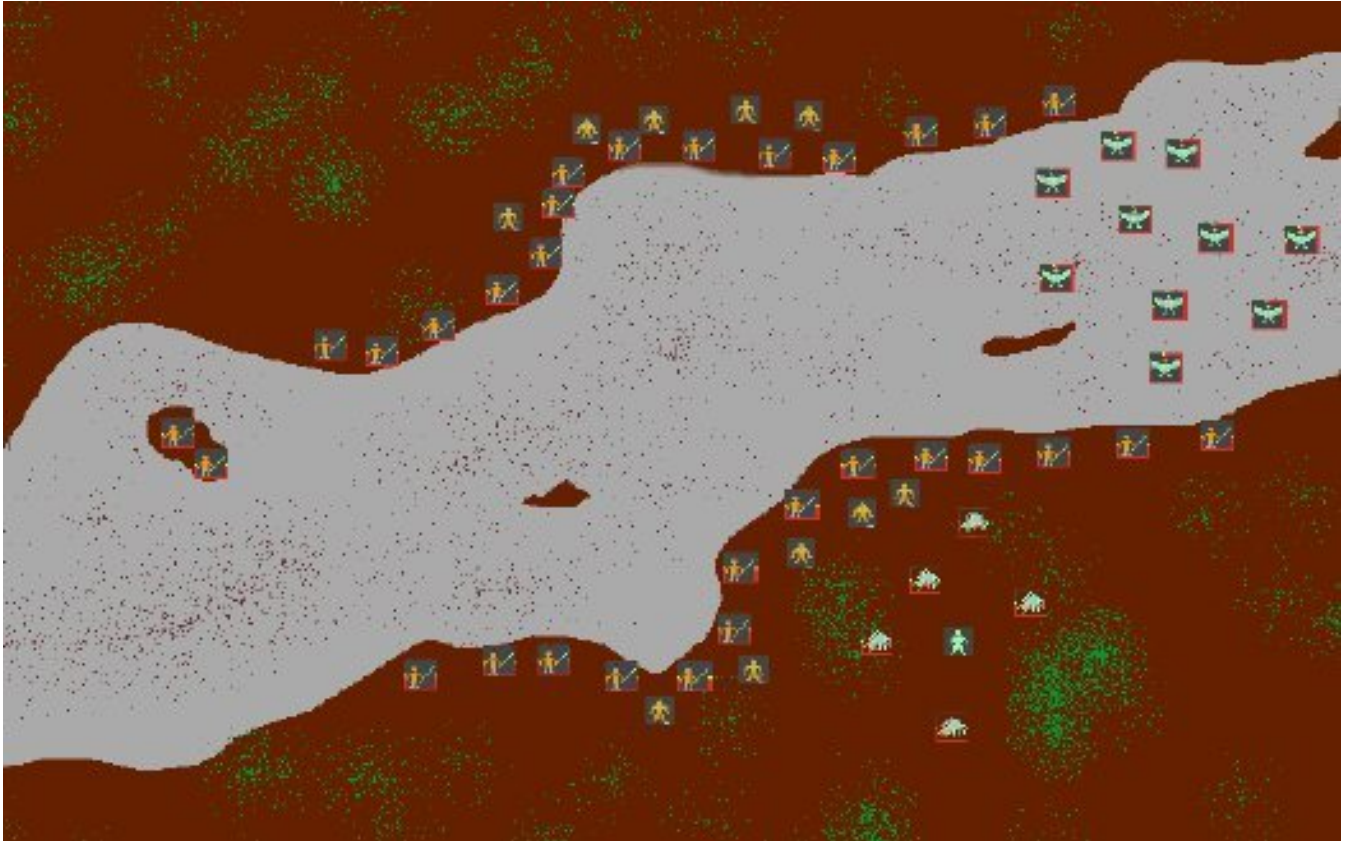
GM note- Several hours later, it is in one of these narrow canyons that the next encounter occurs, so give them a chance to think about taking special precautions. It is not possible to completely avoid traveling through these canyons, however, characters with wings or other ability to fly can watch the terrain from above,

electronic sensors, telepathy, or other methods may be employed. Do not suggest anything to them, just give them some time to think of it themselves.

[Back to the Top](#)

[Back to the Top](#)

Encounter 2:



A large group of The Ranks of the Fit guardsmen ambush the group from the canyon walls in the early evening. One of the arklens that joined the party in Green Village, turns traitorous and also begins attacking the group. The walls here are 8 to 10 meters high with some sloping areas, where the bofs and rhinos can rush down on the characters if necessary. Two bofs have also been placed atop a pillar of stone 12m tall by the wasps. They are placed behind where are to be ambushed, but will have no way back to the ground if all the wasps are killed or disabled from flying.

30 Bof Privates (En 2)- chain, axe, flintlock rifle, spear

10 Humanoid Rhino Sargeants (En 5)- plate, axe, "modern" rifle, spear

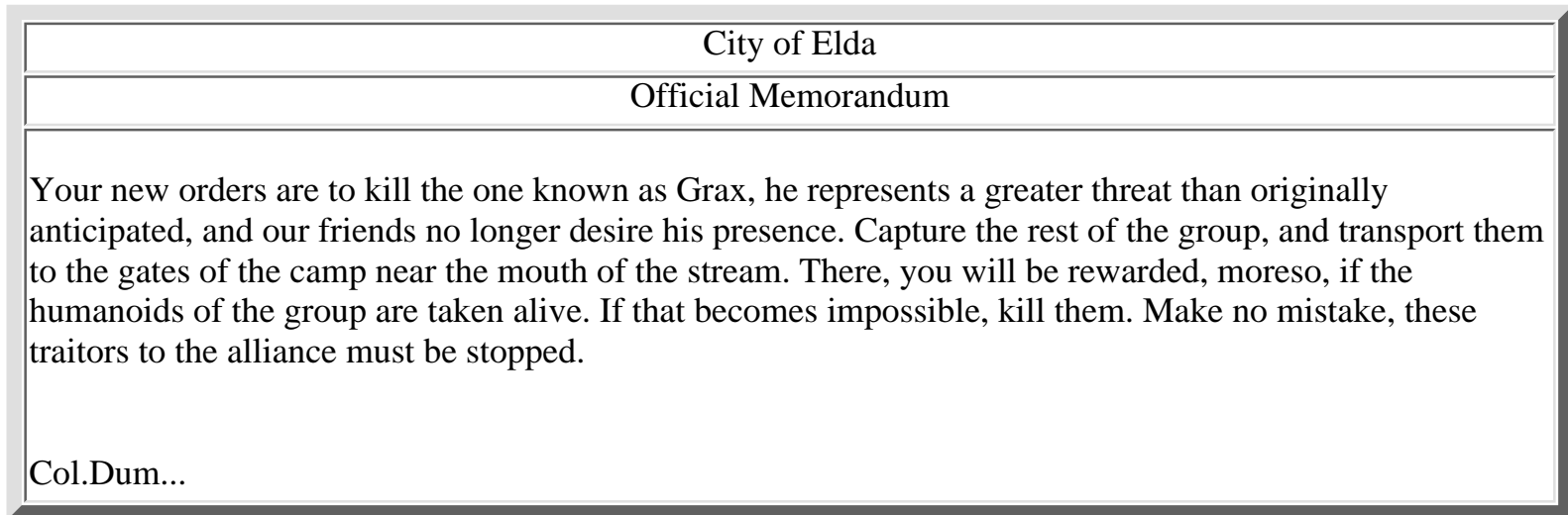
10 Humanoid Wasp Airborne Corporals (EN 3)- leather, spear, hvy crossbow, dagger, 5 have laser pistols(IR)
5 Humanoid Stag Beetle Leiutenants (En 6)- carapace (AC 20), axe, machine pistols (these are the guards for the Captain)

Humanoid Fox Captain(EN 8)- riot gear (AC +8), duralloy shield, Mark V, 3 torc grenades, and either a vibroblade or an energy mace (up to GM). He should have 2-4 combat mutations.

GM's note-It appears they are trying to take at least some of the group alive, but the wasps attack Grax with lasers. As he weakens he escapes in giant rat form. To the characters, in the heat of the battle, it would seem

as though Grax's cloak and armor suddenly drops empty to the stony ground after a laser hit, and a half meter long creature quickly scurries away from the pile and disappears into the surrounding rocky terrain. This should be a pretty heavy attack but when the characters survive, their guide and at least one of the guardsmen is gone, but after searching through the bodies of the guardsmen, they find the orders for the attack in the pocket of the officer, giving them enough info to go on...

To the Characters- While searching the bodies of the fallen Ranks, the character's find an iron scroll tube that was once sealed with an impressive looking wax seal. It is the seal of a high-ranking official in Jospeen. Inside is a scroll:



GM Note: At this point the character's have two choices. Now that their guide is gone and with new knowledge of Col. Dumaine's true dealings with the aliens, they could choose to return to Green Village and regroup or mount a counterattack on Col. Dumaine, however, it would be very advisable for them to continue to go on, now and follow the clues given and deal with the very-powerful Dumaine later.

--- STRONGLY URGE YOUR CHARACTERS NOT TO GO AFTER DUMAINE RIGHT AWAY--- If the characters should decide to go after Dumaine, the next encounter with the lava flow will still occur. Only it will be chasing the characters downhill and has a good chance of doing minor to intermediate damage to the characters. GM can decide the details of this. They will then encounter a force twice as strong as this one, led by a Major (En 10) before they reach Green Village. This should prove to be fatal. If the characters do manage to survive the lava flow and second ROF attack force, they will then encounter a force like the first, only this time headed up by Hotspur. The passage of so many of Dumaine's men through Green Village alerted him to a problem and will take them under his protective custody until Col. Dumaine is dealt with.

[Back to the Top](#)

[Back to the Top](#)

Encounter 3:



The sheer rocky cliffs and narrow canyons begin to smooth out into a flatter, nearly barren rocky slope. Then suddenly, on the fifth day, there is a tremble from MagnaTap, and a small earthquake. The top of MagnaTap gasps and a large black cloud rises into the air with the force of a sonic weapon. All



characters take 2d6 of damage unless special ear protection is used. A successful dive for cover roll means the character was able to place their hands/paws over their ears in time to only take 1d6 damage. As the sunlight noticeably dims around them, red ooze begins to pour from the opening and suddenly more than a dozen red spots can be seen forming on the sides of the volcano. A river of lava is now flowing in the characters direction. As the

characters look towards MagnaTap, they may (15%) see a large (15m long), flying creature circling thru the settling clouds of volcanic ash and dust. If the characters have or use optical enhancements, you may give them a better chance of spotting the creature and other information. This creature is The Kraak, a reptilian dragon-like creature (see Overlord of Bonparr for complete details).

GM note- This is not meant to actually harm the characters, only scare them into taking higher ground, unless the party is leaving the hill (see above). This eruption is actually the result of one of a number of experiments that the illithids have been performing on the man-made volcano. The lava flow should get close to them, but not close enough to do significant damage. As the lava begins to rapidly cool on the slopes below them, it should now be obvious how this area's terrain was formed. The viewing of the Kraak, is only for visual effect at this time. Though the characters may want to investigate later.



The night is spent uneasily on the rocky ground. No HP's can be regained for resting here without medical/mutational treatment.

[Back to the Top](#)

[Back to the Top](#)

Encounter 4:

During the 6th day, as the party climbs the sloping hill, the terrain becomes easier. There are grasses and wildflowers growing here and there, and an occasional, small twisted trees dotting the landscape. Your scouts find a small natural spring running into a small pond. About 14 lil inhabit this hilly "glen". They are friendly and, if necessary, heal the party using medkits, and give them some supplies, etc. They can spend the night here in relative comfort and safety.



lil #	Name	Mutation	Weapon
1)	Ventara	Repulsion Field	Needler Pistol
2)	Brunnar	Confusion	2 Stun Grenades



- | | | | |
|-----|----------|--------------------------|--------------------|
| 3) | Imwaz | Intuition | 2 Stun Grenades |
| 4) | Oovan | Light Manipulation | Medikit |
| 5) | Kazalina | Mental Shield | Laser Pistol (UV) |
| 6) | Fisok | Life Leech | Bow/ Arrows(10) |
| 7) | Macrena | Devolution | Bow/ Arrows(10) |
| 8) | Lamhain | Repulsion Field | Bow/ Arrows(10) |
| 9) | Mignor | Death Field Generation | Bow/ Arrows(10) |
| 10) | Harjora | Fear Generation | Bow/ Arrows(10) |
| 11) | Narmak | Symbiotic Attachment | Bow/ Arrows(10) |
| 12) | Edwaren | Hands of Power(Electric) | Sling/ bullets(10) |
| 13) | Aurita | Mental Paralysis | Sling/ Bullets(10) |
| 14) | Davpor | Levitation | Sling/ Bullets(10) |

The lil all have leather armor and small swords(treat as half damage). The arrows and bullets are treated with a poison (I18) that will cause Unconsciousness on any result of 3 or above.

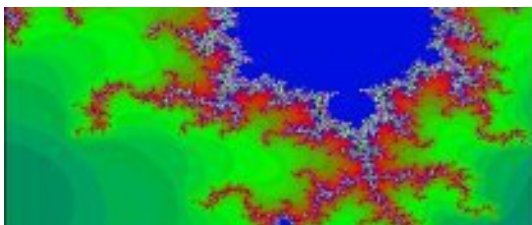
The 7th day goes by uneventfully, except that Grax rejoins them, sometime before sundown. He will only have in his possession those items that were left at the scene of the battle. Like the rest of the group, he has been totally healed of his wounds by the lil. He says the lil told him of the group's passing. He says they are slightly off course, but can reach the illithid ship in two days.

Though Grax does not want to discuss his miraculous escape from the ROF ambush, he may at this time. The GM is free to answer the questions the characters may have about his abilities. He will not refer to his true condition, but if asked will try to describe his abilities as being "just like some of your... mutations".

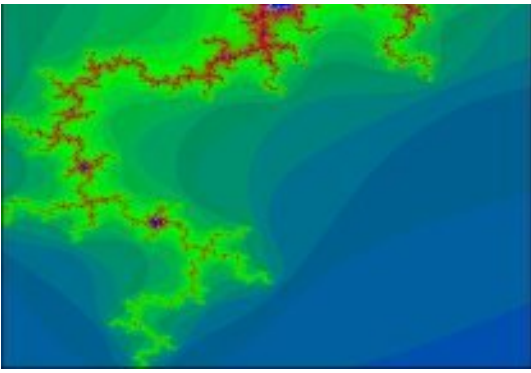
[Back to the Top](#)

[Back to the Top](#)

Encounter 5:



The night is spent under a large outcropping of rock, as a color storm bathes the area in intense red flashes of lightning, heavy pellets of rain fall, and thunder booms all around them. Nearly everything the characters own will be dampened unless protected from the rain somehow.



By morning(day 8), the weather clears, but they soon discover that a hungry juggernaut has positioned itself nearby during the storm and awaits to attack the characters. The juggernaut is a giant mutated daddy-long legs, see the creatures section for details. The rest of the 8th day and that night go by uneventfully. They are now at a very high elevation, from here they can see the valley containing the



nation of Bonparr and the long trails and spirals of hardened magma from countless eruptions, around the hill's base and leading to the top of MagnaTap. The slope is becoming steeper and rockier, and travel is slow.

As the evening of the 9th day approaches, they reach the illithid's "base". They see a huge spine-covered seashell on the side of the hill surrounded by a high wall with a gate bristling with unusual and hightech devices and armaments. MagnaTap looms ominously in the distance.

[Back to the Top](#)

The D'rek'Moe Colony

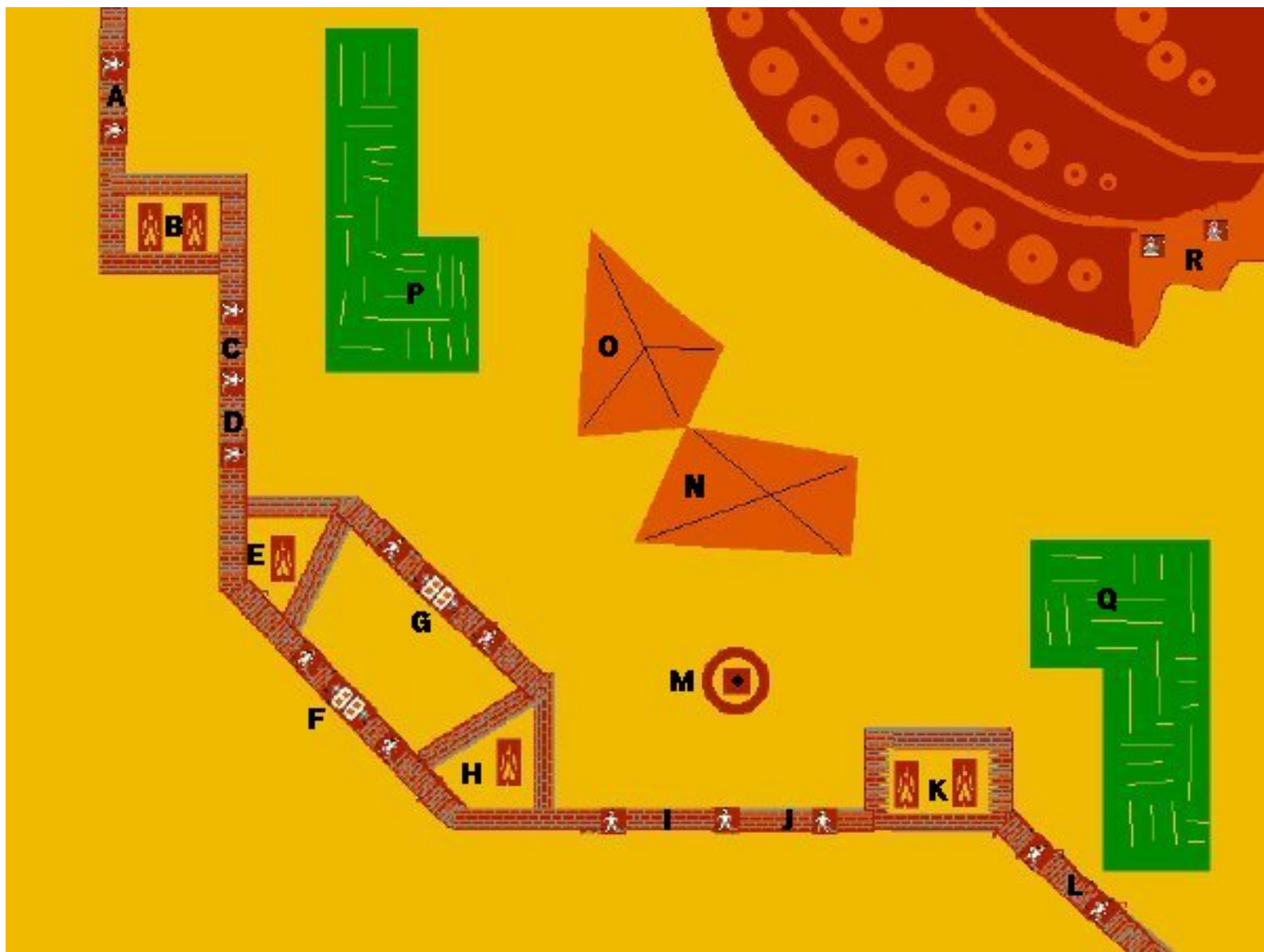


[Back to the Introduction](#)

[Entering through the Mines](#)

[The Brain Jammer](#)

Material that was dug out of the mountain has been formed into a wall and a few small towers and outlying buildings. The walls and towers are fortified with a mix of human and psionic technology. This is how the outside of the base would appear from above-



Key to the Base

Unless Grax has been killed prior to reaching the base, the characters will not enter this way, but rather use the secret tunnel in the lower mines. Near each station along the wall are devices that resemble medium, round shields, standing on edge. They are black in color. At night, these devices give off infrared radiation to allow the defenders to see more clearly at night. For details of the various cannon used see Wolfy's Den. If the GM wishes they may upgrade some or all of the cannon on the walls to other more advanced weaponry found on that site. Remember though that the character's will likely not have to face these weapons, yet will gain possession of them when they complete the mission. The GM also has a dozen mixed thrip and obb forces(not shown on the map) to do strafing runs in defense of the base.

A&L= 2 groups of 4 gnolls each with light cannon.

B&K= 2 fire giants with boulders and giant crossbows(treat as ballistae).

C&J= group of 4 gnolls with medium cannon.

D&I= 2 groups of 4 gnolls each with light cannon.

E&H= 1 fire giant with boulders and giant crossbows(as ballistae).

F= Outer Gate. Two groups of 6 gnolls each man a fission cannon on either side of the main gate.

G= Inner gate flanked by two small towers each containing 25 gnolls they use light crossbows. The first two bolts fired by each gnoll are covered in psionic circuitry. They may have various random effects upon striking a target. Most will inflict either Ego Whip or ID Insinuation(see powers of the illithid), however, the GM is free to give them any effect desired such as weakness, or size change(smaller).

M= Well- The water is warm and somewhat sulphury.

N,O= Crude barracks and storage buldings- farming tools, food stores, and ammo for the cannon.

P,Q= Fields to grow food to feed the thralls- potatoes, corn and some other vegetables.

R= Entrance into the Brain Jammer. 20 gnolls and 4 giants will be here at all times. During battle there will be 4-6 illithids from the Tamer Creed here to use Mass Domination to control the troops on the wall defenses. If the battle goes past the inner gates and into the courtyard, 50 gnoll shock troops led by the entire Tamers Creed will pour from this opening. 6 trained cessorids will be in the front lines.

The D'rek'Moe Mines

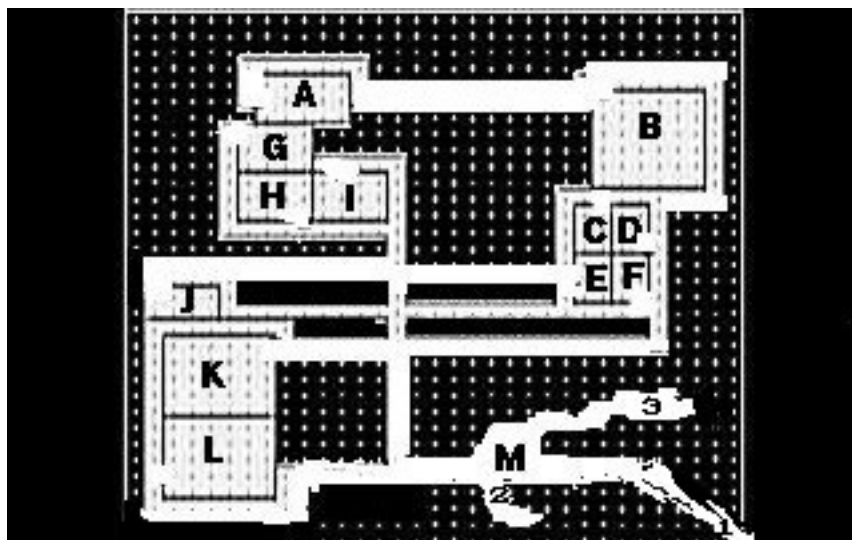
[Back to the Introduction](#)

[Back to the Illithid's base](#)

[Into the Brain Jammer](#)

Parts of the Brain Jammer's Thrall Living Areas were destroyed in the crash. When these areas were dug out by the fire giants in the following months, significant quantities of ore grade metals and high quality obsidian were found. The mountainside behind and beneath the ship has since been mined heavily. The ore is processed and used by the Quastors of the Possessors Creed to trade with the locals(including Col. Dumaine) for weapons, materials, thralls and most importantly, information.

The map of the Lower Mines-



Key to Lower Mines

This level is more recently dug. The characters will most likely enter the entire complex thru area M1. The walls, ceilings and floors get increasingly smooth as the players progress from area M to area A. None of the "rooms" have doors. Some of the "rooms" are actually little more than caverns still.

A patrol of 6 Vigileators , 10 armed personal thralls and a trained cessirid(see below), from the Darkeners Creed(see The Outer Rings) roam this level, They are more lightly armed and younger members of the Creed, but also more out to prove themselves worthy in Security detail and move up into more choice assignments. They will use the mentally dominated gnoll thralls to attack and can instantly contact the other groups in the Upper Mines and Rings. 11 non-combative miners will be in random locations pushing large cartloads of raw ore and smaller cartloads of sorted raw ore.

M= This is the most recently dug area of the mine. The "secret" entrance from the surface is the shaft

running diagonally off the page, marked with a tiny 1(see M1 below). It is not a part of the mines and is actually a natural fissure to the surface that was found accidentally while following a vein of ore. Oddly enough, this small cavern system stays moist and warm and swamplike. A small hot spring flows from the back of area3 and out thru area1. This makes a perfect breeding ground for the race of alien hounds, the cessirid(see creatures section).

M1= The dozen mixed obbs and thrips used in defense of the base are housed here. A shallow, stream flows underfoot It smells bad, VERY bad. Like a fetid, underground, sulphury swamp. It is warm and small blood seeking gnats are gathered near the entrance.

M2= An ancient urophion(see creatures section), named Tasterat, with animal training abilities lives in this cavern, and will attack the party with "his dogs" while hiding safely in his cave, but he is very protective of his animals and does not want them to be killed. He will then move to within 50m and attack using his tentacles.

M3= Tasterat's dogs- about 28 hounds inhabit this cave. Tasterat loans out six of his hounds to the Tamer Creed for use in Defense of the base, 6 to the Darkeners for internal Security, and 6 are still non-combative pups. That leaves approximately 10 here at any one time.

K-L= Current ore gathering areas. These are NOT the wide open rooms as they appear on the map. They are each a cavern about a third the size outlined, with various narrow tunnels leading off into the rock. A large wheeled ore cart sits partially filled with raw ore in the cavern area. The GM may wish to pencil in a quick sketch in those areas of the map. 10 miners work in each area with pickaxes, shovels and other tools. If the battle occurs in one of these two areas the illithid will also use the miners in the attacks. Otherwise, the miners are non-combative.

J= Alcove currently unused, but...

The GM is encouraged to put whatever they deem appropriate in this area.

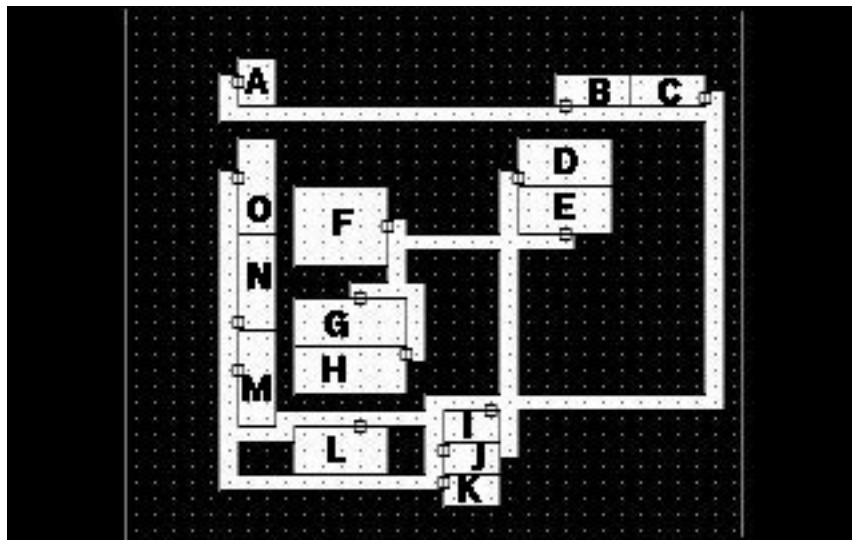
G-I= Medium sized caverns where ore is brought by cart to be separated into type. 3 ore handler thralls-non-combative work with 1 or 2 full large carts and 3 or four smaller carts in each cavern. These smaller carts are then pushed over to Area A.

C-F= Small caverns formerly the obb, thrip and cessirid lairs, currently unused. They have not been cleaned out.

B= Large and small ore carts with wooden wheels are stored here.

A= Ladder leading into the Upper Mines Area L Sorted ore is brought here and lifted to the Upper Level by 2 fire giants thru a large hole. They are brothers, named Helter and Skelter. Sons of Haltar and Firnwar. One sits or stands on each level and they can see each other at all times. Generally, they are non-combative unless controlled by illithids or attacked.

The map of the Upper Mines-



Key to Upper Mines

This level is the remains of the old Thrall Living Areas and the earlier, played out, mining activity. Most of the walls and floors here are smooth from the passage of people and time, and there are stout doors on the rooms.

Another group of 6 young Vigileators patrol with 13 thralls and a cessirid patrol here. They, however, are slightly more experienced than the group in the Lower Mines and have more powerful weaponry. If summoned telepathically, they will quickly come to the aid of the other group.

A= Staircase leading into the D'rek'Moe (possessors headquarters)

B,C,I,J,K= Mining tools and gear storage rooms

D,E= Barracks for thrall miners. 40 bedmats on the floor, and 20 sleepy, unarmed, naked gnolls in each.

F,G,H= Ore smelting facilities. These are manned by 3 Fire Giants, Haltar, Bazwar, and Firnwar (a female) and an alien dwarf, named Torg, whom the giants mercilessly abuse while they think the illithids aren't looking...

L= Ore Sorted ores awaiting smelting, a shaft and ladder to the lower mines area A. GM's should read the entry for area A of the Lower Mines before going on.

M,N,O= Processed ore storage. Finished product, awaiting pickup and delivery.

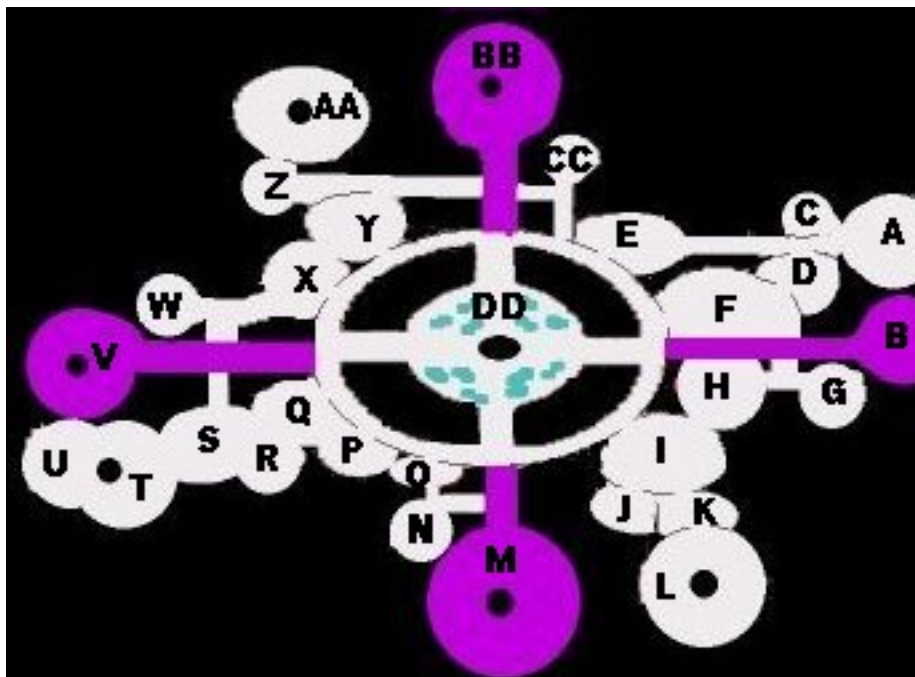
The Brain Jammer

[Back to the Introduction](#)

[Back to the Illithid's base](#)

[Back into the illithid's mines](#)

A Map of the Outer Ring-



Key to the Outer Ring

Areas A and B lead out into the base compound. Four security vigilator squads patrol the Outer Rings, each with armed thralls, and a trained cessorid. Two of the groups tend to stay near the central living area(DD) to allow better access to entire rin, and the one group is stationed near the Possessor Creed, and the other near the Creatives. . The purple rooms and passages(B, BB, M and V), as well as the central most ring of living quarters, are tall enough to accomodate the Fire Giants entry into the Outer Ring. In the outer ring, each illithid has 1-3 general purpose thralls under their direct control. They also keep intellect devourers as pets. Some examples of psionic devices from the illithiad:

Cephalometer- measures heads and psionic potential,

Dampsuits- keeps them damp in sunlight,

Exoskeleton- Dampsuit that increases wears PS & DX by 5 (to 20),

Glaregoggles- Lets them see in sunlight,

Psionic seals- Glyphs that produce psionic effects (traps or healing),

Resonance Stones- Gives off emotions in 7 meter diameter sphere (if negative emotion- the PCs must make a tough MS check or be paralysed until removed from the sphere),

Tentacle Extensions- illithid can attack at +3 and 5 feet (1.8 meters),

Voice Box- translates psionic speech into audible speech.

These items can be placed wherever the GM wishes, for the most part.

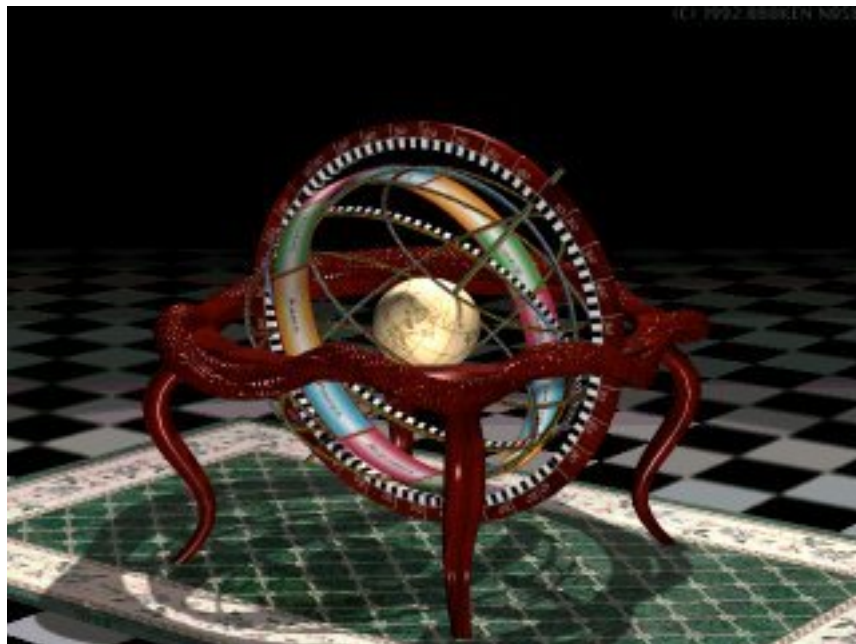
The main body of government is called the elder concord. It is made up of the leaders of the Creeds(similar to cryptic alliances). The elder concord, together with the elder brain, make the policies of the community. They elect aedileators, illithids that do the day-to-day work of the government. There are several, each with an important task in running the community. Those Creeds that will be encountered at this community are described below:

AA,Z,CC= The Awaiters- Leader: Hubrat Number in this community: 17.

They are the ones who take time in all decisions. They are the planners for a community. They take ideas from the other Creeds and contemplate the outcomes and benefits and eventually hatch the most diabolical schemes for conquest.

A,C, D= The Arisers- Leader: Zerpa Number in this community: 47.

This is the most important Creed for this community. They believe in taking the surface before the sun is put out. They design many items of psionic circuitry to allow illithid to live in sunlight. They are planning to betray the alliance with Col. Dumaine and take over the whole region using mutant animaloids as puppet rulers. Their equipment is stored in area A.



R-U= The Creatives- Leader: Soskar Number in this community: 42.

They are those who work to produce new devices and psionic powers for the illithid race. They support neither the Darkener nor the Ariser Creed. In their labs, there are many failed projects and projects in works. The creatives have also used their psionic circuitry to create a gate back to their homeworld to bring in reinforcements or to use as an escape hatch if necessary. It has not been tested as of yet. The Fire Giants have also salvaged bits of equipment from MagmaTap. These ancient artifacts can be found here as well. Area U is a vault that contains these items and other

dangerous or valuable inventions.

I-L= The Possesors- Leader: Sard'rak Number in this community: 22.

Quastors are the illithids that deal with the money issues of the community. They oversee trade and production of the community. They believe that wealth is the way to get anything, and they too have established an uneasy neutrality supporting neither Darkener nor Ariser Creed. They are the bankers of the community. Their vaults are located in area A. Current trading partners include-hoops, Col. Dumaine, T'brath.

3 vigilators lead the 3 branches of security: police, military, and the spy network. Most other Creed

members will to avoid combat and may try to sacrifice their thralls to make a getaway.

E, F= The Tamers- Leader: Susrt(An Ulitharid) Number in this community: 16.

They are the military. They believe illithids should use thier powers to break and control all other races. They currently support The Arisers. They lead the 50 gnoll shocktroops in battle and put on sunsuits to ocassionally patrol the walls. Current threats include-androids, land sharks, the kraaken

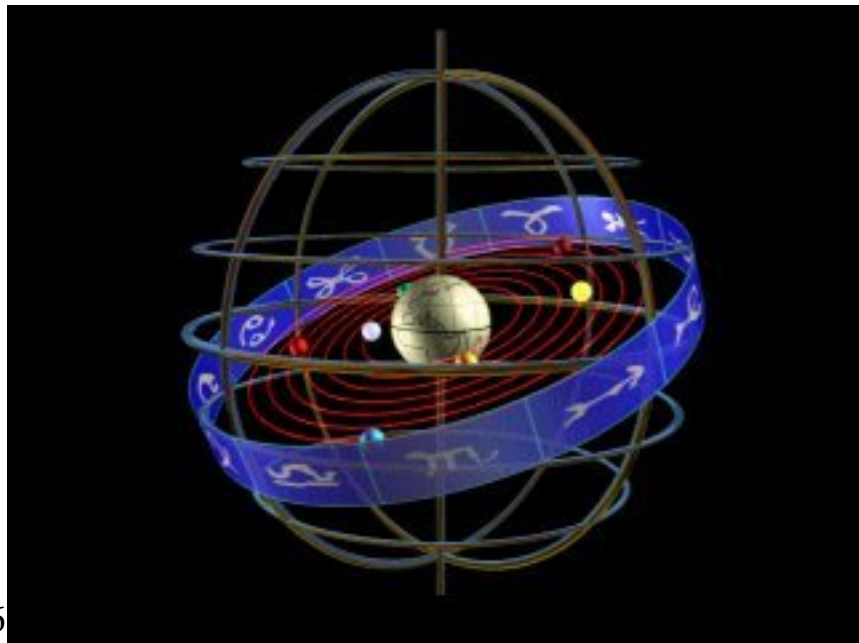
G, H= The Influencers- Leader: Quilstr Number in this community: 12.

They believe that only the correct knowledge can lead to victory. They make up the spy network. Currently, they support the Ariser Creed, but will sell the info they gather to any creed. They have specially trained, and conditioned the intellect devourers normally used as pets to act as spys. After killing a humanoid, the devourer will drill a small hole into the skull and eat the brain. Then they can shrink and replace that brain. Thus they replace people in nearby communities. Approximately a dozen devourers are in training and there are about 8 "in the field". This latter info may be impossible to attain. The status of these devourers, if the base is destroyed, is left up to the GM.

W-Y, and purple areas= The Darkeners-

Leader: Trisya Number in this community: 38.

They are also a very powerful group, who are completely at odds with the arisers. They try to put out the local star to allow the illithid race to control the surface of the planet. They have plans to cause MagnaTap to erupt using the remnants of the human technology found there, in order to create a volcanic winter and blot out the sun. They are currently relegated to security detail in the mines and outer ring. They pursue their security duties very seriously, as they feel that by showing strength they may once again become the most influential Creed in D'rek'Moe. They have divided themselves into 6



groups of 6 each that patrol specific areas of the base and mines, and report to Trisya and his second in command. In addition to security duties, these groups try to subvert the Arisers plans and projects wherever possible.

Security(Darkeners) and Defense(Tamers) Vigilaetors should all be armed with some extremely nasty weapons (Mark VIIs, +5 swords (possibly verbal, or with some other power), IR rifles, etc. Most in the Spy(Influencer) Vigilaetor groups will be similarly armed but many of them prefer smaller non-lethal or pain inflicting weaponry over big guns of mass destruction.

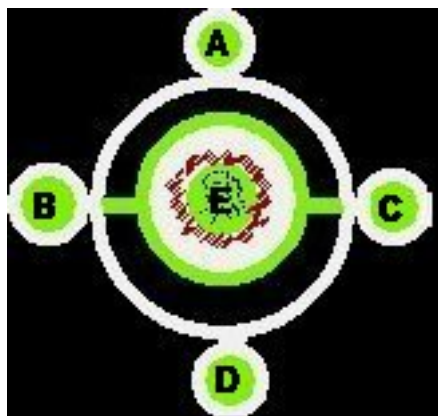
N-Q= The Nourishers- Leader: Blaskaa Number in this community: 8.

They take care of the thrall population and give out those needed for food or other needs. They side with the Darkeners and think that housing some of the thralls outside to man the wall defenses to be an unnecessary risk to their precious resources.

Current thrall pool status-Currently there are several "original" members: 2 offworld humans, 1 halfling, an orc, and 4 kobolds. Thru trade with the Hoops, T'brath, and Col. Dumaine, recent additions to the pool

include 6 dabbers, 2 Badders, 3 mutant humanoids(no hi-level abilities), 1 hoop(turned in by his own band), 4 Pure Strains, and an ark.

The map of the Inner Ring-



Key to the Inner Ring

The Inner Ring can only be reached through teleportation (magic, psionic, or mutation). Note though that the characters cannot teleport into the Inner Ring within 10 meters of the Elder Brain(see below). 3-5 Brain Golems(see below) were created out of its own tissues, when D'rek'Moe first detected the character's presence in the mines, to guard the Inner Ring. If the character's do find and breach the Inner Ring, D'Rek'Moe will immediately summon the remaining Tamer and Darkener security forces for a final battle in the chamber.

It is the character's goal, of course, to destroy D'rek'Moe. If D'rek'Moe is killed the entire community of Drek'Moe will cease to be. The flayers that make up the community will lose cohesion, and eventually die from insanity, or suicide. Some may even do stranger things...

A thru D- The Elder Brain's pool has 4 smaller pools around it that holds the young adult illithids that are transforming. Generally non-combative.

E- This room has a 10m deep by 10md wide pool that has the elder brain swimming in it.

Brain Golem (quick stats)
(converted by DMH)

AC 17
Mv 6
HD 24
hp 80
Attacks
Fist 2d12
IQ low
Size L (2.5 m)
Moral 20

D'rek'Moe the Elder Brain
(converted by DMH)

AC 10
HD 40
hp 200

Powers-
As Illthids except AT WILL for all powers (at a range of 6km),
and the power to stop all types of teleportation within 10m diameter sphere,
and the power to heal itself of all damage with 24 hrs of concentration,
and the power to manipulate the light and sound within 100m,
and the power to levitate 200 kg within 1km,
and the power to force itself in to the future 1 hour, once per day
(D'rek'Moe will physically move into the future, and will reappear at the end of one hour, however,
the characters may think that it has teleported or otherwise left the area permanently),
and the power to open the portal at will.

This portal is the one back to the SJ universe that is located somewhere in the Creatives workshop areas.
See below.

To attack D'rek'Moe mentally, an esper must make an nearly impossible Int check first.

If D'rek'Moe realizes his demise is imminent, and therefore the demise of the D'rek'Moe colony, he will attempt to use the gateway to bring in a creatures from another dimension to wreak his revenge. The gate has a 100% chance to be successful then the circuitry burns out. The creature that appears is detailed below.

Chthonian
(Converted by DMH)

No 1
Per 24
ST/RU +12
AC 24
MD+Hlth 25
Spd 6 burrow 1
Lvl 15
HD 40
THAC +15

Attacks

Tentacles (8) 3d6

Crush 6d6

Blood drain 1d6 points of PS/round

IQ 18

Morale 20

Sz G (25 m)

Freq Unique Org Solitary

Act Cyc any Diet (blood & lithovore)

Tech 0 Art 0

Cl/Terr Underground

Desc A chthonian looks like a giant worm with the head and tentacles of a squid. They dwell deep underground on planets where they have migrated. They only come to the surface to breed- their young can not stand the extreme temperatures of molten cores.

Cmbt A chthonian attacks with an attempted crush- all within an area of 10X3 meters are attacked thusly. It then uses its tentacles. After a successful strike, the tentacle holds on and drains blood while constricting (for 3d6/round). If necessary, one can use a powerful mental mutation to paralyze one creature for 24 hours (tough MS check to resist). They are totally resistant to heat/fire attacks.

After this particular chthonian comes through the gate, it will act stunned for 1d4 rounds. It will then go berserk trying to find its way back, and (failing this) will seek out the being responsible for its current location. Then it will most likely destroy all of the base and kill 75%+ of the current inhabitants. It will then be a danger to all those in the Appalling Hills.

Final note for the GM- The characters should not be able to fight this Chthonian, and should run for their lives when they see it. It will still be hiding in the hills, though, so they will have to come back and kill it eventually. This was done so that the characters will not be able to keep this base as their own personal hideaway. If you want the characters to be able to use this base in the future, then you may omit this final creature, or substitute something less devastating. Another optional ending would be for the remaining illithids and thralls to escape through this gateway, destroying it in the process, and leaving the base mostly intact.

Derek and I, AKA D'rek'moe, would like to take this time to thank the everyone from the the Gamma World mailing list for their support and great ideas over the years, and SPECIAL appreciation goes to our four select "alpha testers" who got to see (or were goaded into looking at) our efforts before its initial release.

James, Mark Warren, GameMaster, and Reggie. Thanks for all the comments, enthusiasm and encouragements at a critical time of development.

We could not have done it without the support of the world-wide online Gamma World community - in other words, all of you!!

We really hope that all of you enjoy this first ever GW netmodule. If you have questions, suggestions or comments, email us.

[EMail D'rek'moe here.](#)

[Back to the Introduction](#)

The Dragon's Bestiary

All life crawls where mind flayers rule

by Stephen Inniss

The homeworlds of the Illithids (mind flayers) and the depths of the Earth most thoroughly colonized by the Illithids, as described by the sages in "The Sunset World," share a number of common features. There are three major classes of creatures always associated with Illithid activity: amorpha (jellies, oozes, trappers, ropers, and company); fungi; and Illithidae (alien beings of which the Illithids themselves are the most notable examples). Some of these creatures are well known to adventurers in the Underdark; others are known only from areas fully colonized by Illithids. Table 1 shows some life forms typically associated with Illithid lairs.

Amorpha Most of the amorpha are found in the same regions of Illithid homeworlds as the Illithids themselves, with the exception of a few such as the dun pudding of the Sunside deserts and the white pudding of the Nightland glaciers. Their ranges seldom overlap. Of the intelligent amorpha, most avoid and are avoided by Illithids. Illithids do not prey on amorpha, which seem to be unpalatable to them. Because amorpha are so commonly distributed across the known worlds, it is likely that Illithids allow them to breed where found or else transport them from world to world for reasons unknown to others.

Fungi Gas spore. Gas spores were apparently developed as part of the Illithid defensive array. Domestic forms, though mindless, ignore Illithids but approach other life forms. The resemblance to the beholder is too close to be coincidental, particularly since beholders are notorious allies of Illithids in the Underearth. Despite this, gas spores are found on Illithid homeworlds while beholders are not. Possibly beholders have been eliminated from the homeworlds by the Illithids because of their potential for danger, or possibly the Illithid worlds are simply too windy for beholders. Other hypotheses have been advanced as well: that gas spores were developed in the Underearth and have spread to other Illithid habitations, or that beholders and gas spores were both developed by Illithids. This last is considered unlikely.

Mold, brown: Brown mold is unaffected by the reddish light of the suns under which the Illithids live, and is common in the warmer regions. The forms encountered there, however, do not drain heat from living creatures (Illithids apparently eliminate such varieties) and are often used to cool Illithid towers in the hotter part of the year.

Shrieker: The shrieker's habits are eminently practical on Illithid homeworlds. Any commotion is likely to attract a number of predators, so only the most formidable creatures attempt to graze on a patch of shriekers. Illithidae All of the Illithidae have four limbs with four digits each if they are terrestrial; all have tentacles arranged around a beaked mouth in some multiple of four; all possess both gills and lungs (though airbreathing forms use the gills only during periods of great exertion); and all have a tough skin typically covered with a slime that is proof against the glues of such amorpha as the mimic and roper. All Illithidae have a larval form that lives for a period inside some other organism, typically a creature killed by its parent. Many of the Illithidae are equivalent to mammals or reptiles of the surface world. The cessorid resembles a wolf, for instance, while the saltor is much like a monkey or baboon, and the kigrud fills the role of a bear, pig, or hyena (the embrac is most like some carnivorous plants). It is possible to define other such equivalent Illithidae by converting the statistics of typical mammals, reptiles, or dinosaurs. Armor classes are typically two or three places better; hit dice are either quadrupled or increased by six (whichever is less); and intelligences (for adult forms) are increased by several points so that the usual range is from low

intelligence to very intelligent. Alignments are typically neutral or evil. These creatures generally exhibit some degree of magic resistance, and the more intelligent ones may have psionic abilities, including disciplines appropriate to their modes of life. All are predators at least on occasion. Attacks include the effects of the feeding tentacles, which may paralyze, kill, induce pain, or possibly act as Illithid tentacles do. Skin colors are typically some shade of purple, red, black, or gray, or possibly white in those forms that lurk near the icecaps and glaciers. On homeworlds, where light is dim at best and sometimes absent, all of these creatures are vulnerable to illumination equal to normal sunlight. Light of intensity equal to a light spell or brighter causes them to strike at -1 to hit (if they are capable of attacks and have eyes). Additionally, in full sunlight, they take 1 hp damage per turn. The "frequency" values given for the following four Illithidae apply only to Illithid homeworlds or subterranean lands. These creatures are not encountered elsewhere. Note: A fraction of the Illithids whose psionic strength is exceptional (5% chance if the total is over 275) have other psionic abilities in addition to the usual Illithid powers (determine as if for a human magic-user). There is a 20% chance that such an individual will have 0-3 (1d4 -1) additional attack modes and 0-3 additional defense modes.

Table 1 Monsters Associated With Illithids:

Amorphs	Fungi	Illithidae
Gelatinous cube	Ascomoid	Carrion crawler
Gray ooze	Basidironid	Cessirid
Lurker above	Fungus, violet	Embrac
Mimic	Gas spore	Illithid
Ochre jelly	Mold, brown	Kigrin
Pudding, deadly	Mold, yellow	Saltor
Roper	Oblivax	Scum creeper
Phycomid	Slithering tracker	Shrieker
Trapper		Ustilagor
Crystal ooze		Zygorn
Mustard jelly		

Cessirid FREQUENCY: Rare (common near Illithids) NO. APPEARING: 1-20 ARMOR CLASS: 4 MOVE: 18"/15" HIT DICE: 8 +16 % IN LAIR: 5% TREASURE TYPE: Nil NO. OF ATTACKS: 1 bite DAMAGE/ATTACK: 2-16 SPECIAL ATTACKS: Poisonous bite, psionics SPECIAL DEFENSES: Psionics MAGIC RESISTANCE: 5% INTELLIGENCE: Average ALIGNMENT: Lawful neutral (evil tendencies) SIZE: M (2' at shoulder) PSIONIC ABILITY: 90 Attack/Defense Modes: B,E/F,G Cessirids travel in packs. A cessirid's body is canine, with a large head, outsize eyes, and a rending beak in place of teeth. There are four short tentacles around the mouth. Short spines jut from the back. The skin is smooth, slimy, and pale gray in color. The spaces between the toes are webbed. Though small, cessirids are shockingly powerful. In combat, a cessirid leaps and bites at its adversary, inflicting horrible damage with its outer jaws. The tentacles around the mouth cause a stinging and burning sensation upon contact with flesh (save vs. poison for each bite that hits; failure yields a -3 penalty to armor class, saving throws, and to-hit rolls) that lasts for 3-12 turns. Cessirids may use the following psionic disciplines at the 6th

level of mastery: body equilibrium, ESP, and dimension door. They use these in the pursuit and detection of prey, or to escape if attacked by a superior force. These creatures live in tightly knit packs, working together silently and efficiently to bring down prey of any sort (they can communicate with others of their kind telepathically over distances of up to 24' at no cost to psionic strength). Though they are willing at times to negotiate with other intelligent creatures, they have little desire for anything but food and reproduction. In general, they are wily and treacherous. On occasion, if they are not hungry, cessorids will harry and torment prey for hours before killing it. Rivalry between cessorid packs is sharp, but they will generally band together against other creatures. Reproduction is accomplished by depositing 1-3 larvae in the body of a victim. The juveniles grow quickly and seem able to prevent the decay of the corpse during their development. Adults guard the larvae until the latter metamorphose. For reasons not entirely clear, cessorids prefer intelligent creatures for larval food. Thanks to millenia of training and breeding, the dogs of the githyanki (kaoulgrim, from "Hounds of Space and Darkness," in DRAGON(R) issue #117) and the cessorids are fanatic enemies, and will fight one another regardless of other constraints (even magical charms). Szarkel, the dogs of the githzerai (from the same article and issue as kaoulgrim) will always avoid meetings with cessorids. Szarkel can detect the approach of cessorids within one mile, probably by detecting the use of the latter's psionic talents.

Embrac FREQUENCY: Uncommon (common near Illithids) NO. APPEARING: 1 ARMOR CLASS: 2 MOVE: 3" HIT DICE: 11 +22 % IN LAIR: Nil TREASURE TYPE: C NO. OF ATTACKS: 8 DAMAGE/ATTACK: 2-8 each (tentacles) SPECIAL ATTACKS: Paralysis, constriction, surprise on, 1-3, psionics SPECIAL DEFENSES: Psionics MAGIC RESISTANCE: 20% INTELLIGENCE: Low ALIGNMENT: Neutral evil SIZE: L (10' body, 20' tentacles) PSIONIC ABILITY: 80 +1d20
Attack/Defense Modes: A/F Embracs are solitary predators that lie in wait for prey. They are slow and trouble to move themselves only when the supply of game in an area has been exhausted. An embrac's body is short, stocky, and rather sacklike in shape. It has stout limbs that are heavily clawed at the tips. These are used to anchor the embrac while it wrestles with prey. The head is large and bears a saw-edged beak. An embrac's feeding tentacles are as thick as a man's waist at their base, and taper to three separate points that serve as fingers. The tentacles bear numerous spikes and hooks on their undersides. The body color and pattern of an embrac are variable: usually spots and stripes in shades of black, gray, white, or dull red that conceal the outlines of the embrac. The skin is slimy and bears bony plates just under the surface. Embracs may employ the following psionic disciplines at the 5th level of mastery: empathy, ESP, invisibility, and mind bar. They may also produce illusions that are like a spectral force at the 5th level of casting in all respects except that the illusion has no potential to cause direct damage. The cost of this latter psionic discipline is two strength points per round. An embrac typically lies in wait, concealing itself as best it can (surprising prey on a 1-3 on 1d6). At the approach of prey, it may attempt to lure it with some illusion that seems appropriate from an ESP scan. Anything that comes within 20' is vulnerable to the embrac's tentacles. The tentacles inflict 2-8 hp damage on the first and each following round of combat unless the victim forgoes other activities and makes a successful bend bars/lift gates roll. Those held by an embrac strike at -2 to hit. In addition to the constricting damage, the spikes on the tentacles exude a poison that causes paralysis for 2-12 turns unless a saving throw vs. paralysis is successful. Embracs are occasionally known to use some of the few manufactured items that their body forms allow, and they have been known to stockpile precious goods for use as bargaining tools. They generally lair in caves or similar dwellings, and close the entrances with boulders if they detect formidable enemies. Embracs hold all other life in low regard. They reproduce in the same manner as cessorids. Like cessorids, embracs are occasionally seen as servitors among Illithid communities.

Kigrid FREQUENCY: Rare (common in Illithid areas) NO. APPEARING: 1-3 ARMOR CLASS: 3 MOVE: 12"/15" HIT DICE: 9 +27 % IN LAIR: 20% TREASURE TYPE: C NO. OF ATTACKS: 2 claws and 1 bite DAMAGE/ATTACK: 2-8/2-8/2-16 SPECIAL ATTACKS: Poisonous bite, psionics, rear claws, for 2-12/2-12 SPECIAL DEFENSES: Surprised only on a 1 in 10, psionics MAGIC RESISTANCE: 35% INTELLIGENCE: Very ALIGNMENT: Chaotic evil SIZE: M (5' long) PSIONIC ABILITY: 90 +2d20 Attack/Defense Modes: A,E/F,G,H Kigrids may be found singly or in small groups. They are always hungry and will attack and eat any vulnerable creature. A kigrid is a stocky, four-legged creature with a short tail, powerfully built legs, a short neck, and broad head. It has sharp claws, and there are four tough, spiky tentacles around the broad, beaked mouth. The skin is black and the eyes a dull red. These beasts are cunning and malicious, and generally unreliable. In combat, a kigrid will strike with claws and teeth. If the forepaws both score hits, the rear claws may be used for additional attacks. If the beak hits the opponent, a saving throw vs. poison is necessary. A failed saving throw means the poison causes swelling and pain that lasts for 2-5 rounds (penalty of -2 to armor class, saving throws, and rolls to hit). Kigrids have the psionic disciplines of ESP, body equilibrium, levitation, and invisibility. They are perfect mimics and often use sounds to deceive prey. Their tentacles allow them a limited ability to manipulate objects, and they may rig simple traps. Kigrids generally avoid one another unless they are closely related; the more powerful individuals generally regard the less powerful as food. They reproduce in the same manner as cesserids and embracs. On occasion, large kigrids are used by Illithids as beasts of burden; how this is accomplished without constant supervision is unknown.

Saltor FREQUENCY: Rare (common in Illithid areas) NO. APPEARING: 10-40 ARMOR CLASS: 4 MOVE: 12"@12" (argid) or 15"@9" (jendrid) HIT DICE: See Table 2 % IN LAIR: 50% TREASURE TYPE: C in lair, M, L NO. OF ATTACKS: 5 (four tentacles plus bite or weapon) DAMAGE/ATTACK: See Table 2 SPECIAL ATTACKS: Tentacles SPECIAL DEFENSES: Nil MAGIC RESISTANCE: 40% INTELLIGENCE: Low or average ALIGNMENT: Neutral SIZE: S to M (see Table 2) PSIONIC ABILITY: Nil or 130 +2d20 Attack/Defense Modes: Nil or A/F,G Saltors are akin to Illithids as baboons are to men. A saltor somewhat resembles a baboon in form, but it possesses four tentacles about the mouth, three-fingered hands that bear opposable thumbs, the ability to stand upright, and slimy skin. Saltors are of varying color (generally white or black, but occasionally gray, violet, or red), and of varying build and size according to the needs of their Illithid masters, though a few saltors live independently and determine their own tribal characteristics. A saltor's statistics vary with size, as shown on Table 2. Within each size class there are two distinct physical forms. The more common of the two is of typical baboonlike build: the argid. The other sort, the jendrids, is longer limbed (a foot taller than the statistics indicate for size). Argids and jendrids are both agile climbers, but jendrids are faster on the ground and slower in the branches. A saltor may attack with its tentacles and bite, or it may attack with tentacles and use a weapon. The tentacles have the same effect as Illithid tentacles (q.v.), but the time between implantation and death is 2-5 rounds. A saltor makes tentacle attacks at -3 against creatures whose heads are more than 3' higher or lower than its own and cannot use tentacle attacks at all against creatures whose heads are more than 5' higher or lower. Saltors use crude spears that do damage as per the thrower's bite (the variation is due to size). Spears are typically used either before melee or against opponents that cannot be touched. Unarmed saltors may throw rocks (range 1"/2"/3", short/medium/long) for damage equal to the bite minus 1 hp, at the rate of one rock per round. Saltors of low intelligence have no psionic abilities; those of average intelligence have psionic power plus the disciplines of levitation, ESP, and body equilibrium, all at the 5th level of mastery. Among populations controlled by Illithids, only the smaller two sizes possess psionic power. Saltors are bold if they outnumber their opponents, and they are unswervingly obedient when ordered by superiors. Their actions are always

orderly and well coordinated. Though they may be bred for almost any manual task and have diverse talents, they are universally cruel, take delight in tormenting and coercing lesser creatures, and consider underlings to be the greatest delicacy. They reproduce, as Illithids do, by destroying the brains of other creatures and planting their larvae to grow in the empty skulls. Wild populations of saltors are more variable than those controlled by the Illithids. The members of a group tend to be of the same type, size, and color, but these bands will include 1-4 exceptional individuals if they are far removed from an Illithid settlement. Exceptional saltors have 1-3 of the following psionic disciplines, determined at random:

1d6 Discipline

1 Domination

2 Hypnosis

3 Dimension door

4 Dimension walk

5 Mind Bar

6 Astral projection

Wild saltors are generally found living in primitive circumstances. Large settlements or signs of sophisticated manufactures attract the destructive attention of the Illithids.

Table 2 Saltoris Statistics

Hit dice	Damage	Size
3 +6	0/0/0/0/1-2	S (2' tall)
4 +8	0/0/0/0/1-3	S (3' tall)
5 +10	1/1/1/1-4	S (4' tall)
6 +12	1/1/1/2-5	M (5' tall)

Copyright © TSR, Inc. All Rights reserved.

The Sunset World

In the realm of the mind flayers

by Stephen Inniss

From the opening address of the CXIXth annual meeting of the Imperial Association for the Advancement of Arts Magical, convened at the Koaadian Academy on Maskday in the moon of Galewake, in the seventh year of the reign of Irion. The speaker: Academican Fourth M. Sungale, leader of the Ninth Interplanar Expedition.

I am greatly honored to speak before so august an assembly. Looking out among you, I can see many who are my undoubted seniors in scholarship, learning, and originality of thought, and many nobles distinguished in deeds and lineage. I am humbly aware that my own achievements and station are less spectacular. Yet because of the nature of our expedition, it pleased the Council to choose one whose knowledge is broad rather than deep, a simple soul attracted as much to action as to learning, and whose station is not so high as to bind with duties. So it is that I was selected as coordinator of our enterprise, and so it is that I now present you with our findings.

Those of you who attended the Extraordinary Session of two years ago will recall our mandate: to study all aspects of the Illithids - vulgarly known as mind flayers - especially their nature, origin, and purpose. The reasons for this were twofold. First, the findings of the late Academican Kratanitkul, whose investigations of Underearth societies had uncovered an extensive and elaborate network of Illithid activity. Second, the urgent command of our Emperor Himself. This latter came hard on the heels of rumors concerning the lands beneath the Gray Hills and the tragic but lucrative foray therein by the Sixth Legion Elite, and it was accompanied by a generous influx of funds.

It has long been known that Illithids are foreign to our world. We therefore made it one of our primary objectives to study these creatures at their point of origin. We will explain to you the processes we used to gain them, and what we learned in the enterprise, but suffice it to say that we managed to contact certain elements among the githzerai. The two individuals who agreed to serve as our guides were members of the Monzari, one of the rebel Sporting Clans. After long negotiations, they admitted that they knew the location of the Illithid homeworld and agreed to guide us there.

Our complement consisted of representatives from each of the major Disciplines; two individuals most suited by training or temperament to the rigors of research in the field. We particularly sought Masters and Academicans learned in herb and beast lore, and in the ways of the Underearth. To these scholars and their assistants were added two mages skilled in spells of combat and protection; 12 representatives of the Order of Celestial Wanderers; and a company of assorted hunters and warriors under the leadership of Lord Aragson. Our Monzari guides brought two lean, doglike creatures they called szarkel. The szarkel are imposing and graceful beasts, but difficult to control; we found them to be a great hindrance and nuisance. We will present you with a short monograph on the breed and its affinities; I recommend that you attend that meeting, for reasons that will become clear.

We discovered our destination to be an alternate plane, surprisingly near our own, yet in an unexplored direction. The journey was uneventful save for some interesting observations of the Astral luminaries in that region.

The first sight of our destination was less than encouraging. We arrived on a rocky mound littered with ruins and surrounded on all sides by a swamp of shattered and decaying trees and sooty black grasses. We hurriedly pitched our tents against a chill, damp breeze that brought a rotting smell from the stagnant waters and raised unpleasant sounds among the standing stones and sparse, black vegetation of our hillock. The only warmth issued from the sullen fires of a swollen orb half the size of our own Sun, perched a finger's width above the horizon. We stumbled in the blurred shadows and diffuse light, glancing upward now and then at the half-familiar stars that twinkled in a dark blue sky. A huge waxing moon, coppery in that half-light, stood somewhat past its zenith. Fleshy-leaved bushes writhed to avoid our touch, or grasped at passing arms and legs. There was a shrill keening, barely audible over the wind, from somewhere high above. From the darkness of the swamp came a bellowing and thrashing sound.

As we were to learn, this inauspicious site was, in fact, one of the safer and more habitable regions, and in one of its less objectionable seasons. The sun seldom shifted far from its position, for which reason we called our new home the Sunset World, though we were to learn that its inhabitants know it as Ssirik Akuar.

Traveling sunward, the lands grow hotter and more arid until at last the explorer comes to eternal noon, where water boils when it touches the parched earth. In the opposite direction are the Nightlands, capped and covered with ice as the coldest regions of our own world. Between the Sunlands and the Nightlands is a twilight habitable region: a ring, thickest at the poles and thinnest at the equator, between the glaciers and the salt flats that cover opposite halves of the globe. A chill wind blows from the Nightlands toward the warmth and water flows likewise first in frozen glaciers, then in chill fresh meltwater, and at last in tepid, briny rivers. This flow of air and water never ceases or changes in direction; the trees, bushes, and the land itself are shaped by it.

The Sunset World is not without its seasons, as we surmised from the broken and uprooted trees in the swamps around us. As seen from our encampment, the sun dips a little below the horizon after the hottest season and rises a little above its usual position before the warm weather, but the change of seasons is caused by its variation in size. Over the course of our stay, the sun shrank and the wind chilled and weakened, only for the sun to grow rapidly again to three times the girth of our own Sun and the wind to grow to a torrential gale for a brief hot season. This entire cycle takes no more than 20 of our weeks. Fogs and mists are common near bodies of water, as the changes in temperature are so sudden and great. Seen from our campsite, the moon rises as a thin crescent near the sun, waxing until it sets toward the Nightlands; this occurs over a period of perhaps 10 of our days, after which it appears again to repeat the performance some 10 days later.

The poorly drained land we first encountered is typical of the habitable belt. Much of the region between the ice and the salty deserts consists of swamps or shallow lakes. Deep bodies of water and mountains are rare. Water is most often found in pools and seeps, and seldom in waterfalls or rapids.

This description will illustrate why the Illithids are found only in the underground regions of our world,

where the light is dim at best and the air is often damp. Ssirik Akuar's dim, red sun causes them no more discomfort than torchlight would, unlike the vigorous light of our own daystar which would blind them and burn their skins. The only element missing from their subterranean haunts is the everpresent wind of the Sunset World.

When we had camped and surveyed the area, we began simple investigations of the Sunset World's animal and plant life. What we had expected to be a relatively simple exercise proved to be most taxing and hazardous, though rewarding enough in an academic sense.

The plant life of Ssirik Akuar is black rather than green; green plants do not thrive in the available light. In the sunward regions, some of these plants are gray or silver due to the hairy or waxy surfaces that shed excess light and retain moisture. In most regions, however, the vegetation has the color of pitch. Some of the larger trees and bushes are streamlined in the direction of the wind, having oval-shaped trunks and sunward-pointing branches. Others grow rapidly in periods of greater heat and light, and occasionally collapse under the impact of the strong winds that follow. Still others avoid the worst of the high wind by folding their leaves or by moving about in search of shelter. In general, the plant life of Ssirik Akuar is more active than our own. To our discomfort, we later discovered that these plants may actively defend themselves against animal life, or even attempt to trap animals for food, either with viscous leaves and simple water traps for small creatures or with moving tendrils and spiked branches or pits for larger creatures. Many of these plants protect themselves with secretions that make them painful and often dangerous to touch.

Fungoid life is abundant on the Sunset World and includes many motile forms. Here we encountered a surprise. Many of these lifeforms are sorts familiar to those who travel the Underearth of our own world. The significance of this at first escaped us. Unfortunately, not all of our researchers escaped the more aggressive fungi.

No less surprising was Master Temrik's identification of an entire suite of animal life already known to inhabit the Underearth: the amorphs, as she is pleased to call them. These include the crop of boneless and shapeless creatures commonly known as oozes, trappers, deadly puddings, ropers, jellies, mimics, lurkers, and the like. These, like the fungi, proved to be a hazard. Envision a surface world in which trappers may masquerade as gravel banks or sandy clearings, and where ropers may conceal themselves among the stumps of the forests! Fortunately, these creatures were not a significant menace to our campsite itself once we posted guards.

The second and dominant form of animal life was more actively dangerous. While these were less familiar to students of the Underearth, they do indeed have representatives in our own world. They include the Illithids, of course, but more surprisingly, they include the creature known as the carrion crawler and possibly some other less-known denizens of the deep passages. Just as the dominant life forms of our own world are of a common plan, so too with the build of these creatures. There is an internal skeleton of chitin rather than bone. The skin is thick and generally covered with a protective layer of mucus (though in the sunward regions it may be rough and sharklike instead). There are two eyes, and in addition to lungs, even the air-breathing forms have gills (those that cannot breathe water employ these during periods of extreme exertion). Adults have four limbs with four digits apiece.

Creatures of the Sunset World generally go through a grublike larval stage in which they have a variable

number of limbs; these larvae almost invariably grow from eggs laid in corpses or masses of rotten vegetation, though there are also some more sophisticated adaptations as in the case of the Illithid. The carrion crawler is an example of a form which never reaches the adult stage but reproduces in the larval stage. A distinctive feature both in larval and adult forms is the presence of tentacles around the mouth in some multiple of four. These serve as organs of touch, taste, and smell, but their primary purpose is to capture and manipulate food. To this end, the tentacles may be provided with suckers, blades, or hooks, or covered with poisons that kill or subdue. The most advanced forms carry special subunits that break off and act independently by injecting poison or burrowing into the victim. The mouth consists of a complex collection of hard parts protected by an external beak.

The dominant life forms are found in great abundance on the land, and include a number of batlike forms as well as amphibians. We had little occasion to venture into the larger bodies of water, but the purely aquatic forms we encountered (as much like cuttlefish or squid as like fishes) were of the same general plan as the terrestrial forms. Perhaps Ssirik Akuar also holds the race known as the aboleth, which shows a number of similarities to Ssirik Akuar animal life despite notable divergence. The pressure of time did not allow us to explore the possibility.

The animals of Ssirik Akuar, particularly those of the illithidlike body form, are often sentient or semisentient. Many are even resistant to magical or psionic attack (the latter seems to be a side effect of the former). Some of these creatures are even psionically endowed.

These animals are capable of long periods of inactivity followed by periods of furious motion as they encounter prey or predators. Their reflexes are exceptionally quick, and they are strong and difficult to kill, as we discovered to our chagrin on more than one occasion. All are voracious, as life in the habitable zones can be rather sparse. As a result, creatures of this world eat large amounts in short periods of time, as the flesh and vegetation of Ssirik Akuar are prone to rapid decay even at low temperatures. In spite of the scarcity of food, some creatures of Ssirik Akuar grow to exceptional size. As formidable as they are in our own world, Illithids are unexceptional in their own.

Though there is some specialization, most of the beasts of the Sunset World are omnivores; palatable plants and subduable animals are rare and not to be missed. There are numerous large and small flying forms which migrate back and forth over the habitable crescent according to the season and the creature's preferred climate. Likewise, some of the landbound creatures are migratory. Other forms are sessile and lie in wait for the migrants, retreating to burrows if conditions become too severe.

When our explorations of the Sunset World's natural history were well underway, and we had achieved safety (though not comfort) in our base camp on the mound in the swamps, we began to fulfill our primary purpose: an investigation of the Illithids themselves. At first, we observed from a distance and investigated the numerous ruins we found. Later, we made cautious observations of isolated individuals at closer range. By this means, we gained a basic knowledge of the Illithid and its habits. Eventually, we were able to supplement this with information gained from the corpses of two confirmed solitary individuals which were provided for us through the efforts of Lord Aragon and his men. All of this was time consuming; for security, we had located our camp far from Illithid activity.

Prior to our expedition, knowledge of Illithid anatomy was scanty. The typical Illithid garment (both in our own world and on Ssirik Akuar) is a robe that conceals all but hands, feet, and head. Illithid bodies

are rarely recovered for study, as encounters with Illithids typically end in the death of their opponents or the rapid retreat of the Illithids. In those rare instances in which Illithids are defeated and killed before they can retreat, the tendency of the flesh to putrefy quickly is an additional barrier. Only a dedicated scholar would be inclined to bring something so noisomely unpleasant home for study, and often the body is in poor condition upon arrival.

The Illithid is much like other members of the dominant form of animal life. The skin is mauve over most of the body and appears black in the light of Ssirik Akuar. The iris and white of the eye are of the same dead-white hue; in strong light, the eye appears featureless, lacking any pupil. However, in near-lightless conditions, a vertical slit is visible. Close examination of the light-adapted eye shows a series of small pinholes where the pupil closes. This accounts for stories that Illithids have no pupil, since adventurers generally bear a light source with them. It also vindicates the illustrator of Gryriak's Bestiary, who shows Illithids with narrow-slitted pupils. Presumably, a part of the Illithid dislike for light is the near blindness caused by the pupil's extreme adjustment.

As frequently reported, the touch of an Illithid feeding tentacle is deadly. Contrary to the usual accounts (doubtless based on observations made in the heat of battle), the Illithid does not attach its tentacle to the victim and simply "draw out the brain." The process, as we have reconstructed it, is more complicated and a great deal more plausible. On firm contact between the Illithid's tentacle and the victim's head, a specialized subunit of the tentacle detaches and burrows inward. Once firmly lodged in the flesh, it bores through the skull with a drill-like structure and forms an extension that reaches through the hole to touch the brain. Upon contact with the victim's brain, it disrupts all functions, thus causing instant death.

The Illithid must direct this activity at extremely close range (thus the common perception that the Illithid tentacle remains attached). Apparently, the Illithid sends telepathic instructions to the killing unit. We discovered by inadvertent experiment that the burrowing halts if the Illithid is slain or driven away, and that the burrowing unit then becomes inactive and may be removed with a knife (although there is a danger of infection).

The "drawing forth" of the brain of the victim has (like most rumors) a basis in fact. However, this follows the death of the prey rather than preceding it; in addition, it is a protracted procedure. When the prey cannot resist and the process is not likely to be interrupted, an Illithid places its mouth in contact with the skull of the victim at the point of the subunit's entry and removes a flap of skin. At this point, some of the Illithid's mouthparts function as bone saws. They produce a hole about half a handspan in width. The Illithid then uses its complicated feeding apparatus to remove and consume select portions of the disabled brain.

It may seem that this is a rather involved mode of nutrition, yielding a small return for the effort and wasting a great deal of potential food. Indeed, this is so. The Illithid's feeding apparatus is well-suited to a wide range of other foods, including ordinary flesh as well as certain seeds and fungi. Illithids regularly eat a variety of plants and animals, as was confirmed both by observation of gathering expeditions and from a catalog of the stomach contents of our two specimens. Though Illithids do seem to have a culinary preference for the brain, and will select that organ over any other, the primary function of this most infamous habit is not nutrition but reproduction!

Illithids are hermaphroditic and bear a poorly developed larva from an opening at a spot equivalent to the

human solar plexus. An Illithid carrying such a larva will carefully remove the thinking parts of the brain from some prey animal and restore those parts which maintain the body, carefully sealing off the blood supply to the regions it has destroyed. The tiny larva is then inserted into the skull cavity, where it establishes a connection with the nerves and blood vessels of the body. The larva's control is sufficient to allow for swallowing and digestion of food provided by the adult. However, this is insufficient to support the growing Illithid. The host body gradually shrivels and atrophies as the larva draws on its reserves. As the larva grows, it fills its host's skull cavity and then loosens the connection between the skull bones so that the larva may expand upward and outward. When the host body is no longer useful, the larva metamorphoses and emerges as an Illithid of adult form, perhaps one-half to one-quarter of the normal size depending on the size and type of host. Highly intelligent hosts are preferred, presumably because the skull can be expanded further and possibly for subtler reasons associated with the development of psionic powers.

In several cases, Illithids were observed to carry out the initial series of operations without placing a larva. The reasons for this are unknown. Perhaps these were failed attempts to complete the procedure, or perhaps frequent practice is necessary so that all will proceed smoothly when the larva is ready.

We understand that the process of larva placement is a reconstruction; in no case did we observe the entire process. Our find of a partially developed larva in the dwelling of our second lone Illithid was invaluable, as were the results of closer investigations made at a later stage. While it is not certain from our results on Ssirik Akuar that Illithids can carry out the entire cycle using human or humanlike hosts, we strongly suspect so on the basis of popular accounts and of hints dropped by our githzerai guides. This has strong implications for attempts at negotiation with Illithids; overtures from creatures that are regularly used in such a fashion are not likely to be well received.

We observed a number of isolated and peripheral individuals or groups living in what one may suppose is the primitive Illithid lifestyle. Like many of the Sunset World's predatory creatures, Illithids must locate scarce prey with a minimum of effort. Their semimagical abilities serve them well in this regard. The Illithid chooses some safe burrow or cave and projects itself astrally in search of food while the body remains in a state requiring little nourishment. These explorations require little energy and entail little risk.

When a source of food is located, the Illithid returns to its body and goes forth either alone or in company, depending on the effort required to harvest or subdue the food. An ability to pass over water and mud unhindered and to levitate over difficult terrain allows the Illithid to take a direct route that involves little wasted energy and reduces exposure to possible hazards. Often the prevailing winds are employed in conjunction with levitation; the Illithid will rise up and let itself be carried downwind toward its destination. This is typically done only at low altitudes or in foggy weather because of the danger of airborne predators.

When prey is encountered at close quarters, an Illithid's ability to read and control minds allows detection and capture of this prey with a minimum of effort. If the Illithids are in a group, they may coordinate their activities mentally, or use verbal and visual clues with a prearranged plan if the quarry is psionically aware. If mental control fails, an Illithid may use a blast of mental energy to kill or incapacitate its prey. Determined opposition usually causes the Illithid to retreat for the simple and logical reason that a weakened Illithid might not survive the journey home. An Illithid in the savage state is no safer than a

human in our own swamps and jungles would be (perhaps less so). This habit (which appears to have been learned in Illithid prehistory) might well be the explanation for the reported cowardice of Illithids encountered in our own world, where they are well known for fleeing any encounter that begins to go against them. However, such a hypothesis may be at odds with what we later learned of the hunting habits of civilized Illithids.

While solitary Illithids are widespread, the majority of Illithids on the Sunset World live in settlements of between 50 and 1,000 individuals. These settlements generally consist of burrows and a cluster of stone towers on the leeward side of a hill. Entrances to the complexes are never at ground level; they are only accessible by air. This is presumably a precaution against vermin and large predators, as well as possible seasonal flooding. The towers are of varying thickness and height, and often have a cross section determined by the prevailing winds. Ranged about the central towers are the orderly fields and pastures that provide most of the settlement's needs. Illithid adults do not tend these; even junior members of the community merely supervise the work of various enslaved creatures.

Illithids abhor manual labor in any but the most refined form, and have reduced even the amount of labor that their slave species must perform through extensive alterations of the plants, animals, and fungi around them. Meat and draft animals and other servant forms are entirely obedient and dependent, in some cases requiring special dietary supplements that only the Illithids have the skill to produce. The various crops require little attention, being largely self-regulating in form and naturally resistant to invasion by weeds. Even the towers themselves are grown rather than constructed, being treelike growths with stony skeletons. Many of the Illithids' creations serve multiple functions, as in the case of the fungi that provide light, absorb waste, and serve as carpet and tapestry in Illithid dwellings. The most notable of the Illithid slave species is a creature that has a form similar to that of a baboon - the most Illithidlike of Ssirik Akuar's inhabitants. Nowhere did we observe human or humanlike slaves. Our githzerai guides volunteered that the Illithids of Ssirik Akuar have abandoned such practices.

Illithids of full-adult status spend much of their time in the hunt, in various political activities, in artistic and magical endeavors (including the shaping of new types of creatures), and in long periods of meditation. The late Master Ponder Greymantle made a particular study of the hunting practices of the civilized Illithids and followed several parties at a distance. He found that the Illithids prefer intelligent life for such sport (if sport it is), and may pass up larger and less-intelligent creatures for those that present a greater challenge. These are by no means idle amusements; the Illithids who participate risk serious injury or death. Despite this, while the hunters may feed on choice portions of the kill, they are seldom concerned to bring the remainder to their settlements (even when the distance is short). Their primary source of food is the livestock and fields tended by their slaves (and occasionally the slaves themselves). Expeditions may reach far sunward or far into the icy lands, though Illithids show signs of discomfort in dry air or when the temperature drops below freezing. The Illithids' usual mode of attack is a well-planned ambush at highly favorable odds for the Illithids. Pursuits of any length are rare.

Illithid political activity is poorly understood even after our closest studies. Apparently, Illithid society is divided into numerous tightly knit groups, all small and all mutually opposed, although they may be allied with other cliques for varying lengths of time. It appears that members of the same clique are often related to one another. The typical Illithid embrace, an interclasping of feeding tentacles, is seldom seen except with members of a clique. The reasons for this embrace are unknown, but it is probably that signals are exchanged; the tentacles are highly sensitive to taste and touch. Significantly, each partner in

such an embrace is at the mercy of the other. This is the only known gesture of faith among Illithids. Open violence between cliques is rare and most often occurs in the form of ambushes and assassinations rather than full-scale battles. What body of law or custom regulates these procedures and prevents a condition of anarchy is unknown.

The third major Illithid activity is the production of various artworks, books, magical devices, and living creatures. This is the only sort of labor that confers status. Most frequent is the production of new animals, plants, or fungi through selective breeding or wholesale modification. The fields, stockpens, and slave quarters contain many more odd individuals than might be expected naturally, and the various domesticated forms vary greatly from settlement to settlement, apparently in response to local fashions or conditions. Peculiarly, Illithids were seen in one instance to be breeding a new version of one of the more formidable predators. This would seem to indicate that there is some yet undiscovered relationship between Illithids and the creatures they hunt in the wilderness.

While no Illithids were observed to cast spells, they are highly skilled in the production of magical and psionic devices or substances, particularly various potions (this last accords well with reports from our own world that Illithids frequently keep several potions in their store of treasure). It seems that much of the special equipment wielded by Illithids both here and in the Sunset World is crafted by the Illithids themselves.

Illithid art is seldom representational. They seem to prefer abstract patterns of a complex and angular sort, in colors that are rather muddy to the human eye. Their few depictions are generally of violent scenes: hunts and conflicts between Illithids. One particularly vivid mural confirmed part of our story of Illithid reproduction and provided an additional bit of information: it would appear that the ultimate triumph is to use other Illithids as food for one's larva.

Illithids produce numerous books and scrolls, but we found those we examined to be either entirely factual or completely incomprehensible. If Illithids produce fiction, this is not immediately evident. Neither did we observe Illithids to erect shrines or temples or spend any time in worship; reports that they have no deities are evidently correct. It is also notable that Illithids seldom assemble in large groups except under the most unusual circumstances. Only once during our stay did we observe such an action.

Illithid meditation remains a mystery to us. We thought at first that astral projection took place during these sessions, but careful measurements showed this not to be the case. An Illithid engaged in astral projection generally does so from a sealed room, whereas meditation seemed to occur in any sheltered spot. Perhaps the missing worship of deities occurs during these states, or perhaps these sessions are merely a form of rest. Whatever the case, this practice consumes a great deal of an Illithid's time.

We gathered much information from peripheral observations, from the two captures of which I have spoken, and from a few daring forays into vacant Illithid dwellings. Having mastered Ssirik Akuar's considerable natural hazards, and having operated undetected at the fringe of Illithid civilization for some time, we began the final phase of our work. Here Academician Kratanitkul's particular gifts came to the forefront: his ability to mimic the appearance of Illithids and their slave species and even to counterfeit certain Illithid abilities proved invaluable. These abilities served him well in his investigations of Underearth societies. Academician Kratanitkul and his assistants began a period of extremely close observation.

In retrospect, we had grown somewhat overconfident, perhaps pardonably so in light of our prior successes. When our guides became aware of our new plans, they grew greatly agitated. The Monzari had become increasingly distant and unhelpful over the course of our stay, but when we refused to reconsider our course, they withdrew entirely to their tents and would say nothing further.

In the beginning, our operations were highly successful. Assistant Master Toliklos will be able to present you with four books of Illithid manufacture that cast a great deal of light on Illithid life, though they raise more questions than they answer. Much of what I have told you concerning the Illithids was supplemented or confirmed during this period. It was a time of great hope and great interest; it was, however, unfortunately brief as well. What final error Academican Kratanitkul made we will never know. I fear his end was not a pleasant one.

Fortunately, we had some warning: Academican Kratanitkul and his associates were tardy, but this was small reason for concern as the difficulties of travel on Ssirik Akuar sometimes make for long delays. More worrisome was the failure to locate them through scrying spells, but these often go awry when the subject is within or beyond a large concentration of creatures resistant to magic. Our guides' dogs, the szarkel, gave us our first clear intimation of trouble.

It was the habit of the szarkel to run about the camp unhindered. (This had been cause for considerable friction between the githzerai and our own people because of the intractability of the dogs.) The creatures did so now, but mostly at the perimeter, running back and forth, sniffing at the wind, and staring intently into the distance. Their masters stood rigidly at the entrance to their tents, as if listening. Abruptly, both dogs and githzerai entered their dwellings. During this time, the githzerai spoke not a word to one another, and refused to acknowledge our questions. When Lord Aragson would wait no longer and followed the githzerai in his desperation, he found their tents empty. We never saw them again.

The assault was sudden. Lord Aragson will give you the full account of it. It seems that the Illithids were also overconfident. While tragic, our losses were small in proportion to the losses suffered by the force that came against us. It is well that we were prepared for a sudden departure, however. When the Illithids retreated from our unexpectedly strong counterattack, we had time to make good our escape before they could gather reinforcements. So far as we can determine, we were neither pursued nor traced. Our journey homeward was as uneventful as our outward faring.

There is one matter I have left for the last, and for a purpose. You will recall that we were encamped on a ruin. There are many such on Ssirik Akuar, most of them clearly of Illithid construction and presumably abandoned as a result of climate changes. We found a number of these ruins in the salt desert. I urge you to examine Master Kuro's report most carefully, but the gist of it is this: While most of the sites had been stripped of all artifacts but for the constructs themselves, a few mounds were different.

We found traces of an outer wall of stone blocks and buildings with entrances at ground level. Below the water table were organic remains preserved in the acidic soil: traces of grain and straw, a few charred timbers of pine and oak, fragmentary skeletons of horses, cattle, and geese. A few simple tools survived, and there were many spent arrows. There were other remains, too - human for the most part, though one of the partial skeletons may have been that of a gnome or small dwarf. The skulls we found bore marks of Illithid predation. All these traces and remains were ancient in the extreme.

The meaning of these findings has been much debated on our return journey and during the time since our return. The evidence is hardly conclusive, but I will put forward the conjecture which best suits the facts as I know them. Ssirik Akuar is not the Illithid homeworld, as our taciturn githzerai guides had implied. It was once much like our own.

There is a persistent rumor among the folk of the Underearth that the Illithids seek to extinguish our Sun. This has very properly been dismissed as foolish, wishful thinking on their part. The Illithids could no more thrive on a sunless surface than could we. Within years or even months of such a ludicrous outcome, the planet would become an icy wasteland unfit for any sort of life. The ruins we found at Ssirik Akuar suggest to me a more plausible and sinister story.

Much still remains to be explained, and many more questions have been raised by this final discovery. Where did the Illithids originate if not on Ssirik Akuar? Why did the githzerai assure us they had brought us to the Illithid home world? Why should the Illithids, if they produced the Sunset World's present conditions, have stocked it with so many living things inimical to themselves? How could such changes of a world and its sun be accomplished? These are difficult questions. Rather than answer them, many of my colleagues would rather suppose some other explanation for what we found at Ssirik Akuar.

I confess that I find such questions less than compelling. I am torn between a certain lassitude - we are all of us tired still from our sojourn - and a furious urge to action, to any action. I feel a certain chill at day's end: perhaps only a relic of Ssirik Akuar's damp airs, but perhaps something more - perhaps a chill of premonition, a growing certainty that MY colleagues and fellow adventurers died not merely in the service of learning, or even for our Empire, but for something greater still. They died so that we survivors might bring this warning. I look at the Sun now and wonder if it has grown somewhat redder. Are the days and nights longer than they were? As I contemplate these thoughts, a further chill runs the length of my body. Perhaps one day we, too, will dwell in a Sunset World.

More information on mind flayers may be found in "The Ecology of the Mind Flayer," in DRAGON(R) issue #78. The material in this article and in "The Dragon's Bestiary" may be used with the material on mind flayers in the AD&D(R) 2nd Edition Monstrous Compendium, Volume 1, with some changes, particularly concerning the use of psionics; and methods of Illithid reproduction.

Copyright © TSR, Inc. All Rights reserved.