

CASTLES & CRUSADES

Aymon Jymoon

Mountains

DWELLERS IN THE DARKNESS ULGAKUR

DB6



BY CASEY CHRISTOFFERSON

Lake Veyona



1 Inch = 10 miles

DWELLERS IN THE DARKNESS:

A CRATER OF UMESHTI AREA ADVENTURE

BY CASEY CHRISTOFFERSON

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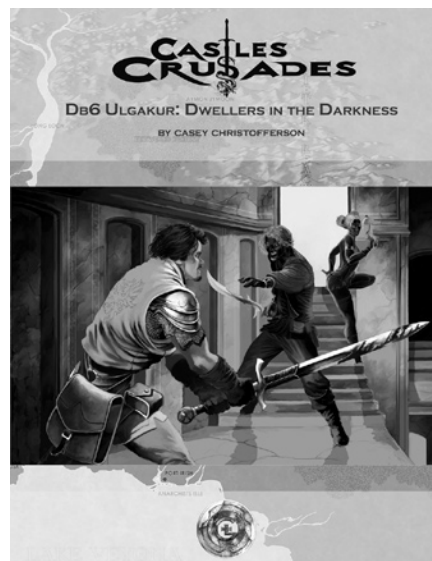
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DWELLERS IN THE DARKNESS: A CRATER OF UMESHTI AREA OF ADVENTURE

THE DWELLERS OF THE DARKNESS

The small band stopped at the sound of a familiar chuckle behind them.

“Ho there strangers! ‘Tis I,” came the deep voice, hushed but hurried in the subterranean pitch. “Fancy seeing you here so deep beneath the earth. I feared you had been lost as tis been many moons since your party has passed through the Roadhouse Gates and spent an evening in its warm beds. I see you have found the passage to the Undercity after all.”

The group studied the large figure as he stepped into their torchlight, catching the steely glint and mischievous lips curving up at the corners of his stubble shadowed mouth.

“Tis a dangerous place this Undercity, dangerous enough I myself dare not utter. So deep beneath the earth it is and so hidden from the knowledge of them that dwell above. Seldom travel there myself, but thar’s a brewer amongst them Gobbos who has a rare whiskey that I need fer me own blend.”

“Now I suspect ye have important errands. Be warned, thar is danger in that Undercity, and its rulers are quick to punish them as breaks their rules. Course they ain’t many rules in a place like that, so watch yer backs.”

The figure nodded to them and wished them a good day, hauling a small keg over his shoulder and turning up the passage which they had come down, chuckling in the darkness at the trail of bodies that the band had left in their wake.



The group shook their heads and gave one another knowing looks in the darkness as the burly fellow continued. Resolutely they loosened their swords in their scabbards and proceeded down the subterranean passage, ever onward to their goal.

INTRODUCTION

The Dwellers in the Darkness is an adventure setting for the Castles and Crusades™ Fantasy Role Playing Game system printed under the Open Gaming License (OGL). With the details provided herein, a Castle Keeper (CK) should find more than enough information to begin an adventure campaign set amongst the subterranean civilizations detailed herein. *Dwellers in the Darkness* is compatible with *DB 1: Haunted Highlands*, and is an expansion of that setting, detailing a variety of settlements found in the subterranean places bordering *DB 2: The Crater of Umeshti* and *DB 3: The Deeper Darkness*.

The campaign material found herein is suitable for all levels of play and is designed to be scaled to best suit the Keepers adventure needs.

SUMMARY

Dwellers in the Darkness describes a unique new area of game play for adventurers to explore in the Haunted Highlands setting in the form of the fabled Undercity of Ulgakur. Brief statistics and treasures of important persons the players may encounter are also included. Of course there are the obligatory tables for generating random encounters and events as well as lists of adventure options and story seeds are sprinkled throughout the product.

Unlike a traditional setting product, *Dwellers in the Darkness* offers a broad amount of statistics for fiends, friends, and foes. Most of these characters that the players may encounter have a story seed, or some desired item, which could lead to a fantastic adventure. Unlike a true adventure product, there is no “exact ending” or goal that the PCs are expected to accomplish. Instead *Dwellers in the Darkness* is intended to be player driven. Players should feel the freedom to explore. There are no rails or steel wheels attached to their actions here. Any of the underworld locations detailed here could serve as a base of operations for further exploration of the Darkness, or even deeper delving into the famed Crater of Umeshti.

WHAT IS THE DARKNESS?

The “Darkness” is an area of perpetual night found many hundreds of feet beneath the surface of the Karboskian Marches. Connected with series of cracks, fissures, tunnels, and underground rivers the cavern system stretches for hundreds of miles and is filled with enclaves of dangerous denizens. Few who dwell upon the surface world know more than legends of the beasts and villains that dwell within the alien world below.

The Darkness serves as an alternate under-earth campaign tool to be used in any adventure setting. Its lengthy halls and underground rivers may be connected with maps from published pre-existing or home-brewed campaign worlds to add countless hours of fantasy role play enjoyment. The Darkness could lead to a complete hollow world

within the standard campaign world, or serve as a direct passage to the other side of the planet! Ultimately how deep the Darkness extends is up to the individual Castle Keeper and their campaign to decide!

CHAPTER 1: THE DARKNESS

Stretching for hundreds of miles in every direction from the Mynthnoc Cairns in the Umeshti Highlands and beyond to the plains just north of the Dirty Bowbe's Roadhouse. Cavernous tracts to the northeast, beyond the Mandras River have as yet gone unexplored by recent civilized folk or even the doughtiest of gnomish cartographers and treasure seekers due to the heavy giant populations dwelling in the vicinity of Pieter's Reach.

Hidden within the darkness are several hidden settlements, unknown, or at very least unseen by the eyes of surface dwellers above. The greatest of these settlements is the unholy Undercity of Ulgakur, ruled by its wicked Hegemony.

ROADHOUSE RULE: NPC STATISTICS

NPCs in the Darkness are typically listed by their race. Where the race listing is classified as "Humanoid" such as many of the characters detailed in the Undercity of Ulgakur, it is surmised that the character could be of any underworld or surface world humanoid race. They could be dark elf, dwarf, orc, meshkuri, hobgoblin, or whatever the Castle Keeper decides is appropriate for the encounter. When a race is listed as "humanoid" only two primes are given. If the Castle Keeper chooses human as the humanoid base creature, they should also add an additional prime of appropriate type for the listed character class. For example, a rogue may be prime in dexterity and wisdom, but benefit from having an additional prime in intelligence.

RACES WITH CHARACTER CLASSES

Some races are in general physically superior to baseline humanoids as described in the PHB. Those with a standard 1d8 humanoid HD certainly qualify for character classes as per the PHB. For example, a hobgoblin fighter or goblin wizard are not "out of the ordinary" as their baseline statistics have an analogue with gnomes or humans from the PHB.

Some beings such as bugbears are larger, stronger and heartier than their subordinate sub-types. In the cases where there was a need to increase their power or vigor, the choice was made to create the creatures with more "hit dice" to reflect a tougher version of the original, or to add character classes to the base "hit dice" of the monster, and adding the additional powers as mentioned. Such creatures are of course experience points enhanced to reflect their greater than ordinary powers. To determine the BtH of these creatures, add the standard monster BtH and the BtH of its character class.

THE UNDERCITY OF ULGAKUR

The Undercity of Ulgakur was once a great goblin stronghold that was conquered twenty years ago by Lluvandron the Black and a band of adventuring mercenaries, who re-established the city as their home base and declared it a "Free City" of the Great Darkness.

Now ruled by a ruthless hegemony the city is not without its frequent civil wars, coups and revolts that are as often put down when undead hordes issue forth from the bowels of Lluvandron's tower under the command of his lieutenant Ybras the Drinker.

LOCATIONS OF INTEREST

1. THE GOBLINS' GATE

This ominous pile of ever growing and ever changing walls, death traps, and dead ends is referred to as the goblin gate. Manned by the Twisted Tooth Goblins, and their King **Droollip** the goblin gates are the first gates of Ulgakur accessed by those arriving from the Fortress of the Three. **The Twisted Tooth's** as they call themselves are ingenious in their defense, having fortified the three ply gate of iron and stone with a variety of murder holes and traps. Visitors entering this gate must be led by a goblin guide who has previously searched them with a *wand of detect minerals and detect magic*. Visitors are then blindfolded and led through the maze sandwiched between the three gates.

The outward fortifications of the gates are themselves impressive with a three-tier compliment of archery slots on each side reaching to the cavernous ceiling sixty feet above. Lead ingots are piled high on the top tier of the tower. These were melted by the goblins in the days of their battles with the dwarven hosts of Fanderburg and poured upon their mortal foes in a rain of molten metal.

COUNT DROOLLIP (GOBLIN CHIEFTAIN): *(He is a Lawful Evil 7th level goblin fighter whose vital statistics are HD 7d10+7, HP 77, AC 23. His primary attributes are strength and charisma. His significant attributes are strength 14(16), dexterity 16 and constitution 16. He carries a +2 nine ring broadsword dealing 1d10+5 damage and a +1 short bow with a quiver of 20 +1 arrows. He wears gauntlets of ogre strength, a +1 ring of protection, and +1 full plate. He carries a small bag of holding containing 2000 gp, and a war horn to summon his band, 3 potions of cure serious wounds, and a potion of invisibility.)*

TWISTED TOOTH SUB-CHIEFS (4): *(They are lawful evil 4th level goblin fighters whose vital statistics are HD 4d10+4, HP 32, AC 18. Their primary attributes are strength and constitution. Their significant attributes are strength 14, dexterity 14 and constitution 14. They carry a +1 sickle sword dealing 1d6+4 points damage, and a light crossbow with 20 bolts dealing 1d6 points damage. They wear splint mail and carry a small steel shield. Their loot sack contains 2 potions of cure light wounds and 4d10 gp.)*

TWISTED TOOTH ELITES (40): *(They are lawful evil 1st level goblin fighters whose vital statistics are HD 1d10+1, HP 7, AC 16. Their primary attributes are strength and dexterity. Their significant attributes are strength 14, dexterity 14, constitution 14. They wear breastplate armor, carry a small steel shield and a sack with 2d10 gp and a potion of cure light wounds and a grenade dealing 2d6 points of damage.)*

TWISTED TOOTH'S GOBLINS (400): *(These small lawful evil humanoids vital statistics are HD 1d6, HP 3, AC 15. They fight with a spear for 1d6 points of damage or a light crossbow for 1d6 points of damage. They possess 2d10 silver pieces each.)*

SIZZLE THE TWISTED TOOTH'S VIZIER: (He is a lawful evil 5th level goblin wizard whose vital statistics are HD 5d4, HP 10, AC 14. His primary attributes are intelligence and dexterity. His significant attributes are intelligence 15, dexterity 15. He wears +2 bracers of armor and carries a wand of web and a wand of lightning each with 40 charges. He keeps 2 potions of cure light wounds with him at all times. Sizzle's typically memorized spells are 0th—arcane mark, detect magic, message, open, prestidigitation, 1st—alter size, identify, magic missilex2, 2nd—acid arrow, detect thoughts, mirror image, 3rd—fireball)

SIZZLE'S APPRENTICES (5): (They are lawful evil 1st level goblin wizards whose vital statistics are HD 1d4, HP2, AC 12. Their primary attributes are intelligence and iexterity. Their significant attributes are intelligence 15, dexterity 15. They carry a dagger. Their typical memorized spells are 0th—arcane mark, detect magic, message. 1st—magic missile, sleep.)

GATE MAZE

The Gate Maze requires a successful intelligence attribute check (CL 4) to pass through without the assistant of a goblin scout. The challenge levels listed on the following chart indicate the number of rounds it takes to escape the maze.

Once within the maze, Characters have a random encounter or event for every 4 rounds they spend within the maze.

Physical Features: The corridors are ten feet wide with twenty foot high ceilings. The walls are polished stone, giving a mirror like effect. Ornate carvings mask arrow slits and murder holes in the walls and ceiling.

Roll 1d12 on the following table, ignoring any events that have already taken place.

Gate Maze Random Encounters and Events: Roll 1d12

1. Spring Loaded Dart Trap
2. Tripwire Trap
3. Falling Block Trap
4. Saw Blades Trap
5. Acid Mist Trap
6. Crushing Ceiling Trap
7. Murder Holes
8. Arrow Slits
9. Worg Kennel
- 10-12. No Encounter

Spring-Loaded Dart Trap Challenge Level 3: Stepping on this floor plate causes a spring mechanism to hurl 2d4 darts at all targets in a 10 ft radius. The darts attack with a +3 to hit, and deal 1d4 damage per dart. The darts are coated with Type III venom requiring a save vs. poison (challenge level 3). On a successful save, the victim takes an additional 1d4 points damage and suffers -1 to all their secondary attributes for 1d2 days. On a failed save, the victim takes an additional 1d8 points of damage and suffers -2 to their primary attributes.

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Find Traps: Challenge level 3.

Disable Traps: Challenge level 2. Bypassing this trap requires moving a secret sliding panel on the wall and jamming the spring coil and reset block.

Experience: 40 xp.

Tripwire Trap Challenge Level 1: The wire "attacks" at +2, and if it hits, the target must make dexterity check at Challenge Level 1 or fall prone.

Find Traps: Challenge level 1,

Disable Traps: Challenge level 1.

Experience: 15 xp.

The tripwire not only trips whoever steps on it, it also shakes a stringer of broken armor alerting a patrol of 2d6 goblins, 1 goblin elite and 1d2 worgs.

Falling Block Trap Challenge Level 2: The falling block can either be a set trap or a natural occurrence from an unstable area. The PC enters the 5' area directly below the block, and one or several stones fall to strike the PC. The stone strikes with an attack bonus of +3 and it inflicts 2d6 damage.

Find Traps: Challenge level 2.

Disable Traps: Challenge level 2: A bypass for the trap is a hidden lever on the wall just before entering the traps square.

Experience: 20 xp.

Saw Blades Trap, Challenge Level 4: Huge Buzz Saw Blades sprout from walls, floor and ceiling attacking everyone in a 10 ft. radius with a +10 to hit and dealing 3d6 points of damage on a successful hit. The trap controls are hidden in the ceiling requiring the disarmer to climb to the control box.

Find Traps: Challenge level 4.

Disable Traps: Challenge level 4.

Experience: 60 xp.

Acid Mist Trap Challenge Level 6: A triggered floor plate fills a 20x20x20 area with acid gas dealing 3d6 points of damage per round acid damage. The acid also damages leather, and ferrous metals. The gas dissipates in 1d4+3 rounds.

Find Traps: Challenge level 6.

Disable Traps: Challenge level 6.

Experience: 210 points.

Crushing Ceiling Trap CL6- Once the PCs enter the trapped square, a grinding noise can be heard by all in the hall. A grate drops on either side of the quickly descending ceiling trapping individuals inside the kill zone. The PCs have 2 rounds before the ceiling crushes everything in the room to adventurer paste. PC's still in the hall when the ceiling lowers fully take 10d6 crushing damage.

Find Traps: Challenge level L5

Disable Traps: Challenge level 6. A good bypass for this trap is a hidden lever counterbalance.

Experience: 900 xp

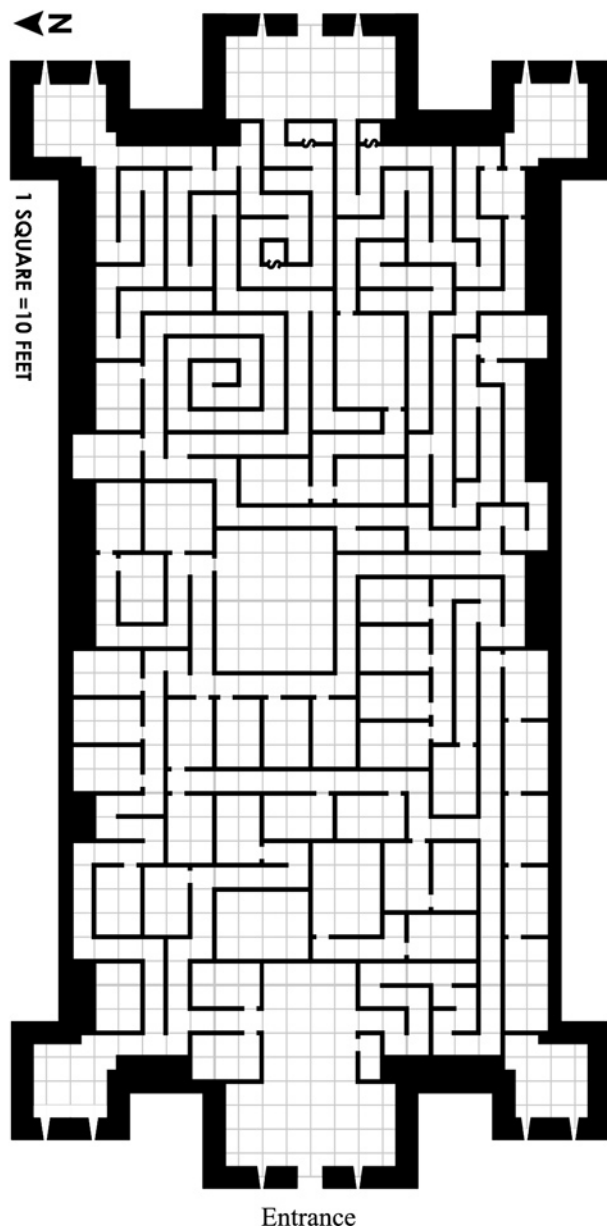
Murder Holes: Hatches open in the ceiling and 3d6 goblins rain arrows down on victims in a 30 ft. long stretch of corridor. The goblins gain an additional +2 to hit due to elevation and surprised victims lose dexterity bonus to armor class. The holes are only 2 ft. wide offering the goblins +4 to their armor class. Allow a challenge level 4 wisdom check to avoid being surprised.

Arrow Slits: As with murder holes. The 3d6 goblin archers attack from flanks with spears and arrows stabbing and firing at those who pass by. The arrow slits are concealed requiring a challenge level 4 wisdom check to avoid being surprised. Goblins gain +4 to armor class due to the cover offered by the arrow slits.

Worg Kennel: The worg kennel keeps 2d6 hungry worgs.

WORGs (2D6): are HD4d8, HP 22, AC 15. They attack with a bite for 2d4 points of damage. They have the ability to Trip, scent, track and darkvision. 60 ft.

The worgs communicate with their goblin masters, leading troops of goblins to assault intruders.



2. TOWER OF RALGIN

This wizard's tower is home to Ralgin, a conjurer and summoner of demons and devils. Ralgin is an outcast from the Tower of Nesturon, who found his way to the heart of the Darkness. Ralgin like other powerful forces within Ulgakur resides within the city due to its "free" status which allows him to pursue his dark arts with impunity. Ralgin has unlocked secrets from the Vault of the Black Libram, and studied the dark arts under the tutelage of Lluvandro.

Of the wizards in the Undercity, Ralgin could most be considered a "wizard for hire". He may be convinced to produce potions, or magical items within his power, if the price is right. Those unwilling or unable to pay Ralgin's fees are -- as often as not -- offered up as sacrifice to Ralgin's patron demons.

RALGIN: (He is a lawful evil human 14th level wizard whose vital statistics are HD 10d4+14, HP 34, AC 16. His primary statistics are intelligence, dexterity, and charisma. His significant attributes are intelligence 17, and dexterity of 14. He wears a +2 ring of protection and +4 bracers of armor. He carries a +2 dagger, and a staff of conjuration. His typically memorized spells are 0th—arcane mark, dancing lights, detect magic, ghost sound, mending, message. 1st—burning hands, charm person, identify, magic missile, protection from evil, unseen servant. 2nd—acid arrow, detect thoughts, mirror image, protection from arrows, ray of enfeeblement, web. 3rd—dispel magic, haste, lightning bolt, magic circle against evil, summon lesser monsters 4th—charm monster, confusion, dimension door, resilient sphere. 5th—hold monster, summon monster x2. 6th—chain lightning, geas, mass suggestion. 7th—summon greater monster x2.)

UGULLIOS THE NAULITH: (This chaotic evil demon's vital statistics are HD 10d8, HP 60, AC 19. It attacks with two claws for 1d8 points damage and a bite for 2d6. Its demonic traits are: ½ damage from fire, cold, and electricity. spell resistance 9, darkvision 120 ft. twilight vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. It's demonic at will abilities are alter size, detect magic, know alignment, message, see invisibility and clairaudience/clairvoyance. It's spell like abilities are cast as a 10th level illusionist. They include at will abilities of change self, color spray, darkness, silent image, and invisibility. 4/day: mirror image, minor image. 2/day: scare, suggestion. 1/day: mirage arcana, shadow conjuration, phantasmal killer.)

3. TRAVELERS SPIRE

This large natural pillar has been carved into two dozen small apartments. Called the travelers spire for its tendency to rent to folk foreign to Ulgakur, the spire is managed by Sasson Keop, an exceptionally greedy ogre mage, and nephew of the Three. Sasson employs several fallen brownies as cleaning and maintenance crews.

Rent in the Travelers spire is 15 gp per person per day, or 70 gp per week. Many would consider the rates exorbitantly high but must consider that Sasson guarantees the safety of his lodgers. Various protections against undead, outsiders, and scrying line the interior and exterior walls of the spire, giving it a mad arabesque appearance.

The rooms within the spire are spacious, and have a fresh water bath and feather beds. The walls and floors are adorned with expensive Jironian styled wall hangings and rugs woven from the silk of the giant spiders of the Darkness.

Sasson Keop defends any patron, less they be enemies of his uncles. In the event that the PCs are wanted by any of the Three, he immediately sells them out. Otherwise he defends paying customers against all save a direct order of eviction given by the Hegemony.

SASSON KEOP (This lawful evil ogre mage's vital statistics are HD 7d8+7, HP 42, AC 18. His saves are mental and physical. Sasson attacks with a huge scimitar for 2d6+4 points of damage. His special abilities are darkvision, twilight vision, and regeneration 2. His spell like abilities are: fly 12 turns/day, invisibility, darkness, polymorph self, charm person, 1/day, sleep 1/day, gaseous form 1/day. 8d8 cone of cold 1/day.)

FALLEN BROWNIES (12):(These small chaotic evil fey creatures vital statistics are HD 4d8, HP 20, AC 20. Their primary attributes are Mental and Physical. They attack with a dagger for 1d4 points damage. Their special abilities are 4th level rogue skills, fey attributes (Iron Vulnerability (1d6 additional damage from pure iron), Darkvision 60 ft. Twilight Vision 120 ft. Spell Resistance 8 vs. enchantment and charm spells. Their spell like abilities are at will—mend, light, darkness. 3/day—Invisibility, Scare, Change Self, Alter Size.)

4. GOBLIN BREEDING PITS

The breeding pits are an aberration of magic and science where goblin shamans and dark elf wizards form spectacles of evil, wrath and hatred by binding the versatile goblinoid stock with other creatures. These vicious hybrids are often capable of tearing a man limb from limb with their bare hands. It is the hope of the goblins and their dark elf associates to forge the birth of a hobgoblin master race capable of conquering the surface world once and for all.

Guapofar is the breeding master, a goblin wizard known for the cruelty of his fleshly designs. Guapofar was once the apprentice of Lluvandro and learned much from the tutelage of his bony master. Rising in mastery of the arcane arts, Guapofar is now the most powerful goblin in all of Ulgakur. Guapofar is the only goblin who holds a seat amongst the hegemony, being of a different tribe of goblin than those who once ruled the cavernous city. Guapofar is guarded at all times by his loyal quartet of battle plated trogres who call him father.

GUAPOFAR: (He is a lawful evil 12th level goblin wizard whose vital statistics are HD 10d4+12, HP 32, AC 16. His primary attributes are intelligence and wisdom. His significant attributes are intelligence 17(19), dexterity 15, and constitution 15. He carries a staff of conjuration and wears +3 bracers of armor and a +2 ring of protection as well as a ring of invisibility and a +2 diadem of intelligence. His typically memorized spells are. 0th—arcane mark, dancing lights, detect magic, detect poison, prestidigitation. 1st—ster size, burning hands, charm person, comprehend languages, magic missile, shield. 2nd—acid arrow, darkness, protection from arrows, ray of enfeeblement, Web. 3rd—blink, dispel magic, fireball, fly, haste. 4th—charm monster, polymorph, wall of ice. 5th—cloudkill, feeblemind, teleport. 6th—chain lightning, project Image.)

BREEDING CHIEFS (10): (These are lawful evil 3rd level goblin clerics whose vital statistics are HD 3d8, HP 14, AC 16. Their primary attributes are intelligence and wisdom. Their significant

attributes are wisdom 15, intelligence 14. They wear banded armor and carry a hammer and cat o' nine tails to separate their stock. Their typically memorized spells are 0th—detect magic, detect poison, first aid x2. 1st—command x2, cure light wounds. 2nd—hold person, spiritual weapon.)

BATTLE PLATED TROGRES (4): (These large chaotic evil creatures vital statistics are HD 5d8, HP 25, AC 19. They attack with two slams for 1d8 points damage, and a bite for 1d4 points damage, or with their large two handed scimitars that deal 2d8+4 points damage and require massive size and strength to wield. They are plated in steel and keep 2d10 gp each.)

There are dozens of pits. Roll at random to determine the number and type of beasts found within the various breeding pits.

- | | | | |
|----|-------------------|-----|-------------------|
| 1. | Trogres | 7. | Half-giant (Hill) |
| 2. | Hobgoblin (Young) | 8. | Hill Giant |
| 3. | Half-orc | 9. | Annis |
| 4. | Minotaur | 10. | Human (Surface) |
| 5. | Half-ogre | 11. | Human (Meshkur) |
| 6. | Ogre | 12. | Ettin |

5. ORC WAR TOWER

Set amongst the goblin breeding pits, this natural pillar is home to several hundred orcs. The orcs are devout followers of Gathaak and for that reason are actually foes of the orcs who follow Yorgach in his bloodthirsty surface campaign. Gralmar is commander of the orc forces, though the true ruler of the orcs is Rachag the Leper, priest of Gathaak.

Rachag occupies the top story of this spire, communicating to the orc horde from the balcony as he calls them to prayer and prepares them for fervent battle. In rare occasions when Rachag leaves the war tower he is born upon a battle palanquin by ten hardened orc reavers. Rachag holds a junior seat within the Hegemony, due to his strong connection to his deity, and the fact that even Lluvandro has no desire to cross the Orc God.

Gralmar maintains the day to day operations of the garrison through fear and torture, his barbed whip never far from his reach. In battle Gralmar prefers his wickedly curved two handed axe. Gralmar is typically stationed at the Goblin Gates.

GRALMAR: (He is a chaotic evil 8th level orc fighter whose vital statistics are HD 8d10+8, HP 64, AC 20. His primary attributes are strength and constitution. His significant attributes are strength 18 and constitution 15. He wears +2 full plate armor and carries a +1 two handed scimitar dealing 2d6+6 points of damage. He has a robe of blending and boots of elfkind and has 3 potions of cure serious wounds.)

RACHAG: (He is a chaotic evil 10th level orc cleric whose vital statistics are HD 10d8, HP 40, AC 22. His primary attributes are wisdom and strength. His significant attributes are Strength 17, wisdom 17. He carries a +3 mace of smiting. He wears +2 full plate of fire resistance, and carries a +1 steel shield. He has a wand of cure light wounds with 40 charges. His typical memorized spells are 0th—detect good, detect magic, detect poison, first aid x3.

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1st—bless, command x2, shield of faith, sound burst x2. 2nd—aid, augury, darkness, hold person, silence, spiritual weapon. 3rd—animate dead, cure serious wounds, dispel magic, bestow curse. 4th—divination, freedom of movement, level drain. 5th—cause critical wounds, flame strike.)

Rachag's gift for his unfailing worship of Gathaak is to be incurably infected with leprosy. Contact with Rachag's flesh may spread the disease requiring a successful constitution save vs. disease (CL 6) or suffer 1 point of constitution per month with a new save each month to avoid loss of additional constitution.

ORC CHIEFS (4): (They are chaotic evil 5th level orc fighters whose vital statistics are HD 5d10, HP 30, AC 16. Their primary attributes are strength and dexterity. Their significant attribute is strength 17. They carry a cat o' nine tails and a falchion dealing 2d4+3 points damage. They wear banded mail. They carry 3d10 gp, a wineskin, and hunk of putrid "jerky" in their pouch.)

ORC SUB CHIEFTAINS (40): (They are chaotic evil 2nd level orc fighters whose vital statistics are HD 2d10, HP 14, AC 16. Their primary attributes are Strength and constitution, their significant attribute is strength 16. They carry a scimitar (1d6+2), wolf spear (1d8+2), and light crossbow with 20 bolts (1d6). They wear a coat of plates and carry a medium shield. Each has 3d6 gold pieces.)

ORCS (400): (These chaotic evil orcs vital statistics are HD 1d8, HP 5, AC 13. They carry a scimitar (1d6) and wolf spear (1d8). They have 2d6 silver pieces.)

6. HALL OF THE GREY GUARD

The Hall of the Grey Guard is headquarters and barracks of the Zvarguth who dwell within Ulgakur. The dark dwarves serve as an immovable faction, placing themselves between other rival groups in the Undercity at the discretion of the Hegemony. There are two hundred dark dwarves in the company headed by two captains, and ten sergeants. These shock troops in turn answer to Lord Nembrol, Nephew of Blackwell Kursh, and high priest of Kharzarn.

Goblins and orcs alike within the city avoid troubles with the Grey Guard, knowing that Lluvandro's favor extends always to Blackwell Kursh, and through him to his nephew Nembrol. Many are the instances when a newly anointed orc chieftain has brought about the ruin of his tribe at the hands of Nembrol's hard armored force. Trolls are equally discouraged from involving themselves in altercations with the dwarves as their dark sergeants are known to carry acids and alchemical flame in their gear.

Nembrol, as de-facto police chief is known to join patrols with his captains or sergeants, especially when looking for outlaws and criminals such as spies from the surface world, or missionaries seeking to bring the grace of the lords of good into their enclave of evil. Nembrol hates Zataricon, who tends to be insulting to the dark dwarf for some unknown and likely racist reason.

NEMBROL: (He is a lawful evil male Zvarguth 10th level fighter whose vital statistics are HD 10d10+20, HP 80, AC 20. His Primary Attributes are strength and wisdom. His significant attributes are strength 16(22), constitution 16. He wears +2 full plate armor, and a Belt of strength (22) giving him an additional +5 to hit and damage, and an amulet of shielding. He wields a +2

heavy flail (1d10+9). He keeps a small bag of holding with 2000 gp worth of gems, jewels, and precious jewelry, two potions of cure serious wounds, and a potion of invisibility.)

GREY CLAN PATROL OFFICER (180): (They are lawful evil Zvarguth 1st level fighters whose vital statistics are HD 1d10+1, HP 7, AC 17. Their primary attributes are strength and wisdom. They wear banded mail and carry a large steel shield. They wield a flail dealing 1d8+3 points of damage and a heavy crossbow with 20 bolts dealing 1d10 points of damage. They typically carry 1d10 gp in coin and valuables. They are trained in battle formations as detailed in **DB 5: The Conquered East**)

GREY CLAN SERGEANTS (20): (They are lawful evil zvarguth 3rd level fighters whose vital statistics are HD 3d10+3, HP 21, AC 18. Their primary attributes are strength and wisdom. They wear plate mail armor and carry a large steel shield. They wield a flail dealing 1d8+3 damage and a heavy crossbow and 20 bolts dealing 1d10 points damage. They carry 3d10 gp in coin and a potion of cure light wounds. They are trained in battle formations as detailed in **DB 5: The Conquered East**.

GREY CLAN CAPTAINS (2): (They are lawful evil zvarguth 5th level fighters whose vital statistics are HD 5d10+5, HP40, AC 18. Their primary attributes are strength and wisdom. They wear plate mail armor and carry a large steel shield. They wield a flail dealing 1d8+3 points of damage and a heavy crossbow with 20 bolts dealing 1d10 points of damage. They carry 5d10 gp in coin and gems and 2 potions of cure serious wounds.)

NEMBROL'S DUNGEON

Those arrested in the Undercity for petty crimes are tossed into Nembrol's Dungeon. This dungeon is basically a cluster of oubliettes behind the barracks. It is guarded by a dozen guards. Prisoners are not fed, nor looked after unless some other faction happens to come looking for someone that matches the description of the prisoner. Petty thieves have a hand hacked off and are released within 24 hours. Murderers (a rare charged crime in Ulgakur) are executed within 24 hours after a short trial. Nembrol acts as Judge, and is as often as not also the executioner.

The oubliette is twenty ft. deep and is a challenge level 10 to climb out of. There is a 1 in 10 chance that the oubliette is also home to an ochre jelly. The hatch into the oubliette is an iron grating that is usually locked with a good quality lock requiring a successful pick locks check (CL 6) to open from the outside. They are a (CL 12) to open from the inside!

Guards: 20 patrol officers, and 1 sergeant as detailed above.

OCHRE JELLY: (This large neutral ooze's vital statistics are HD 6d10, HP 36, AC 14. It attacks with acid dealing 2d4 points of damage. Its special attack is constriction requiring a dexterity save (challenge level 6) or become engulfed. Engulfed victims take 4d4 points of acid damage and suffocate in 4 rounds +1 round per point of constitution bonus.)

7. TEMPLE OF SOAGOTH

This unnatural looking pile was once carved in exotic shapes belying the plethora of forms which the god of chaos takes. The temple itself is untended and shunned by most of the residents of

Ulgakur who make the sign of the evil eye when forced to pass its moldering bones.

It is feared that the avatar of Soagoth itself sometimes haunts its temple, when a maddening moan fills the city turning the very blood of its inhabitants to ice in their veins.

8. GOBLIN MARKET

This sprawling market to the west of Gathaak's Grin offers standard gear and materials manufactured by slave labor within the city or plundered by raiding parties. Most of the material sold here is slightly or heavily used and of a somewhat shoddy nature which doesn't seem to bother the majority of the population one bit. It should be noted that young, foolish explorers of the Darkness often have very good gear that is barely used by the time that their bodies have been looted.

Typical Goblin Market Encounters

1.	Food Vendor	11.	Assassin
2.	Drug Peddler	12.	Zvarguth patrol
3.	Drug Addict	13.	Vampire
4.	Potion Seller	14.	Prostitute
5.	Pimp	15.	Unseen Servant
6.	Soot Goblin Gang	16.	Mercenary
7.	Pickpocket	17.	Rock Goblin Gang
8.	Bugbear Gang	18.	Orc Gang
9.	Wizard	19.	Purple Worm
10.	Cleric or Conjuror	20.	Dragon

Food Vendor: A goblin, orc, or other humanoid hawking rat on stick, roasted spider, or some other "delicacy" of the darkness.

Drug Peddler: An underworld humanoid selling shandimar's ash, or death's head extract, or lich dust. The peddler is guarded by a gang of 2d8 orcs.

Drug Addict: An underworld humanoid under the influence of shandimar's ash or death's head extract.

Potion Seller: 50% of potions are fake, though detect as magic due to arcane mark. No potion sold by a potion seller is valued at more than 400 gold pieces. Potion sellers are guarded by a half-hill giant bodyguard.

Pimp: The pimp sells the pleasures of the flesh to would be customers. Most of the pleasure slaves have been taken from the surface world, or are humanoids from tribes of the darkness not allied to Ulgakur. Prices and details are best left to the Castle Keeper, or ignored completely if such activities are not part of your campaign. An experience point reward of 1000 xp is granted per freed slave that survives all the way to the surface realm.

Soot Goblin Gang: 2d12 soot goblins, looking to cause problems, ask for protection money to avoid "issues" in their neighborhood. The entire gang can actually be hired out for about two gold pieces each per day, serving as a personal army. Their rate doubles for each gang member that

is killed in service to their new masters! If more than half of the gang is killed at any given time the rest mutiny and flee the scene.

PICKPOCKET: (This neutral evil humanoid's vital statistics are HD 6d6, HP 18, AC 16. Its primary attributes are dexterity and intelligence. It wears studded leather armor and wields a +1 scimitar for 1d6+2 points damage. The pickpocket carries expert thieves tools and has 3d20 gbs worth of lifted loot.

Bugbear Gang: 2d6 bugbears looking to hassle strangers to the city, haul them into a back alley and mug or murder them. Like the soot goblin gang, they can probably be bribed or hired as a bodyguard of sorts.

WIZARD: (This neutral evil humanoid 6th level wizard's vital statistics are HD 6d4, HP 17, AC 12. Its primary attributes are intelligence and strength. It carries a dagger and staff as well as a potion of fly and a potion of invisibility. It's typically memorized spells are 0th—dancing lights, detect magic, endure elements, Ghost Sound, Message. 1st—alter size, burning hands, magic missile, sleep. 2nd—detect thoughts, invisibility, mirror image, protection from arrows. 3rd—hold person, lightning bolt.)

ASSASSIN: (They are lawful evil humanoid 3rd level assassins whose vital statistics are HD 3d6, HP 10, AC 15. Their primary attributes are dexterity and intelligence. They wield a scimitar for 1d6 points of damage and a crossbow with 20 bolts for 1d6 points of damage and a blowgun with 10 darts dealing 1 point of damage. They wear studded leather armor. They are typically equipped with a potion of cure light wounds, a potion of delay poison and 2 doses each of venom type I-II.)

CONJUROR: (These chaotic evil meshkuri 2nd level conjurers whose vital statistics are HD 2d6+2, HP 8, AC 15. Their primary attributes are wisdom and charisma. They wear a chain shirt and carry a trident dealing 1d8+1 points of damage. 0th—4/day: detect magic, endure elements, detect poison, message. 1st—4/day: command, sound burst, magic missile, sleep)

Zvarguth Patrol: See Nembrol's Dungeon for Details.

Vampire: See M&T

Unseen Servant: A wizard's servant goes about shopping tasks for its master. The servant accidentally bumps into ogres the PCs are passing giving the ogres an excuse to start a fight.

MERCENARY: (This chaotic neutral humanoid 6th level barbarian's vital statistics are HD 6d12+12, HP 47, AC 14. Its primary attributes are constitution and strength. It wears a mail shirt and carries a two handed sword. He carries 3d10 gp and 2 potions of cure light wounds.)

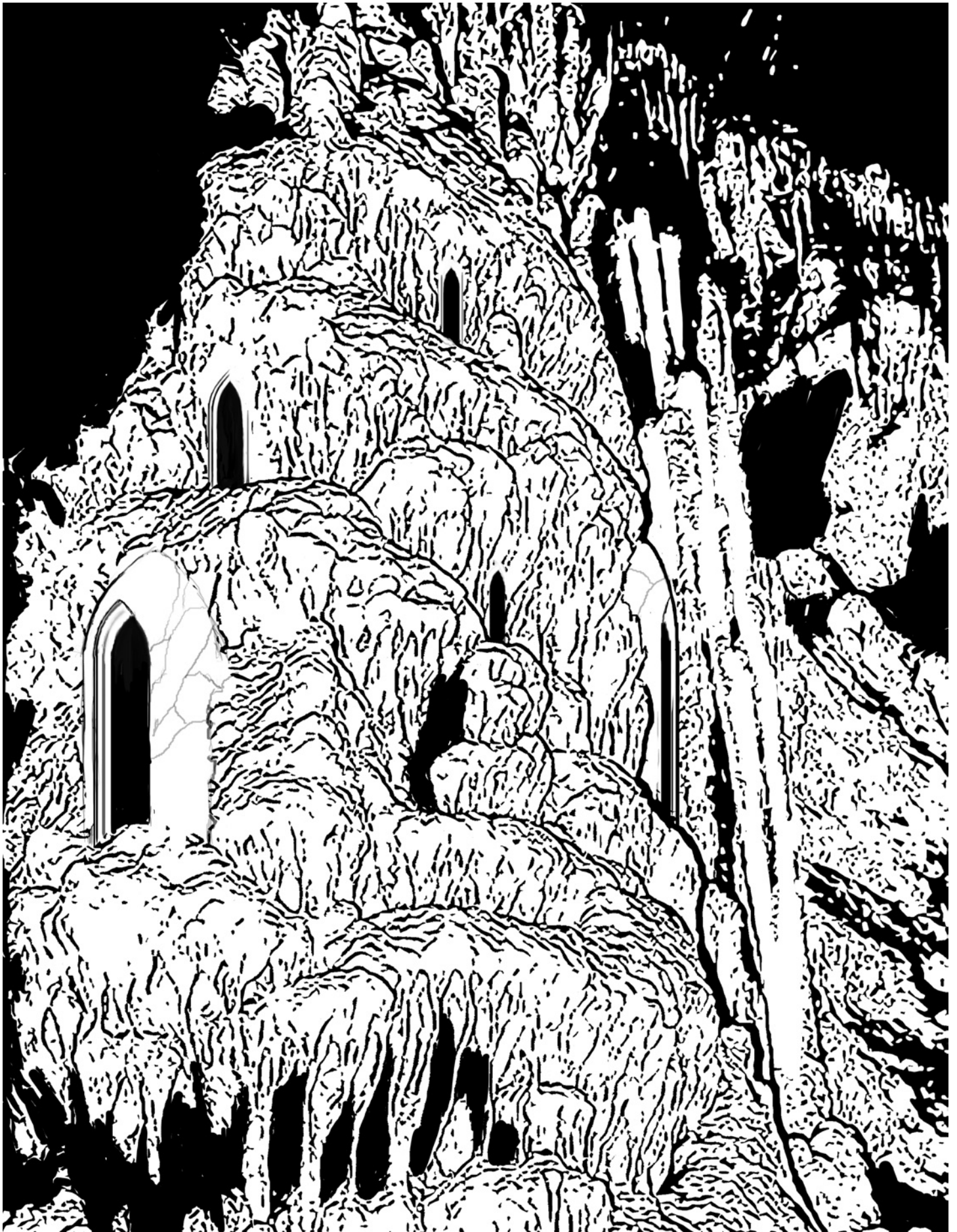
Rock Goblin Gang: As with soot goblin gang.

Orc Gang: 3d6 drunken orcs on a carouse and looking for a fight.

PURPLE WORM: (This large neutral magical beast's vital statistics are HD 15d10, HP 105, AC 19. Its primary attributes are physical. It attacks with a bite for 2d12 points damage and a sting for 2d4 plus poison. Its special abilities are burrow, swallow whole and poison dealing an additional 2-24 points damage unless a save vs. poison CL 15 is made.)

Purple worms, though rare, occasionally burst their way into the

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Undercity, looking for a quick snack of goblin meat before diving back into the stone from which they crawled.

Dragon: A dragon (as determined by the Castle Keeper) decides to pay a visit to the Undercity of Ulgakur, via the Eibon River, in search of tribute from the Hegemony.

9. FLESH AND BONES

Flesh and bones is run by Saba Zung a necromancer and one time instructor of Malash. Corpses may be brought in or they may be purchased on site. The majority are generated from orc and goblin stock, as they are the most prevalent population found within the Undercity. Skeletons and zombies are sold for their experience point value in gold pieces.

Saba has several plague zombies packed in oil that are not for sale. Saba saves these for the Apocalypse of Nartarus.

SABA ZUNG: (He is a neutral evil meshkuri 12th level wizard whose vital statistics are HD 10d4+10, HP 30, AC 14. His primary attributes are intelligence and constitution. His significant attributes are intelligence 17, constitution 15. His necromancer powers are Taint of death -7 charisma reaction with living beings, command undead as 12th level cleric, blessed of nartarus +3 saves vs. undead powers, flesh of the undead +2 natural armor class. He carries a wand of ray of enfeeblement with 50 charges, and wears +2 bracers of armor, a ring of sustenance, and a robe of useful items. His typically memorized spells are 0th—arcane mark, detect magic, detect poison, mending, message, prestidigitation. 1st—flesh of nartarus*, swarm of skulls*, charm person, magic missile, protection from good, shield. 2nd—salt of sorrows*, ebon bands of binding*, invisibility, mirror image, protection from arrows. 3rd—lurking doom*, vampiric touch, haste, lightning bolt. 4th—thirst for blood*, shadow hand*, minor globe of invulnerability. 5th—rise as the dead*, dissolve flesh*. 6th—ghostly grip*, chain lightning.)

*Denotes Spells from the **Black Libram of Nartarus™** By Casey W. Christofferson et al.

AUTHORS NOTE: THE BLACK LIBRAM OF NARTARUS

This foul book makes repeated mention within this product, as pieces of the wicked artifact may be found within the city and in the Darkness. Equally, spells and powers are mentioned here with as much detail as can be afforded for those who do not have the book. For those who do not possess this tome or are not interested in its dark gnosis, feel free to substitute spells and abilities where appropriate. For those who do not have the product but are interested in it, please contact Troll Lord Games and get your copy immediately!

ZOMBIES (40): (These neutral evil creatures vital statistics are HD 2d8, HP 9, AC 12. They attack with a slam for 1d8 points of damage.)

ZOMBIE HULKS (10): (These neutral evil creatures vital statistics are HD 4d8, HP 18, AC 14. They attack with two slams for 1d10 points of damage, and take half damage from physical attacks.)

10. GATHAAK'S GRIN

An infamous fighting arena where slaves of the Hegemony fight to the death for the amusement of the Undercity's jaded populace. Lord Blacksoul finds entertainment in participating in the games with Mistress Sinn and cohorts of their clan. Their particular predilection is in games of living chess, where the rules are slanted in their favor.

The grin is built like a sunken amphitheater on the inside, though its outside is carved in the likeness of a cyclopean orc head, grinning with madness. The auditorium seats two thousand with action frequently so close that one could reach out and touch the competitors. The arena floor itself is hard packed blood soaked sand two feet deep. It is unknown how many bone and tooth fragments or pieces of shattered weapons lay under its gritty surface.

The Grin is managed by Magunnmush Baddun, a heavily scarred bugbear champion with a mind for business as sharp as his battleaxe. Magunnmush's bugbears frequently go out into the darkness hunting new beasts that are brought to the grin, then raised to do battle with would be champions and warrior slaves.

Magunnmush's greatest enemy is Snaalrak, who escaped him with half of the bugbear tribe some time ago. Magunnmush would pay 500 gp for Snaalrak's head as proof of his death.

MAGGUNMUSH BADDUN: (He is a chaotic evil bugbear 8th level fighter whose vital statistics are HD 8d10+3d8+11, HP 82, AC 21. His primary attributes are strength and dexterity. His significant attributes are strength 18, intelligence 13, and Dexterity 16. He carries a +2 two handed axe dealing 1d12+7 points of damage and wears +1 full plate armor and boots of striding and springing. He keeps two potions of cure serious wounds.)

MAGGUNMUSH'S HUNTERS: (They are chaotic evil bugbear 2nd level rangers whose vital statistics are HD 2d10+3d8+5, HP 29, AC 17. Their primary attributes are strength and wisdom. They fight with a composite longbow with 20 arrows dealing 1d8 points damage and bastard sword dealing 1d10+3 points damage due to strength. Their ranger bonuses apply to PC races (human, elf, half elf, dwarf, halfling, and gnome.)

Arena combatants should be based on the level and difficulty appropriate to the Castle Keeper's campaign.

Payout for winning a match is equal to the treasure type of the creature or opponent battled in gold coin. If characters fight as prisoners they earn no treasure and gain only experience points.

11. DARK ELF CONSULAR SPIRE

The dark elves are a defeated and much declined race, have mostly relinquished their hold of the Darkness, preferring to serve as advisors or mercenary officers in the payroll of others. This is not to say that their webs of deceit do not run deep. Rather their numbers are simply too small and surviving rulers too young to command the might that they were once known to wield. Perhaps in another millennia or two they shall rise again to reclaim their birthright.

Under the guidance of Salsuvio, called Pitch the Blacksoul and his insane sister Mistress Sin, the dark elf emissaries still maintain control of a great deal of the trade between the benighted settlements of the Darkness. Many have taken to the patronage of

the Demon Lord Zudusht, the Count of Nightmares, as the drow's disoriented priesthood seeks a replacement for their fallen queen amongst the pantheons of the Underworld.

SALSUVIO "PITCH" BLACKSOUL: (He is a chaotic evil dark elf 8th level wizard, 8th level assassin whose vital statistics are HD 8d4+8d6, HP 40, AC 21. His primary attributes are intelligence and dexterity. His significant attributes are intelligence 18, dexterity 18. His special abilities are dancing lights, faerie fire, darkness, detect magic, know alignment and levitate 1/day, darkvision 120 ft. and spell resistance 3. He carries a staff of Evocation with 40 charges, a +3 frostbrand long sword, +3 leather armor, and a +2 ring of protection. He keeps 2 doses each of Types I-VI poison. He carries 2 potions of cure serious wounds and boots of speed. His typical memorized spells are 0th—dancing lights, detect magic, detect poison, open/close, message. 1st—change self, charm person, magic missile, protection from good, sleep, spider climb. 2nd—detect thoughts, invisibility, mirror image, protection from arrows, ray of enfeeblement. 3rd—dispel magic, fly, haste, lightning bolt. 4th—charm monster, polymorph.)

MISTRESS SINN: (She is a chaotic evil dark elf 8th level fighter, 6th level wizard whose vital statistics are HD 8d10+6d4, HP 72, AC 23. Her primary attributes are strength and intelligence. Her significant attributes are intelligence 17, dexterity 17(19), charisma 18. Her special abilities are dancing lights, faerie fire, darkness, detect magic, know alignment and levitate 1/day, darkvision 120 ft. and spell resistance 3. She carries a +2 "final word" scimitar and a +2 short sword of deft hands. She wears elven chain giving her an overall armor class bonus of +10. She keeps a wand of lightning with 50 charges and two potions of cure serious wounds. Her typically memorized spells are 0th—arcane mark, detect magic, detect poison, message, prestidigitation. 1st—change self, magic missile, charm person, sleep. 2nd—invisibility, mirror image, ray of enfeeblement, web. 3rd—dispel magic, haste, suggestion.)

DARK ELF WARRIORS (100): (They are chaotic evil dark elf 2nd level fighters whose vital statistics are HD 2d10, HP 13, AC 16. Their primary attributes are strength and wisdom. Their special abilities are dancing lights, faerie fire, darkness, detect magic, know alignment and levitate 1/day, darkvision 120 ft. and spell resistance 3. They attack with a long sword for 1d8+2 points damage, or a light crossbow and venom bolts for 1d6 points of damage and a Save vs. Poison, challenge level 3 or fall asleep for 1d6 rounds. They wear chain hauberk and carry a small steel shield.)

DARK ELF WARLOCKS(20): (They are chaotic evil dark elf 1st level fighter, 3rd level wizards whose vital statistics are HD 1d10+3d4, HP 13, AC 15. Their primary attributes are strength and intelligence. Their special abilities are dancing lights, faerie fire, darkness, detect magic, know alignment and levitate 1/day, darkvision 120 ft. and spell resistance. They attack with a longsword for 1d8+2 points damage, or a light crossbow and venom bolts for 1d6 points of damage and a save vs. poison, challenge level 3 or fall asleep for 1d6 rounds. they wear chain hauberk and carry a small steel shield. their typically memorized spells are 0th—arcane mark, detect magic, ghost sounds, prestidigitation, 1st—burning hands, magic missile, spider climb, sleep. 2nd—mirror image, web.)

12. PALACE OF ZATARICON

This large palace within its militaristic walls is the fortress of Zataricon, current General of the Nightmare Legion, a mercenary

force known for its bloody ruthlessness. A fallen paladin, Zataricon is a man of excesses seldom imagined. The stylized image of Prince Yorgovea the Arch Fiend in his guise as the Crimson General figures heavily into the palace statuary and décor.

Zataricon and most of his knights are comprised of Meshkuri, descendants of the Umeshiti who once dwelt in this part of the world. When the gods failed them they turned to Prince Yorgovea to guide them. The Crimson General taught them knowledge of science, sorcery, and the use of drugs to numb the pain of battle. Other members of the Nightmare Legion are made up of fallen dark elf outcasts and villains of the surface world who have somehow fallen in with the legion and proven their mettle to the legions heartless ruler.

There are one hundred knights in the Nightmare Legion. The knights ride giant bats in combat. The nights summon their bats from the ceiling of Ulgakur with a special whistle carved from the skull of a gargoyle.

Zataricon is allied with Ralgin and Cadmus Orlaot. He despises orcs, goblins, and especially hates Nembrol and his Dark Dwarves. Zataricon is neutral in his interest in the affairs of Lord Pitch and his dark elves, finding him untrustworthy but occasionally useful. As a venerate of Yorgovea his other predilections preclude his becoming victim of Mistress Sinn's charms, unless she were to polymorph herself into a more appropriate form for his particular desires.

ZATARICON: (He is a lawful evil Meshkuri 11th level knight whose vital statistics are HD 10d10+14, HP 84, AC 24. His primary attributes are strength and charisma. His significant attributes are strength 17 and constitution 15. He carries a +3 sword of wounding and wears +3 full plate armor and an amulet of shielding and a ring of counterspells (fireball). He bears a +2 medium steel shield. Zataricon always has 3 vials of Meshkuri painkiller, and a potion of feather fall.)

NIGHTMARE LEGION KNIGHT (100): (They are lawful evil Meshkuri 2nd level Knights whose vital statistics are HD 2d10, HP 14, AC 17. Their primary statistics are strength and charisma. They carry a heavy lance and long sword and wear full plate, bearing a large steel shield. They keep 2d20 gp worth of gems, jewels and coin.)

NIGHTMARE LEGION BATS (100): (These large neutral magical beasts' vital statistics are HD 5d8, HP 48, AC 16. They attack with two claws for 1d6 points of damage and a bite for 2d6 points of damage. Their special abilities are dive, blood drain, sonar, scent, track, and terrifying shriek.)

13. EAST GATE: THE HOBGOBLIN ULGAKUR LEGION BARRACKS

This stout gate fortress not far from the Tower of Lluvandro serves as the proving ground for all hobgoblins raised in the breeding pits of Ulgakur. As a gate of guarded access into the city from the southeast, the barracks makes a daunting impression of the Hegemony's power on visitors from those regions of the Darkness which lay beyond its eastern hall.

From about three years of age until sixteen hobgoblins are barracked here where they receive non-stop training in the art of war. Once graduated from their training, they are collected

by whoever paid for their rearing. They will then serve a term of service no longer than ten years to their new master. Hobgoblins raised in the barracks are considered elite even amongst other hobgoblins and many go on to raise and command their own legions after their ten year service is expired.

The Legion Barracks graduates almost one hundred elite hobgoblins every year and has four hundred cadets training at any given time. Three hundred of these cadets are considered “regular hobgoblins” until their fourth year of training. The hundred cadets in the senior class are considered 1st level fighters. The cadets graduate as 2nd level fighters.

The Barracks is maintained by Wunash Babo, a grizzled battle veteran and his squad of trainers who have maintained the barracks at the pleasure of the Hegemony for twenty years. The one armed warlord is not slowed by his missing limb in the slightest, showing no quarter to cadets he deems too weak to cut the mustard.

WUNASH BABO: (He is a lawful evil 9th level hobgoblin fighter whose vital statistics are HD 9d10+10, HP 66, AC 19. His Primary Statistics are strength and intelligence. His significant statistics are strength 16, intelligence 14, and dexterity 8 (due to one arm). He bears a +2 long sword dealing 1d8+6 points damage. He wears +2 full plate armor. He keeps 3 potions of cure serious wounds.)

HOBGOBLIN TRAINERS (8): (They are lawful evil 4th level hobgoblin fighters whose vital statistics are HD 4d10, HP 24, AC 18. Their Primary Statistics are strength and dexterity. Their significant attributes are strength 15, and dexterity 15. They carry two handed swords or a two handed axe for 2d6+2 points damage and expert composite longbows that deal 1d8 points of damage and carry 20 arrows. They wear splint armor and bear a medium steel shield.)

HOBGOBLIN SENIOR CADETS (100): (They are lawful evil 1st level fighters whose primary statistics are HD1d10, HP 7, AC 16. Their primary attributes are strength and dexterity. Their significant attributes are strength 15, and dexterity 15. They carry a two handed sword or two handed axe for 2d6+2 points damage and composite longbows and 20 arrows for 1d8 points damage.)

HOBGOBLIN JUNIOR CADETS (300): (These lawful evil hobgoblins vital statistics are HD 1d10, HP 7, AC 15. Their primary attributes are physical. They have darkvision 60 ft. They carry two handed sword, or two handed axe dealing 2d6 points of damage.)

14. THE OGRE CAVE

The ogre cave is a tavern frequented by various neighborhood locals. Indeed there are ogres who visit the tavern, and not more than a few trolls as well. Most who come here sit around with their flagons of warm, sour, foul smelling ale and complain about nearly everything that they can think to complain about. The cave is owned by Jaddam, a ½ ogre wise-ass and general hater who immediately criticizes everything and everyone. Jaddam starts his diatribes with “...you know the messed up thing is...”

The only drinks served in the Ogre Cave are sour mash and bitter ale. Each cost 1 sp a glass, though the beer requires a successful constitution Save (CL 3) to keep from getting ulcers and a gut worm. The gut worm steals 1 permanent Hit Point per week until it is destroyed with a Remove Disease spell or paladin special ability.

12 CASTLES & CRUSADES

Patrons not listening to Jaddam's gripes busy themselves playing liars dice and card games. Jaddam is obnoxious enough that not even kobolds will visit his establishment.

JADDAM (This Neutral Evil Half-ogre's 4th level fighter's vital statistics are HD 1d8+2+4d10+8, HP 39. AC 17. His primary attributes are strength and constitution. His significant attributes are strength 19, constitution 16. He carries a +2 two handed umeshti steel sword, and wears a +2 chain-shirt which was once warhorse barding. He keeps 1800 gps in a locked iron box in the back room and wears the key around his neck.

Typical Patrons: Roll 1d6 three times on the following table.

1. 2d10 orcs
2. 1d4 Meshkuri mercenaries (fighter 1)
3. 1d6 ogres
4. 1d6 bugbears
5. 2d10 rock goblins
6. 2d10 common goblins

15. OPALINE ESTATES

Another massive pillar is home to the Opaline estates. This is the headquarters of the Opaline Concorde, an oppressive assassins' guild. Most of the members worship Shambere, though others are known to also pay homage to a variety of devils that trade luck and information for portions of the immortal soul.

The guild is currently led by “Koo” Covellias. Koo holds a full seat in the Hegemony's council. Koo claims to be a direct descendant of Rusir Covellias, assassin in the company of Lluvandro, back when that fell Lich still walked the world as a living being. Centuries of dwelling in the Darkness and intermixing with other races have resulted in Koo being born a Meshkuri.

As assassins and secret keepers, the Opaline Concorde is charged with keeping the location and aims of the Undercity of Ulgakur secret from those who dwell upon the surface world. In this capacity, agents of the Opaline are known to spy on the surface, keeping an ear out for any activities that threaten the existence of Ulgakur. Any surface dweller uttering the name Ulgakur is thus marked for death and dealt with at the earliest convenience by Opaline agents.

Assassins seeking admittance into the guild are generally put through a series of tests, involving their skills at stealth, disguise, and information gathering, with culminating activities including the assassination of a difficult target. Typically these targets are knights or merchants of the surface world, but have been known to include those whom the Hegemony suspects of treachery within their own ranks. The final act of acceptance is to survive an attack by other members of the Opaline Concorde. Should the applicant succeed in all endeavors, they are called before Koo and granted the midnight blue robe and mask of their new guild.

KOO COVELLIAS: (He is a lawful evil meshkuri 2nd level fighter, 12th level assassin whose vital statistics are HD 2d10+2+10d6+14, HP 58, AC 20. His primary attributes are strength and dexterity. His significant attributes are strength 15, dexterity 18, and intelligence 13. He wields

a +2 long sword of puncturing, and a dagger of venom. He wears +3 leather armor, a ring of protection +2, and a ring of mind shielding. Koo keeps 15,000 gp worth of loot in a bag of holding, 3 potions of cure serious wounds and 3 doses each of venoms type I-VI.)

OPALINE AGENT (50): (They are lawful evil humanoid 3rd level assassins whose vital statistics are HD 3d6, HP 10, AC 15. Their primary attributes are dexterity and intelligence. They wield a scimitar for 1d6 points of damage and a crossbow with 20 bolts for 1d6 points of damage and a blowgun with 10 darts dealing 1 point of damage. They wear studded leather armor. They are typically equipped with a potion of cure light wounds, a potion of delay poison and 2 doses each of venom type I-II.)

OPALINE OVERSEER (10): (They are lawful evil humanoid 5th level assassins whose vital statistics are HD 5d6+5, HP, AC 16. Their primary attributes are dexterity and intelligence. They wield a +1 scimitar and +1 crossbow with 20 bolts, and a blowgun with 10 darts. They wear +1 studded leather armor and typically have 3 doses each of venom types I-III and two potions of cure light wounds.)

16. PLAZA OF KHARZARN

This is the center of slave trade within the Undercity of Ulgakur. Here prisoners and slaves born into bondage in the goblin pits are traded in a lucrative business of which the Hegemony collects a hefty percentage from. Many of the slaves are comprised of surface dwellers such as villagers and Umashtan tribesmen who have been kidnapped in their sleep by orc and goblin raiding parties.

SLAVE DRIVERS: (They are lawful evil humanoid 2nd level fighter 3rd level cleric whose vital statistics are HD 2d10+3d8, HP 26, AC 16. Their primary statistics are strength and wisdom. They bear longswords for 1d8+2 points damage and scourges for 1d6 points of damage. They wear banded mail and have 3d20 gp in jewels and coin and a length of manacled chains to tend 4 prisoners. Their typically memorized spells are 0th—detect good, detect magic, detect poison. 1st—command, shield of faith, sound burst. 2nd—hold person, spiritual weapon.)

SLAVES: (They are neutral humanoids whose vital statistics are HD 1d4, HP 2, AC 10. Their primary attributes are physical. They are non-combatant unless armed and armored.)

THE SLAVE TRADE

Slaves are sold for the average of their Primary Statistics in Gold Pieces. Thus a goblin with a strength, dexterity, and constitution of 10 would sell for 10gp. A human with Primes in strength (18), dexterity (15) and wisdom (12) would sell for 15 gp. This value is a pure minimum. Slaves who have other specialized abilities, such as class levels or ties to nobility that could be exploited for ransom or sacrificial purposes would of course increase in price exponentially.

The temple which stands to the east of the plaza is a testament to pain and suffering. The very structure itself is built in the shape of a bound and tortured humanoid, a victim of Kharzarn's cruelty magnified to obscene proportions. Kharzarni priests, many of who are dark dwarves maintain daily sacrifices that keep the zombie and skeleton trade in full swing by offering a beneficial reciprocity

to the worshippers of Nartarus. It is said that Nartarus craves your flesh and bones, but Kharzarn seeks to torment your soul.

The High Priest of Kharzarn is Prince Blackwell Kursh. Prince Blackwell is a dark dwarf and full member of the Hegemony. Blackwell was with Lluvandro when they seized the city. He later brought his clan up from the depths to serve as police force. He is the uncle of Lord Nembrol, commander of the Zvarguth constables.

PRINCE BLACKWELL KURSH (He is a lawful evil male dark dwarf 14th level Cleric of Kharzarn whose vital statistics are HD 10d8+10, HP 50, AC 22. His primary attributes are wisdom and strength. His significant attributes are strength 17, wisdom 17, and constitution 15. He carries a +2 cold iron sickle sword of wounding dealing 1d10+4 points of damage. He wears flaming plate armor, a brooch of shielding, and a +1 medium steel shield. He carries an unholy symbol of Kharzarn, 4 bottles of unholy water, 2 potions of cure serious wounds, and a wand of cause serious wounds. His typically memorized spells are 0th—detect good, detect magic, detect poison, first aid x2. putrefy food and drink. 1st—bless, command x2, cure light wounds, cause light wounds, protection from good, sound burst. 2nd—aid, hold person x2, silence x2, spiritual weapon x2. 3rd—cure serious wounds, cause serious wounds, dispel magic, prayer, blindness, cause disease. 4th—air walk, freedom of movement, humming circle, life drain. 5th—cure critical wounds, cause critical wounds, flame strike, plane shift. 6th—blade barrier, geas, word of recall. 7th—unholy word, regenerate, repulsion. 8th—firestorm, summon planar ally.)

17. TEMPLE OF NARTARUS

This temple serves as headquarters of the Cult of Night in the Undercity. In truth the temple is little more than a mortuary and dormitory for the intelligent dead and necromancers of the Cult of Night that seek entry into the Sanctum of the Black Book in hopes of perusing its fabled pages.

The temple is overseen by Gilbeth Colbiarn. Gilbeth makes frequent pilgrimages through the Deaths Gate to commune with his God via the portals in Zulman Gul. Gilbeth is subservient to the will of Lluvandro when the lich is actually in the city, as all worshippers of Nartarus are subservient to the most powerful of the undead. As gift for his allegiance, Gilbeth is given a squad of wights whose sergeant is Lucarne, a Wight knight.

GILBETH COLBIARN: (He is a neutral evil Half-elf 11th level cleric whose vital statistics are HD 10d8+13, HP 63, AC 22. His primary attributes are wisdom, and charisma. His significant attributes are wisdom 17, constitution 15. He carries a +3 mace of disruption, and a +1 scythe. He wears +2 full plate armor. Gilbeth keeps two potions of cure serious wounds. His necromancer powers are taint of death -5 charisma reaction with living beings, blessed of nartarus +2 saves vs. undead powers, flesh of the undead +2 natural armor class. His typically memorized spells are 0th—detect good, detect magic, detect poison, first aid x3. 1st—swarm of skulls*, bless, command, cure light wounds, cause light wound, shield of faith, sound burst. 2nd—salt of sorrow*, claws of the grave*, desecrate, hold person, silence. 3rd—animate dead, dark gnosis*, cause serious wounds, create serious wounds, blindness. 4th—unhallow, shadow hand*, bouncing ice blast*. 5th—dissolve flesh, cause critical wounds. 6th. create undead.)

WIGHTS: (These lawful evil undead creatures vital statistics are HD 4d12, HP 28, AC 15. They attack with a slam for 1d6 points

of damage. Victims struck by a wight must make a constitution save (challenge level 4) or lose one hit dice or experience level.)

LUCARNE THE WIGHT KNIGHT: (This lawful evil undead creature's vital statistics are HD 8d12, HP 72, AC 22. His primary attributes are physical and mental. He has all of the special abilities of an 8th level knight. He attacks with a slam for 1d6 points of damage or a +2 long sword for 1d8+4 points damage. Victims struck by Lucarne's slam attack must make a constitution save (challenge level 8) or lose one hit dice or experience level. Lucarne also wears ornate archaic +1 splint armor worth twice its normal value as it is encrusted with gems and jewels (2400 gp).)

18. TROLL KNUCKLES

Troll Knuckles is a low rent gaming hall not far from the Temple of Nartarus. Typical games include rock, parchment, snippers, I'm thinking of a number, and guess what my finger smells like. Of course the real game of games is troll knuckles played with the owners Chavus and Slegee. Chavus and Slegee are a pair of good for nothings that inherited this run down shambles of a gaming hall from their older (deader) brother. The pair is known to lop off one of their own fingers and pin it with whatever numbers their liquor soaked minds can count to for that day and get on with their dice.

The hall is lit with iridescent fungus and no torches nor open flames are allowed anywhere within the place, except for the one candle that keeps Slegee's ill smelling stogies lit. Gamers have been known to pay any gambling debt to the duo in kegs of ale or bottles of sour mash.

Chavus was once captured and held in servitude by gnomish explorers and archaeologists who used his tremendous strength to clear debris that their little bodies could not manage. He happened to learn quite a bit during his time with them before he ate them all, though refuses to talk about his experiences except in the most general way.

CHAVUS AND SLEEGE: (These chaotic evil large trolls vital statistics are HD 9d8, HP 45, 50, AC16. Their primary attributes are physical. They attack with claws 2 claws for 1d4 points damage each, or a bite for 2d6 points of damage. Their special abilities are rend for an additional 1d4+1 points of damage. They regenerate 2 points per round. They keep 2400 gps worth of coins and jewels in a locked strongbox. Slegee jealously guards the strongbox key, especially from Chavus.

Typical Patrons: Roll 1d12 three times on the following table.

1.	2d10 orcs
2.	1d4 Meshkuri mercenaries (fighter 1)
3.	1d12 hobgoblins
4.	1d6 bugbears
5.	2d10 rock goblins
6.	2d10 common goblins
7.	2d10 soot goblins
8.	1d4 ogres
9.	1d4 trolls
10.	1d4 zvarguth fighters (fighter 1)

14 CASTLES & CRUSADES

11. 2d12 Kobolds
12. NPC (Castle Keeper's Choice)

BILL O'FAIRE

Sour Mash: 5 sp/shot, 2 gp/cup: A mix of surface whiskey, hot peppers, cinnamon, cloves, gunpowder and water straight out of the Eibon River. Otherwise, perfectly healthy.

Troll Swill: 1sp/mug: A favored beer of ogres and trolls alike.

Troll Swill Lite: 2 sp/mug: By far the best selling beer of the darkness, favored by females and those trying to "meet" that lucky lady.

Knuckle Sandwich: 1 gp. A large sandwich made from the slow roasted paw of whoever last cheated the house at cards or dice and got caught. With its own salt and pepper rub and exotic sauce, the knuckle sandwich ain't half bad, as long as it isn't your own mitt you're gnawing on!

19. THE COAL CHAMBER

The Coal Chamber is a tavern serving goblin overseers and miners who pull the coal from the earth, which heats the cities massive steel foundry. Typically the place is over run with one shift or another of soot goblins and their pet rock worms. One legged' Grokky runs the Coal Chamber and a hot numbers game on the side. Many of the shift workers toss in their hard earned coin in the hopes of winning it big and leaving their harsh lifestyle behind for a nice place in one of the spires.

ONE LEGGED GROKKIE

Grokkie lost his leg in a cave-in but gets around just fine on his peg leg. An aggressive soot goblin he would be a chief if it weren't for his handicap.

GROKKIE: (He is a small lawful evil soot goblin 5th level fighter whose vital statistics are HD 5d10, HP 30, AC 14. His primary attributes are strength and intelligence. His significant attributes are strength 14, and dexterity 8 due to a missing leg. He wears +1 studded leather armor and wields a +1 shortsword. He keeps a small bag of holding with 450 gp worth of coins and jewels, 1 potion of invisibility, and 1 potion of cure light wounds.)

At any given time Grokkie is gambling with the one of the following:

1. 2d10 orcs
2. 1d12 hobgoblins
3. 1d6 bugbears
4. 2d10 rock goblins
5. 2d10 common goblins
6. 2d10 soot goblins
7. 2d12 kobolds
8. Special (Castle Keeper's Choice)

ROCK WORM RACES

A wrought iron track runs along the walls and floor of the Coal Chamber. The track is used by coal goblins to race their rockworms for sport. The worms hate the metal and the goads that the goblins use, but are rewarded with a fresh bucket of coal if they win. The goblins tend to bet 1d6 gp each on the races, with payouts reflective of the number of patrons in the tavern. Goadng the worms takes a successful charisma check (challenge level 3) with the highest check winning the race.







20. THE COAL ROAD

Running through the northeast corner of Ulgakur is the road that hauls coal and ore into Ulgakur from the northwestern mines. The neighborhood fairly crawls with soot goblins and kobold slaves.

21. SAPPERS MARKET

The sapper's market is somewhat of an alchemical clearing house where raw chemicals are kept. Many of these chemicals are left over from the mining of coal and oil from the depths that are distilled and re-constituted into malevolent chemicals explosives popular with the ranks of goblin sappers. Sulfur, caustic acids, and reconstituted bat guano are also sold here in abundance. Such items are sought by wizards the world over and although dirt cheap in the Sappers Market, they command a hefty resale in farther flung reaches of the world.

TYPICAL ITEMS

Acid — 75gp/vial. Deals 1d6 points of acid damage per round for 1d4 rounds. Dissolves metal, flesh, wood.

Goblin Grenades — 100gp/each, deals 3d6 points damage to a 10ft. radius. Dexterity Save for 1/2 damage.

Gun Powder — 100 gp/lb. (Detonated, deals 6d6 damage in 50ft. radius, only explodes if “hard” packed. Loose powder merely burns intensely for 1d2 rounds.

Bat Guano — 1gp/lb.

Poison — As listed in the M&T

Eye of Newt — 1cp/lb.

Frog Tongue — 1sp/lb.

Coal — 2sp/lb.

22. TEMPLE OF MALHATER

This temple built near the ever present lava flow glows with a hellish red intensity. The temple is built in the likeness of a massive demonic face which is in turn crawled upon by six hundred and sixty six imps and lesser demons and devils. The imps and demons are shown in various stages of torturing and punishing sinful mortals all of whom crawl from the massive demonic skull. The entrance to the temple is through the massive stone maw. A long sinuous tongue serves as a ramp which leads into these unholy jaws and the wicked sanctum beyond. A monument to the might and ferocity of the most feared of all the Seven and Four, this is the sanctuary of the dreaded Demon Prince Malhater.

Paladins of less than tenth level attempting entry into this temple, suffer a loss of 1d4 temporary levels unless they make a charisma Save (CL 10). Additionally those who fail their save suffer an additional 4d6 points of physical damage per round until they are 30 ft. from the structure. Those who make their save are still affected by the powerful innate, mindless evil that Malhater represents. Successful saves still suffer a -2 to all saves, Siege checks, and attack rolls for the duration of their visit.

The temple is overseen by Cadmus Orlaot and his six acolytes. Cadmus is a full member of the Hegemony, due to the fear and respect all other members hold for Cadmus's patron, the Un-fettered one.

If attacked within the temple, Cadmus has the power to summon 1d4 ragok temple guardians. These fiendish entities defend the temple unto their own utter destruction. There is a 1% chance that the Avatar of Malhater himself answers the call personally, though this would result in the destruction of Cadmus as punishment for the annoyance of his master.

CADMUS ORLAOT: *(This chaotic evil meshkuri 13th level conjurer* vital statistics are HD 10d6+19, HP 49, AC 18. His primary attributes are wisdom, and charisma. His significant attributes are wisdom 17, charisma 17. He wears +2 bronze breastplate and a ring of protection +2. He wields a +2 trident dealing 1d8+3 points of damage. Cadmus uses the following spells: 0th—6/day: detect magic, detect good, ghost sound, mage hand, message, prestidigitation; 1st—7/day: alter size, burning hands, change self, command, magic missile, protection from good, sound burst; 2nd—7/day: augury, hold person, silence, detect thoughts, protection from arrows, ray of enfeeblement, scare; 3rd—4/day: dispel magic, fireball, haste, suggestion; 4th—3/day: freedom of movement, charm monster, bestow curse; 5th—3/day: flame strike, ethereal jaunt, summon monster; 6th—1/day: harm, project image.)*

ACOLYTES OF MALHATER: *(These chaotic evil meshkuri 2nd level conjurers whose vital statistics are HD 2d6+2, HP 8, AC 15. Their primary attributes are wisdom and charisma. They wear a chain shirt and carry a trident dealing 1d8+1 points of damage. Spells: 0th—4/day: detect magic, endure elements, detect poison, message; 1st—4/day: command, sound burst, magic missile, and sleep.)*

RAGOK DEMONS: *(These large chaotic evil demons' vital statistics are HD 6d8, HP 24, AC 19. Their primary attributes are mental and physical. They attack with two claws for 1d8 points of damage and a bite for 2d6+2 points of damage, or a tail slap for 1d8 points of damage. Their special abilities include spell resistance 6, demon traits, pounce, and howl.)*

23. MOUTH OF CHOMPOTL

The Mouth of Chompotl is the northern entrance of Ulgakur where the Eibon River pours into the city from area 6-16 B in **DB 3 The Deeper Darkness**. The massively carved mouth is designed in the likeness of the jaws of Chompotl the Demon of the Deeper Darks, patron Demon of Ulgakur. The mouth can be closed via a magic word known only to Lluvandro which seals all entry to the city via flight, swimming, or water-craft leaving only narrow passages between the massive stone teeth for the black waters to pour through.

24. EIBON RIVER

Here the black river serves as both sewer and water source to the Undercity. The waters move rapidly enough through the city, quickly flushing most of the detritus not held back in the backwater canals. Giant suckerfish and other creatures that enjoy cool fresh water are known to feast upon the cities spoor and are in turn feasted upon by those members of the populace lucky enough to pull a fish from the rushing waters.

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25. THE CLOVEN ELF

As the name indicates this tavern features the two skeletal halves of an ancient elf nailed above either side of the entrance. A popular tavern amongst members of the Grey Guard, it is also frequented by pilgrims who come to seek the cities various temples of evil, and necromancers passing through the Undercity on their way to Zulman Gul. The Cloven Elf is run by Rubia Coalstoker, a rock goblin of some esteem in the neighborhood.

Typical Patrons: Roll 1d10 three times on the following table.

- | | |
|-----|--------------------------------------|
| 1. | 2d10 orcs |
| 2. | 1d4 Meshkuri mercenaries (fighter 1) |
| 3. | 1d12 hobgoblins |
| 4. | 1d6 bugbears |
| 5. | 2d10 rock goblins |
| 6. | 2d10 common goblins |
| 7. | 2d10 soot goblins |
| 8. | 1d4 ogres |
| 9. | 1d4 trolls |
| 10. | 1d4 zvarguth fighters (fighter 1) |
| 11. | 2d12 kobolds |
| 12. | Special* |

Special indicates an NPC of the Castle Keeper's choice.

Bill o' Faire

Rock Hard Ale — 2sp/mug

Gathaak's Grog — 4sp, CL +1 constitution save per mug or hallucinate ala mirage arcana.

Black as Soot Stout — 3sp/mug

Zvarguthan White — 1gp/shot: Un-diluted, un-filtered vodka, +1 Con save per shot or sickened for 2d12 hours suffering -2 to Attacks and Siege Checks.

Halfling Stew — 3 sp/bowl, contains no more than 20% actual Halfling, other meat ingredients include orc, goblin, kobold and "other".

Cavern Trout — served whole and still flopping on with hot sauce and a wooden mallet.

RUBIA COALSTOKER: *(She is a small lawful evil rock goblin 5th level rogue whose vital statistics are HD 5d6, HP 18, AC 17. Her primary attributes are dexterity and constitution. She carries a +1 short sword, and wears +1 studded leather armor and expert thieves tools. Rubia has 1400 gps worth of gems and jewels in a lockbox. The lockbox is a CL 4 to open without the key.)*

26. SANCTUM OF THE BLACK BOOK

This stone sanctuary within sight of the Tower of Lluvandro serves as a repository for pages of the **Black Libram of Nartarus**. The sanctuary is built in the shape of a huge mausoleum with a wrought iron gate surrounding it. Entry beyond the iron gate requires all who would seek the knowledge of the Black Libram



to make a charisma save (challenge level 10) to pass the gate. Those who fail must immediately make a second charisma save (challenge level 10) are filled with terror and horrific images similar to a *phantasmal killer* spell or die! Those who succeed the second save are merely terrified and cannot enter the Sanctum of the Black Book.

The sanctuary is a library of inestimable evil where the singular prize is an incomplete copy of the **Black Libram of Nartarus**, though important in value as it possesses nearly 10 pages of that wicked tome. The sanctuary itself precludes the theft of the book from behind the cold wrought iron bars of its cage and guarded by Jelaquin, an ancient specter of great power who has guarded the sanctuary since the first page was placed within the mausoleum shortly after the city's conquest by the original members of the Hegemony. Jelaquin is an efficient librarian, and enforces a strict silence rule. The sanctum is also under a continuous effects of a desecrate spell, granting Jelaquin and any other undead called to the sanctum additional strength.

Attempting to seize the book by force instantly summons **Y'bras the Drinker** to defend the book. Should Y'bras fall, there is a 50% chance that **Lluvandro** himself may arrive to defend the tome.

The bars are armor class 20 and have 200 hit points. Chopping at them uninterrupted by enemies takes 20 minutes.

Jelaquin allows access to study the Black Libram in exchange for scrolls of magic spells, magical tomes, spell books, and magic items useful to the Hegemony. Jelaquin grants 1 day of study per thousand gold pieces value of the item sacrificed to the Sanctum.

JELAQUIN *(This lawful evil medium extraordinary undead's vital statistics are HD 7d12, HP 84, AC 15. Its primary attributes are mental. It attacks with an incorporeal touch for 1d8 points*

of damage and level drain. Its special abilities are energy drain, create spawn, darkvision, incorporeal, powerlessness in sunlight and unnatural aura.)

27. TOWER OF LLUVANDRO THE BLACK

Located in the northern section of the city, the tower stands not far from the Mouth of Chompotl, Demon of the Deep along the banks of the Eibon River, where the oily black waters thread their way through the cavernous expanse of Ulgakur. A fortress like structure girds the base of the tower, a grim necropolis from which squadrons of undead usher forth their cold fingered doom during times of strife and riot. It is said that Lluvandro is seldom within his dreaded tower, as the lich now seeks mysteries amongst the varied planes of existence with which to heighten his already prodigious powers. Lluvandro's tower stands as the dark antithesis of the Tower of Nesturon on the surface world. Like the tower of Nesturon, it is believed that this tower is comprised at least in



some part of foundation stones from the Tower of the Magi.

The tower itself glows a sickly scintillating purple and is protected against most forms of unwanted intrusion, be they physical or magical. The fortress and curtain wall are home to three hundred starving ghouls commanded by vampire lord Y'bras the Drinker.

LLUVANDRO THE BLACK: (This lawful evil unique undead creature's vital statistics are HD 18d8, HP 108, AC 31, He wears +3 bracers of armor, a black robe of the archmagi (+5 AC, +4 to all Saves, +2 Enhancement to overcome spell resistance, Spell Resistance 9), and a +3 ring of protection. He attacks with his Ebon Staff of Death or a claw for 1d6 points damage and a paralyzing touch (CL 18 Save). He keeps a wand of lightning bolt, and a wand of fireballs at all times, each with 50 charges. He keeps 2d4 scrolls of 1d4 cleric or wizard spells of up to 9th level.

His typically memorized spells are: wizard 0th—arcane mark, dancing lights, detect magic, detect poison, mending, message, prestidigitation. 1st—burning hands, magic missile, protection from good, read magic, shield, shocking grasp, sleep. 2nd—acid arrow, darkness, enhance attribute, knock, mirror image, ray of enfeeblement. 3rd—blink, clairaudience/clairvoyance, dispel magic, fireball, fly, suggestion. 4th—charm monster, confusion, polymorph, locate creature, scrying. 5th—animate dead, cone of cold, hold person, magic jar. 6th—chain lightning, disintegrate, geas, transmute flesh and stone. 7th—finger of death, summon greater monster. teleport without error. 8th—polymorph any object, trap the soul. 9th—imprisonment, time stop

Cleric Spells: 0th—detect good, detect magic x5. 1st—bless, command, cause light wounds, cause fear, shield of faith, sound burst. 2nd—aid, darkness, desecrate, hold person, spiritual weapon. 3rd—animate dead, cause serious wounds, dispel magic, curse. 4th—dismissal, freedom of movement, unhallow. 5th—cause critical wounds, flame strike, true seeing. 6th—blade barrier, harm.)

Lluvandro is worth 14410 XP.

EBON STAFF OF DEATH	GP 41,000,	EXP 6,800
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This ebon staff is five feet long and tipped with a platinum skull, its eyes embedded with glittering black diamonds. The shaft of the staff is inscribed with runes detailing its dark purpose. In the hands of a necromancer or cleric it crackles with unholy energy, unleashing its full eldritch powers. The staff acts as a +1 weapon and deals 1d6+1 points of damage when used as a weapon.
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Harm: (1 Charge) Target touched with the staff is drained of all but 4 hit points unless a successful charisma save is made vs. challenge level 7.
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Death: (5 Charges) Target touched with the staff must make a charisma save vs. challenge level 7 or be struck dead! Creatures immune to death attacks are likewise immune to the effects of this staff.

Y'BRAS THE DRINKER: (He is a chaotic evil grave knight vampire whose vital statistics are HD 12d12, HP 96, AC 31. His primary attributes are mental and physical. he attacks with a slam for 1d8,

a bite for 1d4, or with his +3 two handed sword dealing 2d6+6 points of damage. he wears +2 full plate armor. y'bras has all of the special abilities of a vampire and all of the skills of a 10th level knight. he may drain 40 points of blood before he is sated.)

GHOULS (300): (These chaotic evil undead creatures vital statistics are HD 2d8, HP 9, AC 14. They attack with two claws for 1d3 points damage and a bite for 1d6 points damage. They have the special ability of paralysis and darkvision.)

28. THE FUNGUS PATCH

Located along the northwestern walls of the great cavern which houses the Undercity these giant fungi offer a renewable food source. The fungus themselves are fed with putrid flesh which not even orcs would eat and a constant supply of feces and waste collected by slaves from throughout the city's streets and by-ways. Passers by must be wary of triggering spore bursts from the various varieties of fungi, as these can be lethal unless water and vinegar soaked cheesecloth masks are worn.

The patch is worked by larvullaem who carefully harvest the fungi to maintain a sufficient amount for the survival of the underworld population. Giant slugs are a frequent menace to the Fungus Patch, and are known to attack the patch with regularity. The slugs are hard to prepare for as they may drop from the cavern ceiling or ooze their way up from the Eibon River with no real way of keeping them out. The larvullaem keep satchels of salt with them in order to drive the creatures out.

Deep within the patch an intelligent fungus bulb has achieved awareness. Any beings, which come within 30 ft. of it, must make a wisdom save (CL 8) or be dominated by the bulb. Dominated beings bring the bulb greater "food" in the form of putrid corpses for the bulb to feed upon. Once ten more hit dice worth of corpses are fed to the bulb it metamorphoses into a Fungi Lord and begins bringing other fungi from the patch to awareness with its innate druid like abilities.

LARVULLAEM (2-24): (These medium neutral aberrations' vital statistics are HD 3d8, HP 13, AC 14. Their primary attributes are physical. They attack with a spear for 1d8, a bite for 1d6, and a sting for 1d4+venom. Their special ability is venom requiring a Save vs. Poison (CL 3) or become paralyzed for 2d4 minutes. They typically have 5d10 gp worth of gems, jewels, coin, or other valuables.)

FUNGI BULB: (This large neutral plant's vital statistics are HD 8d8, HP 38, AC 14. Its primary attributes are physical and mental. It attacks with spores for 4d6 points damage (save for half) or with spell like abilities. Its special abilities are Mass Suggestion, and Psychic Attack. Found amongst the rotting corpses and detritus at its base are a ring of protection +2, a set of expert thieves tools, A +2 longsword, a +2 longbow, a +1 suit of chain-mail and 540 gp.)

GIANT SLUGS (1-4): (These large neutral beasts' vital statistics are HD 10d8, HP 42, AC 14. Their primary attributes are physical. They attack with a bite for 1d8 points damage +1d6 points acid damage. Their special attacks are acid spit for 3d6 points of damage, or a trample attack for 4d6 points of damage plus 1d6 points acid damage.)

SOME UNFINISHED BUSINESS

PCs who have played through adventures in **DB 2: Crater of Umeshti**, and **DB 3: The Deeper Darkness** have quite possibly had encounters with Malash and King Skritch. If either has successfully escaped the PCs their trail most certainly leads to the Undercity of Ulgakur.

MALASH

If Malash has escaped to the Undercity of Ulgakur, he keeps a room at the Travelers Spire and frequents both the Temple of Nartarus, and the Sanctum of the Black Book as he searches for allies to help him gain his revenge upon the PCs. The Castle Keeper may select any faction or NPC as an ally for Malash that they feel is an appropriately challenging to the PCs for any showdown with Malash they may plan.

SKRITCH

If Skritch was forced to flee his kingdom he has quickly re-established himself in the Undercity of Ulgakur where he allies himself with Koo Kovellias. He is known to Salsuvio and Mistress Sin, who playfully treat him as royalty (as a form of personal joke to themselves), and who have taken him into their spire as an "honored guest", as a dark elf's perversions know no bounds. Skritch possesses the lift lever leading to the darker holes of the Crater of Umeshti.

MAGIC ITEMS

SWORD OF DEFT HANDS

This shortsword is +2. When unsheathed and wielded its bearer benefits from unbelievable reflexes gaining a +2 boost to their physical dexterity.

8550 gp, 1500 xp.

"FINAL WORD":

A weapon enchanted with the final word allows the bearer to take a single additional melee attack against any opponent who has first struck them a blow in melee combat during that round. Final word enchantment may be placed on any melee weapon.

5000 gp, 1000 xp.

FLAMING PLATE MAIL

This +2 suit of magical armor encases its wearer in a sheet of flame dealing 1d6 points of fire damage to all within a 5ft of the wearer. The wearer is immune to fire damage while wearing flaming plate so long as the flames are active. The flames can be activated for 10 rounds per day.

9000 gp, 1200 xp.

NEW CLASS

The following class is an alternative class offered for use in a Haunted Highlands campaign.

CONJURER (CHARISMA)

Conjurers call upon ancient spirits both malevolent and benign to bend the laws of reality and work the forces of magic on their behalf. Conjurers bridge the gap between cleric and wizard, able to call on powers that are near divine, as well as progression in the study of eldritch lore. Conjurers are said to dwell in the secret darks, and whispered tales of bargains made and deals broken between mortals and supernatural beings.

As a conduit for the unseen powers beyond the veil, conjurers gain their power through promise and pact with invisible other planar entities, borrowing those powers for their own use for good or ill. Conjurers use the powers they gain to spread their own beliefs or as often as not for their own personal gain and prosperity.



Conjurers often follow the dark path of despair and devil worship, summoning powerful entities of the Abyssal Nether or Rings of Hell, bargaining off pieces of their immortal soul and the souls of sacrifices in exchange for greater power. Other conjurers use the abilities of elementals, fey creatures, and celestial entities to enhance their powers and spread good across the mortal realms. In either case, conjurers must be on guard against physical attacks, as the bond with their otherworldly allies is tenuous at best and may require some martial prowess when their granted magic fails.

For this reason conjurers are trained in the use of armors weighing no more than 25 lbs, and may wield melee weapons, but are limited to simple ranged weapons such as light crossbows and slings.

ABILITIES

Spells: Conjurers cast spells from both the divine and arcane spell lists. Conjurers are more limited than clerics and wizards in the number of spells that they may use per day due to the amount of bargain that must be paid. The Conjurer Spells Per Day Table shows the number of spells per day a character of this class may cast. A conjurer starts with two 0th level and one 1st level wizard spell. They otherwise have total access to the cleric spell lists.

Bonus Spells: High charisma indicates the ability to form stronger pacts with otherworld entities which the conjurer contracts with. Thus conjurers with high charisma gain bonus spells. If they have a charisma of 13-15 they receive an extra 1st level spell. If the charisma score is 16-17 they gain an extra 2nd level spell, and if they have a charisma of 18-19, they gain an extra 3rd level spell. Bonus spells can only be acquired if the conjurer is high enough level to cast them. Bonus spells are cumulative.

Spontaneous Casting: Conjurers select spells as wizards or clerics do, however they may repeatedly use the same spell or series of spells as many times as they have spells per day.

For example Mediggio the 3rd level conjurer chooses cure light wounds, magic missile, sleep, and protection from evil as his four 1st level spells, as he has the wizard spells in his spell book, and earned the healing spell from a celestial pact.

A combat breaks out with a pair of ogres later in the day, and Mediggio expels three magic missile spells during the combat. He now has one spell remaining for the day and the choice to use his cure light wounds spell on a wounded ally, or save his last spell for another potential encounter.

SPELL BOOK

Like a wizard, conjurers learn arcane spells through study and scribing them into spell books, generated under the tutelage of their otherworldly allies or gained from seized spell books and captured scrolls. Conjurers may only cast wizard spells which are scribed into their spell book, though their selection of clerical spells is as broad as the clerical spells lists. Like the wizard, a conjurer's intelligence effects whether or not they may actually learn wizard spells that they attempt to gain. They automatically learn a new wizard spell at the beginning of each level, so long as it is a spell level appropriate for the conjurer to cast.

CONJURER'S SPELLS PER DAY

LEVEL	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	2								
2	4	3								
3	4	4								
4	4	4	1							
5	4	4	2							
6	4	5	2	1						
7	4	5	3	1						
8	5	5	3	2	1					
9	6	6	4	2	1					
10	6	6	4	3	2	1				
11	6	6	5	3	2	2				
12	6	6	5	3	2	2	1			
13	6	6	6	3	3	2	1			
14	6	6	6	4	3	3	2	1		
15	6	6	6	4	4	3	2	1		
16	6	6	6	5	4	4	3	2	1	
17	6	6	6	5	5	4	3	2	2	
18	6	6	6	6	6	5	4	2	2	1
19	6	6	6	6	6	6	4	3	2	1
20	6	6	6	6	6	6	5	3	3	2

PRIME ATTRIBUTE: Charisma

ALIGNMENT: Any

HIT DICE: 1d6

WEAPONS: Cat-O-Nine-Tails, Hook Sword, Katar, Light Mace, Heavy Mace, Sickles, Scythe, Spear, Scimitar, Trident.

ARMOR: Padded Armor, Leather coat, Leather Armor, Ring Mail, Hide, Studded Leather, Laminar Leather, Mail shirt, Cuir Bouille, Breastplate (Bronze), Brigadine.

LEVEL	HD	BtH	EPP
1	d6	0	0
2	d6	+1	2,601
3	d6	+1	5,201
4	d6	+2	10,401
5	d6	+2	20,801
6	d6	+3	42,501
7	d6	+3	85,001
8	d6	+4	170,001
9	d6	+4	340,001
10	d6	+5	500,001
11	+2 HP	+5	750,001
12	+2 HP	+6	900,001
13+ 150,000 per level			

NEW RACE

Dark Dwarf: The Zavarguth

The ancient kingdom of the dark dwarves is believed to reside somewhere in the high pressure caverns of the center of the earth. Here the broken clan of outcast survivors of the great dwarven civil war gathered in benighted halls and plotted revenge against their kinfolk. In the eons since, these beings mixed freely with human prisoners stolen from the surface realms and dark elf prisoners of war, creating a race of grey skinned warrior priests known as the Zavarguth.

Appearance

Zvarguth are recognizably different from their dwarven kin, averaging five ft. in height. They are slimmer with broad shoulders. Zvarguth have no particular affinity to their beards, moustache or hair, and cut or shave it as pleases their nature. Typically they keep their cheeks shaved, and chin trimmed short and their hair coiffed in patterns that are unique from clan to clan. Their skin runs the gamut of chalk white to coal black and all shades of grey in between. Their eyes glow a violet red in torchlight, reflecting their mixed heritage.

Personality

Zvarguth are domineering and cruel, exuding an air of superiority and Zvarguth dominance over all others. This arrogance shades their relations with most other races who either treat them as equals or serve them as slaves. They are sharp minded and literal in their concepts and ideas, with a clear head for all things mechanical and scientific.

Zvarguth are industrially and alchemically minded. They praise utility and function over quality and artifice. Their equipment reflects this in that it is often utilitarian and plain, if sometimes bulky or blockish when contrasted with their clothing and coiffure which is always impeccably pressed and cleaned.

Zvarguth are less inspired by family and clan structure than they are with the constant drive for promotion and prestige amongst their peers, even if this is at the sacrifice of other agendas and ideas. For Zvarguth, the impetus is for the greater Zvarguth homeland, and the superior Zvarguth nation. Those of lesser stature may serve a powerful lord or master, but ultimately even the least of the Zvarguth sees himself as a potential ruler of the Zvarguth nation and infinitely superior to all beings that are not Zvarguth.

Environment: Zvarguth occupy smoky underworld grottoes where their mining equipment grinds away at the earth, dragging up its raw materials and resources with little or no concern for the devastation that they wreak upon the subterranean ecosystem.

Racial Affinities: Zvarguth deal on equal terms with dark elves and meshkuri though they trust neither. All other races save the divine and foul are considered sub-par by the Zvarguth who seek to enslave, dominate, and eventually exterminate all others. They hold a deep hatred for standard dwarves due to their violent shared past. They have no particular love for orcs or goblins, but do not possess the same hatred their long bearded cousins share.

Deepvision 180 ft.: -2 to hit and attribute checks in daylight or bright magical light.

Determine Depth and Direction: Dwelling in the deepest caverns and darkest holes, have granted the Zavarguth a common understanding of distance, time, and direction in the stygian dark.

Enmity (Mountain, Hill Dwarves): Zavarguth's hatred for their dwarven cousins is so deep and unresolved that they suffer a -4 to charisma checks when confronted with their stony cousins. Likewise, once the urge to strike down their ancient foes reaches a fever pitch, the Zavarguth gain a +1 to hit against common dwarves.

Resistance to Poisons (Constitution): Zavarguth are highly resistant to toxins due to their constant meddling with alchemical admixtures, tars, oils, and coal based products.

Mechanical Minded (Intelligence): Zavarguth gain a +2 to any checks pertaining to machines, or mechanical equipment.

Zvarguth Alchemy (Intelligence): Zavarguth gain a +2 to any checks pertaining to the identification or manufacture of poisons and magical potions.

Traps (Intelligence): The Zavarguth's keen mechanical minds allow them to detect, set, or disable traps as a rogue of equal level. This applies only to mechanical traps which involve some pulley, spring, pneumatic, or other machinery based mechanism.

Languages: Zavarguth, Dwarven, Goblin, Giant, Troll, Ogre, Dark Elf

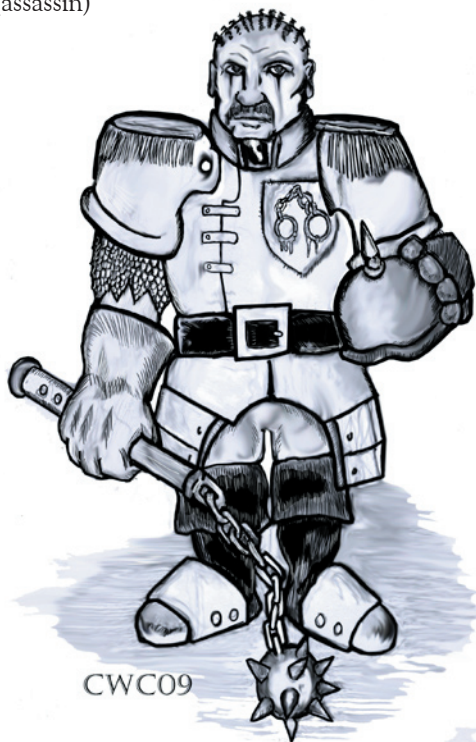
Size: Small/Medium

Movement: 20 ft.

Typical Classes: Fighter, Wizard, Cleric, Assassin.

Attribute Modifier: +1 Intelligence, -1 Charisma

Rogue and Assassin Modifiers: +2 Traps (mechanical), +2 Poisons (assassin)



MESHKURI

The Meshkuri are a race of near albino humanoids that dwell in the Darkness. Like the Ugashtan on the surface world above, the Meshkuri are among the last of the Umeshti race that still retain a semblance of their original human origin. Upon the devastation of the Umeshti Empire an enclave of survivors was entombed alive in the hidden caverns where they were protected from destruction by the aid of their hellish allies. Here they led a humble existence, at times as slaves, and other times as conquerors of the various races of the darkness.

Appearance: Their skin is almost translucent and their coal black eyes have sunken well into their skulls. Their ears are slightly pointed from an admixture of other underworld races that pumps within their thin veins. Meshkuri typically have white hair that is often dyed coal black, or in many cases no hair at all. Generations of life in the Darkness and occasional intermixing with dark elf and goblin races have caused the Meshkuri to developed darkvision, but a lack of sunshine has brought about other deficiencies, such as an aversion to bright light.

PERSONALITY

Meshkuri have long since turned their back on Gods and Deities, relying on a strange admixture of drugs, super-science, sorcery, and devil worship to heal their wounds. This reliance on science has resulted in a wide variety of medical treatments for healing that often leave the meshkuri scarred and twisted.

Meshkuri have no real loyalty to any particular code or creed save one another. They tend to band together for strength and mutual protection, recalling their history of slavery, sorrow, and forgotten legends of their former glory as their common bond. As a relic of this ancient heritage, a form of knighthood permeates the Meshkuri subculture, though its trappings would seem alien and far removed from the style and substance of knighthood practiced by humans in the surface realms.

Racial Affinities: Meshkuri are distrustful of most races, being the product of calamity and dissolution. Despite this distrust they have shown great resilience in their twilight sojourn and have earned the respect of the other races of the Darkness who give them wide berth.

Environment: Like other races of the Darkness the Meshkuri are at home in the deep caverns, dungeons and hidden places of the under earth. Meshkuri construct Spartan fortifications and often keep a coal mine, forge, and martial training grounds in their castle like settlements. These settlements feature increasing rings of danger starting from a wide perimeter and terminating in some form of keep or central stronghold that affords defenses in all directions.

Healing: Meshkuri cannot or will not be healed by divine clerical healing, and see clerics as false prophets of failed philosophies. They may be healed by druidic magic or their own potions.

Meshkuri Surgery: All Meshkuri are trained in self surgery. They are capable of healing 1d6 points of damage for every four experience levels per day, regardless of character class. The meshkuri further add an additional point of healing per intelligence point bonus. Thus a first level Meshkuri with a 15 intelligence could heal 1d6+2 points of damage per day. The surgery takes 10 minutes per point of damage healed.

Deepvision: Meshkuri have deepvision of 100 ft. They are however susceptible to bright magical light and daylight suffering a -2 to hit and attribute checks for the first 1d4 rounds they encounter such conditions.

Resistant to Divine Magic: As the meshkuri have turned their back on the dealings of gods, they receive a +2 to Saves vs. Divine Magic.

Languages: Common, Dwarven, Zvarguth, Dark Elf, Goblin, Orc, Giant, Troll.

Size: Medium **Movement:** 30 ft.

Attribute Modifiers: +1 Constitution, -1 Wisdom

Typical Classes: Fighter, Knight, Cleric (Fiend Only), Wizard, Assassin.

MESHKURI PAIN KILLER

Meshkuri are adept at finding pain killing drugs and distilling them from natural and supernatural materials. These drugs do not actually heal the imbiber, but instead kill all pain, so that the user has no idea how hurt they actually are. Imbibers gain 1d8 false hit points. These false hit points increase the depth of which a user can take damage, so that in essence the character may be “dead” but still upon their feet. Multiple doses may be taken though these have no effect until the “false” hit points from the first dose have been used. Taking multiple doses is not without its side effects. The user must make a constitution save (CL 4) for the second dose, (CL 8) for the third dose and so on. Failure results in instant coma lasting 1 day per dose taken. A dose of Meshkuri pain killer lasts four hours.

The pain killer may be manufactured by any Meshkuri of at least 7th level regardless of character class. These doses require 200 gp worth of rare material components to manufacture and take one day to create a single dose. A laboratory with alembics, flasks beakers, graduated cylinders, and the like of at least 1200 gp value is required as these pain killers cannot simply be “whipped up” on the battlefield.



NEW MONSTERS

BROWNIE, FALLEN

NO. ENCOUNTERED: 1-12

SIZE: Small

HD: 4d8

MOVE: 30ft. Fly 60 ft.

AC: 20

ATTACKS: by weapon

SPECIAL: Fey Attributes

(Darkvision 60 ft. Twilight vision 120 ft. Iron Vulnerability), Spell Like Abilities.

SAVES: M, P

INT: High

Alignment: Chaotic Evil

TYPE: Fey

TREASURE: 9

XP: 80+4



Fallen brownies are wicked beings from the Raithe Cuirtha of Jokashka. These beings are the mirror opposite of common brownie stock, twisted to cruelty and evil. Fallen brownies stand two-three feet tall. They have large eyes of pitch black, long pointy noses, and large pointed ears. Their wild un-kempt hair is kept tucked under a pointed leather cap and their feet are encased in curled toe shoes. Fly like wings sprout from their backs giving the brownies the ability to fly.

Combat: Fallen brownies possess the abilities of a 4th level rogue. Avoiding toe to toe combat fallen brownies prefer to sneak up on their opponents and stab them in the back with their daggers for 1d4 points of damage plus any bonuses for back attack or sneak attack.

Fey Attributes: Iron Vulnerability (1d6 additional damage from pure iron), Darkvision 60 ft. Twilight Vision 120 ft. Spell Resistance 8 vs. enchantment and charm spells.

Rogue: They possess the abilities of a 4th level rogue.

Spell Like Abilities: At will—mend, light, darkness. 3/day—Invisibility, Scare, Change Self, Alter Size.

CAVERN SLUG

NO. ENCOUNTERED: 1 or 1-4

SIZE: Large

HD: 10d8

MOVE: 30 ft., Climb 30 ft.

AC: 14

ATTACKS: Bite for 1d8 + acid 1d6

SPECIAL: Deepvision, Acid Spit, Trample

SAVES: P

INT: Animal

Alignment: Neutral

TYPE: Beast

TREASURE: 7

XP: 1150+10

Humongous versions of their meek cousins, these beasts range from 12 to 20 ft. in length and six to ten feet wide. Their bodies glisten with viscous acids and a pair of huge eyestalks sprouts from either side of their elongated head. Their mouth is small and flanked with wedge shaped razor sharp fangs.

Nearly mindless, they eat any vegetable, animal, or rotted matter that they encounter.

Combat: Cavern slugs drop on living prey from above or come upon them silently in the darkness, quickly rushing them, pinning them beneath their girth where they let their bodies acidic secretions do their work. Smaller prey are incapacitated with a stream of acidic spittle delivered at range.

Acid Spit: 3 times per day a cavern slug may spit a stream of acid 20 ft. long dealing 3d6 points of damage unless a successful dexterity save (challenge level 10) is made.

Trample: Though not technically a trample in the traditional sense, a Cavern slug that is at least their movement distance away from its prey may make a "trample" attack. Targets hit with the trample attack suffer 4d6 points of damage plus 1d6 points of acid damage and are knocked prone unless they make a successful strength save (challenge level 10).

Salt Susceptible: Cavern slugs take 1d6 points of damage per lb. of salt that touches their flesh due to negative chemical reaction with their acidic secretions. They take this damage continuously for 1d4 rounds.

FUNGI OF SOAGOTH

NO. ENCOUNTERED: 1 or 2-12+

SIZE: Large

HD: 8d8

MOVE: 0 ft.

AC: 14

ATTACKS: Spores

SPECIAL: Twilight Vision, Plant Traits. Telepathic, Psychic Attack, Mass Suggestion, Metamorphosis.

SAVES: P, M

INT: Genius

Alignment: neutral evil

TYPE: Plant

TREASURE: 6

XP: 450+8



Entities thought to originate upon the rotting planets orbiting the harrowing nightmare abyss of Soagoth, the fungi of Soagoth are a simple horror created by the lord of madness to spread oblivion across the parallel planes of the universe. Simple in nature, these intelligent fungoid beings resemble a Twelve ft. tall, ten ft. in diameter morel mushroom whose cap is a wet pinkish color shot with lines of grey. The fungi glow with a sentient bluish green hue that seems to pulse when the creature is approached by other intelligent entities or when the putrid flesh it craves as sustenance are brought near it.

Fungi bulbs are merely the start of a fungal infestation whose sole purpose is the eventual consumption of all biological matter on an entire planet. More insidious in their infestation is the germination and eventual growth into a more mobile entity known as a Fungi Lord, capable of spawning more Fungi of Soagoth.

Combat: Fungi of Soagoth attempt to dominate other creatures with their mental powers. Failing this, they attempt to choke foes to death with their deadly spores which force a victim to make a successful constitution save or suffer

4d6 points of damage as the spores fill their lungs. Victims take half damage on a successful save.

Failing this, Fungi of Soagoth count on dominated allies to defend them and bring them fresh corpses whose rotting bodies nourish the creature.

Telepathic: Although they do not communicate in a standard sense, they do have the ability to communicate with their dominated thralls.

Mass Suggestion: Fungi of Soagoth have the power of mass suggestion as if cast by an 8th level caster, giving all victims a charisma save vs. charm (challenge level 8). Those who make a successful save cannot be affected by the same attempt from the same fungi bulb again. Victims under the effects of the suggestion find themselves in a hallucinatory state for the duration of the suggestion, seeing things as dictated to them by the fungi.

Psychic Attack: In lieu of any other attack form, once per day a Fungi of Soagoth may make a psychic attack against a single opponent. The psychic attack forces the target to make a charisma save vs. (challenge level 8) or suffer the effects of a feeblemind spell, having their intelligence, wisdom, and charisma reduced to 1. Like the spell, these effects are permanent until cured with a heal, restoration, or limited wish spell.

Transformation: Once twenty hit dice worth of creatures have been fed to the Fungi of Soagoth, the bulb enters a metamorphic state which lasts 1d4 days. At the end of the metamorphosis the creature is transformed into a fungi lord.

Special: Fungi of Soagoth taste delicious, especially cooked with garlic and butter. When consumed they grant the user 1d6 points of temporary intelligence. Their flesh also cures the feeblemind which their Psychic Attack causes. This temporary intelligence lasts for 1d4 days, though its advantageous effects may only be enjoyed once per week...far beyond the shelf life of freshly harvested fungi bulb. They are a perverse delicacy to dark elves and zverguth who pay 10 gp per lb. of freshly killed Fungi of Soagoth.

FUNGI LORD

NO. ENCOUNTERED: 1 or 1-4

SIZE: Large

HD: 12d8

MOVE: 30 ft.

AC: 16

ATTACKS: 2 slams for 2d8 points damage each.

SPECIAL: Twilight Vision, Plant Traits. Spell Like Abilities, Cone of Spores

SAVES: P, M

INT: Genius

Alignment: neutral evil

TYPE: Plant

TREASURE: 9

XP: 1600+12

Standing nearly eighteen feet tall the fungi lord is a fully formed bipedal version of the fungi bulb. Sprouting two arms stalks and capable of great striding steps, the fungi lord is an alien horror capable of spreading its particular fungal plague across great distances.

Combat: Fungi lord exists to destroy life and replace it with its own fungal brood. To this end, he has a wide arsenal of powers, including mighty slams of its arm stalks, and a choking cone of spores, as well as mental and druidic powers.

Cone of Spores: Once every 1d6 rounds a Fungi Lord may exhale a cone of spores 5 ft. wide at its base, 40 ft. long, ending in a 20 ft. diameter cone. All living beings caught within the cone must make a save vs. poison (challenge level 12) or suffer 6d6 points of damage as the spores choke them and bury themselves in their flesh. Non-biological matter such as undead, elementals and constructs are immune to these effects. Beings who make their save suffer half damage from this attack.

Telepathic: Although they do not communicate in a standard sense, they do have the ability to communicate with their dominated thralls.

Spell Like Abilities: The Fungi Lord uses the following spell like abilities as a 12th level druid. 3/day: *entangle*, *plant growth*. 1/day: Once per day a fungi bulb have the power of *mass suggestion* as if cast by an 8th level caster, giving all victims a charisma save vs. charm (challenge level 8). Those who make a successful save

cannot be affected by the same attempt from the same fungi lord again. 1/week: *awaken** Turns giant fungi into a fungi bulb.

GOBLIN, ROCK

NO. ENCOUNTERED: 1d4, or 5-50

SIZE: Small

HD: 2d6

MOVE: 30ft.

AC: 18

ATTACKS: By weapon

SPECIAL: Deepvision 80 ft., Hide, Damage Reduction 5, Meld into Stone, Shape Stone

SAVES: P

INT: Low

Alignment: Lawful Evil

TYPE: Humanoid

TREASURE: 2

XP: 17+2



These squat short eared goblins have tiny black eyes and small sharp teeth set in their pointed heads. Their flesh has a stony appearance, so that when they stand still they may be mistaken for a pile of rocks or a rough sculpture of a common goblin. Beneath this rocky skin are bones to match making the small creatures exceedingly hard to kill. It is surmised that pure goblin stock was at some point mixed with the corrupted spirit of an earth elemental or stone giant, producing these mischievous creatures.

Rock goblins are prodigious tunnelers and miners, capable of clearing tubes of stone in a much faster fashion than their common cousins and with much greater attention to detail. They are greedy, using their innate magical powers to dig deeper for loot and gems than other races. Their pride is in using their powers to pierce the treasure vaults of other races and make off with huge quantities of loot.

ROCK GOBLIN CULTURE

Rock goblins consider themselves superior to their lesser cousins whom they tend to boss around and demean at will. There is a 20% chance that rock goblins may be found in the listed numbers amongst a common goblin settlement where they have placed themselves into positions of authority. For every 20 rock goblins there is one who has the powers of a 3rd level fighter. For every 50 there is a chief who has the powers of a 6th level fighter.

Combat: Rock Goblins have no problems mixing it up in a fight, where they attack with pick or spear. Their favored tactics involve multiple rock goblins working in concert to create deep pits with which to capture their targets. Like soot goblins, rock goblins prefer taking prisoners as prisoners have a variety of unusual uses. Torture, slavery, or goblin pits all being sufficient ways of making more money.

Hide: Rock Goblins hide as rogues of equivalent level or hit dice.

Damage Reduction: Rock goblins have damage reduction of 5 over any physical attack due to their tough skin and hardened bones. This damage reduction is not overcome by magical weapons.

Meld into Stone: Once per day a rock goblin may meld into stone as the druidic spell. This power is used as a 2nd level caster.

Shape Stone: Once per day a rock goblin may shape stone as the druidic spell of the same name. This power is used as a 2nd level caster.

GOBLIN, SOOT

NO. ENCOUNTERED: 1d4, or 20-200

SIZE: Small

HD: 1d8

MOVE: 30ft.

AC: 15

ATTACKS: By weapon

SPECIAL: Deepvision 80 ft., Hide, Move Silent, Traps, Fire Resistance (5). Acid resistance (5).

SAVES: P

INT: Average

Alignment: Lawful Evil

TYPE: Humanoid

TREASURE: 2

XP: 14+1

Heartier and more robust than their common brethren, soot goblins have narrow eyes which gleam gold in torchlight and stubby bulbous snouts, with long ears and strong fingers. Soot goblins are workers of earth and fire, having grown accustomed to the furnaces and foundries of the darkness. Their color ranges from dull green to brick red, often with mottled and piebald patches over various stretches of their bodies. Not that this matters, as they are often coated with a grimy sheen of coal, oil, and industrial waste.

Soot goblins are thick, muscular, aggressive, and industrious. They enjoy cobbling together broken bits of machinery into killing machines, as well as the invention of progressively more heinous traps and explosive devices.

SOOT GOBLIN CULTURE

Soot goblin culture is organized in exactly the same manner as standard goblins as detailed in Monsters and Treasure. It is not uncommon for soot goblins and common goblins to share the same settlements. Intermarriage is common between soot goblins and common goblins with the offspring having a 50% chance of being born as a soot goblin or a common goblin. For every 20 soot goblins encountered there is 1 who is the equivalent of a 2nd level assassin. For every 100 encountered there is a captain who is the equivalent of a 5th level assassin and two warlocks who are the equivalent of 3rd level wizards. For every 200 encountered there is one king who is either an 8th level wizard or 8th level assassin with all subsequent underbosses and hosts.

Combat: Soot goblins prefer to lead foes into traps to soften them up or disarm them. They seldom seek fights to the death, preferring to slink away in the gloom to return again with better traps and more aggressive allies. They favor clubs and nets to deadlier weapons, as a live prisoner is often worth more than a

dead intruder. In spite of this philosophy there are few soot goblins that may be found without their hammer ended pick and chisel.

Fire Resistance: Constant interactions with lava, explosives, and super heated smelting forges have toughened the hide of the soot goblin beyond that of normal humanoids. Soot goblins have a resistance of 5 against magical and natural fire.

Acid Resistance: Constant interaction with highly unstable chemicals has given the soot goblins resistance of 5 against both magical and natural acids.

Hide, Move Silent, and Traps: Soot Goblins hide, move silently, and set or disarm traps as an assassin of equivalent hit dice or level. They are considered prime in the setting, disarming, and manufacture of traps and siege equipment.

HALF GIANT (HILL)

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 5d8

MOVE: 40 ft.

AC: 16

ATTACKS: 2 Fists (1d6), Weapon +3

SPECIAL: Twilight Vision

SAVES: Physical

INT: low/average

ALIGNMENT: Chaotic Neutral

TYPE: Giant

TREASURE: 3

XP: 120+5



Brutish, and proud, these offspring of the mating between giants and men are often mistaken at first glance for ogres. Standing between eight and ten feet tall, Half-Hills are smaller, thinner, and slightly smarter than their giant parent. Social outcasts, they are generally bullied by giants and feared by humans due to their size and origin of their parentage.

Combat: Half-hill giants are capable of wielding human sized weapons one handed or giant sized weapons two handed. When wielding weapons they gain a +3 to damage due to their great size and strength. When fighting bare handed they prefer to pummel lightly armed opponents with their huge fists.

Half-hill Giant Characters: Half-hill giant characters start with 3d8 HD and must earn and expend 3000 experience points prior to taking their first "level" in a character class. These experience points are lost upon completion and the character starts at 0 experience in their chosen class. Half giant characters gain +3 to strength, -3 to intelligence. They have +2 to their natural armor class due to the thickness of their hide, and gain an unarmed attack dealing 1d6 points of damage + strength modifier.

HALF-OGRE

NO. ENCOUNTERED: 1 or 1-4

SIZE: Large

HD: 3d8

MOVE: 30ft.

AC: 15

ATTACKS: By weapon type +3.

SPECIAL:

SAVES: P

INT: Average

Alignment: Chaotic Evil

TYPE: Medium

TREASURE: 2

XP: 20 +3

Broad and stout, the half ogres are brutes bred for violent deeds. Those who can command them find them to be more than serviceable bodyguards. Half-Ogres stand between six and eight ft. tall and are nearly as broad as they are tall with long arms that stretch nearly to their knees and short bandy legs built to carry excessive amounts of weight. Their skin ranges from pale grey to mustard brown with hair running the gamut of rust browns, red, and black.

Combat: Half-Ogres wield human sized two handed weapons on one hand, and are capable of wielding weapons of larger size due to their broad shoulders, and large hands. Their blows deal greater damage due to their exceptional strength.

Half Ogre Characters: Half -Ogre characters start with 1d8 HD and must earn and expend 1500 experience points prior to taking their first "level" in a character class. These experience points are lost upon completion and the character starts at 0 experience in their chosen class. Half-Ogre characters gain +2 to strength, -1 to intelligence and -1 to charisma. They have +1 to their natural armor class due to the thickness of their hide.

LARVULLAEM

NO. ENCOUNTERED: 1d6 or 2-24

SIZE: Medium

HD: 3d8

MOVE: 30ft., Climb 30 ft.

AC: 14

ATTACKS: By weapon and bite for 1d6, and sting for 1d4+venom

SPECIAL: Deepvision 80 ft. telepathic

SAVES: P

INT: average

Alignment: neutral

TYPE: Aberration

TREASURE: 2

XP: 35 +3



Larvullaem are alien beings of the darkness, known to be tenders and farmers of the great fungus forests of the deep. Their bodies are fat and centipede like with a pair of arms sprouting from the larger upper thorax segment. Its head is worm-like with a caterpillar's chewing mouth and shiny black disks located bilaterally that protect the multi-faceted eyes beneath. Their bodies are pale yellow-orange with green, black and white stripes running down their sides.

Larvullaem live in small community groups where they raise both edible and poisonous fungus.

Larvullaem are generally safe from humanoid intrusions into their fungi groves thanks in large part to their own natural immunity to fungus spores that are often deadly to other creatures.

Combat: When forced into battle, Larvullaem tend to fight with clubs and spears, stinging with their venomous tail and biting with their iron hard pincers.

Telepathic: Larvullaem communicate in their own language of buzzes, clicks, and pheromones or through telepathy with humanoid creatures.

Venom: A successful strike with its tale forces the Larvullaem target to make a constitution save vs. poison (challenge level 3) or be paralyzed for 2d4 minutes.

NAULITH (DEMON)

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 10d8

MOVE: 30ft.

AC: 19

ATTACKS: Two Claws for 1d8 and bite for 2d6 or by large weapon (+3)

SPECIAL: Demonic Traits, Spell Like Abilities. SR 9, Darkvision 120 ft. Twilight vision.

SAVES: M, P

INT: High

Alignment: Chaotic Evil

TYPE: Demon

TREASURE: 9

XP: 1350+10

These demonic entities stand between seven and ten feet tall and have a humanoid body with hairless blue black skin, short fingered claws and the head of a hairless feral dog. Their eyes glow like hot coals and their yellow teeth reek with the stench of slowly rotting meat. Despite this frightful appearance they possess a strong intellect and the insatiable desire to devour the soul of their summoner.

Naulith are beings of sorcery and shadow called up from the Abyssal Nether to serve demonists, dark clerics, and evil wizards in their campaigns against the forces of light. Naulith are cunning and possess the power of illusion, which they use to tempt and trick their prey into ultimate destruction.

Combat: Naulith prefer to use their illusion powers to trap a victim in a prison of the mind before tearing them limb from limb with claw and fang. Their favorite tactic is to create entire illusory environments, then change themselves into the likeness of friend and ally and torment foes with suggestion.

Demonic Traits: ½ damage from Fire, Cold, and Electricity. Spell Resistance 9, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

Demonic At Will: Alter Size, Change Self, Detect Magic, Know Alignment, Message, See Invisibility, Clairvoyance/Clairaudience.

Spell Like Abilities: Naulith may use the following illusion spells as a 10th level illusionist. At Will: *Color Spray*, *Darkness*, *Silent Image*, and *Invisibility*. 4/day: *Mirror Image*, *Minor Image*. 2/Day: *Scare*, *Suggestion*. 1/Day: *Mirage Arcana*, *Shadow Conjuration*, *Phantasmal Killer*.

NIGHTMARE BAT

NO. ENCOUNTERED: 2-24, 5-100

SIZE: Large

HD: 5 (d8)

MOVE: 20 ft. Ground, 100 ft. (Fly)

AC: 16

ATTACKS: 2 Claws 1d6, and Bite 2d6

SPECIAL: Dive, Blood Drain, Sonar, Scent, Track, Terrifying Shriek

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: nil

XP: 140+5

These monstrous cavern dwellers have a wingspread of 24 ft. and often dwell along the ceilings of massive caverns or deep in primeval forests. Nightmare bats are covered in dark fur from head to talon with broad, leathery wings and a flat snout. They have broad, heavily curled ears capable of detecting the minutest of sounds. Their eyes are sightless and give off a blood red glow in torchlight.

Their mouth is filled with razor sharp teeth designed to pierce flesh and drain its prey of the primal juices which flow beneath the skin.

Nightmare bats are sometimes tamed by the dwellers of the great subterranean darkness and used as mounts. In this capacity they give their riders a wide net from which to hunt, extending more than a sixty moonlit miles before they must return to their lair and rest.

Combat: Nightmare bats attack with a bite and ripping motion with their clawed feet. They enter combat by taking a steep dive at a foe, pulling up at the last moment to snatch their prey with feet or catch whole smaller beings such as giant moths in their gory jaws. They prefer to prey upon other mammalian creatures that are drained of blood. Nightmare bats initiate their attack with a piercing shriek that terrifies prey, freezing them in place, so that they may more easily capture their feast.

Dive: Bats quadruple their speed when entering a dive so long as they have at least double their standard movement rate in distance. Thus, if a bat has two hundred feet until it reaches the ground it can move that distance and back to its original position in a single round.

Blood Drain: Nightmare bats that make a successful bite attack latch on to their foe and continue to drain 2d6 points of damage. Nightmare bats are sated when they drink half of their hit points in blood.

Sonar: Nightmare bats cannot see but maneuver through the cavernous confines and winds of the night with natural sonar, moving as if they have full sight.

Scent: Bats have powerful sense of smell, and use smell as well as their sonar to "see".

Track: Bats have the ability to track as a ranger of 5th level.

Terrifying Shriek: The shriek of a nightmare bat terrifies prey, and forces the victim to make a charisma save vs. fear (challenge level 5) or be paralyzed for 1d4+2 rounds.



RAGOK (DEMON)

NO. ENCOUNTERED: 1-10

SIZE: Large

HD: 6d8

MOVE: 30ft.

AC: 19

ATTACKS: Two Claws for 1d8 and bite for 2d6+2 or tail for 1d8.

SPECIAL: Demonic Traits, Spell Like Abilities. SR 6, Darkvision 120 ft. Twilight vision. Pounce, Howl

SAVES: M, P

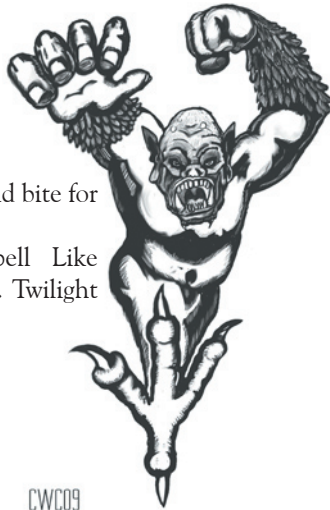
INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 7

XP: 330+6



Ragok are the foot soldiery of the Demon Lord Malhater, and are in all ways the harbingers of his own particular form of unholy doom. Though extremely rare in the material planes, their legions are unknown in their master's realms of the Abyssal Nether.

Ragok appear as 8-10ft tall, 1200 lb beings with the body and head of a ferocious ape, feet of a rooster, tail of a serpent. They are hairless save for their head and fore-arms, with rows of leathery black scales covering the rest of its putrid form.

Combat: Ragok exist to inflict pain and rage upon the universe. Emitting a terrifying howl, they leap into combat, attempting to land on prey and pound them to death with clawed fists while gnashing and tearing at their with their fangs or the slap of their reptilian tail against foes standing behind it. Ragok fight until destroyed or have been banished to their native plane.

Pounce: At the beginning of combat, a Ragok who is anywhere within twice its movement rate of its target who has at least a 20ft. ceiling clearance (such as outdoors or in a large hall) may make a pounce attack. The creature makes an attack roll on their target and on a successful hit deals 3d6+3 points of damage, knocking its opponent prone.

Howl: The howl of the ragok is fearsome to those who hear it. Any creature within a 30 ft. radius of the ragok's howl must make a wisdom save (challenge level 6) or become confused as the spell cast by a 6th level caster. Those who succeed their save are still affected by the howl, suffering a -1 to attacks and siege rolls for the course of their combat. Paladins due to their unique abilities in combating evil are immune to this ability.

Demonic Traits: ½ damage from Fire, Cold, and Electricity. Spell Resistance 6, Darkvision 120 ft. Twilight Vision. Demons are only

wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic spells effect demons normally unless otherwise denied by spell resistance or their innate resistances.

Demonic At Will: Alter Size, Detect Magic, Know Alignment, Message, See Invisibility.

ROCKWORM

NO. ENCOUNTERED: 1-2 or 2d6

SIZE: Small

HD: 1d6

MOVE: 30ft., Burrow 30 ft.

AC: 14

ATTACKS: Bite 1d4

SPECIAL: Tremor sense, detect metals

SAVES: P

INT: animal

Alignment: Neutral

TYPE: Magical Beast

TREASURE: 1

XP: 10 +1

Rockworms are 2-3 foot long beings of immense strength whose diamond hard jaws are capable of burrowing through even the hardest of diorite. Generally they are found near faults where they are attracted to the tectonic vibrations. Despite their immense appetite for stone, they dislike the taste of ore and metals, turning away from it at any opportunity. The byproduct of their devouring is a rich coal capable of producing a variety of fossil fuels.

Rockworms are cultivated by soot goblins that use them to refine coal into more intensely burnable material. Soot goblins also enjoy racing the creatures on metal tracks, which cause the creatures great discomfort but no actual physical damage.

TROGRES

NO. ENCOUNTERED: 2d10

SIZE: Large

HD: 5 (d8)

MOVE: 30 ft.

AC: 17

ATTACKS: 2 Slams 1d8 and Bite 1d4 or Weapon (+4 damage)

SPECIAL: Darkvision 60 ft. Twilight Vision, Regeneration 1.

SAVES: Physical

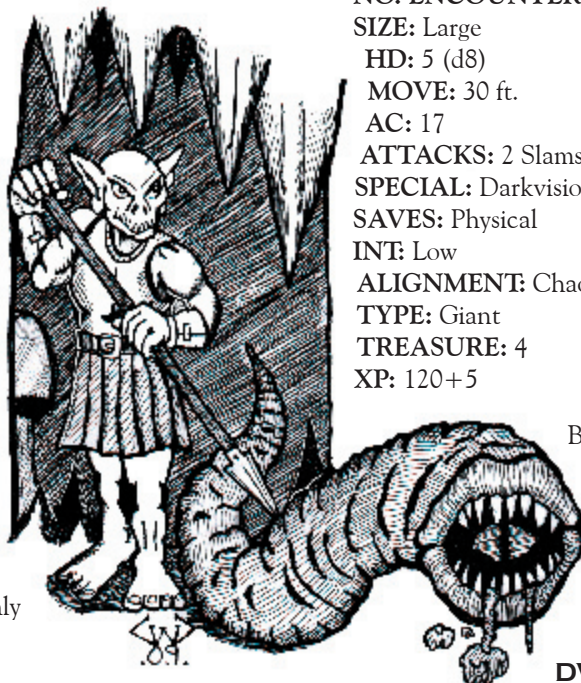
INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 4

XP: 120+5



Broad, squat, hairy and covered with knotty warts and oily yellow green skin, these abominations are the ill-begotten crossbreed of a common troll and an ogre. Stupid but loyal to bigger or smarter masters, Trogres make excellent bodyguards

and shock-troopers for evil warlord and twisted sorcerer alike. They have low forehead crowned with greasy hair. Their deep set eyes are pinkish behind their fat cucumber nose. Pair of tusks jut from the corners of their jagged toothed mouths.

Combat: Trogres attack with heavy bludgeoning fists and a vicious bite against lightly armored opponents. Against heavily armored opponents they choose large sized weapons such as large axes or large two handed swords dealing 2d8+4 points of damage.

Regeneration: Three rounds after a trogre suffers damage, its body begins to repair itself. Trogres regenerate at a rate of 1 hit point per round. Trogres cannot heal damage from fire or acid. Unless it is burned or immersed in acid upon falling, it is not permanently dead. A trogre that falls in battle reforms in d6 rounds, rising to fight again.

Battle Plated: This variant of the trogre has steel plates bolted directly through its flesh granting it an additional armor class bonus of +2 for an Armor Class of 19. These trogres are worth 160+5 xp.

ZOMBIE, HULK

NO. ENCOUNTERED: 2d10+

SIZE: Large

HD: 6d8

MOVE: 30ft.

AC: 14

ATTACKS: 2 Slams for 1d10

SPECIAL: Damage Reduction

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Extraordinary Undead

TREASURE: 2

XP: 210+6

Zombie hulks are zombies raised from the fresh corpses of large beasts such as ogres, bugbears, trolls, and minotaur. Their thick brutish bodies and great stride make them prized by necromancers who use them as bearers, builders, and bodyguards.

Combat: Their great stride gives them movement better than common zombies. They attack with deadening slams of their huge rotted fists, pummeling and ripping opponents to death.

Damage Reduction: With their thick bodies they suffer only half damage from physical attacks, though they take full damage from magic, fire and acid. Lightning and electricity invigorate their necrotic flesh, healing zombie hulks of damage equivalent to the damage that the lightning would have dealt.



CWC09

ZOMBIE, PLAGUE

NO. ENCOUNTERED: 2d6+

SIZE: Medium

HD: 2d12

MOVE: 30 ft.

AC: 12

ATTACKS: Two Slams, 1d4, Bite 1d6+ infection

SPECIAL: Create Spawn

SAVES: P

INT: None

ALIGNMENT: Chaotic Evil

TYPE: Extraordinary Undead

TREASURE: N/A

XP: 20+2

Plague zombies are perhaps the most hideous zombie imaginable, or exist as the key to the Apocalypse of Nartarus itself. They move as fast as the living, though they are overall fairly weak. Plague zombies are mindless and take no action to defend themselves or avoid blows. Instead they seek to overpower foes and bite them, infecting them with their necrotic plague.

Combat: Plague zombies attack with flailing fists and a broken toothed bite, attempting to bite and infect prey with their dark blessing.

Infection: Beings bit by plague zombies must make a successful save vs. disease (challenge level 2) or lose 1d4 points of constitution. Each hour thereafter the victim must make an additional save vs. plague or again lose 1d4 constitution. This continues until the victim is dead.

Create Spawn: 1d10 rounds after a victim succumbs to the zombie infection they rise as a plague zombie, intent on attacking any living creature it comes across.



CWC09



CASTLES & CRUSADES

ENTER THE UNDERDEEP

A thousand feet beneath the surface of the Karboskian Marches lies a world few have dared to enter. It is a cavernous world of tunnels, caves, fissures, cracks, caverns with vaulted ceilings; a world in the black. Here strange beasts lurk, creatures unseen on the surface. And somewhere in that darkness is the Undercity, the fabled realm of Ulgakur. Rumors abound of the treasures and dangers that lurk in the deeps, but few have ventured its depths, fewer still returned.

Dwellers in the Darkness describes a unique new area of game play for adventurers to explore in the Haunted Highlands setting in the form of the fabled Undercity of Ulgakur. Unlike a traditional setting product, Dwellers in the Darkness offers a broad amount of statistics for fiends, friends, and foes. Most of these characters that the players may encounter have a story seed, or some desirous item which could lead to a fantastic adventure. Unlike a true adventure product, there is no "exact ending" or goal that the PCs are expected to accomplish. Instead Dwellers in the Darkness is intended to be player driven. Players should feel the freedom to explore. There are no rails or steel wheels attached to their actions here. Any of the underworld locations detailed here could serve as a base of operations for further exploration of the Darkness, or even deeper delving into the famed Crater of Umeshti.

The Dwellers in the Darkness is an adventure setting for the Castles and Crusades™ Fantasy Role Playing Game. With the details provided herein, a Castle Keeper should find more than enough information to begin an adventure campaign set amongst the subterranean civilizations detailed herein. Dwellers in the Darkness is compatible with DB 1: Haunted Highlands, and is an expansion of that setting, detailing a variety of settlements found in the subterranean places bordering DB 2: The Crater of Umeshti and DB 3: The Deeper Darkness.

The campaign material found herein is suitable for all levels of play and is designed to be scaled to best suit the Keepers adventure needs.



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