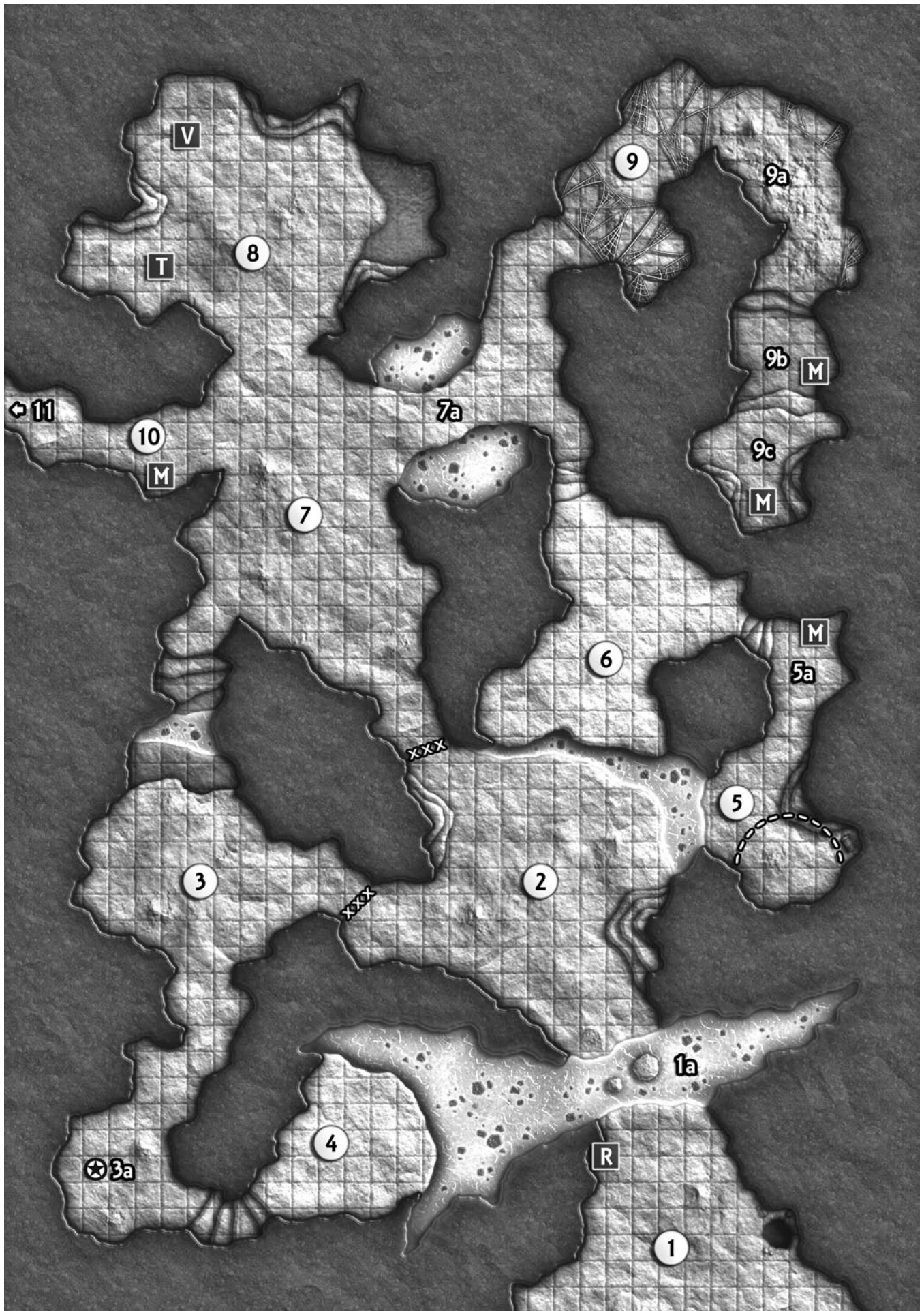


PURPLE MOUNTAIN III:
THE FEASTING
BY PERRY FEHR







PURPLE MOUNTAIN

THE FEASTING

Purple Mountain – A Megadungeon in Twenty Parts

Credits

Author: Perry Fehr

Editing: Mark Gedak, Perry Fehr

Cover Image: Tamas Baranya

Cartography: Kristian Richards of Crooked Staff Publishing

Interior Artist: Brian Brinlee, Tamas Baranya

Playtesters: Thomas Boxall, Mark Gedak, Patrick Kossmann,
Kent Little, Michael Vanderstelt

Publisher: Purple Duck Games

Purple Mountain - Level Three: The Feasting is a Pathfinder Compatible Module designed for four 3rd level characters and uses the medium XP advancement track. This module is designed to be played in any campaign setting with a mountain containing a megadungeon such as the Purple Duck Games's setting Porphyra.

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 3 to 41 are considered open game content.



The Quartz Elemental Elder existed in corporeal form, once, before the hated New Gods came. The war of gods and elementals was so long ago, but it remembered. It remembered its warriors of stone melting before the fires of the god called Ferrakus, and its crystalline troops falling before the onslaught of the iron of Gerana, called Lady Justice. Still seeking to exist, it fled into the comforting earth, to the stones themselves. After a time, it grew lonely, and used what remaining power it had to summon moving beings to its presence, that it might enjoy their vitality vicariously. Sealed in a cyst in the earth as it was, it took many months, years, centuries of summoning to create an environment fit for those who would alleviate its loneliness. The Quartz Elder became known as the Stone of Loneliness to its subjects. With its limited senses, the Stone could tell that some of them moved farther away, and did not acknowledge its presence, changing over time into cruel beings (whatever "cruel" was) and dominating and feeding on the unique beings that surrounded it. As their numbers grew, both they and the Stone learned that items of magical power increased its ability to summon beings to stem the loneliness. This became its goal, to increase the source of power for its ethereal quest. Then, one day, its loyal servants brought an item of such power that the Stone knew something special would come...

The Caverns of The Feasting is situated where the dwarves who made the mine complex on the second level of Purple Mountain broke through into a deposit of adamantine, and thus into the subterranean lava caverns, water-eroded chambers, and humanoid-carved spaces connected to the Stone of Loneliness, a sentient crystal housing the essence of a long-defeated elemental lord, a Quartz Elder. The Stone had the power to summon creatures to its vicinity, and thus obtain companions. Over the centuries since its imprisonment, a tragic ecosystem has come into place in the caves: humans, who were the primary beings that the Stone could summon at the beginning, built a semi-civilized community in the dark depths, but eventually rejected veneration of the Stone, and sank into decadence and devolution, becoming a small tribe of foul creatures known as morlocks. The slave class of the Stone's servants were those of other humanoid races, that banded together and interbred until they became the hideous but placid monstrosities called mongrelmen by the surface dwellers. The morlocks, seething in the lava vents in the upper caves, turned to evil idols of one of the New Gods: The Outcast, Nemyth Vaar, for worship. They survived by catching underworld vermin and the odd wandering mongrelman, who began calling themselves the Allies, to bravely

celebrate their conglomerate nature. Then, about a half-century ago, an alien being crawled up from the lower depths of Purple Mountain, a primordial foulness known as an ugothol, a dreaded faceless stalker. After quickly infiltrating the morlock tribe and draining the blood of the priest-leader, the ugothol established a sinister cycle in the caverns: using a magical bell unearthed from a bygone era, the morlocks summon weak-willed members of the mongrelman Allies tribe, and consume them in a horrid feast. The faceless one, in morlock guise, enforces controlled consumption of the misshapen cattle, saving the tastiest morsels for its own exsanguination. The Allies accept this as a penance to the Stone, their perceived God and leader. The morlocks, however, are not without their own trials; their erstwhile god Nemyth Vaar, angered at their abandonment of his worship, regularly sends extraplanar pests to goad his once-followers back into the fold, and has maintained a garthok, or priest-inquisitor, secretly among the tribe.

Recently, however one of the allies, Makuriss the Oracle has gained abilities that might just change the balance of power and the subterranean god Ferrakus has seen his chance to supplant his rival, Nemyth Vaar. Makuriss has begun to craft his own magic items, and through research, has learned that the Stone of Loneliness can increase its summoning power if a magic item is sacrificed at its monthly Time of Summoning. Through dreams sent to him by Ferrakus, the Lord Beneath, Makuriss located a naturally-occurring magic item called a tooth of Ferrakus. Sacrificing some magic dust, he summoned a rust monster to remove the deposit of adamantine surrounding the tooth, and is preparing to give it to the Stone. It is his wish to use the higher-level summoned creature to fight the morlocks, and free his people from their oppression. Though the mongrelman Allies are worthy of help, their strange methods of worship and precarious position between morlocks, Vaarian pests, and the enigmatic Stone could be the downfall of the innocent adventuring party.

Purple Duck Note: *This adventure takes place in two separate, but connected cavern complexes. The first is controlled by a society of morlocks and comprises areas 1-10 (see page 1 for the map). The second is controlled by the morlock community and comprises areas 11-20 (see the end of this product for the map).*

Adventure Overview

The party arrives on the third level of Purple Mountain, exploring, trapped, or directed to find a rare item of god-created power. A spelunking trip reveals an isolated system of caverns with two strange communities of subterranean dwellers, both with hidden secrets and the potential for disaster. More than just a dungeon crawl, diplomacy and discovery must be used to preserve innocent lives as well as provide for profit!

The Purple Mountain Campaign

If the party did not naturally continue into the mine face (area 1) from area 3b) in Purple Mountain 2, there are many ways to bring the party to the Feasting.

- A marginal note in the journal from 8b) speaks of a mother-lode of adamantine that had been scouted out, just before everything went VERY WRONG at the dwarven colony.
- Katna Hargrymsdotter reveals a racial dream had by every member of her colony, about a sacred item placed by the subterranean god of miners, Ferrakus, the Lord Beneath (see Stand-Alone Options, below) The dwarves, superstitiously desiring to avoid a place plagued by dwarven undead, cannot retrieve the item, called the tooth of Ferrakus, but will forge +1 magic weapons for those that bring the tooth back to the colony. Areas 1, 2, or 3a) begin to collapse, and the party must run to the lower mines to escape.
- An NPC or hireling might be caught in the collapse, and, dying, gasp, “Find the tooth... the tooth shall set you free...”

As a Stand-Alone Dungeon

Level 3 of Purple Mountain can also be used as a single-level adventure. The entrance from area 3b) level 2 can easily be changed into an ordinary mine shaft that broke into a mysterious chamber, prompting the miners to call for adventuring assistance. The shaft would be long and deep, but uneventful, until entering the mine face chamber, area 1. The following quest could be used to draw the characters to this location:

Recovery Mission (CR 3; 800 XP): The party could be hired by Katna Hargrymsdotter in the manner above, whereupon she would give a map to the mine’s location as well as a note from the visionaries of Ferrakus (see Gods of Porphyra):

“The visionaries of the Lord Beneath have seen the Tooth of Ferrakus, and found its resting place. It is in the mine of the folk of Lady Bogra Hargrymsdotter, in the east wall of the mining face, beneath a deposit of adamantine, pure and unbreakable. The Lord Beneath wishes his people to have the Tooth, and his wish will have his way”

Standard Features

Unless noted otherwise in the text, the following standard features are applicable throughout the third level of Purple Mountain – The Feasting.

Caverns: The cavern complex is a combination of natural tunnels and chambers caused by volcanic action, and those created by water and millennia of tool-work. Regardless of location, climbing walls in the complex is a DC 15 Climb check, and all Acrobatics checks increase their DC by 5. If an Acrobatics check is listed, the adjustment has already been made.

Exits: The main entrance to these caverns is from area 3b in Purple Mountain Level 2: Desolate Dwarven Delve, or, if used as a standalone module, from a mine tunnel shaft entering area 1. Though not specifically mapped to join particular areas, all of the ‘magma river’ areas link up with lava areas in Purple Mountain Level 4, though only the ‘river’ going east of area 1a) could be traversed without actually walking on the magma. The water pools of the caverns of the Allies (areas 12a, 15, 16, 18) connect with one another, and may connect with any internal water source in Purple Mountain. Also, the cave of Szerl the faceless stalker has cracks and fissures that lead to other subterranean realms, at the GM’s discretion. The fissure at area 19c, if left unblocked by the GM, leads a winding path the entrance of Purple Mountain 4, area 1.

Flora and Fauna: Due to harsh conditions, fungus is typically in large quantities only through cultivation, though there are exceptions (areas 8, 11b). Areas with water will have small quantities of mosses and fungi of various innocuous types. Various small vermin live off fungus and each other, and can be seen here and there scuttling about. A wild species of web-building spider was once prevalent throughout the hot caves, but is now they have been partially domesticated for food and fabric in the dens of the morlocks.

Light: None of the creatures in the caves depends on light, though the allies mongrelman tribe will sometimes use phosphorescent fungus to enjoy visual esthetics, learned from purebred ancestors. Chambers with magma present will have a dim illumination.

Magma: As stated in the Pathfinder Roleplaying Game (see environment), contact with magma does 2d6 damage per round, and continues for 1d3 rounds afterward at half damage once removed from contact. Submersion in magma should always result in instant death, unless significant magical protection is used. All tools, weapons, and materials are subject to this damage, as well.

Dungeon Populations

The two functional communities in the linked caverns are not static, as members of both do some traveling and hunting in the space of the adventure. This is especially true of the morlock tribe, as there are more members than are listed for encounters; some may be encountered as wandering monsters, and, as stated in the toll of feasting event (see page 24), even wiping the listed community members out will not preclude a showdown with absent members that were elsewhere during the PCs predations. The magma mephits in area 2 will not return once the idol in area 3a) is restored. If it is not destroyed, the Stone of Loneliness will keep summoning monsters, about once a month, though the Allies have a tendency to eat them, or make babies with them (or both). If left unchecked, shriekers and violet fungi might spread to other areas of the caverns, though the Allies are good at handling them.

Random Encounters

The caverns are a fairly closed system, but occasionally strange creatures do come up from the depths looking for trouble. Roll a d12 on the table below if the PCs spend an inordinate amount of time in an area, make a lot of racket outside of combat, or spend a rest period outside of the mongrelman community.

d12	Creatures	Source
1	Stray morlock	Pathfinder Bestiary
2	Mongrelman rogue 1	Pathfinder Bestiary II
3	Magmin	Pathfinder Bestiary III
4	1d4 dire rats	Pathfinder Bestiary
5	Dire bat	Pathfinder Bestiary
6	1d3 jinkins	Pathfinder Bestiary II
7-8	Narfel, in mongrelman disguise	see Appendix II
9-12	No encounter. Environmental noise	

Room 1: Mining Chamber (CR 3)

This raggedly excavated chamber is clumsily shored up with heavy timbers, and seems to have been enlarged with hand labor and fortuitous collapses. There is evidence of work here; tool handles, discarded gloves, a wooden water-pail. The chamber is very warm due to a river of dully-glowing, rumbling magma to the north, and which seems to have been exposed by the work of the erstwhile miners. There is a large pile of red soil in the east face of the chamber--several orange beetles crawl amongst it, clicking softly.

The red soil is all that remains of a deposit of adamantine that once held the artifact known as the tooth of Ferrakus. A DC 20 Perception check can be used to identify the red soil as the remains of adamantine (creatures with stonecunning may apply their bonus to this check). The orange beetles can be identified with a DC 10 Knowledge (dungeoneering) check as rust beetles (the larva form of a rust monster). The adamantine was hungrily devoured by an adult rust monster that is now sleeping off its meal at location X on the map.

Creatures: The adult rust monster will wake if metal is brought within 20 feet of it, if it is attacked or if any of the four rust beetles are attacked. Rust beetles are ineffective combatants and will be killed by a single hit against AC 12, however killing the rust beetles carries with it the same risk to rusting as an adult rust monster's antennae. The rust monster was summoned by the Stone of Loneliness, and brought here at considerable peril by the mongrelmen, who subsequently abandoned it.

RUST MONSTER (CR 3; 800 XP)

hp 17; see Appendix III

Development: The cavity that the tooth of Ferrakus was removed from detects for conjuration magic, as does a trail of crumbs from the item-- they stop at the river of magma at room 1-A.

Treasure: Under the water-pail is a folded divine scroll of *shatter*, *endure elements* and *commune*. This was left here by one of the dwarven priests of Ferrakus, who worked with the miners before they fled.

Room 1-A: Magma River

The river of magma moves almost like a living thing, cool spots of black shiny rock showing through in places. The heat is intense, but bearable. The vein of molten rock curves away into a tunnel to the east, and seems to pool and drop out of sight, at least 60 feet away. There is a large, dark chamber on the other side of the river. Two platforms of solid rock lift above the surface of a darker area of the seam.

This sluggishly surging seam of magma has begun to cool somewhat since the dwarven miners broke through to it, but it is still very dangerous. Touching it in any way deals 2d6 damage per round, continuing at half damage for 1d3 rounds afterward (see environment rules in the Pathfinder Roleplaying Game). Two large protrusions of stone jut from the magma river, and can be used to cross it more or less safely. Simply leaping from shore to stone is a DC 19 Acrobatics check; using shoring timbers as crude bridges lowers that to 10. Each round the timbers will be charred by the magma, lasting no more than 1 minute (10 rounds) before it is completely destroyed by the magma.

Development: Removing more than 4 timbers from the chamber risks (40%) a small cave-in, doing 4d6 damage to everyone within 20 feet, (Reflex save DC 15 halves). Increase the chance by 10% for every timber past 5 timbers removed. A dwarf character or a character with Profession (miner) will know the risks automatically.

Room 2: Obsidian Chamber (CR 4)

This oppressively warm chamber seems to be formed primarily out of basalt and flows of obsidian, and glints darkly in the reflected light of the magma river you have just crossed, and another pool of molten rock to the east, blocking the path to a stalactite-filled cave. A narrow passage leads to the north, and a larger, less smooth tunnel to the west. There seems to be small puddles of lava on the floor, as well.

Dwarves can note that the floor seems to slope downwards to the west. On the pyramidal flow of obsidian on the east side of the cavern is the charred corpse of a

mongrelman, identifiable as such with a DC 20 Knowledge (nature) check. This was once the leader of the mongrelman tribe, who bravely held off the mephits while his people retreated from their mission in room 1.

Creatures: The primary inhabitants of this crossroads cavern are two magma mephits, who spend as much time as possible in pool form, as they are when the PCs enter. As the inhabitants of the caverns avoid this place, PCs that walk right in will be attacked by them with relish, and the mephits will have a +1 bonus to Stealth for quickly assuming solid form. The two current mephits, Bernirniririi and Schaschaskchak, have a vaguely corvid appearance, as they are servants of Nemyth Vaar, former deity of the morlocks that inhabit the caverns. They have sketchy instructions to harass the morlocks, but rarely get up the ambition to do much other than make faces at the rare patrols or trap-setters, as the water-traps that Narfel the Garthok (see page XX) creates cause them great discomfort. They will pause briefly before pursuing into areas 3 or 7, but will bravely charge on if the PCs trigger the traps.

MAGMA MEPHITS (2) (CR 3; 800 XP)

hp 19; see Appendix III

Traps: The traps constructed by Narfel to impede the mephits are marked by the dotted lines at the entrances to 3 and 7; there are similar traps along the entrance to 5, but players are unlikely to trigger them (see area 5).

WATER-BLADDER TRAP (CR 3; 800 XP)

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

EFFECTS

Trigger location; **Reset** repair

Effect Atk +10 melee touch (cholera)*

***Special:** Because of multiple bladder-triggers in a location, the trap can be sprung again after the initial trigger, at +5 melee touch, and a third time at +0 melee touch.

Cholera, disease—ingestion; *save* Fortitude DC 13; *onset* 1d3 days; *frequency* 1/day; *effect* 1d2 Con damage; as long as a character suffers Con damage from cholera, he is fatigued.

Narfel makes water-bladder traps with spider-silk cords, bladders and organs from the morlocks' nasty dinners, and water from area 8. Narfel's devotion to Nemyth Vaar and the proximity to His idol give the added bonus

of confusion to the effect. The traps have little effect on the mephits, which is Narfel's intention, but keep them from harassing the morlock tribe too much. The day will come when the tribe and its leader, Szerl, will be complacent enough for Narfel to put his traps to other uses.

Treasure: The charred mongrelman's body still bears his necklace of office, a string of beautifully cut blue quartz crystals worth 1,000 gp, and a masterwork porphyrium dagger (see page 26). If the mongrelmen see the necklace, they will want it back. If the players return the necklace to the mongrelmen willingly they should receive a CR 2 story award. Obsidian fragments picked up here act as non-magical sling bullets that deal +1 damage due to their sharpness. A maximum of 15 are fit for use.

Development: If both the mephits are destroyed (and any they may have summoned), it will be 3d10 hours before Nemyth Vaar replaces a single mephit. Narfel checks the traps' status every day, in case he needs to rebuild them- they will not stay unrestored for more than 24 hours.

Room 3: Hall of Heat

This chamber is hot and stifling, and it feels like the breath is almost sucked out of you. The long scramble from above makes you pant and puff, making it worse. A slowly cooling ribbon of magma moves through a gravel-pile of volcanic fragments to the north, and a stepped 'chimney' leads upward. Stalagmites of cooled lava form tooth-like protrusions on the cavern floor. Whitish markings appear to be on the west wall of the cave, in jagged swoops and swirls.

The heat environment rules apply here (very hot conditions) and in area 3-A and 4, and if the party spends a total of more than an hour here, they will take damage as the rules state. Keep track of any actions and add minutes as appropriate. Be sure to emphasize the hot conditions, for comic effect, if you wish. The stalagmites are natural and normal, though there is evidence of tool marks on them, the marks in the wall are a crude prayer to Nemyth Vaar in Undercommon [DC 15 Knowledge (religion) to identify] Read the following to the PCs, as many times as they wish, adding minutes on to their time in the hot caves.

Oh Vaar, sacred Nemesis, hide us in the places of the earth. Hide us from those who would have us dig in the sacred earth, to grub like worms. The stone, the stone of dominance, the bringing stone, the stone that takes, the stone that is not Nemyth, oh Betrayer, betray us not now-

Development: This does give some clues as to the nature of the Stone of Loneliness, the quartz elder in area 20. The magma ribbon to the north can be crossed with a DC 15 Acrobatics check. Breaking off a suitable stalagmite for a bridge would require a Break DC of 24, hardness of 8, with 60 hp.

Room 3-A: Chamber of the Idol (CR 3)

This chamber, though still hot, seems to be maintained after a fashion. The typical molds, debris and gravel have been cleared away, perhaps even swept. The chamber is dominated by a large idol in the west half of the room. It seems to be of a robust fighter in heavy armor, carrying a large sword, but the face and front of the statue is covered in thick layers of splattered mud, and none too fragrant. Crude steps lead downwards and east into even more oppressive heat.

This idol is that of Nemyth Vaar, the God of outcasts and betrayal. He is also an earth deity, and this place under Purple Mountain is strong with His presence, detecting conjuration and enchantment magic and chaos- but not evil!



Trap: Removing the mud from the statue will inflict touch of idiocy at 6th level to all who participate, as Nemyth Vaar exercises his wrath. Narfel shamefully checks this chamber every other day, and will replace the mud when he does so.

CURSED IDOL TRAP (CR 3; 800 XP)

Type magical; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger touch; **Reset** special (1 day)
Effect spell effect (touch of idiocy, 60 minutes)

Treasure: Under the mud is Nemyth Vaar’s visage, dominated by a large fire opal. The opal is easily worth 1000 gp, but as soon as it is taken in hand, the remover is struck with a *confusion* spell, cast at CL 7, requiring a DC 16 Will save to avoid. The stone is safe to handle after that, but will reactivate and cast confusion on its possessor every three days until it is returned to the idol. A DC 15 Perception will find a stone offering bowl tucked behind the statue; if at least one gold piece or its equivalent in money or goods is placed in it, the petitioner will hear a cawing noise, and discover that a Vaar’s Raven (see Appendix II) has entered the chamber from area 4, and settles on the donator’s shoulder. It acts in all ways as a wizard’s familiar, though it will not be replaced if it dies, and has a chaotic neutral alignment. The creature will live up to its reputation as a creature of Nemyth Vaar, the Betrayer, and will give the party away at the most inopportune moment, to judge their fitness. This does not mean that the raven will leave its chosen service! Only one PC can receive a Vaar’s raven in this manner.

Development: If enough time has passed, Narfel will have detected interference in his god’s chamber, and be even more on his guard. Give him a +1 circumstance bonus to Initiative if this chamber has been disturbed and 24 hours have passed.

Room 4: Falls of the Test (CR 2)

As the smooth steps lead down and down, the air seems to grow hotter and stiller, and rumble sounds in your ears. Curving slightly to the north, the chamber widens into an awesome sight; a slow-moving cataract of lava, like an infernal waterfall, red and yellow viscous molten rock dropping from more than 40 feet above in a smooth, superhot sheet. Where the flow is inter-

rupted, multicolored crystals jut out from the rock face winking in the light of the molten fire. The south wall appears to have chiseled markings on it, where the rock is cooler; a pair of iron rods are placed in the rock, in front of the magma-fall. Thrust upon each is a heavy metal gauntlet. An air of expectation fills the chamber, like a hot eye upon your back.

A DC 15 Perception check can determine that artificial means have been used to smooth the steps, probably with stone tools; heavier means have been used to alter the chamber beneath, possibly changing the flow of the lava. The chiseled words read, in Undercommon, “Do what must be done to be one of Mine.” Inspecting the gauntlets shows the word ‘Trust’ on each of them, in Common. This area detects as strongly chaotic.

Creatures: See development, below.

Development: Consequences of actions in this room are listed below:

- Don the gauntlets and try to grab a crystal: Take 1 damage from the hot gloves, a -5 Dexterity ability check to grab the crystal; user takes 1d6 fire damage from the attempt and is -1 on all tasks using manual dexterity until he receives a DC 15 Heal check. These blue quartzes are worth 10 gp as a gem, and can be used as an offering in 3a, but have no other properties.
- Throw the gauntlets into the magma fall: the proper observance of Nemyth Vaar. The rumble will increase for a second, and the performer will gain a reward from Nemesis. Roll on the table below:

d6	Spell-like ability gained
1	<i>Litany of sloth</i> (2/day)
2	<i>Litany of weakness</i> (2/day)
3	<i>Litany of defense</i> (1/day)
4	<i>Litany of eloquence</i> (1/day)
5	<i>Litany of entanglement</i> (1/day)
6	Roll twice, ignore further 6 results

These powers fade in 24 hours if not used, and give no permanent ability in any case.

Purple Duck Note: A divine spell-caster, especially a lawful one, may be censured by their deity for perform-

ing the ritual correctly, at the GM's discretion. This may include loss of spells and abilities until atonement can be cast on the performer, or some other task, such as throwing the Toll of Feasting into the magma fall.

- Leave the cavern without doing either of the above: The gauntlets will animate and attack random intruders. The gauntlets will be replaced within 24 hours by a mephitis from area 3, from a compartment hidden by the lava flow.

TINY ANIMATED OBJECTS (2) (CR ½; 200 XP)

hp 5; see Appendix III

Room 5: Home of the Ancients (CR 3)

Even a non-subterranean can tell that this magma-heated cavern used to be much larger. The eastern side has been intruded by a massive bubble of expanding volcanic stone, gradually encroaching on this cave and the chimney leading upwards and to the north. Judging by the ancient stone crockery, furniture, and wall decorations, someone used to call this place home. The temperature is quite moderate here.

The ancestors of the morlocks made their home here long ago, before they degenerated into their present form. The area is taboo for them now, but they often challenge one another to get as close as possible. The place seems eerily untouched, as though they just stepped out for a minute, a thousand years ago.

Haunt: One of the reasons for the taboo, the reason that the mephitis do not intrude in this area, and a factor in the halting of the lava bubble, is the presence of a left-over spirit from that bygone era, a cold haunt of the last true human in the caverns.

COLD SPOT (CR 3; 800 XP)

NE persistent haunt (15-ft. radius)

Caster Level 3rd

Notice Perception DC 10 (to notice temperature drop)

hp 13; **Trigger** proximity; **Weakness** damaged by fire;

Reset 1 hour

Effect When the area of a cold spot is entered, the temperature immediately drops to freezing as the minor spirit draws warmth from living creatures. This action duplicates the effects of a *chill touch* spell (save DC 11), automatically affecting all creatures in the area for each

round they remain.

Destruction An unattended metal object must be subjected to heat metal while the cold spot manifests. The warm object will absorb the entity, and must be quickly buried in hallowed ground.

Treasure: Each DC 15 Perception check can find the following; a small fetish of Nemyth Vaar [DC 15 Knowledge (religion) to identify], a blue-quartz offering stone (10 gp) and a masterwork obsidian dagger (see below for information on the obsidian material). The chest marked in the alcove beyond the cold spot's effect radius is ancient and collapses at a touch; it contains a beautiful mithril shirt, and a handful of ancient coins; 4 cp, 5 sp, 3 gp 2 pp. They can be sold for 10 gp apiece to a collector of such items, a fact noted by a DC 20 Appraise check.

Material: Obsidian

This black volcanic glass is extremely sharp, and can be shaped into a variety of weapons that do piercing and slashing damage. Bits of obsidian inserted into a length of tempered wood create effective swords called *terbutjes*.

Obsidian weapons cost half of what base items of their type do, and weigh 75% of what base items of their type do.

Weapons: Obsidian can be used to craft light and one-handed weapons that do piercing or slashing damage, as well as spear tips and arrowheads.

Obsidian weapons have half the hardness of their base weapon and have the fragile quality.

Armor: The fragile glass nature of obsidian is perfect for creating sharp points and blades, but those same qualities make it unsuitable for creating armor. Armor cannot be constructed from obsidian.

Room 5-A: Forbidden Chimney (CR 3)

This circular, sloping tunnel has a small but cooling breeze blowing through it. As it widens ahead of you, crevices in the volcanic stone are notable, and most seem to contain moisture.

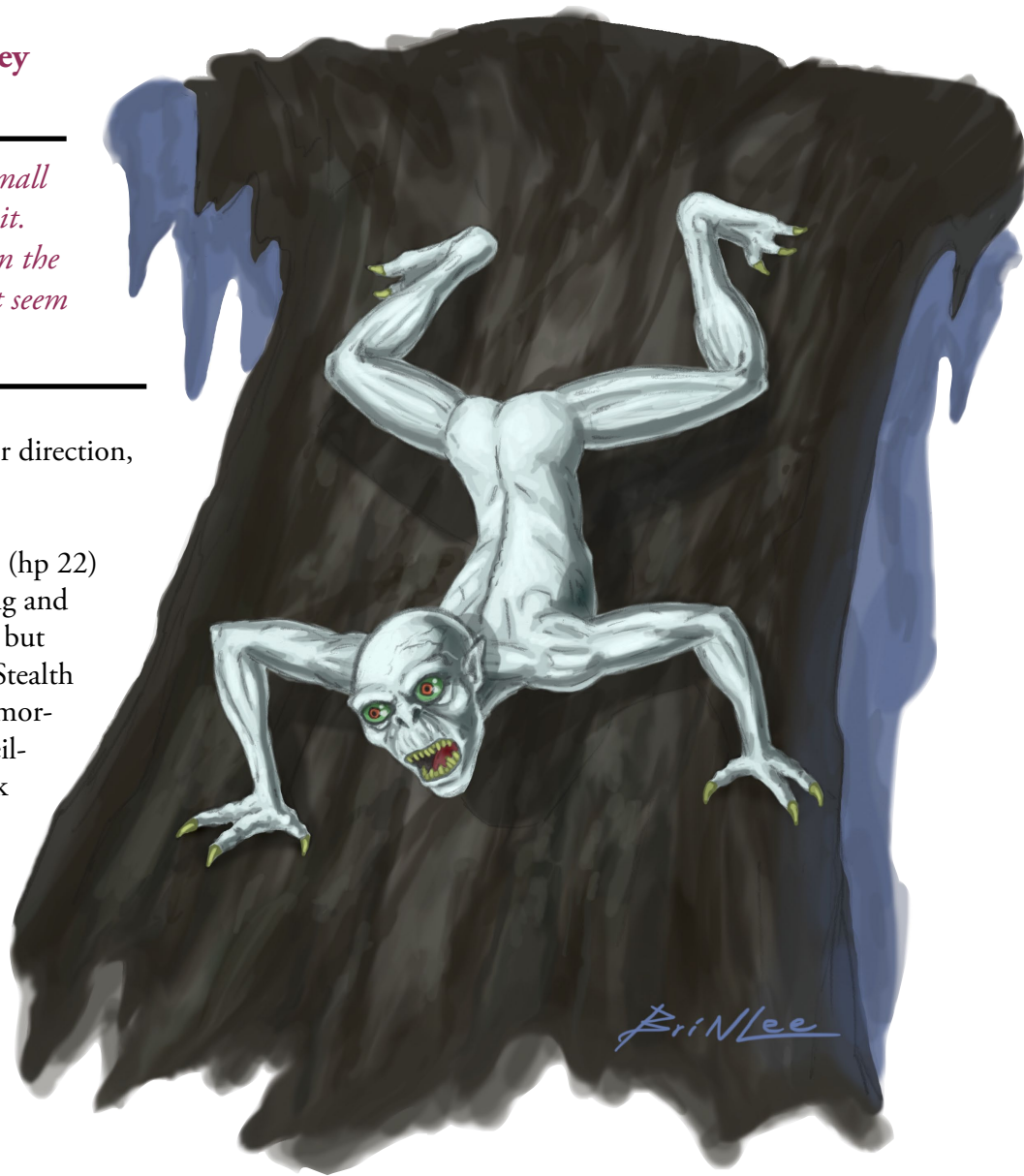
The description can be used for either direction, from 6 down to 5, or 5 up to 6.

Creatures: There are three morlocks (hp 22) lurking in crevices and cracks, arguing and bullying one another to enter area 5, but now lying in wait for the PCs; their Stealth bonus is reduced to +6. One of the morlocks is wedged into a crack in the ceiling, and all will use their sneak attack and swarming abilities.

MORLOCKS (2) (CR 2; 600 P)

hp 22; see Appendix III

Treasure: There are three blue-quartz crystals (10 gp each) in various cracks and crevices in the chimney.



Room 6: Bat Cave (CR 2)

After climbing up the lava chimney, you enter a large, irregular chamber, dark and fetid. The floor is slick with guano, at least an inch thick. Strange cross breezes assault you, and the ceiling is lost in darkness.

The guano on the floor makes for difficult terrain in the entire cave, created by the inhabitants of the cavern's upper reaches. Morlock tracks can be found here, with a DC 16 Survival check.

Creatures: Two bat swarms call this area home (hp 13), one in the north half, and another in the southern half of the cavern, at least 40 feet up. They are unlikely to attack PCs unless they fire missiles in the chamber (75% chance).

BAT SWARMS (CR 2; 600 XP)

hp 13; see Appendix III

Development: If the party spends more than 10 minutes here, there is a 10% chance per minute of a pair of morlocks (not from any encounter list) will enter the chamber, from the opposite direction the PCs entered. If they perceive the party, they will climb the walls and attack from there.

Room 7: Cavern of Waiting (CR 3)

This wide cavern has a number of entrances and exits, and the floor is fairly even, even if the other areas in these haunted caves are not. There seems to be more debris of a non-mineral nature here, bits of rotten plant material, small bones and the like. Out of the corner

of your eye, a small figure darts across your field of vision, and comes to a halt.

This large chamber is a no-man's-land of the cave system, though it often becomes a killing ground during the Time of the Toll. Extensive forensic searching (Take 20 on Perception or Survival, roll on the encounter table with a d10) can determine the debris is of mushroom-based textiles, digit bones of some kind of humanoid, rat and bat bones, and broken bits of crudely manufactured clubs.

Creatures: The 'small figure' that stands so boldly and examines the party is Narfel the Garthok, currently using his powers of disguise and the form of a mongrelman. [See area 12 for the appearance of the Allies Mongrelmen] From whatever entrance the PCs use, Narfel will be at least 30 feet away, and near a close exit. Narfel's appearance differs only in that his bracers appear as manacles- he refuses to completely disguise his badge of office. At this point Narfel is only curious about the party's intentions; because they in all likelihood slew his god's minions (the mephits) he will not initially be inclined to approach.

NARFEL (CR 4; 1,200 XP)

hp 45; see Appendix I

Development: Narfel's motivations are complicated, [see his NPC entry in the appendix] but for now, he will shout, in Common, laced with animal noises, "You come kill big morlock?" (a phrase he has practiced for some time, trying to influence the mongrelmen) and then race off to area 7a), drinking his *potion of pass without trace*, throwing the ceramic container into the lava. He will scramble up the chimney at area 6, and follow the party from thereon, in morlock form, not engaging unless his various motivations come into play [see appendix].

Room 7-A: Magma Corridor

You look down the low-ceilinged cavern corridor to see that it will eventually be dissolved in a pool of magma, which borders the path on both sides. It is still just less than 20 feet wide, 5 feet high and about 50 feet long, before it ramps upward to the cave on the other side.

The magma here has the same properties as in the other areas, [see area 1a)] and is treated as difficult terrain due to the breaking up of the corridor surface. Though it would be difficult to fight in (-1 to attacks for those over 5 feet tall) there are no special dangers here.

Room 8: Cave of Bones (CR 3)

The unmistakable odor of death hangs in the air in this large, irregular chamber, and you kick a drift of old bones out of the way almost immediately up on entering. The shimmer of dark water on stone comes from the large cave to your right, the glint of metal to your left. A pulsing purple light comes from ahead, casting dark shadows on the sinister white carpet at your feet.

The marked area in the eastern part of the cavern is covered with about 10 inches of water, which, if consumed, may inflict cholera (see area 2), with a +2 bonus on the save.

Hazard: If the party moves any further into the cavern, they will trigger a scream from a shrieker, a man-sized, mobile purple mushroom that normally wanders near the Toll of Feasting (marked at T). Consider it to be AC 8, hp 11, with a move of 5 and no attacks. Bearing completely to the right, towards the shallow pond may (GM's discretion) avoid the shrieker, but unless the party is relying on darkvision, they will probably trigger it. The screaming of the shrieker alerts the morlock at 10 of an intruder, but most of the other morlocks are too far away to be alerted. The shrieker's screaming also sets up a sympathetic vibration with the Toll of Feasting, an ancient magical device used by the ancient pre-morlock humans to summon food, mostly vermin, in days gone by. It appears as a dull bronze gong, etched with ancient symbols. It hangs on an arched frame of fitted obsidian shards, which looks wickedly sharp. Though the Toll cannot be moved from its location, when stimulated properly, it casts a *sympathy* spell no more than once per day, at CL 16th, with a range of 65 feet and a DC 16 Will saving throw. A patch of tiny shriekers grows behind the gong, replacing the guardian if necessary.

SHRIEKER

Hazard; see Appendix III

Creatures: Bones and leavings are thrown to the permanent inhabitant of the cavern, a bloated violet fungus (hp 40) marked at V; Szerl seems quite in awe of the creature. This purple, puff-ball shaped fungus has more hit points than average, and is 8 feet in diameter, at the high end of medium; its surface is laced with the common phosphorescent mold of the dungeons, one of the few places in the hot caverns where it thrives. It is well-fed, and does not normally move, though if attacked, it will break out of its root mat and pursue.

VIOLET FUNGUS (CR 3; 800 XP)

hp 30; see Appendix III

Development: When Szerl, the morlock leader decides it is time to feed, he simply leads his favorites to the cave, activates the shrieker, and waits with his grisly crew for weak-willed mongrelmen to arrive from areas 11-13.

Treasure: The litter under the fungus contains a porphyrium sickle, a beaten copper helmet worth 50 gp, and a *lesser metamagic merciful rod*. Splashing through the eastern pond may (DC 15 Perception) reveal 1d6 copper, silver and gold coins. Roll d10 on the wandering monster table if the party decides to do this.

Room 9: Sepulcher of Silk (CR 2)

The caverns here continue to be low-ceilinged, and the tunnel rises to a large opening; the cave beyond is almost completely filled with fine webbing, though a tunnel-like path seems to wind its way through the mass, and stalagmites poke through at these points. Small white spiders the size of a coin scurry here and there on the silvery threads, chittering and clicking softly.

Areas 9, 9-A and 9-B are all have low ceilings (5 feet) and inflict a -1 circumstance attack penalty for those characters over that height; no light sources whatsoever are present. Moving through the webs without disturbing them and their inhabitants is a DC 15 Acrobatics check, very easy for morlocks (who are +13). The webs count as difficult terrain, and moving through them requires a Strength check at -1; each 10 foot square has 2 hp, if area effects are used against them. Failing a strength check results in the character being grappled for that turn.

Creatures: The spiders in this mass count as a spider swarm (hp 9) who will attack those that fail to navigate the path, those that attack the web, or those who try to bull their way through the strands.

SPIDER SWARM (CR 1; 400 XP)

hp 9; see Appendix III

Treasure: A masterwork bone club can be recovered, if all of the webs are removed from the area.

Room 9-A: Lockling Pits (CR 4)

This area seems to contain less webbing, limited to two recesses in the cavern walls. The floor is pitted and uneven, sloping downwards to the south. A chittering, mewling sound is heard in the stillness of the cave.

The floor of this elongated cave is pitted with shallow 1' holes, making the floor difficult terrain, and requiring a DC 10 Acrobatics check to move at half speed, and becoming flat-footed. Failing a check results in stepping in a pit, which is 50% likely to be occupied by an infant morlock, which will attack the intruding member with a bite at +0 (though the target is flat-footed) doing 1 point of damage, and hanging on to do 1 point every round until dislodged, a combat maneuver check CMB +0 vs. a CMD of 15. If locklings are attacked (AC 11, hp 4, bite +0 1d3) they will scamper off into the darkness. There are at least 12 lockings currently in the nursery pits.

Creatures: The marked areas contain webs and spider swarms identical to area 9, but these are cultivated specifically for trap parts and some crude native cloth; the morlocks eat them when nothing else is available.

SPIDER SWARM (2) (CR 1; 400 XP)

hp 9; see Appendix III

Purple Duck Note: *For a time, I worked on trying to develop a traditional statistic block for the locklings, but after several repeated attempts that failed to capture the feel of the encounter I abandoned those designs. Instead we have presented them as listed above. In this format they act as more of a hazard than a monster. They are more of a nuisance than a credible threat so no experience points is listed for their slaughter.*

Room 9-B: Sleeping Cave (CR 6)

Masses of shredded spider-silk, mushroom fiber and skulls cover the floor of this area; the eyes of the skulls seem to be filled with clay. The smell of unwashed bodies, blood, and meat seems permanent.

The skulls are drinking vessels for the morlock tribe, the spider-silk and mushroom fiber used for crude bedding. It is likely that these goods are stolen from the mongrelmen, noticeable if the party has already visited them.

Creatures: There are currently five morlocks sleeping and resting here, huddled in a mass on the floor. If the PCs had to deal with locklings in 9a), it is likely that they will be aware and ready for any intruders, waiting in this chamber if only one lockling is assaulted, but spilling forth in a snarling swarm if a second is attacked or attacks. They will use their swarming ability on the nearest PC, trying to bring them down or bull rush them into the spider swarm areas.

MORLOCKS (5) (CR 2; 600 XP)

hp 22; see Appendix III

Development: If the morlocks are confronted in this area, Szerl and his current servant in 9c) will join the melee in 2 rounds.

Treasure: Besides trash and sleeping goods, there are 10 blue-quartz crystals (10 gp each) scattered throughout the sleeping space.

Room 9-C: Cyst of the Usurper (CR 5)

A bulging wall of volcanic stone pulses a weak glow on the east wall of this collapsed sphere; cracks and holes that seem too small for any being with bones are on all sides of the chamber. Much of the surfaces of this space are covered by blankets of spider silk and mushroom fiber that have been soaked with water, creating a foul steaming pit. A bowl-like stone suggestive of a throne sits between two large balls of spider silk.

This is the de facto throne room of Szerl, a faceless stalker, or ugothol, that crept up from the deeper underworld and found his own tiny kingdom within Purple

Mountain. Nearly a century ago, in Szerl's youth, he/it infiltrated the morlock tribe and slew the strongest of their group. Even though morlocks don't typically recognize leaders, Szerl became theirs- those who did not drop their gaze from his turned up drained of blood and unavailable for tribal consumption. Szerl, who probably couldn't conceive of better prospects, set about dominating his/it's little empire, suppressing the garthoks of the tribe to menial status, and utilizing the Toll of Feasting to regulate the food supply, enabling Szerl's choice of perfect victims. The faceless stalker has grown complacent, however, and avoids conflict whenever possible, leaving the problem of the mephits to his minions, and to the hapless (so he/it thinks) garthok, Narfel.

Creatures: Szerl, drug-addled ugothol leader of the morlocks, and Calsto, his morlock servant. Additional morlocks may have retreated here, as well. Szerl fights intelligently, using his sword or his natural attacks as appropriate to the situation.

MORLOCK (CR 2; 600 XP)

hp 22; see Appendix II

FACELESS STALKER (CR 4; 1,200 XP)

hp 42; see Appendix III

Development: If surprised here, Szerl will be rambling on about imaginary conquests of his/its youth to his current servant, a young morlock named Calsto, who is preparing mushroom spores into Szerl's poison of choice, a concoction that closely resembles blue whinnis (q.v.) Szerl uses this poison to facilitate his feeding sessions, and ingests tiny amounts of it as a sort of depressant drug- as such, he has permanent Con damage (17) and thus 37 hp, and Fort save +5. Note that Szerl is almost always in the form of a robust morlock, and has a habit of smacking his/its lips, no matter what form it is in. If Szerl joins in combat in 9b), he/it will fight savagely to aid the morlocks, but if three of them (including Calsto) go down, he/it will flee north and hide itself among the mongrelmen, to poison their minds against the intruders. Szerl will avoid assuming its natural form during combat, as the morlocks do not know his/its true nature. Note that it takes 10 minutes for the ugothol to assume a new shape, and it will not do so in front of any morlocks.

Treasure: Szerl wears a necklace of crudely polished blue quartzes, worth 500 gp; leaning against his 'throne'

is a still-wicked masterwork longsword, and an obsidian dagger laced with blue whinnis. Sealed into the spider-silk balls by Szerl's throne are odd treasures of Szerl's, and a scarlet spider (hp 4) nests in the lid of each (detect as a trap, DC 20 Perception) The leftmost contains a ceramic-bottled *potion of fox's cunning*, another dose of blue whinnis in an identical bottle, a defaced fetish of Nemyth Vaar, 8 blue quartz crystals (10 gp each) 12 porphyrite crystals, and a whip made out of violet fungus tentacles, that does 1 Str and 1 Con damage per strike, three times before it becomes a normal whip. The rightmost contains 3 sealed bottles of morlock blood, adulterated with blue whinnis; drinking them makes the consumer violently ill (sickened, no save) and causes hallucinations for 1d4 hours (1d4 Wis damage) a sack full of 12 aboleth figurines shaped from obsidian (10 gp each) as well as a silver-dressed mirror worth 150 gp.

Purple Duck Note: *During our playtest, one of our characters was reduced to unconsciousness. Having exhausted our healing we tried to feed him the bowl of blue goo to heal him. Often at our table, healing potions are blue. Since we are ridiculously stupid some times, we successfully killed him with the blue whinnis poison instead of healing him. Sadly, this was already the second character we lost this game due to our own stupidity.*

Room 10: THROAT OF HUNGER (CR 3)

This tubular tunnel is reminiscent of a throat, with stalagmite and stalactite teeth, and an odd pinkish sheen to the stone walls. The tunnel floor is smooth, and it is noticeably cooler here.

A DC 15 Perception check will notice some tool-work on the passage, and that the smoothness is due to the traffic of many years of feet; the tunnel seems to descend slightly, into granite and porous limestone.

Creatures: Two morlocks are always posted here, to report and observe any activity of their food source, the mongrelmen that live in the wetter caverns to the west. They will attack the last person to pass their post, if their collective Stealth leaves them unnoticed, fighting to the death with club and teeth.

MORLOCK (2) (CR 2; 600 XP)

hp 22; see Appendix III

Development: A large amount of racket may (20% chance) attract the attention of a curious mongrelman passerby, who will warn the community.

CAVERNS OF THE MONGRELMEN

There are no light sources in the mongrelman caves, and they only use them while fishing; there will be a container of phosphorescent moss kept near each water area [12 a), 15, 17, 18 a)] Areas 10 through 20 are the ancient home of the Allies tribe of mongrelmen, who were and are created by the actions of the Stone of Loneliness (see area 20) a quartz elder, a trapped elemental lord. The centuries of summoning on the Stone's part has created this race of friendly, deformed and bizarre creatures, and they pay homage to it and try to obey its wishes. They have been more successful lately due to the powers of the religious leader of the community, Makuriss, who has, in turn, been guided also by the god of the underworld, Ferrakus. Markuriss and his servants know of the morlocks, but their success in convincing others has been minimal. The Allies lead a tenuous but vigorous existence, and live mostly oblivious to the race of horrific subterranean predators that see them as a kept food source: the morlocks. When initially interacting with the mongrelman tribe, each PC should do a Diplomacy check, modified by whatever factors the GM deems pertinent. News travels fast in the Allies home, and attitudes towards particular PCs will be uniform! Feel free to adapt information and cooperation based on attitudes developed by the relationship of the party and the community. Mongrelmen will give answers to PC questions as listed below:

- **"What are those creatures in the other caverns?"** – They are the Shadows. They left us long ago. [The mongrelmen believe they possess no shadows, and if pointed out, say "Where?" and spin around. If forcibly shown with torches, they will scream and run away to their homes.]
- **"How did you get here?"** – We owe our lives to the Stone. The Stone brings. The Stone tells.
- **"How do you survive in this place?"** – Oh, we work hard. We pick mushrooms; we fish, when it is not too dangerous. We make many children, to replace

those who go away.”

- **“Where do they ‘Go?’”** – Those are the ones who have paid the toll. The bell calls, and they go to a bigger cavern with lots of fish and delicious mushrooms!”
- **“Who is your leader?”** – Glifiniss died [area 2] when we went to get the magic rock. We don’t have the Leader’s Necklace any more. Makuriss is leader until a good leader is decided on. Makuriss is talking to the Stone, he’s always busy.
- **“Where is the magic rock?”** – “Oh, Makuriss is probably talking to it. Or talking to the Stone. Or whatever it is that he does. Wanna go fishing?”

The primary strains of these mongrelmen are dwarf, gnome, gremlin, human and mite. Thus, the Allies are rather short and hairy, fairly human-normal, but with odd shrunken (as mites) or insectile (as jinkin) parts. A common look is a tiny arm and a bug-like eye on a chubby body with a scraggly beard. Skin color is bluish, with earth-tone hair. If the PCs recruit an informal guide, use one of the following, as the PCs choose; they will have standard mongrelman stats.

- **Slibslobsiss**, male mongrelman builder: comments on structural integrity of everything. Has a home-made masterwork slingshot that he likes to shoot at random things. He will want to show off homes and construction.
- **Flubardunar**, female (bearded) mongrelman mother and mushroom picker: terrible gossip, has a comment about everyone in the community. Very perceptive, adds +1 to the party’s Perception and initiative.
- **Sclumbug**, male mongrelman child; has a Dex of 16, and Sleight of Hand +8; he will be extremely helpful and courteous, but frequently attempts to steal from the party! He will seek to take the PCs fishing at 15.

COMMUNITY SUMMARY: 14 males, 13 females, 9 children, 2 NPC rogues, 1 NPC oracle

Purple Duck Note: *If the mongrelmen are dealt with harshly or attacked outright, they can deal with intruders fairly effectively, which is why the morlocks use the Toll of Feasting. If attacked by the PCs, a few will stay behind to delay the group, while others run off and secure weapons and slings. These mongrelmen use*

slings to hunt bats and such, and are +3 to hit, +3 to damage. They will gather as a group and fire en masse, hoping to drive PCs away.

MONGRELMAN (CR 1; 400 XP)

hp 15; see Appendix III

Room 11: Room of Greeting

Walking down the passage, the air cools considerably, and opens into a tool-worked room roughly forty feet square. There are two branches, north and southwest, but before you can choose, you hear a voice from a cave opening above your heads to the south cry, “Be ye damned Shadows, or servants of the Stone?” Looking up, you see a stubby bearded creature in fibrous gray clothing, with multifaceted eyes and a tiny left arm. That arm clutches a forked stick with a sinew tied to both ends.

A reasonable answer and a DC 18 Diplomacy check will cause the guard, Slibslobsiss to ask the party to wait there; his child, Scumbug will simply scramble down the 15 foot rock face. Failing the check will necessitate further negotiation, and Slibslobsiss will likely chuck a thunderstone down to alert the community, which will have an Unfriendly attitude until convinced otherwise. Slibslobsiss and his son live here since his mother disappeared at the last Toll of Feasting; thus he is more militant than most of the Allies.

Creatures: Slibslobsiss, mongrelman, and his son, Scumbug, young mongrelman. (q.v.)

Development: Engage Slibslobsiss as guide: “Let me show you our Wall of Big Protection! It really is a marvel!” Proceed to area 13. Engage Scumbug as guide: “Ya wanna go fishin’? That’s a real nice poky stick thing...” Proceed to area 12, then 12a).

Room 11-A: Watch-Chamber/Residence

A narrow, steep passage leads to a low-ceilinged space that overlooks a squarish chamber 15 feet below. A pile of goods are in the southeast corner.

The watching-room chamber contains mushroom-fiber mats, a few stone toys, a pile of three thunderstones, a water-bucket and a week's rations worth of dried mushrooms. Using missiles from this ledge gives partial concealment (20%) against targets below.

Room 11-B: Mushroom Patch (CR 2)

This chamber smells of earth and rot, and a bluish glow comes from patches of phosphorescent fungus here and there. Mushrooms of all shapes and sizes grow here, though it is hard to say why. [You can hear a tuneless humming, and a scraping noise from further in.]

Read the last part of the description only if the party is making no more than normal noise.

Creatures: Flubardunar, Slibslobsiss' s mate, is picking fungus here. If the party is rambunctious, Flubardunar will attempt to hide (Stealth +1), due to her knowledge of this cave. She is at X, scraping away at a patch of azure fungus. Intruders will have to pass the required Knowledge check to avoid triggering the fungus, if Flubardunar is not available.

Hazard: The fungus growing on the walls of this cavern is a rather dangerous hazard known as azure fungus. As a byproduct of its growth, the fungus builds up a charge of electricity that it releases in bursts into its surroundings. Normally this can be detected by a faint sizzling noise coming from the fungus.

The azure fungus is sensitive to touch and discharges its electricity if contacted. The fungus discharges randomly once every 1d10 rounds. When the fungus discharges, all creatures in this room or adjacent to a square in this room take 2d6 points of electricity damage; a DC 14 Fortitude save halves the damage. After a discharge, the fungus cannot discharge again for 1d6

rounds. Scraping it from the wall kills it and takes 1 round per 5-foot square patch. Azure fungus is immune to electricity and fire, but any amount of cold damage causes one 5-foot patch to become inert for 1 hour. This room is not safe to traverse unless the patches on every wall adjacent to the water are destroyed first.

The basic abilities of this fungus can be determined with a DC 17 Knowledge (nature) check. Exceeding this check by 5 or more reveals the fungus's weakness.

Development: Flubardunar is picking mushrooms, but can be convinced to help or guide the PCs with a DC 13 Diplomacy check. Engage Flubardunar as guide: "Well, we'll have to find somemongrel in charge, won't we! Since Glifiniss died, we'll have to see the Cave of Important People. Quickly, now!" [Proceed to area 12 then 19]

Room 12: Cavern of Great-Bigness (CR 2)

The tunnel widens into a seemingly limitless underground space, damp and littered with patches of slimy growths and smelly materials. A few glow-

funguses must be growing somewhere, as lights like stars dot the blackness. The air is stale and seems to eat up any light you might have, but not so stale you can't hear noises in the darkness above.

A DC 15 Survival check allows the PCs to follow a



BrinLee

sketchy path through the cavern; add +5 to the roll if lead by a mongrelman. Otherwise, the party will move in a random direction for its full move until they come within 10 feet of another tunnel. PCs with darkvision will avoid this problem.

Creatures: There is a flock of 4 semi-domesticated dire bats (hp 22) living in this cavern, with 1d3+1 of them being present at any given time. They know the mongrelmen by their blindsense 'signature' and only attack them when withheld a 'treat' of some sort, which all mongrelmen carry. Having a guide through this area reduces the number of bats that will interfere with the party by one; the PCs, being strangers, will be attacked by any that remain. Slaying one of the bats will cause the others, if any, to retreat.

DIRE BATS (4) (CR 2; 600 XP)

hp 22; See Appendix III

Treasure: If the PCs insist on searching the place, they will find 1d6 old-fashioned silver pieces, but incur another attack by a returning dire bat.

Room 12-A: Fishin' Hole (CR 4)

You can smell water at the end of this narrow passage, and see a faint glow, as of lightning bugs in a jar.

There is a glow-fungus jar kept here, and a crude fishing-pole. A DC 10 Survival check, made once per hour, can catch a blind cave-fish, good for ½ daily rations.

Creatures: There is a 1 in 4 chance of a devilfish (see area 15) lurking here and attacking anyone who approaches the water's edge, even to the point of coming after them on land.

DEVILFISH (CR 4; 1,200 XP)

hp 42; see Appendix III

Room 13: The Wall of Big Protection

Lit slightly by a jar of palely-glowing fungus is a chamber bustling with activity. At least a dozen bizarre-looking creatures are working here, attempting to mortar a stone wall, cleaning up bits of stone, even patching stone tools. Smaller creatures run around hit-

ting one another with what look like mushroom stems. The beings look like a mixed-up conglomeration of dwarf, insect, and gray-skinned goblin, with some body parts being significantly smaller than the rest. Though ugly, they seem to be industrious, and turn to see you—many of them make curious noises, like that of a bat or cricket. A large, crude stone door is mortared into wall in the east side of the chamber, but no symbol or marking is on it.

Eight mongrelmen are working on a wall, in a vague attempt to halt the disappearances that plague the community. They are not very good masons, however, and a DC 10 Knowledge (Engineering) or Profession (Building) can readily tell that.

Creatures: The mongrelmen are armed with tools, equivalent of clubs.

MONGRELMEN (8)

hp 15; see appendix III

Development: Citizens called by the Toll of Feasting just break through the wall with a few hits— if a PC even touches the wall (and Slibslobsiss will encourage this) a 10 foot section will collapse, and the PCs will get shouted at until they proceed through it. The Allies keep gamely trying to build though, and four young mongrel-lings run about, barely minded by their elders.

Room 13-A: Room of Storing Stuff

Once past the heavy door, you see piled of dried food-stuffs, stone jugs, a few stone-and-fiber clubs, various tools of different materials, and bundles of fibrous grey cloth. [If using light] Your light source alights on a large, glittering spherical object that reflects as though a solid rainbow.

Both heavy stone doors to this area require a combined Strength of 30 to move, though an equivalent DC 30 Strength check would also work. The food, dried fish and mushrooms, with a bit of rat and bat, are the equivalent of 30 days' worth of rations.

Treasure: The jugs contain a fermented mushroom wine that is the equivalent of elven absinthe though half

strength, and half value. 20 bolts of mushroom-fiber cloth, 10 clubs (1 masterwork) 5 sets of artisans' tools, and an overlooked stack of 10 porphyrite flakes, 20 gp in value. The iridescent object is a flail snail shell worth 800 gp, if only it could be removed from the room.

ELVEN ABSINTHE

Type drug (ingested); **Addiction** moderate, Fortitude DC 16 **Price** 500 gp **Effects** 1 hour; +1d4 Cha Damage 1d4 Con damage

Room 14: Mongrelman Homes (4)

[Exterior] This construction is a cave enclosed by an un-mortared wall of stones, with a loophole window and a door made from a gigantic mushroom cap.

[Interior] In the center of this homey cave is a circle of hot stones, which are used to cook a woven basket filled with some kind of stew. Sleeping mats made of greyish earthy-smelling fibers are placed here and there, with half-carved implements, stone toys, fibrous clothing and plump rats everywhere.

Creatures: Typically, 5 or 6 mongrelmen will occupy one of these homes, usually two parents and their offspring, but sometimes an elder or unattached friend will live there as well. 1d6 will be in the place at any given time, though there is a 20% chance it will be empty for the moment.

MONGRELMAN (CR 1; 400 XP)

hp 15; see Appendix III

Development: Inhabitants will be rather upset by intrusion, and are likely to throw rocks at random house-breakers [+0, 1d3+1] unless mollified. Nothing the PCs would value is in any of these homes, except perhaps a hunting sling or cooking knives.

Room 15: The Swimmin' Hole

A glittering underground grotto sparkles with the light of a bottle of phosphorescent moss hung on a stand of laced-together bones, possibly from some flying beast. A couple of crude fishing poles leans against the cave wall,

and a stone bucket beside them. A small, ugly humanoid sits on a flowstone protrusion in this small lake, weeping loudly.

Creatures: Grumgrumlump, young mongrelman. Use mongrelman statistics. If the devilfish is encountered here, see area 12.

Development: The child, Grumgrumlump, is afraid to swim back to shore because she "Saw a thing in the water- full of arms and spikes and stuff." Any adults here will look upset and explain that the community has been plagued by an aquatic beast that comes up through the four bodies of water in the community, seemingly at random. Careful interviews with the mongrelmen and a DC 14 Knowledge (arcana) check reveal that the marauding monster is a devilfish. There is, indeed, a 1 in 4 chance that the beast is at this site when the PCs are present (as at area 12a) and will attack. Otherwise, the child must be coaxed back to shore, possibly triggering an attack of the devilfish! If the problem of the marauding magical beast is addressed by the PCs, the mongrelmen will become very helpful and arrange for an audience with the Stone of Loneliness, which the PCs should realize by now, is the location of the tooth of Ferrakus. Rescuing Grumgrumlump is worth a CR 1 story award.

Room 16: Little Pond

Descending into the darkness of this tunnel, you can taste the dampness and iron of water. A small pool gurgles against the shore, barely 20 feet across. Instead of a fishing rod, a crude harpoon lays on the cold stone "beach".

A Perception DC 15 check determines that no tool-work has touched this tunnel, and that the path is seldom used, descending nearly twenty feet from the normal tunnel level. As with the other cave-pools, there is a 1 in 4 chance of the devilfish attacking when the water is approached. The harpoon was a tool of an intrepid mongrelman who sought to hunt the mysterious beast- and met his end after one good hit. As with all disappearances among the Allies, the others shrugged and chalked it up to the "big cavern with fish and mushrooms" Some foul devilfish blood remains on the obsidian blade, however, detectable with a DC 14 Survival check.

Creatures: If the devilfish is encountered here, see area 12.

Development: If devilfish blood is placed in any of the four bodies of water, the devilfish will arrive and attack within 1d6 rounds.

17. Hall of the Stone Speaker

[Exterior] The east wall of this cavern passage has been dressed and tooled extensively, and over a long period of time. Thin shards of stone, in colored patterns, have been used to create a wall and door frame, somewhat like the other dwellings in the cave complex, but vastly more intricate. The large door seems to be balanced to open easily, and bears a cunning mosaic of colored stone, of a purple crystal, surrounded by carved stone tablets, sitting in a spherical cave- the detail is impressive. The rough western side of the passage extends to a small underground river segment, with a dark cave beyond.

[Interior] The interior of this place is less like a cave and more like a cathedral. Intricate mosaics of small stones depict images of myriads of humanoids, with a recurring image that appeared on the front door; the purple crystal and its surrounding tablets; the eastern apse bears a circle of large crystals on the floor, and transepts lead north and south to less-decorated areas.

Creatures: Two mongrelman acolytes of Makuriss stay here, one in each transept, and wear mushroom-fiber robes with colored stones sewn in. They are Floppkrunk and Gillfarf, and they take themselves very seriously! They are armed with masterwork clubs and have an Unfriendly attitude towards intruders. A great deal of explaining will need to be done to mollify them.

MONGRELMAN (2) (CR 1; 400 XP)

hp 15; see Appendix III

Treasure: The crystals on the floor in the apse are crystals that act as damaged ioun stones and reflect Makuriss' increasing attention to Ferrakus, the Lord Beneath. The crystals are: a *flawed dark blue rhomboid*, a *cracked dark blue rhomboid*, a *dull gray spindle*, a *cracked mulberry pen-*

tacle, a *cracked pale blue rhomboid*, *cracked pink and green sphere*, and a *cracked scarlet and blue sphere*. (see appendix IV) Makuriss (area 20) uses his *crystal sight* to meditate on these stones—if he survives the arrival, he will allow each PC to take one.

Room 17-A: North Transept – Room of Visits

This chamber is filled with stone tablets on shelves, upon which are inscribed tiny runes and characters. A fiber-mat lies on the floor, with food and utensils on a crude stone table nearby.

Creatures: Floppkrunk is in charge of the Room of Visits, which lists all of the 'arrivals' that the Stone of Loneliness has brought to them, as well as the visions and revelations that Makuriss has had in his tenure.

MONGRELMAN (CR 1; 400 XP)

hp 15; see Appendix III

Treasure: Within the large library, there are three tablets that can be used as spell scrolls, *summon monster I*, *II*, and *III*.

Development: All of the listings are written in an ecclesiastical language of the mongrelmen's invention, a combination of Terran and Undercommon, which is impossible to read unless both languages are known- a DC 25 Linguistics check could do it, as well. If a PC took time to read them all –a day's work- he would gain a +1 competence bonus on Knowledge (local) checks to identify humanoids.

Room 17-B: Room of the Earthtremor

This chamber seems to be under construction, or at least alteration. Serious carving in the south wall, with the incorporation of stones, different soils, even metallic bits enhance the image. A ragged mat sits on the floor, with a handled stone jug with a stopped beside it. Obsidian and stone tools are everywhere.

Creatures: Gillfarf resides here, and at the behest of Makuriss, is studying the nature of the strange new deity speaking to him; Ferrakus the Earthtremor, the Lord Beneath. Currently, he is fasting and trying to construct

a scoria shrine, a wall-carving site sacred to Ferrakus. He has an amphora of dreamtime tea (see page XX) that he samples from time to time to help him.

MONGRELMAN (CR 1; 400 XP)

hp 15; see Appendix III

Development: The Shrine can be identified as potentially dedicated to Ferrakus with a DC 15 Knowledge (religion) check. A dwarf or adherent of that god would have to behave respectfully, or receive a bestow curse spell upon them, from the ambitious god's spirit.

Treasure: Among the litter and tools in the room is a *wand of lesser ward* with 23 charges.

Room 18: Pond of Exile

A subterranean river forms a small cataract here, gurgling over the wet stone. Bits of pumice litter the shore, along with shreds of fiber. A dark tunnel extends beyond the other side of the river, its walls glittering with white crystal.

The mongrelfolk often come here to wash their clothing (hence the pumice) and it amuses Makuriss to witness the mephit's frustration that none of them will help him be free, no matter how much he screams at them (or anyone who approaches the river).

Creatures: Sulking in the back of the cave is Sodilcrimembulus, a salt mephit (hp 19) who was erroneously summoned by the Stone of Loneliness some time ago, and it was not long before he was exiled to this wet cave (which he hates) behind a *lesser ward* (sonic) which he fears.

SALT MEPHIT (CR 3; 800 XP)

hp 19; see Appendix III

Trap: The ward, outlined in crushed white stone, covers the entire entrance to the cave- Sodilcrimembulus cannot fly over it or approach it within 5 feet, though it can be triggered by those entering his prison.

Lesser Ward: one target, 2d4 sonic damage, DC 11 Reflex save for half damage. **Spellcraft** 15 identifies.

Development: That the mephit would be very useful in the final battle with the new Arrival, might be apparent to the party. Or not. As with all watery areas, there is a 1 in 4 chance of the devilfish attacking when the party approaches the shore.

Room 19: Caves of the Most Important Allies

The entrance to this cavern system has a look of civilized importance about it, with rune-phrases carved into the stone walls, and chiseled steps neatly swept, though cave-rats run hither and thither. The face of a dwarf, a gnome, some kind of bug-like humanoid, a crude human, and a bug-eyed goblin-like thing are painted on one of the walls in primitive paint. Facing west, a short passage leads forward through scores of scratches on the stone, and passages slope downwards to the southwest and southeast past a mortared building with an actual wooden door; a sigil of a stout club is crudely carved into the weathered wood.

The self-declared elite of the mongrelmen live and work here, consciously or not aware of the limits of the Toll of Feasting. Travel between the Caves and the commoners' area must be done through area 12, which can be problematic, reducing interaction on both parts. Since the successful but tragic mission to retrieve the tooth of Ferrakus, resulting in the death of Glifiniss their ranger leader, the mood among the Most Important is subdued and rather grouchy. Producing the necklace of office from area 2, and helping them select a new leader will make a great impression on the mongrelmen, and upgrade their attitude to Helpful. Roleplaying the procedure, or making a DC 15 Knowledge (nobility) check will do the trick; Flubardunar would likely make a good leader! All areas here, including the homes, are a bit cleaner than in the community proper- except for the remnants of Garushshish's rat swarms.

Room 19-A: Ratmongrel's Cage

The corridor ends in an approximation of a barred cell, the bars themselves being made of painstakingly tooled rods of stone being mortared into place into the opening. Sitting cross-legged, on stunted bluish legs, is a small-statured mongrelman in natty rat-fur clothing, a toothy smile on his almost completely gnomish face.

“Well, aren’t you the bigbig peoples” he says in squeaky common.

The stone bars can be broken with a bludgeoning weapon and a DC 18 Strength check, and the rat-mongrel will try every trick in the book to obtain freedom, eventually promising a treasure of magic stones (the damaged ioun stones in 17)

Creatures: The fur-clothed mongrelman is Garushshish, a clever fellow who has made friends with the scores of rats that inhabit the caves under the earth. His friendship was made easier with his skill with *pipes of the sewers*, an item brought (and stolen) about a year ago with a ratfolk summoned by the Stone. With this power, Garushshish frequently challenged Glifniss, until, in anticipation of the mission to the mine-face, Glifniss arrested Garushshish and confiscated the *pipes*. He has stewed in the cell for a week since; the others are afraid to let him out.

GARUSHSHISH (CR 3; 800 XP)

hp 38; see Appendix II

RAT SWARM (CR 2; 600 X)

hp 16; see Appendix III

Development: If the PCs free him, Garushshish will immediately go to 18b) and ransack the place, take his *pipes* and whatever treasure he can find, and take his chances in the hot caverns—it is likely he will be caught up in the Toll of Feasting. If he hears the door to 19b) open, (+9 vs. DC 15 Perception check) he will send his last, most loyal friend, a large dire rat (hp 8) to invade the place and find his *pipes*, a task it will perform in 1d3 rounds, and return it to Garushshish, using total defense if interfered with. Garushshish will call his rat-swarm friends with the *pipes* and be free in 10 minutes. He will be cross if not freed by the PCs.

Room 19-B: Chieftain’s Quarters

So strange to see a wooden door in this underground place, the boards seem to have been weathered by water and wind. Several slots are present in the building’s wall for vision-or for weapons.

This place has hardly been touched since Glifniss’ death

in area 2 a week ago. It is spartan and neat, containing three chest-like containers made of huge mushroom stems, a stack of ‘prison bars’ a mushroom-fiber pallet and a pile of strongly woven fibers, treated with other substances, that makes a rope the equivalent of spider silk (worth 100 gp).

Treasure: There are three chests in this room. The first and second chests are trapped against intruders who would seek to steal their wealth.

A sewer centipede dwells within chest 1, gaining a +5 circumstance bonus to initiative. The chest contains a set of *pipes of the sewers*, a masterwork stone knife, and three pieces of bat chow

SEWER CENTIPEDE (CR ¼; 100 XP)

hp 4; see Appendix III

A dead toad is stored in chest 2, though it still has poison glands in its skin, treat as a poisonous frog if touched. Also within the chest is a pair of human-sized leather boots, two tanglefoot bags, a *potion of cure light wounds*, and an *elixir of intimidation* (see appendix IV).

Toad Poison—contact; *save* Fort 10; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save

Bound with stout metal wire, chest 3 contains a *flask of curses*, a stone dagger, and a bag of 67 gold coins.

Development: The treated rope was used to handle the rust monster to its appointed task at area 1. Note that Garushshish (area A) dearly wants to ransack this area, and find his pipes.

Room 19-C: Cell of the Smaller Stone

You follow a dank hallway to see a large, uneven cleft in the stone, piercing deep into the rock, and past it, you glimpse a round chamber with a column of purple stone in its center.

The column of stone contains natural amethyst and obsidian, and the mongrelmen of this part of the caverns come here once a day to pay homage to the Stone of Loneliness--the real one kind of creeps them out.



Development: The cleft in the stone can lead to any other part of Purple Mountain that you wish, but becomes impassibly narrow if this adventure is a stand-alone.

Treasure: Smashing off a chunk of the column yields a semi-precious shard worth 10 gp (2d12 shards possible) but if any mongrelmen discover the deed, they will attack the perpetrators without mercy.

Room 19-D: Artisan's chambers

Behind a neatly fitted stone door, a group of the strange-looking mongrelfolk is busily working away on mushroom-fiber clothing, carving stone tools, making new doors and batches of mortar. They stop their work, turn, and look at you with their multifaceted, buggy, and big brown eyes.

Creatures: These skilled mongrelman workers (6 in total) are not warlike, but will be curious about intruders to their workplace; start with an initial attitude of indifferent. All have masterwork clubs and the equivalent of padded armor (+1 AC) though it is fitted for their own personal deformities.

MONGRELMAN (CR 1; 400 XP)

hp 15; see Appendix III

Treasure: Roll d6 for other 0-3 (1d4-1) additional items here:

- | | |
|------------------------|---------------------|
| 1. Thunderstone | 2. Tanglefoot bag |
| 3. Flask of acid | 4. Vermin repellent |
| 5. Blue-quartz crystal | 6. Random coin |

Room 19-E: Thugmongrel's Cell

The open area in front of the barred cell is slightly lit with tracings of phosphorescent moss, casting glittering shadows on the walls. The glittering reflection comes from the bars themselves, and the stone they are made of. The cell beyond seems empty (though mushroom ridden), with a pile of moldy mushroom-fiber mats piled in the corner.

The stone bars of this cell are made of iron pyrite, requiring a bludgeoning weapon and a DC 20 Strength check to break. Though they appear to have value, they do not.

Creatures: Hiding under the mats, among the mushrooms (with his Stealth of +20), is Raargulish, a skilled mongrelman monk, and a nasty piece of work. Glifniss regularly jailed him for aggressive behavior, and the survivors of the mission to the mine are attempting to starve him to death, rather than release him. Raargulish appears almost human, quite tall and well-proportioned, but with the complete insectoid head of a jinkin and gray-brown mite skin.

RAARGULISH (CR 3; 800 XP)

hp 38; see Appendix II

Development: Any PC examining the bars or coming within 5' of the cell will trigger his explosive attack: If he wins initiative vs. his target, he will attempt a grapple, and then pin the victim against the bars, with a shard of obsidian against their throat; any movement will trigger a coup de grace attack, as Raargulish will quickly point out; "Drop yer pointies or this one gets it in the throat!" The desperate thug will demand that the bars to his cell be broken, and quickly, and that the PCs retreat to the nearby domicile and close the door. He will flee immediately, possibly to plague the party at a future date. If Raargulish makes his attempt but is unsuccessful at grabbing a hostage, he will batter himself in an insane fury at the bars, succeeding on a slam attack of 13 or more, but doing 7 points of damage per attempt; he will attack the nearest PC to the death, with his bare hands.

Room 19-F: Communal Area

This cool grotto has several smooth, chair-like stones in a circle, a stone table, with cups and utensils on it. A strange, reptilian creature with what appears to be a giant ruby sticking out of its head sleeps curled up around a bowl of white mushrooms.

This area is where the artisans take their breaks and refreshment; their mascot lives here, and is found here at all times.

Creature: The Allies' mascot is a rare carbuncle, (hp 13) named Spong by the mongrelmen. The workers give it

treats in exchange for its amusing behavior; imposing funny suggestions on them, levitating and jumping, and their favorite, its ‘fatal faker’ ability.

CARBUNCLE (CR 1; 400 XP)

hp 13; see Appendix III

Development: Spong will behave as though PCs are just more workers to be amused, and go through its bag of tricks. Harming it and being discovered by the mongrelmen will not go over well.

Treasure: Hanging on the wall in this area is a beaten-copper emblem of the Stone of Loneliness, worth 100 gp to a Ferrakan cleric or collector.

Room 20. The Chamber of the Stone (Varies)

A wide passage expands into a wider-yet, spherical chamber, over 100 feet in diameter; the surface of the walls, ceiling, and floor sparkle with jagged purple-and-white crystals, like the inside of a giant geode. A circle of head-sized blue stones in a 70 foot circle encloses a tighter ring of 8 foot tall slabs of gray stone; their inner surfaces inscribed with crimson runes. At the center of this display is a brilliant, Halfling-sized crystal, in shades of violet and indigo, seeming to grow from the floor itself- its sentience is almost palpable, even from where you stand. Standing next to it, chanting in thick tones, is a mongrelman in delicate fiber robes, his insectile arms clutching a large, tooth-shaped rock.

A DC 15 Perception check will be able to tell that the passage was tunneled out, from the inside.

Creatures: The mongrelman is Makuriss the oracle, who is intending to sacrifice the *tooth of Ferrakus* on the Stone of Loneliness. His actions will likely summon a gibbering mouter to the Stone.

Development: Though the Stone can use summoning powers without magic items, Makuriss has determined that placing magic items on the Stone increases its power- and the *tooth* is powerful, indeed. Makuriss sacrificed an item of his own making, which summoned a rust monster, and, directed by Ferrakus, found and freed the *tooth*. It was not Ferrakus’ will that it be destroyed however, and the power struggle between the Quartz

Elder that is the Stone of Loneliness, the Lord Beneath, and Nemyth Vaar has brought the PCs to this point. The PCs have one round to act, though it is unlikely that they will be able to stop Makuriss before he places the *tooth* on the Stone and completes his incantation. The Stone will emit a pulse of blinding light (as *daze*, DC 14 Will save) and summon a large gibbering mouter (hp 54, see appendix) a slaving, 15 foot tall cone of madness and destruction. Makuriss will likely be attacked, but will try to flee after attempting to reason with the new “Arrival” From this point, the ‘mouter will proceed to a more inhabited area, unless stopped by the PCs. Note that it is not a fast creature, but it can increase its speed through ground manipulation.

MAKURISS (CR 2; 600 XP)

hp 31; see Appendix II

GIANT GIBBERING MOUTER (CR 6; 2,400 XP)

hp 54; See Appendix III

EPILOGUE THE TOLL OF FEASTING

Though the community of the Allies mongrelmen is a ‘sandbox’ for the PCs, and can serve as a base of operations or a ‘safe point’ for their further adventures, there is one more challenge for them before they leave. When the PCs return to either area 11 or 13, the surviving morlocks, and their leader, Szerl the faceless stalker, will trigger the Toll of Feasting in area 8. If the PCs destroyed the morlock lair, the GM should still provide for at least 1 morlock per PC -plus Narfel, if he is still alive- from members not presently in their lair. At least twice as many mongrelman as PCs will succumb to the Toll, skipping merrily to their doom, arguing with PCs trying to stop them... Being sandwiched between the ‘Arrival’ and the would-be-feasting morlocks should make for an exciting endgame.

CONCLUDING THE ADVENTURE

Should all go well, the mongrelman Allies should have been saved from the predation of the morlocks, the Toll of Feasting destroyed or put to cleaner uses, and the dangers of the Stone of Loneliness brought to light. The PCs should have a base of operations within Purple Mountain that they can return to rest up between intrepid missions. If need be, each tunnel or rift (see Exits) in the caverns can lead to another subsequent



level, each lower and more dangerous than the last... It is likely that the mission to retrieve the *tooth* resulted in no *tooth* remaining, so the dwarves will not give their promised reward, merely grudging thanks for proving its existence. If hard pressed for reward, (possibly requiring a Diplomacy check) masterwork weapons or armor will be gifted to those of a martial nature. The survival of named NPCs can also be an issue in the future, as Narfel will have retreated during the Toll of Feasting as soon as it was obvious his side was losing; the jailed mongrelman rogues will likely still be a problem, and Makuriss, if he survives, will want to continue his amplification of the Stone of Loneliness' power. Even the Stone itself can be a source of further adventures, as it is ancient and doubtlessly has much knowledge of Porphyra and its hidden treasures, before the Calling of the gods.

Material: Porphyrite

Porphyrite is a luminous purple stone that first appeared on Porphyra during the New-God wars. Porphyrite is used to hold the newly reformed world of Porphyra together, to restrict the movement of some forces, and to act as a deterrent to elementals.

Porphyrite has 20 hit points per inch and hardness 12.

Weapons: Porphyrite can be used to craft any sort of weapon. Crystals of porphyrite respond to force as though they were metal and can be treated as such. Porphyrite weapons cost three times as much to make as their normal counter parts. Also, adding any magical enhancements to a porphyrite weapon increases its cost by 500 gp the first time it is enhanced. Porphyrite weapons bypass the untyped damage reduction of creatures of the elemental subtype.

Armor: Any metal armor can be fashioned from porphyrite at three times the normal cost. Light armor gains DR 1/— against the physical attacks of creatures of the elemental subtype. Medium armor gains DR 2/— and heavy armor gains DR 4/—, respectively.

Appendix I: Unique Enemies

Below is a selection of major npc enemies appearing in the third level of Purple Mountain.

NARFEL THE GARTHOK (CR 4; 1,200 XP)

Male morlock inquisitor of Nemyth Vaar 3

CE Medium monstrous humanoid

Init +11; **Senses** darkvision 120 ft., scent; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15

(+4 armor, +3 Dex, +1 natural)

hp 45 (3d10+3d8+12)

Fort +6, **Ref** +9, **Will** +10

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee *betrayers' blade* +9 (2d6+4/19-20)

Special Attacks judgement 1/day, leap attack, sneak attack +2d6, swarming

Inq. Spell-Like Abilities (CL 3rd; concentration +7)

At-will – *detect alignment*

Inquisitor Spells Known (CL 3rd; concentration +7)

1st (4/day) – *disguise self*, *doom* (DC 15), *linebreaker*, *shield of faith*

0th (at-will) – *bleed* (DC 14), *brand* (DC 14), *create water*, *daze* (DC 14), *guidance*, *stabilize*

Inquisition conversion

STATISTICS

Str 18, **Dex** 17, **Con** 15, **Int** 7, **Wis** 18, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 21

Feats Cosmopolitan, Improved Initiative, Lightning Reflexes, Precise Strike^B, Skill Focus (Bluff)

Skills Acrobatics +9, Bluff +15, Craft (traps) +2, Disguise +5, Climb +21, Knowledge (religion) +7, Stealth +4 (+8 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Languages Common, Old Porphyran, Undercommon

SQ cunning initiative, expert climber, monster lore, solo tactics, stern gaze, track

Combat Gear *dust of tracelessness*, *potion of pass without trace*, 2 vials of antiplague, vial of liquid ice; **Gear** mwk underdeep dragonhide armor, crude backpack, holy symbol of Nemyth Vaar, masterwork artisan tools (Craft [trap]), 8 gp

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell spider

climb, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Narfel is an inquisitor, or ‘garthok’ of the outcast earth god Nemyth Vaar. His position in the tribe and motivation are quite complicated, due to the competing influences in the caverns of the Feasting. He is unable to directly oppose Szerl, the ugothol usurper of his tribal leadership, but is bound to attempt to overthrow and betray him, due to his religious code. His lack of success has resulted in persecution by servants of Nemyth Vaar (the mephits), his guilty duty in maintaining traps to contain them, and mitigate his god’s wrath by performing the rituals in his deity’s idol room. His two-edge god, however, has sent his blessed weapon and another servant to encourage Narfel in his betrayer’s duty. Add the PCs and the food source that the Allies are, and you have one conflicted morlock; his god would have it no other way.

Purple Duck Note: *Nemyth Vaar makes the following inquisitions available to his servitors: Conversion, Damnation, Fervor, and Sin.*

GARUSHSHISH (CR 3; 800 XP)

Mongrelman bard 3

CN Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12
(+3 Dex, +2 natural)

hp 38 (2d10+3d8+10)

Fort +3, **Ref** +6, **Will** +3; +4 vs. sound or bardic performances

OFFENSE

Speed 30 ft.

Melee shiv +7 (1d3+3)

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate [DC 11], inspire courage +1, inspire competence +2)

Bard Spells Known (CL 3rd; concentration +3)

1st (3/day) – *abrupt summoning I*, *aggravate animal* (DC 11), *charm person* (DC 11), *friendly face*

0th (at-will) – *blasting echo*, *dancing lights*, *daze* (DC 10), *detect magic*, *resistance*, *summon instrument*

STATISTICS

Str 16, **Dex** 17, **Con** 17, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 20

Feats Skill Focus (Perform [wind instrument], Sleight of Hand, Stealth)

Skills Bluff +8, Climb +7, Perception +5, Perform (wind instrument) +11, Sleight of Hand +15, Stealth +15, Survival +6; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Common, Undercommon

SQ bardic knowledge, sound mimicry (voices), versatile performance (wind)

Garushshish possesses two things his fellow mongrelmen do not: a friendship (rather than a hunger) for the rats that live in the caverns, and exceptional skill with the mimicry ability common to mongrelmen. He likes rats more than his neighbors, and with his pipes has forwarded the rats’ agenda more than his fellows’. This landed him in jail, and his plans include release, gathering his troops, and vengeance, in that order.

RAARGULISH (CR 3; 800 XP)

Mongrelman monk 3

LE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 natural)

hp 38 (2d10+3d8+10)

Fort +5, **Ref** +7, **Will** +9; +2 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee flurry of blows +7/+7 (1d6+4) or unarmed strike +8 (1d6+2)

Special Attack stunning fist (3/day; DC 14)

STATISTICS

Str 18, **Dex** 15, **Con** 17, **Int** 10, **Wis** 16, **Cha** 5
Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 21 (25 vs grapple)
Feats Catch Off-Guard^B, Crushing Blow, Greater Grapple, Improved Grapple^B, Skill Focus (Stealth), Unarmed Strike^B
Skills Climb +8, Perception +8, Sleight of Hand +8, Stealth +14, Survival +7; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth
Languages Common, Undercommon
SQ sound mimicry (voices)

Though his martial skill is unquestioned among the mongrelmen, Raargulish's cruel nature made him shunned in their community, and many suspect his worship of the bizarre god Eshshalqua. Though he spent his time exploring exit tunnels from the caverns, he returned and bullied the community members one too many times, and the now deceased leader jailed him permanently. He seeks to escape and start a cell to his strange god in some dark corner of the mountain.

MAKURISS (CR 2; 600 XP)

Mongrelman oracle 2

N Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 10, flat-footed 16

(+4 armor, +2 natural)

hp 31 (2d10+2d8+8)

Fort +3, **Ref** +3, **Will** +8

OFFENSE

Speed 10 ft.

Melee mwk heavy mace +7 (1d8+3)

Oracle Spells Known (CL 2nd; concentration +2)

1st (4/day) – *command* (DC 11), *cure light wounds*, *magic stone*

0th (at-will) – *detect magic*, *guidance*, *resistance*, *stabilize*, *virtue*

Oracle Curse lame; **Mystery** stone

STATISTICS

Str 16, **Dex** 11, **Con** 17, **Int** 14, **Wis** 14, **Cha** 11

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

Feats Skill Focus (Stealth)

Skills Appraise +9, Climb +4, Diplomacy +7, Knowledge (religion) +9, Perception +6, Sleight of Hand +5, Stealth +11, Survival +5; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Common, Terran, Undercommon

SQ revelation (crystal sight), sound mimicry (voices)

Combat Gear *potion of guidance*, *potion of magic stone*; **Gear** mwk hide armor, silver holy symbol of Ferrakus on a gold chain, 150 gp

One of the most talented members produced by the Allies community, and the most magically adept, Makuriss has been influenced by the troglodytic god Ferrakus to oppose that deity's rival, Nemyth Vaar. He has focused on exercising The Lord Below's will through, ironically, the imprisoned Quartz Elemental Lord known as the Stone of Loneliness. Makuriss doesn't have a lot of contact with the other mongrelmen, so intent is he on his lithic rituals and religious observances, to attain his ultimate summoning.

Appendix II: New Monsters

The third level of Purple Mountain is home to two new monsters shown below.

THE STONE OF LONELINESS (CR 5; 0 XP)

N Huge outsider (earth, elemental, extraplanar)

Init –5; **Senses** darkvision 60 ft., *detect thoughts*, tremorsense 60 ft.; Perception +5

DEFENSE

AC 13, touch 3, flat-footed 13

(–5 Dex, +10 natural, –2 size)

hp 63 (6d10+30)

Fort +6; **Ref** +0; **Will** +10

DR 10/—; **Immune** elemental traits; **SR** 16

OFFENSE

Speed 0 ft.

Space 15 ft., **Reach** 0 ft.

Spell-Like Abilities (CL 10th; concentration +15)

Constant – *detect thoughts* (DC 17)

1/day – *greater summon* (level varies; one creature 100%)

At-will – *daze* (DC 15), *silent image* (DC 16)

STATISTICS

Str 26, **Dex** 1, **Con** 18, **Int** 10, **Wis** 20, **Cha** 20

Base Atk +6; **CMB** +16; **CMD** 21 (can't be tripped)

Feats Skill Focus (Knowledge [arcana, planes]), Toughness

Skills Bluff +14, Knowledge (arcana) +17, Knowledge (dungeoneering) +14, Knowledge (planes) +17, Perception +14, Sense Motive +11

SQ fragment of power

Languages Terran (can't speak), *limited telepathy* 100 ft.

ECOLOGY

Environment any (Plane of Earth)

Organization solitary

Treasure see below

SPECIAL ABILITIES

Fragment of Power (Su) The stone of loneliness is a fragment of a greater entity known as a quartz elder that was destroyed during the NewGod wars. It cannot move or take any action beyond its using its reduced spell-like abilities or its limited telepathy.

Limited Telepathy (Su) The stone of loneliness can telepathically communicate with any creature that can speak Terran.

Greater Summon (Su) The stone of loneliness can summon one creature per month with a 100% chance of success. These creatures are independent creatures that exist in this world until they are slain. The stone has been using this ability to summon peaceful mongrelmen to keep it company. The stone can summon any creature of Challenge Rating 1 or lower. If a magic item is touched to its surface, a creature can be summoned of a Challenge Rating equal to the item's caster level but the magic item is destroyed.

The quartz elder elemental lord known as the Stone of Loneliness is a sentient crystal containing the essence of an elemental lord banished into crystal form by the elemental lords' loss of the NewGod wars. With the powers remaining to it, it created a group of followers and at least two communities, but its limitations are such that it does not realize the impact of its actions outside its abilities to perceive. As a sentient crystal, it cannot move, speak or attack in any meaningful way apart from as listed above. If the Stone is physically destroyed, the remaining 2d4 shards may have one of the following properties, with 1d4 charges each, if applicable:

- Cast *detect thoughts* at 10th level.
- Cast *silent image* at 10th level.
- Cast *daze* at 10th level.
- Add +1 CL when casting summon monster spells.
- Gem quality 100 gp.
- Gem quality 2d6 x20 gp.

VAAR'S RAVEN (CR 1/2; 200 XP)

CN Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11
(+3 Dex, +1 size)

hp 7 (1d10+3)

Fort +5 **Ref** +5 **Will** +4

OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee bite +5 (1d4 plus betrayer's bite)

STATISTICS

Str 10, **Dex** 17, **Con** 16, **Int** 6, **Wis** 19, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 13

Feats Weapon Finesse

Skills Fly +5, Perception +8

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, flock (3-12)

Treasure incidental (small gems preferred)

SPECIAL ABILITIES

Betrayer's Bite (Su) Vaar's Ravens target victim's eyes when they attack, with a 50% chance of making such a hit. A successful hit wounds the target's eye, making him suffer -2 penalty to Perception checks and ranged attacks. A Vaar's raven will not make an eye attack on a target with a wounded eye. Also, a bite victim must make a DC 14 Will save or be afflicted with *lesser confusion* for 1 round. This save is Wisdom-based. This attack is ineffective against creatures with no eyes, full helmets, goggles, or glasses. The penalties remain until the character heals the damage or is subjected to healing magic.

Vaar's Ravens are normal beasts chosen and altered by Nemyth Vaar, the Betrayer Betrayed, to be his eyes, voice, and companions (and watchdogs) over his faithful. They are larger than common ravens, can speak harsh, repetitive common, and one of their eyes are red and glittering. They can be found nearly anywhere, carrying out their masters' will, and sometimes dominate flocks of normal ravens, when not on a specific task (or shirking the duty of that task). They often accumulate hoards of small gems and shiny things, especially those red in color.

Appendix III: Dungeon Monsters

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

TINY ANIMATED OBJECTS

A metal gauntlet is thrust upon an iron rod.

ANIMATED OBJECTS (CR ½, 200 XP)

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSES

AC 18, touch 14, flat-footed 14
(+2 Dex, +4 natural, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +2, **Will** -5

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 20 ft.

Melee slam +1 (1d3-2 plus burn)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks burn (1d6, DC 10)

STATISTICS

Str 6, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 9

SQ construction point

SPECIAL ABILITIES

Burn (Ex) The object gains burn (1d6) with its slam attacks. This can be applied multiple times. Its effects stack. The save DC is Constitution-based.

CARBUNCLE

This small, awkwardly proportioned reptile trundles along slowly, a fist-sized gem jutting from between two bulging eyes. Something about its countenance makes it look somehow both surprised and perplexed.

CARBUNCLE (CR 1; 400 XP)

N Tiny magical beast

Init -2; **Senses** low-light vision; Perception +1

DEFENSE

AC 14, touch 12, flat-footed 14
(+2 armor, +2 size)

hp 13 (2d10+2)

Fort +4, **Ref** +1, **Will** +3

Weaknesses vulnerability to suggestion

OFFENSE

Speed 20 ft.

Melee bite +1 (1d2-3)

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

Special Attacks specious suggestion

Spell-Like Abilities (CL 3rd; concentration +3)

3/day—*daze* (DC 10), *levitate* (self only, up to 10 feet), *jump*

STATISTICS

Str 5, **Dex** 7, **Con** 12, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** -2; **CMD** 5 (9 vs. trip)

Feats Iron Will

Skills Stealth +6 (+10 in grass or brush), Survival +3;

Racial Modifiers +4 Stealth in grass or brush

Languages empath 30 ft.

SQ fatal faker

SPECIAL ABILITIES

Empath (Su) Carbuncles possess a crude form of telepathy, allowing them to transmit mild impressions and remembered sensations to other creatures. This form of telepathy cannot convey language or hinder a target in any way (such as by transmitting pain). A carbuncle can relate a feeling of fear or the faint smell of leaves, but not directly warn an ally that it sees a monster or tell of a treasure under a pile of leaves.

Fatal Faker (Su) As a standard action, three times per day, a carbuncle can teleport as per the spell *dimension door*, but only to a range of 30 feet. Upon teleporting, the carbuncle leaves behind a perfect replica of itself amid a colored flash and the sound of a reptilian choke. This replica duplicates the carbuncle in all ways, though it is obviously dead and the colorless stone in its head is reduced to worthless dust. For all other purposes, the body left behind is treated as though it were an item created by minor creation. Any attempt to *heal* or *resurrect* this “body” fails. *Dispel magic* and similar spells cause the body to vanish, though after 12 hours, the replica melts away into sweet-smelling ooze.

Specious Suggestion (Su) As a standard action, three times per day, a carbuncle can concentrate intently on one creature within its line of sight and attempt to impose its will upon the target. Carbuncles have difficulty forcing their wills upon non-carbuncles (and indeed carbuncles are immune to the suggestive powers of other carbuncles), resulting in one of the effects listed below. When using this ability a carbuncle must roll on the following chart. If it dislikes the result, it may make a DC 15 Wisdom check to add or subtract 1 from the result. If the ability check fails, the result changes opposite from the way intended. Targets may attempt to resist the negative effects of a carbuncle’s suggestion by making a DC 12 Will save. The carbuncle need not share a

language with its target to convey its suggestions. This is a mind-affecting effect. The DC is Wisdom-based.

1d6	Carbuncle Suggestion
1	The carbuncle grants the target a flash of insight into the true future. The target gains a +2 bonus to its AC for the next round.
2	The target is alerted to dangers the carbuncle perceives. The target gains a +2 bonus on any initiative roll made in the next minute.
3	The carbuncle manifests a random image in the target's mind (usually of a food or strangely colored animal). This image lasts for only a moment and has no other effect.
4	The carbuncle's thoughts affect the target similarly to the spell suggestion, though the compulsion lasts for only 1 minute.
5	The carbuncle's thoughts garble those of its target. The target takes a –2 penalty on Will saves for the next round.
6	The carbuncle grants the target a vision of a false future. The target takes a –2 penalty to its AC for the next round.

Vulnerability to Suggestion (Ex) Carbuncles prove highly vulnerable to spells with the mind-affecting descriptor. Any mind-affecting spell can affect a carbuncle regardless of typical creature limitations. A spell like charm person or hold person, for example, which typically only affects humanoid creatures, can also affect carbuncles.

CENTIPEDE, SEWER

A dark chitinous body is supported by one hundred scuttling legs.

SEWER CENTIPEDE (CR ¼; 100 XP)

N Small vermin

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 13

(+3 Dex, +2 natural, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +4 (1d4–3 plus poison)

Special Attacks poison

STATISTICS

Str 5, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –4; **CMD** 9 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10, Perception +4, Stealth +15; **Racial Modifiers** +4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

DEVILFISH

This purple, seven-armed octopoid monstrosity is the size of a horse, with hook-lined tentacles and cold, blue eyes.

DEVILFISH (CR 4; 1,200 XP)

NE Large magical beast (aquatic)

Init +3; **Senses** low-light vision, see in darkness; Perception +5

DEFENSE

AC 17, touch 12, flat-footed 14

(+3 Dex, +5 natural, –1 size)

hp 42 (5d10+15)

Fort +7, **Ref** +7, **Will** +2

Resist cold 10

OFFENSE

Speed 10 ft., swim 40 ft.; jet (240 ft.)

Melee tentacles +7 (3d6+4 plus grab)

Space 10 ft.; **Reach** 15 ft.

Special Attacks savage bite (+7 melee, 2d6+4/18–20 plus poison), unholy blood

STATISTICS

Str 17, **Dex** 17, **Con** 16, **Int** 3, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +9 (+13 grapple); **CMD** 22 (can't be tripped)

Feats Cleave, Combat Reflexes, Power Attack

Skills Escape Artist +5, Perception +5, Stealth +3, Swim +15

Languages Abyssal, Aquan, Common

SQ water dependency

SPECIAL ABILITIES

Poison (Ex) Savage bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

Savage Bite (Ex) A devilfish can attack with its savage bite whenever it makes a successful grapple check. This attack is in place of any other action made with a successful grapple check. The bite threatens a critical hit on a roll of 18–20, and injects the target with poison as

well.

Unholy Blood (Su) A devilfish's blood is infused with fiendish magic. Once per day, as a swift action, a devilfish can emit a night-black cloud of this foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish (which can see through the blood with ease); on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within the area of a burst of blood on land must make a DC 16 Fortitude save or be nauseated for 1d4 rounds—this save need be made only once per cloud. The save DC is Constitution-based.

Water Dependency (Ex) A devilfish can survive out of the water for 1 hour, after which it becomes fatigued. After 2 hours, the devilfish becomes exhausted and begins to suffocate.

DIRE ANIMAL, BAT

This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.

DIRE BAT (CR 2; XP 600)

N Large animal

Init +2; **Senses** blindsense 40 ft.; Perception +12

DEFENSE

AC 14, touch 11, flat-footed 12

(+2 Dex, +3 natural, –1 size)

hp 22 (4d8+4)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +5 (1d8+4)

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

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 19

Feats Alertness, Stealthy

Skills Fly +9, Perception +12, Stealth +4; **Racial Modifiers** +4 Perception when using blindsense

FACELESS STALKER

This hairless, leathery biped has a face dominated by grotesque and unsettling whorls and slits instead of actual features.

FACELESS STALKER (CR 4; 1,200 XP)

CE Medium aberration (shapechanger)

Init +7; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 42 (5d8+20)

Fort +5, **Ref** +4, **Will** +6

DR 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee mwk longsword +8 (1d8+4/19–20), slam +2 (1d6+2 plus grab)

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

Special Attacks blood drain (1 Constitution), sneak attack +2d6

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*tongues*

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 20

Feats Combat Reflexes, Deceitful, Improved Initiative

Skills Bluff +10, Disguise +14 (+24 when using change shape), Escape Artist +19, Sleight of Hand +8, Stealth +11; **Racial Modifier** +4 Disguise, +8 Escape Artist

Languages Aquan, Common; *tongues*

SQ change shape (Medium humanoid, *alter self*), compression, faceless

SPECIAL ABILITIES

Change Shape (Su) A faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the faceless stalker can maintain its new form indefinitely once it has achieved it. It can change back to its true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A faceless stalker gains a +10 bonus on Disguise checks when they are used in conjunction with this ability.

Faceless (Su) In its natural form, a faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

GIBBERING MOUTHER

This horrid mass of eyes, mouths, and formless flesh stares in all directions, its countless maws yammering ceaselessly.

GIANT GIBBERING MOUTHER (CR 6; 2,400 XP)

N Large aberration

Init +2; **Senses** all-around vision, darkvision 60 ft.;

Perception +12

DEFENSE

AC 21, touch 12, flat-footed 19

(+2 Dex, +9 natural)

hp 54 (4d8+36)

Fort +10, **Ref** +3, **Will** +5

Defensive Abilities amorphous; **DR** 5/bludgeoning;

Immune critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +5 (1d6 plus grab)

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

Special Attacks blood drain, engulf (6d6 damage plus 2 Con damage, AC 14, hp 5), gibbering, ground manipulation, spittle (+5 ranged touch)

STATISTICS

Str 14, **Dex** 15, **Con** 28, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 18 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +12, Swim +10; **Racial Modifiers** +4 Perception

Language Aklo

SPECIAL ABILITIES

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d6 points of bite damage and 2 point of Constitution damage as it drains its victim's blood.

Gibbering (Su) As a free action, a gibbering mouter can emit a cacophony of maddening sound. All creatures other than gibbering mouters within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouter's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering mouter can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouter moves off of the location. A gibbering mouter can move through these

areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) Each round as a free action, a gibbering mouter can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d6 rounds unless he succeeds on a DC 20 Fortitude save. The save DC is Constitution-based.

HAZARD, AZURE FUNGUS

As a byproduct of its growth, the fungus builds up a charge of electricity that it releases in bursts into its surroundings. Normally this can be detected by a faint sizzling noise coming from the fungus. The azure fungus is sensitive to touch and discharges its electricity if contacted. The fungus discharges randomly once every 1d10 rounds. When the fungus discharges, all creatures within 10 ft. take 2d6 points of electricity damage; a DC 14 Fortitude save halves the damage. After a discharge, the fungus cannot discharge again for 1d6 rounds. Scraping it from the wall kills it and takes 1 round per 5-foot square patch. Azure fungus is immune to electricity and fire, but any amount of cold damage causes one 5-foot patch to become inert for 1 hour. The basic abilities of this fungus can be determined with a DC 17 Knowledge (nature) check. Exceeding this check by 5 or more reveals the fungus's weakness.

HAZARD, SHRIEKER

This human-sized purple mushroom emits a piercing sound that lasts for 1d3 rounds whenever there is movement or a light source within 10 feet. This shriek makes it impossible to hear any other sound within 50 feet. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that this noise means there is food or an intruder nearby.

MAGMA MEPHIT

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile. Its body appears to be made of molten rock

MAGMA MEPHIT (CR 3; XP 800)

N Small outsider (fire)

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

DEFENSE

AC 17, touch 14, flat-footed 14

(+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); **fast healing** 2

Fort +2, **Ref** +5, **Will** +3

DR 5/magic; **Immune** fire

Vulnerable cold

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, 1d8 fire, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—*pyrotechnics* (DC 14), *summon* (level 2, 1 magma mephit 25%),

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, Ignan

SPECIAL ABILITIES

Fast Healing (Ex) Only works when the magma mephit is in contact with lava or magma.

Magma Form (Su) Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 fire damage. A magma mephit may remain in this form for up to 10 minutes.

MEPHIT, SALT

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile. Its body appears to be composed of a white crystalline powder.

SALT MEPHIT (CR 3; XP 800)

N Small outsider (earth)

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

DEFENSE

AC 17, touch 14, flat-footed 14

(+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, 1d4 slashing, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—*glitterdust* (DC 14), *summon* (level 2, 1 salt mephit 25%)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, Terran

SPECIAL ABILITIES

Breath Weapon: A cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Dehydrate (Su): Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws.

This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex) Salt mephits gain fast healing in arid environments.

MONGRELMAN

Ivory tusks, insect chitin, matted fur, scaly flesh, and more combine to form a hideous humanoid shape.

MONGRELMAN (CR 1; 400 XP)

LN Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 natural)

hp 15 (2d10+4)

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

OFFENSE

Speed 30 ft.

Melee club +4 (1d6+3) or slam +4 (1d4+3)

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +4; **CMD** 15

Feats Skill Focus (Stealth)

Skills Climb +6, Perception +6, Sleight of Hand +7, Stealth +13, Survival +5; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Common, Undercommon

SQ sound mimicry (voices)

MORLOCK

Skin pale as a slug's belly, eyes huge and bulging, this thing crawls down the wall like a spider, but its shape is hideously humanoid.

MORLOCK (CR 2, XP 600)

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 11

(+4 Dex, +1 natural)

hp 22 (3d10+6)

Fort +3, **Ref** +9, **Will** +5

Immune disease, poison; **Weaknesses** light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +5 (1d6+2), bite +0 (1d4+1)

Special Attacks leap attack, sneak attack +1d6, swarming

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 19

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Languages Undercommon

SQ expert climber

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell spider climb, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

RUST MONSTER

This insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.

RUST MONSTER (CR 3, XP 800)

N Medium aberration

Init +3; **Senses** darkvision 60 ft., scent metals 90 ft.; Perception +12

DEFENSE

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 27 (5d8+5)

Fort +2, **Ref** +4, **Will** +5

OFFENSE

Speed 40 ft., climb 10 ft.

Melee bite +6 (1d3), antennae +1 touch (rust)

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Ability Focus (rust), Skill Focus (Perception), Weapon Finesse

Skills Climb +8, Perception +12

SPECIAL ABILITIES

Rust (Su) A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based. **Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

SWARM, BAT

Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.

BAT SWARM CR 2 (XP 600)

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15

DEFENSE

AC 16, touch 16, flat-footed 14

(+2 Dex, +4 size)

hp 13 (3d8)

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

Defensive Abilities swarm traits; **Immune** weapon

damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11), wounding

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; **Racial Modifiers** +4

Perception when using blindsense

SQ swarm traits

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

SWARM, RAT

A squirming, roiling mass of squeaking rats draws closer, teeth flashing and claws scratching everything in its path.

RAT SWARM (CR 2; 600 XP)

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +8

DEFENSES

AC 14, touch 14, flat-footed 12

(+2 Dex, +2 size)

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +2

Defensive Abilities swarm traits

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 12)

STATISTICS

Str 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) Filth fever: Swarm—injury; *save* Fort 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.

SWARM, SPIDER

An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.

SPIDER SWARM CR 1 (XP 400)

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.;

Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14

(+3 Dex, +4 size)

hp 9 (2d8)

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

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

Weaknesses swarm traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; effect 1d2 Str; *cure* 1 *save*. The *save* DC is Constitution-based.

VIOLET FUNGUS

This mushroom grows from a bed of tentacular roots. Deep violet tendrils slither out of the dozens of fissures in its pointed cap.

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.

Appendix IV: Magic

Below is a collection of new or non-standard magic items and spells that appear in the third level of Purple Mountain.

BETRAYER'S BLADE (LEGENDARY WEAPON)

In the years and decades following The Calling, when disparate deities were summoned to the formerly godless world of Porphyra, the discipline of Theology was as much detective work as it was philosophy. Determining which gods had come, how many, their nature, their spheres of interest and such, took many years, many mistakes, and many revelations that drove the intrepid researchers to the brink of madness. The god Nemyth Vaar, for example, did not take the formal stage on Porphyra until the incarnadine light of Vaar's Moon shone on the world below. That the Outcast God, the God of Betrayers had coalesced from the trials and challenges of the NewGod War had more or less escaped the legions of deist researchers was irrelevant. Nemyth Vaar had a place, clerics- hidden or otherwise- and a part to play in the destiny of the Patchwork Planet. And the first relic of this emergent god reflected the Betrayer's nature perfectly.

The Betrayer's Blade began, surprisingly, as a tool of ritual, an object of religious service competed for and coveted within the schizoid hierarchy of Nemyth Vaar. Not initially a weapon of war, the Blade had to be honed, cared for, beseeched and abased before in secret sepulchers, inevitably twisting it's wielder until he could no longer function in the organization and lost control of it. Undoubtedly pleased with his creation, Vaar One-

eye decided at some point that His church needed impetus in another direction, and willed the wicked obsidian Blade to corrupt and bleed those outside his faithful. His clergy enthusiastically agreed, in no small part due to its reputation for the destruction of it's wielder.

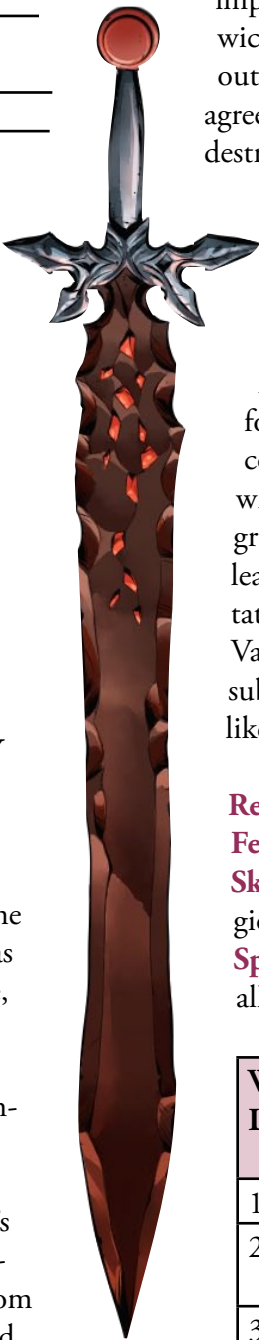
Betrayer's Blade is made from an enormous flake of pure black obsidian, with tiny flaws of red garnet, like miniscule eyes, within its surface. Its hilt is common black steel, with a pommel of a dull red stone, resembling Vaar's moon at its full. This true form is not commonly seen however, due to the covetous, secretive nature that overcomes it's wielder, and the singular powers that the blade grants its owners, and eventual victims. Since it's leaving of the Vaarian clergy, the Blade has gravitated underground, perhaps befitting Nemyth Vaar's propensity for the dark, deep earth. The subterranean races should be warned, but in all likelihood will not be...

Requirements

Feat: Skill Focus (Bluff)

Skills: Craft (weapon) 2 ranks, Knowledge (religion) 4 ranks

Special: Must have betrayed at least two close allies.



Weapon Level	Minimum Wielder Level	Abilities
1 st	--	+1 <i>obsidian bastard sword</i>
2 nd	4 th	<i>Murderous command</i> (3/day)
3 rd	6 th	Disguised form
4 th	8 th	+1 <i>vicious obsidian bastard sword</i>
5 th	10 th	<i>Bite the hand</i> (3/day)
6 th	12 th	No allies
7 th	14 th	+2 <i>vicious obsidian bastard sword</i>
8 th	16 th	<i>Litany of vengeance</i> (3/day)
9 th	18 th	True ally
10 th	20 th	+3 <i>vicious obsidian bastard sword</i>

Murderous Command (Sp) At second level, you are able to use *murderous command* three times per day as a spell-like ability.

Disguised Form (Su) At third level, you are able to cause the bastard sword to appear to be any other type of weapon or hand-held implement. Only true seeing or the will of the wielder can reveal the true form of the weapon.

Bite the Hand (Sp) At 5th level, you are able to use *bite the hand* three times per day as a spell-like ability.

No Allies (Su) When you strike a creature with the betrayer's blade they must make a Will save or suspect that their allies are not true allies for 1 hour. During this time the affected character can gain no morale bonus for allies spells or abilities, will make saves to resist beneficial spells (if allowed) and receive nor grant any flanking bonuses from allies.

Litany of Vengeance (Sp) At 8th level, you are able to use *litany of vengeance* three times per day as a spell-like ability.

True Ally (Su) While you are wielding the betrayer's blade, you can trust no one but yourself. A shadowy version of yourself appears alongside you as you fight and grants you a deflection bonus to your AC equal to your highest mental ability bonus.

Vicious Property: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Aura Moderate necromancy; **CL** 9th; Craft Magic Arms and Armor, *enervation*; **Price** +1 bonus.

ELIXIR OF INTIMIDATION

Aura faint transmutation; **CL** 2nd

Slot none; **Price** 250 gp; **Weight** —

DESCRIPTION

This elixir bestows a frightening demeanor to your words and actions (+10 competence bonus on Intimidate checks for 1 hour)

CONSTRUCTION

Requirement Craft Wondrous Item, creator must have 5

ranks in the Intimidate skill; **Cost** 125 gp.

IOUN STONES, INFERIOR

Aura moderate varied; **CL** 8th

Slot none; **Price** varies; **Weight** —

DESCRIPTION

When the process of creating ioun stones goes awry, or, in some rare cases, when a Quartz Elder sheds some of its internal material, an inferior ioun stone is created. The stone bears some of the properties of a full ioun stone, but far less than the full-powered item. A sample of these inferior ioun stones, found in area 17, are listed below:

Description	Market Price	Effect
Dark blue rhomboid, cracked	400 gp value	+2 competence bonus of Perception checks, -1 to initiative checks
Dark blue rhomboid, flawed	300 gp value	+1 competence bonus on Perception and Sense Motive checks
Dull gray stone	25 gp value	Burned out and useless
Mulberry pentacle, cracked	400 gp value	+1 competence bonus to Bluff and Diplomacy checks
Cracked pale blue rhomboid, cracked	200 gp value	+1 competence bonus to 1 Strength-based skill
Cracked pink and green sphere, cracked	200 gp value	+1 competence bonus to one Charisma-based skill
Cracked scarlet and blue sphere, cracked	200 gp value	+1 competence bonus to one Intelligence-based skill

CONSTRUCTION

Requirements Craft Wondrous Items, creator must be 8th level; **Cost** half the market value

METAMAGIC, MERCIFUL

Aura strong (no school); **CL** 17th

Slot none; **Price** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that deal nonlethal damage as though using the Merciful Spell feat.

CONSTRUCTION

Requirements Craft Rod, Merciful Spell; **Cost** 750 gp (lesser), 2,750 gp (normal), 6,125 gp (greater)

TOOTH OF FERRAKUS

Aura moderate conjuration; **CL** 6th

Slot none; **Price** 1,100; **Weight** 6 lbs.

DESCRIPTION

This magic item occurs naturally in ore deposits deep in the earth, some say created by Ferrakus, the Lord Beneath, himself. It appears as a gray-and-red stone roughly in the shape of a humanoid molar, but much larger. The possessor of such an item can cast the spell *spiked pit* once per day, and gains the feat Acrobatic Steps (when underground) regardless of qualification. A dwarf in possession of a tooth gains a further +1 to his stonemasonry abilities.

CONSTRUCTION

Requirement Craft Wondrous Item, must be a follower of Ferrakus, *spiked pit*; **Cost** 550 gp

BITE THE HAND

School enchantment (compulsion); **Level** druid 3, inquisitor 3, rook 3, sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one creature summoned by a spell or spell-like ability

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

With a short command and a wave of the hand, you compel the target creature to attack the being who summoned it, to the best of its ability. If the being who summoned it is not present, the creature acts normally according to its last task or instructions. This spell has no effect on called creatures, summoned creatures not brought forth by spells or spell-like abilities (such as a summoner's eidolon), or bonded creatures not explicitly summoned, such as a paladin's mount or wizard's familiar.

LITANY OF VENGEANCE

School transmutation [language-dependent]; **Level** anti-paladin 4, inquisitor 5, paladin 4

Casting Time 1 swift action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw no; **Spell Resistance** yes

This litany causes your enemy to feel the pain of blows more sharply. Anyone who hits the target with an attack gains a +5 sacred or profane bonus (depending on the alignment of the caster) to that attack's damage. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

MURDEROUS COMMAND

School enchantment (compulsion) [mind-affecting];

Level antipaladin 1, cleric 1, rook 1

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

WARD, LESSER (SPELL)

School abjuration; **Level** cleric/oracle 1, druid 1, sorcerer/wizard 1

Casting time 10 minutes

Components V, S, M (see text)

Range touch

Target or area object touched or up to 20 square feet

Duration 1 day/level or until discharged

Saving Throw see text; **Spell Resistance** yes (object)

This inscription harms those who enter, pass, or open the warded area or object. A lesser ward can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set the conditions of the ward. Typically, any creature of a specific type violating the warded area

is subject to the magic it stores. Wards can be set according to alignment, creature type, subtype, or species (such as “elf” or “aberration”). Wards also can be set to pass those of your religion or organization. They cannot be set according to appearance, class, Hit Dice, or level. Wards respond to invisible creatures normally but are not triggered by those who pass them ethereally. Multiple lesser wards cannot function within 30 feet of each other. When casting the spell, you mark a clear design in paint, chalk, blood, scratch marks, or some other means. The ward can conform to any shape up to the limitations of your total square footage. When the spell is completed, the ward remains quite obvious. Wards can be detected as traps (DC 10 + caster level) and disabled or bypassed (same DC ;) in addition they can also be dispelled. The non-detection spell can fool a ward. You can identify a lesser ward with a successful Spellcraft check (DC 15). Identifying the ward does not discharge it, but it allows you to know the basic nature of the glyph (version [see below], type of damage caused, what spell is stored).

Depending on the version selected, a ward either blasts the intruder or activates the spell:

Blast Ward: A blast deals 2d4 points of damage to one target. This damage is acid, cold, electricity, fire, or sonic (your choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Ward: You can store any harmful 1st level spell that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area, the area of effect centers on the intruder. All saves operate as normal, except that the Difficulty Class is based on the level and school of the lesser ward.

Appendix V: Records

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 16,000 XP and 12,000 gp worth of wealth available.

Room	Challenge	XP
1	Rust monster	800

2	2 magma mephit	1,600
2	Water bladder trap	800
3-A	Cursed Idol Trap	800
4	2 tiny animated objects	400
5	Cold spot haunt	800
5-A	2 morlocks	1,200
6	Bat swarm	600
7	Narfel	800
8	Shieker, violet fungus	800
9	Spider swarm	400
9-A	Spider swarm	800
9-B	5 morlocks	3000
9-C	Faceless stalker, morlock	1,800
10	2 morlocks	1,200
Caverns of the mongrelmen*		—*
12	4 dire bats	2,400
12-A, 15, 16	Devilfish	1,200
17	Makuriss, 2 mongrelmen	1000+
17-A	Mongrelman	400
18	Salt mephit	800
19-A	Ratmongrel	800
19-B	Sewer centipede	100
19-D	Mongrelman	400
19-E	Raargulish	
19-F	Carbuncle	400
20	Giant gibbering mouter	2,400
Toll of Feasting**		—**
Total		24,900

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
2	String of beautifully cut blue quartz crystals, mwk porphyrite dagger	1,306 gp
3-A	Large fire opal	1,000 gp
5	Fetish of Nemyth Vaar, blue quartz offering stone, 14 ancient coins, mwk obsidian dagger	466 gp
5-A	3 Blue quartz crystals	30 gp
7	Narfel's gear	
8	Beaten copper helmet, <i>lesser merciful metamagic rod</i> , misc coins	1,550 gp
9	mwk bone club	300 gp
9-B	10 Blue quartz crystals	100 gp
9-C	Necklace of blue quartz crystals, mwk longsword, obsidian dagger, 8 blue quartz crystals, 12 flakes of porphyrite, violet fungus whip, 12 aboleth figurines, silver mirror	1,256 gp
12	1d6 ancient coins	10-60 gp
13-A	20 bolts of mushroom fiber, mwk club, 10 porphyrite flakes, flail snail shell	1,470 gp
17	Collection of <i>inferior ioun stones</i>	1,725 go
17-B	<i>Wand of lesser ward</i> (23 charges)	345 gp
19-B	<i>Pipers of the sewer</i> , mwk stone knife, <i>flask of curses</i> , 67 gp	1,517 gp
19-C	2d12 porphyrite shards	10-60 gp
19-D	Minor treasure	up to 50 gp
19-F	Emblem of the Stone	100 gp
Total		13,500+ gp

Scrolls: *commune*, *endure elements*, *monster summoning I*, *monster summoning II*, *monster summoning III*, *shatter*

Potions: *cure light wounds*, *fox's cunning*, *pass without*

trace

Consumable Items: blue whinnis poison (4), elixer of intimidation, fermented mushroom wine, tanglefoot bags (2)



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc "Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the license itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content

shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000. Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Campaign Setting: Pathfinder Society Field Guide. © 2011, Paizo Publishing, LLC. Authors: Erik Mona, Mark Moreland, Russ Taylor, and Larry Wilhelm. Pathfinder Chronicles Seekers of Secrets Paizo Publishing, LLC. © 2009 Paizo Publishing. Authors: Tim Hitchcock, Erik Mona, Sean K Reynolds, James L. Sutter, and Russ Taylor

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Module: Crypt of the Everflame. Copyright 2009, Paizo Publishing, LLC. Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

101 1st Level Spells. Copyright 2011, Steven D. Russell; Author: Steven D. Russell. Carbundle from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albie Fiore.

Flail Snail from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook.

Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

Mongrelman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

The Book of Fiends, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

The Gods of Porphyra © 2012, Purple Duck Games; Authors: Christopher Kaiser, Perry Fehr, Mark Gedak, August Hahn, John Hazen, Sean Holland, Sam Hing, James H. Lewis, Chris Longhurst, Scott Messer, Sean O'Connor, David Nicholas Ross, and Jeremy Whalen

The Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Purple Mountain III: The Feasting © 2012, Purple Duck Games; Author Perry Fehr.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

CONTACT INFORMATION

Email: gedakm@gmail.com

Websites: <http://purpleduckgames.blogspot.ca/>

<http://grandwiki.wikidot.com/>

<https://gumroad.com/pgd>

Pinterest: <http://pinterest.com/PurpleDuckGames/>

On Facebook as: PurpleDuck Mark

On G+ as: Purple Duck Games or Grand OGL Wiki

Our PDF products are available at Gumroad, Paizo, and Rpgnow. Thank you for supporting us.

WRITING FOR THE DUCKS

If you are an aspiring roleplaying game writer and you are interested in writing for Purple Duck Games, please drop me an email at gedakm@gmail.com. We are always looking for more writers to help expand our catalogue.

Please include a short sample of your writing and a description of what you would like to write for us.

