

Mindflayer Colony by Tom Cartos

Background

A small town at the foot of the Epicouatl mountains has a severe missing persons problem. In the last few months almost a quarter of their population has disappeared. The first to go missing were a halfling pair who liked to explore the maze-like cave system that winds its way through the mountains. The search party that was sent after them also disappeared. Then almost every night it seemed someone else had vanished. There were reports of the missing persons being seen after dark, skulking around the shadows, but come morning they were nowhere to be seen again and someone else had gone.

The mayor has put up a large bounty to find out what is happening to those who have disappeared, bring them back if possible, and to ensure it stops happening before the entire town is empty.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE – 4760x3080 (140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Design Notes

Pods

- **01 – Entrance** – There are a number of entrances to the lair across several layers of the cave system. Each is hidden by an illusion, fortified and guarded by the mindflayer's humanoid thralls and other beings under the Mindflayer's control.
- **02 – Guard Room**
- **03 – Cleansing Chambers** – Newly captured victims are 'cleansed' before being taken further into the complex. This generally involves removing and destroying their belongings, and shaving their body.
- **04 – Common Rooms** – The mindflayer's seem to be great collectors of knowledge. Many of the tomes kept here are on the subject of psychology and theology of the many different humanoid populations of the material plane.
- **05 – Prison** – Once cleansed, captives are kept in these cells until they are ready for the next phase.
- **06 – Transformation Chamber** – Captives are placed in these pods and undergo some form of transformation process. What takes place exactly is unknown, but it is clearly extremely painful and often fatal.

Lab

- **07 – Living Quarters** - The mindflayer living quarters are sparse and simple, usually consisting of a moss covered bed and a chest for belongings.
- **08 – Thralls Chambers** – The thrall's rooms are cramped and very basic.
- **09 – Elder Brain Pool** – The Elder Brain rules the colony and gives instruction to the Mindflayer's. It is encased in an almost indestructible vestibule.
- **10 – Dissection Chamber** – Captives who do not survive the transformation process and dissected so the Mindflayers can improve their experiments.
- **11 – Organ Library** – The dissected organs are preserved and sorted so they can continue to be studied.

Theatre

- **12 – Operation Theatre** – Particularly interesting or unexpected cadavers are dissected in this open chamber where other mindflayers can view the operation from above. This is also used as a way of teaching.
- **13 – Tadpole Pools** – The Mindflayer tadpoles are kept safely in these brine pools. Whether these are baby mindflayers, elder brains or something else is not clear.
- **14 – Brain Library** – Similarly to the organ library, humanoid brains are preserved and displayed.
- **15 – Librarian's Quarters** – The librarian is in charge of cataloguing all of the information from the mindflayer's experiments. If these texts can be deciphered it would provide great insight into these creatures.
- **16 – Guard Room**
- **17 – Entrance** - There are a number of entrances to the lair across several layers of the cave system. Each is hidden by an illusion, fortified and guarded by the mindflayer's humanoid thralls and other beings under the Mindflayer's control.

Quarters

- **18 – Viewing Chamber** – Allows for viewing of the operation theatre below.
- **19 – Storage Room**
- **20 – Cleansing Chambers** - Newly captured victims are 'cleansed' before being taken further into the complex. This generally involves removing and destroying their belongings, and shaving their body.
- **21 – Guard Room**
- **22 – Entrance** - There are a number of entrances to the lair across several layers of the cave system. Each is hidden by an illusion, fortified and guarded by the mindflayer's humanoid thralls and other beings under the Mindflayer's control.
- **23 – Living Quarters** - The mindflayer living quarters are sparse and simple, usually consisting of a moss covered bed and a chest for belongings.