

BLACKENED



BROTHERS FIND A DARK AND ANCIENT ARTIFACT ONCE USED BY DARK ELVES.

THE FORGOTTEN CAVERNS

THE ENTRANCE TO THE CAVERN IS HIDDEN BY TREES, SHRUBS AND DEBRIS FROM A COLLAPSE.

1. YOU CAN TELL BY LOOKING AROUND IN THIS CHAMBER THAT IT'S BEEN USED AS A HIDE OUT FOR YOUTH. VARIOUS EMPTY BOTTLES OF ALE AND OTHER PARAPHERNALIA LAY ABOUT THE CAVERN. REFUSE OF OTHER VARIOUS SORTS LAY ABOUT THE CAVERN ALSO. JAKE WILL IMMEDIATELY NOTICE THAT THE OPENING TO THE LEFT IS NEW. UPON CLOSER OBSERVATION CHARACTERS WILL NOTICE CLAW MARKS IN THE ROCK WHICH MATCH THAT OF AN UMBER HULK.

2. ROLAND, JAKES BROTHER, IS STILL LURKING AROUND THIS SECTION OF THE CAVERN. EVERYTHING IN THIS AREA WAS CREATED BY THE NEVER ENDING TUNNELING THAT ROLAND HAS DONE SINCE BEING CONVERTED INTO THE BLACKENED UMBER HULK. THE NOISEY NATURE OF THE TUNNELING MAKES IT EASY FOR THE PARTY TO TRACK HIM DOWN.

3. THIS LARGE CAVERNOUS AREA IS FULL OF STALAGTITES AND STALAGMITES. THE CAVERN FLOOR IS DAMP AS WATER CONTINUOUSLY DRIPS FROM THE CEILING. IF THE PARTY SEARCHES, THEY WILL FIND A LOCKED (DC15) TREASURE CHEST. ROLL TREASURE HOARD CHALLENGE 5.

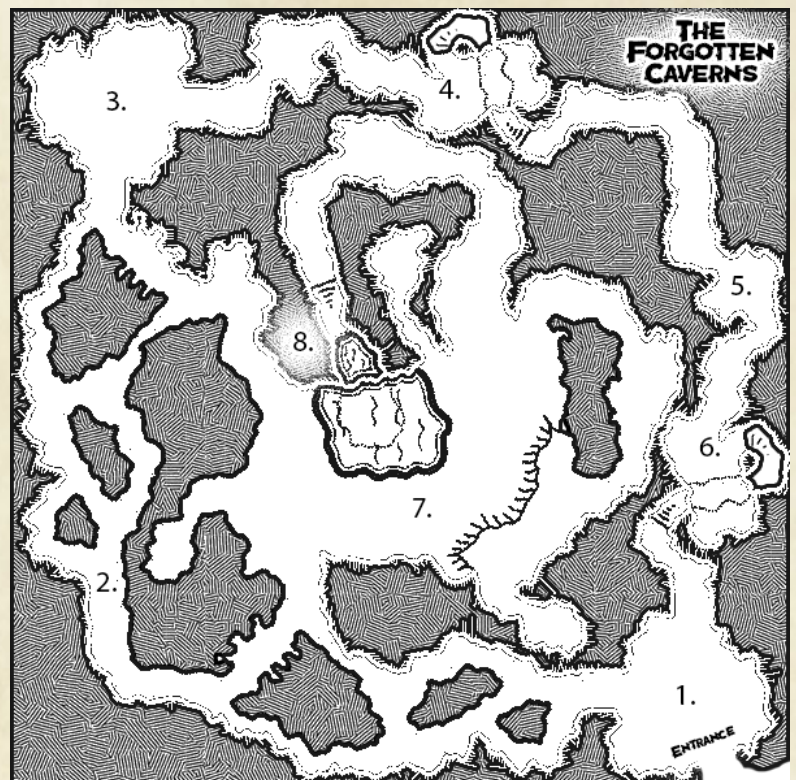
4. LARGE, LUMINESCENT TOAD STOOLS GROW THROUGHOUT THIS CAVERN. 10% CHANCE THE PARTY WILL ENCOUNTER A CARRION CRAWLER OR RUST MONSTER.

5. (2D4) KOBOLDS HUDDLE AROUND A CRUDE CAMPFIRE COOKING WHO KNOWS WHAT.

6. A PAIR OF KOBOLDS ARE MAKING THERE WAY BACK TO THE CAMP IN CHAMBER 5.

7. THIS GIGANTIC CAVERN HAS A LARGE POOL OF MURKEY WATER AT IT'S HEART.

8. THIS PASSAGE ENDS AT A SET OF STAIRS LEADING DOWN TO A MYSTERIOUS POOL OF WATER WITH A PURPLE GLOW. THE POOL MOST LIKELY IS A MAGICAL GATEWAY TO THE UNDERDARK AND WAS USED BY DROW RAIDING PARTIES.



BLACKENED CLAWS OF THE UMBER HULK

As soon as Jake placed his hands in each of the midnight black gauntlets, he immediately felt a raw power overcome him and the desire to destroy! Turning to the thick stone wall that separated him from the chamber containing untold riches, he knew exactly where to focus that desire. Jake swung wildly at the wall, rending stone as if it were butter on a hot day. In no time at all he was through the wall and into the "secured" palace vault. Jake quickly removed the gauntlets before they completely overwhelmed him. Having witnessed first hand what happens to one who wears them too long, he wanted no part of it!

ORIGIN

The Claws are a pair of severed and hollowed UMBER HULK Claws. Drow Smiths coated the claws in Adamantine, fully retaining the articulation of each claw. Once the Smiths completed their work, a high level Priestess placed a powerful enchantment on the claws. The claws were then forced on humanoids which in turn were forced to work mines. Over time the claws transform their host into a Blackened UMBER HULK, completely destroying the host in the process.

THE CURSE

Each time the claws are worn there is a chance that the character may lose control and be completely overcome by the Blackened Claws. To check this have the player roll again. If the claws are not removed after one full day of losing control, the character will begin transforming physically into a Blackened UMBER HULK. The Blackened UMBER HULK if not in its natural environment will seek to return to the deep mines and caverns it's accustomed to. After one week from the beginning of the transformation, the transformation will be complete and there will be no chance of rescuing the character. Successful healing attempts will grant the overcome character a chance to regain control. Once the character regains control the transformation process stops and will begin to reverse. Once the process is fully undone, the character will have the ability to remove the claws. However, the character must be able to make additional constitution checks every half day or once again lose control to the cursed claws.

BASIC STATS.

- Burrowing speed of 20 feet and can tunnel through solid rock at a rate of 1 foot per round.
- You are immediately proficient with the Claws as a weapon and can use a claw as a melee weapon while wearing it, dealing 1d8 Slashing damage on a hit (your Strength modifier applies to both attack and damage rolls, as normal).
- While wearing the claws, you can't manipulate objects or cast spells with somatic components.
- Strength is increased by one full point while wearing. If the curse is in effect an additional point of strength is gained per day until the cursed character's strength matches that of the Blackened UMBER HULK.



BLACKENED UMBER HULK

Large monstrosity, chaotic evil

Armor Class 20

Hit Points 80(8d10)

Speed 30ft., burrow 25ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+5)	14 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)
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Senses darkvision 120 ft., tremor sense 60 ft., passive Perception 10

Languages UMBER HULK, Host native language

Challenge 5 (4367 XP)

Confusing Gaze When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated. On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

Adamantine like armor Once the cursed gauntlets fully take over the host, transforming them into the Blackened UMBER HULK, the exoskeletal shell that protects the Hulk takes on the same properties of adamantite. As such, if the Hulk is drawn into direct sunlight it's armor class will begin to diminish by one point every other round. If it's armor class is reduced to zero, the hulk will collapse, smoulder and cease to exist. Once the Hulk is completely burned away, the host will remain in it's original form.

Actions

Multiattack The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage

Mandibles Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

