

THOSE DREADED EYES OF MINE

by Mitch Hyde - Dreadlordgames.com

The Draker Dwarves discovered a vein of glittering gold and mined it deep, but something was waiting within that cosmic metal, something with a hunger for sight.

Corridors: all 10' wide, quarried stone with wooden frames. Each keyed segment is 30' long. No doors.

Deposits of Gold: Each >£ symbol has 1d6*200gp of gold nuggets visible in the stone.

Mining: Each PC can mine with a pickaxe. One turn = 2d6*10gp nuggets collected. +1 to wandering monster chances per mining PC. 1:12 this triggers a cave-in towards the exit with a weight equal to 5k gp. Caved-in material can be mined away with the same procedure, minus cave-in odds.

Wandering monsters: 1:12 chance per turn. Roll 2d6. After 4 hours +6 to the roll and chances.

2. A deathly howl echoes from the deep.
3. 1d100 bats fly through, 1:6 they attack.
4. Someone's laughing, or perhaps it's the cracking of stone overhead?
5. A wave of dust and stone loosens from the ceiling, pooling over the PCs.
6. A swarm of 5d10 rats rove by, they drag the remnants of an eyeless victim.
7. A scream pours from the dark.
8. A shambling shadow moves across the stone. If investigated, roll again.
9. A random PC feels something watching them, save or go mad for 1d3 turns.
10. There! A pale face in the dark. Gone.
11. Save or receive visions from the the Great Eye; eyeless ghosts haunt thee.
- 12 or >. Something is approaching, roll on the Sub-table.

Sub-table, 1d6:

1. A heavy wind blows out all light sources. "Embrace the Dark!" A cold voice shrieks.
2. An eyeless Dwarf come hither, he contemplates the majesty of the Great Eye.
3. A Normal Human, eyeless and wretched, crawls across the floor begging for swift death.
4. 1d6 tainted Men arrive. Fungal-white and eyeless, these 1HD cretins seek blood.
5. A tentacle bejewelled with eyes. 3:6 it watches. 3:6 it attacks. On a hit, this 3HD abomination drags its victims 30' a round towards room 10. It is armoured as chain. Within 1d6+1 turns the Great Eye arrives.
6. The Great Eye. A writhing mass of flesh and eyes slides forth. 15HD, it attacks twice with its tentacles, and once with its mouth, sucking out the eyes of its victim. It is armoured like plate. It can read minds, project illusions, and charm humanoid once a day.

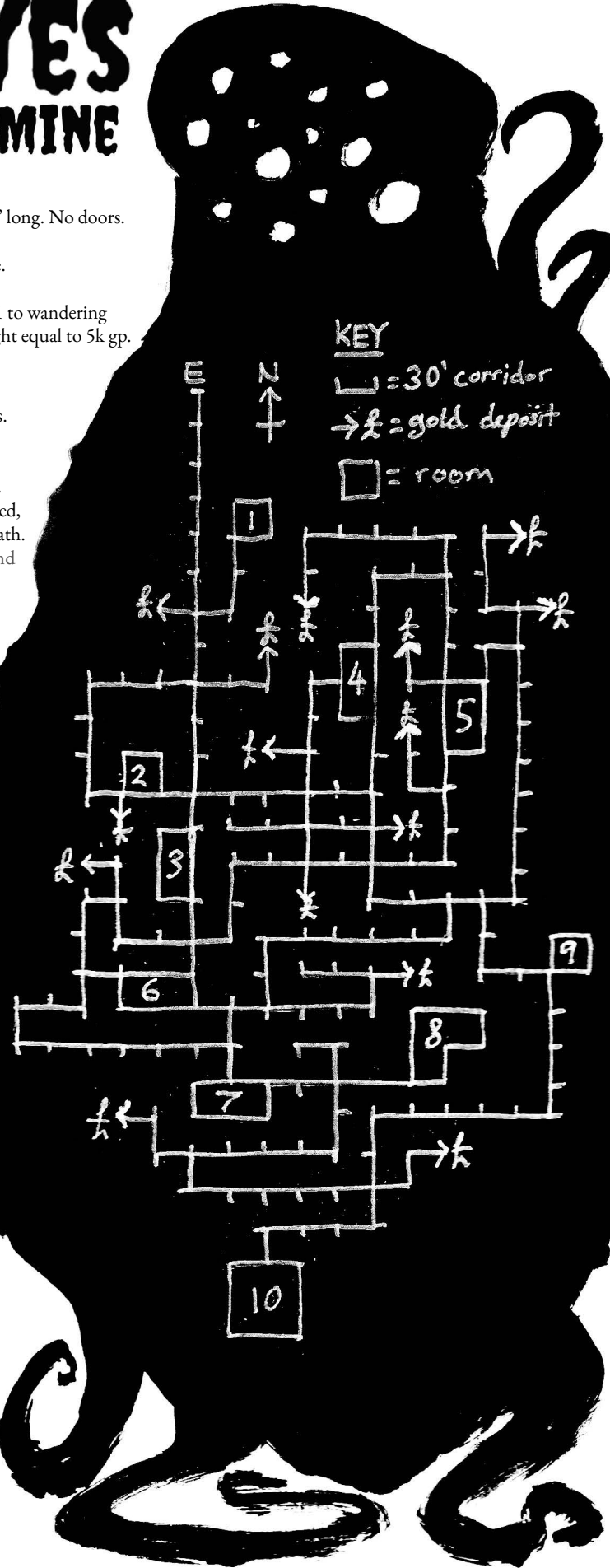
KEY

E. Mine entrance. 1d6 pickaxe lay on the floor. A sign reads: Draker Mine. Someone has painted over the lintel: HELL. A bucket on the floor contains a gold nugget (10gp).

1. 30'x30' Miners store room. A journal written in Dwarvish describes the finding of a rich vein of gold, an archeological discovery, and a horror lurking in the dark. "It feels as though we are being watched." 2d6 pickaxes are here.
2. 30'x30' A cave opens up into a 100' deep pit terminating in a black pool of fetid water. Hooks line the wall, one holds a locket containing a smashed human eye.
3. 30'x60' Archeological dig site. Tarps overlay trenches. Hammers, shovels, and picks. A strange idol of an eye has been uncovered. Save or receive visions of the void.
4. 30'x60' Inverse ziggurat of black stone. Reliefs depict reptile-men tearing out their eyes before a swirling mass. The eyeless corpses of four dwarves are propped against the south wall. These bodies carry 2 health potions and a +1 war-pick. 1:4 ghostly whispers ask the PCs to join them. 1:4 a PC astral projects to a random room for one turn (1d10).
5. 30'x60' Burnt chamber. Entirely scorched, this room contains a charred skeleton fused with gold in the shape of a sack (600gp). A chalk arrow points south.
6. 60'x30' Tar pit. A cask of lantern oil (2d20 flasks) floats in the centre of this inky pool. Save or be sucked down. The tar is highly flammable; can be used to make torches.
7. 60'30' Pump room. A vertical brattice goes 300 yds up to the surface. A locked chest contains 2d6 dragon fire grenades (fireball). A note in Dwarvish reads, "we can kill it with fire." A dead dwarf faces the east corridor holding a grenade. The east corridor has been blasted, when traversing 1:6 chance of falling rocks; 1d6 DMG + 1:4 chance of cave-in.
8. 60'x60' Underground lake. Eyeless white eels skirt the water. A case containing a teleport scroll can be seen below. If entering the cold water roll under CON or go into shock for 1d6 turns.
9. 30'x30' Altar. Twenty reptile-man skeletons bow before the carved image of an eye, it's pupil a gem worth 1000gp. Plucking the gem causes the dead to rise and attack.
10. 60'x60' Lair of the eye. A crater lined with a lattice-work of white flesh. Thousands of eyes gaze down. All who enter must save or have their mind consumed by the great eye's core. A meteorite of pure gold sits in the chambers centre (20,000gp.)

KEY

- └─ = 30' corridor
- £ = gold deposit
- = room



Corridor Dressing: A beard clotted with blood \ Two skeletons embraced \ An eye painted in blood \ Writing on the wall; "I WANT TO SEE" \ "IT WATCHES" \ "GET OUT" \ A chalk map drawn on the wall of a random area (1d10) \ A caged canary with no eyes \ An eel roasted on a spit \ A neatly folded pile of clothes \ A pickaxe buried in a skull \ A noose tied to an arch \ An empty chest \ A mule carefully dissected and laid out \ A chalk circle containing a candle \ "We went into the dark, all is dark now" \ "It's pupil is a wreath of gold" \ A smiling corpse \ Six cups containing mud and teeth \ A set of keys \ A note from MacReady, "it takes our minds, then our eyes, we have to kill it" \ A broken cart \ A corpse with coal in its mouth \ A satchel containing offal \ A hammer upright in the ground \ A small carving of Thor \ A Dwarven rune carved into the stone \ An arrow drawn in the mud \ A chopped off arm \ Wax figure of a man eating himself.