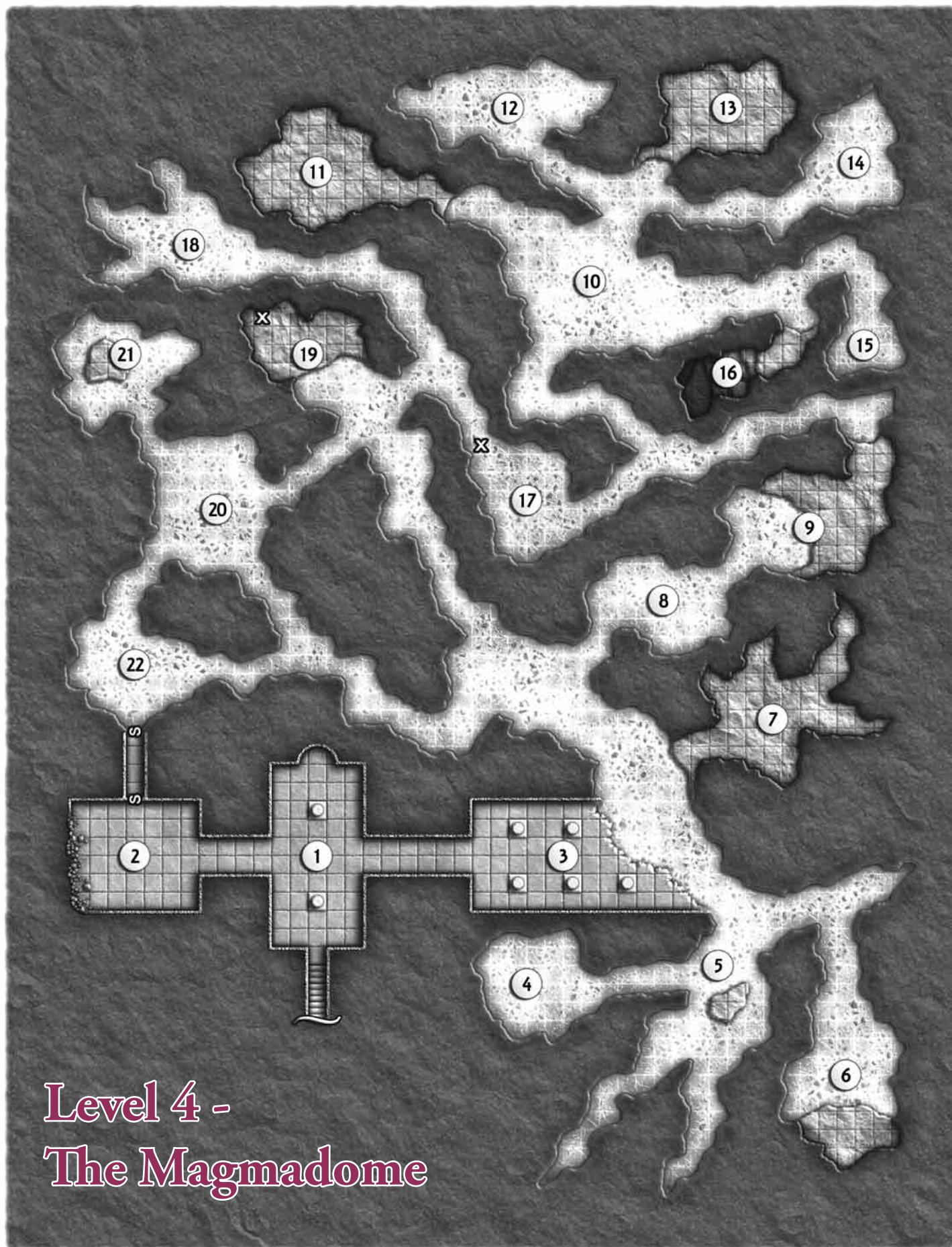


# PURPLE MOUNTAIN IV THE MAGMADOME



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## Level 4 - The Magmadome



# THE MAGMADOME

**Purple Mountain – A Megadungeon in Twenty Parts**

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**Purple Mountain - Level Four: The Magmadome** is a Pathfinder Compatible Module designed for four 4th 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 4 to 35 are considered open game content.





## Adventure Background

The identities and beliefs of the original inhabitants of Purple Mountain's Fourth Level have been lost with the passage of time. Perhaps they were dwarven worshippers of Ferrakus seeking a closer communion with their god. Perhaps they were merely miners who believed that subterranean riches awaited those bold enough to plumb the depths of the mountain. The fate of the excavators suggests that they offended the enemies of Ferrakus and the first explanation is closer to the truth.

The dwarves that briefly dwelt in the second level translated a few passages and learned the following...

Not long after the level was completed, magma bubbled up from below and collapsed sections of the complex. The occupants at first sought to contain the damage by carving walkways along the new magma corridors. Yet the damage grew worse, and a handful of elemental creatures entered with the magma and assaulted the inhabitants. The people must have been quite stubborn, for they acquired porphyrite weapons and armor and fought the intruders. Their efforts were futile; more creatures of fire broke through and more of the level crumbled.

The builders abandoned the remnants of their dreams, leaving behind treasures and supplies. The fourth level of Purple Mountain now consisted of magma filled tunnels and a handful of the original rooms. A few heat-loving creatures basked in the comfortable environment.

This marks the end of the dwarves' knowledge. The history of the fourth level of Purple Mountain now shifts to Cragpoeth, a massive superheated rock between the elemental Planes of Fire and Earth. Thousands of magma elementals live within the rock, along with smaller numbers of other elemental creatures that enjoy high temperatures. The elementals organized into work crews that mine the rich deposits of gems meandering throughout Cragpoeth.

A few years ago, an elemental thug named Scorcher decided that mining gems was too much work, and that he was better suited to directing the efforts of his weaker kin. He began forcing smaller elementals into gangs that reported to him. Scorcher was a natural bully and soon had a crew of toughs shaking down any elemental careless enough to venture into the wrong end of Cragpoeth. He amassed an impressive amount of wealth, including many magical items.

Although powerful and cunning, Scorcher was not particularly intelligent. He ignored the future to focus on his immediate needs, which nearly resulted in the end of his minor empire. Scorcher's gang had grown so fast

that he could no longer effectively manage his disparate crews. His limited experience told him to double down on threats and force, but this could only work for so long. Ambitious lieutenants saw that Scorcher's brutality would soon cause the enterprise to collapse, and they prepared to seize the pieces.

Then Scorcher met the fast talking ifrit called Arisia. She saw in Scorcher the strength that she lacked, and the beginnings of an organization that could fulfill her ambitions. Always the smartest ifrit in the room, Arisia grew frustrated that she had no way to carry out her grandiose plans to assemble an elemental army that would challenge the deist forces of Porphyra. She never divulged these dreams, even to Scorcher, since she would have been mercilessly ridiculed.

Arisia encountered Scorcher at exactly the right time. He vaguely understood that he had a problem, and that all his efforts to solve it only made things worse. She spun a fine tale that ended with Scorcher in charge of much more than Cragpoeth. It sounded great to Scorcher, and the flattery didn't hurt. Arisia insisted that Scorcher needed a reliable second-in-command that understood their place, and that he also had to punish the elementals that fomented dissension in the ranks. Both of these problems could be solved at once.

Scorcher would punish his fractious underlings by forcing them to fight each other to the death. He would then award the survivor a position as his second-in-command. Arisia initiated an extensive search for a suitable location, far enough away that the contestants would receive no unauthorized aid from supporters, yet similar enough to Cragpoeth that elementals could reach it with ease. She soon found the ideal venue: the fourth level of Purple Mountain, which she called the Magmadome.

Arisia planned for more than a simple fight. Dozens of mephits transformed the underground complex into a deadly arena. They attached brass scrying discs to the ceilings of every chamber so that Scorcher and his favorites could observe the proceedings. Scorcher moved deadly creatures from his fiery menagerie to Purple Mountain. Treasure and healing magic were placed throughout the level. In addition, as a nasty surprise for all involved, Scorcher called in a lot of favors to acquire and transport a young white dragon into the complex.

Finally, Arisia threw in one more wrinkle to keep the lieutenants off balance. She would bring in some surface dwellers to spice up the fighting and give the elementals an unpredictable foe they could truly hate. As Scorcher completed preparations for the Magmadome, she worked on enticing adventurers into the contest.

## Adventure Overview

Arisia immediately greets the PCs after they reach the fourth level of Purple Mountain. Regardless of whether they arrive through exploration or invitation, the next few minutes will likely seem surreal. Arisia informs them that they will have an important role in the contest of strength and wishes them well. Then she retires to watch the proceedings and fulfill her role as Master of Ceremonies.

Also, Arisia could send out battle reports and discuss the progress of the contestants while the PCs navigate the level. The PCs may find magical items that aid them. If events play out as Arisia plans, the PC's unease, and perhaps fear, should escalate until they fight Scorcher's lieutenants. Should the PCs win, they will be free to leave, as Scorcher will be wary of expending more resources for little gain. The PCs probably will not know Arisia's ultimate goal of creating an elemental army, and may never learn.

The GM should keep in mind some important aspects of the adventure. While PCs of the appropriate level should be able to handle the challenges of the Magmadome, there are mitigating factors that can make the adventure especially tough. First, the magma environment can be deadly to PCs that do not appreciate the dangers. Second, the many of the enemies on level four will know the PCs are there and will actively plot against them. It is appropriate for the PCs to suffer the consequences of their mistakes, but the GM should make sure the PCs sufficiently respect the nature of the environment in which they adventure.

## The Purple Mountain Campaign

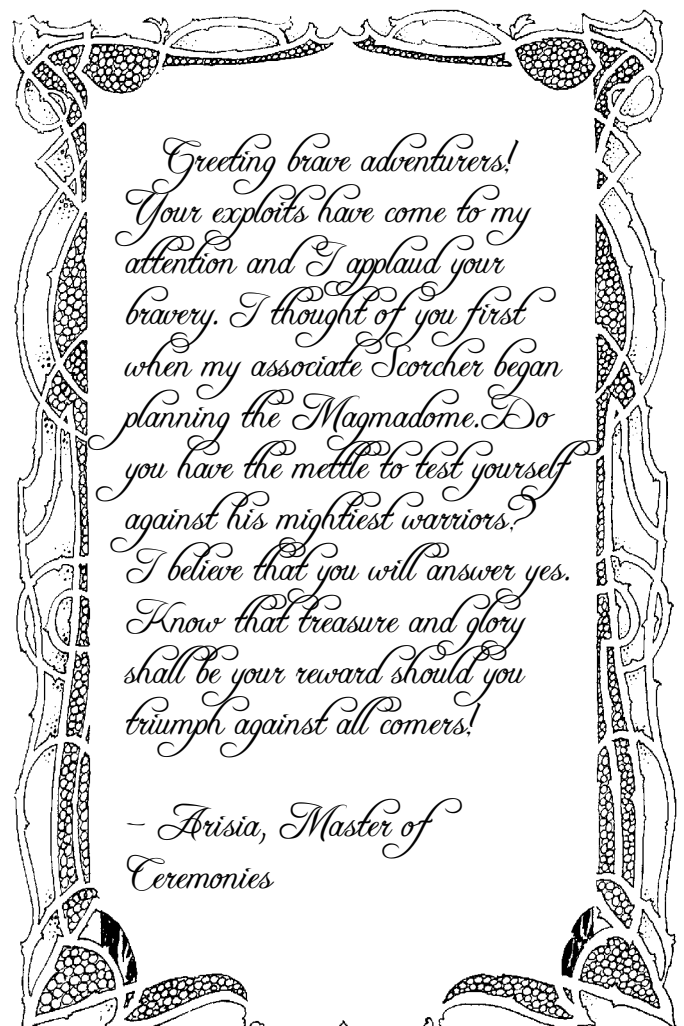
Purple Mountain Level Three contains multiple crevices and magma flows that can reach level four. However, the expected route begins in a fissure in area 19c of the mongrelman caves on level three. Many PCs will naturally continue their exploration by following the fissure and eventually reaching area 1 of level four. If this does not occur, there are alternative ways to bring PCs to the Magmadome.

Disturbing noises and occasional gusts of heated air emanate from the fissure in area 19c. If the PCs have become friendly with the mongrelmen, the mongrelmen would ask them to investigate these frightening occurrences. Thoughtful PCs might prudently prepare for a hot environment.

The mongrelman Garushshish was encountered in area 19a of Purple Mountain Level Three. If he was not

released from his cell, he will bargain with the PCs. He claims that the fissure in 19c leads down to an old level containing much treasure, and that he will lead the party there if they free him. Although he knows something must be at the end of the fissure, he has never been there. Garushshish says whatever lies are necessary to gain his liberty, and then flees at the earliest opportunity.

Arisia sends out imp scouts to find some promising outsiders. An imp reports that the stairs leading up from level four reach a cave system inhabited by mongrelmen and a powerful group of adventurers. She decides that these outsiders will serve nicely, and dispatches an imp to level three with a letter for the PCs. The imp appears proclaiming its nonviolent intentions and requesting to meet the PCs. The imp delivers the following letter written in Common, and waits for a reply; it will even lead the PCs to level four if they assent. Arisia does not care whether the imp survives, as long as it delivers her letter.



## As a Stand-Alone Dungeon

Purple Mountain Level Four can also be used as a single-level adventure. The entrance from area 19c on level three can easily be changed into a stairway descending from the surface into the heart of the mountain. The stairway would be long, and might include many landings, but need not be eventful unless additional opportunities for adventure are desired.

A more interesting option has an imp deliver a letter from Arisia to the PCs (see The Purple Mountain Campaign, above). The letter might prove more intriguing and provide the additional impetus necessary for the PCs to seek adventure. The PCs can then follow the stairway into the mountain.

Or, a dwarven Cleric of Ferrakus has a visitation from his god. While praying one recent evening, the flickering flame of a lamp transformed into a fiery head that told him of an elemental plot to conquer the world. The nefarious plan can only be thwarted if brave adventurers enter the mountain and confront the elementals. Knowing the PC's reputation, the Cleric urges them to descend the stairway into the mountain. He has no treasure to offer them, and expects that saving the world should be reward enough. All he can provide is the friendship of a Cleric of Ferrakus., which should be no small thing.

## Standard Features

Unless otherwise noted in the text, the following standard features are true throughout the fourth level of Purple Mountain.

**Caverns:** Most of the fourth level consists of caverns and corridors of roiling magma. Only a few safe rooms remain from the original construction. Climbing walls in areas without magma requires a DC 15 Climb check. Unless a PC has some way of mitigating the effects of heat, climbing the walls in areas with magma requires a DC 20 Climb check due to the slickness caused by sweating.

**Exits:** The main entrance to level four is from area 19c of Purple Mountain Level Three, or, if used as a stand-alone module, from a stairway descending into the mountain to area 1. Though not specifically mapped to join particular areas, all of the level three "magma river" areas in link up with lava areas in Purple Mountain Level Four. A shaft in area 20 of level four extends to the surface, passing near area 3 of level one, although it does not exit into the level. Finally, area 7 connects to level five.

**Heat:** The air in the magma filled rooms is a sweltering

120 degrees Fahrenheit, and PCs are subject to the severe heat environmental rules while traveling through them. The air in the finished rooms is just below 90 degrees, causes no negative environmental effects, and is suitable for "cooling off." Every portion of areas 1 and 2 can be used for cooling off, while only the portions of areas 3, 7, 11, 13, and 16 more than 20 feet from the magma can be used for cooling off.

In severe heat (above 110 degrees Fahrenheit), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10 minute period).

**Purple Duck Note:** *Depending on the introductory knowledge the party has, the GM may want to make protective magic, such as scrolls and potions of endure elements available, SHOULD the players think to ask for them, and at reasonable prices for the seller, be it the mongrelmen on level 3, or a vendor or temple on the surface.*

**Illumination:** All magma filled rooms have dim lighting, while finished rooms have no lighting. Creatures within areas of dim light have concealment (20% miss chance in combat) from those without darkvision or the ability to see in darkness. A creature within an area of dim light can make a Stealth check to conceal itself.

**Magma:** Magma channels are ten feet deep unless otherwise stated. Creatures or gear that come in contact with magma are subject to the "Catching on Fire" rules at the GM's discretion.

The constantly roiling magma in level four of Purple Mountain is slightly cooler and denser than described in the Pathfinder rules. Magma here causes 1d10 points of damage per round of exposure (instead of 2d6). Damage from magma continues for 1 round after exposure ceases, but is reduced to 1d6. Immunity or resistance to fire serves as an immunity to magma.

A PC may walk upon the magma by making a DC 10 Acrobatics check, or run by making a DC 20 Acrobatics check. Success allows the PC to move across the shifting surface at half speed, but does not prevent him from taking 1d10 exposure damage per round. Failing the



Acrobatics check by five or more results in the PC being unable to move that round (which may lead to partial immersion).

Because of the increased magma density, total immersion is not as likely as in the Pathfinder rules. In order to be totally immersed, a character must remain stationary for three full rounds. At the beginning of the first round after a character becomes stationary, partial immersion does 3d6 damage. On the second round, 6d6 damage. Total immersion causes 10d6 points of damage per round. Unattended gear and unconscious creatures sink at the same rate.

**Three-Foot Walkway:** The magma filled rooms have a 3-foot wide walkway carved into all walls unless noted otherwise. Most walkways are only a few inches above the magma, so that disturbances in the liquid rock may send a ripple of magma onto the walkway.

The moderate width of the walkways requires no Acrobatics check, but actions such as combat will require one if the following actions are taken: Combat Maneuver, DC 10; Power Attack or Cleave, DC 12; receiving a critical hit- DC equal to ½ critical hit damage. Other combat or exploration activities may require an Acrobatics check, but it is recommended that they be kept to a minimum, to facilitate smooth play.

**Screaming Disks:** Every numbered room on this level has 3-foot diameter polished brass disk mounted near the center of the ceiling. Because the magmin crew melted the rock before placing them, the disks require a DC 30 Strength check to remove. The disks have a strong aura of divination magic.

The disks enhance the screaming spells that Scorchers employ to watch the proceedings. While screaming, Scorchers or his companions can also speak through the disks, which translate the words into both Common and Ignan. Captured or questioned magmin will readily reveal the purpose of the disks.

## Dynamics of Level Four and the Contestants

Magmadome is not merely an adventure where the PCs move from one area to another defeating foes. While some encounters are static, the most important enemies, Scorchers's lieutenants, move through the level just like the PCs. Thus, even if the PCs defeat the denizens of an area, they are not necessarily safe, because the other contestants will be looking for them.

Scorchers's three lieutenants are medium magma elements of distinct tendencies and capabilities.

**Barr Zhee, the Brawler:** This elemental resembles Scorchers before he was transformed from a bully into a martial artist. Barr Zhee evaluates his opponents carefully and tries to goad them by yelling insults at them in Ignan. Barr Zhee begins in area 14, and will initially avoid the young white dragon in area 13.

### BARR ZHEE (CR 5, 1,600 XP)

hp 67; see Appendix I

**Nartarr, the Twister:** The most adaptable of Scorchers's lieutenants, Nartarr prefers to scout his opponents to assess their strengths and weaknesses. Nartarr will readily enter truces for momentary advantage, but has no problem breaking his word to ensure victory. He will also not reveal his ability to evolve until he has decided that his allies are no longer necessary. Nartarr begins in area 18.

### NARTARR (CR 5, 1,600 XP)

hp 70; see Appendix I

**Z'kee, the Faithful:** Z'kee relies on his spells to protect himself and weaken his foes. If faced with overwhelming odds, he will channel negative energy to harm multiple opponents at one time. If he spies a cleric of a new god, they will be the primary focus of his attacks. Z'kee begins in area 5.

### Z'KEE (CR 5, 1,600 XP) B2

hp 75; see Appendix I

## Arisia the Master of Ceremonies

Scorchers and his closest friends will watch the Magmadome action through the screaming disks. Arisia will be at his side, announcing victories, congratulating the contestants for discovering magic items, urging them to find one another, and chastising any that seem unwilling to pick a fight. Many announcements will concern Scorchers's lieutenants, which should heighten the stress levels of the PCs. Her words issue from all screaming disks on level four, allowing everyone to hear.

Arisia's announcements might also include references to various areas of the Magmadome. For ease of use, she will use the same numbering scheme as the map of level four. Neither the lieutenants nor the PCs will make sense of the numbers unless they hear enough announcements to put them in some context. However, explicit names for the areas might help make the PCs uneasy.

Regularly injecting Arisia's observations will help the

# Arisia

## The Master of Ceremonies





adventure to become a true contest, rather than merely an exploration or rooms and the killing of monsters. The PCs should never forget that their foes are accumulating victories and looking for them. Here are examples of what Arisia might say and her style of announcement.

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#### AFTER A VICTORY

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- *“Did you see that? Who would have believed that a mere human could kill an imp with a single bow shot?”*
- *“Oh my! Z’kee ripped its head off in area 6. What more can I say? You’re next, humans, or dwarves, or whatever you are!”*
- *“The dragon fought valiantly but Nartarr finally slew it. He’s in area 16 and hurt pretty bad. Time for the rest of you to finish him off!”*
- *“Barbecued elf! Blackened to perfection! That’s what I call a meal!”*

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#### FINDING A MAGIC ITEM

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- *“The rest of you are too slow! Nartarr just found some healing potions in area 19. Get ready!”*
- *“Those are some nice arrows you found, dwarf. Are you man enough to use them?”*
- *“That’s a pretty mace, human. Shiny and purple. Almost as pretty as your head after Z’kee crushes it!”*

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#### TRIGGERING A TRAP

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- *“Oh my! It will be a cold day on the Plane of Fire before we see someone walk right into a trap like that!”*
- *“Electricity. Cold. It doesn’t matter. The elf wants to trigger all the traps!”*
- *“I told Scorchers nobody would be stupid enough to get caught by his lightning trap. I am happy to say that I was wrong.”*

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#### CONTESTANTS NEAR ONE ANOTHER

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- *“Barr Zhee, can you hear that human breathing in area 11? I hope so, because he’s close!”*
- *“Hey you! Yes, the ones who can’t take the heat. Nartarr’s coming for you. You can’t see him, but he’s there!”*
- *“I can only imagine how the magma must be trembling as Barr Zhee and Z’kee shake the very caverns with their fury!”*

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#### LINGERING IN AN AREA

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- *“Those fragile humans are hiding in area 4. The rest of you, hear me! They’re cowering in fear. Time to finish them off.”*
- *“Barr Zhee is hurt and in the dragon room. Don’t give him time to rest!”*

- *“What’s this? Hey, dwarf! Are you sleeping? Wake up!”*
- *“What? Where did those fire wisps come from? Hang around long enough and who knows what will pop in from the Plane of Fire.”*

## Movement and Conflict Resolution

The contest begins when the PCs enter area 1. Arisia greets them and explains the ground rules before wishing them luck and returning to Scorchers. At this point the contest becomes dynamic, and all four contestants must be monitored (considering the group of PCs as one contestant). An extra copy of the map will be useful for tracking the contestants’ progress.

Managing Scorchers’ lieutenants should not become onerous or the adventure will fail. If too much time is spent moving the magma elementals and resolving their fights, the PCs will be shortchanged. For this reason, the adventure uses an abstract method of moving the lieutenants and deciding the outcomes of their battles.

For every two areas the PCs enter, each of Scorchers’ lieutenants moves one area. This movement is not dependant on time or any other actions the PCs take, just the number of areas they move into. Other creatures generally won’t move at all unless indicated in the description of an area. Based on their health and the position of the other contestants, the magma elementals will choose whether they should fight any creatures in the areas; however, they will use healing magic if they find it. Decide the outcome of these battles by GM fiat.

Keep in mind that the lieutenants are trying to find each other as well as the PCs, and may also move based on Arisia’s announcements. The lieutenants may also form temporary alliances with the PCs or each other.

### Recap of Starting Positions

- PCs: Begin in area 1.
- Barr Zhee the Brawler: Begins in area 14.
- Nartarr the Nefarious: Begins in area 18.
- Z’kee the Mauler: Begins in area 5.

## Random Encounters

Scorchers has populated level four and minimized the possibility of random encounters. Still, some creatures might move through the magma from other levels and some of Scorchers’ minions might be caught on errands. Roll a d12 on the table below if the PCs spend an inordinate amount of time in an area, make loud noises outside of combat, or take an extended rest. Note that the magmin are more likely to run than attack.

D12	Creatures/Event
1	1 Magmin worker (CR 3) — B3
2	3 Fire elementals, small (CR 3) — B
3	2 Fire wisps (CR 6) — Appendix II
4	1 Magma dragon, wyrmling (CR 4) — B2
5	1 Khargra (CR 4) — TOHC
6	3 Magma elementals, small (CR 2) — B2
7	2 Magmin workers (CR 6) — B3
8	1 Flame drake (CR 5) — B2
9-10	Burst magma bubble (DC 15 Reflex save or suffer 2d6 damage in 10 foot radius)
11-12	Gust of heated air blows by the PCs.

## Legend

**B** - *Pathfinder Bestiary*

**B2** - *Pathfinder Bestiary II*

**B3** - *Pathfinder Bestiary III*

**TOHC** - *Massive book that contains Orcus—you know the one; first published by necromancers then frogs.*

## Room 1: Grand Entry (CR 5)

*Well-worn stairs lead down to a large room carved from white stone. Fifty feet deep and 25 feet wide, wide corridors branch from the center of the east and west walls. A dusting of gray ash coats all surfaces, while hot, dry air stings your eyes and throat.*

*About 15 feet in front of you, an ornate pillar extends from floor to ceiling. Before the pillar stands a fiery-haired woman garbed in red and carrying a lute. She smiles and bows, beckoning you to enter. She begins speaking in a beautiful voice that must be trained for singing.*

*“In the name of your host, the great Scorchers, I welcome you to the Magmadome. Although he can’t be here, Scorchers will be watching. Before I tell you the rules, let me assure you that treasure and glory await you. Some of the treasure is magical, if you must know. You’re explorers, adventurers, right? That’s what you seek, the reason for your existence, yes? Then you should be well satisfied.*

*“The rules are very simple. Stay alive! All you find will be yours to keep. Good hunting!”*

*The woman vanishes.*

Scorchers teleports Arisia away as soon as she completes her speech. If the PCs attack Arisia before she leaves, she will give Scorchers’s lieutenant’s extra help in finding them during the contest. Nothing prevents the PCs from turning around and walking back up the stairs. Arisia would taunt them as they go, and the contest would continue with the remaining contestants.

The ash upon the stairs is undisturbed. The north end of the room, near the semicircular alcove, also has an undisturbed coating of ash. Between the stairs and the alcove, however, the footprints of many magmin workers cross the room from east to west and vice versa. The room’s temperature hovers in the high 80’s F, relatively low for the level, and so provides a suitable spot to cool off between encounters.

As the PCs move into the room, Arisia’s voice emanates from the brass disk at the center of the ceiling.

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*“Citizens of the elemental planes, the Material Plane, and all planes in between. Begin the Magmadome!”*

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After a pause, Arisia adds one more thing.

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*“And you human types, I worked all day on this little rhyme, so listen well.*

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*“Untrodden ground,  
Hidden from sight,  
Necromancer’s revenge  
Will sap all your might!”*

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This riddle refers to a *breath of despair* trap centered on the semicircular alcove at the north end of the room. Arisia finds it amusing to provide the PCs a cryptic warning and intentionally composed an awful verse.

**Trap:** A trigger for a breath of despair trap is centered in the 5-foot square in front of the alcove. The tendrils originate in the floor.

## BREATH OF DESPAIR TRAP (CR 5, XP 1,600)

*Any living creatures entering the area trigger this trap—black tendrils of mist appear that sap the strength of any creature they touch. Nonliving creatures (such as constructs or undead) do not set off the trap.*

## DETAILS

**Type:** magic; **Perception** DC 28, **Disable Device** DC 28

## EFFECTS

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**Trigger:** proximity (*deathwatch*); **Reset:** automatic (1 hour)

**Effect:** spell effect (*ray of exhaustion*; Atk +6 ranged touch; DC 19 Fortitude partial); multiple targets (four targets)

**Treasure:** A +1 *cloak of resistance* rests upon the floor of the semicircular alcove. The coating of dust makes it difficult to notice (DC 15 Perception).

**Purple Duck Note:** *The brass disk on the ceiling is not mentioned in the description because the pillar will block it when the PCs enter the room. Brass discs are also attached to the ceiling of every room, but will not be explicitly mentioned in the descriptive text.*

## Room 2: Partially Collapsed Room (CR 5)

*The western portion of this 30-foot by 35-foot room has collapsed, revealing much darker stone behind the white stone of the walls.*

A well-concealed secret door (DC 20 Perception) in the north wall provided a shortcut for the magmin workers but was not intended for use by the contestants. Randomly encountered magmin workers will reveal the location of the secret door in return for their lives. A DC 10 Knowledge (dungeoneering) check reveals the black stone is igneous and volcanic in nature.

**Creatures:** Four ifrits and one wyrmling underworld dragon occupy the room. The ifrits aren't happy to be here, but promised Arisia they would remain with the dragon at least until her "adventurers" arrived. The ifrits and wyrmling will certainly hear Arisia's speech once the PCs reach area 1. Being no fools, the ifrits will hide in the rear of the room and allow the wyrmling to engage first.

The wyrmling will attempt to ambush (+20 Stealth) the first PC entering the room. The ifrits will join in once the PCs are focused on the dragon. If the battle goes poorly, at least one ifrit will flee to area 3 and try to urge the pyrolisk to join the fight.

### UNDERWORLD DRAGON (CR 3, 800 XP)

Underworld Wyrmling  
**hp** 30; see Appendix III

### IFRIT (3) (CR 1/2; XP 200)

**hp** 8 each; see Appendix III

**Treasure:** Each ifrit carries the 100 gp Arisia paid for them to occupy the room. Two of the also have *potions of cure light wounds*. The wyrmling was not able to bring its entire hoard, but does wear a fine silver necklace worth 500 gp.

## Room 3: Sundered Chamber (CR 4)

*Two columns of ornate pillars run the length of this 30-foot wide room. The far end of the room has been eaten away by a roiling channel of magma flowing from northeast to southwest. The opposite side of the channel is a wall of shiny black stone. As you approach the magma, the air burns your skin, lungs and eyes.*

PCs will suffer severe heat effects within 20 feet of the magma. Recall that the wall opposite the room has a 3-foot wide walkway and that the magma channel is the standard 10 feet deep. See the magma description for special environmental rules for this level.

**Creatures:** A pyrolisk basks in the heat from the bubbling magma. The soothing sounds of liquid rock will prevent the pyrolisk from noticing any fighting in area 2 unless one of the ifrits arrives to inform it.

### PYROLISK (CR 4, 1,200)

**hp** 22; see Appendix III

**Treasure:** Scorcher did not allow the pyrolisk to bring its treasure here. However, one *scroll of resist fire* (10) and 6 arrows with porphyrite heads lie in the southwest corner of the room.

## Room 4. Metallic Fibers Room (CR 4)

*As you approach this chamber, the bubbling of the magma subsides, suggesting that the magma might be shallower here. A strange fiber that glints like metal covers most of the chamber's walls.*

The magma here is only two feet deep, counts as difficult terrain for medium or larger creatures, and can cause partial submersion (3d6 damage the first round). A DC



20 Knowledge (planes) check reveals that the fibers are not made of metal; they are the remains of hibernation cocoons spun by extraplanar creatures called akatas. The fibers are so thick that the 3-foot ledge shrinks to 1 foot within the room, requiring a DC 10 Acrobatics check to navigate.

**Creatures:** Since the akatas cannot hear, they will not be drawn to combat in the adjacent rooms and will not hear the PCs. However, depending on how the PCs approach, the akatas may notice shadows moving upon the walls or light sources distinct from the magma (Perception +1). If the akatas see the PCs before the PCs see them, they will climb the walls of the room (Stealth +10) and attempt to surprise the intruders from above.

#### **AKATA (4) (CR 1, 300 XP)**

**hp** 22 each; see Appendix III

**Treasure:** Akatas don't covet treasure, yet somehow 5 green garnets (50 gp each) became embedded in the cocoon fibers in the southern part of the chamber. The gems do not stand out in the dim magma light (DC 12 Perception) but will be easily found if the PCs are actively searching.



**Akata**

## Room 5. Locked Chest

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*A small metal chest sits on an island in the magma.*

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No walkway extends to the island. Unless the PCs wish to brave the magma, they must reach it by jumping, flying, or some other creative means. If the PCs spend a lot of time near the island, they might be spotted by the akatas in area 4.

**Creatures:** Z'kee the Mauler begins in this room.

**Treasure:** The chest is locked (DC 25 Disable Device). Because of the proximity of the magma, the metal is very hot, which gives a -5 circumstance penalty to Disable Device checks for anyone unable to mitigate the effects of heat. The chest contains 2 *potions of cure moderate wounds* and a *wand of bless* (20 charges).

## Room 6. Marbled Chamber (CR 4)

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*The walls of this chamber are of white stone, similar to the stone of the entry room at the foot of the stairs. A stone shelf about 25 feet wide occupies the southern end, rising only an inch or two above the magma.*

---

The walkways out of the lava are only a foot wide here, requiring a DC 10 Acrobatics check to traverse safely, to reach the stone shelf.

**Creatures:** An aghash waits on the stone shelf. Scorchier brought the creature here against its will. It is quite unhappy and immediately attacks intruders. The aghash will single out an opponent, preferably a spellcaster. It will then envelop the victim within its sandstorm ability and *bestow curse*, using *spectral hand* if necessary. The aghash will use *dimension door* to attack the other foes within the sandstorm and keep them off balance.

The aghash wears *bracers of armor +1*, increasing its AC from 18 to 19.

**AGHASH (CR 4, 1,200 XP) B3**

**hp** 42; see Appendix III

**Treasure:** The aghash wears *bracers of armor +1*, detailed in nauseating tones of purple and green enamel.

## Room 7. Strangely Fissured Chamber (CR 6)

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*A number of short tunnels branch from this jagged, magma free chamber.*

---

If the PCs move into the room so that they are more than 20 feet from the magma, they will no longer suffer severe heat effects.

A blackened humanoid skeleton lies about 10 feet inside the easternmost alcove, incinerated years ago by some unknown enemy. All of the victim's clothing and equipment was burned away except for two pieces of jewelry. The rear of the alcove bends toward the north and constricts, leaving barely enough space for a human to squeeze through the passage. Past the constriction, the passage widens again and slopes down toward Purple Mountain Level Five.

**Creatures:** Scorchier thought it amusing to place a hell moth in this chamber. Unlike most other creatures in the Magmadome, the hell moth has no fire immunity. It is now in a perpetually foul mood. The hell moth stands in the rear of the chamber to minimize the effects of magma heat. If it spots anyone approaching, it will retreat into one of the recesses and attempt to strike with surprise. But the hell moth is not patient, and will initiate an attack regardless of the circumstances if intruders linger too long near the entrance of its chamber.

**HELL MOTH (CR 6, 2,400 XP) TOHC**

**hp** 76; see Appendix III

**Treasure:** The skeleton wears a *ring of protection +1* upon its right index finger and a gold chain around the left ankle (1,100 gp).

## Room 8. Captive Elemental

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*In the center of the chamber, a massive humanoid head composed of bright orange flame bobs above the magma. The mouth opens wide in a voiceless howl before the head falls beneath the magma. Within seconds, the head rises once more. As it breaks the surface, bubbles of magma ripple outward, expanding until they are one or two feet in diameter, then popping, sending up a spray of liquid rock.*

---

Elementals forced the original inhabitants of the level to

flee. Still, they inflicted losses upon the elemental forces. A huge fire elemental was defeated in this chamber and imprisoned within the magma. The elemental itself poses no danger; however, the bubbles generated as it moves up and down within the magma burst when they reach the surface. PCs must make a DC 15 Reflex save every two rounds they are in this chamber or suffer 2d6 damage, even when moving upon the walkway that runs along the walls.

The elemental tries to speak each time its head clears the magma, but the power of the planar binding prevents it from being heard. If any of the PCs speak Ignan, they may be able to read the elemental's lips. The creature begs for release and promises to serve anyone that frees it. While PCs in this adventure probably do not have the means to dispel a *planar binding*, they could return after acquiring more experience and attempt to make a deal with the elemental or even form a covenant with it (see *Legendary Classes: Covenant Magic*).

### Room 9. Servants of the City of Brass (CR 4)

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*No walkways line the magma filled tunnel that approaches this room. To reach solid ground, you will have to find another way to cross the magma.*

---

The 3-foot walkways are missing from the final 20 feet of the tunnels that approach this area from the southwest and north, and the magma is only 2 feet deep. The reason is not clear and there are no marks on the walls to suggest the walkways have been removed. At this depth, the magma counts as difficult terrain for medium or larger creatures and can cause partial submersion (3d6 damage the first round).

**Creatures:** Two azers occupy the room and prefer to remain on the solid floor. Even though they are immune to the effects of magma, they are only 4 feet tall and their movement would be hindered if they entered magma. However, if they hear the PCs approaching, they may submerge themselves in the lava and wait for the PCs to pass before jumping from the magma to grapple.

If a magma ambush is not possible, the azers will work to surprise the PCs by moving into the darker areas of the room away from the lava. One of the azers will consume its potion of invisibility. They will spring out at the moment of greatest advantage and attempt to flank a PC

and cause maximum heat damage.

#### AZER (2) (CR 2, 600)

hp 15 each; see Appendix III

**Treasure:** Each azer carries a masterwork warhammer. One azer has a *potion of invisibility* while the other has a *potion of resist cold* (10). Both are contained in thick ceramic containers that resemble bricks.

### Room 10. Large Domed Chamber (CR 5)

---

*The ceiling in this chamber is relatively smooth compared to the other chambers, as if it had been partially finished, and it is shaped something like an oblong dome. Horrific visages at least 4 feet tall have been carved into the walls just above each of the entrances. Although all of the passages leading into the chamber have 3-foot walkways, the chamber itself has no walkways.*

---

Since this chamber serves as a nexus for tunnels leading to many other rooms, the lack of walkways probably will not deter the PCs.

**Creatures:** Fire snakes move just below the surface of the magma. Because the magma is similar to their natural environment, the fire snakes need not make Acrobatics checks to move across the surface. The fire snakes will attempt a stealthy (+15 Stealth) approach on any PC traversing the chamber. The snakes are also capable of climbing the walls (+11 Climb) to reach PCs.

#### FIRE SNAKE (4) (CR 1, 400 XP)

hp 13 each; see Appendix III

**Treasure:** One of the fire snakes wears *lesser bracers of archery* around its midsection, placed by Scorcher in a mischievous mood. If the snake is killed, it might sink into the magma, making the bracers difficult to recover.

### Room 11. Storage Chamber (CR 5)

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*Clay pots, urns, and broken earthenware are scattered over the floor of this magma free chamber. The floor near some cracked pots is discolored, suggesting that they once contained liquid.*

---



If the PCs move into the room so that they are more than 20 feet from the magma, they will no longer suffer severe heat effects.

The original inhabitants of the complex used this room for the storage of foodstuffs and alcoholic beverages. The room was ransacked long before Scorchers arrived and any edibles eaten or spoiled.

**Creatures:** The chamber holds a group of devils: 2 imps and 2 lemures. The imps can't help themselves. Despite all the fighting and killing occurring throughout the level, and the regular announcements by Arisia, they are engaged in a loud argument in Infernal. Anyone listening will quickly deduce that the imps have known one another for years and have resumed some old argument that doesn't make sense to the casual observer. The lemures watch the imps without comprehension.

Because the devils are distracted, anyone approaching by Stealth gains a +2 circumstance bonus. The lemures are not intelligent and will quickly move to strike any intruders they notice. On the other hand, the imps are crafty beasts and will become invisible and fly into position before attacking.

If the battle goes poorly for the imps, at least one will flee toward area 13 (possibly consuming a potion of haste), remaining visible long enough that its foes will clearly follow its path. The creature hopes to draw its enemies into a battle with the white dragon. If the dragon has already been slain, any surviving imps will just try to stay alive and harry the Magmadome contestants.

#### IMP (2) (CR 2, 600 XP) B1

hp 16 each; see Appendix III

#### LEMURE (2) (CR 1, 400 XP)

hp 13 each; see Appendix III

**Treasure:** One of the clay pots contains a *potion of protection from fire* and another holds a *potion of spider climb*. A masterwork porphyrite short sword rests beneath a pile of clay shards near the west wall. One of the imps has a *potion of haste*.

### Room 12. Foulness from the Plane of Fire (CR 5)

*This room has an exceptionally high ceiling at least 50 feet high. A wide rock shelf 15 feet wide and 10 feet*

*deep juts from the wall at the north end, about 20 feet above the magma. A dark, man-sized shape moves from side to side upon the shelf.*

**Creatures:** A rast restlessly paces on the shelf. Without its pack mates, it has been reluctant to leave its perch in search of food. However, if prey should enter the chamber, the rast will employ its paralyzing gaze and fly down from the shelf to feast.

#### RAST (CR 5, 1600 XP)

hp 51; see Appendix III

**Treasure:** The rast has no treasure, but the original inhabitants of the level left behind a couple of items on the shelf: a *traveler's any-tool* and 2 *stubborn nails*.

### Room 13. Dragon Out of its Element (CR 6)

*The passageway is free of magma, as is the chamber beyond. The temperature cools slightly as you approach this large, three sided chamber, and you feel the barest touch of a cool breeze emanating from the room.*

The temperature drop is due to the chilling presence of a young white dragon. Because of this, if the PCs move into the room so that they are more than 10 feet from the magma, they will no longer suffer severe heat effects.

**Creatures:** Scorchers placed a white dragon here because his lieutenants would fear a creature of cold. The dragon killed a dozen magmin as they wrestled it into place and is extremely angry over its predicament. Now it huddles at the rear of the chamber, as far from the magma as it can get. However, should any creature of the elemental Plane of Fire approach, the dragon will become enraged and attack immediately.

On the other hand, the PCs are a different case. While the dragon is not particularly smart, it will recognize that the PCs are not representatives of the creatures that imprisoned it. If the PCs think fast, speak Draconic, and offer the proper inducements, they might convince the dragon to help them fight the fire-based denizens of level four. However, the dragon is chaotic evil, and would not hesitate to turn upon the PCs if escape was assured and it had an advantage.

Still, it is more likely the PCs will end up fighting the

dragon, especially if they charged into the room chasing after an imp fleeing from area 11. In that case, the dragon will prefer to attack from the air.

#### WHITE DRAGON (CR 6, 2,400 XP)

Young White Dragon

**hp** 66; see Appendix III

**Treasure:** Ever the lover of sport, Scorcher left the dragon two *potions of cure moderate wounds* so that it might give his lieutenants a greater challenge. Scorcher also has a sense of humor, and indulged it by giving the dragon a *necklace of fireballs (type II)*, a magic item that would be useless against creatures from the elemental Plane of Fire.

## Young White Dragon



#### Room 14. The Pick

*This chamber smells vaguely of sulfur. The black obsidian walls are dull rather than shiny, and are covered with soot and grime.*

The magma is only two feet deep in this room and counts as difficult terrain for medium or larger creatures and can cause partial submersion (3d6 damage the first round).

It is not clear why the walls are covered with soot, or why the soot smells like sulfur. However, a few words have been written in the soot on northwest wall in Common: FERRAKUS HEAR US.

**Creatures:** Barr Zhee the Brawler begins in this room.

**Treasure:** Though it would be hard to explain after so many years, a +1 *heavy pick* lays forgotten on the eastern walkway.

## Room 15. Snacking Xorn (CR 6)

*This magma filled chamber has many niches, hand-holds and shelves along the walls. Some of the shelves hold dusty bottles and small porcelain boxes.*

The excavators of the level used this room as an infirmary. The intense heat long ago evaporated the medicinal liquids and salves in the containers.

**Creatures:** Scorchier put the xorn here as a test for his lieutenants. He then had to convince the xorn to stay, as he couldn't keep it from moving through the rock. That's why Scorchier brought gems from Cragpoeth and left them upon the shelves on the southern wall. He figured that it would be enough food to keep the xorn happy for at least a couple of days.

Unless it is attacked, the xorn feels no animosity toward the PCs, although it may be drawn to conspicuous gems or precious metals and attempt to eat them. Conversely, the PCs might be able to bribe the xorn with the proper offering of gems or precious metals and gain an ally for a time.

### XORN (CR 6, 2400 XP)

**hp** 66; see Appendix III

**Treasure:** Scorchier heaped gems on the shelves on the southern wall. He did not organize the gems, and so the various types are jumbled together. There are 6 white pearls (600 gp), 1 violet garnet (500 gp), 20 turquoise (200 gp), 5 bloodstones (250 gp), and 15 agates (150 gp).

## Room 16. Heavy Equipment (CR 6)

*The chamber's floor is at least 2 feet above the magma level. Faded gouges crisscross the floor, as if heavy objects had been moved.*

If the PCs move into the room so that they are more than 20 feet from the magma, they will no longer suffer

severe heat effects.

Excavation equipment was stored here. Heavy crates were moved in and out on metal skids that left tracks in the floor. The tracks are obviously very old. One crate remains in the southwest corner of the room. About 4 feet on a side, the wood is desiccated from the heat and fragile. Anyone of average strength could easily open it.

**Trap:** The 5-foot square in front of the crate serves as the trigger for an electricity arc trap. If the trap is triggered, electricity arcs in a straight line out from the crate and through that square.

### ELECTRICITY ARC TRAP (CR 6, XP 3,200)

**Type:** mechanical; **Perception** DC 26, **Disable Device** DC 25

#### EFFECTS

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

**Effect:** electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-foot line)

**Treasure:** The crate contains 6 sledgehammers, 4 light hammers, 3 iron wedges, and 12 iron spikes. All are well made and well preserved in the dry air. Scorchier also placed 2 *potions of cure light wounds* and 1 *potion of cure moderate wounds* behind the crate.

## Room 17. Enigmatic Crystal Room (CR 6)

*Green, white, and yellow crystals adorn the walls and ceiling of this chamber, ranging in size from less than an inch to almost a foot. Organized into swirling patterns, they amplify the dim ambient light of the magma to the illumination of midday. The sparkling of the crystals seems oddly synchronized.*

Minerals in the surrounding rock promote the growth of these crystals (DC 15 dungeoneering). As gems, they are worthless (DC 20 Appraise); however, the xorn in area 15 might still find them tasty. The crystals do not radiate magic or glow without an external light source.

**Trap:** A trigger for a weakened cone of cold trap is centered on the brass disk in the middle of the ceiling and has a radius of 20 feet. The cone emanates from just above the northwestern exit and is focused toward



the southeast. Because they are sensitive to cold, nearby creatures from the elemental Plane of Fire might notice a cold trap that has been triggered (DC 23 Perception).

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**WKND CONE OF COLD TRAP (CR 6, XP 3,200)**

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**Type:** magic; **Perception** DC 30, **Disable Device** DC 30

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**EFFECTS**

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**Trigger:** proximity (*alarm*); **Reset:** none

**Effect:** spell effect (*weakened cone of cold*, 3d6 cold damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 60-foot cone)

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**Room 18. Scorcher's Treasure (CR 6)**

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*The wide chamber branches into three short tunnels. The magma is calm, with an almost glassy surface. In the rear of the center tunnel hover two blue balls of light, and between them is a boxlike object- seemingly made of bone...*

The magma is only two feet deep in this room and counts as difficult terrain for medium or larger creatures and can cause partial submersion (3d6 damage the first round).

**Creatures:** Nartarr the Nefarious begins in this room. Scorcher also placed two of his pet fire wisps in the room. The creatures are trained to attack anything that disturbs Scorcher's treasure, which he has thoughtfully placed on a walkway along the southern wall. The fire wisps are hovering near the rear of the middle tunnel, and stand out in the dim light. They will attack the moment Scorcher's treasure is touched. Nartarr wants nothing to do with them if he doesn't have to- yet. If encountered before he moves on, he will slyly encourage the PCs to have a go at the treasure chest, and then attack in concert with the wisps.

A DC 25 Knowledge (planes) check tells a PC that fire wisps are often the pets of creatures from the Plane of Fire. Armed with this knowledge, a PC that speaks Ignan and is trained in the Handle Animal skill can try to convince the fire wisps to back down. Shouting the Ignan words "back", "down", or "stay" allows the PC to make a Handle Animal check. Success with a 20 DC causes the fire wisps to hesitate 3 rounds before resuming their attack; if the PCs leave the chamber during those rounds the fire wisps will not pursue. Success with a 25

DC causes the fire wisps to break off and return to the middle tunnel; they will not resume the attack unless the treasure is again disturbed. The fire wisps are loyal to Scorcher and will not accept training by a new master.

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**FIRE WISP (2) (CR 3, 800 XP) B1**

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**hp** 32 each; see Appendix II

**Treasure:** The 'bone chest' is actually lacquered, painted wood. It contains 100 sp, a bone scroll case containing a *scroll of barkskin* and a second bone scroll case holding a *scroll of cure moderate wounds*. Behind the chest is a +1 longbow.



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**Room 19. Large Treasure Chest (CR 5)**

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*The floor in the rear half of the chamber is jet-black stone. A large wooden chest banded with black iron strips sits near the rear wall.*

The lock on the chest is simple (DC 20 Disable Device).

**Trap:** At Scorcher's direction, the magmin set up a deadfall trap beside the chest. If the chest is opened

before the trap is disabled, large chunks of obsidian rain down around the chest. The chest sits within the area of the trap, and will be smashed open if it takes 15 or more points of damage.

#### DEADFALL TRAP (CR 5, 1,600 XP) B1

**Type:** mechanical; **Perception** DC 20, **Disable Device** DC 25

##### EFFECTS

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

**Effect:** Atk +11 melee (4d6), multiple targets (all targets in a 10 foot square)

**Treasure:** The chest contains items resistant to damage if the chest is smashed. Inside, there are two *potions of cure moderate wounds* in metal flasks and an odd type of clothing Scorchier found in another part of the level: a suit of medium-sized leather armor with porphyrite studs.

#### Room 20. Connection with Level One

*The heat in this chamber seems much more intense than in the other parts of the level. In the center of the chamber, a 10-foot diameter plume of molten rock jets twenty to thirty feet in the air. There is no ceiling here, just a shaft that extends into the darkness above.*

The shaft, as well as the tremendous heat of the lava, exits the mountain near level one. No handholds, ladders, etc. are visible in the shaft to aid climbing. While the shaft does not enter level one, it passes near area 3 of that level, slightly heating the walls. A few hours of digging with proper tools would connect level one to the shaft.

The heat from the magma plume is intense. Particles of magma spray in all directions and almost reach the 1-foot walkway. If PCs move off the walkway while in this chamber, they will suffer 1d10 points of exposure damage per round.

#### Room 21. Small Island (CR 5)

*A small island rises from the magma at the center of the chamber. No walkway extends to the island. On the island, a battered chest lays on its side. Scrapes and gouges in the wood suggest that someone has tried to*

*open it.*

The chest has an average lock (DC 25 Disable Device).

**Creatures:** A barbaz tried and failed to open the chest. It has given up and now waits for the expected encounter with Scorchier's magma elemental lieutenants (+2 circumstance bonus to Perception checks). If the barbaz notices the PCs approaching, it will drop into the lava behind the island, holding onto the edge of the land to remain in place, and positioning itself so that the chest obscures its hands.

When it enters battle, the barbaz will first use the summon ability to place allies in front of its foes. Then it will use the greater teleport ability to appear behind its enemies.

#### 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.

## BEARDED DEVIL (BARBAZU) (CR 5, 1600 XP)

hp 57; see Appendix III

**Treasure:** Ironically, the chest contains nothing that would help the barbazu: a *1st level pearl of power*, a *potion of resist fire*, and a *scroll of protection from fire*. Who says Scorcher doesn't have a sense of humor?

## Room 22. Rage of the Molten Rock-worm (CR 5)

*The ceiling of this chamber is studded with red, black, and white crystals, ranging in size from one to six inches. The crystals sparkle dully in the ambient light provided by the magma.*

The crystals are arranged in swirling patterns reminiscent of area 17, but invoke a vague sense of vertigo if observed for more than a few seconds. Also like the crystals in area 17, minerals in the surrounding rock promote the growth of these crystals (DC 15 dungeoneering). The crystals are non-magical, and not worth the effort to harvest (DC 20 Appraise); however, the xorn in area 15 might still find them tasty.

A well-concealed secret door (DC 20 Perception) in the south wall provided a shortcut for the magmin workers but was not intended for use by the contestants. Randomly encountered magmin workers will reveal the location of the secret door in return for their lives.

The presence of two thoqqas raises the temperature slightly compared to most other magma chambers. PCs will notice this with a DC 25 Perception check.

**Creatures:** Two thoqqas float in the magma, basking in the hospitable environment but still angry with Scorcher for bringing them here against their will. This anger quickly transfers to anyone that enters the area. The thoqqas are crafty enough to let any intruders proceed into the chamber before attacking; the bigger space will give them more room to maneuver.

## THOQQUA (3) (CR 2, 600 XP)

hp 22; see Appendix III

**Treasure:** A pile of 100 gp sits on the walkway near the secret door. The heat generated by the magma and thoqqas melted the gold slightly so that the pile is now one big mass of metal. A diamond (1200 gp) sits amongst

small stones on the walkway a few feet from the gold pile, and is difficult to spot (DC 20 Perception).

## Concluding the Adventure

The adventure has two likely outcomes. First, the PCs could refuse to participate in the Magmadome and leave. They could do this at any time. Scorcher probably would not pursue them, as the main purpose of the Magmadome would remain intact; namely, the choosing of his second-in-command. The PCs also would not discover the route to deeper levels of Purple Mountain. Although they could return at a later time in the hope that Scorcher's creatures would be gone, other monsters even more dangerous might move in to fill the power vacuum. With the Magmadome, the PCs at least have some idea of what to expect.

This would be a disappointing outcome for all concerned. The PCs are adventurers and should welcome the opportunity to prove themselves. It will be their loss if they flee and give up the chance for riches and glory.

Second, the PCs could defeat most or all of the creatures in the Magmadome. This would leave Scorcher without a second-in-command and probably very angry. Arisia would point out that the disloyal magma elementals really got what they deserved, and that Scorcher should have no difficulty finding other candidates. She would be the restraining influence on Scorcher; he would just as soon kill the PCs. Arisia would rather not lose additional elemental forces before she has created a real army. She also believes that by treating the PCs honorably they could be enlisted into Scorcher's service at some later date. The PCs would not have to know Scorcher's or Arisia's true goals, just that they would once more be paid for a job well done.

Thus, after the PCs have completed the adventure, level four of Purple Mountain will be both a gateway to deeper levels and an opportunity for further adventures with creatures from the Plane of Fire.



## Appendix I: Unique Enemies

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

### ARISIA (CR 7; 3,200 XP)

Female ifrit bard (celebrity) 8

N Medium outsider (native)

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

#### DEFENSE

**AC** 16, touch 12, flat-footed 14

(+4 armor, +2 Dex)

**hp** 47 (8d8+8)

**Fort** +3; **Ref** +8; **Will** +4; +4 vs. bardic performance, language-dependant, sonic

**Resist** fire 5

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk shortsword +7/+2 (1d6/19-20)

**Ranged** mwk dagger +9 (1d4/x3)

**Special Attacks** bardic performance 22 rounds/day (move action; countersong, distraction, fascinate, gather crowd, inspire competence +3, shining star, *suggestion*)

**Spell-Like Abilities** (CL 8th; concentration +12)

1/day—*burning hands* (R, DC 15)

**Bard Spells Known** (CL 8th; concentration +12)

3rd (3/day)—*bind object*, *clairaudience/clairvoyance*, *dispel magic*

2nd (5/day)—*calm emotions* (W, DC 16), *compassionate ally* (W, DC 16), *enthrall* (W, DC 16), *glitterdust* (W, DC 16)

1st (5/day)—*beguiling gift* (W, DC 15), *charm person* (W, DC 15), *friendly face* (W, DC 15), *pacifist* (W, DC 15), *tap inner beauty*

0th (At-will)—*dancing lights*, *daze* (W, DC 14), *detect magic*, *flare* (F, DC 14), *prestidigitation*, *read magic*

#### STATISTICS

**Str** 10, **Dex** 14, **Con** 12, **Int** 14, **Wis** 6, **Cha** 18

**Base Atk** +6; **CMB** +6; **CMD** 18

**Feats** Arcane Strike, Firesight, Skill Focus (Perform [act, wind instrument])

**Skills** Acrobatics +13, Knowledge (arcana) +13, Knowledge (local) +13, Knowledge (planes) +13, Perform (act) +18, Perform (wind instruments) +18, Spellcraft +13, Use Magic Device +15

**SQ** bardic knowledge +4, famous (Purple Mountain) +2, fire affinity, hypnotic, versatile performance (act, wind instruments)

**Languages** Common, Dwarven, Ignan, Undercommon

**Combat Gear** *dust of darkness*, *potion of cure moderate wounds*, *potion of eagle's splendor*; **Gear** belt pouch (32

gp), 2 pair of jeweled earrings (100 gp/pair), necklace of office (750 gp), noble's outfit, mithral shirt, *pipes of sounding*, *ring of sustenance*, signet ring, vial of perfume from the Advent Imperiax,

Arisia is the master of ceremonies for the contest that Scorchers is running in the magmadome. She is a consummate professional and strives to provide the best entertainment possible for her hosts. She will tailor her performance to the tastes of her audience but tends to get swept up in the excitement of the moment. Arisia holds no ill-will against mortals participating in the contest.

**Purple Duck Note:** *The celebrity archetype is from Ultimate Magic.*

### BAR ZHEE, THE BRAWLER (CR 5; XP 1,600)

Magma elemental monk (martial artist) 4

LE Medium outsider (earth, elemental, extraplanar, fire)

**Init** +3; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 20, touch 13, flat-footed 16

(+1 dodge, -1 Dex, +7 natural, +1 monk, +2 Wis)

**hp** 67 (8 HD; 4d10+4d8+24)

**Fort** +11, **Ref** +7, **Will** +7

**Defensive Abilities** evasion, **Immune** fire, elemental traits

**Vulnerability** cold

#### OFFENSE

**Speed** 30 ft., burrow 20 ft.; earth glide

**Melee** unarmed strike +11 (1d8+6 plus burn), or unarmed strike flurry of blows +9/+9 (1d8+3 plus burn)

**Special Attacks** burn (1d4, R, DC 14), flurry of blows, lava puddle, stunning fist (4/day; F, DC 15)

#### STATISTICS

**Str** 18, **Dex** 8, **Con** 17, **Int** 6, **Wis** 15, **Cha** 9

**Base Atk** +7; **CMB** +12 (+14 grapple); **CMD** 21 (23 vs. grapple)

**Feats** Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Tiger Claws, Tiger Style

**Skills** Acrobatics +6, Knowledge (dungeoneering) +5, Perception +9, Stealth +10

**SQ** fast movement, ki pool (4 points; magic), maneuver training, martial arts master, pain points

**Languages** Ignan

**Gear** *bonebreaker gauntlets*

#### SPECIAL ABILITIES

**Burn (Ex)** A magma elemental's burn DC includes a -2

racial penalty, as their fires don't burn quite as hot as true elemental flames.

**Earth Glide (Ex)** A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A move earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Lava Puddle (Su)** Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

## Bar Zhee, The Brawler



Bar Zhee is a disciplined combatant who has trained in the tiger style of martial arts. Normally, his magma form makes him too imposing to attack directly, however should a participant in the Magmadome challenge Bar Zhee directly he will use his *bonebreaker gauntlets* to sap his opponents strength before killing him with a fiery bear hug. If he is unable to grapple opponents he will use tiger claw strikes to cause them to bleed out.

**Purple Duck Note:** *The martial artist archetype is from Ultimate Combat.*

### NARTARR, THE TWISTED (CR 5; XP 1,600)

Magma elemental sorcerer 4  
NE Medium outsider (earth, elemental, extraplanar, fire)  
**Init** +4; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 17, touch 10, flat-footed 17  
(+7 natural)

**hp** 70 (8 HD; 4d10+4d6+32)

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

**Immune** fire, elemental traits

**Vulnerability** cold

#### OFFENSE

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** slam +7 (1d6+1 plus burn)

**Special Attacks** burn (1d4, R, DC 12), lava puddle

**Bloodline Abilities** evolution level 3 (3 EP; 4 rounds)

**Sorcerer Spells Known** (CL 4th; concentration +6)

2nd (4/day)—*bull's strength*

1st (7/day)—*aggravate animal* (W, DC 13), *cure light wounds*, *mage armor*, *web bolt* (R, DC 13)

0th (at-will)—*arcane mark*, *bleed*, *detect magic*, *disrupt undead*, *message*, *open/close*

**Bloodline** eidolon

#### WHILE EVOLVED

**Melee** bite +7 (1d6+1 plus 1d6 acid plus burn), slam +7 (1d6+1 plus 1d6 acid plus burn)

#### STATISTICS

**Str** 12, **Dex** 10, **Con** 19, **Int** 6, **Wis** 11, **Cha** 15

**Base Atk** +6; **CMB** +7; **CMD** 17

**Feats** Combat Casting, Eschew Materials, Improved Initiative, Iron Will, Power Attack

**Skills** Knowledge (arcana) +5, Perception +7, Spellcraft +5, Stealth +7

**SQ** bloodline arcana (+2 save vs. eidolon spells)

**Languages** Ignan

**Gear** *ring of arcane signets*, *rod of thunderous force*

#### SPECIAL ABILITIES

**Burn (Ex)** A magma elemental's burn DC includes a -2

racial penalty, as their fires don't burn quite as hot as true elemental flames.

**Earth Glide (Ex)** A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A move earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Lava Puddle (Su)** Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

Nartarr was birthed or originated from a series of pools into which mortal summoners and their precious eidolons were burned during the NewGod wars. From interation, Nartarr's form became as mutable as the eidolons that the pools consumed. Wielding arcane power to devastating effect, Nartarr is also able to transform his body for a short time each day adding a bite attack and excreting acid along his natural attacks. Being birthed after the wars he is unprepared for the treachery of mortals but if he finds himself cornered or seriously threatened he will use the *rod of thunderous force* to even the odds. He is not above retreating and healing himself.

**Purple Duck Note:** *The eidolon bloodline is from Monstrous Bloodlines for Sorcerers II.*

### Z'KREE, THE FAITHFUL (CR 5; XP 1,600)

Magma elemental cleric of Drothos 4  
CE Medium outsider (earth, elemental, extraplanar, fire)  
**Init** +5; **Senses** darkvision 60 ft.; Perception +9

**Aura** chaotic/evil (moderate)

#### DEFENSE

**AC** 20, touch 11, flat-footed 19  
(+1 Dex, +7 natural, +2 shield)

**hp** 75 (8 HD; 4d10+4d8+32)



**Fort** +11, **Ref** +6, **Will** +7

**Immune** fire, elemental traits

**Vulnerability** cold

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### OFFENSE

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**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** +1 *flammar* +9 (1d8+1) or slam +8 (1d6+1 plus burn)

**Special Attacks** burn (1d4, R, DC 13), channel negative energy 4/day (W, DC 13; 2d6) lava puddle

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

5/day—*acid dart* (1d6+2 acid), *touch of evil* (2 rounds)

**Cleric Spells Prepared** (CL 14th; concentration +6)

2nd—*create pit*<sup>D</sup>, *hold person* (W, DC 14), *resist energy*, *sound burst* (F, DC 14)

1st—*bane* (W, DC 13), *burning disarm* (R, DC 13), *entropic shield*, *protection from good*<sup>D</sup>, *shield of faith*

0th—*ball of air* (R, DC 12), *blasting echo*, *detect magic*, *guidance*

**D** domain spell; **Domains** Earth (Caves), Evil

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### STATISTICS

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**Str** 12, **Dex** 12, **Con** 17, **Int** 4, **Wis** 15, **Cha** 12

**Base Atk** +7; **CMB** +8; **CMD** 19

**Feats** Combat Casting, Improved Initiative, Power Attack, Toughness

**Skills** Knowledge (religion) +4, Perception +7, Spellcraft +4, Stealth +6

**Languages** Ignan

**Gear** mithral heavy shield, obsidian holy symbol of Drothos, *lesser bouncing metamagic wand*

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### SPECIAL ABILITIES

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**Burn (Ex)** A magma elemental's burn DC includes a –2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

**Earth Glide (Ex)** A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A move earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Lava Puddle (Su)** Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This

damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

Z'kree is one of Scorchers' lieutenants and a disgraced cleric of Drothos. As the Elemental Lords were defeated in the NewGod wars, many elemental outsiders have abandoned their faith in the Lords in favor of accumulating their own power. Z'kree hopes to win this contest and raise the stature of Drothos, the Magma Exarch, in the minds of other elementals. He will use his spells first to weaken opponents before entering combat with his *flammar*.

## Appendix II: New Monster

The fourth level of Purple Mountain is home to one new monster.

### FIRE WISP

*Tiny balls of malevolence streak toward you, their blue flames coalescing into skull-like shapes.*

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#### FIRE WISP (CR 3; XP 800)

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NE Diminutive outsider (elemental, extraplanar, fire)

**Init** +4; **Senses** darkvision 60 ft.; Perception +14

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#### DEFENSES

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**AC** 19, touch 14, flat-footed 15

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

**hp** 32 (5d10+5)

**Fort** +5, **Ref** +8, **Will** +3

**DR** 5/magic; **Immune** elemental traits, fire

**Vulnerability** cold

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#### OFFENSE

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

**Melee** touch +13 (1d6 fire plus ignite)

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

**Special Attacks** fiery leap

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#### STATISTICS

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**Str** 1, **Dex** 18, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6

**Base Atk** +5; **CMB** +5; **CMD** 19 (can't be tripped)

**Skills** Fly +20, Perception +11, Stealth +20

**Feats** Skill Focus (Perception, Stealth), Weapon Finesse

**SQ** gaseous

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#### SPECIAL ATTACKS

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**Fiery Leap (Ex)** A fire wisp can attack as many creatures in a single round as it can reach in a full round of move-

ment (40 ft.), in visible arcs of blue fire. Each attack is made at its full attack bonus but it can only attack each creature once.

**Gaseous (Ex)** The gaseous body of a fire wisp can travel through small openings such as pinholes. They cannot enter water or other liquids but are not affected by strong winds.

**Ignite (Ex)** Any creature that takes damage from a fire wisp catches fire.

Fire wisps are creatures of elemental flame with animal intelligence. Fire elementals and other beings from the Plane of Fire sometimes keep fire wisps as pets. Although the creatures are difficult to train, they can serve admirably in the role of watchdog.

When trained, fire wisps will attack on command any being that is not their master or their master's compatriots. Otherwise, fire wisps are very aggressive and will attack most creatures they do not sense as being more powerful. Like animals from the Material Plane, fire wisps will usually flee a losing battle unless they are defending their home or offspring.

Fire wisps manifest as tiny balls of blue flame that could easily fit into a human palm. When they attack, the flame subtly shifts to resemble the outlines of a fiery skull. This visage has no power in itself, but can be frightening to superstitious denizens of the Material Plane.

## Appendix III: Dungeon Monsters

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

### AKATA

*This hairless blue lion has twin tentacular tails. Dozens more thick tentacles quiver and twitch where its mane should be.*

#### AKATA (CR 1; XP 400)

N Medium aberration

**Init** +6; **Senses** darkvision 120 ft., scent; Perception +1

#### DEFENSE

**AC** 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

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

**Fort** +3, **Ref** +2, **Will** +4

**Defensive Abilities** no breath; **Immune** cold, disease, poison; **Resist** fire 30

### CATCHING ON FIRE

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out; that is, once he succeeds on his saving throw, he's no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

**Weaknesses** deaf, vulnerable to salt water

#### OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** bite +2 (1d6+1 plus void bite), 2 tentacles –3 (1d3)

#### STATISTICS

**Str** 12, **Dex** 15, **Con** 16, **Int** 3, **Wis** 12, **Cha** 11

**Base Atk** +1; **CMB** +2; **CMD** 14 (18 vs. trip)

**Feats** Improved Initiative

**Skills** Acrobatics +6 (+10 jump), Climb +9, Stealth +10;

**Racial Modifiers** +4 Stealth

**SQ** hibernation

#### SPECIAL ABILITIES

**Deaf (Ex)** Akatas cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.

**Hibernation (Ex)** Akatas can enter a state of hibernation for an indefinite period of time when food is scarce. When an akata wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, an akata does not need to drink or eat. The cocoon has hardness 10 and 60 hit points, and is immune to fire and bludgeoning (including falling) damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it senses another living creature within 10 feet or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.

**Salt Water Vulnerability (Ex)** Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 points of damage to an akata, and full immersion in salt water deals 4d6 points of damage per round.

**Void Bite (Ex)** Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young—all other creature types are immune to this parasitic infection. The disease itself is known as void death.

**Disease (Ex)** Void Death: Bite—injury; *save* Fort DC 12; *onset* 1 hour; *frequency* 1/day; *effect* 1d2 Dex and 1d2 Con damage; an infected creature who dies rises as a void zombie 2d4 hours later (see below); *cure* 2 consecutive saves.

### Void Zombie (CR +1)

A humanoid killed by void death becomes a void zombie. A void zombie is a fast zombie (Pathfinder RPG Bestiary page 289) that gains a secondary “tongue” attack (actually the larval akata’s feeding tendril), dealing 1d6 points of damage. A void zombie also gains the following special attack.

**Blood Drain (Ex)** If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 points of Strength damage before the tongue detaches.

### AZER

*Heat ripples the air near this squat, brass-skinned humanoid. Its head and shoulders blaze with a mane of fire.*

### AZER (CR 2; XP 600)

LN Medium outsider (extraplanar, fire)

**Init** +1; **Senses** darkvision 60 ft.; Perception +6

#### DEFENSE

**AC** 18, touch 11, flat-footed 17

(+5 armor, +1 Dex, +2 natural)

**hp** 15 (2d10+4)

**Fort** +5, **Ref** +1, **Will** +4

**Immune** fire; **SR** 13

**Vulnerability** cold

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** mwk warhammer +4 (1d8+1/×3 plus 1d6 fire)

**Ranged** light hammer +3 (1d4+1 plus 1d6 fire)

**Special Attacks** heat (1d6 fire)

#### STATISTICS

**Str** 13, **Dex** 12, **Con** 15, **Int** 12, **Wis** 12, **Cha** 9

**Base Atk** +2; **CMB** +3; **CMD** 14

**Feats** Power Attack

**Skills** Acrobatics +0, Appraise +6, Climb +3, Craft (any two) +6, Knowledge (nobility) +6, Perception +6

**Languages** Common, Ignan

### DEVIL, BEARDED

*This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.*

### BEARDED DEVIL (BARBAZU) (CR 5; XP 1,600)

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision 60 ft., see in darkness; Perception +10

#### DEFENSE

**AC** 19, touch 12, flat-footed 17

(+2 Dex, +7 natural)

**hp** 57 (6d10+24)

**Fort** +9, **Ref** +7, **Will** +3

**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

#### OFFENSE

**Speed** 40 ft.

**Melee** glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

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

**Special Attacks** beard

**Spell-Like Abilities** (CL 12th; concentration +6)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)



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## STATISTICS

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**Str** 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +10; **CMD** 22

**Feats** Improved Initiative, Power Attack, Weapon Focus (glaive)

**Skills** Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

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## SPECIAL ABILITIES

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**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

*Devil Chills:* Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

## DEVIL, IMP

*Fiendish wings and a whipping scorpion-like tail lash behind this diminutive, red-skinned nuisance.*

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### IMP (CR 2; XP 600)

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LE Tiny outsider (devil, evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft., *detect good, detect magic*, see in darkness; Perception +7

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### DEFENSE

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**AC** 17, touch 16, flat-footed 13

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

**hp** 16 (3d10); **fast healing** 2

**Fort** +1, **Ref** +6, **Will** +4

**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

---

### OFFENSE

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**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** sting +8 (1d4 plus poison)

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

**Spell-Like Abilities** (CL 6th)

Constant—*detect good, detect magic*

At will—*invisibility* (self only)

1/day—*augury, suggestion* (W, DC 15)

1/week—*commune* (6 questions, CL 12th)

---

## STATISTICS

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**Str** 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +1; **CMD** 15

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

**Languages** Common, Infernal

**SQ** change shape (boar, giant spider, rat, or raven, *beast shape I*)

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## SPECIAL ABILITIES

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**Poison (Ex)** Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

## DEVIL, LEMURE

*A roiling wave of flesh gushes forward. Amid the fatty surge wriggle half-formed limbs and a dripping tumorous face.*

---

### LEMURE (CR 1; XP 400)

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LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +0; **Senses** darkvision 60 ft., see in darkness; Perception +0

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### DEFENSE

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

(+4 natural)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +3, **Will** +0

**DR** 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

---

### OFFENSE

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**Speed** 20 ft.

**Melee** 2 claws +2 (1d4)

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### STATISTICS

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**Str** 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 5

**Base Atk** +2; **CMB** +2; **CMD** 12

## DIV, AGHASH

*Draped in rags and hunched over on goatlike legs, this creature possesses a featureless face, save for a large eye ringed by fangs.*

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

NE Medium outsider (div, evil, extraplanar)

**Init** +2; **Senses** darkvision 60 ft., see in darkness; Perception +11

#### DEFENSE

**AC** 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

**hp** 42 (5d10+15)

**Fort** +4, **Ref** +6, **Will** +7

**DR** 5/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 15

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +8 (1d6+2)

**Special Attacks** cursed gaze, sandstorm

**Spell-Like Abilities** (CL 6th; concentration +10)

At will—*bestow curse* (W, DC 16), *detect good*, *detect magic*, *dimension door*, *minor image* (W, DC 15), *spectral hand*

1/day—*suggestion* (W, DC 16), *summon* (level 3, 1d2 dorus 25%)

#### STATISTICS

**Str** 14, **Dex** 15, **Con** 16, **Int** 13, **Wis** 13, **Cha** 18

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Alertness, Iron Will, Weapon Focus (claw)

**Skills** Bluff +10, Disguise +12, Intimidate +10, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +11, Sense Motive +9, Spellcraft +9, Stealth +10

**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

#### SPECIAL ABILITIES

**Cursed Gaze (Su)** Aghash's choice: confused for 1 round, shaken for 1 round, stunned for 1 round, or deals 1d4 points of damage, 30 feet, Fortitude DC 16 negates. Any creature under the effects of protection from evil is immune to an aghash's gaze. The save DC is Charisma-based.

**Sandstorm (Su)** Once per day, as a full-round action, an aghash can create a temporary sandstorm. This storm has a radius of 100 feet centered on the aghash and lasts for 1 minute per Hit Die the aghash possesses (typically 5). This functions as a sandstorm (Core Rulebook 431).

## DRAGON, WHITE

*This dragon's scales are a frosty white. Its head is crowned with slender horns, with a thin membrane stretched between them.*

### YOUNG WHITE DRAGON (CR 6; XP 2,400)

CE Medium dragon (cold)

**Init** +6; **Senses** dragon senses, snow vision; Perception +12

#### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

**hp** 66 (7d12+21)

**Fort** +8, **Ref** +7, **Will** +5

**Immune** cold, paralysis, sleep

**Weaknesses** vulnerability to fire

#### OFFENSE

**Speed** 30 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.

**Melee** bite +11 (1d8+6), 2 claws +11 (1d6+4), 2 wings +6 (1d4+2)

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

**Special Attacks** breath weapon (30-ft. cone, R, DC 16, 6d4 cold)

#### STATISTICS

**Str** 19, **Dex** 14, **Con** 17, **Int** 8, **Wis** 11, **Cha** 8

**Base Atk** +7; **CMB** +11; **CMD** 23 (27 vs. trip)

**Feats** Alertness, Flyby Attack, Improved Initiative, Power Attack

**Skills** Fly +12, Intimidate +9, Perception +12, Stealth +12, Swim +22

**Languages** Draconic

**SQ** icewalking, ice shape

#### SPECIAL ABILITIES

**Ice Shape (Su)** A young white dragon can shape ice and snow at will. This ability functions as *stone shape*, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

**Icwalking (Ex)** This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Snow Vision (Ex)** A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

## FIRE SNAKE

*This creature looks like a snake with reddish-orange scales and stark white eyes without pupils.*

### FIRE SNAKE (CR 1; XP 400)

N Small outsider (extraplanar, fire)

**Init** +3; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 17, touch 14, flat-footed 14

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

**hp** 13 (2d10+2)

**Fort** +1; **Ref** +6; **Will** +4

**Immune** fire

**Vulnerability** cold

#### OFFENSE

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

**Melee** bite +6 (1d4 plus paralysis)

**Special Attacks** paralysis (F, DC 12, 1d6 rounds)

#### STATISTICS

**Str** 10, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 7

**Base Atk** +2; **CMB** +1; **CMD** 14 (can't be tripped)

**Feats** Weapon Finesse

**Skills** Acrobatics +11, Climb +11, Perception +9, Stealth +15; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth, use Dex for Climb checks

#### SPECIAL ABILITIES

**Paralysis (Ex)** A fire snake's fangs inject an anesthetizing venom. A target hit by a fire snake's bite attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d6 rounds. The save DC is Constitution-based.

## HELLMOTH

*This creature looks like a giant gray moth with spiral-ing bands of red and black on its body. It has large, thin, reddish-hued wings.*

### HELLMOTH (CR 6; XP 2,400)

NE Large aberration (extraplanar)

**Init** +7; **Senses** darkvision 60 ft., scent; Perception +13

#### DEFENSE

**AC** 19, touch 12, flat-footed 16

(+3 Dex, +7 natural, -1 size)

**hp** 76 (9d8+36)

**Fort** +6; **Ref** +6; **Will** +7

**Resist** fire 20

#### OFFENSE

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +10 (1d6+7 plus grab)

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

**Special Attacks** engulf, immolation

## STATISTICS

**Str** 21, **Dex** 16, **Con** 17, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 25

**Feats** Diehard, Endurance, Improved Initiative, Skill Focus (Perception), Toughness

**Skills** Fly +10, Perception +13, Stealth +8

#### SPECIAL ABILITIES

**Engulf (Ex)** If a hell moth grapples an opponent it can wrap a Medium or smaller creature in its wings and body and automatically deal bite damage in each round it maintains the grapple. Attacks that hit an engulfing hell moth deal half their damage to the monster and half to the trapped victim.

**Immolation (Su)** A hell moth that has engulfed an opponent can detonate its body in a blast of hellish fire that deals 6d10 points of fire damage to itself and the engulfed opponent (no save). (Reduce the damage dealt to the hell moth by its fire resistance.) A hell moth can immolate itself once every 3 hours (providing it survives the immolation). Creatures within 10 feet of the hell moth when it uses this ability must succeed on a DC 17 Reflex save or take 1d8 points of fire damage as clothes and combustibles ignite. The damage continues for another 1d4+4 rounds after the hell moth uses this ability or until the fire is extinguished. The save DC is Constitution-based.

## IFRIT

*This muscular, fiery-skinned man has flaming hair and spotted horns upon his brow.*

### IFRIT (CR ½; XP 200)

Ifrit sorcerer 1

N Medium outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Perception -2

#### DEFENSE

**AC** 13, touch 13, flat-footed 10

(+3 Dex)

**hp** 8 (1d6+2)

**Fort** +1, **Ref** +3, **Will** +0

**Resist** fire 5

#### OFFENSE

**Speed** 30 ft.

**Melee** scimitar +0 (1d6/18-20)

**Bloodline Spell-Like Abilities** (CL 1st; concentration +4)

6/day—*elemental ray* (1d6 fire)

**Ifrit Spell-Like Abilities** (CL 1st; concentration +4)

1/day—*burning hands* (R, DC 15)

**Sorcerer Spells Known** (CL 1st; concentration +4)



1st (4/day)—*burning hands* (R, DC 15), *mage armor*  
0 (at will)—*acid splash*, *detect magic*, *flare* (F, DC 14),  
*prestidigitation*

**Bloodline** elemental (fire)

---

### STATISTICS

**Str** 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 6, **Cha** 17

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

**Feats** Eschew Materials<sup>B</sup>, Martial Weapon Proficiency (scimitar)

**Skills** Bluff +7, Knowledge (arcana) +5, Spellcraft +5

**Languages** Common, Gnome, Ignan

**SQ** bloodline arcana, fire affinity

**Gear** scimitar

---

### SPECIAL ABILITIES

**Fire Affinity (Ex)** Ifrit sorcerers with the elemental (fire) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Ifrit spellcasters with the Fire domain use their domain powers and spells at +1 caster level.

## IMPERIAL DRAGON, UNDERWORLD

*This serpentine dragon has skin the color of deep volcanic rock, enormous claws, and jagged, stonelike horns and scales.*

---

### UNDERWORLD WYRMING (CR 3; XP 800)

LE Tiny dragon (fire)

**Init** +6; **Senses** dragon senses; Perception +7

---

### DEFENSE

**AC** 18, touch 14, flat-footed 16

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

**hp** 30 (4d12+4)

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

**Immune** fire, paralysis, sleep

**Vulnerability** cold

---

### OFFENSE

**Speed** 40 ft., burrow 30 ft.

**Melee** bite +7 (1d4+1), 2 claws +7 (1d3+1/19-20), gore +7 (1d3+1)

**Space** 2 ½ ft.; **Reach** 0 ft. (5 ft. with bite and gore)

**Special Attacks** adamantine claws, breath weapon (30 ft. line; 2d6 fire damage, R, DC 13)

---

### STATISTICS

**Str** 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +4; **CMB** +3; **CMD** 15 (19 vs. trip)

**Feats** Improved Initiative, Skill Focus (Stealth)

**Skills** Appraise +7, Climb +8, Intimidate +7, Knowledge (dungeoneering) +7, Perception +7, Stealth +20

**Languages** Draconic

## PYROLISK

*This creature resembles a rooster with thinning feathers and leathery bat-like wings lightly covered in reddish-tinged feathers. Its tail feathers are a yellowish-brown save for one bright red feather.*

---

### PYROLISK (CR 3; XP 800)

NE Small magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

---

### DEFENSE

**AC** 16, touch 14, flat-footed 13

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

**hp** 26 (4d10+4)

**Fort** +5, **Ref** +7, **Will** +2

**Immune** fire

---

### OFFENSE

**Spd** 20 ft., fly 60 ft. (poor)

**Melee** bite +8 (1d4-2 plus 1d3 fire)

**Special Attacks** conflagration gaze, pyrotechnics

---

### STATISTICS

**Str** 6, **Dex** 17, **Con** 13, **Int** 4, **Wis** 13, **Cha** 9

**Base Atk** +4; **CMB** +1; **CMD** 14

**Feats** Skill Focus (Perception), Weapon Finesse

**Skills** Fly +8, Perception +9

---

### SPECIAL ABILITIES

**Conflagration Gaze (Su)** A creature within 30 feet that meets a pyrolisk's gaze bursts into flames, taking 4d8 points of damage (DC 13 Fortitude halves). A creature that successfully saves cannot be affected again by the same pyrolisk's conflagration gaze for one day. The save DC is Constitution-based.

**Pyrotechnics (Su)** Once per round, a pyrolisk can use *pyrotechnics* as the spell (caster level 4th). The pyrolisk can only use the fireworks version of the spell. A DC 13 Will save negates the blindness. The save DC is Constitution-based.

## RAST

*This bulbous creature consists of many tangled legs, a bulging body of puffed flesh, and a mouth filled with sharp fangs.*

---

### RAST (CR 5; XP 1,600)

N Medium outsider (extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Perception +10

---

### DEFENSE

**AC** 18, touch 11, flat-footed 17

(+1 Dex, +7 natural)

**hp** 51 (6d10+18)

**Fort** +8, **Ref** +6, **Will** +3

**Immune** fire

**Vulnerability** cold

---

#### OFFENSE

---

**Speed** 5 ft., fly 60 ft. (good)

**Melee** bite +8 (1d6+2 plus grab), 4 claws +9 (1d4+2)

**Special Attacks** blood drain (1d2 Constitution), paralyzing gaze

---

#### STATISTICS

---

**Str** 14, **Dex** 12, **Con** 17, **Int** 3, **Wis** 13, **Cha** 12

**Base Atk** +6; **CMB** +8 (+12 grapple); **CMD** 19 (can't be tripped)

**Feats** Flyby Attack, Improved Initiative, Weapon Focus (claw)

**Skills** Fly +5, Perception +10, Stealth +10

**Languages** Ignan (cannot speak)

---

#### SPECIAL ABILITIES

---

**Paralyzing Gaze (Su)** Paralyzed for 1d6 rounds, 30 feet, Fortitude (DC 14) negates. The save DC is Charisma-based.

## THOQQUA

*This creature's thick, serpentine body is protected by dense, horny plates. A visible haze of heat rises from its red-hot scales.*

---

#### THOQQUA (CR 2; XP 600)

---

N Medium outsider (earth, elemental, extraplanar, fire)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +10

**Aura** molten body

---

#### DEFENSE

---

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

**hp** 22 (3d10+6)

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

**Immune** elemental traits, fire

**Vulnerability** cold

---

#### OFFENSE

---

**Speed** 30 ft., burrow 20 ft.

**Melee** slam +4 (1d6+1 plus burn)

**Special Attacks** burn (1d6, R, DC 13)

---

#### STATISTICS

---

**Str** 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 15 (can't be tripped)

**Feats** Nimble Moves, Skill Focus (Perception)

**Skills** Acrobatics +7, Perception +10, Stealth +7, Survival +7

**Languages** Ignan (cannot speak)

---

#### SPECIAL ABILITIES

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**Molten Body (Su)** A thoqqua's body is hot enough to melt stone. Anyone striking a thoqqua with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a thoqqua or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a thoqqua with a manufactured weapon can attempt a DC 13 Reflex save to pull the weapon away from the creature's molten body quickly enough to avoid having the weapon take 1d6 points of fire damage—damage caused to a weapon in this manner is not halved as is normal for damage caused to items, and ignores the first 5 points of hardness possessed by the item. As a result, most metal weapons can generally safely strike a thoqqua without taking much damage, but wooden weapons have a significant chance of burning away if used against one of these creatures. The save DC is Constitution-based.

## XORN

*This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.*

---

#### XORN (CR 6, XP 2,400)

---

N Medium outsider (earth, extraplanar)

**Init** +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; Perception +14

---

#### DEFENSE

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**AC** 21, touch 10, flat-footed 21

(+11 natural)

**hp** 66 (7d10+28)

**Fort** +8, **Ref** +2, **Will** +5

**DR** 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

---

#### OFFENSE

---

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** bite +10 (4d6+3), 3 claws +10 (1d4+3)

---

#### STATISTICS

---

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

**Base Atk** +7; **CMB** +10; **CMD** 20 (22 vs. trip)

**Feats** Cleave, Improved Bull Rush, Power Attack, Toughness

**Skills** Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception

---

#### SPECIAL ABILITIES

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**All-Around Vision (Ex)** A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

**Earth Glide (Ex)** A xorn can glide through any sort of

natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A move earth spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

## Appendix IV: Uncommon Spells

The following spells appear on NPC and monster spell lists, yet do not come from core books. They are reprinted here in case you do not have easy access to them.

### AGGRAVATE ANIMAL

**School** enchantment (compulsion) [mind-affecting];  
**Level** bard 1, ranger 1, rook 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** a single animal of up to 4 HD

**Duration** concentration + 1 round/level (D)

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

This spell instills a mad rage into an animal. The enraged animal will attack anyone within 30 ft. without thinking about its own safety. Furthermore, the animal gains a temporary +4 morale bonus to Strength and Constitution.

A successful Handle Animal check (DC 20) gives the animal another saving throw with a +2 bonus. At the end of the duration, the animal is fatigued for 1d4 rounds.

### BALL OF AIR

**School** conjuration (creation) [air]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** 5-ft. radius ball of air

**Duration** 1 round

**Saving Throw** Reflex negates; **Spell Resistance** no

You send a small globe of air at the target. As the air ball hits him, the target must make a Reflex save or be knocked off balance for 1 round, losing his Dexterity bonus to AC. This spell has no effect on individuals with the uncanny dodge.

### BLASTING ECHO

**School** evocation [sonic]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Effect** one bolt of sonic energy

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You shoot a small bolt of sonic energy at the target. You must succeed on a ranged touch attack to hit your target. You can only cast this spell as long as you have another spell with the sonic descriptor of level 1 or higher available to cast (either as a prepared spell for the day or an available spell slot that could be used to cast a sonic spell the caster knows). This spell deals 1d6 points of sonic damage.

### BURNING DISARM

**School** transmutation (fire); **Level** cleric 1, druid 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** short (25 ft. + 5 ft./2 levels)

**Target** held metal item of one creature or 15 lbs. of unattended metal

**Duration** instantaneous

**Saving Throw** Reflex negates (object, see text); **Spell Resistance** Yes (object)

This spell causes a metal object to instantly become red hot. A creature holding the item may attempt a Reflex save to drop it and take no damage (even if it is not their turn), otherwise the hot metal deals 1d4 points of fire damage per caster level (maximum 5d4). Circumstances that prevent the creature from dropping the item (such as a locked gauntlet) mean the creature gets no saving throw. The heat does not harm the item, and it does not get hot enough or last long enough to ignite flammable objects. The item cools to its previous temperature almost instantly. If cast underwater, burning disarm deals half damage and boils the surrounding water.

### FRIENDLY FACE

**School** enchantment (charm) [mind-affecting]; **Level** bard 1, rook 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S



**Range** personal

**Target** you

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Everyone you meet sees you as friendly and non-threatening. Those who fail a Will save improve their reaction toward you one step in the positive direction, thus improving your chances at making a successful Diplomacy check. Those who succeed on their save do not react toward you any more negatively than they normally would. Starting at 5th caster level, you improve their reaction two steps in the positive direction.

## PACIFIST

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 1, cleric 1, hedge witch 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** 10 min./level

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

The target is suddenly convinced that killing is wrong and will avoid combat whenever possible. If forced into combat, the target will do her best to deliver only non-lethal damage and will cast only spells that do not do physical damage.

## TAP INNER BEAUTY

**School** divination; **Level** bard 1, cleric 1

**Casting Time** 1 standard action

**Components** V, M (a tiny mirror)

**Range** personal

**Target** you

**Duration** 1 minute/level

This spell allows you to tap into the natural beauty of your soul and let it shine from your eyes and your speech. While the spell is active, you gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.

## Appendix V: Elemental Lords

Within the Lands of Porphyra the Elemental Lords used to have dominion over the whole world. Elves, orcs, humans, and all the mortal races lived in servitude to

the planetouched, Erkunae, and other sympathizers. That dominion ended with the Calling and the NewGod wars. The Elemental Lords were imprisoned, banished, or weakened to such as point as they are now only able to grant spells to followers of the outsider type. Their power over Porphyra has ended, but that doesn't mean they are going to accept their defeat. There are currently 12 known elemental lords.

Air Elemental Lords	Alignment	Domains
Djinnlord Qar-ryn	LE	Air, Animal, Evil, Law
Kurofu the Shadow	CE	Air, Darkness, Death, Evil
Wind of Jewels	NE	Air, Evil, Luck, Repose

Earth Elemental Lords	Alignment	Domains
Enor Ashlord	LE	Earth, Evil, Law, Plant
Najim the Star-fallen	NE	Earth, Evil, Knowledge, Void
Drothos	CE	Earth, Evil, Fire, Magic

Fire Elemental Lords	Alignment	Domains
Ashamar Shining	NE	Artifice, Evil, Fire, Protection
Firelord Mal'eket	CE	Chaos, Charm, Evil, Fire
Lord Grunzol Firestorm	LE	Evil, Fire, Law, Sun

Water Elemental Lords	Alignment	Domains
S'sluun, Naga Queen	LE	Evil, Nobility, Scalykind, Water
The Ice Tyrant	CE	Evil, Strength, War, Water
The Poison Wave	NE	Evil, Travel, Water, Weather

**Purple Duck Note:** *Rumors persist that there are neutral and good Elementals Lords but the clerics of the New Gods deny this.*

# DROTHOS

Magma Exarch, The Fiery Prisoner, Lava-Caller

**Worshippers:** Elementals, fire giants, pyromaniacs

**Alignment:** Chaotic Evil

**Domains:** Earth, Evil, Fire, Magic

**Subdomains:** Arcane, Arson, Caves, Fear

**Favored Weapon:** Flammard (see *Luven Lightfingers' Gear and Treasure Shop*)

**Favored Creature:** Thoquua

## Legend

As one of the Elemental Lords who used to rule over Porphyra before the arrival of the New Gods, Drothos was defeated in the Battle of Purple Mountain, and now dwells in an extraplanar volcanic caldera, waiting for his time to rise once more and spread devastation across the land. Saren has a particular hatred of Drothos, for the Lava-Caller's destructive ways are a bitter reminder of the catastrophic destruction that erased Saren's primordial home- The World Tree being the sole survivor. Drothos neither knows nor cares about The Great Warden's enmity, hating all of the New Gods for robbing him of his power.

Drothos often manifests in the form of a colossal salamander made entirely of volcanic rock and magma, emerging from the pool of lava in his volcanic prison. His eyes are glowing orbs of magma, the armored scutes along his back black basalt, capable of blowing clouds of burning, choking ash with every breath. Drothos is an eternal source of destruction, incapable of pity, mercy or compassion. The weak are to be consumed, the strong to be reforged in a cauldron of boiling rock. Cruelty is a virtue to Drothos, and even those who spread destruction in his name and wield his power are of little consequence to him. The most loyal and powerful of his servants eventually succumb to the Call of Drothos, and throw themselves into the lava pool he dwells in, situated in a smoky corner of The Abyss, and emerge as greater magma elementals in thrall to The Fiery Prisoner. Elementals who follow Drothos are gifted with his fiendish power, and hold that template as well. Drothos now considers himself to be part of the natural order—though his connection to the Material Plane is tenuous—the bringer of extinction to clear the way for new life. In the years since the NewGod Wars he has erased entire civilizations by triggering super-volcanic eruptions

on many realities, lasting for years, literally reshaping the surface of the world.

## Church

Being an old and vanquished 'god', there are few, if any, temples openly worshiping Drothos. At the height of his power, worshipers gained favor with Drothos by sacrificing to him- the old, the weak, the infirm, the criminal, all were cast into pools of bubbling lava to sate Drothos' appetite for destruction. Some cults still worship Drothos, and periodically give one of their members to the Magma Exarch in order to fuel their power. His worshipers must also be 'kissed by fire', and as such, they must ritualistically brand themselves. The more extensive and grotesque their brands are, the more faithful a servant they are considered to be. A willful ignorance prevails over elemental cults, whereby those that claim to hate and disavow the gods gain divine power from those outsiders that have slipped outside the bonds of reality, defeated by true gods. Drothos' clerical cultists are no different, and often work closely with sorcerers and the like to maximize their collective power.



## Spell Preparation Ritual

Spell preparation often includes much one-upmanship in terms of burning and scarring competition- the most extreme being known to burn out their own eyes and/or tongue, with Drothos replacing the ruined flesh with magical fire enabling them to see and speak. Worshipers also use amulets made of fresh globlets of erupted magma as foci for their power, the rock seeming to glow as if fresh.

## Religion Traits

Adherent to the faith of Drothos the Magma Exarch may select one of these two traits at character creation.

**Destructive:** You enjoy breaking things for little or no reason, and feel the Caller's pleasure. You gain a +2 trait bonus to attempts to sunder, break, or burst items, weapons, or armor.

**Elemental Resonance:** You are becoming one with the substance of Drothos, drawn to his call... You gain fire resistance 1, stackable with other sources, but also take 1 extra point of damage from cold attacks and conditions.

## Appendix VI: 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 at least 38,000 XP and 18,000 gp worth of wealth were available

Room	Challenge	XP
1	<i>Breath of despair</i> trap	1,600
2	Wyrmling underworld dragon, 4 ifrits	1,600
3	Pyrolisk	1,200
4	4 akatas	1,200
6	Aghash	1,200
7	Hell moth	2,400
9	2 azers	1,200
10	4 fire snakes	1,600
11	2 imps, 2 lemures	2,000
12	Rast	1,600
13	Young White Dragon	2,400
15	Xorn	2,400
16	<i>Electricity arc</i> trap	3,200
17	<i>Weakened cone of cold</i> trap	3,200
18	2 fire wisps	1,600
19	Deadfall trap	1,600
21	Bearded devil	1,600
22	3 thoqqua	1,800
Any	Bar Zhee, The Brawler	1,600
Any	Nartarr, The Twisted	1,600
Any	Z'kee, The Faithful	1,600
<b>Total</b>		38,200

**Purple Duck Note:** For the purpose of determining material wealth available, I am only going to consider superior equipment, and magical items with more than one use. This is done for several reasons. First, if player characters plan an extended journey into the Purple Mountains, things like gems and gold will actually be of little value in the dungeon. Secondly, characters that need to add spells to their spellbook will probably need

to do that from scrolls found during the adventure.

However, because so much of this adventure takes place near magma, there are not many scrolls. The GM has two options that can help the players. First, get a spell wish list from the players with characters that use spellbooks; this will help tailor the adventure to their needs. Second, add more scrolls if the lack of spells puts characters with spellbooks at a disadvantage.

Room	Items	Value
1	+1 cloak of resistance	1,000 gp
3	6 porphyrite arrows	30 gp
5	wand of bless (20 charges)	300 gp
6	+1 bracers of armor	1,000 gp
7	+1 ring of protection	2,000 gp
9	2 mwk warhammers	624 gp
10	Bracers of archery, lesser	5000 gp
11	Mwk porphyrite short sword	310 gp
12	Traveler's any-tool, 2 stubborn nails	450 gp
13	Necklace of fireballs (type II)	2,700 gp
14	+1 heavy mace	2,000 gp
16	6 sledgehammers, 4 light hammers, 3 iron wedges, 12 iron spikes	68 gp
18	+1 longbow	2,000 gp
19	suit of leather armor with porphyrite studs	75 gp
21	1st level pearl of power	1,000 gp
<b>Total</b>		23,707 gp

**Scrolls:** barkskin, cure moderate wounds, protection from fire (36), resist fire (10)

**Potions:** 4 cure light wounds, 7 cure moderate wounds, haste, invisibility, protection from fire, resist cold (10), resist fire (10), spider climb

**Purple Duck Note:** The above treasure list doesn't include the awesome items cared by Arisia and the three magma elementals.



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