



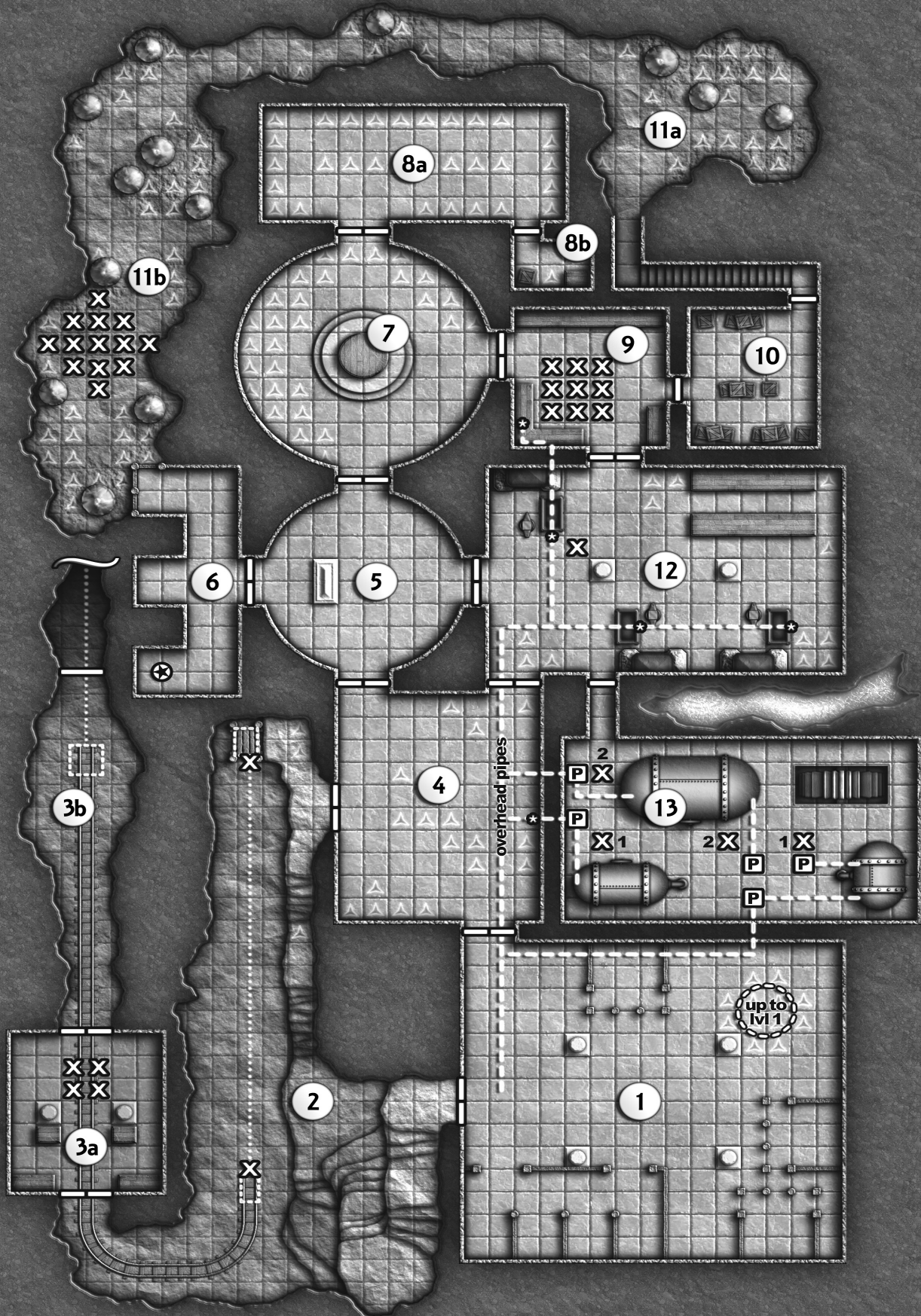
# PURPLE MOUNTAIN II: RUINS OF THE DWARVEN DELVE

BY DAVID NICHOLAS ROSS



# PURPLE MOUNTAIN

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# LEVEL TWO





# PURPLE MOUNTAIN

## RUINS OF THE DWARVEN DELVE

Purple Mountain – A Megadungeon in Twenty Parts

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**Level Two: Ruins of the Dwarven Delve** is a Pathfinder Compatible Module designed for four 2nd 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 24 are considered open game content.



Several decades ago, a group of dwarven settlers led by Bogra Hargrymsdotter carved out a home on the second level of Purple Mountain. They had thought they were far enough removed from the dungeon's notorious depths to be able to take care of security, aided by lucrative sales of the mithral ore to be found in this part of the rock strata.

Unfortunately, the dwarves did not account for the sheer variety of hazards awaiting them. Although they managed to build the settlement and remain in place for a few years, they were soon beset by a compound danger they had little expected: insidious corpse-animating yellow musk creepers striking at the same time as devious jinkin gremlins chose to vex the defenders with dangerous pranks. The combination proved too much, and the settlement collapsed.

Since then, the jinkins have set up a nest in the settlement's waterworks. The dwarves they sabotaged and slew so callously have risen as restless undead. Vainly seeking to make up for their failure to defend the settlement, these undead constantly try to slay the jinkins. For their part, the jinkins see the undead as a source of amusement.

Recently, a troglodyte hermit known as Hassur has settled in the ruins and formed a tenuous alliance with the dangerous plants infesting the place, including a helpful fungus leshy called Pallcap. The troglodyte has not, however, formed any kind of alliance with the jinkins. Fortunately for Hassur, the jinkins also enjoy tormenting the mites on the first level of Purple Mountain and the hags and other creatures on lower levels. This allows the druid just enough peace of mind to prevent him from abandoning the area.

## Adventure Overview

The party arrives on the second level of Purple Mountain, likely without the option to leave whenever is convenient for them. They might enter the second level to recover an item the jinkins have stolen or because they want to explore the dwarven ruins. Once they fight off a violent welcome from a young otyugh, they find themselves in the market of the dwarven settlement and beset by undead.

They find the only way down is a door sealed by a sabotaged mechanism, whose missing parts have been taken by jinkins. The jinkins also attempt to rob the party as they go deeper into the settlement.

Along the way, the party can meet the standoffish druid Hassur and his beleaguered leshy lacky, and either fight them or offer to help them get rid of the irksome jinkins. Alternatively, the party can avoid them by slipping through the caves to the north. Either way, the party eventually reaches the trapped smithy and waterworks, where they can confront the meddlesome jinkins and claim their treasure.

## The Purple Mountain Campaign

If the party did not immediately choose to explore the pit in room 7 of level 1, they might be lured back there by any number of means.

- The party is assailed as they are leaving Purple Mountain by two jinkin gremlins who attempt to steal one or two items of value, making sure the party follows them down the pit in room 7 of level 1 into room 1 of level 2. If the party is victorious, the jinkins (or their fellows) follow far behind the party and strike again when the party next sleeps. Once they have at least one or two items of value, these jinkins make sure at least one or two party members are able to watch them flee.
- Once the party returns to civilization and their adventure becomes known, a dwarf by the name of Katna Hargrymsdotter seeks out the party. See Discover the Fate of the Dwarves, below.

## As a Stand-Alone Dungeon

Level 2 of Purple Mountain can also be used as single-level adventure. The pit from level 1 can easily be changed to a mysterious shaft discovered in the mountains, recently revealed by a landslide or quarry work. There are several quest objectives that heroes new to the dungeon could undertake such as:

**Deal with the Druid (CR 3, 800 XP):** The troglodyte druid inhabiting level 2 of Purple Mountain could serve as an invaluable guide and resource for intrepid explorers looking to go deeper into Purple Mountain. Although he is unlikely to ever adventure with a party, he might offer his services as a healer or give advice on the harrowing dangers of the mountain. Convincing him that this is not against his goals of solitude and contemplation, or indeed, helpful in his reaching his goals, is difficult, but

can be achieved by persuasively pointing out that clearing out the lower levels will reduce adventurer interest as well as potential trouble for Hassur from the deeper and more malicious denizens of Purple Mountain. Of course, he must first be willing to listen to the party (requiring he be at least friendly to them) and capable of understanding them. Securing his friendship through the conclusion of the adventure wins this quest reward.

#### **Discover the Fate of the Dwarves (CR 2, 600 XP):**

Katna Hargrymsdotter, an elderly cousin of the Lady Bogra Hargrymsdotter, who led the dwarven settlers, has figured out where the settlement should be, but is in no condition to investigate. She offers as a reward an exquisite dwarven mantle woven of gold fibers and gemstones, worth 1,000 gp, for information regarding the fate of the community. To collect the reward, the party must present Hargrymsdotter with some token that once belonged to her cousin. She grants the PCs rights to take anything from the settlement that is not a personal belonging, should they find that the former residents have perished. Her inquiries can be satisfied by the contents of Bogra's journal which can be found in room 8b.

**Solve the Jinkin Problem (CR 2, 600 XP):** The jinkins have been causing mischief for travelers and villagers near the dungeon (as well as the other inhabitants of Purple Mountain). Solving this problem likely means killing or scaring off all of the jinkins on this level and rooting out their nest in room 13.

## STANDARD FEATURES

Unless noted otherwise in the text, the following standard features are applicable throughout the second level of Purple Mountain – Desolate Dwarven Delve.

**Wooden Doors:** The doors of this level are of poor wood, having been rotted out and poorly patched over the years by various temporary tenants and restless undead with a twisted urge to keep the abandoned settlement secure. The doors have a hardness of 5, 30 hp, and a break DC of 15.

**Illumination:** About half of this dungeon level is unlit, as the inhabitants have no need of light. These rooms require adventurers without darkvision to provide their own light sources. However,

luminescent fungi have grown in several rooms, filling them with dim illumination.

**Exits:** There are two primary exits from level 2. A pit in room 1 leads up to room 7 of level 1 and a steeply-sloped tunnel traversed by a lift in room 3b leads down to level 3. Additionally, creative adventurers might be able to slip through the heat vents in room 12 to reach a shaft descending to the lava pool on level 4, but they must find a way to deal with the searing heat in the shaft if they are to survive the attempt.

**Fungi:** Due to a large amount of spoiled foods and other resources, a large amount of fungi grow all over this level of the dungeon. There should be slime and mold prominently present in most rooms. Where this makes the floors slippery, Acrobatics checks have their DCs increased by +2.

## DUNGEON POPULATIONS

As the player characters make their way through the dungeon, they will encounter fixed groups of enemies and traps 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 9 jinkins, 3 blindbrauns, 2 poltergeists, 2 slurks, 2 violet fungi, and 2 yellow musk creepers. If you are checking for wandering monsters and you run out of a particular monster type, simply roll again on the table or ignore that encounter.

If the druid, fungus leshy, and blindbrauns are killed or the mites that inhabit level 1 move away, the jinkins that inhabit this level may depart as well, leaving the level open for new inhabitants to occupy.

### Special Random Encounters

While exploring the second level of Purple Mountain, it is possible to encounter random monsters as well as more structured events such as the two items below.

**Bored Jinkins:** Since they are easily bored, jinkins commonly wander this level looking for someone to pull pranks on. Bored jinkins usually act alone or harass those already distracted by another encounter, but they occasionally work in pairs.

#### **JINKIN (CR 1; 400 XP)**

hp 6; see the [Grand OGL Wiki](#)

**Jinkin Booby Traps:** Bored jinkins often lay traps and then gloat from the safety of the pipes after the trap is triggered. The most common tactics are to rig doorways to drop acid when opened or leave a small alchemical bomb inside intact cookware, boxes, and chests.

In either case, one jinkin will watch the trap, preferring to hide among pipes in the ceiling or walls if available (Perception DC 24 to notice among pipes, DC 19 to notice among normal clutter). If the party triggers a trap, they can hear the jinkin laughing before it scurries away. However, if the party disables or accidentally avoids a trap, the jinkin will attempt to get even by either hurling the trap at them or stealing an item from them as soon as their backs are turned. Throwing an acid flask uses the normal rules (see the Pathfinder Reference Document). If the jinkin throws an exploding container trap, the device requires a ranged touch attack to hit and goes off in a target's square; otherwise the device lands in a random adjacent square and detonates.

#### FALLING ACID TRAP (CR 1/2, 200 XP)

**Type** alchemical; **Perception** DC 20; **Disable Device** DC 20

##### EFFECTS

**Trigger** touch; **Reset** none

**Effect** atk +5 ranged touch (1d6 acid damage); splash damage (1 acid damage to all targets within 5 ft.)

#### EXPLODING CONTAINER TRAP (CR 1; 400 XP)

**Type** alchemical; **Perception** DC 20; **Disable Device** DC 20

##### EFFECTS

**Trigger** touch; **Reset** none

**Effect** blast of alchemist's fire (1d6 fire damage per round, DC 16 Reflex halves damage and negates lingering flames; see the Pathfinder Reference Document); multiple targets (all targets within 5 ft.)

#### A WORD ABOUT MAP ICONS

Long Dashes - Pipes

Small Dashes - Tracks

Triangles - Difficult terrain

X - Traps

## Random Encounters

Every hour the PCs spend exploring, resting, or making loud noises on the second level of Purple Mountain, 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 inhabitants become alerted to the party's presence.

d20	Creatures	Source
1	<a href="#">Amoeba swarm</a>	Pathfinder Bestiary II
2	Bored <a href="#">jinkin</a>	Pathfinder Bestiary II (see p.5)
3	<a href="#">Yellow musk zombies</a> (2)	Pathfinder Bestiary
4-6	<a href="#">Blindbraun</a>	See page 19
7-8	<a href="#">Cave fisher</a>	Pathfinder Bestiary
9	Falling acid trap and <a href="#">jinkin</a> (jinkin booby trap)	Pathfinder Bestiary II (see text above)
11	<a href="#">Poltergeist</a>	Pathfinder Bestiary II
12	<a href="#">Slurk</a>	Pathfinder Bestiary II
13	<a href="#">Yellow musk creeper</a>	Pathfinder Bestiary
14	Bored <a href="#">jinkins</a> (2)	Pathfinder Bestiary II (see p.5)
15	<a href="#">Cockroaches, giant</a> (2)	Pathfinder Bestiary II
16	<a href="#">Jinkin</a> booby trap	Pathfinder Bestiary II (see p.5)
17-18	<a href="#">Skeleton</a> , adventurers (4)	Pathfinder Bestiary (see p.6)
19	<a href="#">Violet fungus</a>	Pathfinder Bestiary
20	<a href="#">Zombie</a> , adventurers (4)	Pathfinder Bestiary (see p.6)



## Room 1: Market (CR 3)

*This large chamber has a vaulted ceiling reaching 20 ft. high supported by four scrolled pillars. At over 75 ft. on each side and sporting several collapsed and rotted tents, it appears to have once been a marketplace. A pair of heavy steel doors faces south. Another set of double doors, these of wood, are set in the eastern end of the north wall. A passageway in the west wall continues into darkness.*

The entrance pit to this level is a 40-ft. drop terminating in a waist-deep pile of refuse. The pile is soft enough to reduce falling damage as if the fall were 10 ft. shorter than it actually was. (For example, anyone falling from the pit's mouth suffers 3d6 falling damage.)

Climbing out is very difficult for most creatures. Twenty feet of the wall, from the ground to the start of the curve of the ceiling, is only moderately challenging for someone with proper climbing gear (DC 20). However, the sloped ceiling accounts for a 10-ft. distance where the DC increases to 30. Above that, there is a 10-ft. stretch of the pit where the DC is again 20. The blades of the trap cut in the middle of that gap, providing a 5-ft. safe space for an enterprising rogue to hold herself while attempting to disable the trap.

The market contains three rotted-out stalls for vendors, including one that sold tools and equipment, one that peddled charms and trinkets, and one that carried mushrooms, grains, fruits, and other produce that have rotted away. Roughly triangular bites have been taken out of the tents, containers, and rotten wood.

Squares of rotten vendor's stalls and refuse dropped from above are treated as light undergrowth, costing 2 squares of movement to enter and providing concealment.

The wooden stable complex contains two stalls for mules or slurks. A DC 20 Perception or Survival check reveals there are two skeletons here, indicating the beasts were killed while stabled. The skeletons belonged to slurks (DC 12 Knowledge [nature] check to identify).

**Creatures:** A young otyugh has taken up residence in the stable and spends most of its time asleep (-10 penalty to Perception checks). However, it comes to investigate any noise made by a creature larger than

a gremlin it manages to detect.

The otyugh has been feeding on the refuse tossed down the pit from above, and is unfriendly toward any creature that disturbs this source of food. It will attack if creatures do not immediately respond to its demands they leave its food alone. If the party manages to talk to the otyugh long enough to make it friendly (two Diplomacy checks required, first against DC 17 and then against DC 12), it will allow them to examine the ruins of the market; otherwise, it interprets digging through the rot as an attempt to steal from it and attacks.

A jinkin in room 4 will be spying on the characters through gaps around the the pipes at the eastern end of the room. It cannot squeeze through the small gap without a DC 25 Escape Artist check, and therefore uses the gap only for observation while intruders are in the room. Any PC can notice the watching eyes with a DC 26 Perception check (increase the DC by 1 per 10 feet away from the pipes the viewer is).

### YOUNG OTYUGH (CR 3, 800 XP)

hp 27; see the Appendix III or the [Grand OGL Wiki](#).

**Development:** If the party seems liable to leave without attracting the attention of the young otyugh, there is a 20% chance a passing jinkin tosses a stone from the other side of the room to awaken the creature and cause it to come out to investigate.

**Treasure:** The pile of rot and detritus below the pit conceals three [tangle bolts](#)<sup>APG</sup> (DC 15 Perception check to locate).

A climber's kit and a pair of [assisting gloves](#)<sup>APG</sup> lies among the ruins of a vendor's stall that apparently sold commodities and tool kits. They can be located with a DC 15 Perception check.

Another vendor's stall seems to have held magical oddities and baubles, but it is smashed and its tubes and glass look useless. Close examination (Perception DC 15) reveals one *potion of cure light wounds* and one *potion of cure moderate wounds* survived, as well as a *scroll of flaming sphere* in a waterproof scroll case.

**Purple Duck Games:** A magic items with a <sup>APG</sup> comes from the *Advanced Player's Guide* by Paizo Publishing.

## Room 2: Upper Lift (CR 4)

A switchback path leads 30 ft. west and down into a larger, lower-lying cave extending over 130 ft. to the north, 50 ft. high, and 25 ft. further west. Extending almost the length of the cavern from north to south is a heavy, taut wire. Suspended from the wire on rusted hooks are three equally-rusted carts. A tunnel leads into the southern end of the western wall.

The lift was used by the dwarves to bring ore and commodities for the community's use into the settlement. A DC 14 Knowledge (engineering) check reveals that the lift appears to be functional. A higher check is required to identify the trap the gremlins have turned this huge device into (see Traps, below).

**Traps:** The lift's cable has been set by the gremlins to snap when anyone attempts to operate it or touch any part of it. The cable snaps with enough force to wound or kill those it strikes; both it and the carts that fall from it careen toward the south wall with enough force to knock down and badly injure anyone who happens to be in the narrow cave.

### CABLE CART TRAP (CR 4; 1,200 XP)

**Type** mechanical; **Perception** DC 19; **Disable Device** DC 21

#### EFFECTS

**Trigger** touch; **Reset** repair

**Effect** atk +15 (3d6 damage and bull rush [CMB +15, CMD 25] southward; victims suffer 1d6 damage per 10 feet they are pushed); multiple targets (all targets within 10 ft. of any part of the lift)

**Treasure:** A set of [muleback cords](#)<sup>APG</sup> was left in a cart at the top of the northern ramp, near the door to room 4, by a fleeing dwarven miner. They are covered with thick dust, but can be noticed with a Perception DC 5 check by anyone searching the cart. Anyone who does not search the cart but passes within 5 ft. can notice the cords with a Perception DC 15 check.

## Room 3a: Unbarred Entry (CR 5)

This small entry chamber is 35 ft. deep and 30 ft. wide. The south entry is a pair of heavy steel doors; the north entry is a similar set of doors that can be

barred from this side. Steel bars appropriate for such a purpose lie on the ground in front of the south doors. The room has obviously seen combat, with the gear and bones of the dead strewn all about. Two racks for gear line the south wall and before two pillars in the center of the room, though they look rickety and rotten with age.

The entry is designed to defend against attackers from deeper in the dungeon. The defenses included a pit trap, armed guards, and murder holes from room 2. Unfortunately, the jinkins cursed the locks here so that they didn't close tightly enough or fast enough to save the community. The floor is strewn with the defenders' weapons, most of which are now broken. Surviving weapons include greataxes, warhammers, and crossbows (1d4-1 of each type).

**Creatures:** This room is haunted by a poltergeist, the remains of one of the dwarves killed by jinkin mischief. It is jealous of all living things and wishes for nothing more than the death of the gremlins that laughed while its life ended. However, it takes revenge on any living creature that comes close enough with the array of weapons left in the guardhouse. The creature may follow interlopers, but only into rooms 2, 3b, or 4. A favorite tactic is to use its frightener ability to scare interlopers into running into the pit at the north end of this room.

### POLTERGEIST (CR 2; 600 XP)

**hp** 16; see Appendix III or the [Grand OGL Wiki](#).

**Trap:** This pit trap worked well enough for a time. Several zombies fell into the pit and were destroyed. Even though the zombies have rotted to nothing, their dead flesh has left the spikes even more dangerous to living explorers than they ever were to invading corpses.

### MUSKY SPIKED PIT TRAP (CR 4; 1,200 XP)

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

#### EFFECTS

**Trigger** location; **Reset** repair

**Effect** 10-ft. deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each plus poison [yellow musk residue]); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)



## YELLOW MUSK RESIDUE

**Type** poison, injury; **Save** Fortitude DC 13

**Onset** 1 minute; **Frequency** 1/minute for 6 minutes

**Effect** 1d3 Int damage, subject dies and rises in 1 hour as a [yellow musk zombie](#) if this damage reduces it to 0 Int; Cure 1 save

**Development:** The pit trap is repaired by blindbrauns within 1d4 days if it is triggered unless all the blindbrauns are exterminated and the journal quest is completed to put them permanently to rest.

**Treasure:** Two [bandages of rapid recovery](#)<sup>APG</sup> are still stored along with a masterwork healer's kit (3 uses remain; the rest of the material is ruined) in a footlocker. The footlocker door is stuck (DC 15 Strength check to open). On the floor are two greataxes, one warhammer, three crossbows, and two cases of bolts.

## Room 3b: Lower Lift (CR 2)

*These tunnels end in a narrow shaft extending northward with a steep declining slope. After ten ft., the shaft is sealed with heavy steel doors. Suspended in the shaft is a large cart on metal cables connected to a gearbox in the wall.*

The lift was used by the dwarves to reach lower caverns, where they mined for ore. The doors were designed to provide protection in case of invaders from deeper in the underground, and have been stuck in place by gremlins. A DC 20 Perception check or a DC 15 Knowledge (engineering) check reveals that several key parts are missing from the mechanism attached to the door.

**Creature:** A blindbraun haunts this area, moaning about the pointless deaths it could have prevented if it hadn't been tripped up by the capricious gremlins. It remains preoccupied with keeping the area secured, and will kill anyone attempting to open the door, as well as anyone who looks shady or duplicitous.

## BLINDBRAUN (CR 2, 600 XP)

**hp** 26; see page 19.

**Development:** If the lift is reactivated using the parts from room 13 and the lever is pulled, the metal doors grind open and a gust of fresh air blows out of the pit, along with the faint sound of ghostly singing. The cart can hold up to six Medium humanoids or twelve Small ones. It is raised or lowered using a crank onboard the cart. The mechanism can be repaired without the parts, but this requires a DC 20 Craft (traps) check and parts costing 100 gp; the work should take about two weeks for a competent craftsman.

**Treasure:** The blindbraun carries the key to the locked door leading from room 12 to room 13. It also wears a [glowing glove](#).<sup>APG</sup>



## Room 4: Storage (CR 3)

*This storage area contains mine carts loaded with ore and crude minor gemstones. Pipes run along the east wall and run down near the center of the wall to a large spigot about 3 ft. off the ground above an empty cart. Double-doors lead northwest, northeast, west, and southeast.*

This room was used to store ore and other materials gathered by the dwarves from deeper in Purple Mountain. The water spigot was used to rinse the mined material and wash away impurities before transfer to the forge in the smithy in room 12.

The northeast door leading to room 12 is blocked on the far side by a heap of slag, placed there by the fleeing dwarves. It requires a DC 25 Strength check to move.

**Creatures:** Two jinkins hide among pipes in the ceiling. When the party is distracted they attempt to steal a light piece of treasure from one PC. They prefer to target arcane spellcasters and big, strong warriors over anyone else. Once the treasure is in hand, they flee onto the pipes near the ceiling, using the spigot and the cart below it as cover to reach the gap in the wall without being spotted. Once there, they throw rocks and taunt the party for a moment before using *dimension door* to slip quickly to the other side of the wall without an Escape Artist check.

### GREMLINS, JINKINS (2) (CR 1; 400 XP)

hp 6 each; see Appendix III or the [Grand OGL Wiki](#).

**Development:** If the party slays or thwarts the gremlins, Zolly Witherbaern and two gremlins plant an exploding container trap (see page 6) ahead of the group, in room 9. They wait for the party to enter room 9 and then attack after the explosion.

## Room 5: Desolate Chapel

*This circular room is lit by a ring of flaming braziers. Above them, the ceiling is nearly black with soot. Near the center of the room, a rectangular altar has symbols resembling an armored dwarf, a swinging hammer, an anvil, and much smaller dwarf-like figures. Doors face north, south, east, and west.*

Characters can recognize the features of the chapel with a DC 10 Knowledge (religion) check. The symbols and altar indicate it belongs to the faith of Linium, the Forgefather and Maker of Ways. It has been out of use for some time.

The north door has writing on it in Draconic, placed by Hassur the hermit with soot from the ceiling. It reads, “Trespassers not welcome.” Those unfamiliar with Draconic can decipher the meaning of the words with a DC 20 Linguistics check.

The east door emanates tangible heat to a distance of 5 ft. Touching it deals 1d4 points of fire damage unless the victim succeeds on a DC 14 Reflex save. The heat deals 1 point of damage per round to anyone attempting to pick the lock.

The chapel is permanently *consecrated*, as the spell.

## Room 6: Catacomb (CR 2)

*This catacomb is a 50-ft. corridor extending north and south, with three large alcoves in the west wall. The west, north, and south walls are lined with biers containing bones and funerary trappings. Many of the features are covered with vibrant fungi, most of them luminescent. In the south alcove is a raised stone dais in the shape of an anvil with a dwarven warrior resting on top. The north alcove ends in a balcony above a cavern filled with giant mushrooms.*

Originally used by the dwarves as a place to honor their dead, the catacomb has become merely another fungus garden for Pallcap and Hassur. Due to the phosphorescent fungi, this room is suffused with a soft glow, as if by candlelight. The 20-ft. cliff leading down to room 11b can be scaled safely with a DC 13 Climb check.

Etched on the shield of the dwarf effigy is a riddle in Dwarven, which can be translated with a DC 25 Linguistics check if no party member knows the language:

*“Ye that would inherit this weapon, bring me that marvel which can swallow a city, yet can be swallowed by an ant.”*

**Answer:** Water

**Trap:** There is a trap upon the dais to discourage grave robbers. It triggers if the party does not solve the riddle on the dwarf's shield to discover the trap's bypass method.

### FALLING HAMMER TRAP (CR 2; 600 XP)

**Type** mechanical; **Perception** DC 21; **Disable Device** DC 21

#### EFFECTS

**Trigger** touch; **Reset** manual; **Bypass** wet the effigy's face or hammer with water

**Effect** Atk +15 melee (1d10+5)

**Treasure:** The dense fungi on the catacomb's biers conceal one set of banded mail built for a dwarf and 8 platinum pieces, two on each of four biers.

An adamantite warhammer rests on the heart of the dwarven hero carved into the dais. It can be removed only very carefully, and any attempt to do so triggers the falling hammer trap (unless the bypass has been used).

### Room 7: Overgrown Commons (CR 2)

*This circular room is approximately 50 ft. across and almost entirely covered in fungi. At the center of the room is a circular table on a raised platform surrounded by chairs, most of them broken. Doors lead north, east, and south.*

This room was once the common room for the dwarf settlement. The young clan ate their meals at the table and talked, drank, and gambled in the room during quiet and peaceful times. Now, the fungal bloom over most of the surfaces makes the room difficult to navigate.

**Creatures:** Pallcap is a canny fungus leshy that has come to see Hassur the hermit as a friend. It spends most of its time looking after the various fungi (both animate and not) that have infested the dwarven ruins. Unlike Hassur, it is quick to check on noises and signs of trouble caused by the jinkins. It routinely chases off jinkins and blindbrauns that have gotten into rooms 5, 6, 7, 8, 9, 10, and 11. The jinkins love to provoke Pallcap, thinking its frustration a great source of entertainment. The blindbrauns, on the other hand, are frustrated by the leshy's fearless nature. Hassur, for his part, considers Pallcap more of a custodian.

When Pallcap becomes aware of adventurers in the complex, it does its best to ask them for assistance, approaching with some cautious enthusiasm and attempting to write a simple message asking for help in Sylvan or Druidic on a wall or floor in spores. Characters who do not speak Sylvan but have ranks in Linguistics can attempt to decipher the message with a DC 20 Linguistics check.

Pallcap is looking after the fungi in here when the party passes through. If the party comes in during the day, Pallcap is likely to be resting in the guise of a particularly thick mushroom a dozen feet away from the north door. If the party attempts to open the door to room 8, Pallcap attempts to dissuade them any way it can unless they have proven hostile to it or any of the plants under its care.

### PALLCAP, FUNGUS LESHY (CR 2; 600 XP)

**hp** 15; see Appendix III or the [Grand OGL Wiki](#).

**Development:** Pallcap's attitude toward the party starts as indifferent (and can be raised to friendly with a DC 17 Diplomacy check), but degrades to unfriendly if the party has destroyed any fungus in the area. If Pallcap sees evidence that they attacked any fungus without provocation, it becomes hostile toward them and begins organizing the remaining fungus into a united defense. If the party agrees to help Pallcap when it is not already hostile, its attitude improves by one step. If the party succeeds in vanquishing the jinkins, Pallcap's attitude improves by another step.

### Room 8a: Outer Quarters (CR 1 or 5)

*These living quarters have beds and storage for nearly two dozen dwarves covered in mold and dust balls. Bones litter the floor. There are two doors in the south wall, about 25 ft. apart.*

This room served as living quarters for the dwarven settlers, aside from Bogra Hargrymsdotter, who had her own private chamber off this room. It was the last room overrun by the zombies.

**Creature:** A pair of yellow musk zombies has settled down in the corner of this room at Pallcap's suggestion. As soon as they detect any stranger that does not stink of troglodyte, they attack, eager to find more sustenance for the yellow musk creeper.



## YELLOW MUSK ZOMBIES (2) (CR 1/2; 200 XP)

**hp** 12; see the Appendix III or the [Grand OGL Wiki](#)

**Development:** If Hassur hears combat (Perception modifier +10; DC is -4 + 1 per 10 ft. distant the nearest combatant is from the door), he will prepare for 3 rounds, casting bull's strength, barkskin, and virtue on himself in that order before entering the room to support the plant defenders.

## Room 8b: Druid's Quarters (CR 4 or 0)

*This small private bedchamber is in much better condition than the rest of the complex, with furniture largely intact. A bed in the corner is flanked by a wardrobe and a chest.*

This chamber originally belonged to Bogra Hargrymsdotter, the ruler of the tiny settlement. She left the door locked when zombies overran her position, allowing her final record to remain intact.

**Creature:** The troglodyte Hassur has become accustomed to unexplained noises in the area caused by the blindbrauns and jinkins. As a result, he will not be motivated to investigate sounds of exploration unless they are especially violent (such as knocking down a door) or unfamiliar-sounding (such as if Hassur can hear one of their voices clearly). He will also respond if Pallcap calls for help.

## HASSUR (CR 4; 1,200 XP)

**hp** 39; see page 18.

### TACTICS

**Before Combat** If Hassur is made aware that there are intruders in the area, he casts *barkskin*, *bull's strength*, *guidance*, and *virtue*. Then, he assumes the shape of a wolf and goes to collect Pallcap from room 7. Then the two go hunting for the intruders together.

**During Combat** In the first round of combat, Hassur casts

chill metal on any foe with the right equipment. After that, he attempts to get vulnerable-looking foes into melee range.

**Morale** Hassur is stubborn, but not to the point of suicide. If he falls below 10 hp without felling an opponent or without any healing options left, he resumes his natural form and flees.

**Development:** Hassur is a hermit, uninterested in dealing with the brutal and conniving society of his species even if he is qualified to be a respected leader to other troglodytes. He prefers the simple life alone among subterranean plants. Lately, his tranquility has been much disrupted by the jinkins, who thought it amusing to wait until he was well-settled before revealing their presence with pranks and thefts. As a result, he is resistant to leaving despite the ineffectiveness of his attempts to get rid of the jinkins.

Hassur is also uninterested in wealth, and minds the jinkins only insofar as they interfere with his ability to have a tranquil and secure existence. As a result, he is cautiously pleased by any expression of interest in rooting out the gremlins. He offers as a reward whatever is contained in a locked



wardrobe he found in room 8b (but has been unable to open). The contents are Bogra Hargrymsdotter's journal and a *potion of jump*. He can also offer the key to room 13, which he got off a dead dwarf.

**Treasure:** Hassur carries his valuables with him, aside from a small stash of money stolen from marauders and adventurers slain in Purple Mountain. There are 250 gp, 30 pp, 100 sp, and 20 cp in the unlocked chest next to his bed.

In a locked wardrobe of excellent craftsmanship (good lock; Disable Device DC 25 to open), an aged journal can be found. It is bound in heavy leather and thickly gilded. Originally belonging to Bogra Hargrymsdotter, the dwarven lady that ruled this settlement, this journal is written in Dwarven. In the second-to-last entry, the author records suspicions of undead in the area, and describes the building of the trap in room 3 as a precaution. In the final entry, she frantically details an attack by zombies that seem utterly immune to attempts to channel energy. The journal is worth 150 gp to a scholar of dwarven history, and worth a 1,000 gp reward to Katna Hargrymsdotter, a relative of the dwarven lady who composed it—if the party has not met this relative yet, she can be encountered in any nearby settlement asking after news of the ruins. The wardrobe also contains a jeweled dwarven headdress of spun gold with amethysts and garnets worth 300 gp and three scrolls: *detect thoughts*, *floating disk*, and *sleep*.

**Purple Duck Note:** *On Porphyra, troglodytes are an offshoot of the lizardman race that have adapted to better live underground. They are more civilized than traditional troglodytes and often take levels in heroic classes.*

## Room 9: Kitchen (CR 2)

*This kitchen was ransacked long ago. There are molds and mushrooms growing from the shelves and walls except around the large hearth in the southwest corner. On one counter, a steel hand-pump drips water into a basin that seems to have a drain in its base. A variety of cutlery is strewn haphazardly about.*

The jinkins stole all the edible food from the kitchen soon after the settlement was depopulated, and now use it only as a source of material for exploding container traps, knives, and other tools. Hassur and Pallcap pass through only quickly and along the northern edges of the room to avoid the haunt near the room's center. An heirloom cloak belonging to one of the more matronly dwarves has remained through the years at her spot at the table, prevented from being disturbed by the haunt that has formed near it.

The pump carries fresh water from the waterworks, which is potable but faintly metallic-tasting.

**Traps:** A haunt has formed from the despair of the dwarven families killed in this settlement. It settled in the kitchen, once the warmest and happiest part of Purple Mountain. The trigger is keyed to the table at the center of the room, which awakens the haunt if touched.

### FLYING KNIVES (CR 2; 600 XP)

LE haunt (10-ft.-radius centered on kitchen table)

**Caster Level** 3rd

**Notice** DC 17 Perception (to hear the sound of faint, mournful wailing)

**hp** 9; persistent; **Weakness** *slow* (manifests at Initiative rank 0); **Trigger** location; **Reset** 1 day  
**Effect** When this haunt is triggered, the cloak draped over the chair rises up as if worn by a figure bent over with dreadful sobbing and wailing, and the cutlery of the kitchen begins to levitate and drift about the room before darting in to stab at intruders. Each creature in the area is targeted by spiritual weapon simulating a dagger. Its attack bonus is +3, whether melee or ranged.

**Destruction** The journal in room 8b must be read by a relative of the dwarves that died in this settlement.

**Treasure:** The cloak draped over one of the kitchen chairs is a [cowardly crouching cloak](#). It is safe to use once the haunt has been depleted of hit points or destroyed.

## Room 10: Larder (CR 2)

*This tall, narrow room appears to be a larder, stacked with aging crates and barrels half-covered in slime and mold. A row of hooks in the ceiling might have once held meat, but now serve only to anchor more molds. Doors lead north and south.*

The larder's contents were left uneaten when the inhabitants were killed, so they have served to feed a wide variety of scavenging life-forms. The jinkins rarely venture out this way for lack of any interesting items to manipulate or destroy, leaving the larder and beyond more or less to the druid and the plants and beasts he prefers for company.

**Creature:** The larder is infested with a yellow musk creeper, which has attached itself to the only unopened barrel (see treasure, below). It attacks any potential host it senses except for troglodytes, due to an agreement it made with Pallcap.

### YELLOW MUSK CREEPER (CR 2; 600 XP)

**hp** 22; see Appendix III or the [Grand OGL Wiki](#).

**Treasure:** A sealed barrel of fine dwarven mead is among the spoiled food here. It is worth 500 gp to a discerning buyer.

## Room 11a: North Mushroom Garden (CR 3)

*This tall cavern stretches down 20 ft. below the level of the compound, at the bottom of two flights of narrow stairs. The chamber is filled with clusters of mushrooms ranging from a few inches to twenty feet high. A path worn through the center of the chamber extends for two dozen feet before winding around a corner to the left.*

Treat the mushrooms in this area like forest terrain, with typical giant mushrooms providing cover similar to typical trees and massive giant mushrooms providing cover as if they were massive trees. Low-growing mushrooms provide the benefits of light undergrowth. (See the Pathfinder Reference Document.) Aside from the path, the area is rough natural stone caverns, uneven enough to count as difficult terrain. Acrobatics DC checks in these spaces are +5 higher than normal. Phosphorescent fungi cause this chamber to be filled with shadowy

illumination. The other mushrooms can be identified as edible with a DC 12 Survival check.

**Creatures:** A violet fungus hunts this area. It normally rests among a cluster of mushrooms near the south entrance to the cavern.

### VIOLET FUNGUS (CR 3; 800 XP)

**hp** 30; see Appendix III or the [Grand OGL Wiki](#).

**Treasure:** The violet fungus has collected a few items from a slain adventurer, though most have been ruined by the fungus's venom or the passage of time. Remaining in the undergrowth near its usual haunt is an [ioun torch](#)<sup>APG</sup> and a +1 chain shirt.

## Room 11b: South Mushroom Garden (CR 2)

*This tall cavern is about 100 ft. long and 30 ft. wide at the widest point. The south wall features a cave cut into the high cliff-face. The area is dominated by tall mushrooms of many different sizes. A faint green glow suffuses the area.*

All the terrain notes regarding room 11a apply equally to this room.

**Creatures:** Encouraged by Hassur, a slurk has taken up residence in this room. It has figured out how to avoid setting off the traps and plant monsters in the area, and even sometimes helps creatures climb out of the pits in this level when prompted with the right treat. Otherwise, it simply attempts to grab the tastiest-looking character and make off with it into the catacomb.

### SLURK (CR 2, 600 XP)

**hp** 17; see Appendix III or the [Grand OGL Wiki](#).

**Trap:** There is a shrieker (see the Pathfinder Reference Document) here. It has become accustomed to the ambient light in the cavern, and reacts to light only if it is brighter than a candle.

**Development:** The shrieker, if it goes off, draws the violet fungus from room 11a in 5 rounds if that creature has not been killed. It draws Pallcap from room 7 in 5 minutes.



## Room 12: Treacherous Smithy (CR 3)

*The cobwebbed equipment of this smithy has obviously not been used in many years, but trails in the dusk and slime on the floor indicate creatures have been passing through the area regularly. There are pipes connecting the south wall to the north wall and to spigots above three tubs. Each tub sits adjacent to an anvil and forge. The forges glow with heat. Doors lead southwest, west, south, and north. The southwest door is behind a high pile of cold slag, while the western door glows slightly red from the heat of two braziers that lie with their flames against the door. In the east end of the room, workbenches sit cluttered with broken debris.*

This smithy was once the life-blood of this settlement, creating wares and processed materials for trade from the ores and other resources collected by miners. It was rendered unsafe to use by gremlins even before the zombies attacked.

Two gas braziers keep the west door too hot to use, but they can be easily doused. Unfortunately, dousing them without disabling them properly (DC 10 Disable Device) causes gas to fill the western end of the room until it touches one of the open flames in the forges, causes an explosion in a 15-ft.-radius spread from the center of the doorway that deals 2d8 fire damage (DC 14 Reflex for half damage).

The south door leading to room 13 is locked with an average lock (DC 25 Disable Device check).

**Creatures:** A jinkin in room 13 spies on the creatures in the room through gaps around the pipes at the room's south end. It cannot squeeze through the gap without a difficult Escape Artist check (DC 25), and therefore uses the gap only for observation or ranged attacks (as per an arrow slit) while intruders are in the room. Any PC can notice the watching eyes with a DC 26 Perception check (increase the DC by 1 per 10 ft. away from the pipes the viewer is). The jinkin hurls an acid flask at anyone attempting to unlock the door after 1 round. If they persist for longer than 3 rounds, Zolly Witherbaern investigates herself, and begins interfering with her spells, particularly daze and ray of frost while heckling them vigorously.

**Traps:** The smithy's equipment was jury-rigged into a defensive arrangement by the dwarves in a last-ditch effort to buy time to escape, but the

jinkins trapped the bypasses and defensive positions the dwarves built around them. The heat vent trap unleashes pent-up magmatic heat from the lava pit far below on level 4. The crossbow ricochet trap is triggered by anyone touching the bypass for the heat vent in an attempt to make the area passable.

### HEAT VENT TRAP (CR 1, 400 XP)

**Type** mechanical; **Perception** DC 17; **Disable Device** DC 17

#### EFFECTS

**Trigger** location; **Reset** manual; **Bypass** hidden switch (DC 14 Perception)

**Effect** blast of searing-hot air (2d6 fire damage, DC 17 Reflex for half); images distorted by heat (granting concealment to those on the opposite side, though this does not allow them to make Stealth checks); ongoing effect

### CROSSBOW RICOCHET TRAP (CR 2, 600 XP)

**Type** mechanical; **Perception** DC 23; **Disable Device** DC 20

#### EFFECTS

**Trigger** touch; **Reset** repair

**Effect** atk +15 (1d10/19-20)

**Development:** If the party avoids being damaged by any traps in this room, a jinkin emerges from the waterworks in 1d4 rounds and attempts to manually reset the heat vent trap. It scurries among the old smithy equipment, requiring a DC 21 Perception check to notice it before it reaches the mechanism and a DC 16 Perception check to catch it while working on the device. The heat vent trap requires 1d4 rounds and an appropriate Disable Device check to reset if it was disabled; if it was bypassed, it requires only a standard action to reset.

**Treasure:** Most of the equipment and gear in this room have been damaged by jinkin gamboling over the years, but a few pieces remain useful. A single set of masterwork artisan's tools appropriate for weaponsmithing can be culled from the assortment of tools in the room (DC 15 Perception to find enough pieces). In addition, a few finished pieces or metalwork lie fallen from wall hooks on the ground, including a battleaxe, a masterwork heavy crossbow, and a [scabbard of vigor](#)<sup>APG</sup> buried under a pile of slag.

## Room 13: The Waterworks (CR 6)

*This room is dominated by two tall metal tanks and five humming pumps attached to them. The floor is slightly slick with water that seems to slowly leak from the pipes connecting the tanks to the pumps and the pumps to the floor and ceiling. Each pump is connected by a mildewed pipe to the nearest large tank, and by another pipe to either the floor or the ceiling. The north tank has an additional two pipes running low along and then through the north and west walls, while the south tank is connected similarly to the south and east walls.*

The source of the running water on the first two levels of Purple Mountain, the waterworks has become a very dangerous place under jinkin control. The floor throughout the area is slightly wet and slippery, increasing all Acrobatics check DCs by +2. Each pipe passing through the walls, floor, or ceiling has a small gap around it, allowing a single Tiny or smaller creature to squeeze alongside it into the room on the opposite side. A Tiny creature must make a DC 25 Escape Artist check to make this squeeze successfully.

**Creatures:** The jinkins use the waterworks as their nest, since it is connected to many other rooms and bustling with many mechanisms which they love to keep around. However, they prefer to keep the waterworks working, rather than destroy it, since it helps attract other creatures for them to torment.

The leader of this jinkin band, Zolly Witherbaern, is a particularly clever and magically skilled jinkin gremlin who

uses her gifts to subtly bully her fellow jinkins into following her lead and offering up to her whatever they manage to steal. She in turn distributes these prizes as rewards to those who please her or demonstrate particular flair in their tricks.

Zolly's attitude is unfriendly toward anyone who enters her territory without making an offering of a magic item. She considers such individuals choice targets for pranks and thievery. Zolly prefers to target dwarves above all others, and she handsomely rewards gremlins that bring her loot stolen from dwarves or word of humiliation inflicted on dwarves.

### JINKINS (3) (CR 1, 400 XP)

hp 7 each; see the [Grand OGL Wiki](#).

**Combat Gear** acid (1 flask); one jinkin carries [defoliant polish](#)<sup>APG</sup>

### ZOLLY WITHERBAERN (CR 2, 600 XP)

hp 16; see page 18.

#### TACTICS

**Before Combat** Zolly and her jinkins hide among the pipes if they are aware the party is about to enter the waterworks. The common jinkins can only be spotted before they act with a DC 26 Perception check; the DC to detect Zolly is 30.

**During Combat** Zolly directs her jinkin minions to distract interlopers while she uses her spells to eliminate them one at a time. They position themselves so that attackers must pass by the water jet traps to reach them.

**Morale** If reduced to 3 hp or less, Zolly will attempt to hide and use her *wand of cure light wounds* to restore her hit points, then return to the fray so long as any of her jinkins remain



standing. However, since the jinkins will flee if reduced to 2 or fewer hit points, she may well decide to escape herself after first taunting and berating the party for their rashness and rudeness.

**Traps:** The water pumps have been rigged with vulnerable points that can be ruptured to fire powerful jets of water at anyone stepping on pressure-plates or tripping tripwires set by the jinkins. Some of the water (traps marked 1 on the map) can push victims away as if with a bull rush; water from the hot tank (traps marked 2 on the map), however, instead creates a plume of hot steam.

At any given time, one jinkin will man the traps, resetting them as soon as they are sprung (which requires a full-round action and a Disable Device check against the appropriate DC).

#### STEAM JET TRAPS (2) (CR 1/2; 200 XP)

**Type** mechanical; **Perception** DC 19; **Disable Device** DC 14

##### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 5-ft.-radius cloud of scalding steam (1d8 fire damage, DC 20 Reflex; grants concealment); cloud persists for 1d4 rounds but deals no further damage

#### WATER JET TRAPS (2) (CR 1/2; 200 XP)

**Type** mechanical; **Perception** DC 19; **Disable Device** DC 14

##### EFFECTS

**Trigger** location; **Reset** manual

**Effect** Atk +8 ranged (1d8 plus bull rush [CMB +8] plus jinkin-cursed water)

### JINKIN-CURSED WATER

A creature struck by one of the two water jet traps may be subject to the chaos magic with which the jinkins have infused the water. Any character already affected by the cursed water on this level is immune to subsequent exposure; since this is the same magic that affects the magical pool on level 1, any character who has already been subjected to that effect is also immune to it here. Those who are not immune, however, must make a DC 13 Reflex save to avoid swallowing enough of the water to be affected. The first time a character swallows the water, roll d12 and consult the following chart. All effects are

temporary and last 24 hours. Note that the effects here, at the source of the magic, are generally more harmful, powerful, or chaotic than those in the upper level.

d12	Effect
1-2	<b>Glow:</b> The character's skin and gear turn bright orange and shed light as a torch.
3-4	<b>Sensitive Gills:</b> Gills sprout from the sides of the character's neck, allowing him to breathe water as well as air. After 1 hour out of water, his skin and gills dry out and he suffers a -2 penalty to attacks and saving throws due to pain from desiccation until he is immersed in water for an hour.
5-6	<b>Noxious Acid Spit:</b> The character may spit acid as a ranged touch attack that deals 1d4 points of acid damage. The character must make a DC 13 Reflex save every time he uses this ability to avoid dealing 1d4 acid damage to himself.
7	<b>Poison:</b> The character is affected as if he had consumed arsenic (see the <a href="#">Grand OGL Wiki</a> ).
8-10	<b>Thorny:</b> The character sprouts obtrusive thorns all over his body. His natural attacks deal an additional +1d4 points of piercing damage during grapples and the character is considered to be armed with natural weapons dealing 1d6 points of piercing damage. A character wearing medium or heavy armor finds the thick thorns spoil the effectiveness of his armor, reducing its armor bonus by -2. A character wearing heavy armor cannot deal damage with the spines.
9	<b>Enhanced Sight:</b> The character gains a +4 bonus on Perception checks and can <i>detect magic</i> as a constant spell-like ability.
10-11	<b>Weakness:</b> The character suffers a -4 penalty to Constitution. He must roll any saving throws against poison twice and keep the worse result.
12	<b>Peak:</b> The imbiber gains a +2 enhancement bonus on three random ability scores.



**Development:** If the gremlin nest is rooted out but gremlins are left alive on this level, and the party has not slain Hassur, one of them attempts to kill Pallcap with [defoliating polish](#) and blame the party by applying at least a touch of the stuff to them or their gear, motivating the druid to attack them.

**Treasure:** The pieces of an alchemist's lab are strewn about this room (DC 15 Perception to collect all the pieces). In addition, a secret compartment is hidden halfway underneath the northern water tank (DC 20 Perception to find). Within are a [clamor box](#)<sup>APG</sup>, the missing components for the lift in room 3b, a *scroll of color spray* and *detect undead*, the key to the wardrobe in room 8b, and what appears to be a *hat of disguise*; the latter is secretly a cursed [hat of hatreds](#)<sup>APG</sup>. If the jinkins managed to steal anything from the party, the items will be stashed in the compartment as well. For every 1d4 hours that passes, one stolen item will be cursed by the jinkins.

## Appendix I: Unique Enemies

Below is a selection of major npcs enemies appearing in the second level of Purple Mountain.

### HASSUR, CAVE HERMIT (CR 4, XP 1,200)

Male troglodyte druid 4

CN Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Perception +10

**Aura** stench (30 ft., DC 13, 10 rounds)

#### DEFENSE

**AC** 17, touch 11, flat-footed 16

(+1 Dex, +6 natural)

**hp** 39 (6d8+12)

**Fort** +9, **Ref** +5, **Will** +8; +4 vs. fey and plant-targeted effects

**Defensive Abilities** resist nature's lure

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +7 (1d4+2), bite +6 (1d4+2)

**Ranged** javelin +5 (1d6+2)

**Special Attacks** *enlarge* 5/day, wild shape 1/day (*beast shape I*)

**Druid Spells Prepared** (CL 4th; concentration +7)

2nd—*barkskin*<sup>D</sup>, *bull's strength*, *chill metal* (DC 15), *cure moderate wounds*

1st—*detect snares and pits*, *enlarge person*<sup>D</sup>, *entangle* (DC 14), *faerie fire*, *produce flame*

0 (at will)—*detect magic*, *detect poison*, *guidance*, *virtue*

**D** domain spell; **Domain** Plant (Growth subdomain)

#### STATISTICS

**Str** 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 16, **Cha** 9

**Base Atk** +4; **CMB** +6; **CMD** 17

**Feats** Combat Casting, Lightning Reflexes, Weapon Focus (claw)

**Skills** Climb +7, Knowledge (nature) +9, Perception +10, Spellcraft +7, Stealth +10 (+14 in rocky areas), Survival +12; **Racial Modifiers** +4 Stealth (+8 in rocky areas)

**Languages** Draconic, Druidic

**SQ** nature bond (Plant domain), nature sense, trackless step, wild empathy +3, woodland stride

**Combat Gear** *potion of cure moderate wounds*, *scroll of remove curse*, *scrolls of speak with plants* (2),

**Other Gear** *cloak of resistance* +1

### ZOLLY WITHERBAERN (CR 2, XP 600)

Female jinkin gremlin sorcerer 2

CE Tiny fey

**Init** +6; **Senses** darkvision 120 ft., low-light vision; Perception +7

#### DEFENSE

**AC** 19, touch 18, flat-footed 13

(+6 Dex, +1 natural, +2 size)

**hp** 16 (3d6+6)

**Fort** +1, **Ref** +8, **Will** +6

**DR** 5/cold iron; **SR** 13

#### OFFENSE

**Speed** 40 ft.

**Melee** short sword +9 (1d3-4/19-20), bite +4 (1d2-4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** sneak attack +1d6, tinker

**Spell-Like Abilities** (CL 1st; concentration +5)

At will—*prestidigitation*

1/hour—*dimension door* (self plus 5 lb. only)

**Sorcerer Spell-Like Abilities** (CL 2nd, concentration +6)

7/day—laughing touch

**Spells Known** (CL 2nd; concentration +6)

1st (5/day)—*color spray* (DC 15), *silent image* (DC 15)

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound*, *ray of frost*

**Bloodline** fey

#### STATISTICS

**Str** 3, **Dex** 23, **Con** 13, **Int** 16, **Wis** 12, **Cha** 19

**Base Atk** +1; **CMB** +5; **CMD** 12

**Feats** Combat Casting, Eschew Materials<sup>B</sup>,

Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Bluff +9, Craft (alchemy) +8, Craft (traps) +10, Disable Device +12, Escape Artist +11, Perception +7, Sleight of Hand +11, Spellcraft +7, Stealth +14, Use Magic Device +10; **Racial Modifiers** +4 Craft (traps), +4 Disable Device

**Languages** Aklo, Sylvan, Undercommon

**Combat Gear** acid (2 flasks), alchemist's fire (1 flask), thunderstones (2), *wand of cure light wounds* (10 charges), *potion of mirror image*, *potion of true strike*

### SPECIAL ABILITIES

**Tinker (Sp)** A group of six jinkins working together over the course of an hour can create an effect identical to *bestow curse* on any living creature. This effect functions at CL 6th, and the target creature must be either willing or helpless (but still gets a saving throw to resist). The save is DC 14 + the Charisma modifier of the jinkin with the highest Charisma score (DC 18 for most groups including Zolly). Alternatively, the group of jinkins can attempt to infuse a magic item with a curse. The nature of this curse is determined randomly; half of these curses make the magic item unreliable (each time the item is used, there is a 20% chance it does not function), while the other half give the item a random requirement. A jinkin can take part in a tinkering only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like *remove curse*. All jinkin tinkering function as a curse created by a 6th-level caster.

## Appendix II: New Monster

The second level of Purple Mountain is home to a new monster shown below.

### Blindbraun

*This short, stocky humanoid has dark chasms where its eyes should be. Its head snaps quickly from one direction to another to another at nauseatingly unnatural angles. Its empty sockets stare blankly as if trying to spy something elusive, but seeing nothing.*

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

LE Medium undead

**Init** +4; **Senses** blind, lifesense 30 ft.; Perception +11

### DEFENSE

**AC** 14, touch 10, flat-footed 14

(+4 natural)

**hp** 26 (4d8+8)

**Fort** +1, **Ref** +1, **Will** +6

**Immune** undead immunities, visual effects; **SR** 13

### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** greataxe +6 (1d12+4)

**Special Attacks** blinding gaze

**Spell-Like Abilities** (CL 4th; concentration +4)

At will—*detect chaos*

1/day—*find traps*

### STATISTICS

**Str** 16, **Dex** 11, **Con** —, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +3; **CMB** +6; **CMD** 16

**Feats** Alertness, Improved Initiative

**Skills** Craft (traps) +4, Perception +11, Sense Motive +11, Stealth +7

**Languages** Common, Dwarven

### ECOLOGY

**Environment** any underground

**Organization** solitary or haunting (2-13)

**Treasure** standard

### SPECIAL ABILITIES

**Blinding Gaze (Su)** Blinded for 1 minute, 30 feet, Fortitude DC 12 negates.

**Unnerving Wail (Su)** As a standard action once per minute, a blindbraun can unleash a low, eerie wail. Anyone that hears from within 30 feet must succeed on a Will save (DC 12) or become shaken for 1 minute. Creatures that cannot see the blindbraun are frightened instead of shaken. Neither effect stacks with any other fear effect. The wail echoes magically and does not help pinpoint the blindbraun's location. This is a mind-affecting fear effect. The save DC is Charisma-based.

Seething with frustration and blind rage, blindbrauns linger in death to seek revenge for being killed ignobly. Most blindbrauns were once dwarves or other stoutly honorable souls, slain by sabotage, betrayal, or underhanded deception. They generally died with the knowledge that, if their enemies had fought fairly, they would have lived and prevailed instead of perishing.

In undeath, blindbrauns haunt the areas where they died. They attempt to kill any person that reminds them of their frustration, such as thieves, rogues, tricksters, charlatans, and sometimes even politicians. Others may also be targeted if

they associate with such characters. Anyone else with the misfortune to run into a blindbraun may be terrorized by the frustrated and jealous spirit, but their lives are not usually jeopardized by the encounter.

Blindbrauns have the same build as dwarves and average 4 feet in height. They tend to look over, under or otherwise just past an undead creature.

## Appendix III: Dungeon Monsters

The following monsters appear in the second level of Purple Mountain. They are arranged here in the order of appearance.

### YOUNG OTYUGH (CR 3; XP 800)

N Medium magical beast

**Init** +2; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +14

#### DEFENSES

**AC** 16, touch 10, flat-footed 16

(+6 natural)

**hp** 27 (6d10-6)

**Fort** +4, **Ref** +7, **Will** +3

**Immune** disease

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +8 (1d6+4 plus disease), 2 tentacles +4 (1d4+2 plus grab)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)

**Special Attacks** constrict (tentacle, 1d4+2)

#### STATISTICS

**Str** 14, **Dex** 14, **Con** 9, **Int** 5, **Wis** 13, **Cha** 6

**Base Atk** +6; **CMB** +8 (+12 grapple); **CMD** 20 (22 vs. trip)

**Feats** Ability Focus (disease), Stealthy, Weapon Focus (tentacle)

**Skills** Escape Artist +4, Perception +14, Stealth +0 (+8 in lair); **Racial Modifier** +8 Stealth in lair

**Languages** Common

#### SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Bite—injury; save Fortitude DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

**Purple Duck Note:** *On Porphyra, all otyughs are magical beasts.*

### POLTERGEIST (CR 2; XP 600)

LE Medium undead (incorporeal)

**Init** +1; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 12, touch 12, flat-footed 11

(+1 deflection, +1 Dex)

**hp** 16 (3d8+3)

**Fort** +2, **Ref** +2, **Will** +4

**Defensive Abilities** incorporeal, natural invisibility, rejuvenation; **Immune** undead traits

#### OFFENSE

**Speed** fly 20 ft. (perfect)

**Special Attacks** frightener, telekinesis

#### STATISTICS

**Str** —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 12

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Ability Focus (fear), Alertness

**Skills** Fly +5, Perception +9

**Languages** Common

**SQ** site bound

#### SPECIAL ABILITIES

**Frightener (Su)** Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All creatures within 30 feet when a poltergeist uses this ability must make a DC 14 Will save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Rejuvenation (Su)** When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed, fully healed. The only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different poltergeist or group of poltergeists by the GM.

**Site Bound (Ex)** A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

**Telekinesis (Su)** A poltergeist has no method of



attacking apart from telekinesis. This ability functions as the spell *telekinesis*, with a CL equal to the poltergeist's Hit Dice (CL 3rd for most poltergeists). A typical poltergeist has a ranged attack roll of +3 when using telekinesis to hurl objects or creatures, and can use the ability on objects or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 12 Will save. The save DC is Charisma-based.

### JINKIN (CR 1; XP 400)

CE Tiny fey

**Init** +4; **Senses** darkvision 120 ft., low-light vision; Perception +6

#### DEFENSE

**AC** 18, touch 17, flat-footed 13

(+4 Dex, +1 dodge, +1 natural, +2 size)

**hp** 6 (1d6+3)

**Fort** +0, **Ref** +6, **Will** +4

**DR** 5/cold iron; **SR** 12

#### OFFENSE

**Speed** 40 ft.

**Melee** short sword +6 (1d3–4/19–20), bite +1 (1d2–4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** sneak attack +1d6, tinker

**Spell-Like Abilities** (CL 1st; concentration +3)

At will—*prestidigitation*

1/hour—*dimension door* (self plus 5 lbs. only)

#### STATISTICS

**Str** 3, **Dex** 19, **Con** 11, **Int** 14, **Wis** 14, **Cha** 15

**Base Atk** +0; **CMB** +2; **CMD** 9

**Feats** Dodge, Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Bluff +6, Craft (traps) +10, Disable Device +9, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +16, Use Magic Device +6; **Racial Modifiers** +4 Craft (traps), +4 Disable Device

**Languages** Undercommon

#### SPECIAL ABILITIES

**Tinker (Sp)** A group of six jinkins working together over the course of an hour can create an effect identical to bestow curse on any living creature. This effect functions at CL 6th, and the target creature must be either willing or helpless (but still gets a saving throw to resist). The save is DC 14 + the Charisma modifier of the jinkin with the highest Charisma score (DC 16 for most groups of jinkins). Alternatively, the group of jinkins can attempt to infuse a

magic item with a curse. The nature of this curse is determined randomly; half of these curses make the magic item unreliable (each time the item is used, there is a 20% chance it does not function), while the other half give the item a random requirement. A jinkin can take part in a tinkering only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like *remove curse*. All jinkin tinkering functions as a curse created by a 6th-level caster.

### PALLCAP, FUNGUS LESHY (CR 2; XP 600)

N Small plant (leshy, shapechanger)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

#### DEFENSE

**AC** 13, touch 13, flat-footed 11

(+2 Dex, +1 size)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +2, **Will** +2

**Immune** electricity, sonic, plant traits

#### OFFENSE

**Speed** 20 ft.

**Melee** bite +2 (1d6), 2 claws +2 (1d3)

**Ranged** puffball +4 (1 plus spores)

**Special Attacks** spores

**Spell-Like Abilities** (CL 4th; concentration +6)

Constant—*pass without trace*

#### STATISTICS

**Str** 10, **Dex** 15, **Con** 16, **Int** 7, **Wis** 14, **Cha** 15

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Blind-Fight

**Skills** Stealth +10 (+14 in swamps and underground), Survival +3 (+7 in swamps and underground); **Racial Modifiers** +4 Stealth and Survival in swamps and underground

**Languages** Druidic, Sylvan; plantspeech (fungi)

**SQ** change shape (Small fungus; *tree shape*), verdant burst

#### SPECIAL ABILITIES

**Puffball (Ex)** A fungus leshy can spit a puffball as a standard action. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target struck (but not adjacent targets) with the fungus leshy's spores. The puffball has a range increment of 20 feet.

**Spores (Ex)** A fungus leshy is riddled with molds and spores. Anytime a fungus leshy takes damage,

a cloud of spores bursts from its body, forcing all adjacent creatures to make a DC 14 Fortitude save or have their vision reduced to 10 feet for 1 minute. Spending a full-round action to wash one's eyes with water ends this effect. The save DC is Constitution-based.

### DWARF MUSK CREEPER ZOMBIE (CR ½; 200)

NE Medium undead

**Init** -1; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 11, touch 9, flatfooted 11

(-1 Dex, +2 natural)

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3

**DR** 5/slashing; **Immune** plant traits

#### OFFENSE

**Speed** 20 ft.

**Melee** slam +3 (1d6+3)

#### STATISTICS

**Str** 15, **Dex** 9, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +3; **CMD** 12

**Feats** Toughness<sup>B</sup>

**Special Qualities** staggered



### YELLOW MUSK CREEPER (CR 2, XP 600)

N Medium plant

**Init** +2; **Senses** tremorsense 30 ft.; Perception +0

#### DEFENSE

**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +3, **Will** +1

**Defensive Abilities** plant traits

#### OFFENSE

**Speed** 5 ft.

**Melee** tendril +5 (1d4+4)

**Space** 5 ft., **Reach** 10 ft.

**Special Attacks** create yellow musk zombie, pollen spray

#### STATISTICS

**Str** 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

**Base Atk** +2; **CMB** +5; **CMD** 17 (can't be tripped)

#### SPECIAL ABILITIES

**Create Yellow Musk Zombie (Su)** As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie.

**Pollen Spray (Ex)** As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

## VIOLET FUNGUS (CR 3, XP 800)

N Medium plant

**Init** -1; **Senses** low-light vision; Perception +0

### DEFENSE

**AC** 15, touch 9, flat-footed 15

(-1 Dex, +6 natural)

**hp** 30 (4d8+12)

**Fort** +7, **Ref** +0, **Will** +1

**Immune** plant traits

### OFFENSE

**Speed** 10 ft.

**Melee** 4 tentacles +4 (1d4+1 plus rot)

**Space** 5 ft.; **Reach** 10 ft.

### STATISTICS

**Str** 12, **Dex** 8, **Con** 16, **Int** —, **Wis** 11, **Cha** 9

**Base Atk** +3; **CMB** +4; **CMD** 13

### SPECIAL ABILITIES

**Rot (Ex)** A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

## SLURK (CR 2; XP 600)

N Medium magical beast

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

**hp** 17 (2d10+6)

**Fort** +6, **Ref** +5, **Will** +0

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +4 (2d6+3)

**Ranged** slime squirt +4 ranged touch

**Special Attacks** belly grease, slime

### STATISTICS

**Str** 15, **Dex** 14, **Con** 17, **Int** 3, **Wis** 10, **Cha** 10

**Base Atk** +2; **CMB** +4; **CMD** 16 (20 vs. bull rush, grapple, overrun, and trip)

**Feats** Improved Bull Rush, Improved Initiative, Improved Overrun

**Skills** Acrobatics +16, Climb +14, Escape Artist +6;

**Racial Modifiers** +4 Escape Artist

**Languages** Boggard (can't speak)

**SQ** hunker

## SPECIAL ABILITIES

**Belly Grease (Ex)** The slurk exudes a slippery grease from its belly that grants it a +4 bonus on Escape Artist skill checks and to its CMD versus grapples. Once per minute, a slurk may wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

**Hunker (Ex)** The slurk gains a +4 bonus to its CMD to avoid bull rush or overrun attempts.

**Slime (Ex)** A slurk's back is crusted with thick, dry slime and dozens of nodules. As a standard action at will, a slurk can squirt a jet of this slime from one of these nodules as a ranged touch attack against any target within 30 feet. The slime quickly hardens to the texture of cold tar, entangling the foe. Anyone the slurk successfully bull rushes or overruns is automatically squirted with back slime. The hardened slime can be removed as a full-round action with a DC 15 Strength check. The slurk's back slime grants a creature riding it a +8 bonus on Ride checks made to stay in the saddle, but a -8 penalty on Ride checks to dismount.



Things heat up on Level 4 and 5 of Purple Mountain.



## APPENDIX IV: 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 player characters. 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 12,000 XP and 8,000 gp worth of wealth available.

Room	Challenge	XP
1	Young otyugh	800
2	Snapping cable and crushing carts trap	1,200
3a	Musky spiked pit trap, poltergeist	1,800
3b	Blindbraun	600
4	2 jinkins	800
6	Falling hammer trap	600
7	Pallcap	600
8a	2 yellow musk zombies	400
8b	Hassur	1,200
9	Flying knives haunt	600
10	Yellow musk creeper	600
11a	Violet fungus	800
11b	Slurk	600
12	Crossbow ricochet trap, heat vent trap	800
13	3 jinkins, 2 steam jet traps, 2 water jet traps, Zolly Witherbaern	2,600
Quest	Deal with the druid	800
Quest	Discover the fate of the dwarves	600
Quest	Eradicate the jinkin nest	600
Total		16,000

The encounters and quests listed 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 who 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
1	Climber's kit, <i>tangle bolts</i> (3)	758 gp
2	<i>Muleback cords</i>	1,000 gp
3b	<i>Glowing glove</i>	2,000 gp
6	Adamantine warhammer, banded mail	3,262 gp
8b	<i>Cloak of resistance +1</i>	1,000 gp
9	<i>Cowardly crouching cloak</i>	1,800 gp
11a	<i>+1 chain shirt, ioun torch</i>	1,325 gp
12	Mwk artisan's tools (weaponsmith), mwk heavy crossbow, <i>scabbard of vigor</i>	2,205 gp
13	Alchemist's lab, <i>clamor box</i> , <i>wand of cure light wounds</i> (10 charges)	2,350 gp
Total		12,700 gp

**Scrolls** *color spray*, *detect thoughts*, *detect undead*, *flaming sphere*, *floating disk*, *remove curse*, *sleep*, *speak with plants* (2)

**Potions** *cure light wounds*, *cure moderate wounds* (2), *mirror image*, *true strike*

**Consumable Items** *Assisting glove* (2), *bandages of rapid recovery* (2), *defoliant polish*, *masterwork healer's kit* (3 uses)

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