

The Illithids of the Southern Sea Gazetteer

History

Nobody knows when the illithids first appeared in this world and some claim that their existence even predates that of all other races. The first recorded encounter was 500 years ago, when the mind flayers rose from the sea in their kraken-like submarines and started taking slaves among the coastal population. Ever since then the flayers were a looming threat, pirates and raiders with no major political impact other than limiting trade with races from outside the Empire.

It was during the civil war that these foul creatures rose to major importance. The civil war increased the connection between the real world and the Realms Beyond. For the first time, the Wheel of Law, the mind flayers' foul god, was able to give direct orders to his followers, forcing them to ally with his other servants, such as the Red-Gloved Daimyo. Ever since, the illithids are a power to be reckoned with and everybody expects them to invade the surface world any time.

Customs & Religion

The illithids behave mostly like their cousins in other worlds but there are some important differences.

The mind flayers revere the Wheel of Law, a lawful evil entity from the realms beyond. Its philosophy of dominance, slavery, and torture fits the mindset of the flayers perfectly well.

A major aspect of illithid society is the infighting between the different secret societies. While all mind flayers follow

the dictate of the god brain in the capital city of Moo-Sune, they will always try to improve their position through intrigue, secret alliances and in rare cases through assassination. The different secret societies active are described below.

The illithids live in great domed underwater cities that have elegant organic shapes and a dominance of brassy colours. There is little light near their dwellings other than the psionic runes protecting them from harm.

Illithids leave their homes for hunts or to trade. They travel in psionically created submarines that merge giant squids with metal and are controlled through a psionic helmet mounted to a chair. When out of the water, they either use floating chariots or golem-like metal constructs that can be entered through a hatch at the back.

Dress

The mind flayers prefer to dress like human nobles in fine silk robes with elaborate embroidery and lavish colours. However, they tend to dress tastelessly (and look terrible in any event).

Food

As all illithids, the flayers of the Southern Sea feast on brains. The rest of their victims is fed to the other slaves in a stew of fish, seaweed, and human flesh.

Servitor Races

The most common servitor races of the illithids are aquatic since the mind flayers live in huge pressure domes under the Southern Sea. The most prominent of these are the sahuagin that serve as elite troops for their masters. The sea devils work as mercenaries for the brain eaters and are never dominated due to their willing submission to the dictates of the Wheel of Law. Since they



are utterly loyal to their masters, they often form elite troops such as the royal guard.

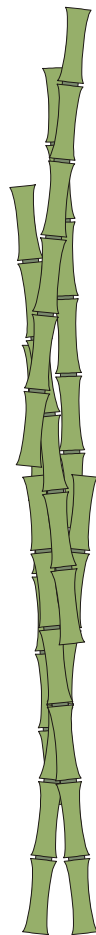
Besides their servitors the illithids also employ a large number of abominations that they create with their axolotl tanks - actually humanoid females psionically cursed to give birth to bizarre offspring designed by a mind flayer's perverse fantasy.

The majority of illithid underlings are the slaves. The many experiments, gigantic projects, and the mundane maintenance work for the underwater cities require a massive workforce. Using special psionic necklaces, the mind flayers control literal armies of humanoids they have captured during their wars or raids on the surface, as well as through trade with the Red Gloved Daimyo. These armies are kept in slave dens physically separated from the illithid quarters and are herded by sahuagin and so called *trustees*. The latter are slaves who have shown exceeding loyalty and who have passed a rigorous telepathic test. They get better food (i.e. are not fed dead humanoids and other waste) and have better chances of surviving. A few select ones are dedicated to the Wheel of Law and slowly show mutations like budding tentacles or slimy skin.

Enemies and Allies

Other than the Samurai and other lawful evil cultists, the mind flayers have few allies on the surface. Several sahuagin tribes have worked for the mind flayers for generations and some shadow creatures look favourably on the deeds of these abominations.

The mind flayers are involved in several wars at the moment. The first is their long-standing feud against the Kua-Toa, who revere an entity utterly hateful towards the flayers. The mind flayers scored a major victory against them with



destroying their underground city and scattering their people. With the Kua-Toa gone, the flayers have access to tunnels that lead far under the shattered empire. The second is against various undead who dwell in the sunken ruins that surround the mind flayers' cities. Finally, the illithids have found an underground tunnel complex that is filled with water and reaches far into the mainland. Using this "gift from the Wheel", several flayers have started a proxy war against the Nezumi of the Network, using aberrations from their axolotl tanks.

Important Sites

- **Ruins of Naga-Noth:** The ruins of Naga-Noth are the remnants of a long-lost civilisation. Apparently, Naga-Noth was a culture of human psions and necromancers that was destroyed centuries before the rise of the Empire. The ruins are full of psionic artifacts and lesser undead. The Illithids have several bases nearby the ruins in order to salvage as much as I can.

Secret Societies

The Creators

The creators are obsessed with creating new life forms in axolotl tanks.

The Hunters

Hunters love to leave the safety of their undersea domes and hunt for brains. They are considered outcasts. The other flayers mock them and see them as brutes but secretly envy their bravery.

The Dominators

The dominators try to reach their goals by manipulating the minds of lesser races. Their plots are long and convoluted and other flayers see them as obsessed maniacs.

The Thinkers

Belonging to the thinkers is a great honour - many of them are advisors to the God Brain and their yellow sash is a symbol of authority and influence. Becoming a thinker requires high telepathic ability and not a few powerful friends.

The Magoi

The magoi are a secret society that wants to obtain magical knowledge, something quite rare among illithids.

