

OA 5 - The Deep Prison

Introduction

During their daring defence of the Nezumi Network, the PCs are captured and become prisoners of the Illithids behind the assault. They are taken to one of their outposts near the underwater ruins of Naga-Noth.

The Base

The base the PCs are sent to is relatively new, established about 3 years ago. It was built to look for the library of quintessential necromantic knowledge which is rumoured to contain information on necromantic magic which will be of great use for some dark crusade rumoured to start soon. The base is run by Flawless, a mind flayer claivoyant of the magoi sect. It is convinced that this library contains some powerful item that will surely aid its foul masters.

The Mood

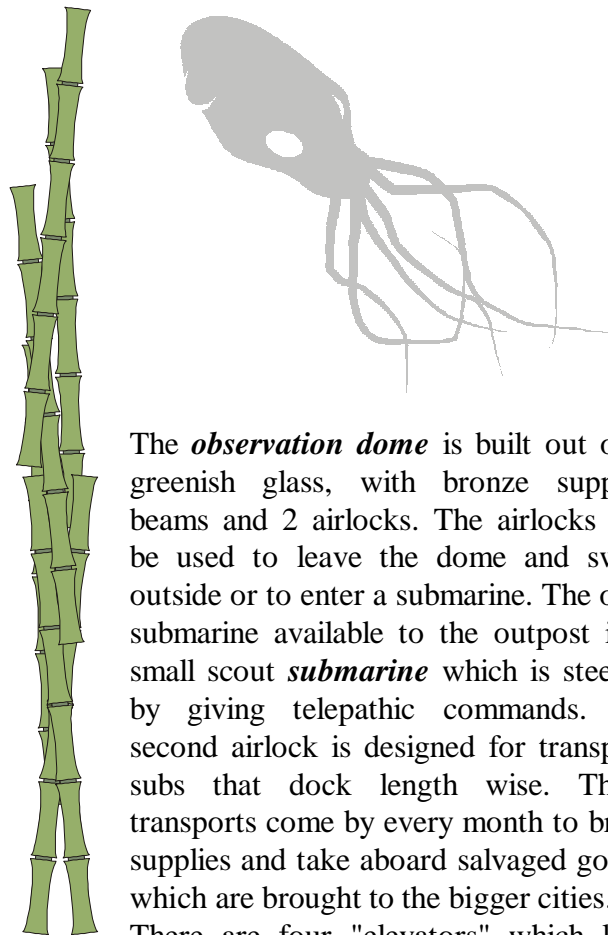
The Base is all dark, illuminated only by the eldritch glow of the qualith writings that cover the walls. The air pressure is higher than normal and PCs of low constitution will feel like they are suffocating.

The cells are even darker than the upper levels and it is easy to bump into someone. Cellmates are mere outlines and it is easy to confuse people.

While the base looks beautiful in some ways, it is also a place of terror. The illithids smell of death and decay and their sculptures are often made of human body parts and bones. The cells are even worse, they are little more than stables - in fact even worse!

Layout

The base consists of 4 levels with the upper one being an observation dome and the others lying embedded in the ocean bed. There are quite a few slave pens which hold both personal servants and thralls used to clean out the undead in the ruins.



The **observation dome** is built out of a greenish glass, with bronze support beams and 2 airlocks. The airlocks can be used to leave the dome and swim outside or to enter a submarine. The only submarine available to the outpost is a small scout **submarine** which is steered by giving telepathic commands. The second airlock is designed for transport subs that dock length wise. These transports come by every month to bring supplies and take aboard salvaged goods which are brought to the bigger cities.

There are four "elevators" which lead down from the observation dome. These vertical shafts are completely weightless due to some powerful psionic technology. Two of the lower levels can be reached this way.

The first underground level are the quarters. Here, Flawless lives together with its five assistants. It holds the biggest living quarter where it often enjoys gloating to its personal servant. The position of personal servant becomes vacant quite often, since Flawless has a short temper.

The *fighting pit* is used by the mind flayers for amusement. Two slaves are thrown in with short blades and are shot at with crossbows until one is dead, either by the bolts or after being killed by his opponent. Such fights take place about once a month and the losers brain is eaten and his body fed to the slaves. The winner is brought back to the cells and does not have to work for a week.

The Eastern *storage room* contains goods salvaged from the ruins, the Western one contains goods needed for running the base other than the supplies needed for the slaves.

Illithids that have time off, often meet at the *communal pool*, where they enjoy the water and discuss things. It is not a good thing for a thrall to be summoned here as this often means that somebody plans to have a snack.

The *shrine* is dedicated to the Wheel of Law. The flayers go there to gain insight into the nature of law and evil or to torture Gladinius, the champion of chaos who is chained down here in a constant state of agony.

The inner sanctum is the final level reachable from the dome. In the middle is a tiny *elder brain's pool*. It does not contain a full elder brain but rather a significant chunk out of the god brain, which allows it to supervise and communicate with the Illithids in the outpost.

The *meditation cells* around the pool are used when flayers want to communicate with their ruler or when they long for the mind-numbing hum that telepathically floods this level of the base.

The final level are the slave pens, reachable only by teleportation or through the ethereal. The fragment of the elder brain can teleport things from this level to any other level upon mental request by a guard or an Illithid. This might not be apparent to the slaves who often assume that the guards have some

way to teleport as they always come with the prisoners.

Paths of Escape

- **Running Away:** Not the brightest idea, as it takes at least 20 hours of continuous swimming to reach the shore.
- **Outside Help:** If the PCs manage to ally with any of the forces in Naga-Noth, they might be able to escape. The polymorphed mage might help them if they strike an agreement with him. The most likely course of action would be him providing the PCs with enough potions to make it to the coast. Another way might be to cause an attack on the base and use the confusion to escape with the glove that allows to bestow water breathing.
- **Sucking up to the New Masters:** If the PCs show enthusiasm during missions or during gladiatorial combat, a mind flayer might make them its personal servants and after a while will even let them live in its quarter. In this position the PCs can do much more than before.
- **Learn Telepathy:** the only way to operate the subs is to learn telepathy and obtain power points. If one of the PCs becomes a loyal retainer of one of the mind flayers, she will find this out on a pleasure trip to a nearby ship graveyard. Majestic would be just the kind of talker to reveal such secrets. Telepathy could be studied in secret from one of the many illithids libraries which even contain books in the human script.
- **Stealing Things:** There are several useful items in the base that will not be heavily guarded such as several talismans of shark form, potions of water breathing, and small nonmagical weapons. Stealing these

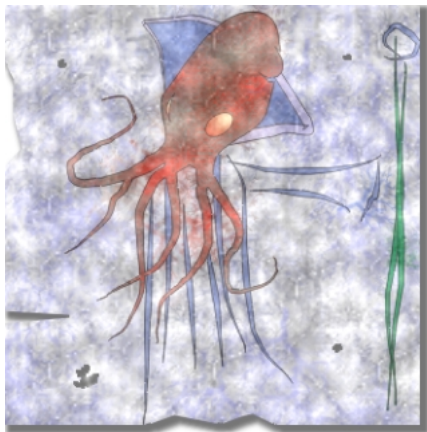


is easy but hiding them in the cell is not (as soon as the items are missing the cells of those allowed to go to illithid quarters will be ransacked). The best way is to hide them somewhere outside (e.g. the necromantic library) and use them when the time to flee has come.

- **Sneaking aboard a Sub:** This is a bad idea, as it will bring the PCs to one of the great mind flayer cities. Not the best place to escape to!

Major NPCs

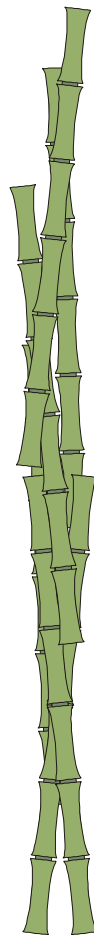
- **Majestic:** A young illithid who loves to be flattered. While this will not let it be tricked in any way, it will loosen its tongue and make it reveal important secrets. If not for its brain-eating habits, Majestic would be an eccentric Louis XIV nobleman in Chinese silks.



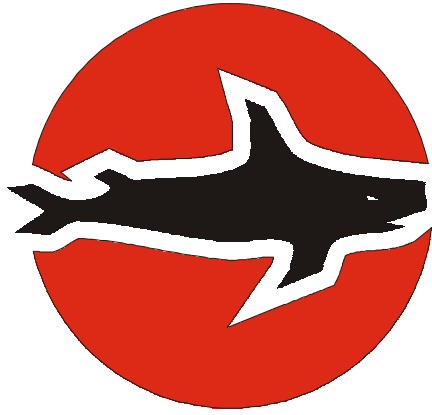
- **Brave:** The name Brave is a bit misleading - actually this flayer is quite a coward! It is a dominator with a quite complex plan to take over this base. Nobody knows this but it makes him appear in the strangest places at odd times. It is hated by the slaves for its severe punishments.
- **Godlike:** This flayer is the chief engineer of this base and always

absent-minded. He often takes out slaves to repair things which gives them a chance to look around the base.

- **Pyro:** This illithid is a Creator who looks for a way to create fire creatures. The slaves fear it for it often does gruesome experiments on them.
- **Mother:** Mother is obsessed with knowledge and will often interview slaves for days. Mother has a huge library and slaves sometimes have the opportunity to sneak in there as it keeps them in its apartment for days. Mother is far older than Flawless and often challenges its decisions. Since Flawless is far more powerful, these objections are usually ignored though.
- **Flawless:** This mind flayer has run the base for quite a bit now and is quite secure in its position of power. For more info, see the *NPCs of the Shattered Empire*.
- **Chung Weng Dao:** This kuo-toa monitor has been a prisoner of the mind flayers ever since the fall of his home town. Chung is afraid of losing his sanity in this hellhole and would make a good cell-mate for the PCs. For more info, see the *NPCs of the Shattered Empire*.
- **Dong Fei:** This mercenary half-fire elemental visits the base from time to time, especially to gloat at the prisoners who he captured and to get new axolotl monsters for his raids. For more info, see the *NPCs of the Shattered Empire*.
- **Garak:** This proud and aloof gorilla was captured by an illithid patrol a year ago and makes a good opponent among the prisoners (e.g. stealing food from the PCs). For more info, see the *NPCs of the Shattered Empire*.



- **Gladinius the Chaos Champion:** chained to the altar of the wheel of law as a living tribute, this powerful warrior would only be too happy to get his revenge. For more info, see the *NPCs of the Shattered Empire*.



- **Ghyl:** The sadistic leader of the deep guard is often used to torture prisoners into submission. For more info on Ghyl and the deep guard, see the *NPCs of the Shattered Empire*.

