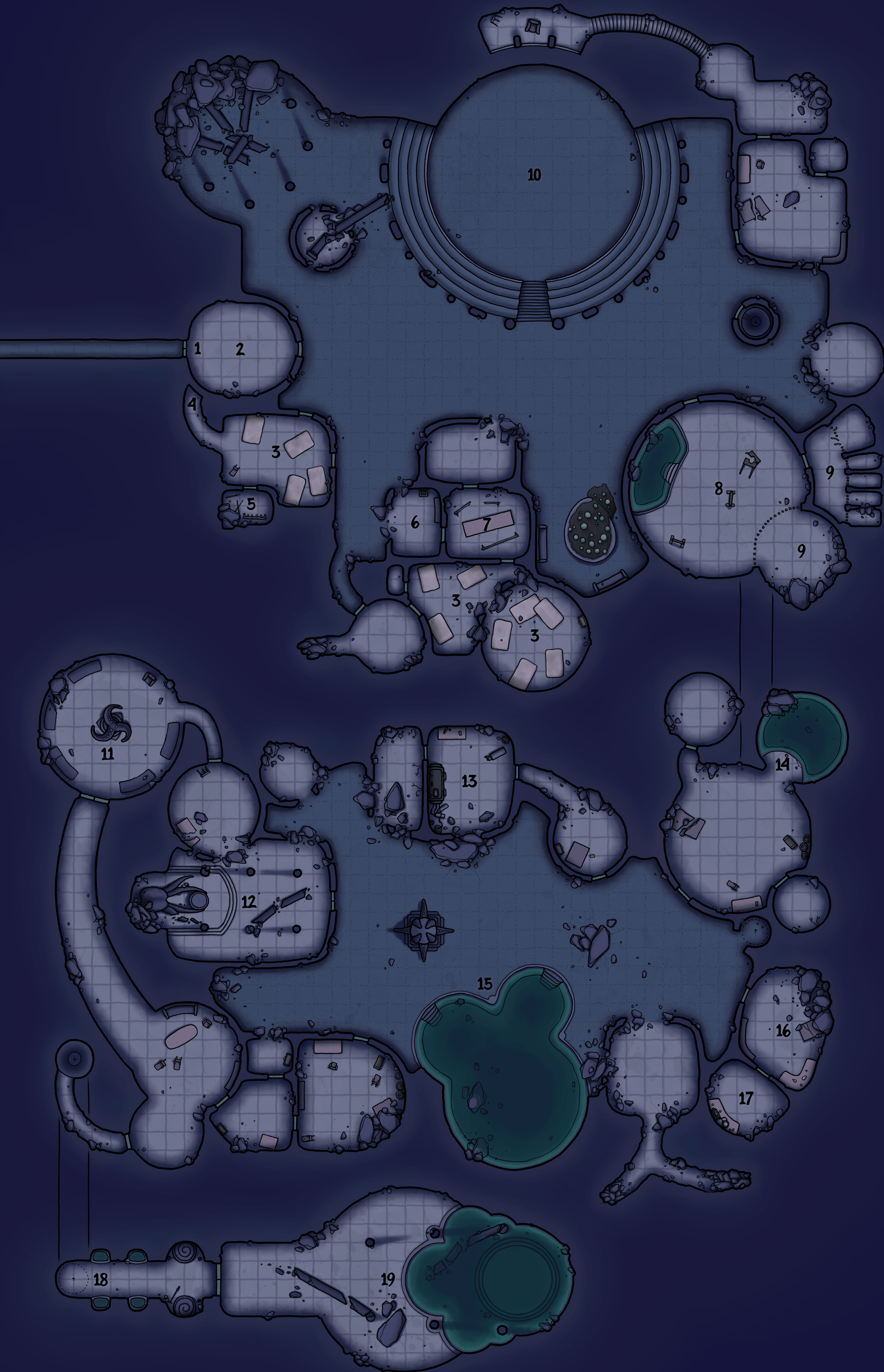


- 1 - Main Gate
- 2 - Antechamber
- 3 - Thrall Quarters
- 4 - Secret Door
- 5 - Armory
- 6 - Thralls' Kitchen
- 7 - Thralls' Dining Room
- 8 - Illithid Feeding Hall
- 9 - Cells
- 10 - Amphitheater

- 11 - Council Room
- 12 - Temple
- 13 - Incepting Tank
- 14 - Tadpole Pool
- 15 - Communal Pool
- 16 - Laboratory
- 17 - Lab Storeroom
- 18 - Antechamber
- 19 - Elder Brain Pool



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RUINS OF GYAN'DIS

ABOUT

- The ruins of Gyan'dis are the remains of an old illithid settlement in the Black Loch, whose residents perished over 150 years ago. While many areas of the city-- or the tunnels leading to them-- have collapsed, several large sections still remain standing and are accessible to explorers.
- An unfurnished version of this map is included.
- The uppermost level contains an amphitheater for the illithids' entertainment, as well as living quarters for the colony's thralls. The middle level was largely dedicated to the illithid residents, with a pool, temple and various workspaces. The lower level housed the colony's elder brain.
- The original purpose of many of the buildings is indiscernible, their contents having been destroyed or rotted away over time.

HISTORY AND DOWNFALL

The colony of Gyan'dis was founded about 1000 years ago and was the home of 50-75 illithids until its demise at the hands of Thariq, the colony's elder brain.

Thariq's ambition was to conquer and enslave all the settlements of the Black Loch. This would provide Gyan'dis with enough of a food supply to expand from a moderate-sized colony into a large city, perhaps housing over 1000 illithids. Achieving this would require planning and patience, but Thariq was willing to invest the effort in order to improve the standing of his colony, as well as to create a firm foothold for expansion for all the world's illithids.

The first thing Thariq would need was an army of thralls. After several centuries of capture and breeding, the colony amassed around 1200 thrall soldiers, largely duergar and deep gnomes. This was only a third of what Thariq deemed necessary to begin his conquest, but further expansion of the thrall forces became difficult.

One problem was disease: with large numbers of thralls, disease outbreaks became more common. Sometimes, only a

few would perish. Other times, decades of breeding would be lost in a matter of weeks.

The bigger problem, however, was revolts. Most illithid colonies expand their illithid population along with their thrall population, but Gyan'dis did not. As more illithids would require more thralls to feed on, the army's growth could only be maintained by keeping the ratio of illithids to thralls low. The consequence of this was, oftentimes, an insufficient degree of control over the thralls, which led to a number of uprisings.

Eventually, Thariq decided that his plans would need to be revised. After considering a number of options, Thariq found an answer in an ancient piece of illithid technology: incepting tanks. These tanks were used long ago to empower illithid thralls, giving races such as the gith their innate psionic abilities. Thariq would rebuild this technology and use it to enhance his soldiers, enabling the conquest to begin with a smaller, but more potent, force.

Having learned the lessons of illithids' past experiences with this technology, Thariq was determined not to make the same mistakes. Wary of creating another race such as the Githzerai or the Githyanki, he would proceed cautiously, enhancing only a few thralls at a time before empowering them in larger numbers. If there were any signs that the enhanced thralls might be more resistant to illithid control, they would be terminated.

After a few dozen tests, a thrall emerged from the tanks with exactly what Thariq had hoped for. Enhanced strength, moderate psionic abilities and a complete lack of fear made this thrall a perfect archetype into which the rest of the thrall army would be shaped.

After determining that the thrall was no less prone to mental domination than before, another was produced. And, after more testing, another. Satisfied with the results, Thariq ordered the construction of more tanks. The empowered thralls began to be produced in batches.

Two years later, after around 500 thralls had gone through the tanks, a flaw in the process revealed itself. While some of the power bestowed to the thralls manifested immediately, part of it laid dormant for several months. The illithids only

discovered this when a revolt threw the colony into chaos and the thralls-- to their masters' horror-- displayed psionic gifts far beyond what the illithids believed them to possess.

The thralls had been quietly planning their uprising for over a year and, when they made their move, it was swift and deadly. Nearly half of Gyan'dis' illithid population was wiped out within a few hours and the rest seemed unlikely to bring the situation back under control.

Thariq considered it likely that a few illithids would survive, as the thralls would seek to escape rather than wipe them all out. And those illithids' survival would enable Thariq to live on as well. But the cost to the illithid race would be unimaginable. Releasing these empowered thralls to spread out and reproduce would create yet another bitter enemy for the illithids to deal with. Like the Gith, they could come to hunt their people, seeking vengeance on colonies across the world and perhaps even beyond.

Thariq considered his options and concluded that there was only one way to rectify his mistake. As the rebellion raged above, Thariq focused his psionic energy, concentrating as much power as he could into a single point. He poured more and more energy into this psionic singularity until, eventually, he could no longer control it and a telekinetic shockwave burst forth, killing Thariq and tearing through the colony. There were no survivors, illithid or thrall, and the colony of Gyan'dis remains abandoned to this day.

NOTES

- The three levels of Gyan'dis are connected by vertical tunnels. Illithids would use their psionic powers to levitate up and down these passages, but a ladder was built into the sides of the tunnel between the upper two levels to allow thralls to move between them. The tunnel leading to the lowest level does not have a ladder, as thralls are not meant to have access to the elder brain's chamber.
- One part of the colony that is notably absent is the illithids' living quarters. The area containing these lies past the collapsed tunnels on the middle floor. The chamber containing these living quarters may be collapsed as well.
- The illithid feeding hall on the top level contains several

stocks, used to hold a victim's head and arms in place while an illithid feeds on them.

•The secret door near the entrance only opens from the side facing toward the thralls' quarters. It was designed to allow the guards to move in behind an attacking enemy and surround them.

•One incepting tank still survives. If the PCs attempt to use it, I strongly recommend doing something hilariously terrible to them.

•Gyan'dis may have new occupants, humanoid or beast, who may or may not be hostile to the party.

•If you want to convey the story of Gyan'dis' fate to the party, they might find a brain in a jar that somehow survived the colony's destruction and can be convinced to tell the tale in exchange for ending its bleak existence.

