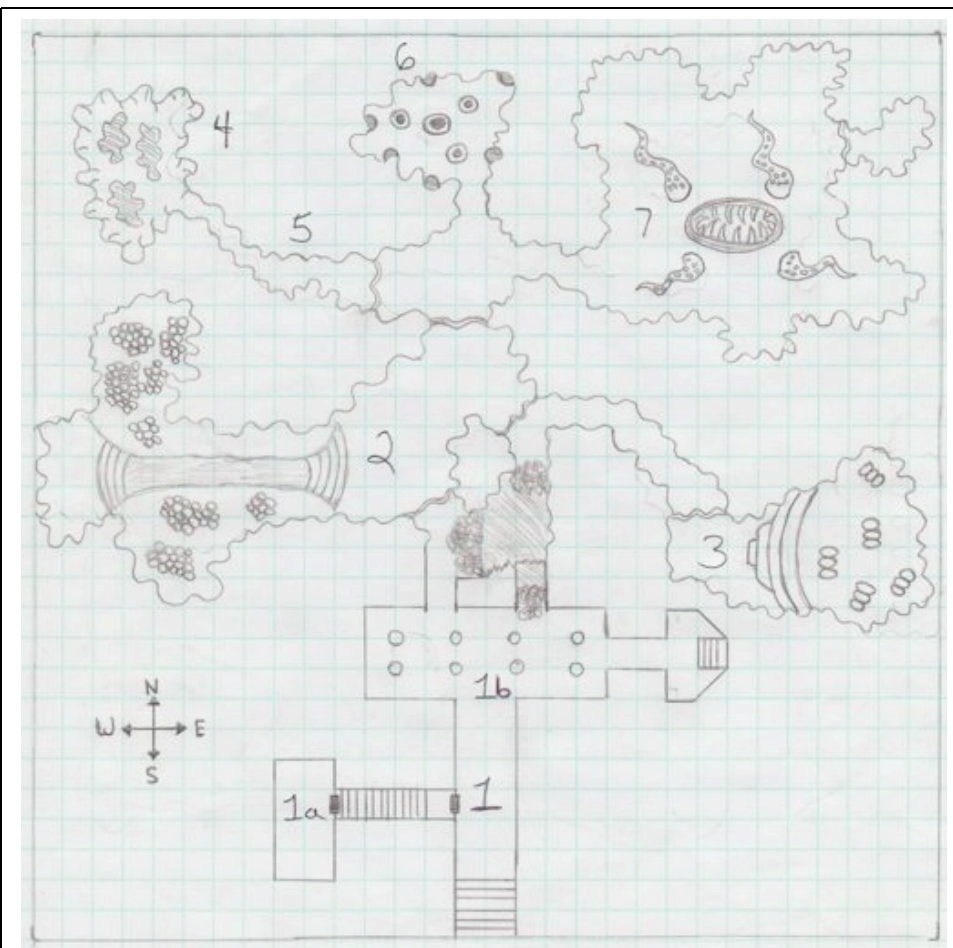


Death from Below: Or How I Learned to Love the Tentacle

1Sq = 10ft.



Background:

The local mine has become desolated by a recent disturbance unearthed by the workers within the chambers of the mountain. A tentacle horror has taken residence and is now corrupting the very mountain into its own living lair. It has thrust appendages into the mine and taken over the area as it devours any energy (and people) it can obtain. Recent expeditions into the mine have reported insect like vermin working symbiotically along side the beast. Some have felt psychic screams for help deep within the tunnels. The only adventurers to return have later died from hatching spawn, corrupting their very minds,

Random Events/Encounters (1d6):

Only occurs within the organism itself during rest periods.

- 1: Patrol of insect like denizens (assorted adult/juvenile)
- 2: Hear the sounds of screams for Help
- 3: Tentacles spurt from the walls
- 4: Find dead infected adventurer (Treasure)
- 5: Boils of acid burst from the walls and floor (Acid attack)
- 6: Step in a puddle of embryonic matter (Chance of corruption)

Room Key:

1. Entrance to the Mine: Hewn stone stairs travel down 20ft into a long and unlit hallway. Torches hang every 10ft. Streaks of dried blood run along the floor and out into the entrance. Bloody footprints are visible as miners tried to escape. Some gory remains and cast of supplies dot the hallway.

1a. In a side room there are rations stacked in crates and a small cocoon in the upper SW corner of the room. Insect encounter (assorted juvenile group hatches). The remains of a lone miner bunch against the wall where a pickaxe sticks out from his skull. Blood trails up the wall to the cocoon.

1b. Foray opens and large pillars dot the room. Two tunnels lead further into the mine, the Eastern entrance has recently been caved in and small fleshy appendages can be seen grasping through the tunnel remains. To the East is a small chamber that holds a water basin atop a set of stairs. The room is empty otherwise.

2. A membrane wall covers the entrance to this chamber. To the far West is a large bridge made of solid white bone that raises 30ft above a bioluminescent chamber. Below the ground is dotted with many unhatched insect eggs. These creatures are small juveniles. On the other side of the bridge is a cache of treasure containing the remains of an adventurer's camp (also assorted explosives from miners).

3. This chamber contains the "surviving" miners whom are all encased in a slimy cocoon and upon hatching will be infested (zombies). This chamber holds at least 15 of the infected. Other adult (medium size) vermin guard and protect the unhatched zombies.

4. The stomach of the beast itself! Here is a chamber through another membrane door. Inside are the remains of unfortunate miners and adventurers absorbed into the organism itself. Puddles of stomach acid pool on the floor as jets of acid spray from the walls periodically. Small tentacles help restrain prey.

5. This chamber holds vile stacks of firey vapor that spew from vents in the walls, floor and ceiling. Jets of flames spew periodically. Here harvesting insects collect the vapors into bioluminescent sacks that light the tunnels of the organism. Can be used as a light source.

6. The maw of the beast itself lies here. Unfortunate adventurers are lured here by a siren's song that the creature emits (psychic). Along the far East is a membraned chamber where a horde of gold ore and other treasure has been collected by the insects for its master. They bring harvested bodies here to be sacrificed to the maw. This is purely for energy draining only (sacrifice), the stomach serves as the true digester and intake of bodily nutrients (miner bodies).

In any mentioned details the insects come in hatchling (small), adult (medium) and harvester (medium) forms. The tunnels themselves are part of the creature and membrane walls contract when encountered. Dotted the organism are the luminescent vapor sacks.