

# PURPLE MOUNTAIN I: TEMPLE OF THE LOCUST LORD BY MARK GEDAK

# LEVEL ONE PORPLE MOONTAIN



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#### Credits

Author: Mark Gedak Editing: Stefen Styrsky, Thomas Baumbach Cover Image: Paul King (2011) Cartography: Kristian Richards of Crooked Staff Publishing Interior Artist: Bradley K McDevitt , Michael Scotta, Marc Radle, Kristen M. Collins Playtesters: Thomas Boxall, Patrick Kossmann, Kent Little, Mike Vanderstelt Publisher: Purple Duck Games

Special Thanks: Craig Johnston, Owen Stephens, The Secret DM,

Level One: Temple of the Locust Cult is a Pathfinder Compatible Module designed for four 1st level characters that uses the medium XP advancement track. This module is designed to be played in any campaign setting with a mountain containing a megadungeon.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

**Open Game Content:** All text on pages 4 to 27 are considered opengame content.



The first level of Purple Mountain is the current home to a demonic cult of the Locust Lord. Twenty years ago Iraksed, an aasimar cleric, came to the Purple Mountain to discover secrets of transformation into a worm that walks. His destructive tendencies and ability to manipulate the mites present in the first level of Purple Mountain earned him the grace of the Locust Lord and Iraksed began the painful process of shedding his mortal form into his current squirming one.

Recently Iraksed and his mite followers have grown in power and potential for destruction. The mites have captured and trained a number of vermin, including a throach. The throach, known to the mites as the Instrument of the Locust Lord, has the ability to implant hosts with its vermin offspring. These offspring eventually tear themselves free of their host. The mites dually love the birth of vermin from within the bodies of other sentient races and the screams of their hosts as the vermin burst free. To supply the throach with a constant supply of hosts, the mites occasionally venture out of Purple Mountain to capture travellers or nearby villagers.

# AS A CAMPAIGN

Purple Mountain is a megadungeon that can be used as a site for an ongoing campaign. Purple Mountain is intended to mirror the classic megadungeon that many of us older gamers grew up playing. In Purple Mountain you will find subterranean cities, prisons of eldritch demons, ancient ruins, lost civilizations, legendary weapons, lost magic, mines, slave pits, elemental nodes, water-filled passages, mazes, one-way doors, traps, classic monsters, dragons, artifacts and monsters too big to fit down the hallway that leads to their lair.

Ultimately, we are building a challenging dungeon with many risks and rewards for daring, intelligent players. Additional material to support the campaign will be posted on the Purple Duck Games blog labelled Campaign. Please stop by and help us shape this incredible project.

# AS A STAND ALONE LEVEL

The first level of Purple Mountain can easily be used as a stand-alone adventure site. The temple could be relocated anywhere in the world and the player characters could be recruited to complete any of the following quests: **Destroy the Cult (CR 1):** This is most likely accomplished by killing the worm that walks, the throach, and the mite cultists.

**Rescue the Prisoners (CR 1):** There are currently five prisoners of the locust cult. They are all implanted with throach eggs. The captive must be rescued and cured to receive the full reward.

**Destroy/Recover the Dhole Chants (CR ½):** This profane work of literature could be valuable to the right collector or an affront to other individuals. The player characters could be recruited to recover or destroy this work.

# STANDARD FEATURES

Unless noted otherwise in the text, the following standard features are true throughout the first level of Purple Mountain – Temple of the Locust Lord.

Wooden Doors: All the doors in the temple are made of ramshackle wood, as they have been damaged by countless adventurers and repaired numerous times throughout the history of Purple Mountain. The surfaces are often engraved with pictures of vermin or threats of destruction and peril written in Undercommon. These decorations are not a design feature, but more a result of bored mites with daggers. The doors have a hardness of 5 and 30 hp. They only required a DC 15 to break a door down.

**Illumination:** Most of the rooms are unlit in the temple as the mites, vermin and worm that walks all function normally within the dark due to their listed senses. Adventurers who cannot see in the dark will need to carry light into the temple to navigate its passages.

**Exits:** There are three primary exits from this level of Purple Mountain. The first is in room one and it leads to the exterior of the mountain. The second is in room 7 which descends into a garbage pit that is the starting point of level two. The final exit is through the huge pit in room 10 which leads down to the magma chambers of level four.

**Vermin:** The mites that inhabit this level of Purple Mountain raise giant vermin as guardian and companions but they are also friendly to other types of vermin as well. Mundane vermin of all types should be common within this level of the dungeon. Ceilings are often the home to spiders and their webs.

# EVEL ONE - T TEMPLE OF THE LOCUST LORD -

# **DUNGEON POPULATIONS**

As the player characters make their way through the dungeon they will encounter fixed groups of enemies as well as wandering monsters. If the players decide to grind through the level there should be a limited number of some of the creatures per month of game time.

Initially there should be no more than 30 mites, 4 mite cultists, 4 blue scorpions, 4 red scorpions, 3 scorpion knights. 1 throach and 1 vermlek. If you are checking for wandering monsters and you run out of a particular monster type just roll again on the table or ignore that encounter.

If the cultists and worm that walks are killed, the mites that inhabit this level may move away leaving this level open for new inhabitants to occupy.

#### Special Random Encounters

**Mite Patrol:** The mites have a number of roaming patrols to make sure everyone is alert against intrusion. A typical mite patrol is made up of either 3 mite guards and 1 flash beetle or a mite cultist and a red or blue scorpion.

**Skeleton and Zombie, Adventurers:** Many adventurers have tried to delve the depths of Purple Mountain only to fail. Some of those dead do not rest peacefully but instead reanimate as undead monstrosities. Use statistics for the common human zombies and skeletons found in the Pathfinder Bestiary but additionally add that many of the undead have their ribs broken or their stomachs torn out from the inside to foreshadow the work of the throach.



# Random Encounters

Every hour a group of characters spends exploring, resting or making loud noises in the first level of the Purple Mountains there is a 10% chance they will attract a wandering monster. Please consult the table below for common creatures. This percentage increases to 20% if the mites become alerted to the player characters presence such as when a guard change results in the discovery of mite bodies or if a mite escapes combat to warn others.

d20	Creatures	Source
1-2	Fire Beetles (2)	Pathfinder Bestiary
3	Flash Beetles (2)	Appendix I
4-5	Giant Ant	Pathfinder Bestiary
6	Giant Bee	Pathfinder Bestiary II
7	Giant Centipedes (4)	Pathfinder Bestiary
8	Giant Cockroach (2)	Pathfinder Bestiary II
9	Giant Spiders (2)	Pathfinder Bestiary
10	Giant Wasp	Pathfinder Bestiary
11-13	Mite Patrol	Appendix II; see below
14	Scorpion Knight	Appendix I
15-16	Skeleton, Adventurers (4) Pathfinder Besti- ary; see left.	
17	Stirge (2)	Pathfinder Bestiary
18	Vermlek	Appendix II
19-20	Zombie, Adventurers (4) Pathfinder Besti- ary; see left.	

#### 1. Entrance to Purple Mountain (CR 1)

Well-carved stairs lead down into this large entry hall. The walls and floors of this room are made of white stone traced with veins of brown-orange. The air is musty but warm, and light debris litters the floor.

This large room is the primary entrance to the megadungeon known as Purple Mountain. Many adventurers have tried to descend into the depths of Purple Mountain in an attempt to gain wealth, fame and even immortality. As this location is a draw for the foolhardy and adventurous sort, it is not left unguarded. The marble floor stone floor has brownorange veins of dried blood from the countless adventurers who have lost their lives while exploring these dungeons (identifiable with a Heal check DC 15). The light debris littering the floor include bits of broken weapons, mottled carapace from the mites' vermin companions (Knowledge (nature) DC 10; 15 to identify species as scorpions and beetles).

**Creatures:** A quartet of mites guard the entrance to the Purple Mountain. The tribe of mites that live on the first level of Purple Mountain are followers of the Locust Lord and obey the commands of Isaksed who leads the worship of the demon lord. The mites in this room have a six hour watch cycle, before they are relieved by four others.

#### MITE GUARDS (4) (CR 1/4, 100 XP)

# hp 3 (see appendix I)

#### TACTICS

**During Combat** The mites consider all non-mites and non-vermin to be hostile invaders and attack on sight. Three of the mites will engage characters and try to provide cover for the fourth mite who tries to retrieve some of the vermin from room 4 to assist. **Morale** The mite guards fight to the death.

**Treasure:** In addition to their gear, each mite carries 14 sp. Two of the mites have additional equipment: one has a *feather token (anchor)* and the other has a vial of cold iron weapon blanch (from the *Advanced Player's Guide*).

#### 2. The Guantlet (CR 1 or 3)

At the far end of the room sits a black chest on a low platform. The walls and floor of this room are covered with dark images of swarming beetles, scorpions, locusts and worms. Balls of purple flame hovering along the north and south walls provide soft illumination to this otherwise dark room.

This room is a trap set for adventurers and treasure seekers by the tribe of mites who inhabit this level of the Purple Mountain. The walls and floor have been painted to conceal the massive amounts of blood spilled within this room. The choice of subjects reflects the cult's devotion to the Locust Lord and his minions. At the far end of the room there is a secret door (Perception DC 20) that leads into the spy hall (Room 3; see development).

**Traps:** This room has three almost identical swinging axe blade traps. Two axes on the ends of the room swing from north and south and the middle axe swings from the northwest to the southeast. These traps are not completely identical because the mites have done a poor job of disguising the trap in the middle (incurring a -5 penalty from the Perception DC to detect it; see below). They have done this to lull adventurers into a false sense of security for having found "the" trap when they really should be looking for three traps.

#### SWINGING AXE TRAPS CR 1 (400 XP)

**Type** mechanical; **Perception** DC 20/15/20; **Disable Device** DC 20

#### EFFECTS

Trigger location; Reset manual

**Effect** Atk +10 melee (1d8+1/×3); multiple targets (all targets in a 10-ft. line)

**Treasure:** The chest at the far end of the room is locked (Disable Device DC 20) but not trapped itself. Within the chest is a *wand of summon swarm* (spiders only; 7 charges), a note written in Undercommon with the command word for the wand written on it, a *scroll of cure light wounds*, a *scroll of cold feet*, and 131 gp.

**Development:** The mites that guard the spy hall (Room 3) generally sleep on the job. However if two of the swinging axe traps trigger they will be roused from their slumber. If the player characters do not discover the secret door, the mites wait patiently for several minutes to allow the intruders to vacate the room then move through the secret door and reset the traps.

**Playtest Notes:** *My player came into this room three times and each time set off a different trap. On the* 

second exploration of the room, the chest held a slip of paper with a written IOU in Undercommon promising vast wealth and a cookie. On the third run through I filled the chest with a spider swarm.

## 3. The Spy Hall (CR $\frac{1}{2}$ or 0)

*This hallway looks to be newer construction than the surrounding rooms of the dungeon.* 

When Isaksed installed himself as lord of this level of Purple Mountain he had the mites add this hallway to provide for additional security. It has a secret doors leading into the Gauntlet (room 2) and the private chambers of Iraksed (room 13), a peephole to allow them to view the pool room (room 9) and exits to the throach's lair (room 11).

**Creatures:** There are always two mites on guard duty here and they are supposed to be swapped out on rotation every six hours. However, most of the mites find this duty boring and avoid it leaving the on duty mites there too long or causing them to abandon their posts (30% chance there are no guards on duty here at all). Most of the time, any mites on duty in this room will be sleeping or goofing off, but any creature opening one of the secret doors, triggering two traps in room 2 or screams coming from room 9 will alert them to possible intruders.

## LAZY MITE GUARDS (2) (CR ¼, XP 100)

## hp 3 (see appendix I)

#### TACTICS

**Before Combat** The mites at this location will likely be asleep at their posts. Unless they are awoken by a loud party.

**Morale** The mites in this corridor recognize that being trapped in the hallway will likely get them killed. They do not engage in combat unless they are unable to flee and warn Iraksed.

**Development:** Spy wall duty is such a hated task that the player characters could probably use this back hallway to rest and recover. Do not check for random encounters in this hallway. After 6 hours there is a 30% chance that two more lazy mites will arrive to take up their posts.

**Treasure:** In addition to their gear, the mites carry 21 sp, two vials of antitoxin, and two vials of holy water (taken from dead adventurers) to deal with wandering undead.

#### 4. The Vermin Ranch (CR 3)

Scraps of bone and flesh litter the floor of this expansive, rectangular chamber. Along the walls are loops of rope on hooks and strange leather saddles. The west wall has a small chalk board with writing on it.

This area is the primary ranch for the mite's vermin minions. A number of different species of vermin live here including cave scorpions, flash beetles, giant spiders and the throach. They are never all here at the same time, and although many are territorial their relationship with the mites prevents the vermin from destroying one another. Hanging on the walls of this room are loops of rope (four sets, 50 ft. silk) and six military saddles made of dwarven skin and designed to work with cave scorpions and giant spiders. The chalk board contains images of the four vermin type and the number of kills attributed to each species (currently, the giant spiders are in the lead). A Knowledge (nature) check DC 10 easily identifies the spiders, scorpions and beetles. A check of DC 15 is need to identify the throach because of their rarity.

The secret door in this room can be uncovered with a successful DC 21 Perception check. The secret door is not trapped or locked.

**Creatures:** Currently two scorpions (one red and one blue) and two flash beetles occupy this room. This time is their rest cycle. The other vermin are currently out on rotation.

SCORPIONS, RED AND BLUE	(CR 1, XP 400)
hp 16 (see appendix I)	
TACTICS	

TACTICS

**Before Combat** If the cave scorpions sense combat in room 1 due to their tremorsense they will move to the door to assist the mites in combat if the door is opened.

**During Combat** The cave scorpions attack any nonmite on sight. They spread their attacks across multiple opponents and prevent the flash beetles from approaching too close. The scorpions will kill flash beetles if the beetle attempt to interfere with the scorpions.

Morale Scorpions fight to the death.

FLASH BEETLE	(CR ½, XP 200)
hp 6 (see appendix I)	
TACTICS	
During Combat The	flash beetles concent

During Combat The flash beetles concentrate on

opponents that escape the scorpions. They will not try to interfere with the scorpions. In any opponent slips past the scorpions, the flash beetles will flash to dazzle the creature and then crush it with their mandibles.

Morale Flash beetles fight to the death.

**Development:** If these vermin were released to help the mites in the entrance to the Purple Mountain (room 1) then they will not be encountered in this room. Once defeated, the vermin in this room will be replenished with others once six hours have passed.

**Playtest Notes:** This can be difficult room for some parties. It might be a good time for player characters to learn the value of retreating. If the characters flee this room, the vermin should not follow. They have

been instructed by the mites to stay in the room.

#### 5. Supply Room

This square room is stacked with crates along the east wall, kegs line the south, a large wooden case stretches the length of the north wall and large sacks are piled almost everywhere else.

This room holds many of the sundry goods that the mites use to sustain them and their pets. The crates along the east wall are filled with dried meat, fruit and beans, the sacks containing rice or wheat and the kegs contain dwarven ale and elven wine.

The wooden case along the north wall is a breeding chamber for mealworms to feed their vermin pets (and for occasional snacking). The case is roughly four feet deep with the top two feet of the case filled with swarming meal worms, below this layer is wheat germ, **Insect Repellent:** This concoction is an alchemical/herbal mix of incenses and powders, mixed with a pleasant-smelling lotion. It is guaranteed to repel fleas, ticks, and other small nuisance insects. It has little effect against giant vermin or magical swarms, but makes traversing the wild much less problematic for adventurers.

If the lotion is rubbed onto exposed skin, normal insects will not bother the character for 2d3 hours. Magical swarms (such as those summoned via the *summon swarm* spell) are not bothered by the repellent. Giant vermin suffer a -4 penalty to their initiative but are otherwise unaffected by the repellent. One jar has enough repellent for 5 applications. It weighs 1 lbs and costs 2 gp per jar.

claim the ring will need to fish around for it. Anyone reaching into the mealworm tank must make a DC 14 Fortitude save or be sickened for one hour.

#### 6. Mite Secret Trove

This part of the dungeon is divided into two rooms; one is a rectangular hall and the other a square storage room. The floor and walls of the hall are made of a roughly hewn dull stone. Writing is scrawled on the north wall.

The second room is still rough in shape but the floor has been marked off into three roughly equal sections with chaulk. In one section is a flail and five glass vials, the second has an additional five flasks, and the final section has a table with a child's toy, a jar and

a small wooden stand on which hangs a silver bracelet.

The scrawls on the wall in Undercommon say things like, "Miklow's hoard, go away or face many beatings" and "Miklow's curse be on thieves". Several of the mites (Miklow, Exlei and Finil; scorpion knights all) have been storing a secret stash of supplies in this room just in case their relationship with Isaksed sours.

**Treasure:** Currently this room holds a small masterwork flail, five vials of acid, two flasks of unholy water, three flasks of alchemist's fire, a rubber child's toy shaped like an otyugh, a jar of insect repellent and a *charm bracelet of summoning* (with a single small fire elemental charm).

7. The Garbage Pit (CR varies)

This octagonal room is dominated by a large pit and four evenly spaced black columns. The columns are segmented like the body of a

giant worm or centipede. Broken wood, broken stone and twisted metal lies in piles about the floor. There are four solid doors into this room offset from the points of the compass.

vegetable scraps, and animal bits for the worms to feast on.

**Treasure:** Mixed within the mass of mealworms is a *ring of protection +1*; magical detection may reveal the existence of its aura but a character wishing to This room serves as garbage disposal for all of the waste created by the mites, their minions and prisoners. The center of the room is a well that leads sixty feet down into a refuse pit. Descending into the refuse pit is the only direct way to travel to the second level of Purple Mountain. There are always two mites present in this room to sort through the potential waste and dispose of it. In the hallways surrounding the garbage pit there are always a scorpion knight and his mount doing a counter clockwise patrol.

**Trap:** The opening to the pit houses a mechanical device for grinding refuse that might clog the pit's opening. When an object is placed within the mouth of the pit a countdown begins. If after six rounds, if something is still within the mouth of the pit multiple blades spring from the side and churn the offending matter into bits whether they be animal refuse or an adventurer's rope. Perceptive characters may notice a few climbing pitons hammered into the stone with severed ropes hanging off them.

#### PIT CLEARING BLADES (CR 4, 1,200 XP)

Type mechanical; Perception DC 25 (15); Disable Device DC 25 (15)

#### EFFECTS

**Trigger** timed (6 rounds); **Reset** automatic **Effect** Atk +10 melee (multiple churning blades; 4d4 per round for 2 rounds); multiple targets (all within the top 10 ft. of the pit opening)

**Special:** This trap is rigged with a with a false disabling trap feature. An obvious mechanism is spotted with a DC 15 Perception check and is seemingly disabled with a DC 15 Disable Device check. The true mechanism and disabling require a DC 25 Disable Device check. A failed disable attempt starts the countdown.

**Creatures:** The two mites work the garbage pit area at all times. It is their job to sort and dispose of the trash down the garbage pit. Material is brought in using a couple of wheelbarrows stored behind the north pillar. The two mites sort the material to check for items potentially valuable to their master Isaksed or the Locust Lord. All other material is thrown into the pit. If player character are able to observe the mites without being detected they may witness the pit's clearing blade in action as material often gets stuck in the disposal process.

Additionally in the hall surrounding the garbage is the scorpion knight and his mount. The cave scorpion mount possesses tremorsense and may become suspicious and alert its rider if there is a lot of sudden movement in the garbage pit room.

#### MITE GARBAGE SORTERS (2) (CR ¼, XP 100)

hp 3 (as Mite Guards; see appendix I) Melee dagger +2 (1d3-1/19-20) Gear flask of gelix\*

#### TACTICS

**Morale** The garbage sorting mites are not interested in combat. Unless forced into melee combat they attempt to flee and warn the scorpion knight of intruders.

\* A fey intoxicant that is poisonous to humanoids like belladonna (see *Pathfinder Roleplaying Game Core Rulebook*).

#### SCORPION KNIGHT (CR ½, XP 200)

hp 19 (see appendix I)

Gear scroll of burning hands (hidden under his saddle) TACTICS

**During Combat** The scorpion knight immediately challenges any combatant that threatens his scorpion mount. He will concentrate his attacks on one opponent until it falls.

**Morale** He has a sacred duty to protect the cult of the Locust Lord and will gladly lay down his life in protection of the greater cult.

#### CAVE SCORPION MOUNT (CR -)

hp 16 (see appendix I) TACTICS

**Morale** The cave scorpion mount fight until slain or forced to retreat by the scorpion knight.

**Treasure:** As a garbage room there is nothing of obvious value, no pieces of jewellery or art objects amid the ruins of countless adventurers. What is present is a multitude of common supplies for every 10 minutes of searching there is a 50% chance of locating a simple weapon or martial weapon or a piece of adventuring gear and 30% chance of locating any special substance or light armor.

Additionally, there is one medium or small cold iron weapon in this room of a type useful to the PCs. However, as the mites are constantly bringing more junk into the room the chance for random encounters must be made every 20 minutes and succeeds on a 30% or less.

#### 8. Guard Room (CR 2)

The north and south walls of the room are lined with small piles of discarded cloth in rows no more than four feet long. Images of vermin destroying civilization decorate the walls, while at the east end of the room on a raised dais there is a haphazardly piled weapon rack.

This is the barracks for the mite forces. They spend their resting periods in this room and it is littered with small valueless personal effects. Although this room is used for mites that are resting there are always two guarding the hallway north to the prison. Each of these guards carry keys to the north door that is otherwise locked (DC 20 Disable Device) to prevent the escape of prisoners.

**Creatures:** There are four mites (two resting, two guarding) and a duo of flash beetles in this room. If combat breaks out the resting mites take a moment or two to get their bearings and wake up. The guards will command the flash beetles to attack but hold their position unless forced into melee combat.

#### MITE GUARDS (4) (CR 1/4; XP 100)

hp 3 (see appendix I) Melee short sword +2 (1d6-1/19-20)

#### TACTICS

**Before Combat** Two of the mite guards should be sleeping as they are currently off duty. The other two guard the hallway to the prisoners.

**During Combat** The two guards in charge of the hallway will try to remain at their post and attack from a distance with darts and doom spells. The other two grab their weapons and attempt to flank with the flash beetles.

Morale The mites fight to the death.

#### FLASH BEETLE (2) (CR 1/2; XP 200)

hp 6 (see appendix I)

#### TACTICS

**During Combat** The flash beetles respond to the verbal commands of any mite within 30 ft.

**Morale** The beetles fight to the death.

**Treasure:** A medium silver longsword taken from an invader hangs on the weapon rack. Two pints of oil, a flask of alchemist fire, a *potion of* 

cure light wounds and two scrolls (jump, enlarge person) are hidden among the mattresses (DC 18 Perception to locate).

# 9. Magical Pools (CR 1)

Bubbling fountains along the north and south walls fill this room with the sound of running water. alternating dark and light tiles cover the floor with a checker board pattern. Light globes float in the air along the walls.

This room is one part water supply for the mites and one part garbage disposal. There are a collection of cups and pails near each of the pools.

**Pool A:** The pool to the north has been tainted by chaos magic but still serves as

an adequate water supply for the mites and their vermin as the effects of the chaos magic are temporary and long since used up. The water appears murky to those investigating its appearance but for the most part it is potable. When a character first drinks from the pool roll a d12 and consult the following chart. All effects are temporary and last 24 hours.

D12	Effect			
1-3	No effect. Water is potable.			
4	Coloration: The character's skin and gear turn bright orange and shed light as a candle.			
5-6	Gills: Gills sprout from the side of the charac- ter's neck allowing him to breathe underwa- ter as well as the surface.			
7	Acid Spit: The character may spit acid as a ranged touch attack that deals 1d4 points of acid damage.			
8	Poison: The magical water is poisonous as if the character drank a sample of arsenic (see Pathfinder Roleplaying Game).			
9	Prickly: The character sprouts sharp spines over his body. All natural attacks deal an additional +1d4 points of piercing damage on grapples and the character is considered armed with natural attacks which deal 1d4 points of piercing damage.			
10	Enhanced Sight: The character gains a +4 bonus on Perception checks and can detect magic as a constant effect.			
11	Weakness: The imbiber suffers a -2 penalty on all Fortitude saves. Additionally, the af- fected creature must roll any poison saves twice and take the lower roll.			
12	Peak: The imbiber gains a +2 enhancement bonus on three abilities of its choice.			

**Pool B:** The pool to the south contains a giant amoeba the mites feed on a regular basis. As such it pretty content to sit in the pool and wait for its next meal. The water in the pool is murky but within it a dark object can be seen. The object is the nucleus of the amoeba. It cannot be identified as such without a DC 25 Knowledge (dungeoneering) check. A DC 15 Perception check reveals that it does not appear to be stationary. Any creature touching the surface of the pool is immediately attacked by the giant amoeba.

# GIANT AMOEBA

#### hp 15 (see appendix I) TACTICS

**During Combat** The amoeba attacks any creature that touches the pool or attacks it.

**Morale** The amoeba will try to retreat to its pool if reduced to 4 hp.

# 10. The Swarming Zone (CR 2) Lower Level

This large room is extremely warm. Before a raised dais fire dances upward from a large pit to the north. Pillars carved archaic ruins decorate both the lower and upper levels of this room. The north-east and north-west stairs lead upward to a cultists' shrine.

# Upper Level

An altar, swarming with crawling and flying vermin dominate this upper level of the shrine. Two large statues of a demon known as the Locust Lord decorate the north wall and the chamber hums with the drones with sound of hundreds of flying insects.

This room serves as the primary worship site for the mites and their leader. Sacrifices to the Locust lord are housed in the prison room to the south east (room 12), while the divine instrument of his swarming lord, the throach, is housed to the south west (room 11).

**The Pit:** The pit filled with fire leads down 200 ft. to the fourth level of the Purple Mountain dungeon. Creatures within 5 ft. of the pit on the lower level, but not on the stairs, take 1d4 points of fire damage every two rounds from the heat. Being knocked into the pit, should certainly kill any first level character, prisoner, or mite cultist.

**Creatures:** The lower level of this room is protected by two mite cultists and four mite guards. It is their duty to see that no creature makes it up the stairs to interfere with Iraksed's work on behalf of the Locust Lord. Upon the upper level is Iraksed, a prisoner strapped to the altar and a scorpion knight.

#### MITE CULTISTS (2) (CR 1/2, XP 200)

hp 18 (see appendix I)

#### TACTICS

**Before Combat** If warned of impending attack, the mite cultists cast guidance and true strike upon themselves.

**During Combat** The cultist move about the battlefield to flank with the other knight guards.

Morale The cultists fight to the death.

#### MITE GUARDS (4) (CR 1/4, XP 100)

hp 4 (see appendix I) Melee sickle +0 (1d4-1) Feats Escape Route

#### TACTICS

**During Combat** The guards split their forces. Two bar entry to the stairs and the other two try flank opponents with the cultists.

Morale The guards fight to the death.

#### SCORPION KNIGHT (CR 1/2; XP 200)

hp 19 (see appendix I)

#### TACTICS

**During Combat** The scorpion knight (Miklow) is tired of Iraksed's manipulations. He remains on the top level to "protect" the worm that walks while secretly looking for a way to betray him. He forces his scorpion to only make a single attack on any round it is not hit.

**Morale** The scorpion knight will fight to the death while Iraksed lives but if the PCs appear to have the upper hand he will switch sides and attack Iraksed.

#### CAVE SCORPION (CR -)

hp 16 (see appendix I)

#### TACTICS

**During Combat** The scorpion minimizes its attacks as directed by his rider, except on rounds where he is struck in combat.

Morale The scorpion fights to the death

# IRAKSED, CULT LEADER (CR 5, XP 1,600) hp 20; fast healing 5 (see appendix I)

#### TACTICS

**Before Combat** If warned of the player character's approach, Iraksed casts *guidance*, *resistance*, *shield of faith* and *divine favor* on himself.

**During Combat** Iraksed is extremely overconfident and tends to use his spells to harass the player characters. He casts *doom* on spellcasters, *muscle spasm* on fighters, and *summon swarm* to restrict the movement of the PCs.

**Morale** If Iraksed is reduced to 4 hp, he will discorporate and try to escape.

**Development:** As soon as the PCs enter the room a countdown begins for the prisoner on the altar. Iraksed has been watching over the prisoner and helping nurture the throach offspring that grows within the breast of the host. Twelve rounds after the player characters first enter this room, five immature throach will burst from the chest of the prisoner. If any of the cultists witness this event their spirits are buoyed and they gain a +1 morale bonus to attacks, damage, skill checks and saves.

The prisoners in room 12 call out for help when they see the player characters. The mite cultists could open the door to room 11 if they feel outmatched and want assistance from the throach, but only if the scorpion knight has been killed.

**Treasure:** The cult's main treasure is stored within room 14.

**Purple Duck Note:** If the players attempt a frontal assault on this room they will find it very challenging possibly even resulting in a total party kill. It would perhaps be better if the players rescued the prisoners from room 12, killed the throach in room 11, or reduced the number of scorpion knights or mite cultists in the temple through wandering monster encounters before confronting Iraksed. Luckily, there are some treasures hid-

den such as vials of acid and scrolls of burning hands hidden along the way to assist them. Environmental aids such as pillars for cover and fire pits in which to shove opponents should also help the PCs.

# A COLLECTION OF FOOLS



# CHALLENGE THE LOCUST LORD



# 11. INSTRUMENT OF THE LOCUST LORD (CR 2)

Multiple corpses litter the western floor of this room. Their limbs crushed and torn and their torsos punched. Broken weapons and armor are strewn around room.

The mites have recently acquired a throach to add to their vermin horde. They have taken this as a blessing from the Locust Lord and call it the instrument of the Locust Lord. The corpses of adventurers and prisoners are dragged into this room to feed the throach.

**Creatures:** The throach is housed separately from the other vermin as it is extremely territorial and will attack other vermin on site. If the player characters discover this they could use it to their advantage, at least temporarily.

THROACH	(CR 2; XP 600)	
hp 22 (see ap	opendix II)	
TACTICS		

**During Combat** The throach concentrates all of its attacks on one opponent, killing it before moving on. If it manages to knock out an opponent without killing it, it will take a round to implant the host with its young.

Morale The throach fights to the death.

**Treasure:** Most of the items in this room are broken, if not destroyed. With ten minutes of searching each PC should be able to find one common simple or martial weapon, light or medium armor, or piece of adventuring gear. These items all have the broken condition as described in the *Pathfinder Roleplaying Game Core Rulebook*. Additionally, DC 22 Perception checks discover a cold iron heavy mace, two flasks of oil, three tinderwigs and a *potion of cure light wounds*.

## 12. Prison

#### This room is bare of all furnishings.

This is the prison room of the locust cult. There are currently four prisoners in this room, Tith-Tor (female half-cyclops oracle 1; Con 12 of 14), Armin Carl (male human ranger 1; Con 6 of 15), Querig (male gnome sorcerer 1; Con 4 of 8) and Beatiz Vace (female halfelf rogue 1; Con 8 of 13). These four were either captured when they attempted an assault on Purple Mountain or as they were travelling through the region. All have been implanted by the throach and will die within a couple of days if left untreated. They are also bound with ropes and gagged to prevent spell casting. They are all in poor condition, but if rescued and healed they could be used as replacement characters if your party has already lost a few. The stats for all of these prisoners can be located on the Purple Duck Games blog labelled as prisoners.

# 13. Private Chamber of Iraksed

This rectangular room contains many pieces of furniture common to an estate's bedchambers. There is a wardrobe in the alcove to the north, and a writing desk to the south. Paintings of horrible violations and decay of humanoid forms decorate the east walls. A large wooden framed soil trough sits in the west end of the room.

This room is the private resting place of Iraksed and a place to which the mites are forbidden access. Although Iskared has devoted his life to the worship of the Locust Lord and embraced his new identity as a worm that walks he has yet to divest himself of his formal mortal possessions. Some of these personal effects include a wardrobe of fine clothing (worth 300 gp) in the north alcove, his personal copy of the Dhol Chants translated to Celestial (a profoundly profane version for obvious reasons), a *wayfinder* on the writing desk, and a gold locket containing a portrait of himself in his former aasimar form hanging from the bed frame.

# 14. Treasure Room

The rectangular room serves as the treasure room of the locust cult.

This is the treasure trove the locust cult. The exact nature of their treasure is not described and left to your design as the gamemaster.

**Purple Duck Note:** If you refer to appendix VII of this book, you will see that an average party of four could have potentially already earned more than 1,000 gp worth of treasure (not counting coins, gems and

one-shot magic items). This would place them well on track to explore level 2 of the Purple Mountain dungeon.

However, if they missed several of the treasure (particularly the pearl of power and the ring of protection) they might be well short. In that case, feel free to move those items into this room or add additional treasures appropriate for your campaign.

If you are using this level as single excursion, you may want an additional reward as well. It is your dungeon. Reward the PCs as you see fit.

## LEVEL TWO

There will be otyughs, undead, and terrible, terrible traps. See you there.

# APPENDIX I – MONSTER STATISTICS

#### FLASH BEETLE (CR 1/2, XP 200)

N Small vermin Init +2; Senses low-light vision; Perception +2

#### DEFENSE

AC 12, touch 11, flat-footed 12 (+2 Dex, +2 natural, +1 size) hp 6 (1d8+2) Fort +4, Ref +2, Will +2

Immune mind-affecting effects

#### OFFENSE

Speed 30 ft., fly 30 ft. (poor) Melee bite +3 (1d4+2) Special Attack flash

#### STATISTICS

Abl Str 14, Dex 15, Con 15, Int —, Wis 14, Cha 11 Base Atk +0; CMB +1; CMD 13 (21 vs. trip) Skills Fly +0 SQ luminescence

#### SPECIAL ABILITIES

Flash (Ex) Once per hour, a flash beetle can create a brilliant flash of light. All creatures within a 10 ft. burst must make a Fortitude save DC 13 or be dazzled for 1d3 rounds. The save is Constitution based. Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

#### GIANT AMOEBA CR 1 (XP 400)

N Small ooze (aquatic) Init –5; Senses blindsight 30 ft.; Perception –5

#### DEFENSE

AC 6, touch 6, flat-footed 6 (-5 Dex, +1 size) hp 15 (2d8+6) Fort +3, Ref -5, Will -5 Defensive Abilities ooze traits

## OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft. Melee slam +3 (1d3+1 plus 1d3 acid and grab) Space 5 ft.; Reach 5 ft.

Special Attacks constrict (1d3+1 plus 1d3 acid)

#### STATISTICS

Abl Str 12, Dex 1, Con 16, Int —, Wis 1, Cha 1 Base Atk +1; CMB +1 (+5 grapple); CMD 6 (can't be tripped) Skills Climb +9, Swim +9 SQ amphibious

#### IRAKSED, CULT LEADER (CR 5, 1,600 XP)

Male aasimar worm that walks\*, cleric of the Locust Lord 3 CE Medium vermin (augmented humanoid) Init +3; Senses darkvision 60 ft, blindsight 30 ft.; Perception +11 Aura (chaotic, evil) DEFENSE AC 19 touch, 16, flat-footed 16 (+3 armor, +3 Dex, +3 insight) hp 20 (3d8+3); fast healing 5 Fort +4, Ref +4, Will +6; +4 vs. the effects of swarms, petrificaction, vermin disease and effects **Defensive Abilities** worm that walks traits; **DR** 5/-; Immune disease, paralysis, poison, sleep; Resist acid 5, cold 5 OFFENSE

#### Speed 30 ft.

Melee slam +2 (1d4 plus grab)

**Special Attacks** battle rage (6/day; +1 damage for others), channel negative energy (5/day; 3d6; DC 13), destructive smite (6/day; +1 damage), discorporate, grab (Large), squirming embrace (1d6; distraction DC 12), tenacious

**Spell-Like Abilities** (CL 3rd; concentration +5) 1/day – *dispel magic* 

#### **Cleric Spells Prepared**

2nd –*disfiguring touch* (DC 15), *spiritual weapon*<sup>D</sup>, *summon swarm* (spiders)\*\*

1st – divine favor, doom (DC 14), shield of faith, true strike  $^{\rm D}$ 

0th – detect magic, guidance, muscle spasm (DC 13), resistance

D domain spell; **Domains** Destruction, War **STATISTICS** 

Abl Str 10, Dex 16, Con 12, Int 13, Wis 17, Cha 15 Base Atk +2; CMB +2 (+10 grapple); CMD 19 Feats Demonic Obeidance, Diehard<sup>B</sup>, Scribe Scroll Skills Diplomacy +10, Knowledge (planes) +7, Perception +11, Sense Motive +17, Stealth +11; Racial Modifiers +2 Diplomacy, +8 Perception, +8 Sense Motive, +8 Stealth

SQ angelic resistance\*\*\*, divine warder\*\*\*, skilled Languages Common, Celestial, Undercommon Gear mwk studded leather, *pearl of power* (1st level), *potion of bear's endurance, potion of bull's strength*, unholy symbol (Locust Lord)

#### SPECIAL ABILITIES

**Discorporate (Su)** Iraksed can collapse into a shapeless swarm of worms as a free action. All held, worn, and carried items fall and his Strength score drops to 1. He functions as a true swarm while discorporated, with a reach of 0 feet (its space remains unchanged). While discorporated, the he loses all of its defensive abilities and gains all of the standard swarm traits. He loses its slam attacks and all special abilities and special attacks, but can make a swarm attack that deals damage equal to its engulf attack. Iraksed can reform into its true form (including equipping all gear in reach) as a full-round action as long as it has at least 1 hit point.

**Squirming Embrace (Ex)** When Iraksed grapples a foe, as a swift action he can cause a swarm of worms to squirm over the grappled creature. These worms deal automatic swarm damage with no attack roll needed. If a creature takes damage from the swarm, it is also subject to the swarm's distraction ability, and must make a Fortitude save or be nauseated for 1 round.

Iraksed can only have one embraced target at a time, but he does not have to continue grappling in order to maintain the embrace. If he moves more than 5 feet from the swarm or dismisses the swarm (a free action), the swarm dies. Any area attack that damages the swarm or any severe or stronger wind effect that affects the swarm's target kills it. **Tenacious (Ex)** A worm that walks gains a +8 racial bonus on CMB checks made to grapple and a +4 racial bonus to its CMD. \* As a newly born worm that walks, Iraksed has only a DR 5/--

\*\* Devotees to the Locust Lord can use the spell summon swarm to summon spiders.

\*\*\* For Monstrous Races by Purple Duck Games

#### LAZY MITE GUARDS (CR ¼, XP 100)

LE Small fey

**Init** +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

#### DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size) hp 3 (1d6) Fort +0, Ref +3, Will +3 DR 2/cold iron Weaknesses light sensitivity

#### OFFENSE

Speed 20 ft., climb 20 ft. Melee dagger +0 (1d3–1/19–20) Ranged sling +2 (1d3–1 plus deafened (DC 15)) Special Attacks hatred Spell-Like Abilities (CL 1st) At will—prestidigitation 1/day—doom (DC 10)

#### STATISTICS

Abl Str 8, Dex 13, Con 11, Int 8, Wis 13, Cha 8 Base Atk +0; CMB –2; CMD 9 Feats Point-Blank Shot Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; Racial Modifiers +4 Sleight of Hand, +4 Stealth Languages Undercommon SQ vermin empathy +4

**Gear** 20 sling bullets, 3 thunderstones, unholy symbol (Locust Lord)

#### SPECIAL ABILITIES

**Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

#### MITE CULTISTS (CR 1/2, XP 200)

Mite rogue 1/cleric 1 of the Locust Lord CE Small fey Init +3; Senses darkvision 120 ft., low-light vision, scent; Perception +7 Aura (chaotic, evil)

#### DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size) hp 15 (1d6+2d8+3) Fort +3, Ref +7, Will +7 DR 2/cold iron Weaknesses light sensitivity

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

Melee mwk scythe +2 (1d6/x4)

Ranged dart +4 (1d3)

**Special Attacks** channel negative energy (2/day; 1d6; DC 9),destructive smite (6/day; +1 damage), hatred, sneak attack +1d6, touch of chaos (6/day, melee touch)

Spell-Like Abilities (CL 1st; concentration +0) At will—*prestidigitation* 1/day—*doom* (DC 10) Cleric Spells Prepared (CL 1st; concentration +4)

1st – bane, summon monster I (commonly a fiendish fire beetle), true strike<sup>D</sup>

Oth (at-will) – *bleed, guidance, muscle spasm* (DC 13) D domain spell; **Domains** Chaos, Destruction

#### STATISTICS

**Abl** Str 10, Dex 17, Con 13, Int 6, Wis 17, Cha 8 **Base Atk** +0; **CMB** –1; **CMD** 12

Feats Escape Route, Skill Focus (Knowledge [planes]) Skills Acrobatics +8, Craft (weapon) +3, Knowledge (planes) +7, Sleight of Hand +12, Stealth +13; Racial Modifiers +4 Sleight of Hand, +4 Stealth Languages Undercommon SQ trapfinding, vermin empathy +4

**Gear** masterwork scythe, four darts, unholy symbol (Locust Lord), leather armor, *scroll of bless, scroll of cure light wounds,* two citrines (40 gp).

#### SPECIAL ABILITIES

**Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a

druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

#### MITE GUARDS (CR 1/4, XP 100)

LE Small fey

**Init** +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

#### DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size) hp 3 (1d6) Fort +0, Ref +3, Will +3 DR 2/cold iron Weaknesses light sensitivity

#### OFFENSE

Speed 20 ft., climb 20 ft. Melee sickle +2 (1d4–1) Ranged dart +2 (1d3–1) Special Attacks hatred Spell-Like Abilities (CL 1st) At will—prestidigitation

1/day—*doom* (DC 10)

#### STATISTICS

Abl Str 8, Dex 13, Con 11, Int 8, Wis 13, Cha 8 Base Atk +0; CMB -2; CMD 9 Feats Weapon Finesse Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; Racial Modifiers +4 Sleight of Hand, +4 Stealth Languages Undercommon SQ vermin empathy +4 Gear unholy symbol (Locust Lord)

#### SPECIAL ABILITIES

**Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

#### SCORPION KNIGHT (CR 1, 400 XP)

Male mite cavalier 2 LE Small fey Init +2; Senses darkvision 120 ft., low-light vision, scent; Perception +1

#### DEFENSE

AC 17, touch 12, flat-footed 16 (+4 armor, +1 Dex, +1 shield, +1 size) hp 24 (1d6 + 2d10+6) Fort +5, Ref +4, Will +3 DR 2/cold iron Weaknesses light sensitivity

#### [OFFENSE]

Speed 20 ft., climb 20 ft. Melee mwk flail +5 (1d6+1) Ranged shortbow +5 (1d4/x3) Special Attacks challenge 1/day (+2 damage; +3 vs. vermin threateners), hatred Spell-Like Abilities (CL 1st) At will—prestidigitation 1/day—doom (DC 10)

#### STATISTICS

Abl Str 12, Dex 15, Con 15, Int 6, Wis 13, Cha 10 Base Atk +2; CMB +2; CMD 13 Feats Mounted Combat, Shake It Off, Skill Focus (Ride)

Skills Ride +10 (+12 stay in saddle), Sleight of Hand +4, Stealth +10; Racial Modifiers +4 Sleight of Hand, +4 Stealth

Languages Undercommon

**SQ** mount (cave scorpion), order of the locust, tactician 1/day (Shake It Off), vermin empathy +10 **Gear** mwk flail, short bow, 20 arrows, chain shirt, light steel shield, a *potion of cure light wounds*, exotic military saddle, two vials of antitoxin

#### SPECIAL ABILITIES

**Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this

empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

#### CAVE SCORPION MOUNT

N Medium vermin

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft., Perception +0

#### DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 16 (3d8+3) Fort +4, Ref +4, Will +1

#### OFFENSE

**Speed** 40 ft.

Melee 2 claws +2 (1d3), sting +2 (1d4 plus poison)Abl STATISTICS

Abl Str 11, Dex 12, Con 12, Int 2, Wis 10, Cha 2 Base Atk +2; CMB +2, CMD 13 (25 vs. trip) Feats Skill Focus (Stealth), Shake It Off Skills Acrobatics +5, Stealth +8, Survival +4; Racial Modifiers animal companion class skills SQ link

#### SPECIAL ABILITIES

**Scorpion Poison (Ex)** Sting—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitutuion-based and includes a +2 racial bonus.



#### SCORPIONS, RED AND BLUE

(CR 1, XP 400)

#### N Medium vermin Init +1; Senses darkvision 60 ft., tremorsense 60 ft.;

Perception +4

#### [DEFENSE]

AC 15, touch 10, flat-footed 15 (+5 natural) hp 16 (3d8+3) Fort +4 , Ref +2, Will +1 Immune mind-affecting effects

#### OFFENSE

#### Speed 40 ft.

Melee 2 claws +2 (1d4 plus grab), sting +2 (1d4 plus poison)

Special Attacks constrict (1d4)

#### STATISTICS

**Abl** Str 11, Dex 12, Con 12, Int --, Wis 10, Cha 2 **Base Atk** +2; **CMB** +2 (+6 grapple); **CMD** 13 (25 vs. trip)

Skills Climb +4, Perception +4, Stealth +5; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

#### SPECIAL ABILITIES

Blue Scorpion Poison (Ex) Sting—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitutuion-based and includes a +2 racial bonus. Red Scorpion Poison (Ex) Sting—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

## APPENDIX II – UNCOMMON MONSTERS

#### **DEMON, VERMLEK**

A corpulent man reels on his feet as if drunk, but a closer inspection reveals the horrific truth—he's not so much reeling as he is seething from within, as if his internal organs were coiling and writhing like a knot of greased snakes. Suddenly, with a hideous retching and tearing sound, the man's face blooms out like a rotten flower and a pallid, five-jawed worm extrudes itself from the ragged hole in the neck where, only a moment before, a head sat.

#### VERMLEK (CR 3, XP 800)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init -1; Senses blindsense 30 ft., darkvision 60 ft.,

scent; Perception +8

#### DEFENSE

AC 15, touch 9, flat-footed 15 (+3 armor, -1 Dex, +3 natural)

hp 30 (4d10+8)

**Fort** +8, **Ref** +0, **Will** +5

**Defensive Abilities** abandon flesh, flesh armor, negative energy affinity; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 14

#### OFFENSE

Speed 30 ft., burrow 20 ft.

Melee longsword +6 (1d8+2/19–20), bite +1 (1d6+1) Special Attacks inhabit body

Spell-Like Abilities (CL 3rd; concentration +4) 3/day—mass inflict light wounds (DC 16), spider climb 1/day—gentle repose, summon (level 2, 1d4 dretches, 50%)

#### STATISTICS

Abl Str 15, Dex 9, Con 14, Int 12, Wis 13, Cha 12 Base Atk +4; CMB +6 (+10 grapple); CMD 15 Feats Deceitful, Great Fortitude

Skills Bluff +10, Disguise +10 (+18 when inhabiting a corpse), Escape Artist +6 (+14 when not inhabiting a corpse), Knowledge (religion) +8, Perception +8, Sense Motive +8, Use Magic Device +8; Racial Modifiers +8 Disguise when inhabiting a corpse, +8 Escape Artist when not inhabiting a corpse

Languages Abyssal, Common; telepathy 100 ft.

ECOLOGY

**Environment** any (Abyss; battlefields and graveyards) **Organization** solitary or nest (2–20)

#### Treasure standard

#### SPECIAL ABILITIES

Abandon Flesh (Su) As a swift action, a vermlek can abandon an inhabited body, crawling hideously out of its host and leaving behind an empty sack of skin and bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+3 hit points. A vermlek cannot later reclaim this body with its inhabit body ability.

**Flesh Armor (Su)** When a vermlek wears a humanoid body (see inhabit body, below), it treats the dead flesh and muscle as armor and gains a +3 armor bonus to its AC.

Inhabit Body (Su) A vermlek can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as it does so. This process takes 1d4 rounds for the vermlek to complete, during which it is considered flat-footed. Once the process is complete, the vermlek appears for all practical purposes to be a living but hideously obese version of the previous humanoid—it gains a +8 racial bonus on Disguise checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities that the dead creature possessed in life, including natural attacks, unusual movement types, or bonuses to natural armor. It loses its own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).

**Negative Energy Affinity (Ex)** A vermlek is healed by negative energy and harmed by positive energy as if it were an undead creature.

The hideous vermlek demon is one of the lower-ranking members of the demon race, barely above the dretch in power but remarkably more ambitious and intelligent than its pudgy lesser kin. They wriggle and crawl in nauseating numbers in many Abyssal battlefields or graveyards, impatiently awaiting a chance to find a humanoid body to inhabit. Outside of a host body, a vermlek appears like a fatheaded worm with four long tails, each of which ends in a wriggling nest of long filaments. In this form, the vermlek cannot wield weapons, and its bite and spell-like abilities are its only offensive options. A typical vermlek is 7 feet long (with its filaments giving it a further 3 feet of length) and weighs 90 pounds.

The process by which a vermlek inhabits and controls a dead humanoid is partially biological, partially necromantic. A vermlek's body is boneless and exceptionally elastic—it can wriggle into a body through the mouth, a wound, or any other opening in less than a minute, eating the bones and organs within with noisy rapidity. It then settles into the cavity thus created, extending its four tails down into the torso and eventually into the hollowed arms and legs of its host, whereupon the filaments at the tips of these tails weave through nerves and muscle like a puppet's strings.

The vermlek can immediately use the body to move about, wield weapons, speak, and otherwise interact with society. The creature can control the coiling and wriggling of its body to keep its host appearing humanoid, but it can do little about the size of its body—humanoids inhabited by a vermlek always look hideously obese. Worse, the host body, which remains dead, rots normally—a vermlek that does not maintain its body's freshness with gentle repose must abandon the rotting flesh 7 days after inhabiting it to seek out a new host.

#### THROACH

This hideous, dark blue creature is nearly seven feet long and has a tail like a scorpion, but no pincers.

#### THROACH (CR 2, XP 600)

N Large vermin
Init -1; Senses darkvision 60 ft.; Perception +1
DEFENSE
AC 17; touch 8; flat-footed 17
(-1 Dex, +9 natural, -1 size)
<b>hp</b> 22 (3d8+9)
Fort +6, Ref +0, Will +2
Immune mind-affecting effects
Weaknesses light sensitivity
OFFENSE
Speed 50 ft.
Melee bite +5 (1d8+4), sting +5 (1d6 plus paralysis)
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft. (bite), 10 ft. (sting)
Special Attacks implant, paralysis (1d4 rounds, DC 14)
STATISTICS
Abl Str 18, Dex 8, Con 16, Int –, Wis 13, Cha 7
Base Atk +2; CMB +7; CMD 18 (22 vs. trip)
Skills Climb +5, Stealth -3
5001007

ECOLOGY

Environment temperate to tropical forests and swamps, sewers or ruins Organization solitary, pair or brood (3-18)

Treasure none

#### SPECIAL ABILITIES

**Implant (Ex)** As a standard action, a throach can lay 2d4 eggs in a helpless creature. A throach's eggs hatch 24 hours later, at which point the young consume the host from within, inflicting 1 point of Constitution damage per day per young until the host dies. The young then emerge and head in separate directions to mature. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

The throach has the body and head of a roach, and six roach-like legs, but from the end of the thorax protrudes a scorpion-like tail complete with stinger. The stinger is straighter and more spear-like than the slightly curved stinger of a scorpion. The throach's chitinous shell is iridescent dark blue (indigo or navy), almost black, but shades of purple can be seen in the right light.

Throaches thrive in moisture-rich environments, and are common in swamps, marshes and wet forests. They can also be found in the sewer systems of many large cities and occasionally inhabit ruins in damp, rainy regions. Where one throach is found, others are usually located, so even a solitary encounter with one is often indicative of a brood nearby. Throaches prefer to live in dark or shadowy areas, and will scurry from bright light.

Throaches can be deadly to non-adventurers, or even unprepared adventurers with their bite and sting, but the true danger lies in their reproductive method. Throaches are asexual creatures that both produce and fertilize their own eggs. However, in order for the young to hatch and survive, the eggs must be implanted in a living creature. Typically, a throach will sting a victim, and when the paralyzed victim lies helpless it will implant several eggs inside the abdominal cavity. These eggs hatch in 24 hours and begin feeding on the host, killing it in

the process. This provides enough nutrition and energy for the young throaches to scurry for cover and establish a territory. There are other varieties of throaches. You can create these varieties by adjusting HD and size, as indicated on the table.

Species	CR	Size	HD
Sewer throach	1/4	Tiny	1/2d8
Cave throach	1/2	Small	1d8
Jungle throach	1	Medium	2d8
Blue throach	5	Huge	6d8
Death throach	9	Gargantuan	12d8
Juggernaut throach	13	Colossal	16d8

# APPENDIX III – UNCOMMON FEATS

#### **DEMONIC OBEDIENCE**

You physically defile yourself, others, or holy objects in order to prove your blasphemous devotion to a demon lord and gain special boons.

**Prerequisites:** 3 ranks in Knowledge (planes), must worship a demon lord

**Benefit:** Each demon lord requires a different obedience, but all obediences take only an hour to perform. Once the obedience has been performed, you gain the benefit of a resistance to some element or attack associated with your demon lord, as indicated in the

Obedience entry for the demon lord.

If you have at least 12 Hit Dice, you also gain the first boon granted by your demon lord upon undertaking your obedience. If you have at least

16 Hit Dice, you also gain the demon lord's second boon. If you have 20 Hit Dice or more, you also gain the demon lord's third and final boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

> If you ever fail to perform a daily obedience, you lose all access to resistances and boons granted by this feat until you next perform the obedience.

#### **ESCAPE ROUTE (TEAMWORK)**

You have trained to watch your allies' backs, covering them as they make tactical withdraws.

LEVEL ONE - TEMPLE OF THE LOCUST LORD - p. 28

**Benefit:** An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

#### SHAKE IT OFF (TEAMWORK)

You support your allies and help them recover from crippling effects.

**Benefit:** When you are adjacent to one or more allies who also have this feat, you gain a +1 bonus on saving throws per such ally (maximum +4).

# APPENDIX IV: LOCUST LORD

CE male demon lord of chasms, infestations, and locusts

CULT

Unholy Symbol serrated locust wings Temple caverns, rifts, ruined churches Worshipers denizens of the wastes, doomsayers, mites, worms that walk

Minions giant vermin, retrievers, swarms, vermleks Obedience Meditate while allowing insects or worms of any type to crawl upon your body—if no such vermin is available, you must instead lie facedown in a trench dug into soil and mouth prayers to the Locust Lord into the dirt while scratching yourself with sharp bits of bone or wood. Gain a +4 profane bonus on all saving throws against disease and against effects caused by vermin.

BOONS

1: Swarming Susurrus (Sp) Inflict light wounds 3/day, summon swarm 2/day, or summon monster III (vermin only) 1/day

2: Swarm Walker (Su) You can walk through any swarm without fear of taking damage or suffering any ill effects— swarms recognize you as one of their own. As long as you stand within a swarm, you gain a +4 profane bonus on Initiative checks and on all saving throws.

**3: Swarm Master (Sp)**quickened insect plague 1/day.

When doom came to the northlands it was the minions of the Locusts Lord that foretold of his coming. When the city of Yairus disappeared from the surface of the world, the apocalypse vermin of the Locust Lord were credited with its destruction. For as long as history has had tales of destruction and infestation, the Locust Lord has been mentioned in hushed tones. In truth, the Locust Lord has existed since the creation of life. As first, the Locust Lord was an instrument of the divine used to purge the world of the infirmed and feeble. Over time, its power and corruption grew and is expanded its activities to include the corruption of the healthy and vital as well as the sick and feeble. The Locust Lord was able to squirm free from the shackles of the divine and burrow out a base of power of his own within the Abyss.

The cult of the Lord Locust operates in secret in ruined churches or cavernous lairs. Invariably the location of worship always includes access to the bare ground so that the leader of the cult can perform his

demonstration of obedience to the Locust Lord. Most cults are headed by humanoid clerics or worms that walk and their membership is comprised of any right thinking creature that realizes that the "civilization" that infests the world must be eradicated. This eradication is accomplished through apocalyptic events like the consumption of Yairus by a swarm of colossal purple worms and by infestations of vermin that destroy crops and spoil stores of food and livestock. When an area has been cleansed the minions of the Locust Lord it is left as ruin as a warning to others.

Within the Abyss, the Locust Lord and his vermlek minions reside within the Palace of Rot. The palace was constructed from the remnants of Yairus as it was hauled into the Abyss. Its walls are made of the preserved bodies of the citizens of that city, they stand in eternal torment screaming which thousands of vermin burrow through their flesh. Described in historical records as the gleaming city, Yarius's arrogance in their progress and cleanliness infuriated the Locust Lord and brought about their eternal damnation.



#### APPENDIX V: CAVALIER OPTIONS ORDER OF THE LOCUST

A cavalier who belongs to this order has pledged allegiance to the Demon Lord of Locusts. Cavaliers of this order tend to be concerned with the advancement of the group over his own goals or objectives.

**Mount:** A Medium cavalier of the order of the locust must select a giant black widow, giant stag beetle or giant scorpion as their mount while Small cavaliers must select a cave scorpion, flash beetle or giant crab spider.

**Edicts:** The cavalier must always consider the health of the whole body or swarm. He must never rashly jeopardize the collective due to personal pride.

**Challenge:** Whenever an order of the locust cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge as long as his target threatens another cultist (possessing an unholy symbol) or vermin. This bonus increases by +1 for every four levels the cavalier possesses.

**Skills:** An order of the locust cavalier adds Stealth (Dex) and Survival (Wis) to his list of class skills. In addition, an order of the locust cavalier can use Handle Animals with creatures of the vermin type and add ½ their cavalier class level (minimum +1) for such checks.

**Order Abilities:** A cavalier that belongs to the order of the locust gains the following abilities as he increases in level.

**Squirming Words (Ex):** At 2nd level, the cavalier gains vermin empathy that functions as a druid's wild empathy ability. If the cavalier already possesses this ability from another source they gain a +4 insight bonus on such checks.

Swarming Form (Ex): At 8th level, the cavalier is able to lead his mount into the same squares as other vermin and devotees to the locust lord. While the cavalier occupies a square along with qualifying allies, the cavalier, his mount and all allies in the square gain a flanking bonus against all targets in reach.

*Locust Lord's Blessing (Sp)* At 15th level, the cavalier can, as a free action call upon the locust lord for a blessing. This manifests as the divine power spell using the cavalier's level as caster level and affects both him and his mount. He may use this ability once per day.

#### **VERMIN MOUNTS**

Cavaliers from the order of the locusts are prone to use vermin as mounts. Vermin mounts have an Int score of 2, are not immune to mind-affecting affects and gain skills and feats like animal companions

#### **Vermin Choices**

Each vermin mount has different starting sizes, speed, attacks, ability scores, and special qualities. All vermin attacks are made using the creature's full base attack bonus unless otherwise noted. Vermin attacks add the animal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. Some have special abilities, such as scent. See Special Abilities for more information on these abilities. As you gain levels, your vermin mount improves as well, usually at 4th or 7th level, in addition to the standard bonuses noted on Table: Animal Companion Base Statistics (see Druid entry of the Pathfinder Roleplaying Game). Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2.

#### **Giant Black Widow**

Starting Statistics: Size Large; Speed 30 ft., climb 30 ft.; AC +1 natural; Attack bite (1d6 plus poison); Ability Scores Str 11, Dex 17, Con 12, Int 2, Wis 10, Cha 2;
Special Qualities darkvision 60 ft., tremorsense 60 ft. 4th-Level Advancement: Ability Scores Str +2, Con

+2; Special Qualities web

#### **Giant Crab Spider**

Starting Statistics: Size Medium; Speed 30 ft., climb 30 ft.; AC +1 natural; Attack bite (1d4 plus poison); Ability Scores Str 7, Dex 21, Con 8, Int 2, Wis 10, Cha 2; Special Qualities darkvision 60 ft., tremorsense 60 ft.

**4th-Level Advancement: Ability Scores** Str +4, Dex -4, Con +4; **Special Qualities** web

#### Giant Stag Beetle (Cannot fly as mounts)

**Starting Statistics: Size** Large; **Speed** 20 ft.; **AC** +4 natural; **Attack** bite (2d6); **Ability Scores** Str 15, Dex 10, Con 12, Int 2, Wis 10, Cha 9; **Special Qualities** darkvision 60 ft.

**4th-Level Advancement: AC** +2 natural; **Ability Scores** Str +4, Con +2; **Special Qualities** trample

#### Flash Beetle (Cannot fly as mounts)

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural; Attack bite (1d4); Ability Scores Str 14, Dex 15, Con 15, Int 2, Wis 10, Cha 11; Special Qualities luminescence

**4th-Level Advancement: Size** Large; **Attacks** bite (1d6); **AC** +2 natural; **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** flash

#### **Giant Scorpion**

Starting Statistics: Size Large; Speed 50 ft.; AC +4 natural; Attacks 2 claws (1d4), sting (1d6 plus poison); Ability Scores Str 15, Dex 10, Con 12, Int 2, Wis 10, Cha 2; Special Qualities darkvsion 60 ft., tremorsense 60 ft.

**7th-Level Statistics: AC** +4 natural; **Attacks** 2 claws (1d6 plus grab); **Ability Scores** Str +4, Con +4; **Special Qualities** constrict

#### **Cave Scorpion**

Starting Statistics: Size Medium; Speed 40 ft; AC +2 natural; Attacks 2 claws (1d3), sting (1d4 plus poison); Ability Scores Str 11, Dex 12, Con 12, Int 2, Wis 10, Cha 2; Special Qualities darkvision 60 ft., tremorsense 60 ft.

**4th level Advancement: Size** Large; **Speed** 50 ft.; **AC** +2 natural; **Attacks** 2 claws (1d4+grab), sting (1d6 plus poison); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** constrict

#### APPENDIX VI: UNCOMMON SPELLS COLD FEET

School conjuration (creation); Level bard 1, magus 1, wizard 1, summoner 1 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw none; Spell Resistance yes

With a successful ranged touch attack, thick, heavy ice forms around the target's feet and freezes to whatever surface he is standing on. The target cannot move, takes a -4 penalty to AC, and can make melee attacks only against foes within reach. He can chip his way out of the ice, or an ally can hack at the ice for him; the ice has a Hardness of 5 and 40 hp. A successful DC 20 Strength check allows the target to break completely free of the ice.

#### DISFIGURING TOUCH

School transmutation; Level cleric 2, wizard 2, witch 2 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim, but most demon worshipers choose deformities that reflect their Abyssal patron's shape or form. The victim of the spell can resist the effects with a successful Will save, but if he fails, he takes one of the following penalties.

- -2 decrease to an ability score (minimum 1).
- -2 penalty on attack rolls or saving throws.
- Land speed reduced by 5 feet.

You may also invent other effects, but they should be no more powerful than those described above. The deformity created by this spell is a curse and cannot be dispelled, but it can be removed by any effect capable of removing curses.

#### MUSCLE SPASM

School transmutation; Level cleric 0, druid 0, inquisitor 0, witch 0 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round Saving Throw Reflex partial; Spell Resistance yes

You cause the target's muscles to twitch and cramp for 1 round. If the target fails their Reflex save, they drop any held items; if they make their save, they manage to hold on to everything.

# APPENDIX VII: UNCOMMON MAGIC ITEMS

#### CHARM BRACELET OF SUMMONING

Aura faint conjuration; CL 5th Slot wrist; Price 1,500 gp (2 charms), 2,250 gp (3 charms), 3,000 gp (4 charms), 3,750 gp (5 charms), 4,500 gp (6 charms); Weight –

#### DESCRIPTION

A charm bracelet of summoning is a simple silver chain bracelet from which dangle 2d3 silver charms. The charms are in the shape of various animals and extraplanar creatures. The GM should determine the specific creatures represented by picking them from the 1st through 3rd level summon monster chart in the Pathfinder Roleplaying Game Core Rulebook. By pulling a charm from the bracelet and tossing it to the ground, the wearer of the bracelet summons the creature. The creature will obey the bracelet wearer and attack or defend as instructed. The creature vanishes after 5 rounds.

Once a charm has been used, it is gone and cannot be reused or replaced. When all the charms are gone, the bracelet becomes a nonmagical silver bracelet worth 50 gp.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *summon monster III*; **Cost** 750 gp (2 charms), 1,125 gp (3 charms), 1,500 gp (4 charms), 1,875 gp (5 charms), 2,250 gp (6 charms)

#### WAYFINDER

Aura faint evocation; CL 5th Slot none; Price 500 gp; Weight 1 lb. DESCRIPTION

# A small magical device, a *wayfinder* is a compact

compass typically made from silver and bearing gold accents. A *wayfinder* is as much a handy tool as a status symbol. With a command word, you can cause a wayfinder to shine (as the *light* spell). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* include a small indentation designed to hold a single ioun stone. An ioun stone slotted in this manner grants you its normal benefits as if it were orbiting your head; some ioun stones can grant additional powers once they are fitted into a *wayfinder*, at the GM's discretion.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *light*; **Cost** 250 gp

# APPENDIX VI: RECORD OF EXPERIENCE/TREASURE

When planning for each level of the Purple Mountain dungeon we were very mindful about the amount of experience and treasure available to players. Each level of Purple Mountain is designed so a PC can advance one level. We made the assumption that a typical party entering Purple Mountain will contain four player characters and a GM will use the medium advancement track. This meant that for this module we made sure that was at least 8,000 XP and 4000 gp worth of wealth available.

Room	Challenge	ХР
1	4 mite guards	400
2	3 swinging axe traps	1, 200
3	2 lazy mite guards	200
4	2 cave scorpions, flash beetle	1,000
7	Pit clearing blades trap, 2 mite garbage sorters, 1 scorpion knight	1,600
8	4 mite guards, 2 flash beetles	800
9	Giant amoeba	400
10a	2 mite cultists, 4 mite guards	800
10b	Scorpion knight, Iraksed	2,000
11	Instrument of the Locust Lord	600
Quest	Destroy the Cult 40	
Quest	Cure the Prisoners 400	
Quest	Recover/Destroy the Dhol 200 Chants	
Total		10,000 XP

The encounters and quests listed above should allow the players to advance one level without significant concern. They may completely bypass a number of encounters and still level up.

**Purple Duck Note:** For the purpose of determining material wealth available I am only going to consider superior equipment, and magical items with more than one use. This is done for several reasons. First, if player characters plan an extended journey into the Purple Mountains things like gems and gold will actually be of little value in the dungeon. Secondly, characters that need to add spells to their spellbook will probably need to do that from scrolls found during the adventure. Although I have put a variety of scrolls in the dungeon, it might be a good idea to get a spell wish list from your spellbook-bound players so you can tailor the dungeon to their needs. I also consider the Small superior weapons only ¼ value because few parties have many Small player characters.

Room	Items	Value
2	wand of summon swarm (spiders only; 7 charges)	630 gp
5	ring of protection +1	2000 gp
6	small masterwork flail	77 gp (1/4 value)
7	small masterwork flail	77 gp
	medium cold iron weap- on	varies
8	silver longsword	105 gp
10a	small masterwork scythe (4) 318 gp	
10b	pearl of power (1st) level	1,000 gp
11	cold iron heavy mace	24 gp
13	a wayfinder	500 gp
14	varies (see room descrip- tion)	?
Total		4731 gp

Scrolls currently available: bless, burning hands, cure light wounds, cold feet, enlarge person, and jump Potions currently available: bear's endurance, bull's strength, and cure light wounds.



#### CONTACT INFORMATION

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