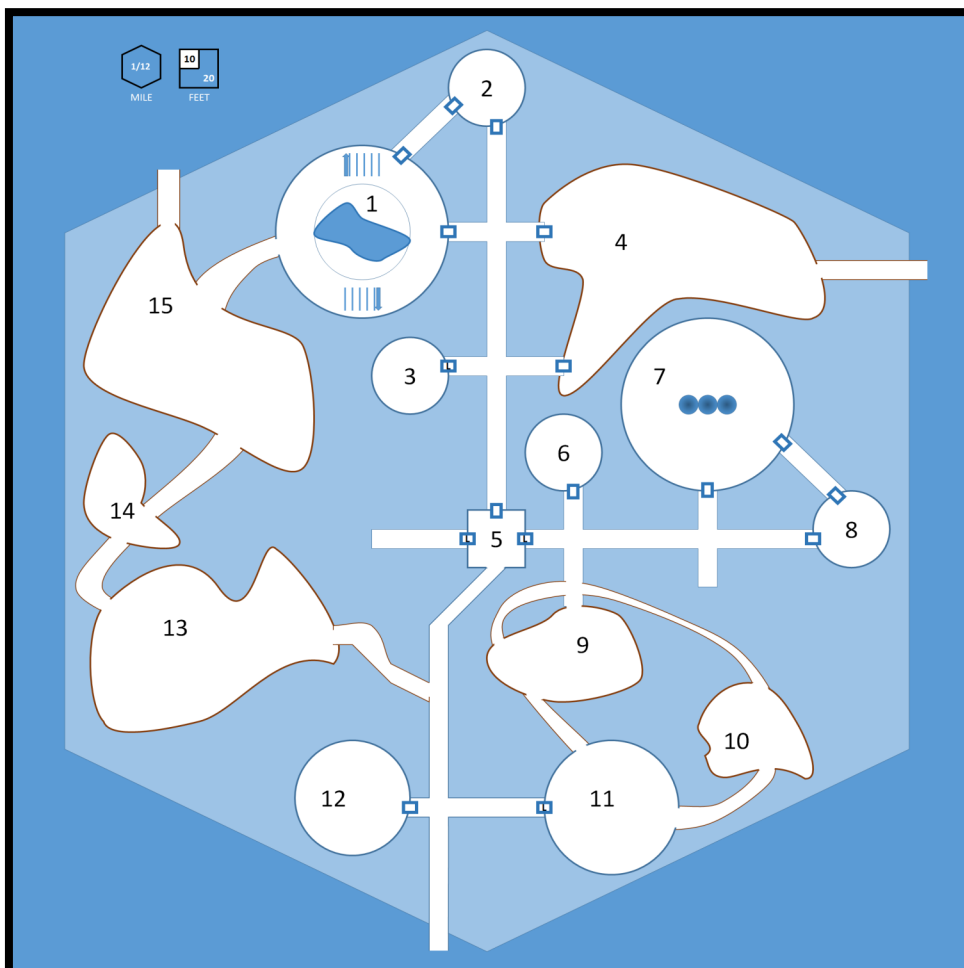


The Cursed Monolith and the Caves of the Eyeless



The Cursed Monolith and the Caves of the Eyeless—by R.A. Mc Reynolds

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“Man has rebuilt his society after the Great War that rained fire from the heavens, and destroyed the ancient world. The weapons and horrors of that time have long been thought to have been destroyed or expended, but deep beneath the earth still exists those horrors. The tribe known as the Eyeless, having been nearly rendered blind after generations of living underground, are descended from the soldiers and scientist original stationed at the underground facility. They have grown twisted and inbred below the earth and engage in cannibalistic feasts. And on moonless nights that make raids on the surface to capture people to fill their larders and to make sacrifices to their dark god, an ancient relic of the Great War.”

The caves are blending of wet caverns and the underground facility for the ancients launching ICBMs. For the most part there is no light, and any exposed light will attract the morlocks' attentions. There is still power within the facility and the doors are of the automatic sliding variety.

1 – The Shaft: Water has pooled at the bottom of the shaft with small insects living above the water. There are pitted and rusted metal stairs reach some 300 feet above to ancient ruins. **6 Giant Wasps** make their nest near the water, and will viciously attack anyone within the bottom of the room.

2 – Maintenance Bot Charging Area: The **Maintenance Robot** (and four deployable **Flying Drones**) that would maintain and service the ICBM in room 1 is on standby mode and will only attack if attacked first or summoned to help protect the remaining ICBM in room 7.

3 – Propellant and Equipment Terminal: The walls are lined with computers, screens, and flashing lights. This room controlled the launch of the ICBM that was in room 1. All that is left is 2d6 random technological gizmos of questionable value litter the area.

4 – Cavern with Exit: This cavern is filled with gnawed bones, scraps of cloth, broken weapons, and other debris from the morlocks past hunts. Spending an hour here searching the grizzly remains can be profitable, a 1 in 6 chance of revealing a wonder of worth and the rest of the time 1d4 pieces of clutter. Six **Morlocks** remain on duty here at all times guarding the tunnel that leads further under the earth.

5 – Deadman Lock: This room contains emergency showers for radiation contamination as well an airlock system of doors. The door to the south has been removed and the system has been hacked to always consider it locked.

6 – Propellant and Equipment Terminal: Same as room 3 above, but the working terminal here can be programmed with target coordinates for the ICBM. Currently the coordinates in the system target the ruin above this facility.

7 – The Cursed Monolith: Flashing yellow lights signaling a radiation leak from the warheads light the ICBM missile sitting at the ready for launch. The metal stairs have long been torn down leaving only the ancient weapon of war as the sole decoration in this room. Six **Morlocks** of normal size (priests) and two **Giant Morlocks** of double normal size worship and guard the missile as there tribal god.

8 – Maintenance Bot Charging Area: Same as area 2, the **Maintenance Robot** will ignore the morlocks.

9 – Priest Cavern: two dozen **Morlocks** live here as well as six **Giant Morlocks**. These morlocks serve as attendants for the Medusa in room 11 or as priests and guardians to the cursed monolith. Scattered among the cave is two dozen stones of black onyx with an eye carved into them.

10 – Larder Cavern: one dozen **Morlocks** are stationed here at all times. Several cages and pens are scattered about. If the morlocks have taken any prisoners lately, they are kept here.

11 – Former Control and Living Quarters: A **Medusa** has made a comfortable home for herself here, with the morlocks hunting for her and bringing her treasures that they do not understand. Most of the dome has been filled with statues of her victims arranged as decorations, the rest is her living quarters filled with 1d6 pieces of clutter and 3d6 pieces of junk. She carries with her an amulet that generates a force field when turned on. The launch stations for the ICBM still have their keys left in them, it will require two people to turn them to launch the last ICBM.

12 – Power Plant: The door to the power plant has a red radiation symbol painted on it, and an alarm bells sounds when the door is opened. Within are four **Radiation Mummies** entombed from the great war. One of them still has a keycard clipped to their belt that will open all the locked doors in the facility. The only radiation left in the room is from the radiation mummies.

13 – Living Cavern: Three dozen **Morlocks** live here, but one half of them are out at any given time hunting. 3d6 pieces of junk and 1d6 discarded wonders constitute the tribes wealth.

14 – Bat Cave: Within this cave is a large swarm of **Bats** along with three **Giant Bats**. The morlocks use them as a guards dogs.

15 – Cavern with exit: Similar to room 4, but there is a 1 in 6 chance of finding a semi-precious stone instead. The exit leads further under the earth.