



CASTLES & CRUSADES

A DEEPER DARKNESS

BY CASEY CRISTOFFERSON



Along the banks of the Eibon river an unforeseen terror awaits amongst the reservoirs and lakes of the Darkness. Are the heroes brave enough to face the madness that crawls amongst the flooded halls of the old dwarven foundry? Are they strong enough to overcome the madness that they will surely find? The Deeper Darkness pits adventurers against tests of wit, strength, and magical power, The Deeper Darknes ensures challenges for a variety of play styles.

CRATER OF UMESHTI 2: THE DEEPER DARKNESS™

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This module is designed for 4-6 player characters of 4-7th level, with a challenge level of 5-6.



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CRATER OF UMESHTI 2: THE DEEPER DARKNESS

PRELUDE

“Plannin on a lil’ spelunking are ye? Do not think I had not noticed you had bought out our entire store of rope,” the gruff voice called over to them, as they shook their heads and cinched up the straps to their packs and rechecked their supplies.

They were a leaner and heartier bunch than the ones he had seen those few months ago. Scars were beginning to show on their arms and faces, that silvery crisscross webbing that marked the hardships of an adventurers lot in life. True some of the faces in their band had changed, as others had been buried or burned at the foot of the hill, but the core of this band remained largely intact. The gruff voiced man rolled his shoulders from his morning workout and leaned on his two handed sword. He shook the sweaty blond hair from his scarred face, revealing a broad smile and eyes as grey and stormy as a thundercloud.

“My guess,” he said, “is that ye run out o’ all that money ye dug up outta the crater the last time ye went in. Now ye all decided that ye wanna give it another try, see what lies below in tha’ deeper darkness.”

He paused for a moment, scanning their faces, and noted the truth of his assumption. “Now Bowbe knows I like ye all. Ye been good customers. Ye dun smell too bad, an’ tend to treat the help with respect. We like that. Because I like ye, and Brother Frosk thinks so much of ye... he asked me to give ya this so as to help ye on your cave diving.”

The burly fellow reached into the coin pouch at his waist and withdrew a key, tossing it to the leader of the stalwart band who snatched it gracefully as it sailed through the air. A look of startled recognition marked with awe crossed the fellows face as he carefully placed it in a safe place at the throat of his riding jacket.

INTRODUCTION

THE CRATER OF UMESHTI 2: THE DEEPER DARKNESS is a Castles and Crusades adventure for 4-6 player characters of 4-7th level, with average levels of 5-6th being most appropriate for the challenges encountered therein. The adventure requires the use of the Castles and Crusades Players Handbook. A copy of the Castles and Crusades Monsters and Treasures tome is also advised for greater details on the powers and abilities of foes encountered therein.

ADVENTURE SUMMARY

The Crater of Umeshti 2 takes place within the expanse of the Umeshti sinkhole at the bottom of a great meteor crater. Adventurers discover previously barred or hidden pathways which lead them deeper into the sinkhole where they encounter a pack of diabolical gargoyles and the remnants of ancient cults and civilizations. During their explorations they come face to face with a new menace exploring the sinkhole with its own designs and macabre plans.

2 CASTLES & CRUSADES

PHILOSOPHY OF THE DUNGEON CRAWL: 2

The Crater of Umeshti 2: The Deeper Darkness may be played as a stand alone adventure or as part of an ongoing adventure campaign using THE HAUNTED HIGHLANDS and CRATER OF UMESHTI: THE SINKHOLE. The player characters are sure to face dangerous subterranean horrors, slay them, and take their treasure.

Likewise there is role-play to be had, traps and puzzles to overcome and natural dangers to pit themselves against. To this end, dungeon crawls offer player characters an opportunity to shine and face truly difficult challenges and earn experience. They are generally in a controlled environment but that does not mean the environment cannot change.

There are no true “static” encounters throughout the labyrinthine depths of the sinkhole, as monsters can and should move around in search of food and delicious player characters to peel and eat like so much shrimp. The encounter areas detailed within the dungeon are merely representative of the creatures who dwell there, and serve as a framework to manipulate the adventure as the Castle Keeper sees fit.

The Crater of Umeshti is designed with the intent of repeated forays into its depths using a nearby settlement of the Castle Keeper’s choice or the characters design to re-stock, refurbish and re-supply. This settlement may be found in a pre-made adventure sourcebook of which there are many in both D20 and Castles and Crusades various product lines such as Yggsburg by Gary Gygax, or this author’s own city settings such as Dro Madras or that incorrigible chain of cross dimensional taverns known by most as “Dirty Bowbe’s Roadhouse” and referred to by a knowledgeable few as “Dirty’s.” See The Haunted Highlands™ by Troll Lord Games™ for more details on Dirty Bowbe’s Roadhouse and its environs.

As characters clear out various lairs of the dungeon, they may find places to fortify and claim as their own “safe zone” to rest and recharge spells and hit points before continuing on their quest for fame and fortune, or madness and death.

A NOTE ON DEITIES AND LOCATION NAMES

The Crater of Umeshti comes complete with its own background, including the names of locations, deities, demons and the like. These beings are designed in an archetypal manner so that a Castle Keeper running adventures in, say, the Troll Lord Games’ “Rings of Brass” universe, a Castle Keeper’s wishing to run a campaign in the Duchy of Karbosk may feel free to do so and simply rename things as necessary. Likewise, those Castle Keeper’s seeking a more “generic” campaign or adventure may simply disregard these names, substituting their own pantheon and legends from whichever campaign setting our source material that they prefer.

For a more complete and detailed description of the pantheon of deities and information on the Duchy of Karbosk found in the Crater of Umeshti, see the Haunted Highlands by Troll Lord Games.

PLAYER CHARACTER PARTY & COMPOSITION

In order to fully enjoy the adventure that awaits players brave enough to unlock the secrets of the Crater of Umeshti, they should have a party consisting of the following character classes. The player character party should have at least one cleric or character capable of casting divine spells, as well as a player character capable of using arcane magic. The party should also include at least one rogue, and be filled out with a compliment of characters with fighting skills such as fighters, paladins, rangers or bards.

Know that the dangers within the Crater of Umeshti are great. "Fancy lad" types with their floppy feathered caps, curious halflings and other "wee folk" are of course always welcome to explore its depths. They tend to feed the sinkhole's appetite for dead player characters.

HISTORY OF THE CRATER OF UMESHTI IN

Thousands of years ago by the recollections of those elves still alive to recall the fable, a great time of tumult and chaos reigned across the universe. In that time the ancient citadel city of Umeshti was known as a bastion of civilization through the dark night of conflict and madness. Temples to the gods and towers of wizardry were erected, as were libraries and civic enterprises designed to preserve and protect the knowledge that the firstborn civilizations had worked so hard to gain. Art and science flourished, as did the first development of music and poetry. Travelers from far and wide, including those who traveled across the many planes considered Umeshti a home away from home, bringing esoteric relics and fantastic wealth with them.

A cataclysm befell the wondrous city as a meteor was cast down upon it from the sky. Thousands of years passed and life returned. Dwarven metallurgists discovered that the meteoric iron strengthened steel greatly and had other properties making it more susceptible to being magically enchanted. They built great lifts and mined the sinkhole extensively before suddenly pulling up shop and leaving the crater altogether.

Later, monsters filled the galleries and caverns left vacant by the dwarves. More recently the crater has been the source of exploration by adventurers seeking riches and ancient secrets believed to be hidden within its vastness. A famous band of adventurers decided to plumb its depths, but only one returned, babbling incoherently the name "Xamazog" over and over again. Despite his madness, his pockets were filled with glittering gems, thus throwing more fuel on the fire for those desperate for quick cash and high adventure.

TRAVELING AND PLACEMENT

Those wishing to run the **CRATER OF UMESHTI 2: THE DEEPER DARKNESS** as a continuation of **CRATER OF UMESHTI: THE SINKHOLE** should refer to that volume for information on the placement of the crater. Information on the wilderness leading to the crater, its random encounters and wilderness features are detailed in **THE HAUNTED HIGHLANDS**. Those wishing to run the **CRATER OF UMESHTI 2: THE DEEPER DARKNESS** as a stand alone adventure should place the crater and its dungeons at least 50 miles, or a little over a full days journey from the nearest civilized location to give it an air of remoteness and mystery.

STANDARD FEATURES FOR THE CRATER

LOCKED DOORS: Unless otherwise noted the doors are locked and have a (CL 2) requiring a successful open locks check of 14 or better by a character with the suitable ability in order to open. The doors are heavy and made from petrified wood leftover from the dwarven rule of the sinkhole. Thus although they technically cannot be missed with any attack roll, the doors have 20 hit points and are virtually immune to any ranged attacks short of a bolder hurled by a giant.

DWARVEN LIFTS: These ancient mechanisms still function fluidly, a testament to the ingenuity of the dwarves who crafted them. The lifts are fashioned with browned steel baskets that look in all the world like a large birdcage. Each basket is large enough to hold roughly six medium sized beings and support up to 10,000 lbs. of weight.

The lifts are operated with a simple hand break mechanism on the inside of the cage, lowering the subjects peacefully down the sinkhole shaft until they come to rest at the side of one of the lift docks. The lifts have a magically hardened cable and pulley system, which cannot be shattered, cut or broken by any means save that of something with truly titanic strength. Their enchanted nature resists the power of all magic save that of a *wish* spell. Each lift has roughly 100 feet of cable and is just long enough to lower a basket to the lift dock below it or the lift dock above which it is attached to.

RANDOM ENCOUNTERS: Roll 1d10 for random encounters once every 30 minutes of exploration or whenever the player characters do something loud and stupid.

1. 1d2 Gargoyles
2. 2d4 Kobolds
3. Giant Lizard
4. Bugbear Raiders (2d4)
5. Lord Ulzar
6. Giant Spiders (1d2)
7. Corpse Crawlers (1d4)
- 8-10. No Encounter

LEVEL 4: THE GARGOYLE GALLERIES

The gargoyle galleries are home and lair to a tribe of vicious gargoyles who reside within the sinkhole of the Crater of Umeshti. These cruel and callous beings have little love for any of the other denizens which crawl below the earth and are known to fly the length and breadth of the sinkhole shaft, hunting anything that flies or climbs for their food. The gargoyles are led by the self proclaimed Lord Ulzar, a particularly intelligent and vicious margoyle with the ability to harness and wield shamanistic magic in the name of Kyulashedrac the dragon goddess.

4-1. LIFT LANDING FROM 3-19

The lift basket from **AREA 3-19** in the upper levels of the sinkhole descend to this landing. The landing is devoid of any outward threats, however 4 gargoyles are hidden amongst the stones of **AREA 4-3** and **AREA 4-12** and take note of any visitors to their lair.

These gargoyles wait until the player characters are out of sight before moving to warn compatriots in caverns near their roost. Noticing the gargoyles amongst the rocks requires a successful wisdom check with a (CL) vs. the opposed dexterity check of the gargoyles. As the gargoyles are frozen in place, they gain an additional +4 to their dexterity check.

4-2. VIOLET FUNGI CAVE

This cavern is overgrown with noxious and deadly violet fungi. Like other such growths of fungi within the Crater of Umeshti, it is recognized for the threat it is by the denizens of this level of the dungeon, and therefore avoided.

VIOLET FUNGI (12) (*This neutral creature's vital stats are HD 2d8, Hp 9, AC 13. Its primary saves are none. They attack with 1d4 poisoned tentacles for 1d4 points of damage. Save vs Poison or suffer 1 point of un-curable rot damage per round. Their special abilities are poison, twilight vision, plant traits.*)

4-3. GARGOYLE LOOKOUT LEDGE

As mentioned in AREA 4-1, 4 gargoyles perch along this ledge observing any flying or climbing traffic. They tend to leave J'nyuoor alone whenever he climbs down the shaft in search of food. Likewise Lord Ulzar has a special relationship with Malash on Level 3 of the dungeon and sends gargoyles to him to act as servants and guards in exchange for potions and training in the more diabolical of arcane arts.

GARGOYLES (4) (*These chaotic evil creature's vital stats are HD 5d8, HP 20x2, 24x2, AC 16. Their primary attributes are physical. They attack with 2 claws for 1d3, a bite for 1d6 and a gore for 1d4 points of damage. Their special abilities are darkvision 60ft., fly 75 ft. and freeze*)

The gargoyles may not immediately attack. They prefer to stalk their prey quietly, waiting for the appropriate moment to surprise their foes and maximize the damage that they inflict. In any event, the gargoyles like to keep a few captives alive to bring before Ulzar as the gargoyle lord enjoys a good bout of torture every now and again. Likewise Ulzar has not figured out how to open the secret

door to AREA 4-13(A) and may see if the PCs can somehow manage to circumvent its wards and traps. For more on this see AREA 4-7.

4-4. ODE TO A LUCKLESS SLAVING GANG

A slaving band from Ulgakur fought through kobold ambushes and avoided patrols of undead placed by Malash in a slave taking raid seeking surface dwellers. Licking their wounds they pulled into this cavern which possessed a cool spring only to find that their temporary sanctuary was soon attacked by the gargoyles who lair on this level. Fighting the gargoyles off, the Band of Six was soon reduced to three. They managed to barricade the entrance to this cavern and have been stuck here ever since, their only sustenance consisting of roasted spiders and centipedes that happen to pass by, or the harsh fare provided by Aeolocus the priest Kharzarn the Cruel.

Using spears and setting traps, the slavers have managed to hold off the gargoyles but are too weak and weary to make their escape from the chamber on their own. Tensions are high and their contractor in Ulgakur is likely to be displeased with their lack of living cargo.

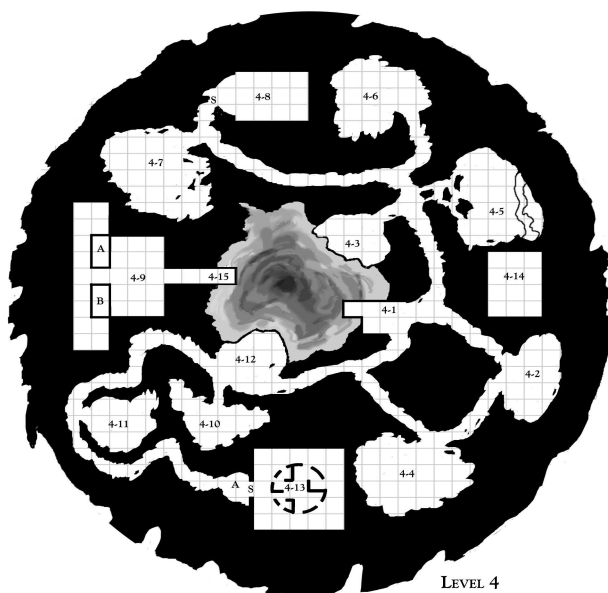
The boulder leading to the entrance of the cavern is very heavy, requiring two strong player characters each to make a strength check (CL 6) in order to move it out of the way. Moving the boulder instantly alerts the slavers, who move into defensive positions amongst rock outcroppings within the cave.

The entrance is laced with tripwires placed by Mirazha and *glyph of warding* spells placed by Aeolocus. The slavers take wisdom checks to get a good look at the player characters to insure that they are not gargoyles or some other more dangerous threat. They do of course allow the player characters to trigger a few of their traps and gauge their responses to determine their strength and power.

BLAST GLYPHS: There are 4 blast *glyphs of warding* placed strategically around the entrance of the cavern just beyond the boulders. The glyphs deal 5d4 hit points of damage to everyone within 5 feet of the glyph. The glyphs are a (CL 5) to detect and disable by rogues and assassins with the *find traps* ability, with each ability requiring separate checks. The glyphs may also be detected by means of a *detect traps* and *detect magic* spells.

SNARES: There are three snares set along the entrance and between the stones breastwork laid out by the slaver band. The snares are a (CL 4) to detect and disable by rogues, assassins and rangers with the *traps* special ability. Each trap is capable of snaring a medium sized creature and holding them fast unless a successful dexterity check (CL 4) is made to avoid them. Creatures held in the snare must spend one round cutting themselves free from the snare. It is left to the Castle Keeper to determine where the glyphs and snares are located to best serve as a challenge to the adventuring party.

Just the same if the player characters manage to encounter the slaver gang, the slavers pass themselves off as adventurers from Dro Mandras who have been trapped within the Umeshti Crater for weeks. They do everything in their power to hide their evil intentions and offer whatever treasure and promises of further treasure to the player characters in return for a rescue.



LEVEL 4

Their most likely intent is to lead the player characters to Ulgakur and there sell them immediately into slavery. Secondary to this would be to rip off the player characters in the most innocuous manner possible and flee once they have found their way safely out of the crater or on their way back to Ulgakur.

SLAVERS BAND

AEOLUCUS (This 5th level, lawful evil, human cleric of Kharzarn's vital stats are HD 5d8, HP 42, AC 19. His primary attributes are wisdom, strength and charisma. His significant attributes are wisdom 17, strength 15 and charisma 14. He attacks with a kukri (1d4+2), heavy flail (1d10+1) or a shortbow (1d6). His equipment consists of a +1 kukri, heavy flail, shortbow, 20 arrows, +1 chainmail, +1 medium steel shield, 2 potions of cure light wounds, wand of undetectable alignment (30 charges). He has a scroll: protection from good. His typical spells per day: 0th-create water, purify food and drink, detect magic, first aid bandages. 1st-bless, command, cure light wounds, sanctuary. 2nd-augury, hold person, silence. 3rd-create food and water, bestow curse.)

Aeolocus was born to a jaded Rhodensian noble and a slave mother. As the only known male heir to the Rhodensian estate, he was sent to study with the cruel monks of Kharzarn who exposed the boy to the disciplines of pain and suffering. Aeolocus traveled extensively upon the completion of his training, soon finding his way to the Undercity of Ulgakur where he became fascinated with the blood sport to be found in the strange subterranean theater known as "Gathaaks Comedy." He is now in the employ of the

slave master of the pit fights, seeking new talent to shed their fluids for the delight of the masses.

MIRAZHA (He is a neutral evil, 4th level, half elf, ranger whose vital stats are HD 4d10, HP 23, AC 16. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 16, dexterity 16, constitution 14. He wields a longsword (1d8+2), longbow (1d8+1). His equipment is +1 studded leather armor, +1 longsword, +1 longbow with 20 silver arrows.)

Mirazha is a huntress who specializes in the capture of sentient creatures for money. In essence she is a bounty hunter who relishes in hunting intelligent beings. Unfortunately, signing on in this expedition has led to her becoming the hunted... by the gargoyles in level 4. Mirazha is none too pleased with this and bickers constantly with Aeolocus as to the means of their eventual escape from the gargoyle galleries and completion of their current assignment. Mirazha has traveled for a time amongst the Ugashstan tribes, to Dro Mandras, with her last residence being the Undercity of Ulgakur where she found employment with the same slave master as Aeolocus.

HRINKLE THE OUTCAST (This 2nd/2nd level, neutral evil, dwarf, fighter/rogue's vital stats are HD 2d10+2d6, HP 21, AC 15. His primary attributes are strength and dexterity. His significant attributes are strength 14 and dexterity 14. He uses a +1 heavy pick (1d6+3) or a +1 light crossbow (1d6+1). His equipment is +1 leather armor, +1 ring of protection, +1 light crossbow, +1 heavy pick, 300gps in gems, 100gps. He specializes in the heavy pick.)



Many years ago, Hrinkle murdered his foreman in a drunken rage at a dwarven construction site, when the fellow got on him about being late for work for the fifth day in a row. Three more workers died in an attempt to pull him off of their boss, and were found with a pickaxe apiece squarely buried in their foreheads. Hrinkle knew his number was up and fled into the deeps eventually finding his way to Ulgakur where he earned coin first as a rat catcher, bully and thug for hire. He commonly assists Aeolocus in slave hunting trips.

As soon as it is determined that it is other humanoids and not gargoyles, Aeolocus uses his wand of *undetectable alignment* to conceal the sins of his fellows in hopes of gaining the player characters trust and aid. This wand was given to him by his benefactor in Ulgakur to help with any dealings that they may have amongst folk of the surface world.

This party offers several opportunities for role-play, adventure and intrigue with the player characters.

NEW SPELL

(UNDETECTABLE ALIGNMENT, CLERIC2, PALADIN 1

CT 1	R Touch	D 24 hours
SV Magic Negates	SR Yes	Comp None

This spell masks the alignment of the recipient from detect evil/good/law/chaos abilities and spells, granting a neutral alignment response to the detector. It is popularly used by villains, allowing them to move through goodly nations with ease. Likewise it is granted to paladins when they are required by quest or deity to undertake the infiltration of outposts of evil or travel amongst the darkest paths of Hell unmolested by lesser foes. Only one creature can be affected.)

4-5. GARGOYLE LAIR

This cavern is home to 4 gargoyles. The gargoyles are on good terms with Malash the necromancer but ultimately serve Lord Ulzar. They rest in this chamber when not flying the length and breadth of the sinkhole in search of delicious eats and adventurers to torment.

GARGOYLES (4) (These chaotic evil creature's vital stats are HD 5d8, HP 20x2, 24x2, AC 16. Their primary attributes are physical. They attack with 2 claws for 1d3, a bite for 1d6 and a gore for 1d4 points of damage. Their special abilities are darkvision 60ft., fly 75 ft. and freeze.)

TREASURE (40gp wolfskin cape, 2 potions of cure light wounds, a wand of magic missiles with 30 charges, an engraved Ugashtan warhorn (40gp, 100 if sold to the Ugashtan), 240gp.)

4-6. GIANT LIZARDS DEN

This cavern is the lair of a group of cavern lizards who busy themselves eating large centipedes, spiders, lost goblins and kobolds or whatever else they fancy. The lizards only attack gargoyles when they are approached and for this reason the gargoyles tend to give them a wide berth. The lizards are known to sometimes climb up and down the sides of the sinkhole in search of a meal.

GIANT LIZARDS (3) (These neutral creature's vital stats are HD 4d8, HP 19, 24, 27, AC 16. They primary attributes are physical. They attack with a single bite for 2d6 points of damage. They have twilight vision.)

TREASURE: The lizards are quite like packrats and tend to drag their prey back to the nest to devour them. Large coal-like pellets of lizard excrement contain the following valuables, which were not destroyed, or were regurgitated whole: 4 rare gems worth 100gp each, +1 buckler, 399sp and a bottle of rare perfume worth 100gp.

4-7. LAIR OF LORD ULZAR

This cavern is the home of Ulzar the self proclaimed Lord of the Umeshti Gargoyles. Ulzar is a curious being as he is a margoyle, rare amongst hatches of gargoyle eggs. More intellectually superior and physically imposing, Ulzar is also accomplished in the use of sorcery, having learned it from studying the writings upon the walls of the Shrine of Kyulashedrac. These writings and an ancient map led Ulzar to discover some very interesting secrets about the things that dwell beneath the dome at the bottom of the sinkhole.

There is an 80% chance that Ulzar sits upon his "throne" within this chamber when the chamber is entered, unless he has been warned of the presence of player characters by the gargoyles from the various lairs. If Ulzar is present, he is accompanied by two regular gargoyles who serve as consorts and bodyguards.

In the latter case, Ulzar is maneuvering around the player characters to set up an ambush. Lord Ulzar is a keen strategist who can and should position other gargoyles in Level 4 around the player characters. Should such an ambush go against Ulzar and his gargoyles, they may flee to a lower level of the sinkhole to rest and heal up, or fly upward to the upper galleries of the sinkhole and inhabit areas already cleared out by the player characters.

As has been mentioned, Lord Ulzar is in league with Malash. He is also a thrall to Xamazog.

If Lord Ulzar is victorious over the player characters, he allows his gargoyles to devour any player characters that are outright slain in the course of the combat. Player characters that are reduced to zero or negative hit points and live are bound and then sold into slavery within the Undercity of Ulgakur. This latter option gives player characters an opportunity for extended role-play and a potential escape from Ulgakur.

LORD ULZAR, ELDRITCH MARGOYLE (Ulzar is a chaotic evil, eldritch margoyle whose vital stats are HD 8(d8), HP 48, AC 18. His primary attributes are physical and mental. Ulzar attacks with (2) claws 1d6, bite 1d6, gore 1d6 points of damage or with his sword plus bite and gore. Ulzar carries a +2 shocking two handed sword that deals 2d6+4 points of damage and an additional 1d6 points of electrical damage. Ulzar's eldritch modifier, granted by the goddess Kyulashedrac gives him the ability to cast spells as a 4th level spellcaster. Ulzar may select spells from the wizard or cleric spell lists. His typically memorized spells are as follows; 0th—detect magic, detect good, detect evil, message; 1st—magic missile, cure light wounds, shield; 2nd—web, hold person.)

GARGOYLES (2) (These chaotic evil creature's vital stats are HD 5d8, HP 20, 24, AC 16. Their primary attributes are physical. They attack with 2 claws for 1d3, a bite for 1d6 and a gore for 1d4 points of damage. Their special abilities are darkvision 60ft., fly 75 ft. and freeze)

TREASURE (60gp bearskin cape, 2 potions of cure serious wounds, a Wand of Fireballs with 30 charges, an engraved Ugashtan warhorn (40gp, 100 if sold to the Ugashtan), 240gp.)

4-8. SHRINE OF KYULASHEDRAC

A short landing crosses over a pit falling into undetermined darkness. The landing ends in a blank cavern wall. Player characters making a successful wisdom check (CL 5) discover a secret door that is warded with magic and locked with an enchanted key.

The key to this door is in the possession of Ulzar. Attempting to pick the lock triggers a fireball trap (CL 5) that deals 5d6 points of damage to all within a 20 foot radius of the door.

Beyond the door is a chamber, which obviously served some different purpose once upon a time. Since that time any fine carvings have been distorted or changed by unknown hands to create a shrine to Kyulashedrac the Dragon Queen. The walls are filled with images showing the wrath of the Dragon Queen during a great war between many deities, monsters, and men. It is likely that even player character clerics and bards may not recognize every deity depicted in this epic battle, but what is clear is that dragons rose from the earth and rained down from the skies on behalf of Kyulashedrac. Many were slain and in the end the Dragon Queen snatched a star from the heavens and hurled it to the earth, where it struck the Umeshti, destroying the civilization in one blow.

Likewise a six-dragon altar stands in the eastern wall of the chamber. Red, white, black, green, and blue dragons are shown entwined with the form of a gigantic dragon of indeterminable color, gleaming as light strikes it with an iridescence of jet and violet crushed velvet.

Unbelievers in the power and glory of the Queen of Dragons touching the altar must make a successful save vs. magic (CL 5) or take 1d6 points of fire damage, 1d6 points of acid damage, 1d6 points of electrical damage and 1d6 points of poison damage.

The altar is stained with dried blood. A pit in the floor below the altar is wide enough for a human body to slide down through a chute, which drops the sacrifices into the sinkhole.

4-9. MALASH'S LANDING

Referred to as Malash's Landing, this area once served as a storage facility during the time of the dwarven excavations of the Crater of Umeshti. Two sets of staircases labeled A and B lead to Malash's necromantic laboratory, detailed in **AREA 3-10 of DB 2, CRATER OF UMESHTI: THE SINKHOLE** by Troll Lord Games™.

Malash has placed 5 ghouls here to guard his personal landing. If Malash is forced to flee to this area, he takes 2 of the ghouls with him in his flight.

GHOULS (5) (These chaotic evil creature's vital stats are HD 2d8, HP 8, AC 14. Their primary attributes are physical. They attack with 2 claws for 1d3 and a bite for 1d6 points of damage. They can cause paralysis and ghoulish fever.)



4-10. THE GREY POOL

A soupy pool of brackish grey water rests in the middle of the floor. The pool is actually grey ooze, which has dissolved enough gargoyles for Lord Ulzar to declare the chamber off limits.

GREY OOZE (This neutral creature's vital stats are HD 3d10, HP 15, AC 5. Its primary attributes are physical. It attacks with acid for 1d8 points of damage. It is transparent and can constrict its prey.)

4-11. GARGOYLE NEST

This cavern serves as a nest to the gargoyles, having several females tending to clutches of eggs. There is an uncommon few "young" gargoyles here as well. The females are as powerful as males and fight to the death to defend their clutch of young against attackers.

FEMALE GARGOYLES (3) (These chaotic evil creature's vital stats are HD 5d8, HP 18, 19, 20, AC 16. Their primary attributes are physical. They attack with 2 claws for 1d3, a bite for 1d6 and a gore for 1d4 points of damage. Their special abilities are darkvision 60ft., fly 75 ft. and freeze.)

IMMATURE GARGOYLES (4) (These chaotic evil creature's vital stats are HD 2d8, HP 8x4, AC 16. Their primary attributes are physical. They attack with 2 claws for 1, a bite for 1d4 and a gore for 1d2 points of damage. Their special abilities are darkvision 60ft., fly 75 ft. and freeze.)

Gargoyle eggs are as hard as river washed marble stones, and are worth 200gp each in the open market, as they may be raised and trained as guardians for temples, castles and towers of the magi. There are 8 eggs in the clutch.

4-12. GARGOYLE LEDGE

This ledge is similar to the one described in Area 4-3. The 3 gargoyles are found here at any given time. They rest amongst the rocks of the ledge, springing on flying adventurer types, or any other creatures that they think they can take down.

GARGOYLES (3) (These chaotic evil creature's vital stats are HD 5d8, HP 14, 17, 20, AC 16. Their primary attributes are physical. They attack with 2 claws for 1d3, a bite for 1d6 and a gore for 1d4 points of damage. Their special abilities are darkvision 60ft., fly 75 ft. and freeze.)

4-13. SHRINE OF KRANNOGH

A stone bridge leads to a blank stone wall marked **A** on the map. The chasm shown on the map is 60 feet deep. The wall is blank to any race save a dwarf unless a *detect magic* spell is cast. The otherwise invisible runes reveal the holy symbol of Krannogh below, which is the following passage.

"With a mighty blow of thy sacred tools on eternal stone do the sons of the earth thus find my home"

Once the prayer is uttered a dwarf bearing a blessed hammer or pick must then strike the wall. Otherwise the door may be overcome with a successfully cast *dispel magic* spell against a (CL 5).

Otherwise attempting to break down the door with standard pick or hammer by any being other than a dwarf summons a pair of 4 HD earth elementals.

EARTH ELEMENTALS (2) (These neutral creature's vital stats are HD 4d8, HP 22, 18, AC 17. Their primary attributes are physical. They attack with a slam for 2d4 points of damage. They have earth mastery, darkvision 60 ft., earth glide and regeneration.)

SHRINE OF KRANNOGH

The chamber beyond the hidden door is dark and a shaped stone dome with a solid stone floor etched with runes of pure mithril. A stone altar carved with a jagged mountain peak stands in the center of the chamber. If a dwarf opened the doorway to the chamber the shrine illuminates lightly. Runes along the wall written in archaic dwarven reveal that a sacrifice of gems shall open the pathway to the servant of Krannogh. If 1000gp worth of gemstones are sacrificed upon the altar, the altar transforms to a swirling vortex of living stone. Player characters entering the vortex are instantly teleported to **AREA 4-14**.

Dwarven clerics of Krannogh who pray before the altar may replenish all of their previously used divine spells of the day as if they had just had a full nights rest. This unique power of the shrine and altar is usable once per month.

If the chamber is opened with a *dispel magic* spell, the chamber lights brilliantly for one round then turns completely dark. Four shadows and one wraith rise from the floor and attack.

SHADOW (4) (These chaotic evil creature's vital stats are HD 3d12, HP 9, 12, 18, 22, AC 13. Their primary saves are mental. They attack with an incorporeal touch for 1d4 points of damage. They can drain a victim's strength, blend and darkvision 60 ft.)

WRAITH (This chaotic evil creature's vital stats are HD 5d12, HP 30, AC 15. Their primary attributes are mental. They attack with an incorporeal touch for 1d6 points of damage. They can drain levels, create spawn, are incorporeal and have darkvision 60ft., daylight powerlessness and unnatural aura.)

4-14. TOMB OF HALADAN STONEBEARD

This chamber is only accessed through the hidden Shrine of Krannogh the Earth Lord, in **AREA 4-13**. Player characters managing to gain access to this chamber find it richly carved and decorated as befits a dwarven lord. A swirling vortex of living stone remains within the back wall of the chamber allowing access back to **AREA 4-13**. An ornately carved sepulcher rests in the center of the chamber. Upon it is the larger than life sized carving of a dwarf dressed in full regalia with a hammer and chisel crossed over his breast. Bas-relief and finely carved sculptured pillars depict the former master of the Umeshti mining project, as he was in life, if not at a somewhat grander stature. Each of the four walls has a bas-relief which tells a portion of the story of the dwarven discovery of Umeshti Steel and Haladan Stonebeard's part in the mining and refining of the metal into weapons and armor of great strength and magical affinity.

RELIEF 1: This finely carved and tooled wall depicts dwarven prospectors digging laterally through the earth from their citadel to discover deposits of a strange luminescent ore marked with the dwarven star rune. The prospectors find they must fight their way back to their fortress against hordes of beastmen and thin hairless albinos with large black eyes.

The archaic dwarven runes at the base of the relief read as follows:

So did the wise and resourceful expedition of Haladan make its way to the place where the mountains shook and the earth rumbled in anger at the scars placed upon the body of Krannogh. There did they find a wondrous vein of ore from the stars. The star metal was rich in strength and strong in the power of runes. So too was it guarded by beasts of the deep and the children of the nameless god, descendents of the cursed ones whose empire once ruled the land of daylight.

RELIEF 2: This wall depicts the prospectors returning to the halls of the dwarven king and demonstrating the capacity of the new ore load. The king appoints a viceroy and expedition to recover the trove of ore and a legion of dwarves is sent forth under the banner of Haladan Stonebeard.

Clever were the children of Krannogh that gathered the ore and brought it before their king. His majesty, King Unger the Hammer, decreed that his most trustedthane, Haladan would lead the expedition to claim every ounce of star metal for the children of Krannogh. To Haladan he gave two brigades of the finest engineers, and under his banner did they march on the mother-load with great fanfare and determination.

RELIEF 3: This wall depicts the dwarven victory over the forces surrounding the crater and its sinkhole, driving the albinos even deeper into the earth and slaying mounds of beast men in their wake. Haladan is featured a prominent hero, a pickaxe in one hand and a warhammer in the other atop a pile of dead foes. In the background, engineers busy themselves creating an extensive lift system and mining the large deposits of ore from the ground.

With superior tactics and the wisdom of Krannogh, did Haladan lead the engineers to victory over the beasts of the pit and seize the star-metal for his liege and king, bringing great honor and glory to his people. The great lifts were erected and mining began in earnest, a testament to the clever gears that ran his mind.

RELIEF 4: An unfinished relief on the fourth wall shows some hardship and cave-ins, which call for a cessation of mining operations. It shows dwarves descending through ice filled caves, erecting more lifts to show their progress. A dome is reached deep within the earth and upon piercing it, waters rose to flood the sinkhole up to the 6th level. Albinos returned separating Haladan and a few warriors from the remainder of his people. It is unclear what exactly occurred next, but Haladan was mortally wounded, and no healers could mend his hurts and he was buried in the mines, which he helped found. A dozen dwarves with shaven beards are shown interring him in a sepulchral bearing his likeness.

The message below this relief is also confusing and seems unfinished or to be missing key elements to the tale.

So after claiming the ice caverns did our valorous miners breach the dome beneath the 11th gallery and a rumbling did erupt from the earth as if Krannough himself did feel the sting of our picks. The lower waters did rise and with them great steam. The flood followed which washed to ruin all we had wrought. Haladan did remain behind to face the... which rose behind the tide... Separated from our thane the albinos did regroup and strike us again... Torn did we find him and battered...madness crept into his eyes and a blackened jewel clutched to his chest so brings the end... those who remain do return in shame our beards shorn and no more of the precious star metal to be had forever.

THE SEPULCHER OF HALADAN STONE BEARD

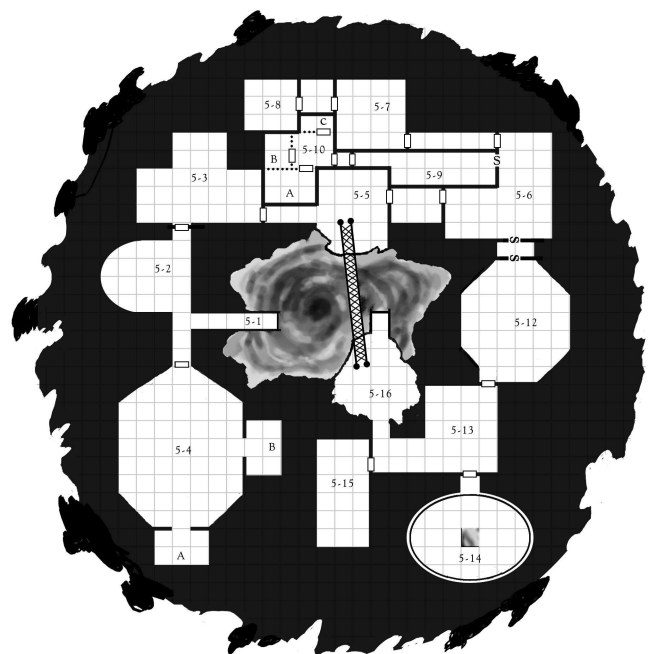
Let it be known that only those of the line of Stonebeard may claim their birthright from his tomb. All others be cursed for eternity to stand in the hall of entry, guardians of Haladan's bones.

The lid of the sepulcher weighs about 400 lbs and requires two individuals to make a successful strength check (CL 22) or better to lift it off. Touching the lid unleashes the rune of undeath upon the defiler unless they are of full dwarven blood. Likewise even a dwarf touching the lid of the sepulcher only has a base 10% chance of being a part of the Stonebeard bloodline, to be determined at random.

RUNE OF UNDEATH: This powerful dwarven curse is reserved for only the most notable of dwarven thanes and nobles. By the activation of this rune the target must make a save vs. death (CL 7) or be instantly slain, arising in 1d4 rounds as an undead guardian of the place of defilement. Beings with less than 5 HD rise as a shadow. Beings with over 5 HD rise as a wraith, beings of over 10 HD rise as a specter. Beings slain by the rune rise as guardians of AREA 4-13.

TREASURE (Within the sepulcher are the bones of Haladan Stonebeard, still dressed in his dwarven sized suit of +1 Fullplate, his +1 Pick and +1 Hammer crossed over his breast. A jeweled circlet rests upon the dwarf's brow. It is made of a curious greenish silvery metal and is inlaid with emeralds and rubies. The crown is worth 1000gps on the open market and is made from umeshti steel, and acts as a +2 Circlet Of Charisma, +4 if worn by a dwarf of the line of Stonebeard and used in dealings with other dwarves.)

If any being other than a dwarf disturbs the bones of Haladan, a 9 HD earth elemental rises from the floor to defend the bones of



Haladan at the behest of Krannogh. The elemental speaks as thus:

“Defilers of the sacred crypt of one blessed by the lord under the earth, defend yourselves as you see best!” With those words it attacks.

EARTH ELEMENTALS (2) (These neutral creature’s vital stats are HD 4d8, HP 22, 18, AC 17. Their primary attributes are physical. They attack with a slam for 2d4 points of damage. They have earth mastery, darkvision 60 ft., earth glide and regeneration.)

If it is defeated, the lord under the earth, speaking with the voice of the elemental declares that the player characters have earned the right to bear the arms of Haladan and the elemental crumbles to dust.

4-15. LIFT PLATFORM

This lift platform descends to **AREA 5-1**. The gargoyles of Areas 4-3 and 4-12 watch it carefully. Should any being not allied with Lord Ulzar rise from the sinkhole depths, the gargoyles attack. Should any being other than Malash, or beings in his company attempt to descend deeper into the depths, the gargoyles also attack.

LEVEL 5. SNAALRAK’S HIDEOUT

This level of the Umeshiti sinkhole serves as the hideout of Snaalrak’s band of bugbears. This particularly vicious band of bugbears and ogres is unwelcome as a whole in Ulgakur and in several orc and goblin enclaves throughout the depths of the earth. Snaalrak is pretty smart for a bugbear however and tends to pay off King Skritch in order to get free movement to the surface where his band occasionally resorts to banditry and plundering. Half of Snaalrak’s band is typically elsewhere at any given time plundering and raiding. Currently the gnomish explorers on level 6 are causing Snaalrak a certain amount of headache. It is possible he may offer to hire the player characters to take care of the gnomes. Of course he may just do as most bugbears do; set up ambushes and try to take them out.

ROADHOUSE RULE: Bugbears are stealthy and hide and move silent as a rogue of equal hit dice. They may use this ability in any peace-meal armor weighing 30 lbs. or less. Likewise bugbears gain a +1 to all damage rolls with melee weapons due to their prodigious strength and size. Castle Keeper’s may use this optional rule or discard it as they see fit.

RANDOM ENCOUNTERS: Roll 1d10 once every 30 minutes of exploring within Level 5 or if the player characters do anything overly loud or obnoxious.

- | | |
|-------|-------------------|
| 1. | 1d4+2 Bugbears |
| 2. | 1d2 Ogres |
| 3. | 1d4 Giant Spiders |
| 4. | 1d2 Giant Lizards |
| 5. | 2d20 Giant Rats |
| 6-10. | No Encounter |

5-1. LIFT PLATFORM

This platform is the landing for the lift basket from **AREA 4-15**. It is typically watched by the bugbears and ogre in **AREA 5-2**. The bugbears move into hiding positions when they hear the lift gears moving and the ogre proceeds to the lift to “greet” any beings

which descend. If the visitor is not Malash, the “greeting” usually involves a greatclub.

Characters with night vision or dark vision notice another lift platform to the southeast and a rope bridge reaching to that platform from a ledge to the north (**AREA 5-5**). Bugbears from this area keep a watch out for intruders and fire sniper shots from hiding at player characters engaging in any combat with allies from **5-2** if possible.

5-2. PUTRID FOUNTAIN

A finely carved fountain depicting a dwarf striking a vein of water with a pickaxe while other dwarves desperately try to stop the deluge occupies most of the western side of this chamber. The water trickling from the hole in the wall is a brackish putrid black that slowly leaks onto the floor in that corner of the chamber. Hidden amongst the shadows flanking the hallway from the lift platform are 4 bugbears. As the player characters approach this chamber a large ogre steps out and asks “What Doin’ Here?”

Any answer except the following causes the ogre and bugbears to attack.

- “We are here to see Snaalrak.”
- “Just passing through.”
- “We’re looking for Ulgakur.”

Using these phrases causes one of the bugbears to start feeding lines to the ogre who asks basic questions like, “How do you know Snaalrak?” Good negotiation and role-play may avoid a deadly fight and angering a whole lair of bugbears and ogres.

Player characters “just passing through” are charged a travel access fee of 200gp per person or are turned back. If the player characters are indeed looking for Ulgakur, they are told of the passage in **AREA 3-7** of the **CRATER OF UMESHITI: THE SINKHOLE**. They are not however given the password. That information costs an additional 500gp. Likewise they are told of passage beneath Level 5 where “The Boatman” may be hired to take them by way of the underground lakes and rivers.

Player characters paying the toll are taken by armed escort via the most direct route to the lift at **AREA 5-16**.

Unless the bugbears have been discovered with magical or other means, they gain a surprise round on the player characters should fighting break out.

THE FOUNTAIN: The fountain was built to commemorate the various travails which the dwarves faced with a constant amount of water within various levels of the crater due to underground rivers, streams, lakes, glaciers and seas. The dwarves developed a powerful pumping system that ultimately failed forcing their ultimate abandonment of mining operations. The water may be purified magically. Player characters drinking or otherwise touching the water must make a save vs. poison (CL 6) or contract Dragon Pox (See sidebar).

A bard making a successful *bardic lore* check (CL 8) should be able to understand the gist of the fountain’s importance. If the player characters have also explored the Tomb of Haladan they should be able to piece the flooding together with this fountain.

NEW DISEASE: DRAGON POX

Dragon pox is a foul disease of the deep earth, often caused by waters defiled or spoiled by the presence of draconic blood that has somehow seeped into the earth. The disease is often mistaken for other diseases, as at its onset it causes fever, aches and chills. Eventually boils erupt from the skin and eventually burst. The seepage from the boils is a highly toxic and flammable venom. This venom may ignite flammables such as wood and fabric, or dissolve metallic substances, as well as pass the disease onto any who come in contact with it.

DISEASE: Dragon Pox

INITIAL ONSET:

Duration	Effects
Begins 1d4 days Lasts 1d4 days.	Deals 1d4 points of temporary constitution damage, chills, after contact. fever, spots and boils.

FULL DISEASE:

Duration	Effects
Begins at end of onset period. Lasts for 2d6 weeks.	1d4 pustules erupt per day dealing 1d6 points of damage per pustule. Clothing, armor, worn equipment and bedding must make a save vs. acid or be destroyed.

A dwarf or gnome with rudimentary understanding of mining and stonework may repair the fountain. This repair would require the clearing of the drain at the bottom of the fountain of any sediment and the plunging of the pipe bringing water to the fountain. This of course involves spending some time underwater. An intelligence check vs. (CL 8) cleans the pipes and tubing but

takes 30 minutes to complete. If the pipe is cleaned, the water quickly loses its diseased quality and becomes pure holy water, blessed by Krannogh. The water may fill as many flasks as the player characters have handy, but only retains its holy quality for 1d2 days before transforming to normal water once again.

5-3. OLD BARRACKS

This chamber once served as a barracks for smiths and stone fitters in the heyday of the dwarven excavations. It now serves as barracks for Snaalrak's bugbears. There are at least 6 bugbears in this chamber at any given time. Rags, animal pelts and the like pile upon the floor in a haphazard manner denoting the sleeping quarters of these and dozens more bugbears. If the player characters are in the company of other bugbears and have paid their toll, these bugbears pay them no attention.

If the player characters have come in with swords flashing, the bugbears attack. Likewise if the player characters have entered missile combat with bugbears from AREA 5-5, any surviving members of that band have come here to warn their kinsman of the assault. In this event the bugbears hide on either side of the doorway and prepare to ambush and slay anyone who comes through the door.

BUGBEARS(6) (These chaotic evil creature's vital stats are HD 3d8, HP 13 (avg), AC 17. Their primary attributes are physical. They attack using heavy flails for 1d10+1, or javelin for 1d4+1 or crossbows for 1d6 points of damage. They have darkvision 60ft. hide, move silently. They carry crossbow, 20 bolts, 2 javelins, heavy flail and 3d10gps each.)



5-4. OLD FORGEWORKS

This chamber once served as a secondary forge works for the purpose of creating and repairing tools and secondary equipment for use by workers in the mine. True most of the Umeshti steel was sent in its raw iron form back to the dwarven citadel of (X), but a good portion of the stuff was crafted here. The forge is still in operation and is operated by a trio of bugbear blacksmiths who re-manufacture scavenged metal into weapons suitable for their superior size and combat skill.

It is highly uncommon for visitors to Snaalrak's hideout to enter the forge works, thus any intruder is attacked instantly.

QUENCHING CHAMBER

This chamber is located in the area marked with an **A** on the map. A pipe bringing water from one of the many underground channels fills this chamber with water. The water is held back by the power of a bound water elemental. As the dwarves, and now the bugbears forge new gear, the red hot metal is unceremoniously plunged into the water elemental, much to its pain and the delight of the bugbears. The elemental is bound with a dwarven *rune of binding* and can do nothing more than suffer the pains and agony of its lot in life.

SMELTING CHAMBER

Similar to the quenching chamber, this chamber is marked with a **B** on the map. The chamber remains hot as the hells, but is kept behind a re-enforced iron door with a tempered glass view port. Tracks lead into the chamber where smelting pots are pushed in by the diligent smiths. Metal within the smelting pots is liquefied by a bound fire elemental.

Should the water and fire elementals be freed, they quickly leave the chamber in search of dwarves and bugbears to punish for their impudence and hundreds of years of bondage.

NOTE: Freeing the water elemental from the rune results in a continuous flow of water into the chamber as if from a *decanter of endless water* with the "stream" ability activated. This is not enough to flood the sinkhole but it is enough to make the floor very slippery and wet on the western side of Level 5.

BUGBEARS SMITHS (3) (*These chaotic evil creature's vital stats are HD 4d8, HP 17 (avg), AC 17. Their primary attributes are physical. They attack using warhammers for 1d10+1, or javelin for 1d4+1 or crossbows for 1d6 points of damage. They have darkvision 60ft. hide, move silently. They carry crossbow, 20 bolts, 2 javelins, warhammer and 3d10gps each.*)

FIRE ELEMENTAL: (*These neutral creature's vital stats are HD 5d8, HP 22, AC 15. Their primary attributes are physical. They attack with a slam for 1d4+1d2 fire points of damage. They have darkvision 60 ft., burn, immunity to fire and regeneration 1.*)

WATER ELEMENTAL: (*These neutral creature's vital stats are HD 6d8, HP 26, AC 17. Their primary attributes are physical. They attack with a slam for 2d6 points of damage. They have darkvision 60 ft., water mastery, drench, vortex, capsizes and regeneration 1.*)

TREASURE: 2 breastplates, 1 suit of scale mail, 1 suit of plate mail, 3 large steel shields, 2 two handed swords, 1 longsword made from umeshti steel, and 4 heavy flails hang from racks in the chamber.

UMESHTI STEEL

Steel made from the meteoric iron scattered throughout the crater and sinkhole is referred to as Umeshti Steel, in deference to the culture that once thrived in this region. The steel is very strong offering a +1 base to armor class or shields if used for armor or shields. For example, a suit of umeshti full plate affords an armor class of +9. Weapons made from umeshti steel are extremely hard and take a superior edge to those made from other inferior quality steel, giving them a +1 to damage that they deal. Umeshti steel has one quality beyond these that makes it invaluable and is the reason for the large dwarven presence that once filled the halls surrounding the sinkhole. Umeshti steel is impervious to rust and normal decay of any sort. Rust monsters do not affect it, nor do magical effects that accelerate the oxidation process. Items made from umeshti steel are double the value of items made from ordinary steel.

5-5. ROPE BRIDGE

A collapsed wall in the southern side of the chamber reveals the great sinkhole. The bridge is guarded by 6 bugbears armed with crossbows. The bugbears keep a close eye on the comings and goings of the lift basket or for any creatures flying up and down the sinkhole. It is not uncommon for the bugbears to shoot down a gargoyle from time to time or pinion bats in mid flight.

Unless the player characters are under some special escort, the bugbears attack.

BUGBEARS(6): (*These chaotic evil creature's vital stats are HD 3d8, HP 13 (avg), AC 17. Their primary attributes are physical. They attack using halberd for 1d10+1, or javelin for 1d4+1 or crossbows for 1d6 points of damage. They have darkvision 60ft. hide, move silently. They carry crossbow, 20 bolts, 2 javelins, halberd and 3d10gps each.*)

The bridge seems somewhat rickety but is actually sturdily constructed allowing access from **AREA 5-5** to the lift platform at **AREA 5-16**. Crossing the rope bridge requires a successful dexterity check (CL 3) to get across. Failure means that the traveler drops anything held in their hands and must make a second dexterity check (CL 3) or fall off of the rope bridge into the seemingly bottomless sinkhole below.

Likewise travelers doing battle with the bugbears in this area have an 80% or greater chance of alerting the ogres and bugbears in **AREA 5-16**, who do their best to impede the progress of any invaders, up to and including cutting the bridge and letting the player characters plummet to their doom.

5-6. BUGBEAR COMMISSARY

This chamber reeks of spoiled meat and oily coal fires. Unless alerted to combat in other areas, a group of bugbears wrestle, gamble, fight, argue, drink and feast in this chamber while enjoying the "delicacies" provided by their cook Rhabo.

Rhabo provides an interesting menu including the following items, crudely scrawled on the wall next to his stone oven.

Gargoyle Egg Omelet with Frumunda Cheese, Scrambled Kobold Eggs, Fried Kobold Bits, Pickled Gnome, Slow Roasted Giant Spider, and Giant Rat Kebob. Likewise Rhabo provides the "Catch of the Day" which may very well be the player characters.

Likewise Rhabo has a home-brewed grog made of blood, violet fungi jelly and spring water. Rhabo stores the stuff in moldy kegs until it has reached the desired potency.

BUGBEARS(6) (These chaotic evil creature's vital stats are HD 3d8, HP 13 (avg), AC 17. Their primary attributes are physical. They attack using halberd for 1d10+1, or javelin for 1d4+1 or crossbows for 1d6 points of damage. They have darkvision 60ft. hide, move silently. They carry crossbow, 20 bolts, 2 javelins, halberd and 3d10gbs each.)

There is a 1d6 chance that the bugbears are intoxicated, giving them a -1 to initiative, and -1 to attack rolls, attribute checks and saving throws.

RHABO, BUGBEAR (This chaotic evil creature's vital stats are HD 3d8, HP 24, AC 17. His primary attributes are physical. He attacks using heavy cleaver for 1d8+2, or javelin for 1d4+1 or crossbows for 1d6 points of damage. He has darkvision 60ft. hide, move silently. They carry crossbow, 20 bolts, 2 javelins, heavy cleaver and 3d10gbs each.)

A dozen barrels stand in the back corner of this room. Three are filled with 3 gnome corpses each, pickled in brine. Two are filled with grog. Two are stuffed with straw and hold 5 kobold eggs each. Two are stuffed with straw and contain 2 gargoyle eggs each.

5-7. BODYGUARD QUARTERS

This chamber houses Snaalrak's hand picked bodyguards. These hardened and scarred bugbears are always vigilant, as they fear the wrath of Snaalrak more than anything else that they have yet encountered.

The bugbears spring into action if the chamber is entered without the proper pass-knock. If combat breaks out, Snaalrak enters the fray from his chamber in **AREA 5-8** in 1d2 rounds armed and ready.

SNAALRAK'S SUBCHIEF'S (3) (These chaotic evil creature's vital stats are HD 3d8, HP 24x3, AC 18. Their primary attributes are physical. They attack using halberd for 1d10+1, or heavy crossbow for 1d10 points of damage. They have darkvision 60ft. hide, move silently. They carry crossbow, 20 bolts, 2 javelins, halberd and 3d10gbs each.)

5-8. SNAALRAK'S LAIR

Small stone chamber is littered with plundered silks and animal skins. Sacks of loot lie jumbled amongst broken and piece meal armor hunks and weaponry. The room serves as the private quarters of Snaalrak. Snaalrak is accompanied by his two concubines.

Snaalrak was once a combatant in the arenas of Ulgakur, and likewise served as a mercenary and guard to some of the Undercity's most notorious merchants, and "nobles." Snaalrak has never been one to follow any rule or lead except for his own, and after conquering a small tribe of bugbears he set about a rampage within Ulgakur that saw him banished for life. He now spends his days near the crater, raiding against Skritch's folk, picking fights with the gargoyles and raiding merchants among the cavern-ways and hidden paths that lead to Ulgakur.

SNAALRAK, BUGBEAR CHIEF, FIGHTER 6 (This chaotic evil creature's vital stats are HD 6d10, HP 46, AC 20. His primary attributes are physical. He attacks using a halberd for 1d10+5, or heavy crossbow for 1d10 points of damage. He has darkvision 60ft. hide, move silently, combat dominance and weapon specialization (halberd). He has a +1 halberd, +1 heavy crossbow, 20 +1 bolts, 3 potions of cure light wounds.

*Base To Hit calculated as +6 for HD, +3 for strength, +1 halberd = +10 to hit and +5 to damage rolls with melee attacks.)

TREASURE: 600gp, 500gp gems (2), 100gp gem (1), 50gp gems (2), 25gp gem (1), a ruby encrusted champions trophy from the Fighting Pits of Gathaaks Grin worth 600gps.

If the player characters have proven themselves a match for Snaalrak's underlings, he may propose that instead of facing one another as foes, the player characters come work for him raiding the territories of other monsters within the Crater of Umeshiti. If the player characters find this an agreeable scenario, Snaalrak's first order of business is to dispatch the player characters to Dungeon Level 6 to look for the raiding party he sent out a few days ago to explore that portion of the dungeon. The party has not yet returned. Snaalrak assumes this is due to their finding a decent trove of treasure or booze and not bringing it back to share with the rest of the band. He would ask the player characters to return with information or loot and offers to send an ogre and up to 4 of his henchmen to assist the player characters in their explorations should they find this truce agreeable.

As allies of Snaalrak, the player characters would find a place to rest and recuperate from wounds and an ally to watch their backs for as long as it is convenient for Snaalrak to have them around. Likewise Snaalrak has pretty good knowledge about Ulgakur and its various power players which could come in useful to the player characters at some future time.

5-9. HIDDEN CORRIDOR

A corridor hidden behind a secret door leads to a hidden prison cell used by the bugbears for incarcerated prisoners. Some prisoners are held as hostages or slaves to be sold. Others are kept in much the same matter as cattle to be served as food in Rhabo's ovens. The secret door is a (CL 4) requiring a successful wisdom check to find.

The corridor is trapped with a scything blade trap. The bugbears all know where the disarming button is (after a few failed attempts) and thus always avoid this trap.

The scything blade trap is a (CL 4) and deals 4d6 points of damage to anyone failing a save vs. traps.

The door at the end of the hallway is locked and barred from the inside. A secret knock is used to get the attention of the jailors in **AREA 5-10**.

5-10. BUGBEAR HOLDING CELLS

This chamber was once likely a dwarven jail, now used by the bugbears to hold prisoners of value (such as the player characters should they be captured with the intent of sale into slavery). The chamber consists of three 5x10 cells set into the niches in the wall

and is guarded by two bugbear jailors. The jail stinks of filth and waste. If the door has been opened or picked without giving the proper secret knock, the bugbears attack.

BUGBEARS(2): *(These chaotic evil creature's vital stats are HD 3d8, HP 13 (avg), AC 17. Their primary attributes are physical. They attack using heavy flails for 1d10+1, or javelin for 1d4+1 or crossbows for 1d6 points of damage. They have darkvision 60ft. hide, move silently. They carry crossbow, 20 bolts, 2 javelins, heavy flail and 3d10gbs each.)*

CELL A: Three gnomish prisoners are held here. They are malnourished and close to death. The gnomes were part of the archaeological and geographical survey that is trying to map out the subterranean river, lake, stream and glacier systems within 100 miles of the Crater of Umeshti.

GUIZZI, FURDENCH, DWITE *(These neutral gnome's vital stats are HD1d8, HP 5, AC 10. Their primary saves are mental and physical. They attack with their fists for 1d2 points of damage. They have gnomish traits and darkvision 60 ft. *Armor-less.)*

CELL B: Curly the Troll is held prisoner here. He was quite a catch for the bugbears that like to use him for target practice with their crossbows. Curly is quite insane at this point (even more so than normal for a troll) and kills any bugbears he can get his hands on before turning on player characters or other prey.

CURLY THE HILL TROLL *(This chaotic evil creature's vital stats are HD 9d8, HP 29, AC 16. His primary attributes are physical. He attacks with two claws for 1-4 and a bite for 1-6 points of damage or by weapon type. His is able to regenerate 2, and has fast healing.)*

CELL C: Grottmann Cleave, a grey dwarf bounty hunter sent to bring back Snaalrak's head languishes in this cell, a victim of a bugbear ambush. Grottmann's other hunters were slain in the attempt. Grottmann is a resident of Ulgakur and knows the password in Level 3, which leads through the passages to Ulgakur. He offers the player characters 400gp to rescue him and take him to the Undercity and reveals to the player characters that there is a bounty on Snaalrak (worth 500gp, though he only admits to 200gp and claims to be the only one able to collect it).

GROTTMAN CLEAVE, GREY DWARF RANGER 3 *(This 3rd level dwarf ranger's vital stats are HD 3d10, HP 14, AC 10*. His primary attributes are physical. His significant attributes are strength 14 and constitution 14. He attacks with his fists for 1d2 points of damage. *Armor-less.)*

5-11. SECRET TRAPPED PASSAGE

The bugbears and ogres of Level 5 less commonly use this passage as it is fortified and trapped to prevent foes from gaining easy access to Snaalrak's headquarters. The secret doors leading between **AREA 5-6** and **5-12** have a (CL 3) to detect.

The narrow passage between **AREA 5-6** and **5-12** is trapped with a covered spiked pit trap, which has been here since the dwarven occupation. The pit is 50 feet deep and ends in a series of barbed spikes. The trap has a (CL 3) and requires a successful save vs. traps to avoid. Player characters falling into the pit suffer 5d6

points of falling damage and land on 1d4 spikes. Each spike deals an additional 1d4 points of damage.

5-12. WORG KENNEL

The bugbears keep a kennel of vicious worgs in this room. The worgs are tended by Claatung the Beastmaster, who feeds the worgs starving prisoners about once a week to keep them mean and hungry.

CLAATUNG, BUGBEAR, RANGER 3 *(This 3rd level, chaotic evil, bugbear ranger's vital stats are HD 3d8+3d10, HP 34, AC 20. His primary attributes are physical. His significant attributes are strength 16 and dexterity 16. His BtH is +8. He attacks with a +1 broadsword for 2d4+3, Whip for 1d2+3, or heavy crossbow for 1d10 points of damage. He has darkvision 60 ft., and ranger abilities.* He carries a +1 broadsword, +1 whip, heavy crossbow, +1 ring of protection.*

**Claatung's Combat Marauder ability covers gnomes, dwarves, elves, half elves and halflings.)*

WORG *(Their vital stats are HD 4d10, HP 25, AC 14. The worg's primary attributes are physical. They attack with a bite for 2d4 points of damage. Their special abilities include trip, darkvision 60 ft. and twilight vision.)*

5-13. OGRE LAIR

Separate somewhat from the bugbears are the ogres who have joined up with Knallrak's band. The ogres offer a bit more in brute strength and generally come when called upon by the bugbears. There are 4 ogres in this chamber who attack any non-bugbear or ogre that enters their lair without exception.

OGRES (4) *(Their vital stats are HD 4d8, HP 12, 14, 17, 21, AC 16. They are chaotic evil. Their primary attributes are physical. They have darkvision 60 feet and twilight vision. They attack with fists for 1d10 or hurl boulders up to 100 feet for 1d8 damage. Stone Battleaxe (1d10+4), Spear, 2d10gp)*

5-14. THE WHIRLPOOL

This room was originally designed by the dwarves to handle and maintain the water problems related to their excavation and mining enterprises within the sinkhole. The doorway leading to the whirlpool is watertight and airtight, opening to a small landing that leads down to the pool itself. A drain at the bottom of the pool leads to a 70 foot deep pipe shaft leading to **AREA 6-13**. The water is frigidly cold but not frozen as the constant flow of water up and down the pipe and along the Eibon river keeps it at a maintained temperature.

Water and how to drain it became one of the major factors in the eventual abandonment of mining operations. Although the dwarven engineers were successful on many levels it seemed that, try as they might, they were unable to completely solve the water situation.

The bugbears on this lair have discovered that things more heinous than the presence of the water occupies this chamber and for that reason leave the chamber alone so long as nothing comes out of the room and into their claimed territory. Within the pool are aberrations of the utter darkness. The telepathic beings swim within the pool, waiting for prey to peer into the black waters before attacking with mental powers and rending claws.

THUNE HALF-BLOODS (5) (These chaotic evil creature's vital stats are HD 3d8, Hp 13 (avg), AC 14. Their primary attributes are physical. They attack with 2 claws for 1d6 and a bite for 1d4 points of damage. They have unnatural aura, attach, blood drain, detect thoughts, telepathy, swim 50ft. darkvision 60 ft., and light sensitivity.)

The drain cover at the bottom of the whirlpool has been wrenched free by the thune half-bloods. Swimming 70 feet down the water filled shaft leads to **AREA 6-13**.

5-15. BRONGK'S DEN

Behind the locked door is the den of Brongk, the biggest nastiest ogre of his tribe.. Brongk runs the ogres as their boss by nature of being bigger and meaner than his brethren. Likewise he cow-tows to Snaalrak, as the bugbear has beaten him to within an inch of his life on more than one occasion. Brongk charges forth from his den if sounds of combat reach him from his frequent drunken slumbers.

BRONGK THE WAR OGRE (This chaotic evil creature's vital stats are HD 6d8, HP 32, AC 18. Its primary attributes are physical. They have darkvision 60 feet and twilight vision. They attack with fists for 1d10 or hurl boulders up to 100 feet for 1d8 damage. It carries a +2 two handed axe for 1d12+4 and a Spear 1d8+4 points of damage.)

Currently Brongk keeps Dienshere as his personal slave. Dienshere was a scout in the party of adventurers which once included Borvya and Corpus Ipati. If freed she offers to join the party as she wishes to learn the fate of the other party members. She remains until such time as the player characters leave the Crater of Umeshiti. The detraction of Dienshere is that she never breaks off from a fight with ogres of any sort, fighting them to the death.

DIENSHERE (This 4th level, chaotic neutral, human barbarian's vital stats are HD 4d12, HP 30, AC 11*. Her primary attributes are strength, wisdom and constitution. Her significant attributes are strength 15, wisdom 10 and constitution 14.*Armor-less.)

5-16. OGRE LANDING

Burrowed out of a natural cyst created by the meteor crash that formed the sinkhole, this landing is guarded by 4 heavily armed ogres.

OGRES (4) (Their vital stats are HD 4d8, HP 12, 14, 17, 21, AC 16. They are chaotic evil. Their primary attributes are physical. They have darkvision 60 feet and twilight vision. They attack with fists for 1d10 or hurl boulders up to 100 feet for 1d8 damage. Stone Battleaxe (1d10+4), Spear, 2d10gp)

Unless travelers have somehow bribed or allied themselves with the ogres and bugbears on this level, the ogres see adventuring spelunkers as foes and attack on sight.

The lift basket leads to **AREA 6-1**.

CRATER LEVEL 6: FLOODED CHAMBERS AND THE THUNE MENACE

As flooding from the underground lake and river systems was never fully resolved by the dwarves during their excavations, several areas of this level are partially or completely submerged requiring the ability to travel across or under the water. Likewise this level has become a sort of base of operations for a small group

of thune. These malevolent creatures, like other adventurers, seek to unlock the mysteries of the deeper caverns of the Crater of Umeshiti but also have a more heinous purpose. They seek specimens to transform into thune beasts.

Their ultimate goal is the conquest of the upper and lower levels of the Crater of Umeshiti dungeon, and eventually the outside world. Their presence should create a serious challenge for the player characters that have no doubt never encountered their like before in any of their adventures.

6-1. ABANDONED LANDING

Unlike other landings the player characters have encountered within the Crater of Umeshiti Dungeon, this landing is completely unguarded. A trio of waterfalls to the south fills the area with the resounding crash of swift moving water plummeting hundreds of feet to the floor of the crater below. A second lift landing can be seen on a separate landing roughly 30 feet to the west, but its basket is nowhere to be seen. Presumably the lift basket is on a lower level of the dungeon.

6-2. OPEN AND SHUT

This room is curiously designed so that when the sliding stone door in the eastern wall is opened, the portcullis in the northern wall is also opened. When the door is shut, the portcullis also clambers shut, tripping a lever which locks the portcullis in place and also locks the door behind it so that it may not be reopened from within the chamber, except by use of a *knock* spell. There is no doorknob on the inside of the door. The weight of the iron portcullis causes the door to slowly close on its own as the portcullis slowly descends to the floor. This takes roughly one minute to complete and is only obviously noted by someone continuously watching either the door or the portcullis or by a player character making a successful wisdom check to notice (CL 5). The only other area which operates the portcullis or unlocks the door is **AREA 6-5**. The door may be spiked open with iron spikes in order to keep it from closing automatically.

This also leaves the portcullis open, but may not be something that the player characters desire when 1d6 thune hounds arrive from **AREA 6-3** in 1d4 rounds, and 1d6 more 2 rounds later, just before the portcullis closes.

Several bodies are littering on the floor of this chamber. They include the corpses of three bugbears and an ogre. The final body is that of a curious four-legged reptilian creature whose skull resembles a brain coral and whose mouth resembles that of a suckerfish. The bodies are freshly decomposing and fill the entire chamber with a horrid stench. A successful constitution save (CL 3) prevents player characters from becoming nauseous, granting them a -2 to all checks, attack rolls and saves until fresher air can be found. One of the bugbear corpses appears to have been completely drained of blood and is covered with circular bruises from fang marks which correlate to the shape of the quadrupeds mouths. The other two bugbears and the ogre appear to have bled to death from multiple wounds, likely inflicted upon one another.

TREASURE: There are 43gps in various coins, 3 halberds, 2 heavy flails, and 2 two handed swords strewn about the floor amongst the drained bugbear husks.

6-3. THUNE HOUNDS DEN

This large chamber now serves as the den to a dozen deadly thune hounds. These creatures attack anything except for thune highborn on sight unless commanded by their masters to do otherwise.

The dried husks of the remainder of the bugbear and ogre raiding party are found amongst the refuse of the chamber, totaling 8 more corpses in all.

Subtract any thune hounds slain in AREA 6-2 from those encountered here.

THUNE HOUNDS (12) (These chaotic evil creature's vital stats are HD 2d8, Hp 8, AC 16. Their primary attributes are physical. They attack with a bite for 1d8 points of damage. Their abilities include trip, attach, unnatural aura, blood drain, darkvision 60 ft. and light sensitivity.)

There are 28gps and several broken weapons strewn about the floor amongst the corpses of the bugbears who died here.

6-4. SECRET ARMORY

A secret door (CL 5) reveals this hidden chamber, which once served as an armory to elite dwarven guardians of the mines. A pair of halberds made from Umeshti Steel and a scale mail hauberk of Umeshti steel hang from iron hooks embedded in the walls.

6-5. SECURITY ROOM

This chamber is affixed with four large mirrors that focus from many refracting mirrors, which observe various parts of the caverns.

NORTHEAST MIRROR: Observes AREA 6-3.

SOUTHEAST MIRROR: Observes the landing in AREA 6-1.

SOUTHWEST MIRROR: Observes AREA 6-10.

NORTHWEST MIRROR: Observes the lift at AREA 6-9.

The center of the chamber has a winch that controls the grate leading to AREA 6-3. The grate is currently open as the thune half-bloods who maintain the old dwarven security room have no problem inviting new "snacks" into the area.

THUNE HALF-BLOODS (4) (These chaotic evil creature's vital stats are HD 3d8, Hp 13 (avg), AC 14. Their primary attributes are physical. They attack with 2 claws for 1d6 and a bite for 1d4 points of damage. They have unnatural aura, attach, blood drain, detect thoughts, telepathy, swim 50ft. darkvision 60 ft., and light sensitivity.)

From their viewing position, they raise the portcullis if the thune hounds are defeated, and drop the portcullis behind the player characters as they approach the security room trapping the player characters between the grate and themselves.

6-6. KUYASUCSAS' COLLECTION

This room houses the blood samples collected by Kuyasucas and is guarded by a thune highborn. The thune highborn attacks anyone entering the room, first with mind effecting gaze attacks, following up with thune spear or sword depending on the disposition of the party and the success of its mind influencing powers. Should the thune be threatened with death, it uses its passwall ability and proceeds through the southwestern wall, and continues on to

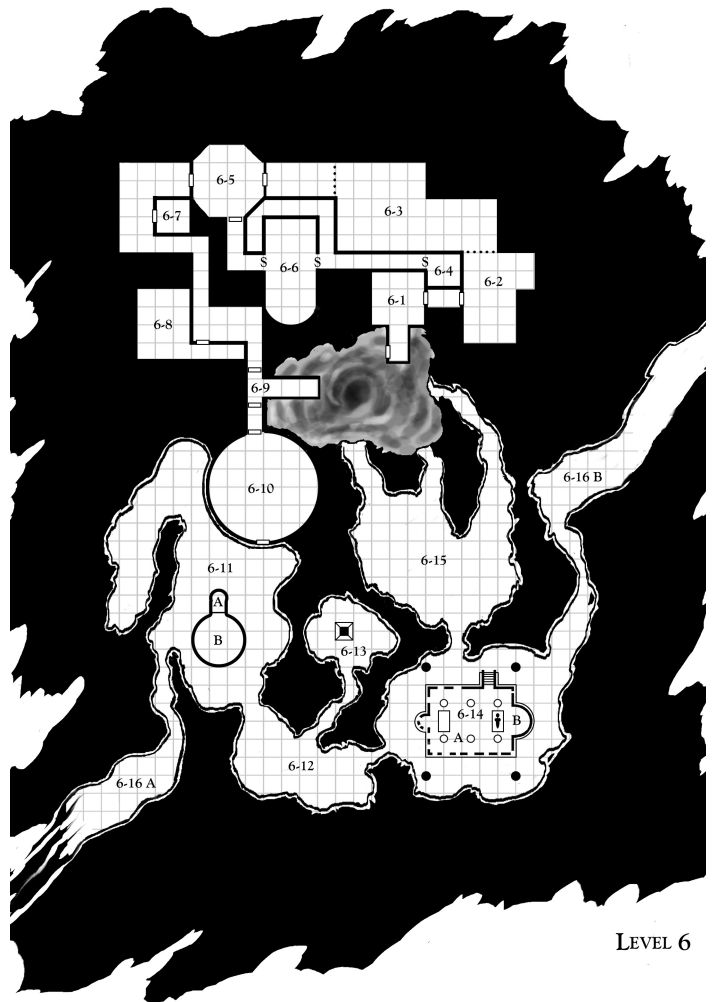
AREA 6-11 where Kuyasucas conducts his research.

Blood samples from a variety of creatures' lines the walls of the domed southern end of the chamber. The type and sort of blood may only be determined by the casting of a *comprehend languages* spell, as all are marked in the queer thune script. The Castle Keeper should determine the sort of monster or creature whose blood may be found in the many vials of samples at random. Some "givens" are kobold, gargoyle, troll, ogre and bugbear.

THUNE HIGHBORN (This chaotic evil creature's vital stats are HD 8d8, Hp 36, AC 18. His primary attributes are physical. He attacks with a bite for 1d4 points of damage or by the thune spear for 1d4+venom, or thune sword for 1d8+2 oints of damage. They have unnatural aura, attach, blood drain, detect thoughts, telepathy, swim 50ft. darkvision 60 ft., and light sensitivity. He carries a thune battle sword, thune spear and 4 doses of thune venom.)

6-7. ABANDONED GNOME STORAGE

Behind the locked door to this room are the remnants of artifacts collected by the gnomish archaeological survey that used this level as their base of operations until the Kuyasucas and his thune bodyguard arrived on the scene and destroyed them. Artifacts collected include stone tablets dating back to just prior to the fall of the Umeshti



LEVEL 6

Empire. Other artifacts include potsherds, a platinum urn worth 500gps, a corroded silver fork (worth 20gp to a collector).

The stone tablets are so worn that only the barest images of deities waging war in the heavens can be made out and a group of chosen folk assisting certain deities in their struggle.

6-8. ABANDONED GNOME ARCHAEOLOGICAL BARRACKS

What was once a storeroom for dwarven engineers was refurbished in the recent past to serve as a barracks for a team of gnome archaeologists. Small stretched leather and steel framed camp beds lay tossed about in disarray. Several packs lie open with their contents spilled out on the floor.

The gross summary of all the contents includes 4 sets of flint and steel, 4 hammers, 4 tiny pickaxes, 4 soft brushes, 3 crystal magnifying glasses worth 50gp each and the 4th one is broken (they grant a +2 to ability checks related to tracking, and finding mechanical traps). The only other item of value is the diary of Ben Loogiedon.

DIARY OF BEN LOOGIEDON

FWEBRARIE 27, CE 1027: *Traveled via kayak with expeditionaries team to the dig site of the Fabled Crater of Umeshti. OOOH BOY! Very Excitin! Got a bit snarky in the stomach due to rapids tho. Otherwise the crazy trip was a success.*

MARTZ 3, CE 1027: *Drug the waters around the Dwabben dome in the lil lake. Found some broken pottery dating to the time of the Umeshti destruction. Very Interesting!*

MARTZ 8, CE 1027: *Guizzi, Furdench, and Dwite went up one of theez amazing lifts dat them dwabbs built. Decided to explore the upper levels and see if they could find anything cool.*

MARTZ 14, CE 1027: *Guizzi, Furdench, and Dwite never come back from dey trip. Sent Yaggo, Spitz and Mulch to investigate an see if dey got run into trouble.*

MARTZ 20, CE 1027: *Now Guizzi, Furdench, Dwite, Yaggo, Spitz and Mulch all missing. Mr. Guptel decide we no more going up the chute. Only six of us left down here an lots of interesting things to find still. Think dey is a ruined tomb or temple or something over in the east cave. Gotta try an explore dat thing soon.*

ABRULL 1, CE 1027: *Strange tings gone on round here. Tinkin dis not a good place to dig no more. Mr. Guptel actin funny, think he hiding somphin but not sure whatz yet. Swear he growin a hump back or somephin. Must be that weird artifact he pulled up outta de waters or somephin. Aint been tha same since he put it in the Dwabben dome. Still no word from Guizzi, Furdench, Dwite nor none of them others as went to go lookin for em.*

The account ends there with no further entries.

6-9. JAMMED LIFT

There is no lift basket located on this platform and the special lift handle to operate the mechanism appears to be missing.

Castle Keepers who do not yet have a copy of **CRATER OF UMESHTI 3: ULGAKUR AND THE ICE CAVERNS™** may use this device to keep the player characters from delving any deeper into the crater at this time. Likewise, should the Castle Keeper already have a copy of **CRATER OF UMESHTI 3**, they may rule that the basket is operational,

or place the handle into the clutches of Kuyasucas or a fiend dwelling within Ulgakur as a plot hook for continued adventure.

6-10. THE DIVE CHAMBER

This chamber was designed by the dwarves to facilitate underwater mining operations and to help them with their water problem. Four dwarven sized diving suits and four gnome sized diving suits are found here. The locked and specially sealed southern door opens into the underground reservoir.

DIVE SUITS

These suits are made of a boiled waterproof leather material and stitched with such intricacy that they may not leak. Each has a brass helmet with a thick glass porthole face plate for looking out of and is affixed with a specially braided 50 foot long cord of oiled gut sticking from the top of the helm. The cord itself is attached to the bladder of a giant cavern ox which is filled with air from a bellows. The cord is usually wrapped around a special rack that fixes to the back of the suit so that more cord can be given as slack the deeper the diver goes. Thus the bladder hangs balloon like from the head of the diver somewhere above the divers head. Exhaled breath goes through a vent in the back of the helmet to avoid having bubbles block the diver's vision. A pair of leaden boots affixes to the feet of the diver, insuring that they do not float away but reducing movement to 1/4th the normal movement rate. The suit affords a +3 to armor class. Its cord, when underwater, has an armor class of 14 and 5 hit points before it is severed and the divers suddenly find themselves without oxygen. All dexterity-based checks inside a dive suit are done at a -4.

These suits sell for 2000gps each as a curiosity but due to certain obvious problems, they seldom work more than a few times, and the knowledge of how to make new ones or maintain old ones is all but lost.

They are 45 lbs and have an encumbrance value of 4.

Currently the chamber is guarded by 4 thune half-bloods. These aberrations were likely former "archaeologists" before becoming poisoned and mutated with thune blood.

THUNE HALF-BLOODS (4) *(These chaotic evil creature's vital stats are HD 3d8, Hp 13 (avg), AC 14. Their primary attributes are physical. They attack with 2 claws for 1d6 and a bite for 1d4 points of damage. They have unnatural aura, attach, blood drain, detect thoughts, telepathy, swim 50ft. darkvision 60 ft., and light sensitivity.)*

6-11. WEST CAVE AND OBSERVATION DOME

This cavern is filled to the level of the rest of the dungeon with swirling, quick moving water, which is fed by an underground stream. The floor of the cavern is roughly 25 feet below ground level for the rest of the dungeon level. The waters are home to luminescent fish and the occasional thune half-blood who dives down here to feast upon them.

The waters are cool if not cold, thus swimmers not protected by an *endure elements* spell, diving apparatus or some other means (smeared in rendered fat for example) begin to suffer from hypothermia resulting in paralysis in 1d10+3 rounds. The onset of the paralysis may be avoided with a successful constitution save (CL 3+1 per round of exposure).

Exits from the cavern to other parts of the underwater portion of the complex are located in the southeast and southwestern corners. Three

small kayaks are moored outside the door, each is about large enough to be piloted by one medium creature, or two small creatures.

In the center of the cavern, just below the surface is a dwarven made dome of solid crystal.

ROADHOUSE RULE: UNDERWATER ADVENTURING

Swimming requires prior knowledge of swimming (example, desert dwellers may not have encountered vast bodies of water) and a successful strength check. The following challenge levels are meant to serve as examples but may be adjusted to reflect the unique difficulties of the Castle Keepers adventure. Swimming is impossible in armor heavier than light armor.

SWIMMING	Calm Water	Moderate Waters	Strong Waters	Rushing Waters
CHALLENGE LEVEL	(CL 2)	(CL 6)	(CL 8)	(CL 10)

SWEPT AWAY: Characters failing their strength check when attempting to swim in strong or rushing waters are hurtled through the currents at a rate of 40 feet per round and must make a successful dexterity check (CL 8) to grab hold of anything (if there is anything available to grab, such as in a river, debris from a shipwreck etc.) If there is no object to grab hold of, they may attempt to make another swim check with +2 added to the challenge level in order to correct themselves and begin swimming with the current.

DROWNING: Characters may hold their breath for a number of rounds equal to their total constitution score. Once this number of rounds has expired, the character must make a successful constitution check with a (CL 0). The challenge of this constitution check increases by +1 for every round. If the constitution check is failed before the character is able to find breathable air, they begin to drown, and are reduced to -7 hit points, losing one hit point per round thereafter until they are dead.

SPELLCASTING: Any spells cast requiring a verbal component are impossible to cast while underwater unless the caster is under the effect of a *water breathing* spell or some form of oxygen bubble surrounds the casters head allowing them to speak and pronounce their words normally. Likewise magical items requiring a verbal spell trigger are impossible to activate while underwater.

INVISIBILITY: Invisible creatures leave a detectable bubble trail, so long as they are the sort of creature that typically breathes oxygen. Invisible amphibians and aquatic creatures still displace water, thus offer opponents actively looking for them to gain a wisdom check with a challenge level equal to the level of the spell caster. If the invisibility is granted by a magical item, the challenge level is equal to the lowest caster level required to cast the *invisibility* spell (CL 4).

UNDERWATER COMBAT

Missile combat is ineffective unless specially designed underwater weapons such as those wielded by aquatic beings are used. Hurlled weapons are completely ineffective underwater. This pertains to those of aquan manufacture and those crafted by land dwellers.

Melee attack rolls by non-aquatic/amphibious beings are done

at a -2 to hit, and deal only half normal damage due to water resistance.

Fire: Natural fire is extinguished by submersion in water. Fire as created by arcane magic fails unless otherwise stated in the spell description. Fire based spells cast by clerics or other divine spell casters succeed if the description of the fire is described as “divine” in nature. Thus a *flamestrike* spell would succeed even underwater.

Electricity: Electricity is very dangerous underwater. *Lightning bolt* spells send deadly electrical currents through the water in a 25-foot diameter sphere centered on and including the caster. *Shocking grasp* deals 1d8+1 points of damage to the caster and the target.

Free Action: Creatures under the magical influence of *free action* spells or magic items which grant it may move at their normal movement rate when swimming and suffer no ill effects to attack or damage rolls.

A. DOME AIRLOCK

This chamber allows one person at a time to enter the crystal dome without flooding it with waters from the submerged cavern. The handle of the airlock is a wheel crank and requires a successful strength check (CL 2) to open. Once inside the airlock and the door behind it is closed, water is drained from the chamber allowing the interior door to be opened, leading to **AREA 6-11 (B)**. Only one medium sized creature may enter the airlock at a time. Entering the airlock, waiting for it to drain and then opening the second door takes two rounds.

B. CRYSTAL OBSERVATION DOME

Accessed by the airlock, this chamber has a solid crystal domed ceiling nearly 20 feet high, affording a panoramic view of the underwater activities. Currently the dome serves as the lair of Kuyasucas, a thune surgeon who oversees the small thune raiding party. The thune were called to the Crater of Umeshti by the accidental triggering of a *symbol of the ancients* uncovered amongst the archaeological items.

Kuyasucas should be allowed a chance to spot the player characters as they approach the dome, and if it makes eye contact with any divers looking through the crystal dome, immediately attempts to use its various mind control abilities upon them, first reading their surface thoughts for their intentions. As only one figure may enter the chamber at a time Kuyasucas simply waits for each “experiment” to enter the chamber, attempting to inject as much thune venom into its prey as possible to begin their transformation into a thune half-blood. If threatened with death, Kuyasucas uses its plane shift ability to transport itself back to Ikylla Pa'tok Thune.

KUYASUCSAS, THUNE SURGEON (*This chaotic evil creature's vital stats are HD 8d8. HP 38, AC 18. His primary attributes are mental and physical. He attacks with 4 syringes for 1d2+venom points of damage. His abilities include command or rebuke aberrations, unnatural aura, mental powers, swim 40ft., darkvision 60ft., light sensitivity, cleric spells. His typical spells are: 0th-detect (law/good), detect magic, detect poison, endure elements, first aid. 1st-curse, cure light wounds, cause fear, sanctuary. 2nd-darkness, silence, spiritual weapon, 3rd-dispel magic, prayer; spells (CL 5).*)

TREASURE: Symbol of the Ancients.

SYMBOL OF THE ANCIENTS

A symbol of the ancients is a thin soapstone-like object that changes its shape, weight and dimensions depending upon what angle it is held. Possessors touching the stone for the first time must make a save vs. magic (CL 4) or permanently lose 1d4 points of wisdom and charisma as strange, maddening powers course through them. The symbol has two distinct abilities. When affixed to an edifice or object, the symbol generates a permanent *protection from evil/good/law/chaos* spell, affecting the confines of a single area or chamber no greater than 50x50 foot area. Alignments affected are subject to the opposition alignment of the symbols user. Thus a lawful good user could effect alignments of chaos or evil. This power imprisons outsiders. When wielded in hand, the symbol of the ancients may be used to cast *dispel chaos/law/evil/good* once per week, however it also attracts other planar beings such as demons to its location as they seek to wrest the symbol from the wielder and use it for their own devices. Each such use has a cumulative 1d6% chance of attracting an outsider of an opposed alignment of at least 6HD.

VALUE: 6570 EXP: 1640

6-12. CENTER CAVERN

This cavern is filled with 25 feet of water and has a 20-foot high ceiling. Passages enter the chamber from **AREA 6-13**, **6-14**, and **6-11**. Swimmers within 5 feet of the passage to **AREA 6-13** must make a (CL +2) to their normal swim checks to avoid being pulled into the submerged passage leading to **AREA 7-10**, which is blocked, of course, by the thune maw in **AREA 6-13**.

6-13. PIT OF THE THUNE MAW

This small submerged chamber is home to a vicious guardian known as a thune maw. The creature devours anything that comes within 10 feet of it, lashing out with its grasping tentacles and dragging prey into its wide mouth filled with serrated teeth. The creature hangs over a water-filled shaft, which descends into the crystal tank below it in **AREA 7-10**.

THUNE MAW (This chaotic evil creature's vital stats are HD 10d8, HP 46, AC 16. Its primary attributes are physical. It attacks with 4 tentacles for 1d8 and bite for 2d6+4 points of damage. It has unnatural aura, amphibious, confusion, swallow whole, light sensitive.)

6-14. THE SUBMERGED SEPULCHER

Twenty-five feet below the waters surface lay the foundation stones of a once fine sepulcher dating to the days of the Umeshi Empire. It is unknown whether this was the private burial site of some lordly estate or if it were a piece of the city-state itself that was cast asunder and buried under mountains of ash and molten stone. The corpses of the Umeshi lord and lady buried here were cursed during the war of the gods and each was buried alive within their own sepulcher. Now their spirits reside here restlessly as specters. If either of the sarcophagi is tampered with, the specters of the lord and lady materialize and attack.

SPECTRES (2) (These lawful evil creature's vital stats are HD 7d12, HP 42, AC 15. Their primary attributes are physical. Their attacks with an incorporeal touch for 1d8 points of damage. Their special abilities include energy drain, create spawn, darkvision 60 ft., incorporeal, sunlight powerlessness and unnatural aura.)

A. CRYPT OF LADY HAPRAZHA

The lid to this sarcophagus requires a successful strength check

(CL 8) to lift. Within the sarcophagus are the mummified and blasted remains of Lady Haprazha. About her brow is a +2 *Diadem Of Intelligence*. A *Staff Of Fire* with 50 charges, and on her finger is a +2 *Ring Of Protection*.

B. CRYPT OF LORD HAPRAZHA

The lid to this sarcophagus requires a successful strength check (CL 8) to lift. Within the sarcophagus are the mummified and blasted remains of Lord Haprazha. He wears an archaic suit of +2 splint mail. In his skeletal fist is a +2 mace. He lies upon a +1 shield. A pair of boots of haste are strapped to his feet. Scattered amongst the bones of Lord Haprazha are 3500gps worth of precious jewels.

DIADEM OF INTELLIGENCE

These much sought after magical headbands are made from fine platinum with diamonds set at the tip of three pronged points. They impart keen thinking and a greater ease at solving complex problems to the wearer. A Diadem of Intelligence increases the wearers intelligence by up to +6 depending on the individual item. This bonus lasts for as long as the item is worn.

VALUE: 1000-36,000gp* EXP: 500 per bonus

* +1 (1000), +2 (4000), +3 (9000), +4 (16,000), +5 (25,000), +6 (36,000)

6-15. FALLS OF OBLIVION

This broad cavern has a strong current which drains water from the lower three caverns, sending it tumbling down the sinkhole into the black abyss beyond. Characters swimming here would be considered swimming in rushing waters and require a strength check (CL 10) to avoid being drug over the falls, and of course likely plummeting to their deaths.

6-16. EIBON RIVER TRIBUTARY

These entrances and exits to Level 6 of the Crater of Umeshi Dungeon are part of a tributary system that feed the vast Eibon River

- A. This tributary of the Eibon River pours into the flooded caverns of Level 6, fed by a melting subterranean glacier many miles upstream. A gnomish settlement, serving as home to over 100 gnomes is located about twenty miles to the west.
- B. This tributary of The Eibon River eventually leads to the great river itself and passes through the evil Undercity of Ulgakur over ten miles away to the northwest. Few know of this route; however if Guizzi, Furdench, or Dwite are with the party they may inform them of this geographical data.

CONTINUING ADVENTURES IN THE CRATER

Further installments of the Crater of Umeshi Cycle will detail the deeper reaches of the dungeon, the Undercity of Ulgakur, and the Dwarven Citadel of Fanderburgh. For player characters making repeated forays into the Crater of Umeshi, the Castle Keeper should feel free to restock the dungeon as they see fit with whatever manner of beast and foe are appropriate.

Likely any escaped gargoyles from Level 4 have returned to their previous lairs, bringing along other allies from within the sinkhole to replenish the ranks of those lost in battle against the player characters.

If the bugbears and ogres in Level 5 have been defeated they may be replaced with orc mercenaries from Ulgakur who have come in search of Snaalrak and his savage band.

Should the thune have been chased from Level 6 or slain, it is doubtless that other thune arrive to investigate their disappearance and to gather samples from any beings bold or powerful enough to have slain one (or more) of their own.

NEW MONSTER APPENDIX

MARGOYLE

NO. ENCOUNTERED 1d6

SIZE: Large

HD: 8 (d8)

MOVE: 45 ft. 75ft. (fly)

AC: 18

ATTACKS: 2 Claws (1d6), Bite (1d6), Gore (1d6)

SPECIAL: Darkvision 60 ft., Freeze

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Monstrous Humanoid

TREASURE: 6

XP: 450 +8

Margoyles are larger, crueler cousins of gargoyles. Standing nearly 8 feet tall, marbled like skin is covered in sharp rocky spines. Treacherous and thoroughly evil, Margoyles are most commonly encountered amongst large groups of gargoyles serving as their lord and master. Where Margoyles are encountered in groups, they typically work as servants and enforcers to greater and more malevolent entities as themselves, entrusted with guardianship of treasures or as jailors and torturers.

COMBAT: Like gargoyles, margoyles prefer to attack from situations of surprise. Margoyles are also 20% likely to bear weapons, preferring magical two handed weapons such as spears, tridents, two handed swords and great axes. When wielding large two handed weapons, Margoyles deal an additional +2 points of damage reflecting their great strength.

FREEZE: When in an area containing statues or ruins, margoyles are able to remain perfectly still. This allows them to remain virtually undetected. In these circumstances, characters may make their wisdom checks from surprise against Challenge Level 10.

THUNE

It is uncertain which pit, hell, or plane of existence these foul beings originally crawled forth from. Servitors of Soagoth and other dark unspeakable gods of chaos, the thune are believed to be more of a rumor or bogeyman than an actuality.

The thune possess a vast and cunning intellect, most often turned towards their perverse science and the practice of their prodigious mental powers. Thankfully there are very few highborn thune in existence, and even these few are divided into separate castes. The majority of the Thune dwell in their home plane at the edge of the void in the forbidden sunless city of Ikylia Pa'tok Thune.

The ancient pureblood thune have lost the ability to breed with one another. Thus they are rarely encountered outside of their own home plane. In the few documented instances where a thune is encountered within the mortal planes it is usually in a remote or subterranean location devoid of hateful sunlight. Typically they

have a base set up or some citadel or dungeon from which they send out raiding parties to collect specimens for their scientific and magical examinations.

Captured specimens are reconfigured by thune surgeons into the various abominations encountered in or near a thune lair. Thune abominations possess many characteristics similar to a pureblooded thune including in most cases some form of latent mental power. Likewise they have a queer otherworldly quality known to exist only in beings heavily tainted with the chaos of the void.

THUNE MENTAL POWERS

All pureblood thune possess powerful mental abilities. The genius of these powers and the source from which they are derived is open to speculation amongst the few seers who have knowledge of this evil race.

Most thune mental powers are considered to be a gaze attack and may be avoided but attackers suffer a -4 to attack rolls, and a -2 to armor class while avoiding the gaze but only has a 50% chance of avoiding the gaze. Closing one's eyes or blindfolding results in a -8 to attack rolls and -4 to armor class.

These powers are a non-magical mental ability and are not affected by spell resistance. Unless otherwise noted saves against the mental powers of the thune require a successful wisdom save with a challenge level equal to the hit dice of the thune.

In addition to their prodigious mental powers, many thune of the highest castes also possess spell casting abilities of wizards or clerics.

PLANE SHIFT (1/DAY): As the cleric spell, however this is a non-magical mental ability. The thune have access only to planes of existence where chaos or evil hold sway.

PASSWALL (1/DAY): As the wizard spell of the same name. Thune highborn may manipulate their molecules to pass through solid natural objects as if they were thin air. This is a non-magical mental ability.

CONFUSION (AT WILL): The thune may flood the mind of its foes with disturbing mental images causing them to be confused and disoriented. Once a save has been made against an individual thune's confusion ability, the thune may not attempt to confuse its foe again for 24 hours. This is a non-magical mental ability. The thune must be able to see its targets in order to use this ability. This power is a (CL 8) and requires a successful save vs. wisdom to avoid its debilitating effects.

CHARM MONSTER (1/DAY): The thune may deceive its opponents through deep hypnosis and make them believe that the thune are an ally. This is a non-magical mental ability. The thune must be able to see its target in order to use this ability. Once the mental connection is established it lasts for up to eight days unless the victim is forced to take actions which would force an additional save.

DETECT THOUGHTS (AT WILL): The thune can read the surface thoughts of beings that they make eye contact with.

FREEZING GAZE (1/DAY): The thune may freeze its foes in their tracks using the powers of their mind similar to a *hold person* spell.

This power works as a gaze attack and is a non-magical ability, so is unaffected by spell resistance.

TELEPATHY (CONTINUOUS): Thune do not speak in a language intelligible by non-thune beings. They are however able to communicate through a form of mental telepathy with a range of 100 feet. This telepathy extends even through solid rock.

All pure thune regardless of rank or power possess or are affected by the following:

UNNATURAL AURA: The otherworldliness emanating from the thune makes non-thunean beings uneasy in their presence. This non-magical effect acts exactly like the spell *protection from law* and *protection from good*. Giving them a +2 AC and saves vs. lawful and good creatures. Likewise summoned beings, which are lawful or good, cannot attack a thune half-blood unless they themselves are attacked. This is a non-magical effect and works even against creatures with spell resistance.

LIGHT SENSITIVITY: The thune are unaccustomed to bright light such as daylight or spells, which mimic such effects and cause the thune to suffer a -2 to all attacks and saves.

THUNE EQUIPMENT

Thune are known to carry a variety of gear including magic and other creations based on their perverse scientific delving. Their armor and swords are known to be of an otherworldly hardness and lightness.

THUNE ARMOR: Thune armor is made from a strange metal found only on the plane from which the thune originated. The armor is exquisitely crafted, showing no weld marks or riveting, yet is cased with strange designs and patterns depicting their ties to the dark gods of the void. The armor however cannot be shaped or re-forged into any configuration usable by any known race other than the thune themselves. As an object of art, the armor ranges in value from 200-800gps or more.

THUNE VENOM: Thune venom refers to a variety of substances developed by the thune to assist in their procurement of specimens and other subjects for their cruel transformations. Thune are immune to thune poison and all highborn thunes are adept at creating it.

THUNE BLOOD: blood/ Injected / 1d4 charisma damage for 1d6 days/ 1d4 permanent charisma damage and permanent random mutation appears in 1d2 days (see mutation chart). 300-900

THUNE MIND FLUID: Concoction/ Injected/ -4 wisdom checks for 1d4 hours, can save negates/ 1d6 permanent Wisdom damage, wandering, memory loss for 1d4 hours.

THUNE MAW BILE: Concoction/ Injected/ 2d6 damage, Constitution Save for half/ 4d6 damage.

THUNE SPEAR: A thune spear is a long spear tipped with a syringe typically filled with some form of thune venom. On a successful hit, the spear deals 1d4 points of damage and an additional 1d6 points of damage from blood drain. On the second successful hit the blood mixed with venom is injected into the target, dealing 1d4 points of damage plus any additional effects caused by the venom.

THUNE WARSWORD: A thune warsword is a +1-3 broadsword which inflicts an additional 1d6 points of damage vs. lawful or good opponents. These swords are very rare and highly treasured by the thune, and most often borne by a highborn thune.

THUNE MUTATIONS: Exposure to thune experiments or thune blood venom may result in unexpected and uncomfortable mutations. Not all mutations have a baneful effect. However, continued exposure may result in the victim becoming transformed into a thune half-blood, completely losing their original identity. (At this point it is the Castle Keepers option to make the player character become an unplayable monster).

Roll 1d8 and consult the following chart.

1. **SKIN GROWS SCALY:** -1d4 permanent charisma, +2 natural armor class.
2. **BLACKENED LIDLESS EYES:** Gains light sensitivity (-2 to attack rolls, saves and attribute checks), and darkvision 50 ft.
3. **GILLS:** -1d2 permanent charisma, gains water-breathing ability.
4. **WEBBED TOES, FINGERS:** -1d2 permanent charisma, gains +10 ft swim speed.
5. **MALFORMED SKULL:** -1d4 permanent charisma, skull grows coral like protuberances, ears and nose drop from face during the transformation. Gains 1d4 permanent intelligence.
6. **MAW:** Jawbones transform to a lamprey like mouth. Loses ability to speak, gains bite attack for 1d4 points of damage.
7. **EXTRA LIMBS:** Rubbery clawed limbs and subsequent supporting cartilage and skeletal structure develops mid torso, causing -1d4 permanent charisma damage. Limbs grant 1 additional attack per round and +1d2 permanent dexterity. Removing the limbs deals 1d6 permanent constitution damage.
8. **SPINED BACK:** Subject sprouts sharp fishlike spines along their upper spine. Grants +2 natural armor class, does 1d4 permanent charisma damage. Cutting the spines away causes 1d6 permanent constitution damage and a chance of permanent paralysis.

Subjects suffering a thune mutation may never be subjected to the same mutation twice on a failed saving throw. Instead, roll again or select an appropriate mutation from the list. Victims having suffered all eight mutations or reaching a charisma of zero are transformed into a thune half-blood under the command of the thune that transformed them.

NOTE: The transformation only occurs if the saves against the thune blood-venom have failed. Temporary charisma damage resulting in a character being reduced to zero simply causes the character to lose all sense of self, overwhelming feelings of self doubt and loathing, and submission to the will of other more powerful personalities.

THUNE SURGEON

NO. ENCOUNTERED: 1 (2d4)

SIZE: Medium

HD: 8(d8_ (Average)

MOVE: 40 feet

AC: 18

ATTACKS: 4 syringes (1d2 +venom)

SPECIAL: Command or Rebuke Aberrations, Unnatural Aura, Mental Powers, Swim 40 feet, Darkvision 60 feet, Light Sensitivity.

SAVES: P+M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 11

XP: 2275+8

Thune surgeons are a curious breed of long faced highborn thune with an additional pair of limbs attached mid thorax and five eyes atop their elongated heads. Slightly smaller than other highborn, thune surgeons stand about 6 feet. Their five black lidless eyes are rumored to allow them sight into five dimensions at once. Thune surgeons encase their spongy grey-pink bodies in highly ornamented cuirass of unearthly metals. Their five eyed heads are adorned with a skillfully carved headdress made of a hard soapstone-like substance.

Thune surgeons spend the majority of their time creating new thune beasts or overseeing the collection of samples during thune raids. They revel in torture and enjoy seeing just how far they can draw out a being's threshold of pain before healing them long enough to continue their "research." It is said that thune citadels are filled with huge growing vats where thune surgeons and seers oversee all manner of chaotic and deviant experiments.

CLERIC SPELLS: Thune surgeons are attuned to the forces of chaos and the whispers of the dark gods of the void. For this reason all thune surgeons cast cleric levels as a cleric of three levels under their hit dice. For example an 8 hd thune surgeon casts spells as a 5th level cleric.

TYPICAL SPELL LIST: Listed here is a typical Thune Surgeons spell list. The Challenge Level of the thune surgeon's spells is equal to their cleric caster level (Or Hit Dice -3).

0th-*Detect (Law/Good), Detect Magic, Detect Poison, Endure Elements, First Aid*

1st-*Curse, Cure Light Wounds, Cause Fear, Sanctuary*

2nd-*Darkness, Silence, Spiritual Weapon*

3rd-*Dispel Magic, Prayer*

COMMAND OR REBUKE ABERRATIONS: Due to their clerical powers a thune surgeon may command or rebuke aberrations as a cleric of three levels below their hit dice.

COMBAT: Thune surgeons use their highborn thune powers to disorient foes, supplementing these powers with their clerical spells. If pressed into melee, they lash out with their four dexterous arms, injecting thune venoms into their opponents.

THUNE BLOOD VENOM: Surgeons draw 1d6 hit points worth of blood from themselves into their syringes when using thune blood venom on a victim. Drawing blood takes an action, however with four arms, a thune surgeon may draw two syringes worth of blood per round.

THUNE, Highborn

NO. ENCOUNTERED: 1d6 (4-24)

SIZE: Medium

HD: 8d8 (36 hp Average)

MOVE: 40 feet

AC: 18

ATTACKS: Bite 1d4 or Thune Spear (1d4+venom See Below), Thune Sword, (1d8+2 See Below)

SPECIAL: Unnatural Aura, Mental Powers, Swim 40 feet, Darkvision 60 feet, Light Sensitivity.

SAVES: P+M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 8

XP: 250+8

The highborn thune appear as tall thin beings with rubbery pinkish grey skin. Their heads are oddly shaped, resembling a pulsing brain, often adorned with a crown of coral or some weird otherworldly metal. They have gloss black eyes on either side of their head and a small lamprey-like mouth. They have long supple arms often draped with strange bracelets and jewelry that end in clawed three fingered hands. Rows of fishlike spines run from the base of their neck to their mid back.

Most highborn thune are commonly a warrior caste. They can however move up or down in rank via exposure to the pure chaos of the sunless void or through self indulgent mutations of their own form, blending with other species and castes.

COMBAT: The thune enter combat with an array of mental powers hoping to quickly subdue their prey that they refer to as "specimens" or "experiments." They attack with either their thune spears, attempting to implant corrupted venom into the bloodstream of a foe, or with a thune warsword in the event that their foes are resistant to their mental and gaze attacks.

If an encounter appears to be turning against a thune, they withdraw from battle, and seek the nearest escape route, via their molecular *passwall* powers or via their plane shift ability.

THUNE CREATURES

These horrid abominations are the result of exposure to thune mutations via experimentation or exposure to thune blood venom. These beings are found wherever thune keep their lairs, and are just as often abandoned by their creators in dark subterranean locations.

THUNE MAW

NO. ENCOUNTERED: 1(1d4)
SIZE: Large
HD: 10d8 (45 hp Average)
MOVE: 40 feet Swim/10 feet Land
AC: 16
ATTACKS: 4 tentacles (1d8),
Bite (2d6+4)
SPECIAL: Unnatural Aura,
Amphibious, Confusion, Swallow Whole,
Light Sensitive
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 4
XP: 1500 +10

Having four grasping tentacles surrounding a large bulbous head split with a huge lamprey like mouth, this thune created abomination is a creature of pure horror born in the imaginings of their wicked creators. Slow witted and dull, the insane beasts still possess the power to corrupt the minds of their foes with unnatural images of terror and dread. The body of a thune maw is comprised of a serpent like mass behind the huge head, with a pair of short legs often used to attach itself to a surrounding corridor or subterranean hallway. Thune maws may be found independently of a thune stronghold, and as amphibians are most often encountered in dark waters and even in the company of aboleths and other such vile creatures. Thune maws are unaffected by the differences between saline, fresh or spoiled water as their adaptive thunean nature allows for easy metamorphosis.

UNNATURAL AURA: The other worldliness emanating from the thune maw makes non-thunean beings uneasy in their presence. This non-magical effect acts exactly like the spell *protection from law* and *protection from good*. Giving them a +2 AC and Saves vs. lawful and good creatures. Likewise summoned beings, which are lawful or good, cannot attack a thune maw unless they themselves are attacked. This is a non-magical effect and works even against creatures with spell resistance.

CONFUSION (CONTINUOUS): The thune maw may flood the mind of its foes with disturbing mental images causing them to be confused and disoriented. Once a save has been made against an individual thune's confusion ability, the thune maw may not attempt to confuse its foe again for 24 hours. This is a non-magical mental ability. The thune must be able to see its targets in order to use this ability. This power is a (CR 5) and requires a successful save vs. wisdom to avoid its debilitating effects.

SWALLOW WHOLE: Targets struck by at least 2 tentacles must make a strength save or be pulled into the thune maw. A thune may only attack foes with its bite attack who are directly adjacent to the maw itself. If the strength save is failed targets of medium size or smaller are immediately swallowed whole. Swallowed creatures take 2d6+4 points of crushing damage plus 1d8 points of acid damage per round. Light slashing weapons dealing at least 20 points of damage vs. an armor class of 17 may cut themselves free. Muscular action causes the wound to seal shut automatically.

THUNE HALF-BLOOD

NO. ENCOUNTERED: 1d6 (4-24)
SIZE: Medium
HD: 3d8 (13 hp Average)
MOVE: 20 feet/ Swim 50 feet
AC: 18
ATTACKS: 2 claws (1d6), Bite (1d6)
SPECIAL: Unnatural Aura, Attach,
Blood Drain, Detect Thoughts,
Telepathy, Swim 50 feet, Darkvision 60 feet,
Light Sensitivity
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 1
XP: 65 +3

Loathsome and horrid in appearance, the sight of these strange amphibians is known to strike horror into the hearts of even the sturdiest adventurers. Thune half bloods have a head which appears like hard white brain coral. The sides of the head are set with wide glossy black eyes, with the center of their face resembling the hooked maw of a lamprey. Their bodies are vaguely humanoid with shimmering fish white skin. They have an eel like tail which sprouts from behind a pair of short finned legs. They have long rubbery arms that end in sharp three fingered hooks.

Thune half-bloods are the product of an eons long breeding program and cellular manipulation by the wicked thune. Half-bloods are considered degenerates of this proud and evil race, but they serve their creators well as guardians and foot soldiers. They have no reproductive organs of their own and are instead grown in vats from other creatures captured and transformed by a thune breeder.

UNNATURAL AURA: The other worldliness emanating from the thune half-blood makes non-thunean beings uneasy in their presence. This non-magical effect acts exactly like the spell *protection from law* and *protection from good*. Giving them a +2 AC and saves vs. lawful and good creatures. Likewise summoned beings, which are lawful or good, cannot attack a thune half-blood unless they themselves are attacked. This is a non-magical effect and works even against creatures with spell resistance.

ATTACH: Thune half-bloods making two successful claw attacks automatically latch onto their prey, dealing automatic damage unless they are somehow prized from their target. Anyone attempting to pull a thune half-blood from a target result in an opposed strength check (Str 12) and deals 1d6 points damage to the victim whether successful or not.

BLOOD DRAIN: When attached to its prey, the thune half-blood drinks 1d6 hit points worth of blood per round until it has drunk its own hit point total worth of blood.

DETECT THOUGHTS: Thune half-bloods can read the surface thoughts of beings that they make eye contact with.

LIGHT SENSITIVITY: Thune half-bloods are unaccustomed to bright light such as daylight or spells which mimic such effects and cause the thune half-blood to suffer a -2 to all attacks and saves.

TELEPATHY: Thune half-bloods do not speak other than in eerie shrieks and wet croaks. They are however able to communicate with their masters and to their victims through a form of mental telepathy with a range of 100 feet. This telepathy extends even through solid rock.

THUNE HOUND

NO. ENCOUNTERED: 2d4 (4-24)

SIZE: Medium

HD: 2d8 (9 hp Average)

MOVE: 60 feet

AC: 16

ATTACKS: Bite (1d8)

SPECIAL: Unnatural Aura, Attach, Blood Drain, Trip, Darkvision 60 feet, Light Sensitivity.

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 1

XP: 35+2

UNNATURAL AURA: The other worldliness emanating from the thune hound makes non-thunean beings uneasy in their presence. This non-magical effect acts exactly like the spell *protection from law* and *protection from good*. Giving them a +2 AC and saves vs. lawful and good creatures. Likewise summoned beings, which are lawful or good, cannot attack a thune hound unless they themselves are attacked. This is a non-magical effect and works even against creatures with spell resistance.

TRIP: Thune hounds making a successful bite attack may attempt to drag their opponent to the ground. The opponent is allowed a dexterity save to avoid falling prone. Prone victims automatically lose their initiative for the following round.

ATTACH: Thune hounds making a successful trip attack automatically latch onto their prey, dealing automatic damage unless they are somehow prized from their target. Anyone attempting to pull a thune hound from a target result in an opposed strength check (Str 14) and deals 1d6 points damage to the victim whether successful or not.

BLOOD DRAIN: When attached to its prey, the thune hound drinks 1d6 hit points worth of blood per round until it has drunk its own hit point total worth of blood.

WAR OGRE

NO. ENCOUNTERED: 2d4 (4-16)

SIZE: Large

HD: 6d8 (28 hp Average)

MOVE: 40 feet

AC: 18

ATTACKS: Slam (1d10+2), Or by Weapon Type

SPECIAL: Darkvision 60 feet, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 4

XP: 120 + 6

War ogres stand 8-10 feet tall and have longer arms and tougher skin than their common cousins. War ogres are often bred in goblin breeding pits for superior ferocity and ability to follow orders without question. They feel little pain but administer it with great ease. War ogres are frequently suited in coats of mail, spiked breastplates or other armor built to their massive size. They favor large double bitted two handed axes, large two handed swords and weapons of iron and steel over the massive clubs swung by garden variety ogres.



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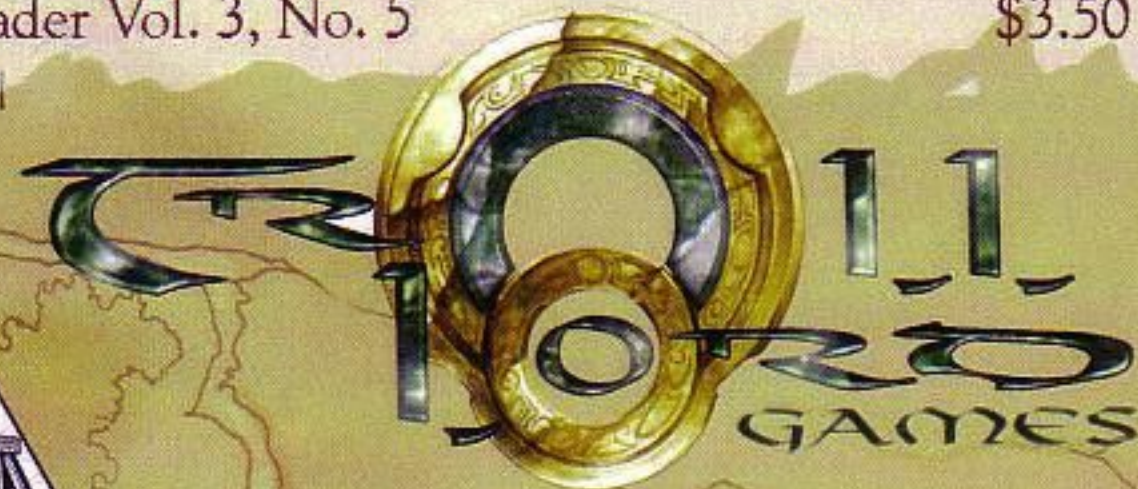
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