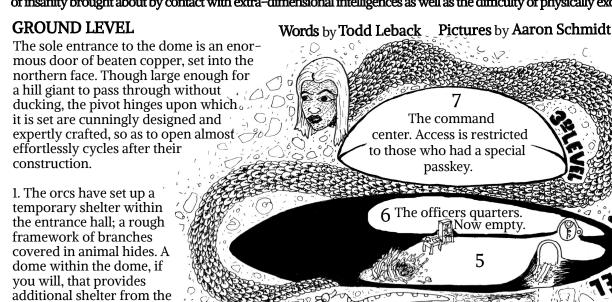
The ruins of an ancient massive dome tops out just shy of 50' in height. The dome was originally a vehicle, crafted by beings from another dimension, that suffered a malfunction and ended up stranded here, buried half in the earth. Those that piloted it died in the accident, and over the centuries a variety of creatures have inhabited it. A spirit naga named The Doom of Cthedrak dwells within, served by those she has charmed and assisted by the emissaries from the Festering Sore orcs. At the very bottom of the dome, covered in tons of the melted slag resulting from the reactor core overheating, is an artifact The Doom of Cthedrak refers to as "The Library". She has been using her oracular abilities to research "The Library" but has been stymied by bouts of insanity brought about by contact with extra-dimensional intelligences as well as the difficulty of physically excavating so much debris.



The command center. Access is restricted to those who had a special passkey.

6 The officers quarters. Now empty.

5

gang of orcs that have been sent to serve The Doom of Cthedrak lair here. They have fashioned a large, tent-like structure for their sleeping quarters, much as they did in the entry hall, in an attempt to block out the light that filters through the translucent substance of the dome.

3rd LEVEL

2nd LEVEL

5. The Spirit Naga, The

Doom of Cthedrak.

has claimed this

often be found

here. Along the northern wall is

branches, leaves

for her to rest in

when she infre-

quently sleeps,

and a low desk

containing her

personal

and torn cloth

a nest of

chamber and can

library. To gain access to the 3rd level a passkey must located. There were four in existence: three of which can be found on the other side of the airlock on corpses of the pilots who were killed when the dimensional ship crashed. The fourth card was being carried by the ship's first mate,

who was on the main

level when disaster

currently be found

far to the south, in

dragon Jadlierbron

the ruins of the

city of Jacaar, in

the lair of the

the All-Seeing.

struck. It can

the

LOWER LEVEL

diffuse daylight that fills

the room.

2. Hallway

stairs up

down.

and stairs

The floor of this level resembles cooled lava; an almost smooth surface of black pitch, punctuated here and there by ripples or odd formations. The majority of the excavation is occurring in roughly the center of the room; the wooden ramp zigs and zags above the main dig, so that those laboring are not immediately visible from the ramp (and vice versa). It is a great, shallow pit, some thirty feet in diameter and nearly fifteen feet deep in the center. There will be 1d4+1 slaves and 1d4 orcs working here at all times.

The western room

by the non-orc servants.

There are a number of,

dirty pallets and bedrolls

strewn throughout.

has been claimed for use