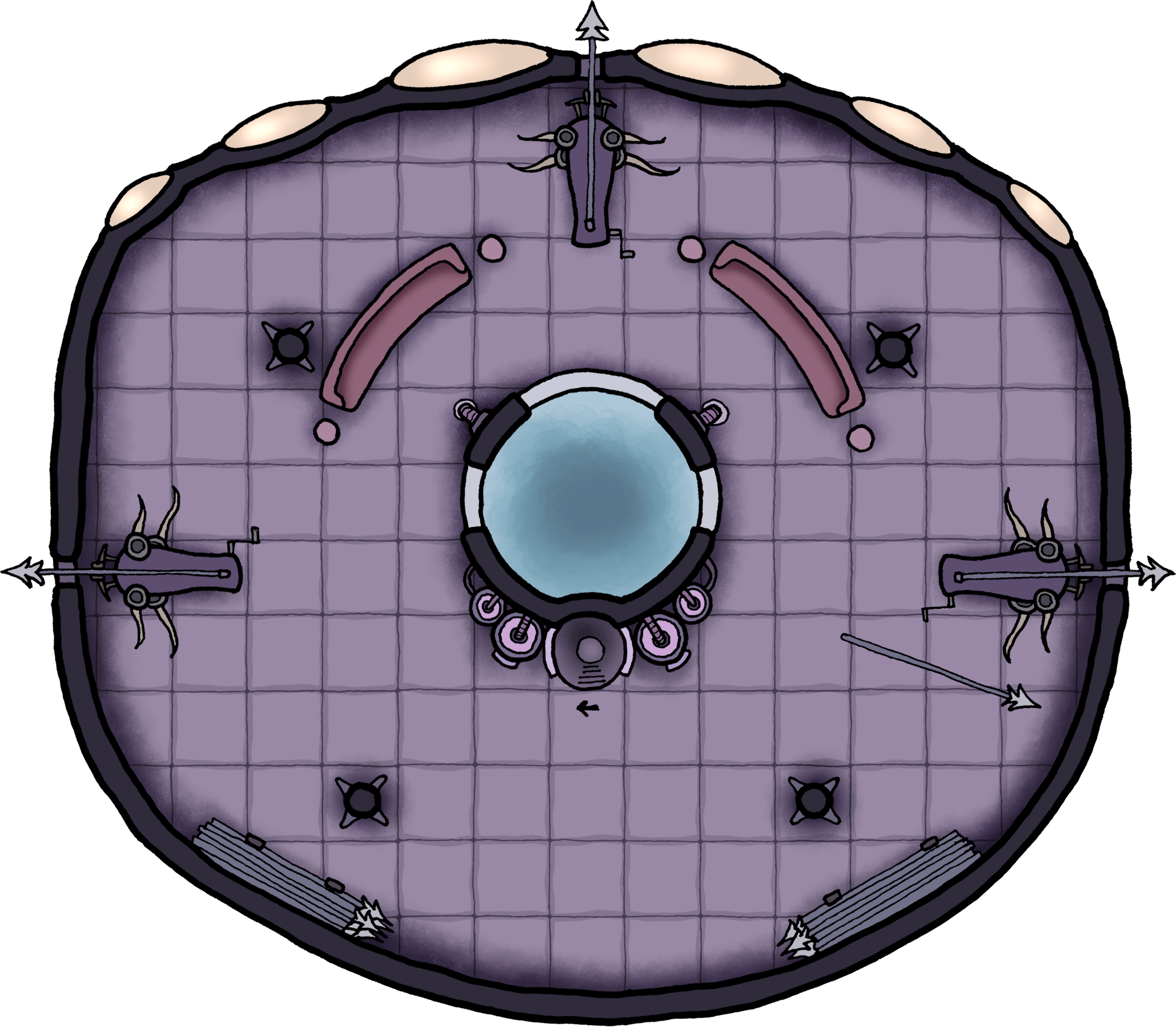
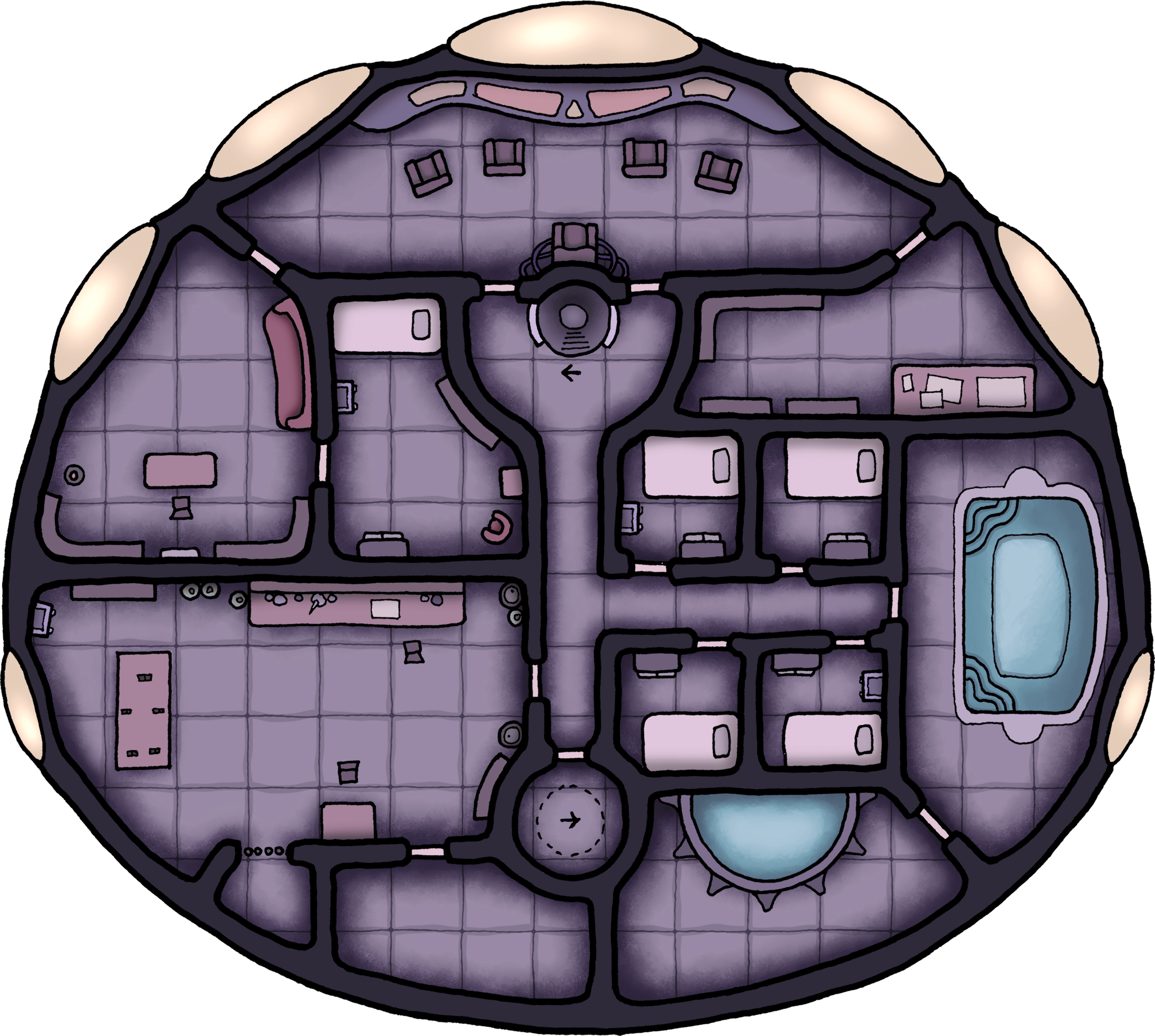
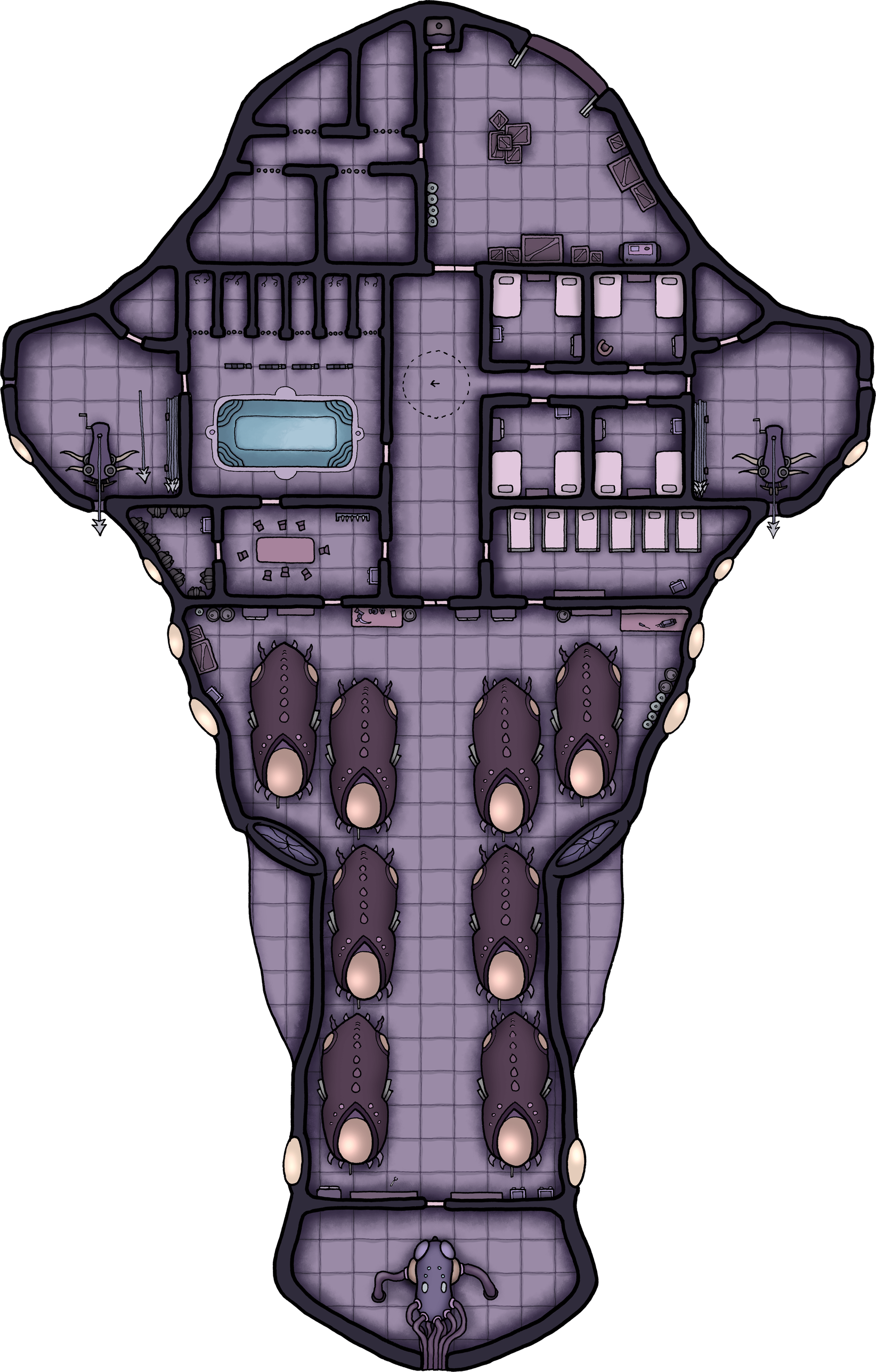
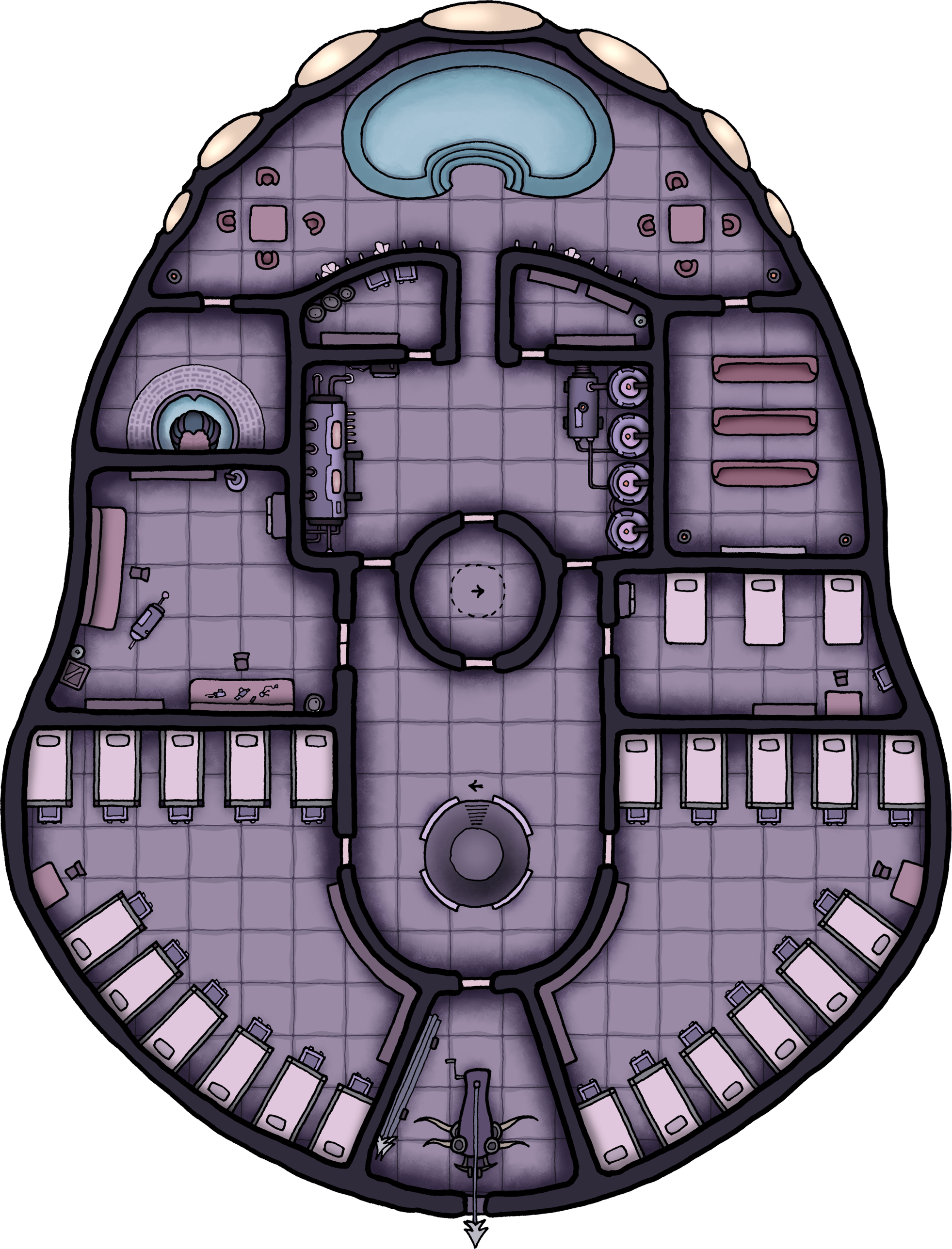




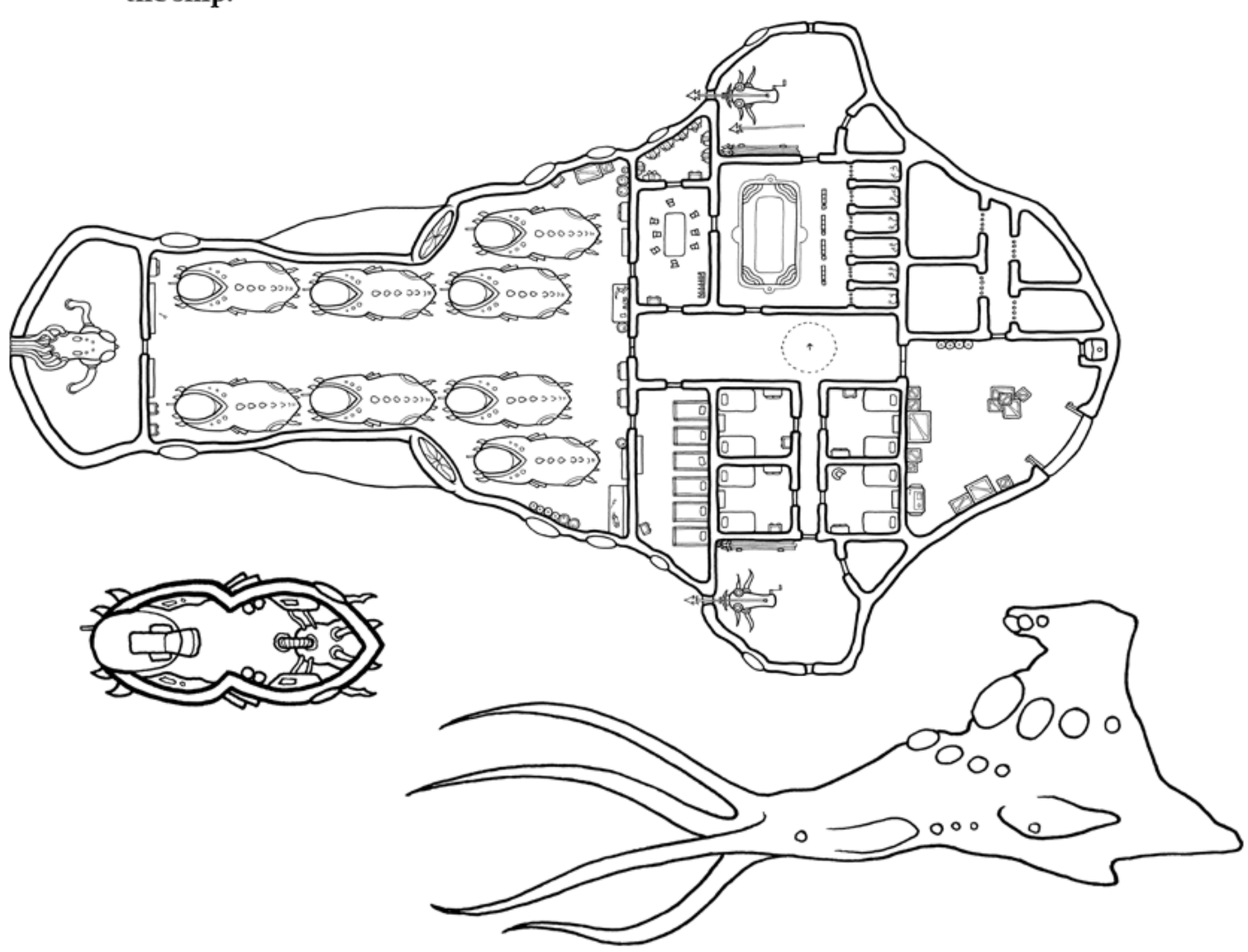




Mind Flayer Dreadnought

About

- The mind flayer dreadnought is a large spelljammer warship designed for the particular needs of an illithid crew. It is armed with a psionic cannon and several ballistas and is capable of launching smaller spelljammers, known as "boreworms," in combat. In addition, the ship has tentacles protruding from the front that can be used to attack other vessels. These are not depicted in the overhead view.
- Boreworms are boarding ships with a crew of one. In combat, the pilot flies the vessel into the side of an enemy ship, breaching the hull, then exits the boreworm from the front of the craft.
- The uppermost deck contains a tank for transporting an elder brain. The ship may or may not be carrying one at any given time, but, if it is, the brain is probably the one in command.
- Several things make this ship specially suited to the needs of illithids:
  - The decks of the ship are connected by tunnels, not stairs. Illithids can levitate up these tunnels, although there are ladders built into the sides for their thralls.
  - Since illithids feed on the brains of sentient beings, their dining area, at 25, is very different from that of other races. The creatures to be consumed are kept in cells nearby, next to stocks for restraining them while the illithids feed. There's also a pool for relaxing after a meal. Typically, illithids feed once a month and this room is not meant to be used by the entire crew at once.
  - This ship has a number of pools for the crew. Illithids like moist environments and they spend a lot of their free time in the water.
  - The boreworm launch bay, at 20, is not equipped with any special equipment for ejecting the small craft from the ship. Instead, the launch crew use their telekinetic powers to lift the boreworms and push them through the launch ports.

Notes

- Illithids are typically accompanied by psionically-enslaved thralls, who might make up the majority of this ship's crew, depending on how difficult you want an encounter here to be.
- Slaves kept in the cargo deck might be willing to fight alongside the party if freed.
- The spelljamming helm in this ship would probably be either a series helm or a pool helm.
- The boreworms are piloted by the ship's marines. The armory, at 22, contains dampsuits, which these illithid marines would wear when boarding enemy vessels. These suits keep the wearer moist and protect their eyes from bright light.
- Illithids prefer a dark environment and the ship's windows only allow infrared light into the ship. There may be other sources of light in some parts of the ship, depending on the needs of the thralls.
- The boreworms could be a good way for the party to escape the ship.