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INFINITE DUNGEON



THE HALLS OF THE ETERNAL MOMENT

CUSP, CITY AT THE EDGE OF ETERNITY

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

OGL
3.5 SYSTEM COMPATIBLE
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LPJ
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THE HALLS OF THE ETERNAL MOMENT

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CUSP, CITY AT THE EDGE OF ETERNITY

THE CITY OF CUSP

Built on the lip of the mountainous crater that surrounds the Halls of the Eternal Moment, Cusp caters almost exclusively to adventurers. Heroes, travellers and thrill-seekers alike come and go from the town all the time - and since Cusp is the last place to spend time, or coin, before one enters the Halls in the crater below, they do their best to extract as much of it from passers by as they can. Of course, as people do occasionally come back out of the dungeon, Cusp also offers adventurers a chance to sell their hard-won spoils to a wide variety of art collectors, historians and eccentric wizards who call the City at the Edge of Eternity.

It also happens to have the foremost researchers in the world on time magic, as not only does the Halls of the Eternal Moment have some of the strangest and most dramatic time magic known, the town itself has a strange temporal effect, making it difficult for people to enter and leave the city except at very precise times.

CUSP, CITY AT THE EDGE OF ETERNITY

CG small town

Corruption +0; **Crime** +1; **Economy** +0; **Law** -2; **Lore** -2; **Society** +5
Qualities wealthy patron
Danger +0

DEMOGRAPHICS

Government council (Survivor's Council)

Population 1,300 (1,000 humans; 100 elves; 50 half-elves; 150 other)

NOTABLE NPCs

Proho Sleem (N male human alchemist 5, expert 3)

Theodora Hill (LG female human aristocrat 4)

Astrid Fyre (NG female human expert 3)

Salos Capernicus (CN male human wizard 4 / cult master 3 [Pathfinder Roleplaying Game: Occult Adventures])

The Rupert Brothers (twelve LN male human expert 2)

MARKETPLACE

Base Value 2,000 gp; **Purchase Limit** 12,000 gp; **Spellcasting** 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

SPECIAL QUALITIES

Wealthy Patron a small group of wealthy individuals (in Cusp's case, Theodora Hill and the Rupert Brothers) controls the majority of the market. Increase Base Value and Purchase Limit by 100%, but any transaction more than 25% of the city's new Base Value must go through members of that group.



ICON OF CUSP

NOTABLE LOCATIONS

The Pillars of Watching are a pair of towers that stand at the very top of the crater's lip, capable of seeing much of what goes on in the crater, and for dozens of miles in every direction. Between them, the main road runs into town. Spectators gather here after groups leave town for the Halls, and bet on how many, if any, of them will come back. The morbid gambling is frowned upon by the city's guardsmen, but since no individual seems to be in charge, all they can do is post notices that it is forbidden and try to stay observant.

The Pillars of the Last Moment are a pair of perpetually unfinished towers marking the edge of the city - any further, and one becomes subject to the erratic time that enshrouds the Halls of the Eternal Moment. Though they have been completed dozens of times, time doesn't always flow forward here, and unpredictably they will regress to a less built state. As a result, few are willing to ascend above the second floor, for ascending any higher than that might mean the floor will come apart beneath you.

The Lip is the district at the very top of the city, and home to the best inns and wealthiest merchants and landowners. It also tends to hold the wizards. Despite the affluence, the district is often grave-quiet, for in addition to merchants and wizards, it is home to many members of the scarred Survivors Council.

Timeside is the district running along the bottom of the city, and while one couldn't call it a proper slum, the fact that the buildings there occasionally fade in or out of existence makes it a place only the most desperate live for long.



ASTRID FYRE



ULF FYRE

Roadside is what locals call the buildings that have been built along the long, cobblestone road that runs through the center of town. Running down towards the Halls and up out of the crater, Roadside is home to most of the inns, taverns and shops that cater to adventurers, constantly competing with one another up and down this busy stretch. Cusp's most popular inn stands at almost the midpoint of the road, and thus the town: the Fyreside Inn.

The Sticks are the wooden buildings along the western side of the city. Taking advantage of the quick-growing trees in the erratic time outside a number of enterprising families have established a decent logging business that supports the city in months when adventurers are rare.

The Stones are the squat, stone buildings on the eastern side of the city, built from stone that was quarried from the crater itself, and the nearby mountain. This district is full of museums, art galleries, laboratories and libraries - everything an adventurer needs to buy and sell treasures they've recovered from an ever-changing dungeon. Weekly, the Hill estate holds art shows to display the most interesting pieces recovered from the Halls.

NOTABLE GROUPS AND NPCs

The Survivors Council rules the city and is made entirely of retired adventurers who have been to and returned alive from the Halls. They sell licences to parties to adventurers to travel deeper into the dungeon, artificially limiting how deep a party can go in an attempt to limit casualties (though they know they can't actually enforce these in any real way, as the dungeon changes constantly and erratically).

Despite their apparent and self-claimed importance, they ultimately serve as more of a figurehead than a proper ruling body. Most of the members of the Survivors Council are quiet and keep to themselves, even in council meetings--a result of the mental scars they collected in the Halls. The sitting members of the council change from month to month as mood takes them, but when the PCs arrive, the members of the Survivors Council are:

- Proho Sleem, the one-handed alchemist, is the de-facto leader of the Survivor's Council on account of him being the most stable of the lot. He is the only member never to miss a Council Meeting, despite all the other tasks he takes on in town.
- Shu Wu-fu, a tengu with two peg-legs is the most talkative of the Council, and one of the only two who is near always present. His boisterous squawking claims the Survivors Council is important and will enforce their permits - but in reality he is hoping that his bluster will simply keep people away from the Halls.
- Gruff Axehead, a one-eyed dwarf who has been trying to advocate for the destruction of the Halls. More often than not, he remains silent at Council meetings except to shout at the others when bickering erupts.
- Saria Ivanna, a very pale half-elven woman with raven black hair and an exotic accent. Though physically unscarred, she lost both husband and father in the Halls, and offers to perform last rites or help characters get their affairs in order.



SALOS CAPERNICUS

- Mahara, an older, heavysset woman of olive complexion, with almost as many scars as wrinkles. She is unhelpful at all times, focusing her criticisms on their “poor quality and obviously unkempt gear”.

Astrid and Ulf Fyre are a wife and husband team who run the Fyreside Inn, Cusp’s largest and most popular inn, and the Fyreside Grill, the almost-as-popular restaurant. Astrid is a gregarious and friendly woman, while Ulf is quiet and studious, and together they are omnipresent in their establishments. Though they are the ‘champions’ of the hospitality industry in Cusp, Astrid, Ulf and their six children are far above feuding with their competitors - even sometimes turning away customers in the less busy seasons so other inns can get some business.

Academic Library of Temperodynamic Studies is an almost religiously enthusiastic group who really wants to learn everything possible, especially about the Eternal Moment. Of course, they have a (mostly) secret agenda - they are attempting to build a time machine for their own power and profit. Their leader, The grand and charismatic Salos Capernicus, remains sequestered from the public at all times, only emerging briefly when taking meals or making impressive-sounding claims about the Library’s work. Though it is theoretically possible to arrange a meeting with him, he always delegates meetings at the last moment to one of several assistants who insist on being referred to as “professor” instead of by any proper name.

Theodora Hill operates a high class art gallery in The Stones, and is the best place for an adventurer with an exotic piece to sell or even appraise it. While she is easily mistaken for nobility herself, her money comes from running art galleries on behalf



THEODORA HILL

of “The Captain”, who provides her with funding so long as she sends along the best pieces. Despite her high station and obvious wealth, Theodora is a genuinely kind person and has a particular fondness of children, as she has none of her own.

Proho Sleem is an adventurer who retired after losing his left arm in the Halls, and opened up a laboratory here in Cusp. His clever prosthetic arm appears to be little more than a carefully carved piece of solid wood, hidden compartments contain all matter of alchemical substance. While his primary market is potions, and is entirely legal, he also runs two other more questionable businesses. The first is the sale of poisons (which Proho has gone to lengths to ensure there are no specific laws against), and the other even more secret is to serve as a no-questions-asked fence.

The Rupert Brothers run most of the common stores and trade markets in Cusp, and the Rupert family dominates the markets in many other places besides. There are a dozen brothers in all, with an uncanny physical resemblance that often lends to them becoming easily confused with one another [[insert short description based on art]]. They are a calculatedly friendly bunch, always angling to leave a good impression and ensure people return to their store over any that might be run by their competitors--though they ultimately care for profit above all else, and wouldn’t think twice about taking a cut in profits to drive a competitor out of business.

Parker “Smith” is an androgynous human who runs and rents out a well-appointed forge in The Stones. As the forge contains exceptional tools and several talented apprentices, anyone looking to make their own gear or magic items can do so here, with ease. Parker can also make a variety of magical equipment, but has to



PROHO SLEEM



RUPERT BROTHERS

order more complex pieces from elsewhere. Though seemingly human, Parker claims to have both elven and dwarven heritage, and takes exceptional pride in producing outstanding work.

UNUSUAL FEATURES OF CUSP

Erratic Time Bubble - Cusp, and the crater around it, sits in a bubble of irregular time. Any character leaving the town for the Halls of the Eternal Moment and then returns always does so exactly one day, one week, or one month after their departure, whichever is closer. Characters in the Halls for longer than one month arrive back in Cusp on new year's day the following year.

Rapid Growth - plants in and around Cusp grow at an extremely accelerated rate, with most plants growing at roughly ten times the speed they would elsewhere. Inside the crater the effect is even more intense, with plants growing so quickly their growth is visible to the naked eye, and fruits and vegetables sprouting from mature plants almost instantly.

Rapid Healing - animals in and around Cusp heal at an accelerated rate, with natural hit point recovery taking place four times as fast as normal. The Library of Temperodynamic Studies has studied this effect closely and it's relation to aging, and has determined the effect on creature lifespan to be negligible.

RUMOR MILL

People in Cusp are always curious about the goings on in the crater. They take every strange sign, every small change as a grand sign as to what might its true nature might be. They're eager to share their ideas and observations with PCs, and given time will likely be talking about their exploits as well.

When the PCs begin the adventure, the following rumors are circulating in town:

- The Halls are different every time they are visited. (False - while the inhabitants of the halls frequently and drastically change, the layout is mostly static.)
- Each floor of the Halls was built in a different era (Mostly true - most were built decades apart, not tens of thousands of years)
- A dragon lives in the heart of the Halls (False - probably)
- Even the plants around the Halls rose up to defend it. (True - a Druid animated the local plant life, overtaking the top floor of the Halls in an attempt to defend it)
- Time in the Halls flows backwards (False - though it does flow erratically in some places)
- A mysterious force often prevents people from pushing too deeply into the Halls. Nobody know what, or why. (True, the Black Star - also a reference to the out-of-game clock that we are building the dungeon in)

ENCOUNTERS IN & AROUND CUSP

THE COUNCIL MEETS

Not long after the party arrives in Cusp, a red-headed child of no more than eight approaches them in the street with a small wicker basket of baked treats. The child is simply a messenger from the



PARKER "SMITH"

Golden Baguette bakery, and if questioned simply explains as much, recommending them to read the card inside.

A small paper card is indeed tucked inside the basket, and reads:

The Survivors Council welcomes you to Cusp. We would like to meet with you briefly to discuss visitation rights regarding the Halls of the Eternal Moment.

The council meets in a small squarish hall beneath the Pillars of Watching, and just off the main road. Though the building isn't immediately obvious to those walking by, anyone in town can guide the party to the council hall.

When the PCs arrive, the only member present will be the tengu Shu Wu-Fu. After welcoming the party, he will go outside and strike a large bell - the call for council members to assemble. As they were expecting the PCs, all five will be present momentarily and seated in high backed chairs, facing a pair of overstuffed benches.

Each member of the council (Proho Sleem, Shu Wu-Fu, Gruff Axehead, Saria Ivanna, and Mahara) will introduce themselves in turn, after which Proho will do most of the speaking, occasionally interrupted by Shu's enthusiastic agreement. He will explain that the Survivor's Council provides adventurers with permits to explore the Halls - for the safety of prospective adventurers. He urges them not to get in over their heads, and stresses the danger of visiting the halls, but eventually provide the PCs a signed page that declares:

The holder of this certificate has rights to explore the ground floor of the Halls of the Eternal Moment.

Once the certificate has been handed over, the members of the council thank the PCs for their time, and immediately disperse, leaving them to return to their business.

PARADOX FOR LUNCH

Though Cusp is mostly safe from the uncanny fluctuations of time in the crater, occasionally uncanny things will still happen in town. One such fluctuation will happen the first time the PCs sit down for a meal in town:

The Fyreside Grill is a homey restaurant that smells pleasantly of a mix of herbs and woodsmoke, and you can hear some minstrel playing a violin quietly in the distance. The restaurant isn't particularly busy today, so you notice when a half dozen seemingly identical men - the first of whom you noticed thanks to his extremely elaborate headscarf - arrive one after another, pick up a meal, and leave.

The man is Salos Capernicus from the Academic Library of Temperodynamic Studies, and he and Astrid Fyre are currently stuck in a short time loop. Every three minutes, Salos arrives at the restaurant, and informs Astrid he is here for his usual order. She gets it from the kitchen where it is already packaged and waiting for him, then he collects it and leaves.

The time loop is short and unstable, and nearly any interruption of it will free the two characters from their repetition. They will both be grateful for the interruption, and recognize the time loop for what it was after the PCs explain what was going on. Astrid will offer the PCs a meal on the house, while Salos will offer them a lecture on time loops and paradoxes that can stem from them - if they meet him at the Library later (though like always, he will ultimately send one of his Professors in his stead).

If the PCs leave Salos and Astrid be, eventually Astrid's husband Ulf will arrive and notice what is going on - then break the loop by delivering Salos's lunch himself.

RIVAL ADVENTURERS (EL I)

The PCs are not the only adventurers in Cusp, and while many of the party's rivals are good-natured explorers, there are just as many who would have easily have chosen banditry if not for fear of local law-enforcement. One such group is a rough and tumble gang who alternately call themselves The Panthers or The Cobras, as they haven't agreed on a name.

The three members of the gang are all surly and unwashed, and think their scars and poor hygiene make them exceptionally manly: Feldak Ironfist and Knok Fledstone (Dwarf Warrior 1, as Recruit; Pathfinder Roleplaying Game NPC Codex) follow around their a snaggle-toothed leader Rod Winston (Human Warrior 2, as Brigand; Pathfinder Roleplaying Game NPC Codex) like a pair of puppies, agreeing to everything their "buddy" says and letting him make all the, mostly poor, decisions for the group.

Infinite Dungeon: The Halls of the Eternal Moment - Cusp, City on the Edge of Eternity

So far, the trio has yet to approach the Halls themselves, but has made many boisterous claims around town that they are going to be the first to pierce its heart and uncover the treasure.

The first time the party visits the market, read or paraphrase the following:

"I'm just saying." A tall, snaggle-toothed man is loudly talking to two dwarves over the head of an exhausted-looking shopkeeper at one of the stalls, "That I wouldn't want to be the merchant who didn't give a discount to the heroes of the city, who discovered the truth behind everything, would you? It seems like a good way to lose a lot of business."

The shopkeeper sighs, and replies to them in a tone that suggests he's had this conversation a hundred times "And if you don't amount to anything, then all I've done is lost money."

The shopkeeper is William Rupert, one of the Rupert brothers who own all the major stores in town. As the party approaches, William is arguing with Rod over the cost of three coils of hemp rope, which Rod is insisting he be given a staggering 90% discount on. William refuses to budge on price, while Rod is confident that since William can't leave the shop he will eventually be able to wear him down to the price he wants.

While Rod is abrasive, he isn't doing anything illegal or dangerous, so openly responding with violence will result in the guards ultimately being called against the PCs - but anything short of bloodshed will ultimately result in the gang retreating to leave William and the PCs in peace.

William thanks the PCs graciously for their help agrees not only to a lifetime discount (up to 50%, depending on how gracefully the PCs handled the matter) on any of their rope-related needs, but also a voucher good for a 10% discount on a single purchase from any of the shops run by his brothers.

AN ART COLLECTOR

While the PCs are exploring Cusp, read or paraphrase the following:

A woman in an elegant dress crouches down in front of a young boy on the street. The difference between the two is staggering, for while she could have stepped out of a royal court, you wonder if the boy even has a roof to sleep under.

"It is beautiful, I agree. Shall we agree on four silver for it?" the boy nods vigorously in agreement, and trades a brightly colored object for a few coins before immediately running off. After he's around the corner, the woman looks at the radiant shard one more before flicking it into the grass at the edge of the road.

At this point the woman, Theodora notices the PCs and gives them a knowing smile. She asks they don't tell anyone that she 'lost' the 'gemstone' - which was just a shard of pretty but worthless mica. She prefers for people think of her as a generous

collector and not as a charity. If pressed, she will reveal that she tries to support the children of the town however she can, as too many have lost parents or friends to the dangers of the crater.

At this point she will look the party up and down, and realizing that they are adventurers introduce herself formally. She will explain that she is a collector of art and curios, and encourage the PCs to bring her anything interesting that they might discover. Not only will she give them a fair appraisal of any exotic curios they discover, she also represents a powerful and wealthy buyer of such things - who will often be interested in purchasing them.

THE EDGE OF TIME (EL 1)

As the PCs begin on their way to the Halls, they will have to pass through the Pillars of the Last Moment. As they do, read or paraphrase the following:

A pair of square towers flanks the road leading out of the city, the one on the left standing a half floor higher than the right and neither complete. In front of them, a pair of tired-looking guardsmen stand, leaning on their spears and bickering quietly.

The guards are the heavysset and bearded Edgar Burrows (Male human warrior 1) and the beanpole thin Allan Rice (Male human commoner 2), who have today's duty of keeping an eye out for anything dangerous that might approach from the crater. They are currently discussing whether or not the rustling they had seen in the bushes was a gopher or a rat - and if one of them needs to go stick it.

When the PCs approach, Edgar will ask if the party would be willing to go and rustle it out for them on their way by. When they do, however, a pair of angry raccoons will leap out and immediately attack.

RACCOON

CR 1/2 — XP 200

hp 4 (Pathfinder Roleplaying Game: Bestiary 3)

Morale the raccoons will retreat once that have taken any lethal damage

Edgar and Allan will fumble about on the first round of combat before running in and assisting on the second round at Initiative count 10 (each has +1 to hit and does 1d8+1 damage).

After the raccoons have been driven off, Edgar will apologize profusely for the mistake - he hadn't realized they would be so aggressive. The reason is clear to anyone who looks into the bush where they had been hiding - they had discovered a discarded (or perhaps hidden) pack of food and other adventuring supplies.

Treasure the remaining supplies amount to 10 candles, a flint and steel, an iron pot, a mess kit, 20 feet of rope, soap, a spell component pouch, and 10 torches. Several short books, and a week's worth of rations, have been torn up or eaten by the raccoons. In addition, Edgar will offer the PCs 12sp for their trouble - all he has on him.

APPROACHING THE HALLS (EL 2)

As the party approaches the Halls of the Eternal Moment, read or paraphrase the following:

The Halls of the Eternal Moment, despite their grand name, seem to have been abandoned for decades. Huge granite blocks interlock to form the perimeter of the mostly square building, and several places it seems there were once towers or higher floors have now collapsed into nothing but rubble. Much of the damage could be attributed to the huge vines strangling the building, many as thick as a man's arm. Entire trees grow from the roof of the structure, and flowers of all colors dot the walls like an elaborate mosaic.

The Halls of the Eternal Moment haven't been abandoned nearly as long as they appear to have: indeed, it has been only a few years since they were last rebuilt. Most recently, the upper levels of the halls were claimed by a circle of druids, who attempted to

call nature to overtake the Halls. The druids didn't quite complete their work before time got to them - they aged to death after only a few years inside the Halls, so the last among them cast a powerful ritual to summon forth the powers of nature to follow in their footsteps. Now the ground level of the Halls, and the forest around it, are full of Leshies - nature spirits animating small plants into humanoid form. Three of them watch the last intact entrance to the Halls, and move to intercept anyone attempting to enter.

LEAF LESHIE (3)

CR 1/2 — XP 200

hp 5 (Pathfinder Roleplaying Game: Bestiary 3)

The Leshies stay close together, to ensure they will affect one another with their verdant bursts if any of them is defeated.

Development once the Leshies have been defeated, the party has only to proceed through the doors to enter the first floor of the Halls of the Eternal Moment: The Overgrown.

DANGER COMES DAILY PATHFINDER RPG FANS



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