

**PSYCHEDELIC FANTASIES  
MODULE 1**

**BENEATH  
THE RUINS**

**BY ALEX FOTINAKES**

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## PSYCHEDELIC FANTASIES MODULE 1

### BENEATH THE RUINS

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Edited by Geoffrey McKinney

About an hour's march north of Felchapel lie the vast ruins of Kihago. People seldom visit, and those who do must nerve themselves, for the ruins are overgrown with strange vines that sway eerily on windless days, and rumors tell that demons walk amongst the stones. Legends abound, but truth be told, no one quite knows what happened to the ancient citizens of Kihago, or even how long the city has lain in ruins. The one tale universally held to be true is that at the center of the city stands a tall, solid edifice crafted in black stone and seemingly untouched by the ages. A large iron gate occupies the façade, behind which a downward stairwell descends into inky blackness. No power on the Continent can break down the gate, but at times it can be found open. Those who have passed through return as changed men: sometimes shaking and mute; sometimes carrying wounds that never fully heal; and sometimes wildly rich, but with a haunted look to their eyes. Still, the brave and foolish come to delve into the depths under Kihago, searching for its secrets, its treasures, and its power.

Kihago, far from being a ruined municipality, is a nexus point on the Lost Continent, charged with power due to the mysterious portal it surrounds. Countless civilizations have built upon the site, rising to great power and then crashing into horror and ruin. The abandoned ruins that now clutter the land are thus known only mistakenly as Kihago, as this name actually refers to the Gated Portal and the particular region of the Underworld accessible through it. PCs, of course, know nothing of this, and the referee could send them adventuring with only the paragraph above for intelligence.

Though only a small corner of the Mythic Underworld, Kihago still bears many of its strange attributes. It does not strictly occupy a position in space below the ruins, for instance, but is in some sort of pocket dimension. A completely natural ecology does not exist within its walls, and the structure itself might be more accurately described as a Sentient Presence rather than a place. The walls and rooms have a way of appearing or disappearing inconveniently, such that a return visit may result in the discovery of subtle but real differences in the layout. Horrible creatures wander the halls seemingly without purpose, and traps once dismantled may be found mysteriously reset. Far from illogical, however, these occurrences have definite explanations. At first these will be way outside of the PCs' understanding, but thorough exploration of Kihago just might uncover clues that clever players can piece together.

#### How to Use this Module

*Beneath the Ruins*, as a module, may be used in a number of ways. Most simply, it may be used as a standalone dungeon level, unconnected to any other larger construct. When used thusly, the stairs south of room 7 and the sinkhole in room 36 should lead to large rooms used as headquarters for the two factions that occupy the dungeon. (See **Optional Bases** on pp. 11-14.)

Another option is to use this level as the first of many, perhaps even the first level of a megadungeon that consists of twelve or more distinct levels, interconnected and integrated. In this case, the enterprising referee could use the module as a foundation, creating new levels below where the factions described herein reside, engaged in mysterious activities.

In a word, feel free (as you ought!) to change or twist, add or omit, any elements within the dungeon to suit your purposes. You are the Master, after all, and this particular part of the Underworld is now yours.

#### The Ruins

Amidst a maze of vine-shrouded trees and thick, strange vegetation, the ruins of the city have been taken over by the wild. These trees, vines, and bushes, in turn, have been touched by the force that dwells below them. They inhibit movement and seem to uproot and move themselves. Thus, the area defies mapping, though climbing a tree may allow for directional clues based on nearby mountain ranges and other large, distant landmarks.

#### The Dungeon

Once they begin to descend the stairs, adventurers will find that they wind downward for perhaps 40-50 ft before narrowing uncomfortably. Single file and turned sideways, the adventurers will need to squeeze through the sweating, humid corridor to find the exit. Once they do, they will find themselves on a beach of black sand, with a thick, hot fog surrounding them and water lapping at their feet. A large underground lake is before them, with a small boat floating just at the edge of their sight. A man sits in the boat and will row to shore if beckoned. He appears to be an old man dressed as a peasant, but he is actually a spirit trapped in a nightmarish hell between the material and spiritual planes after murdering a gondola driver. The adventurers' dealings with the boatman should be the first of many bizarre interactions, as he is quite mad and shares in a special way the insanity that permeates Kihago.

The boatman speaks little, but indicates that anyone may board his boat and travel to the "deep halls" (as he calls them) for a bargain: one gold piece and his or her full name. Once boarded, the boatman will convey the adventurers across a fairly large expanse of water, where they will find themselves completely surrounded by blinding fog for about 10 minutes of rowing. Finally, a distant shore will come into sight, and the boatman will allow the adventurers to disembark onto the sand. From this point on, the adventurers are in the Underworld.

#### General Description of Level 1

Level one is constructed poorly of dull black stone occasionally shot through by veins of green metallic mineral. The atmosphere is damp and muggy, with mosses and fungi flourishing on walls and ceiling. The floors are sandy, which deadens much of the noise produced by the adventurers, but also allows monsters to creep closely without making much noise. (Everybody gets a bonus of 1 to surprise.)

The level consists of many rooms and corridors that wind and interconnect, with several secret rooms, and an aqueous limestone cave system. Two warring clans occupy opposite ends of the level, and are constantly trying to infiltrate the other side. The Ancient Order of the Shrouded Luminescence (see faction descriptions below) occupies most of the complex of rooms to the west, while the limestone caves to the north are the territory of the Tribe of Yrtuk. The rooms on the east side of the level are considered too dangerous by both sides and are avoided. The Tribe, particularly, will tell stories of hauntings and horrible creatures.

The referee should feel free to insert weird noises, smells, and sights, having in mind always that the players' response to these oddities will no doubt give him the creative fodder to fabricate their origins later on. Use of sense description should be made

such that the players feel a sense of anxiety. (If 10' poles are not employed, something is probably wrong.)

## Factions

Neither of the two factions occupying level one is inherently evil, though they are very antagonistic toward one another. Unless the PCs do something amazingly ingenious, they should not be able to befriend both sides. Making allies of one faction will cause the other to completely distrust them, even to the point of violence.

The **Luminites** take their name from the original title of their clan: the Ancient Order of the Shrouded Luminescence. They are part mystery religion, part scientific society, but would not understand either designation. They know only vague legends of their origin, but are very clear as to their purpose. They intend to “transform the world” by finding and integrating all the “Organs of the Immortal”. Unbeknownst to them, they are actually finding and learning to use technological artifacts of an alien culture whose members inhabited parts of Kihago several millennia ago. The Luminites’ mission is difficult for outsiders to understand, mostly because their definition of “the world” is limited to the dungeon under Kihago. They literally do not believe that any world exists outside of the dungeon, and will think crazy anyone who says otherwise. If questioned closely about their beliefs, the Luminites will be happy to discuss them, but may themselves become confused when trying to explain.

While the Luminites may seem a bit flaky and out of touch with reality, the **Tribe of Yrtuk** is ultra-practical. They are a tribe of mutant humans who have lived for centuries (at least) under Kihago. They have no idea of their origins as a group, let alone as a race, but have a simple mythology that reveres the dungeon as both giver of life and death. All their beliefs, in fact, revolve around the dungeon personified, as a sentient being acting willfully in one instance, and passively in others. Certain locales within the dungeon emanate rays of mysterious origin. While the PCs may judge them natural or magical, the Tribe considers them to be part of the spirit of the dungeon, and voluntary exposure to these areas is a sacramental rite for young members. Accordingly, almost all members of the Tribe exhibit visible mutations of one form or another. Psionic powers, extra limbs, tentacles, and night vision are not uncommon. The tribesmen are lightly clad in brief, primitive skins and clothes, with a bluish cream covering most of their bodies. This is an organic paste that prevents the carnivorous yeast in the caves from surviving on their skin long enough to begin feeding. (See the description of Yeast Puddles on page 16.)

While visually shocking, and quite primitive, members of the Tribe can be friendly to outsiders and generous in supply and aid. Their speech is difficult to understand, however, so the referee may want to mumble hard when speaking as a Tribesman, or make the players roll an INT check to understand.

## Wandering Monsters

Numerous random encounters are possible in the otherwise empty corridors and rooms of the dungeon. The referee should check for wandering monsters every turn or two, with a 1 in 6 chance of encountering something from the following tables.

Rooms 19-25 do not accommodate wandering monsters, while rooms 3 and 18 have special chances of encounters that are explained in the room descriptions.

See pp. 15-16 for monster descriptions.

### Wandering Monsters in the Constructed Rooms (3-17)

1	Luminites (d6)
2	Earwigs (d4)
3	Morrone (d4)
4	Wall Creeps (d2)
5	Burrowing Worms (d6)
6	The Blue Bovine

### Wandering Monsters in the Caves (26-39)

1	Mutant Tribesmen (d4)
2	Yeast Zombies (d4)
3	Chitinous Monstrosities (d2)
4	Yeast Puddle (1)
5	Burrowing Worms (d6)
6	Pholcidae (3d6)

## Dungeon Key

**1. Entry:** After exiting the water, the PCs will find themselves on a large sandy beach bordered by craggy limestone walls that reach up to a jagged ceiling. At the north end of the room the sand ends at a set of ancient stairs, worn smooth with age.

**2.** This octagonal room is empty except for a scattering of sand across the black stone floor and booted footprints. If investigated, the bootprints may seem to indicate that there were several humans or humanoids searching the room, with a couple stationed by the north doorway. The ceiling is domed and the walls are a smooth black stone.

**3. No Man’s Land:** This large circular room has a domed ceiling and is filled with stone and wood debris. A little investigation suggests that barricades have been set up and broken down numerous times in the recent past. This room forms the no-man’s land between the territory occupied by the Tribe of Yrtuk and the Luminites. They have met to do battle here on occasion, and there is a 1-2/ d6 chance of encountering members of either or both warring clans in this room. If encountered, they will be on high alert and dangerous.

**4. Trapped Room:** A pressure plate in the middle of the room releases a camouflaged load of stones from the ceiling. Roll DEX -5 or lower on a d20 or take 2d6 damage from falling rocks. Two secret doors are present in this room, though constructed at different times. The west door is built into the stone wall, and can be detected by sight (1/d6) or discovered by pushing on the wall. The south door is actually a disguised break in the wall that has somehow remained hidden for a very long time.

**5. Hidden Stash:** This small cave was roughly dug out of the original limestone. The sandy ground appears undisturbed except for a few deep grooves that extend from the doorway. Two invisible ceramic pots hold 250 gp. The pots, if made visible, are greenish and imprinted with curses in an ancient tongue. Recited aloud, a random curse falls on the speaker:

- 1 Kleptomania
- 2 Narcolepsy
- 3 Paranoid Hallucinations
- 4 Clumsy
- 5 Hand Withers
- 6 Unexpected Gas

**6. Luminites:** This room is used as a workshop and barracks. 2d4 Luminites are going about their business: (d6) – 1 Sorting odds and ends found in the dungeon; 2 Eating; 3 Napping; 4 Smoking a hookah and discussing the universe; 5 washing clothing; 6 tending to their weapons/armor. Six trunks are situated throughout the room. All are locked securely, but may be opened by picking the lock or inserting a thin sword and prying (STR check on d20). Bashing, smashing, kicking, etc. will yield no positive results. All contain articles of clothing and random junk. Mixed in are 40 strange square chips of glittering metal which the Luminites use as money among themselves. They will fetch 10 gp each in a nearby city, easily.

**7. Stasis Room:** An unfortunate Luminite disciple floats in stasis, unable to be physically contacted. He is partially in another dimension.

**8. Armory:** This secret room contains spare weapons and armor for use by the Luminites. The following items can be found: Laser Pistols (2), Laser Rifle (1), Body Armor (2 sets), Longswords (4), and slings (6). See **Weapons and Armor** on p. 16 for descriptions.

**9. Trouble:** A huge Burrowing Worm (description on p. 15) will explode out of the far wall several seconds after the party enters this room and crush a mechanical device near the wall. (The device is about the size of a clothes dryer and was used originally to seal specimens in jars of hot goo for scientific purposes. See room 9a. It is now inoperable.) This ancient worm has been burrowing into new areas in search of a host. It is old and nearly 5 times the size of a normal Burrowing Worm. Long denied, it is intent on injecting its pre-fertilized eggs into some warm-blooded creature. Its first attack will be the injection, avoided only by a save vs. poison. (Once injected, the victim will endure growing visceral pains until he dies agonizingly several hours later. The baby worms will begin burrowing out of his corpse within a day.) After injecting a host, the Burrowing Worm will attack others with a stunning headbutt (d8 dmg and stunned for d6 rounds) and attempt to consume them. If the PCs manage to escape the room, the worm will most likely follow them and rampage all over the complex until it finds a host and a meal.

#### **Ancient Burrowing Worm**

AC chain, HD 5, #AT 1, DMG 1d8 butt or 1d4 gnaw, THAC0: 15, SV F5, ML 10, XP 350.  
HP: 32

**9a. Storage:** This room was used to store research equipment long ago. A large crate of 36 glass bottles still sits in one corner. Each suction-lidded glass bottle contains one pint of clear goo. They were once used to store specimens. The goo is primarily made up of ethyl alcohol and is highly flammable.

**10. Closet:** This room is dusty and contains odds and ends (brooms, small tools, clothes, etc.) as well as empty wooden boxes.

**11. Luminites:** Also used as a barracks, this room currently houses six Luminites who are sleeping, preparing to sleep, or meditating. Meditation, for the Luminites, consists materially of lying prone on the ground with arms folded underneath them and foreheads on the floor. They will be slow to break out of their reveries if encountered in such a state. This room contains similar lockboxes to those found in room 6. The contents are more meager—cloaks, hoods, blankets, and only 10 glittering metal chips distributed amongst several boxes.

**12. Artifact Room:** The door to this room is locked securely and strangers will not be allowed entry. It contains the artifacts that the Luminites have found and are currently studying/worshipping. Arranged carefully on a long, waist-high table are:

**The Xenoscript Transvisualizer:** This looks like a boxy helmet with a plexiglass visor that lowers in front of the eyes. It is alien technology used to visually decipher written languages. In order to be used, the helmet must be donned and activated. If written words are then viewed through the visor, a lighted string of words understandable to the wearer will stream across the plexiglass surface in front of the wearer's eyes, providing a transliterated version of the foreign writing. Only non-magical writing may be translated by the Xenoscript Transvisualizer.

**Laser Scalpel:** About the size of a modern pen, this scalpel emits a small continuous laser beam from the tip, producing a half-inch laser blade (like a tiny light saber). It functions more or less like a knife, but has obvious advantages in particular situations.

**Personal Audiotron:** This is basically a Walkman, but uses bigger cassettes. The Luminites have yet to determine the intricacies of its functioning, but have figured out the gist of its use based on the name written on the side. It can be used to record and play back sounds, but has only a small, tinny-sounding speaker. The cassette inside has some alien operas on it that sound like people screaming at someone using a Weed Eater.

**Various Electronics:** Various electronics occupy the rest of the tabletop. Some are small transformers, others are power adaptors or cords, etc. The Luminites are sure these "members of the Immortal" are important, but they have no idea what they are used for.

**13. Eye of the Immortal:** A huge metallic box with a shiny surface stands against the south wall of this room. Below the shiny surface, the front of the box is covered with embedded circles and other shapes. Occasionally, one of the shapes lights up, much to the delight and consternation of the Luminites. They call this device the Eye of the Immortal and wait for messages from their sleeping god. The message comes in the form of silent images flashing across the shiny surface occasionally, then going black again. (In reality, episodes of Three's Company keep playing every few days. The Luminites are having a difficult time discerning their god's desires, other than that he wants them to be happy, and adjust their present male/female ratio.) The Luminites will usually blindfold any strangers passing through the room, even if they have allied themselves.

**14. Watchdog:** The Luminites have chained a Stone Lizard to the west wall of this room. Stone Lizards normally inhabit caves and caverns, blending into the environment because of their variegated, slate-colored skin. Sitting in a constructed brick room, this one is not very well camouflaged. He is very hungry, and the chain allows him full movement inside of the room. If one door is left open, he could conceivably get through it, but would not be able to get far before the huge chain stopped him.

#### **Stone Lizard**

AC chain, HD 4, #AT 1, DMG 1d8+1 bite, THAC0: 16, SV F3, ML 12, XP 215.  
HP: 18

**15. Bloodstains:** This room is empty except for several old bloodstains near the north and west doors. Opening either door more than halfway triggers a spring-loaded board to be released. Covered with 6-inch spikes, it will “slap” a normal sized human in the face/neck, doing d10 damage.

**16. Warning:** The severed and rotting heads of several mutants are impaled on sharp staves in this room. The staves were driven deep into the ground and are very difficult to remove. The heads are also slathered with a noxious poison that works on contact to cause illness for d4 turns (save vs. poison for no effect).

**17.** Wooden and stone debris fill most of this room. Near the south door (which opens into room 15) there is a spring-loaded spiked trap set up to smack anyone coming in from the adjacent room. From this side it is easily disabled. Careful examination of the room and a roll of 1/d6 reveal a concealed closet (17a).

**17a.** This closet is a one-way trap. As soon as one person enters, it will slam shut and can be opened only from the outside. Contained within is the very old corpse of an explorer named Barhameen Brikhan. He delved Kihago with a few native guides a century ago, but unluckily hid in this room when trying to escape the Luminites' forebears. His journal tells of his excitement in discovering the location of Kihago and his rising hope that discoveries made within would secure him tenure at the Academy. On his person: journal (back pocket of decaying breeches); a dusty hat; and a rope, mostly disintegrated. The journal may be used to deliver any clues or mysterious details the referee would like to drop in front of the players. It is also entirely possible that Asst. Professor Brikhan possessed other maps of interest.

**18.** This room is empty except for some large stones set up in front of the south doorway and a scrawled message written around the opening. The message appears to be a warning: “Sittern Dbul Byaaa!” Written in the primitive pidgin of the Tribe of Yrtuk, it requires a successful INT check to decipher: “Slithering Devil Beyond!”

**19. Lair of the Slithering Devil:** A wild creature lairs in this room. It is long, limbless, and quick like a snake, but its body is covered in coarse black hairs. It measures about 10 feet long but is too quick to get a good look at amongst the rubble and waste in the rooms and corridors. Its head is spherical with small, piggy eyes. The room is full of the stench of putrefaction and strange puddles of gelatinous material. Rooting around in the puddles yields the following disgustingly slimy treasure: an old, dull, but quite salvageable silver short sword in a matching scabbard (worth 200 gp), 45 silver pieces, 8 lead sling bullets.

#### **Slithering Devil**

AC chain, HD 6, #AT 2, DMG 1d6 bite + poison (save or function at -2 for d6 turns due to burning rash around wound)  
THAC0: 15, SV F3, ML 8, XP 570, HP 30.

**20.** Very dusty and silent, the floor appears untrodden. There is an elevated area to the east where a lizard's skeleton lies on the ground, white and picked clean. The south door is locked by some unseen power and appears to be bulging and warped. The referee may decide if it is magically sealed or secured by some other power.

**21.** This room was a training room and contains rolled up mats and padded dummies for martial arts training.

**22. Barbarian King's Feast:** Just before the PCs are within sight of the interior of this great hall, while they are descending one of the two sets of double stairs necessary to enter, the sounds of a great feast will be heard. Loud cries of exultation and laughing will echo through the corridors, obviously originating from within room 22. Upon entering, the PCs will see exactly what they would expect, given the noise: a large group of tall barbarians and beautiful women feasting and drinking in a beautifully adorned hall; slabs of meat on the table, and a small fire pit to the south with servants roasting goat legs. The sight should be quite jarring, given the rest of the dungeon is ancient, dusty and forgotten, and the fact that this area seems to have been totally cut off. Encourage the players to wonder about the discrepancy without giving away that the scene before them is a ghostly memorial being played out. If they attempt to converse with or touch any of the revelers, the scene will disappear, only to reappear and “replay” a few minutes later. If they watch the scene for several minutes, on the other hand, they will witness a small man enter through a secret door holding a dagger close by his side. He will approach the largest barbarian from behind and, while the others are chugging mead, brutally stab him in the neck and back. Immediately a bloodbath ensues, with many of the revelers revealing themselves as accomplices, cutting down those who attempt to aid their king. As the scene ends, and the murderers are slaughtering the serving girls, one girl slips away. Wounded, she nevertheless manages to run to a large shrine/shelf on the wall, grab a round metal item, and flee through the secret door in the south wall. At this point, with attackers following her, the scene will fade out. Without the hallucinatory haunting, the room appears as it currently is: a dilapidated hall filled with broken furniture and caked with centuries of dust.

**23. Kitchen:** This room is dusty and dark, with some basic kitchen accoutrements and a skeletal corpse in the middle of the floor. The skeleton is surrounded by a dark bloodstain (which trails back to room 22) and holds in its bony fingers a fist-sized chunk of jade set in a primitive copper setting. Several piles of dust sit undisturbed around the corpse. The jade stone is a powerful magic item called the Demon's Egg. Long ago an evil sorcerer gifted it to his ally, a powerful barbarian king. It was used as a trick to assassinate a neighboring chieftain, but the attempt was foiled and the Egg lost to history. If the bearer speaks a secret word, it will emit web-like strands of electrical force, dealing 5d6 points of damage to everyone within a 6-foot radius except for the one holding it. This may be performed once per day, but the total number of charges in the stone is unknown.

**24. Crypt:** This room is flooded with two feet of water and has a domed ceiling. Two niches line each wall and contain the sarcophagi of four barbarian princes killed in an ancient war. They are adorned with the following jewelry: four golden necklaces with jade stones inset (100 gp each), two gold rings (25 gp each), two silver rings (5 gp each), three ornate golden buckles, encrusted with crude gems (75gp each, or 150 to collectors), and four short ceremonial spears (25 gp each). If looted, the remains of 6 cursed grave-robbers will rise up out of the slimy water to feast on the PCs.

#### **Cursed Corpses**

AC no armor, HD 1+1, #AT 1, DMG 1d6 punch/bite, THAC0: 18, SV F2, ML 12, XP 25.  
HP: 7, 9, 6, 6, 4, 7

**25.** Once the lair of some sort of monster, this room is empty now save for bones and a feeling of despair.

**26. Trapped:** This chamber is dark limestone with a sandy floor. A hidden trap is set right in front of the secret door: a spring loaded pressure plate that, once tripped, sends pointy shards of crystal into the trespasser's foot. The shards are poisoned with carnivorous yeast. (See the description of Yeast Puddles on p. 16.) Heavy boots may deserve a bonus when the PC must save vs. poison.

**27. Guard Room:** 2d3 Tribesmen are posted in this room, keeping watch through a small slit in the secret door.

**28.** This chamber is flooded with 2 feet of mucky water so full of bat poop and Pholcidae (description on p. 15) eggs that it is like a guano smoothie with boba. It is otherwise empty.

**29. The Black Idol:** This chamber is empty save for a small black idol placed in a carved niche on the wall. The idol resembles a black monkey with too many legs. It is worthless, cursed, and responsible for the death of its last owner. He was a Tribesman of some repute who became extremely unlucky, and was eventually banished from the Tribe for refusing to rid himself of this disgusting statuette. If taken, the PC in possession of it will not relinquish it unless a *remove curse* spell is cast upon him, and he will experience a -2 to all rolls until he gets rid of it.

**30. A Bad Infection:** A prone figure rustles and seems to struggle on the ground in the northeast corner of this chamber. He is, in fact, dead. The movement is caused by the frenetic multiplication of carnivorous yeast cells feeding on the corpse. They are visible even now all over the body and dripping into a puddle around it. Treat as a Yeast Puddle (description on p. 16).

**31.** A constant dripping sound can be heard in this chamber and, being slightly elevated, water trickles out between the stalagmites toward room 32. The chamber is otherwise empty.

**32. Pool Room:** Scattered bones molder before a murky pool in this room. The surface of the water occasionally ripples with movement. A homo fishien horror lurks here waiting for anything edible to approach the water. Anyone getting too close will be attacked with ferocious speed (no chance for initiative), and a successful strike means the humanoid fish pulls the victim underwater to his lair in room 33. The victim gets two opportunities to act before being thrown on the beach in 33 and mauled/eaten. The referee ought to listen carefully to the player's plan for escape, assign a probability, and then roll to find out the result. The character may attack once he is "beached" in the next room, but will probably be alone, as it is very difficult to navigate the underwater tunnel (1/6 chance).

#### **Fish Man**

AC chain, HD 2 (12 hp), DMG 1d8 bite THAC0: 17, SV F3, ML 8, XP: 20.

**33. Fish Man's Lounge:** Once a human, the Fish Man was tortured, mutilated, and spliced with a barracuda by an evil sorcerer as punishment for insubordination. This room contains vast piles of bones, as well as various tools and items made from bone: a chandelier, a large chair or throne, designs arranged in the sand, etc. On a rock near the back wall are displayed the Fish Man's treasures: two golden bracelets worth 25 gp each.

**34.** Because of its unique dimensions, all noises produced in the middle of this chamber reverberate loudly and accost the eardrums of those present. Wandering monster chances increase to 2 in 6 unless the PCs immediately stop moving and then silently leave the room.

**35. The Crevasse:** A large crevasse splits this cavern in half. It is about 35' deep, and torchlight will not reveal the bottom. Four Chitinous Monstrosities (described on p. 15) are in the crevasse as the PCs enter. If they listen for sounds, they will hear movement below. Otherwise, the Chitinous Monstrosities will likely surprise them by jumping out. They sometimes do not attack on sight, however, and though they appear to possess only animal intelligence, the Chitinous Monstrosities are capable of reason and understand basic spoken language.

**36. Sinkhole:** This room contains a large sinkhole. Measuring about 10' across, the hole is lined with stratified stone that makes a descent easier. Tribesmen routinely ascend and descend without ropes, but PCs must make a DEX check or fall while climbing. If the referee is using this level as a stand-alone locale, the hole provides access to room 1 of the main cavern system inhabited by the Tribe of Yrtuk. (See pp. 13-14 for details.) If not, it may access another level or merely be a well half full of bones and other refuse.

**37. Altar of Transmogrihah:** This irregularly shaped room has large cracks in the floor and walls. In the middle stands a tall altar made of a strong white material—hard, but not stone or metal. It vibrates intermittently and sometimes glows with an eerie blue light that seems to radiate in waves from its surface. The Tribe holds this room sacred, and as a rite of initiation sends groups of youngsters, once a year, to spend the night touching the altar. Within days, they show signs of physical or mental mutation. The Tribe will be offended if anyone approaches the altar casually, but sincere attempts (asking permission/showing reverence) will be allowed and even garner respect from the Tribe. Roll for the mutation, or make up your own:

- 1 Cancer (die in d6 weeks)
- 2 Crippling constipation 1x/day
- 3 Extra Arm (one extra attack/round, but -4 to hit)
- 4 Extra Leg (AC becomes better by 1)
- 5 X-ray vision 1x/day
- 6 Very weak telekinesis 3x/day
- 7 Telepathy 3x/day
- 8 Telescopic Sight (+1 missile attacks)
- 9 Skin randomly changes color
- 10 Sweat becomes super stinky
- 11 Grow a lion's mane
- 12 Deep, rich voice

**38.** This chamber appears empty, but a specific search and a roll of 1 on a d6, will reveal an old rotting sack hidden in a crevasse under a flat stone. The bag contains 5 rough gems worth 10 gp each.

**39. Yeast Farm:** This vast room has a 25' high ceiling and a natural cave river flowing south through it. The air is damp and warm, smelling strongly of yeast. When a light source enters, the PCs will immediately see that the floor is covered with a sticky yellowish brown substance like crusty glue. Small protuberances extend up out of the substance, and move quickly to avoid light. The effect is like that of an extremely thick, quick-moving shag carpet from a 1979 color palette. (If the referee would like to incorporate sanity checks into the game, this might be a great place for one.) As the PCs traverse the cavern, the "carpet" of wild, mutated yeast will undulate and wave under and around their feet. This yeast is not harmful, and is actually the main food source for the Tribe of Yrtuk, who harvest and care for it regularly. The cave river is a section of a long waterway that drips and flows through the cave system. It starts on the north side of the cavern and pools on the south, finally draining down a hole into other, deeper caverns. The flow is fairly slow and no one is likely to get sucked down the hole, but you might want to put something interesting, such as your own sublevel, down there just in case somebody wants to take a swim.

#### Optional Bases

If the referee is using this module as a stand alone adventure site, he may want to use these specific lairs for the Luminites and the Tribe of Yrtuk below their respective areas of the dungeon.

#### Key to the Temple of the Shrouded Luminescence

**1. Altar of Life:** (25% chance of 12 Luminites present.) This triangular room is bare, save for three cylindrical booths on a raised platform against the NW wall. The booths resemble tubes that reach from floor to ceiling. They are made of an extremely tough form of glass and are approximately 3' in diameter. Inside each booth is a panel, waist high, with two green buttons and one red button on it. There is alien writing engraved below each button. If PCs are able to read foreign languages, or are using the Xenoscript Transvisualizer (cf. room 12 on p. 6), the green buttons are marked "Start" and "Reset". The red button is marked "Cancel". This raised area is called the Altar of Life by the Luminites, and figures into a strange ritual that they perform yearly. The booths are in fact cloning chambers, though the Luminites view them as the reproductive organs of the Immortal. They annually select a few of the most popular brothers to step into the booths and participate in "the Magnificent Procreation", where they are cloned and their doubles join the order. Recently there was a bit of a scandal, where something interfered with the ritual and a mutated clone emerged from the booth, immediately mauling several Luminites. The mutant was able to escape the room and has taken refuge in the cafeteria, where a group of warriors is attempting to calm it down. Because of this there are no Luminites present in this room now.

**2. Altar of Death:** (25% chance of 12 Luminites present.) This room is bare, similar to room 1. Its one feature is a large panel of buttons on the NE wall. It is damaged and highly electrified. Touching any of the buttons or exposed wires delivers a high-voltage charge that does 6d6 points of damage. This panel is used ceremonially by elderly Luminites who wish to pass their life force back to the Immortal. Luminite philosophy is more than a touch Manichean, so the bodies are taken upstairs and dumped in room 4 (p. 4) to be fed upon by monsters.

**3. Shrine of the Immortal:** In the middle of this room is a 6' tall pedestal made of a heavy black metal. Atop the pedestal, levitating, is a bundle of scintillating raw energy that appears to spin quickly like a huge dancing ball of neon yarn. The Luminites have encircled it with a dark curtain and reveal it only during certain ceremonies, though those in its presence are still able to see the bouncing shadows it produces, as well as feel a deep, low-frequency vibration that resonates throughout one's body. This is the most sacred site in the dungeon for members of the Order, who venerate the raw energy as "the Mind of the Immortal". They will never bring one of the uninitiated into the presence of the Mind, and if a PC were to trespass, there is a 70% chance that the Luminites would fly into a violent rage and immediately attack. The Mind is actually an ancient nexus point, capable of producing a plethora of magical effects, as well as the instant disintegration of anyone who touches it.

**4. Living Space:** There are 2d4 Luminites present here. This room contains barracks-style bunks and trunks. There is exercise equipment against the far wall: dumbbells made of strange black metal, several pull-up bars, and a set of large springs to help the Luminites get ripped in only 60 minutes a day. The trunks are mostly unlocked, and have a 75% chance each of containing 3d6 glittering metal chips (worth 10 gp each on the surface).

**5. Cafeteria:** Several long, low tables run the length of this room, lined with wooden chairs. The tables and chairs, however, are strewn about chaotically. In the corner, a mutant is holding several Luminites at bay with swiping motions of his hands/claws. The mutant is a hulking, muscular figure vaguely reminiscent of a Luminite. He is naked and sports huge horns on his knees and bony claws growing out of his wrists. Several bloodied Luminites sprawl on the floor before him, with 2d4 more surrounding him.

#### Mutated Luminite Clone

AC leather, HD 3 (16 hp), Dmg 1d6/1d6 claws THAC0: 17, SV F3, ML 10. XP: 80.

**6. Living Space:** The Luminites use this room as a barracks, and it is essentially identical to room 4. The residents of this room have heard the ruckus in the cafeteria, however, and have run over there to help/gawk.

**6a. Lavatorium:** This is a shower/bathroom. It resembles a Phys Ed locker room with open showers that were originally used for sanitizing specimens. One Luminite is singing as he scrubs himself clean.

## Lair of the Tribe of Yrtuk

**1. Sinkhole Floor:** The sinkhole in room 36 of the first level descends approximately 50', widening from an initial 10' diameter to a diameter of 40' at its bottom. At the floor level, an opening in the wall connects this room to the rest of the Tribe's chambers. This room has a moldy smell and pooling water in places on the floor. A double tripwire extends across the exit of this room, either of which triggers piles of metal to be tipped off of a ledge and a great, echoing crash to resound throughout the caverns. If PCs attempt to check for traps, the referee must secretly roll twice. Only two successful rolls will find both tripwires.

**2. Men's Living Chamber:** The craggy ceiling arches high above the floor in this large cavern, where stalactites drip musty water into pools. The male tribesmen (5d4 at any given time) doze around small fires or sit talking or working in the dim, flickering light. Only meager possessions can be found, such as worn clothing and crude weapons. Food stores of yeast sediment can be found along the north wall, dried and stacked.

**3.** Water flows steadily down the eastern wall of this otherwise empty chamber. The flow creates a sound-deadening white noise that is very pleasant.

**4.** This small connecting room appears empty, but hidden behind a well-placed stone is a small pouch of ground Cave Viper scales, pure and uncut. The inhalation of these scales produces a hallucinogenic state wherein the visionary is capable of viewing human auras, including alignment and emotional state of soul. The substance is banned by the Tribe, and thus commands a high price in trade. A tribesman named Kyot is standing around, suspiciously nonchalant, trying to figure out where he hid his stash.

**5. Women's Living Chamber:** The tribeswomen occupy this room, behaving in much the same way as the men, except that multiple cauldrons boil tumultuously over their modest fires. The odor is not pleasing, but neither is it particularly repulsive. Though they live in this chamber, the women roam more freely among the shrine, pit room, and refuse room than do the men. They work quietly or chat around their great pots. Any unaccompanied visitors will be treated as intruders—with great suspicion that may quickly explode into violence. The women's stats are the same as the men's, for what they lack in raw strength they make up for with cunning and ferocity. Allied visitors, entering with a tribesman, will be received shyly, but with grace.

**6. Shrine:** A mild, but steady, electric blue glow radiates from the walls of this room. It originates from within the limestone itself, rendering the rock semi-translucent. The strongest light comes from the southeast corner, where the tribesmen have erected a small shrine. A stone tablet set horizontally makes a low, primitive altar, stained dark by previous sacrifices. Surrounding the altar are odd rock formations that seem to have been collected by the tribesmen and brought here for display—a bulbous, milky white crystal the size of a cantaloupe; long, skinny stalactites formed by bright green mineral deposits; the skull of some large monocular creature with hundreds of small, sharp fangs; etc. The only regular resident of this room is Sh'leya, the tribal shaman. He is a recluse who dislikes interacting with people, but to whom the tribesmen have always come for wisdom regarding the Dungeon. He can wax very poetic about the Spirit of the Dungeon if he believes his listeners truly care. He believes that the Dungeon itself cares for the Tribe, and that good fortune is the result of Its providence. Bad fortune indicates that the Tribe has been remiss in showing gratitude, in which case additional sacrifices of choice yeast or Pholcida

(description on p. 15) eggs must be made on the altar. Sh'leya will not be pleased with any visitors, unless they come before the altar with awe and really show that they buy into the "Dungeon as Sentient Creature" idea.

### Sh'leya – Shaman of Kihago

AC shield, HD 4 (19 hp), Dmg 1d6+1 Bone Mace THAC0: 18, SV C4, ML 10. XP: 200.

Spell Powers each useable once per day:

**Transfix:** One subject is paralyzed and unable to think or speak for 2d6 rounds.

**Heal:** Removes injury and/or poison/yeast infection on one subject, who recovers d6+1 hp.

**Liquefy Stone:** 8 cubic feet of stone becomes liquid.

**Quake:** Shakes the room and may cause cave-ins for 2d6 points of damage.

**Speak with Stone Spirits:** This spell makes audible and visible the various spirits inhabiting all the rooms and corridors of Kihago. Viewers must save vs. spell or be stunned for 1d6 turns before the vision of elemental spirits weaving in and out among the stone walls, stalactites, etc. as well as human spirits of slain explorers and inhabitants of the Dungeon.

**7. Gibbering Pit:** Smooth ground makes this chamber unique within the caverns, as does the circular pit in the middle of the floor. An incessant gibbering can be heard, originating from the pit. Those who peer in will see, at first, what appears to be broken rock. Upon closer examination, however, it will become evident that a huge, jiggling mouth—covered with rocks and rocklike growths—covers the bottom of the pit. Its gray, wet flesh perfectly camouflages its presence, so that unsuspected creatures may mistakenly climb into its great orifice. Those who do so are enveloped and take 1d6 damage per round until dead or until they are able to inflict 15 points of damage. (Only edged or pointed weapons work, with daggers attacking freely, swords attacking at -2 to hit.) After the mouth suffers 15 hp damage, it will vomit forth the trapped PC. If the creature (which is similar to a huge, shell-less clam) is killed and sliced into pieces, the following items may be found in its bowels: 347 gp, 48 silver kopeks (sp), a fine golden bracelet (worth 35 gp), 3 different daggers, and a magical iron mace that emits light for 2 turns once per day when the phrase "a people peculiarly his own" is spoken.

### Rock Polyp

AC leather + shield, HD 4 (20 hp), Dmg 1d6 Digest THAC0: \*, SV F4, ML 12, XP: 150.

\*The Rock Polyp does not strike opponents, but only traps and digests those who basically climb into its mouth.

**8. Refuse Room:** This room reeks. It contains much of the trash and waste produced by the Tribe, consisting mainly of animal corpses and a privy. Nothing else is in this room. Any encounters with wandering monsters in this room will probably be super gross.

## Monster Descriptions

**Blue Bovine, The (1):** The Blue Bovine is an apparition, essentially, but one with which PCs may interact. It appears to be an electric blue cow, usually standing in a corridor or empty room, staring at the party. It speaks in a deep voice and can be touched, but will not attack and cannot be hurt by any means. It is a psychic manifestation of the Spirit of Kihago.

**Burrowing Worms (d6):** These worms are about 3 feet long and 3" in diameter. Their mouths are the largest parts of their bodies, with the rest tapering off to a pointed tail. They burrow through the limestone and may punch through a wall and surprise the party. They have sharp teeth and mildly acidic saliva.  
AC shield, HD 1/2, Dmg d4, Thac0 19, Morale 7, XP 5

**Chitinous Monstrosity (d2):** Man-sized, bloodthirsty crickets with razor-sharp mandibles and sawing legs, these mutated creatures live in the dark and clumsily hop out of the shadows into one's path. Their AC represents the difficulty in timing one's attack to their incessant hopping.  
AC chain, HD 3, Dmg d8, Thac0 17, Morale 10, XP 65

**Earwigs (d6):** Another mutated creature of the dark, these arthropods are quick-moving, and each sports a huge pincer on its hind end.  
AC leather + shield, HD 1, Dmg d6, Thac0 19, Morale 8, XP 13

**Luminites (d6):** See their description on p. 3. Luminites encountered randomly will often parley, hoping to gain information about archaeological finds within the dungeon.  
AC chain, HD 1, Dmg d6 sword or d6+2 Laser Pistol, Thac0 19, Morale 10, XP 13.

**Morronea (d6):** Transparent, amoeba-like creatures, the Morronea float in the darkness and attach themselves to the heads of passing creatures, creating a powerful pressure and sucking fluids from the orifices (ears, eyes, nose, and mouth).  
AC chain, HD 1, Dmg d6, Thac0 19, Morale 12, XP 13

**Mutant Tribesmen (d6):** See their description on p. 3. The Tribesmen are accustomed to picking up and incorporating wandering persons, as the Tribe has an extremely community-centered mentality—perhaps the only reason they have survived in Kihago. If outsiders show themselves to be threatening, however, the Tribe will strike with unparalleled aggression. Approximately 50% of Tribesmen have a noticeable physical mutation: extra limb, antennae, bony appendages, claws, horns, webbed feet/hands, etc.  
AC shield, HD 2, Dmg claw or weapon 1d8, Thac0 18, Morale 8, XP 29.

**Pholcidae (d2):** These thin spiders have bodies around 3 feet long, but legs that can reach up to 15'. They are rather fragile, and will not usually attack parties, but are exceptionally fast and may try to pick off stragglers. They are hungry, but not evil. With relatively high intelligence, they can understand a bit of language and may listen to parley and help parties that offer food. AC leather + shield, HD 3, Dmg d8+poison, Thac0 17, Morale 10, XP 65

**Wall Creeps (d4):** A Wall Creep looks like an Octopus with a small fleshy body. They slide silently in small groups along walls and ceilings attempting to attach to unwary passersby. If they score two successive hits, they should be considered "attached", and the PC must spend a round peeling the Creep off and make a successful save vs. paralysis.  
AC leather + shield, HD 2+1, Dmg d4, Thac0 17, Morale 8, XP 47

**Yeast Puddle (1):** A puddle of carnivorous yeast, mutated by exposure to Kihago's strange rays, it lies in wait for any living thing to step in it. Whenever someone steps in a Yeast Puddle, the referee should make a secret save vs. poison roll for the character. A failed save indicates that the Yeast has taken hold and will begin to slowly gnaw away at the character's flesh, dealing d2 damage per round as the yeast multiplies. The character probably will not know why he is taking damage, as the yeast is barely visible at this point. After 5 rounds, the damage increases to d4 and the yeast is now easily visible and looks like moving pancake batter. Strenuous wiping for d3 rounds can remove the yeast, and this is possible even before it becomes visible if the player thinks to try it. Victims who die by yeast attack have their nervous systems taken over and become yeast zombies.  
AC always hit, HD 2, Dmg d2/d4/Infection\*, Thac0 n/a, Morale 12, XP 50

**Yeast Zombies (d4):** Past victims of a mutated yeast puddle, these walking corpses function only by a link between the yeast covering them and the victim's barely living nervous system. They look like corpses smeared with scalloped potatoes, but do not smell delicious. They smell like corpses being eaten by yeast, in fact. If a zombie scores a hit, the PC must save vs. poison or be infected by the yeast.  
AC shield, HD 21, Dmg d6+infection, Thac0 18, Morale 12, XP 25

## Weapons and Armor

Laser weapons and body armor may be found within the areas of the dungeon controlled by the Luminites. This novel gear is alien technology left behind centuries ago. The laser weapons are sleek firearms with blunt ends to protect the small openings through which the laser beams fire. They work only in single shot mode, but have excellent range.

### Laser Pistols

Range: S 50'; M 100'; L 150'. Dmg: 1d6+2

### Laser Rifles

Range: S 80'; M 160'; L 240'. Dmg: 1d12+2

**Ammo:** Laser pistols and rifles use energy packs for ammo. The Luminites do not know how to determine the number of shots left in a pack, which is why they are always found armed with a back-up melee weapon. For PCs who acquire these weapons, the referee may roll a d6 each time it is fired. When a 6 is rolled, he can inform the player that his weapon has no more charges.

### Body Armor

AC chain, Weight 15 lbs.  
This body armor is made from fairly light-weight material, black in color, and covers the torso and upper legs.

