

PURPLE MOUNTAIN V THE DESCENT



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PURPLE MOUNTAIN THE DESCENT

Purple Mountain – A Megadungeon in Twenty Parts

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Purple Mountain - Level Five: The Descent 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 3 to 35 are considered open game content.



Adventure Background

Up until a year ago, this dungeon was the haunt of trolls. Female trolls lived here in a small gang where they raised their young. These trolls' lives mostly consisted of capturing wandering monsters from different levels, punctuated by brief breeding visits from the more solitary male specimens. Then, about a year ago, a band calling themselves Companions of the Castledeep came to Purple Mountain, seeking to claim treasure and rid the world of evil.

The Companions of Castledeep numbered five. They were:

Bradigant Battleroarer, Dwarf, Rogue – Bradigant was the *de facto* leader of the Companions. Specializing in traps – both creating and disarming – she adventured for the thrill of finding and overcoming the machinations of the ancients (though the gold didn't hurt, either).

Sir Jadus of Silverhame, Human, Inquisitor – Sir Jadus was a devout and humorless inquisitor and Geranite. In Lady Justice's name, he mercilessly hunted down escaped convicts, often putting criminals to the hard test of his hammer as soon as they were found. Sir Jadus exemplified law for law's sake. He demanded strict lawfulness from himself and from the church government that he represented.

Salfir Jabar, Human, Sorcerer/Dragon Disciple – A natural-born mage, Salfir believed that true magic was a gift that the dragons only could bestow, and that those using magic from other sources were little more than thieves. This contentious viewpoint often put him at odds with Alora.

Alora da Na, Elf, Wizard – The calm and reserved wizard of the Companions believed that magic could overcome any problem, given enough study and wit. She had a rivalry (which turned quiet unfriendly, at the end) with Salfir.

Faro Candlewax, Halfling, Ranger – This voracious and affable halfling was the scout of the Companions. He was crafty and delighted in the creation of beautiful things.

The trolls fell before the might of these heroes. The Companions gained what treasure the trolls had amassed. However, they noticed that, though covered in troll fluids and muck, the pit was not a bad location. It was solid and had defensible entrance and exits. It had fresh water. It had luminescent fungus. They decided to take the troll's lair, in addition to all the other prizes.

The Companions of Castledeep set to cleaning and making the dungeon habitable. They each claimed a

different wing of the dungeon and housed their possessions there.

As they began to turn the dungeon into a base of operations, disagreements began to arise between them. Methods of dividing loot suddenly became a source of frustration for them. The division of duties became a nightly battle. Soon, even larger problems began to come to a head.

The omnipresent glowing fungus that grows within the dungeon was to blame. Though seemingly innocuous, it held a sinister secret: it gave paranoid hallucinations to all those who fell under its spell. Invisible spores slowly drove each member of the adventuring party to flights of paranoid fancy and ultimate insanity.

It was Sir Jadus who broke first. He accused the dwarf Bradigant of theft; a claim she denied. Saying that all guilty would come under the hammer of justice, he attacked her. The two battled, and Bradigant eventually escaped. Sir Jadus retreated to his shrine and the hidden catacombs he kept there and, in a brief moment of clarity, took his own life for his crimes.

With their fellowship broken, the old rivalry between Alora and Salfir rekindled. They immediately retreated into their separate wings of the dungeon, arming them with heavily magical traps, lest the other make the first move. In their extreme paranoia, their own defenses proved to be their undoing as they made war against each other.

Bradigant, too, fell to her own devices. Attempting to hide herself in the bones of the earth, she delved too deep and was overcome by creatures that live in the heart of the earth.

Faro had actually been subsisting on the mindrot fungus for weeks. Though he desperately wanted to flee, something made him remain. Left behind when the others died, Faro began to fear the intrusion of anybody into his silent home. Crafting and carving adequate defenses against potential intruders, he shifted his slowly changing and mutating body deep into the glimmering twilight of the cavern's recesses.

It has been nearly two months since the Pit has seen life. Whoever ventures within must discover the grisly fate that befell its former inhabitants, or suffer the same.

Adventure Overview

The fifth level of Purple Mountain once held a fetid pit of trolls, but these were driven out by a party of intrepid adventurers. This adventuring party decided to use the troll pit as a base of operations, since it was a defensible location with several advantageous natural features. Unbeknownst to them, however the dungeon was not entirely cleared; the dungeon yet contained a strange, mind-altering fungus. As the heroes returned again and again to their new abode, the fungus's effects began to take its toll. Small disagreements between them flared into bloody battle. Turned against each other, each hero retreated to his or her own section of the dungeon and surrounded themselves with deadly defenses. In the end, they each fell victim to their own paranoia.

Now, the dungeon is empty, save for the bodies of friends murdered at each other's hands and the softly luminescent fungus responsible for their demise. The collected treasures of adventurers not unlike the player characters lie behind walls of traps, raised by a frantic and unnatural mania. Can the players avoid the same fate that sealed the doom of their predecessors?

As a Stand Alone Level

The fifth level of Purple Mountain needs not be billed as a "failed safe zone" in a megadungeon. This would-be haven could be placed anywhere in the wilds, though ostensibly it should be within a short distance of a town or city to allow the former adventurers easy access to food and goods. If you wish, these heroes could have been famous in the nearest civilization to the dungeon. They could have even begun to attract followers, who could have set up a small settlement around the dungeon itself.

The player characters may be recruited to complete any of the following quests:

Discover the Fate of the Adventurers (CR 4): The henchmen, spouses, or even mentors to the former occupants of the dungeon wish to know what happened. The players must investigate and gain a complete picture of how the adventurers killed each other and why. Only this will satisfy those who were left behind.

Lay the Bodies to Rest (CR 5): The same people who wish to find the truth of the adventurer's demise may want the remains of all five adventurers within to be found and given a proper burial. Accomplishing this task might be especially difficult, considering the living or unliving states of those within – those within might first need to be felled to be properly buried.

Cleanse the Dungeon of Fungus (CR 2): If the players are clever enough to figure out the true nature of the fungus, they may burn it out fairly easily if they take the proper precautions. This will make the dungeon safe for future projects they may wish to undertake.

Standard Features

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

Fungus of Mindrot: This strange, glowing fungus grows in large clusters on the ceiling and is fairly pervasive throughout the dungeon. Each room notes whether or not it holds fungus, but each instance is treated as follows:

MINDROT FUNGUS

Type: poison, inhaled; **Save:** F-DC 17; **Onset:** 10 min.

Frequency: 1/hour for 24 hours

EFFECT

If a character is infected with mindrot fungus, the DM should pull the character's player aside and inform him that he notices the other characters behaving strangely. He notices the other characters begin to act very aggressively, as if the smallest thing will violently set them off. If the player characters try to ascertain what has happened to the other characters, the DM may fake some dice rolls and inform the player that perhaps something in the cavern is causing the others to be affected by an alignment shift.

Additionally, the DM can set scenes where it seems that the party is plotting against the infected character. Give the character conflicting information about what the other characters are doing, how it seems that his personal effects have been searched through, how it sounds like the other characters are whispering conspiratorially. How much time you want to devote to this plot is up to you.

The main point of the mindrot fungus is to cause the characters to doubt the other characters and work against them. The more you do this with subtle in-character hints, the more complete the illusion will be. If a player is told point-blank that his character is behaving erratically and should be paranoid, the more obvious and unsatisfactory the effect will be. The mindrot fungus can be great fun if played insidiously, providing a real sense of mystery for the players.

That said, the mindrot fungus need not truly turn the party against each other. The Companions of the CastledEEP dwelt within the Pit for months before finally

falling into extreme paranoia and mania. If only staying here for a few hours or a few days, the paranoia may provide an exciting backdrop, but nothing more.

Cure: If not exposed to the mindrot fungus for 48 hours, the effects will dissipate.

The mindrot fungus is exclusive to this dungeon, and has not yet occurred elsewhere. Therefore, Knowledge (nature) checks about the fungus itself will reveal no information, save that they have never seen or heard of a fungus with this particular coloration, size, and shape before. They may be able to deduce some of its characteristics (including its mind-altering powers) with a Wisdom check (DC 21) or through experimentation with a Craft (alchemy) (DC 24), though experimenting in this way will prompt a new roll for the alchemist against the fungus.

Spells like *detect poison* do indeed show the mushrooms to be poisonous. However, because of the fungus's absolute rarity, the DC for the Wisdom/Craft(alchemy) check that is allowed to be raised to 35. Characters deprived of specific information about the fungus will need to rely on educated guesses and experimentation to uncover the fungus's true nature. They may suspect the fungus to be poisonous to eat and not be aware that they are suffering from effects from inhalation.

GMs may be tempted to put specific paranoia effects, such as the paranoia insanity (see *Gamemastery Guide*). They may do so, but they should be warned that giving a player a specific effect will destroy the out of character mystery and illusion.

Purple Duck Note: *For those requiring a more mechanical solution*

MINDROT FUNGUS

Type: poison, inhaled; **Save:** F-DC 17; **Onset:** 10 min.

Frequency: 1/hour for 24 hours

EFFECT

Temporary paranoia (see below); **Cure:** 48 hours to clear system

TEMPORARY PARANOIA

Effect: -4 penalty on Will saves and Charisma-based skill checks; cannot receive benefit from or attempt the Aid Another action; cannot willingly accept aid (including healing) from another creature unless he makes a Will save against his insanity's DC

DESCRIPTION

The paranoid character is convinced that the world and

all that dwell within it are out to get him. Paranoid characters are typically argumentative or introverted.

Illumination: The mindrot fungus is, in addition to all its other properties, luminescent. It glows like a candle with a soft greenish yellow light. This is one of the reasons this fungus was never cleared out by the previous adventurers – it seems to have a practical purpose and no easily discernible negative features. Every room that has the fungus within has soft illumination that is strong enough to read by.

Exits: There are only three exits from the dungeon. The primary entrance/exit is in room 1, which leads from this level to the previous level (or the outside world, if this is a standalone level). The underground river in room 11 can be traversed by characters with the ability to survive underwater to level 7. Finally, the tunnel in room 42 will lead down to level 6 of Purple Mountain.

Dungeon Population

The dungeon was reasonably cleared by the Companions of the Castledeep. However, several monsters remain – either in spite of the Companions or because of them.

There are currently four magma elementals, one writhing blue dragon, one mummy, two gelatinous cubes, three wax golems, one mask golem, one mimic, and one mutated fungal-slave within this level.

Random Encounters

The Companions did not choose unwisely – indeed, once secured, this dungeon is quite safe. No wandering monsters will bother the player characters while they stay on this level.

Investigation

A large part of level 5 is exploring the dungeon in a much different way than normal: investigating the events that transpired there in the recent past. By exploring different sections of the dungeon, the characters uncover different perspectives on each Companion and are able to piece together a picture of who they were, how they lived, and how they died.

As stated in the description of the mindrot fungus, players should not be able to identify the fungus or ascertain its nature through a simple skill check. Experimentation and use may give them an idea of the fungus's insidious nature. However, a lot of the "tooth" of this dungeon will be taken out if the players simply make a single well-placed dice roll. The fungus's power is in its insidiousness and its ability to evoke paranoia. It is not an active danger to the character's health and should not be able to be easily circumvented. Dedication and experimentation should be key to discovering and eventually overcoming this feature.

Characters might have a more forensic bend and try to fill some of the gaps with investigative checks. Perception is a good all-around skill to use for noticing small details that would support or disprove player's theories. Survival checks are good for tracking or following the footsteps of the Companions and recreating the scene. Heal checks could also be used liberally to determine the methodology of the various characters' deaths. High enough Heal rolls could reveal big clues about who killed whom and how.

There are a few forces within the dungeon that can answer the player's questions and give them a piece of their own perspective. Characters may attempt to use the *Speak with Dead* spell (or similar powers) to talk to the deceased Companions themselves (see below). Characters may also question the wax golem posing as Alora in room 16, the dragon Evango, the janni Kolot, or the mutated Faro Candlewax. Each of these characters has their own perspective, but each typically sees the in-fighting as a result of aggressive actions taken against themselves or their masters by the other members of the Companions.

The janni Kolot (found in room 27) probably has the most balanced perspective of any living member of the Pit, though he is not sure exactly how his master Salfir died. He feels fairly confident that the fighting only began when the Companions moved into this dungeon, though he has always assumed the fighting was simply a result of the close quarters. It's possible that he could help the PCs implicate the mindrot fungus, as one of

the only features of the dungeon that were not cleared out or cleansed by the Companions when they won the Pit away from the trolls. However, GMs are advised to allow players to arrive at their own conclusions about the events. Kolot may guide their thoughts or shoot down wild theories, but he should not be able to provide all the answers.

Indeed, there should be no way to get all the answers all at once. No skill check, no matter how high, should simply provide the player's with "the answer." Let solid theories be worked out through experimentation and exploration.

That said, be open to the player's ideas and justifications for unorthodox investigation methods. Some might be more successful than others, but the players will undoubtedly be full of strange and unanticipated ideas that could shed light on what transpired in this dungeon.

The players might never discover all of the true answers about all of the events. However, most of the large questions (Who killed the Companions? Why? What caused the in-fighting?) should be able to be answered by the time the players are ready to move on from this level.

Speak with Dead: Of all the Companions that once dwelt here, only Alora and Salfir fulfill the requirements necessary to cast the *Speak with Dead* spell (having a mouth, never being undead, etc.). Bitter rivals that they were, their spirits will tell very different stories.

Assume that both Alora and Salfir's spirits do not resist the call from the *Speak with Dead* spell. In death, they truly believe that the other Companions were out to get them. They do not believe that they were under any influence and are unaware of the effects of the mindrot fungus. Alora believed that Salfir was a pro-draconic racist. Salfir believed that Alora (and all magic-users without a draconic bloodline) was a thief of magic. Either may believe that their Companions were under some undue influence, leaving them as the last bastion of sanity in the dungeon.

GMs are encouraged to remember the cryptic and creepy nature of the *Speak with Dead* spell. They may use this as an opportunity to further the PCs own paranoia and mistrust of his companions, especially if the deceased offer them warnings of a maleficent force within the Pit that can turn friends to foes.

Dungeon Layout

The physical layout of Purple Mountain Level 5 is more complex than any level so far discovered in the mountain. The maps for this level are located on pages 41-44. To assist with the use of the maps, we've added a location marker [A], [B], [C], or [D] to each room entry so you can identify easily which map the room appears in.

1. Doors of the Pit [A]

A huge boulder, six feet in height and six feet wide and about three feet thick, is stuck into the mouth of the cave. Wind whistles through a small gap (about a foot wide in diameter) between the boulder and the entrance. It looks just small enough for a halfling or gnome to squeeze through, if they suck in their stomach.

On the boulder, chiseled out of stone, first in Dwarven, then in the Common script, is the welcome "Rest here a while, traveler, and know peace."

This boulder was used first by the trolls and then co-opted by the Companions to guard the pit. A Small or smaller character may squeeze through a gap between the boulder and the door. It requires a DC 16 Strength check to move the boulder enough for a Medium sized character to move through. With a lever, it's a DC 11 Strength check.

The text on the boulder was written to welcome other adventurers within the mountain to the hospitality of the Companions.

2. Opening Vault [A]

The room is spacious, though the generous twelve-foot ceiling is hindered somewhat by long, glowing mushrooms dripping down like luminescent green raindrops. Short, uglier purple mushrooms squat inside the opening of the door, releasing a horrible shriek as you pass them. The echoes of their shriek bounce off the walls.

The light of the glowing green fungus shows broken wooden furniture lying slightly askew along the edges of the room. In the center of the room there is an unlit iron brazier and a dark smear of dried blood on the sandy floor.

There are passageways in the east and west walls of this cavern. There is a set of closed stone doors in the north wall.

As the characters enter the room, the shrieker mushrooms that flank the entranceway will announce their coming. These mushrooms were actually planted by the Companions, to warn them of any intruding monsters.

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

Also, as the characters enter and first breathe the spores of the mindrot fungus, it prompts a Fortitude save.

It was here that Sir Jadus first attacked Bradigant, in the initial scuffle that tore apart their company, and it is her blood that stains the floor. If characters investigate the area with a DC 20 Perception or Survival check, they may gain a clue about the combatants here (one was tall as a human, the other about the size of a dwarf – the human wounded the dwarf here, but the dwarf escaped).

Characters may attempt to follow the trail of blood, though the trail is quite old, with a DC 23 Survival check. If successful, the trail leads them to room 35.

The wooden furniture here was intended for guests to use when they first entered. It consists of low benches, a cloak-stand, and a water barrel. Much of the furniture was chipped or knocked over in the fight between the inquisitor and the rogue. A barrel of water remains undisturbed. The water within is potable, but stale.

Development: There are normally no monsters to be summoned by the shriekers, though GMs may stock the dungeon with additional monsters if they wish to increase the challenge of this level.

3. Feast Chamber [A]

This room is wide, but generally low ceilinged (seven feet on average), with the exception of a sort of chimney-like column cut into the stone near the back of the room. This back wall is blackened and covered in soot. Also near this back wall are a set of wooden cabinets.

Two long tables with low benches stretch across the room, parallel from each other. The tables are still littered with a few dirty tin plates, drinking horns, an unfinished chess game, and a red leather book. It seems as if the last meal eaten here went unfinished. Between the two tables is an open pit dropping down into darkness. The opening is circular, like a well, with a diameter about five feet across.

A closed wooden door sits on the north-east wall, near the back of the room.

This cavern chamber was used as a feast/mess hall, as evidenced by the tables and dishware. The last meal had not been yet cleaned up when things came to a head. Unwashed dishes and festering, moldy food give observant characters the information that the scene has been sitting here undisturbed for about two months.

The food was prepared at the back of the room, where a makeshift fireplace was employed. A few bundles of dry firewood are stacked neatly beside the charred, empty pit. A column was carved into the ceiling, extending about twelve feet upwards, to allow the smoke to collect. Exploring this column will make the characters sooty, but reveal nothing.

The pit in the center of the room is well marked. It leads to room 5, where two gelatinous cubes dwell. It was used by both the trolls and the Companions to dispose of scraps of food or unwanted garbage. It is a 10 foot drop from the feast hall to the garbage pit. The pit is utterly dark below and the gelatinous cubes are not always directly under the pit's opening (only a 10% chance of seeing a cube from the opening). Investigating the opening reveals a fetid and unpleasant odor and unworked stone below, but little else.

This room does not have any mindrot fungus within it and is therefore dark.

Treasure: The tables contain moldering food and tin dishes, with little of use except for the book bound in red leather. This is Faro's diary (see below).

Near the fireplace are two cabinets, made by Faro (they bear his maker's mark). Within them are dishes, in addition to a *potion of sanctuary*, a *potion of enlarge person*,

and a *potion of remove fear*. The potions are in glass beakers and labeled appropriately in Common.

Faro's Diary

Faro Candlewax, the scout and craftsman of the Companions of Castledeep, kept a diary of his time exploring the Pit. If characters wish to take the time to read the diary (which takes at least an hour and, if they read it in a fungus-filled room, prompts another Saving Throw from the mindrot fungus), paraphrase the following information:

The diary claims to be written by a halfling named Faro, though he signs most of his entries with a dribble of wax. It details, in a light and flowing manner, his party's descent into Purple Mountain. They called themselves the Companions of Castledeep. He names the others in his party as Bradigant (who seems to be their leader), Alora, Salfir, and Sir Jadus.

The diary is divided into three main narratives. The first says that this level used to be a troll pit. The name "pit" seems to have stuck, as he refers to it as "the Pit" for the rest of the entries. The Companions waged many campaigns against the trolls of the Pit. Faro describes how they were eventually burnt away and their refuse removed.

The second part of the narrative describes how the Companions took the Pit for themselves as a place to store their treasure while adventuring deeper into Purple Mountain. By the dates in the diary, it seems the Companions lived here for ten months. Each Companion claimed a different section of the Pit and began to shape it to suit their needs.

The diary's third section is in a markedly different tone. The script becomes furtive and bunched, as if it was almost written by a different hand. It details the plots of the other Companions against Faro – how they all made fun of him for eating the glowing mushrooms, how Sir Jadus intimated that Faro should be hauled back to the city and made to stand trial for supposed crimes, how Bradigant is cheating him out of his due share of the loot. The list of conspiracies are numerous.

The last entry reads thus:

Alera seems to have gone mad in her loneliness. Her command of the Common Tongue was never wonderful, and she now she refuses to speak anything but Elvish. She has all but sealed herself within her quarters.

Perhaps she is concerned of the obvious conspiracy between Salfir and Bradigant. Walked into the trophy room today and heard Salfir and Bradigant talking excitedly about something. As soon as they spied me, they went silent – again! Those two are up to something, I have no doubt. Something against yours truly, I should think!

What they should worry about is what Sir Jadus is up to in his shrine. Every night, I hear him hammering and tinkering within. What is he making? It has been so long since his silver hammer has been put to just use. What do you do when the watchmen need watching?

I, alone, shall stand vigilant against -

In a splatter of ink, the diary ends there. Faro was interrupted by Sir Jadus's attack against Bradigant and abandoned the diary in the chaos of the following few days.

4. Cellar [A]

A small, unlit closet of stone branches off the dining hall. Three cut stone steps lead downward into a cramped, damp room. A few barrels and wooden boxes are stacked in the back corner of the room. It is otherwise empty.

The cellar is full of stale and spoiled rations and food-stuffs. There are three barrels of water and two of beer. The boxes contain moldy field mushrooms, a couple pieces of venison jerky and dried cooking herbs. There is an unopened bag of flour in the corner.

5. Garbage Pit (CR 5) [A/B]

The pit is dark and claustrophobic. The natural cavern is uneven, but the ceiling here is generally low, with stalactites jutting down dangerously. The floor is strangely wet, and each step causes a squelching sound. The smell is rank and wholly unpleasant.

The pit winds its way circuitously forward, at times becoming narrow and at times widening out.

The “room” called the garbage pit is actually a huge cavern system beneath the main dungeon. This sprawling sub-level is unused and unexplored by the former tenants. It is, except as noted below, empty.

The garbage pit has three openings up to the main dungeon: A) an obvious entrance up to room 3, B) an obvious entrance, covered with a grate (DC 20 Strength check to remove) up to room 23, and C) a hidden trapdoor in the ceiling up to room 34 that is designed to dump the unwary down into the garbage pit, but can also be used in reverse. This trapdoor may be spotted with a Perception check (DC 25).

Creatures: Two gelatinous cubes make their home here and devour any garbage, food scraps or adventurers that are tossed down into it. The breakdown of this material has made the slime that covers the floor here. Because of the dark environment and sometimes close quarters, unwary adventurers might simply walk into a gelatinous cube as they explore this area.

2 GELATINOUS CUBE (CR 3, XP 800)

hp 50; see Appendix III

Treasure: If adventurers spend some time exploring this sub-level and raking through the muck on the floor, they may recover a few things that have fallen into the pit over the years and become lost beneath the mud. Given the size of room 5, characters would have to make several rounds of Perception checks to thoroughly explore the entire area.

To simplify the process (and bring in a hint of the random chaos of older editions), roll 1d6 and consult the table below for every half-hour spent mud diving. Once a result has been rolled, it will not produce treasure again – rolling the same result twice will reveal nothing of value during that particular excursion.

Result	Treasure Found
1	Old cookware – pots, pans, and metal dishes, practically worthless
2	An old silver ring with the heraldry of an important family on it, worth 50 gp
3	<i>Stone of weight</i> (cursed)
4	2d6 x 10 silver coins
5	Masterwork light steel shield emblazoned with a lion's face
6	<i>Ring of feather falling</i>

Game Masters who wish to preserve the more traditional Perception check may simply state that the searching the area thoroughly requires a large time commitment (about three hours) and have the player's roll a single Perception check (DC 30). If they succeed, they find 100% of all items listed above. For each increment of 5 that the player's fail to meet the DC, they fail to find one item (beginning with the ring of feather falling and descending down the list).

6. Trophy Room (CR 4) [A]

As you enter this room, a hideous horned skeleton – nearly twelve feet tall at the shoulder – leers at you. After half a moment, you realize that the skeleton is propped up like a trophy, inert, at the back of the room. At the feet of the skeleton is a huge crude iron mace, apparently once wielded by the creature.

Also in this room, illuminated by the soft green of the glowing fungus, hangs a tapestry of five heroes (one dwarf, one halfling, two humans, and one elf) fighting an owl-bear. Near it, a battering ram carved of a pine log with an ivory head in the likeness of an ogre is hung from the ceiling. A weapon rack is hung with a several swords and a spear.

This room was a trophy room for the Companions, where they stored shared prizes won in their travels.

The skeleton is that of the largest troll that used to live in the Pit. The battering ram is a trophy from a battle of a minor war two years ago. It is very large, being about 20 ft. long and weighing 200 lbs. It requires about four Medium-sized people to wield it effectively.

Creatures: The weapon rack (and all the weapons) is actually a mimic.

MIMIC (CR 4, XP 1,200)

hp 52; see Appendix III

The mimic moved into the Pit after the Companions felled each other. He does not know what happened to them and has not heard any living creature stir here in quite some time.

The space in front of the rack also has a *snare* spell cast upon it by Faro. All those wishing to inspect the weapon rack are subject to that spell (*Pathfinder Core Rulebook*). The Snare is actually attached to the battering ram. When triggered, in addition to the spell's normal effects, the battering ram is pulled towards the character, dealing 2d6 damage.

Treasure: The mace at the foot of the troll skeleton is a Large sized mace, which does 1d8 damage. The tapestry was given to the Companions by a baron for their service to his barony. The ivory-headed battering ram is a piece of fine art, worth 200 gp.

7. Faro's Antechamber [A]

This room is completely choked with the glowing fungus. Though normally constrained to the ceiling, the fungal stalactites here form columns, from which sprout more little blossoms of mushrooms. The light here is quite bright and the air is quite thick.

Upon closer inspection, many of the fungal columns seem to be growing down over furniture.

There are two closed wooden doors against the back wall of this chamber.

Cultivated by Faro, the fungus was always thick in this chamber. Once Faro was absorbed into the fungus, it began to grow much faster. This room is a testament to how aggressive the fungus can be when properly fed and encouraged.

If the characters investigate the furniture under the fungus, they notice it is designed for Small characters. A miniature version of a couch, table, a chess set and two chairs are found here. Characters may spend several minutes cutting and cleaning the fungus from the furniture and discover it to be in serviceable condition.

8. Faro's Collapsed Bedchamber [A]

This rectangular room's floor has collapsed in the center of the room. Looking down, you can tell that a much larger chamber has opened beneath this room. A thin lip of stone still remains around the room's edges - perhaps 8 inches wide. Long columns of glowing fungus stretch from the ceiling down to floor below.

Near the back of the room is a metal cage. At first glance it appears empty, but you notice the corpse of a small bird lying in the floor of the cage.

This was once Faro's bedchamber. He eventually grew too large and burrowed down into a chamber beneath this one.

Looking down, the players may see a large and well-lit chamber, but they cannot see all parts of it from this perspective. Large columns of fungus hang from the ceiling down into the deeper chamber. These can easily be climbed up and down.

The cage in the back of the room has a small dead canary. This was once Faro's pet, but once Faro was made into a fungal-slave, the bird starved to death.

It requires an Acrobatics check DC 15 for Medium characters to successfully negotiate the thin stone lip around the room to the door on the eastern wall or to investigate the cage. Small characters may do this without a check. Characters who fail fall the 15 feet down into room 11.

9. Workshop [A]

This smallish room contains several very low wooden workbenches, covered in dust. A variety of woodworking tools lay unused on the table. You also notice a wooden plate and utensils with uneaten cave-mushrooms on it. The mushrooms have taken root on the plate and have partially decomposed it.

The walls contain several wooden sculptures of animals. They are strikingly beautiful.

A few yet unfinished pieces litter the workshop. A partially completed long wooden tobacco pipe sits amidst wood shavings, next to a small collection of wooden jars. A chair with a broken leg sits in the corner, next to a partially fitted replacement leg. A small carving of five humanoid figures - apparently two humans, one elf, one dwarf and one halfling - is broken into pieces in the center of the room.

The drooping fungus illuminates this room brightly.

This was Faro's workshop. It has tools appropriate for any Craft check dealing with wooden items. The wooden jars near the unfinished pipe contain dry tobacco. It is smokable, but unpleasantly dry.

The broken carving on the ground was going to be a present to the rest of the Companions, but Faro—driven by the paranoia of the fungus—smashed it before it could be completed.

Treasure: The carvings of animals mounted on the walls are non-magical but lovely and could be sold for 25 gp each. There are six carvings total.

10. Storeroom (CR 6)

This low, small nook is packed with stacks of wood, barrels, and a large wooden chest.

This is a very small room, obliging characters over than 4 feet tall to stoop or crawl on their hands.

This storeroom is where Faro kept some of his possessions. The barrels are mostly empty except for some moldering potatoes and harvested mindrot fungus. Faro kept the cut fungus here to dry into a leathery, jerky-like food. Any characters eating the fungus in this way who have not succumbed to the fungus's influence must make another Saving Throw against its effects immediately.

Traps: The wooden chest is trapped with a dart trap that is triggered when it is opened. It has stats identical to the wyvern arrow trap.

The chest appears empty when first opened. However, the chest has a false bottom. A Perception check (DC 15) will reveal the false bottom. Attempting to lift the false bottom will set off a *sound burst* trap.

WYVERN ARROW TRAP (CR 6; XP 2,400)

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (1d6 plus wyvern poison/x3)

SOUND BURST TRAP (CR 3; XP 800)

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger location; Reset none

Effect spell effect (sound burst, 1d8 sonic damage plus stunned for 1 round. F-DC 13 negates stun)

Treasure: Inside the false bottom of the chest are a bag of 15 masterwork sling bullets and a *cloak of resistance* +1.

11. Fungal Cavern (CR 7) [B]

This large cavern is shaped like a crescent moon. As you enter it, you hear the sound of flowing water. It is noticeably cooler in this cavern.

At the bottom of the cavern floor, directly beneath the hole to the room above, is a shattered wooden bed built for a halfling and a shattered armoire full of small sized clothing.

The fungus is thicker here than in any other part of the Pit. Huge trees of the glowing stalks, stretching from ceiling to floor, restrict your movement slightly.

Part of an underground river carves out a section of this cavern.

This cavern is 15 feet below room 8. The stalks of fungus growing down from room 8 are easily climbable, almost like a ladder.

The river in this room is connected to room 12. Room 12 is upstream, however, so it is a DC 15 Swim check to move from the fungal cavern to room 12. The journey, however, is through a section of the river that is completely underground; characters will either need the ability to breathe underwater or hold their breath for 1,000 ft. of river.

Creatures: At the other end of the room is Faro, who has since become a mutated fungal-slave. He has lived these past months formed into the mindrot fungus, too bloated to move. He is extremely paranoid, living in constant fear of his former party. Faro, in this state, believes the player characters to be the other members of the Companions.

As characters move through the cavern and around its natural bend, read or paraphrase the following:

“As you round the cavern, a monstrous sight appears before your eyes. The columns of fungus thicken and suspend a bloated figure, like a spider in the middle of a dripping, glowing web.

The figure is corpulent, overlaid with several flaps of skin. Unnatural growths and pseudopods project from its body. Thickened tissues, slightly glowing, ripple away in undulating masses.

As you approach, a multi-tonal, creaking voice issues from somewhere within the mutated flesh. It says, “They have come...for us at last. You won’t get us. You won’t get us.”

It is possible to parlay with Faro - at least for a limited time. A DC 25 Diplomacy check is needed to convince Faro that, indeed, the characters are not the Companions

of Castledeeps. If this is accomplished, Faro will tell the tale of the Companions from his perspective- how they cleared the trolls, how they set up a hold in the Pit, how the others eventually turned against him, how Sir Jadus attacked Bradigant, and how they each retreated to their own parts of the caverns. Faro has not heard anything from the other Companions for a long time (though he is not sure how long, as his sense of time is greatly distorted).

Faro remembers that his name is ‘Faro Candlewax’ but refers to himself in the plural because of his fusion with the fungus.

MINDROT FUNGUS-SLAVE (CR 7, XP 3,200)

hp 168; see Appendix I

Treasure: If searched, the mindrot fungus-slave still has a set of *pipes of haunting* (*Ultimate Equipment*) within his folds.

12. Underground River [A]

The sound of swiftly rushing water fills this cavern, whose vaulted ceiling can only be glimpsed because of the glittering green fungus clinging to it. The west side of the cavern has an underground river flowing through it.

This cavern has a semicircular shape, carved by the river. The bank of the river has several barrels, a bucket and rope, and a dressing screen standing on its sandy shore.

At the north end of the room, a large stone door with flowing Elven script stands cut into the cavern wall. This underground river provided fresh water to the Companions when they dwelt here. The water of the river is potable. It occasionally has some blind crawdads, but provides little real fishing.

Empty barrels used to transport the water to other sections of the cavern stand here, waiting to be filled. The water is very cold, clear and pure. A bucket and rope used for this purpose are also nearby. The dressing screen here provided some modesty for those bathing here.

The river here flows between this room and room 11. Since room 11 is downstream, it is a fairly easy swim to room 11, though GMs might call for Swim check for very encumbered characters. However, it is through a section of the river that is completely underground; characters will either need the ability to breathe underwater or hold their breath for 1,000 ft. of river.

The door at the north side of the cavern has the following text written in Elvish: “Speak the name of my

Faro the Mindrot Fungus-Slave



best friend to enter here.”

Inform the characters who speak Elvish that the term “best friend” here has no perfect translation into Common. Perhaps another way to say it is “boon companion” or “beloved friend.”

The north door is the door into Alora’s personal chambers (room 13). The door actually has no true password. Alora has no true friends amongst the Companions, even in the days before the mindrot fungus. The correct answer to this question is to merely stay silent.

If a character standing in front of the door says ANYTHING whatsoever, the door locks itself. The door may be opened with a Disable Device (DC 35) check. If nothing is said in front of the door for one minute, the door will unlock again.

If GMs desire, they may increase the difficulty of this dungeon by bringing wandering monsters from other levels by way of the river. Aquatic creatures could lurk in the river, waiting for thirsty adventurers to come close before striking. Table

13. Alora’s Sitting Room [A]

This rounded cavernous room is positively lined with spiraled, unlit candles, though the ever-present glowing fungus is here as well. A mandala is worked into the floor with silver in the center of the room. Around this piece of magical art are several chairs of cherry wood lined with red velvet. Along the walls are delicate bookshelves full of bound tomes and codices.

This is where Alora would entertain the other members of the Companions during those rare times they would come to visit her.

There are delicately spiraled candles mounted on silver candleholders along the wall. They are beautiful but unremarkable.

The mandala in the center of the room has Elvish script flowing around it which says, “There is nothing that cannot be done.” If read aloud (in Elvish), all those standing within the circle will be teleported to room 14.

Treasure: The books on the bookshelves along the walls are all in Elvish. They are all philosophical Elvish works dealing with rational and ethical egoism as well as laissez-faire economic theories. To the right buyer, they may be worth 200 gp for the lot, but are fairly dry reading.

14. Outer Sanctum (CR 5) [A]

With a flash of light, you appear inside an identical mandala in a U shaped room. At the other end of the room, another mandala with a different pattern is inscribed in gold in the floor.

On the west wall there is an alcove in the stone wall that contain several scrolls.

In the center of the room is a silver and gold circle, from which a tree is sprouting directly from the stone floor. The tree has many branches which crowd around the cavern ceiling, but the central trunk disappears back into an identical looking circle at the top of the cavern.

Below the branches of the tree is a statue constructed of hundreds of metal masks welded together. The statue has its hands raised above its head in a joyful gesture, as if stepping free into the light of day for the first time.

This entire room is under an *antimagic field* that suppresses spells from divine spellcasters. Arcane spellcasters may use spells as normal here. Any divine spellcasters that enter this space immediately feel a loss of connection with their power source. With the exception of arcane spellcasters, the *antimagic field* functions normally, including robbing creatures of supernatural or spell-like abilities (even for arcane magic-users). The field may be shut off by shattering the carving in room 15.

This room is where Alora did most of her magical experimenting. The mandala at the south end of the room teleports all those standing on it between this room and room 13, if they say the appropriate command word. The mandala at the north end of the room will teleport all those standing on it between this room and room 16, with the appropriate command word. The command words for both of these teleportation circles are inscribed in Elvish around the respective mandalas. The command word for the southern mandala is, “There is nothing that cannot be done.” The command word for the northern mandala is, “Stars ascend.” There are no other exits or entrances to this room; this room is sealed off from the rest of the Pit.

The tree in the center of the room is being teleported from a distant forest. The roots and roof of the tree are in that forest - the trunk and some of the branches are within this room. The teleportation circles that hold the tree cannot be utilized by the players; if the players climb the tree, the teleportation circle in the ceiling is large enough only to allow the trunk through. If the tree is cut down, the teleportation circles close.

If the players examine the alcove or search for secret

doors (Perception 20), there is a hidden room behind the alcove, room 15.

Creatures: The statue in the center of the room is a mask golem. This golem is in stasis until he hears any non-Elvish language being spoken within the room or until it is attacked. It stands unmoving, eyes closed, until such disturbance occurs. If the characters speak aloud in any language except Elvish, it awakens and immediately attacks them.

MASK GOLEM (CR 4, XP 1,200)

hp 42; see Appendix III

Treasure: The mask golem is constructed of mostly iron masks, though several are gilded with gold or silver, worth a total of 2,000 gp. Furthermore, a sapphire worth 500 gp is set in the golem's forehead.

The following scrolls are in the alcove of the west wall: *scroll of vanish*, *scroll of magic mouth*, *scroll of phantom trap*, *scroll of erase*, and one scroll labeled (in Common) "Alora's Magical Secrets."

Trap: The scroll of "secrets" is a trap, placed by Alora to thwart her rival Salfir. The only thing the scroll contains are *explosive runes*. Reading this scroll activates the *explosive runes*. If the exploding runes goes off before the golem is awoken, its destructive blast will both harm the golem and awaken it.

15. Meditation Chamber [A]

This is a tiny room, about 8' by 8', which is comfortably decorated with unlit butter candles and tapestries of abstract art. The smell of incense is strong here, though none burns at the moment. A woven straw mat sits on the floor in front of a statue of a meditating elf monk carved from a stalagmite.

Text runs at the base of the statue that reads: "There is nothing worthy of obedience other than your will, and nothing worthy of worship besides your own soul."

This room is also affected by the *antimagic field* of room 14.

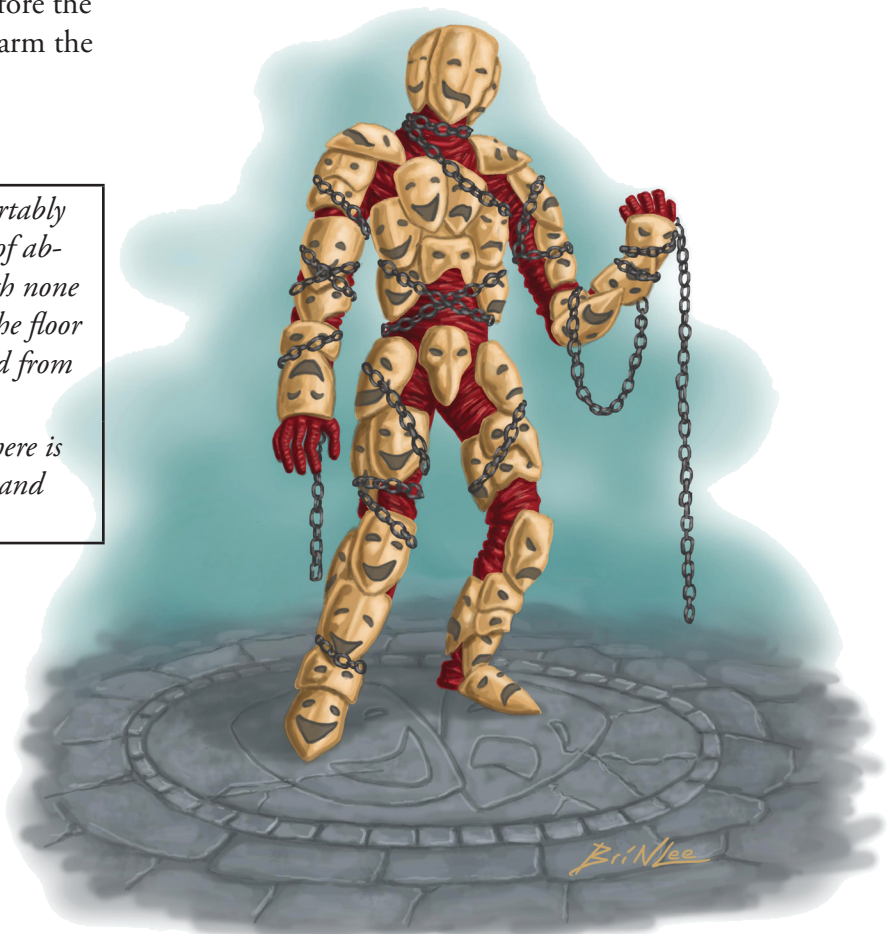
This room is where Alora would retreat to meditate and center herself. Alora was a staunch anti-deist (acknowledging the existence of gods but advocating denying them worship) and this room is the closest thing to a religious altar she came to.

The stalagmite statue here is Alora's own

work, laden with powerful spells that robs divine spellcasters of their powers. A successful Spellcraft check (DC 16) shows that the antimagic field is centered on this statue. Clerics and other divine spellcasters feel an unpleasant queasy sensation when they touch the statue.

The *antimagic field* will be destroyed if the statue suffers 5 hp of harm. The statue is made of stone (hardness 8; hp 15/inch of thickness). If the characters try to move the statue, it requires breaking or removing it from the stalagmite base, which also deactivates the *antimagic field*.

With a Knowledge (religion) check (DC 15), a character may identify the statue as the ancient elf monk and philosopher Arn Dyna who advocated a demi-humanist philosophy. He said that gods were merely more powerful entities than the demi-humans and, even as demi-humans did not "deserve" worship from animals, neither did gods "deserve" worship from demi-humans. He advocated personal achievement and universal ethics over dogma.



16. Inner Sanctum (CR 6) [A]

In a flash, you are transported to an identical mandala in a nook off of a medium sized cavern. An awful smell fills the room. The main chamber of the cavern is circular with a vaulted, dome-like roof. In the center of this floor is an elaborate circle of magic inscriptions. A few pieces of wooden furniture stand about the middle of this room. Several smaller nooks branch off from the main chamber. In the north-west nook, you see a vat of stinking, solid fat. In the north nook, a picture of a unicorn made of stained glass hangs from the ceiling. In the eastern nook, there is a canopy bed built into an alcove. In the southern nook, two featureless waxen statues stand guard. Hundreds of inconsistently burned little candles sit in crannies in the wall, some tall spirals and some down to little nubs.

These were Alora's personal chambers, where she spent most of her time.

The central chamber was carved out by Alora. Some of the mindrot fungus can be found here, having regrown from its initial culling. The illumination it provides here is only a twinkling of green luminescence. Only characters with low-light vision can see comfortably here. In the center of the room is a permanent *magic circle against evil* turned inward. It may be used by magic users who wish to cast *planar binding* and related spells. It is a DC 23 Knowledge (Arcana) check to correctly identify the purpose and powers of this circle.

Various pieces of elegant wooden furniture occupy this area. Three high stiff-backed chairs, one side table, a footstool, and an empty lectern are found here. This mandala is the only entrance or exit from this room. By speaking the password ("Stars ascend" in Elvish) inside the mandala, the character is teleported to the identical mandala in room 14.

There is a vat of cooled tallow here. Unheated, the tallow is thick, solid, and stinking. The vat is raised slightly, allowing a fire to be built under it. If the characters do so, the tallow will become liquid and viscous (and even more pungent) and can be used in all crafts related to Profession (chandler) or to create additional wax golems, as the wax has already been treated with the appropriate dyes and unguents.

In this alcove, a stained glass picture of a unicorn is hung by a silver chain. It is a beautiful piece of art, but its delicate nature makes it very hard to transport. Suffering even 1hp of damage will cause the picture to shatter. This nook contains Alora's canopy bed. The bed is decorated with silver and green silken curtains and the mattress is stuffed with goose down. Concealed under

the mattress is the body of Alora; anybody lying in the bed feels the long uncomfortable lump of her body. A Perception (DC 14) check of the area will reveal Alora's body under the mattress. The characters are particularly drawn to that area because of the awful smell coming from her corpse.

If Alora's body is found, the corpse is much decomposed. Her moldering violet robes conceal her spellbook. She clutches a broken gem in her hand.

This nook contains the two non-sentient wax golems who stand guard over the area. They will attack as soon as they hear a non-Elvish language spoken.

Creatures: These chambers are currently occupied by two non-sentient wax golems who will attack any who speak a language other than Elvish. In addition, the chambers are occupied by a sentient wax golem who believes itself to be the real Alora da Na.

3 WAX GOLEM (CR 3, XP 800)

hp 42; see Appendix III

Alora initially created a golem in her image as a decoy to threats from her companions (especially Salfir). However, the golem gained sentience one day and turned against its master, killing Alora and hiding her under her mattress. The golem truly believes itself to be the "real" Alora. However, it has none of the powers or abilities that the elf wizard had.

The golem-Alora does not know the password to leave the room, and so is trapped here. There is a 65% chance of finding the golem-Alora "sleeping" in the bed of section E (the golem cannot actually sleep, but will feign it out of boredom), a 25% chance of finding the golem-Alora awake and sitting in the central chamber of A, and a 10% of finding the golem-Alora attempting to conjure a demon into the circle at the center of the room (because the golem lacks the capacity to actually cast magic, these attempts are fruitless).

It is very difficult for someone to notice the inhuman qualities of the golem-Alora; the wizard knew her work well. However, careful observation of the golem can prompt a Perception check (DC 22) to notice a strange sheen and peculiar quality about the golem-Alora. Actually touching the skin of the golem will prompt a Perception check (DC 12) to feel that her flesh is definitely not the flesh of a living creature.

When the PCs encounter the golem-Alora, it will confront them in the Elvish tongue and demand to know why they have intruded. The golem-Alora wishes to

leave these chambers, but does not want to admit that it doesn't know the password to the teleportation system. If it observes the players using the mandala to leave, it will follow in suit. The golem-Alora will make threats and utter curses against the PCs in an effort to force them to retreat, but does not want to actively engage them in a fair fight. It may attempt to kill players if left alone with one of them, or if it can gain some sort of advantage. The golem-Alora does not know many features of the dungeon, but does know the basic story of the Companions of Castledeep. The golem-Alora is legitimately afraid of an attack from Salfir and believes the other Companions to be allied against it.

Treasure: Alora's spellbook has an etched silver plate cover and yellowish vellum pages. It is written in a strong hand in Elvish. The first several pages of the spellbook describe how each spell is a triumph of the elven spirit over the oppressive forces of religion and superstition. The spellbook contains the following spells: (1st level spells) *abundant ammunition, unseen servant, identify, see alignment, sleep, moment of greatness, negative reaction, cause fear, longshot, expeditious retreat*. (2nd level spells) *obscure object, communal protection from evil, glitterdust, web, blood transcription, bestow weapon proficiency, command undead*. (3rd level spells) *explosive runes, summon monster III, arcane sight, clairaudience/clairvoyance, beast shape I, shrink item*, (4th level spells) *control summoned creature, illusory wall* (5th level spells) *lesser planar binding*.

The gem in Alora's hand is the gem that served as a focus for Salfir's *magic jar* spell (which ended when she stole the gem, see details for room 31). A Spellcraft check (DC 15) may identify the gem as an empty focus for this spell. The gem is worth 100 gp.

The stained glass unicorn is a piece of fine art worth 100 gp.

17. Whispering Cavern [A]

A huge cavern opens before you, pockmarked with hundreds of little alcoves, all textured like sea coral. The glowing fungus forms columns here, like great tree trunks. As you enter, you hear the grit of your footsteps reverberated a dozen times across the chamber.

This cavern has a curious natural acoustic feature: every sound within the chamber is echoed back, softly, dozens of times. Words uttered in a normal speaking voice are repeated back softly, as if whispered.

This room is merely a curiosity and devoid of "purpose."

Clever or malicious GMs may use this room as a feature to further the paranoia of characters in the grips of the mindrot fungus. The whispers that they hear could be markedly different from the whispers that their companions hear. A PC infected with mindrot might hear plots against his person, as well as veiled or specific threats. This might be misinterpreted as the cavern having specific magical effects, allowing them to hear into the minds of his "murderous" companions. A deceptive DM might further this belief by rolling some dice behind his screen or asking for fake dice rolls, which deepens the illusion that something magical is happening in this room.

18. Shrine to Gerana (CR 5) [A]

This small chamber has obviously worked stone on the ceiling and floor, making them more smooth and square than the natural caverns in the rest of the Pit. White tapestries marked with anvils and broken chains. An altar and lectern stand at the back of the room. A whip sits on the lectern.

Behind the lectern is a panel of worked, smooth stone with the words "Suffer no dishonor. Submit to the lash gladly. In all things be lawful."

A silver embossed door branches off the west side of the room. This room is lit by the ubiquitous glowing green mushrooms.

This room is a shrine to Gerana, the True Arbitress. A Knowledge (religion) or Knowledge (local) check will reveal the following information: (DC 10) The symbolism of this shrine shows that it is a shrine of Gerana, the goddess of Justice, Valor, and Chivalry. The anvil is the forge upon which all good deeds are cast, and the broken shackles are freedom from chaos and disorder. Clerics and paladins of Gerana often serve as judge, jury and executioner for their local prefectures. (DC 15) Gerana is a goddess of strict law and goodness. Adherents to Gerana often carry the goddess's warhammer, which is used to intimidate criminals into a confession. However, Gerana strictly forbids the use of torture to elicit confession. (DC 20) Three of Gerana's tenets are displayed on the wall. They find deceit to be one of the highest crimes; lying about your misdeeds often carries higher penalties than the misdeeds themselves. To this end, followers of Gerana often whip themselves to confess their crimes and be absolved of them. Gerana, as a lawful good deity, asks her followers to be as just in their investigations as possible and eschew material compensation, as it could cloud their judgment.

The carved stone panel on the wall behind the lectern is a different color and slightly raised from the rest of the wall. It conceals a secret door that leads to room 20, which can be found with a DC 12 Perception check. This door was not intended to truly be secret, but discreet.

The button that will open the carved panel is behind one of the tapestries hanging on the walls. Adventurers looking behind the tapestries will automatically find this button.

The altar is aspected towards law and goodness. Any character or appropriate alignment praying to Gerana in front of the altar will receive a *bless* (as per the spell; CL 20th). Any character of opposed alignment praying in front of the altar will receive a *bane* (as per the spell; CL 20th).

The altar has a moderate magical aura of conjuration about it. Items placed on the altar for one round will be teleported to room 21. Only items that can fit on the altar (three feet long, foot and a half wide) will be teleported. Living creatures will not be teleported unless they are completely enclosed in inanimate material. Therefore, a halfling sitting on the table will not be affected, but a halfling sitting in a barrel will be.

Trap: The silver embossed door leads to room 19. It actually has a prayer to Gerana inscribed minutely in its pattern. It requires a DC 12 Perception to notice the prayer at all, and a DC 29 Perception check to notice the prayer is actually a magical trap.

If anybody that is non-lawful or non-neutral (they need not be both) opens the door, they trigger the following trap:

ORDER'S WRATH TRAP (CR 5, XP 1,600)

Type magical; **Perception** DC 29; **Disable Device** DC 29

DESCRIPTION

A thundering sound like a bell being struck reverberates from the door, reverberating through the room. Only non-lawful creatures are harmed by this effect.

EFFECTS

Trigger touch; **Reset** manual (when the door is closed)
Effect spell effect (*order's wrath*; the trap deals 5d8 damage to non-lawful creatures (or 10d6 damage to chaotic outsiders). A successful W-DC 19 Will save will negate half the damage. This trap has no effect on lawful characters.)

Treasure: The lectern contains vellum, ink, quill, and a whip. It is used in Jadus's religious ceremonies and self-flagellation. Investigation of the whip will reveal dried blood crusted on it. It looks well worn.

19. Rectory (CR 1) [A]

Three small steps carved into the stone lead up into a small room (about 10' by 12'). It looks well lived in and comfortable, consisting of a bookshelf, a narrow bed and a writing desk. A round, woven rug sits in the middle of the room. Unlit candles cover the desk. Small glowing mushrooms dripping from the ceiling provide dim illumination.

This is the rectory where Sir Jadus lived. He spent his time here in meditation, study, and prayer.

Given the tiny size of the mindrot fungus in this room, the lighting is dim.

Under the rug is a dead venomous snake. This was let into Sir Jadus's quarters by Faro but, lacking food and water, it died soon thereafter.

Traps: There is a chest under the bed. The chest is locked, requiring a Disable Device (DC 25) check to pick. Picking the lock will spring a Poison Arrow Trap.

Inside the chest is a note saying, "Thievery is a poison. Gerana the Arbitress need not pursue thieves, as their own venom shall be their undoing. – *The Divine Record* 14:6"

POISONED ARROW TRAP (CR 1; XP 400)

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

EFFECTS

Trigger touch; **Reset** none

Effect Atk +10 ranged (1d6 plus greenblood oil)

Treasure: Investigating the bookshelf yields several very dry religious treatises and texts of local law. Anyone studying these books may add +3 to Knowledge (local) checks relating to laws in the Purple Mountain region. The collection may also be worth up to 100 gp, if you find the right buyer.

Also on the bookshelf is a two-foot tall statue of Gerana. One of her eyes contains a *pearl of power* that can hold a 1st level spell.

The writing desk contains wax, a seal with a hammer sigil, incense, and several sheets of vellum. An unsent letter lies open on the table. It reads:

Friar Florin,

I finally have the proof that I have been seeking. It was, as I feared, the she-dwarf Bradigant. She has long been the leader of our party, and her turn towards evil saddens me greatly. But, as the Divine Records say, "The hammer knows no mercy." I have prayed to become more like the hammer, and less like the flesh and blood that I am. I hope that I am being just in my view, but can only trust in Gerana to guide me.

I hope to bring the thief back to the city for her trial, but she is tricky and full of guile. If her tongue weaves a falsehood, I shall put her under judgment here and now, by my authority as Inquisitor. As it is written, "Give the thief due punishment, but attack the liar without hesitation. This is the path to paradise."

Your servant,

Jadus, Errant of the Holy Order of the Silver Hammer

Purple Duck Note: If you are unfamiliar with the two guards puzzle, the easiest question to determine the identity of the liar and the truthful gargoyle is, "Would the other gargoyle tell me that this door leads to Heaven?"

The gargoyles, true to form, are enchanted to speak the answer to just one question. The gargoyle on the west wall will speak the "truth" whereas the one on the east wall will speak "lies." If solved in the traditional means, the gargoyles will say that the "correct" path is the west door.

If the characters can divine the true path forward, the gargoyles can actually be a secret benefit to them. The truthful gargoyle will answer any question about the dungeon or the past of the Companions truthfully (his only flaw is his answer for the safe way forward - otherwise his answers are factual).

20. Two Gargoyles Riddle (CR 5) [A]

This small room is dank and broad. The west and east walls both house doors, over which is perched a stone statue in a vaguely diabolic shape, grinning at you with an unmoving face. Water dripping from the ceiling pours into spouts on the back of the statues' open heads and issues from their empty mouths, causing a babbling sound to come from both of them.

The north wall is covered in tiny hyphae of glowing fungus. Just under the fungus is carved the following script: "One path leads to Heaven, the other to Hell. One statue will always tell the truth. One statue will always lie. You may ask one question – and only one – to find which path leads to Heaven."

At first glance, this room seems to be the classic "Two Guards" puzzle. Experienced adventurers may recognize it and choose the correct question to ascertain the way forward.

It is a trick.

One of the tenets of Sir Jadus's faith is to attack liars without hesitation. If they choose either the western "truthful" statue or the eastern "deceitful" door, the players actually walk into a trap. Only by attacking the "liar" statue will the true way forward open.

The "water" that pours through the mouths of either statue is actually a clear magical potion with a strange chemical smell. It radiates an aura of faint enchantment. If drunk, it functions as an *elixir of truth*. This magic is endemic to this location and these statues. Bottling the water or removing it from the cavern destroys this effect. The potion is also flammable. Characters walking through the doorway will be drenched in the potion, unless proper precautions are taken.

Traps: If characters enter either door, they see an unlit 35 foot long hallway that terminates in a stone door. Trying to open this stone door will cause the door under the statue to slam shut and lock (DC 30 Strength check or Disable Devices check to open it). On the back of the door under the statue is the phrase, "Give the thief due punishment, but attack the liar without hesitation. This is the path to paradise" painted on it. As the stone door is opened, a *fireball* trap is triggered centered at the open door. Characters soaked in the potion pouring from the statue's mouth will continue to burn.

A character doused in the flammable potion is allowed a DC 20 Reflex save every round to try and extinguish himself or suffer 1d6 damage. A character's equipment

and clothing take the same damage that a character takes.

If the statue over the eastern “lying” door suffers damage, a secret door (DC 30 Perception check) will open, revealing downward stairs and safe passage forward into room 21.

FIREBALL TRAP (CR 5; XP 1,600)

Type magic; **Perception** DC 28; **Disable Device** DC 28
EFFECTS

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

Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

21. Offering Room (CR 5) [A]

The steps lead you down into a medium sized square room. The room glints in the dull green light of the fungus - it is full of treasure. Small piles of coins - some quite old or greenish looking - minor gems, and tarnished silver dishes lie in small heaps on the floor.

On the opposite wall from the stairs, an open door under a bas relief leads into the next room. The bas relief depicts a beautiful, warhammer-wielding woman and a set of scales. A heart is depicted on one of the scales and a feather on the other.

This room is where things placed on the altar in room 18 are teleported. The room was designed to keep the offerings forever, so the priests of Ad would not know greed and exploit their followers.

Traps: The last five stairs down into the offering room are scales, which weigh the character. Each step they take clicks audibly—to no apparent effect. However, if a character attempts to leave the room (either through the door or back up the stairs) and their weight has changed whatsoever (even a single coin of weight difference will set off the trap), a *fireball* trap is sprung. The fireball easily engulfs the entire room, scorching the other characters within the room.

If the characters are still covered in the oil from earlier, a similar effect to room 20 will occur, with the characters and their equipment catching fire.

Because each of the five last steps act as weights, it is very difficult to bypass them normally. It requires a DC 26 Acrobatics check is required to get past them without putting any pressure on any of the stairs. Teleport effects will also allow them to escape the room. However, the altar’s teleportation effects only allow for teleportation into the room, not out of it.

Certain items such as a *bag of holding* or spells such as *floating disc* may bypass this trap. Given the PC’s options, the CR for this room is lowered.

FIREBALL TRAP (CR 5; XP 1,600)

Type magic; **Perception** DC 28; **Disable Device** DC 28
EFFECTS

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

Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

Treasure: This room holds the offerings that Sir Jadus made to Gerana, including all coin retrieved from criminals that Sir Jadus brought down. Priests of Gerana will often offer ill-gotten goods to their goddess so that no one can say they pursue justice for any cause other than justice itself. Within the room is a total of 100 gold pieces of commonly traded coins, 50 antique coins that can be sold for 2 gp each (for a total of 100 gp), 50 gp worth of agate and emeralds, and 50 gp worth of silver cups and plates (which were used as offering trays). GMs should endeavor to make the antique coins fit into your own campaign setting, making their find something remarkable.

22. Archway of Confession (CR 5) [A]

A short hallway about 12 feet long opens in front of you. The hallway is very narrow, allowing only single file. The hallway ends in a very small archway, on top of which a stone carving of a demonic creature reaching down past the arch is perched. The arch is so small that anyone shorter than three and a half feet tall are compelled to get down on their hands and knees and crawl through the arch and under its disturbing stone creature.

Traps: The arch at the end of this hallway has a trap. When characters approach within five feet of it, a voice within the demonic statue says the following: “Those who wish to approach the holy catacombs must first be cleansed of all crimes. Confess and repent with blood.”

To pass the trap unmolested, a character must first a) say a true confession of an evil or unlawful action they have done within their lives and b) willfully self-harm. The statue will detect lies or half-truths. A confession must be wholly true to be acceptable as a confession.

Per self-harm, the whip in room 18 is ideal for this, as it will only do 1d3 hp damage. However, cutting your hand with a knife, smashing your face with a rock, or anything else that causes hp damage will also be appro-

priate.

Those that fail to perform one or both actions suffer the effects of a *symbol of death* as they pass under the statue. A character with the trapfinding class feature may detect the presence of this spell with a Perception check (DC 33). Once found, they may attempt to disable it with a Disable Device check (DC 33). Though the *symbol of death* is an 8th level spell and would normally provide a higher CR rating to this encounter, the PCs are given adequate opportunity to bypass this trap. The CR rating has been adjusted accordingly.

This hallway has no mindrot fungus in it and therefore has no illumination.

SYMBOL OF DEATH TRAP (CR 5; XP 1,600)

Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

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

Effect spell effect (*symbol of death*); multiple targets (one of more targets within 60 ft.)

23. Incomplete Ossuary [A/B]

This unlit, domed room is filled with cobwebs and an eerie silence. This room appears to be an ossuary - stuck in the wall are designs made of skulls and bones. Many of the designs are incomplete, however, giving a half-finished and empty feeling to the room.

Water leaks from the walls down into a grate in the middle of the room.

A stone coffin stands upright against the rounded wall. Crudely carven letters read: "Here lies Sir Jadus, Inquisitor of Gerana, Errant of Lady Arbitress, etc. etc."

This catacomb is constructed of the bones of various villains that Sir Jadus put to death. Only ten bodies currently are interred here, making the designs he had planned yet incomplete.

The stone coffin is a false front. The coffin requires a DC 20 Strength check to pry open. Sir Jadus is not inside. Rather, the coffin houses a spiral staircase that leads down to room 24, where Sir Jadus is actually interred.

The grate in the middle of the room may be pried up with a DC 20 Strength check. It leads down to room 5.

This room has no mindrot fungus in it and therefore has no illumination.

24. Tomb of Sir Jadus (CR 5) [B]

The spiral staircase winds down into long, narrow chamber. The darkness here feels oppressive.

This room is very damp. Water trickles down the north and west walls, making them very wet. This falling water has caused a partial cave-in in the northwest corner.

The west wall holds a long table covered in skulls in various states of decay. They were, apparently, being prepared for the ossuary above.

In the center of the room is a stone table, on which a partially desiccated corpse lies prone. The corpse is of a human male in red robes and a rusted chain shirt. His hands are crossed over a silver warhammer.

Sir Jadus retreated to his sanctuary after he attacked Bradigant and suffered a brief moment of clarity. For his transgression, he was compelled to kill himself. A search of the room will find the small sacrificial knife he used in the rubble in the northwest corner. The sacrificial dagger is not magical, but is ornately decorated and ideal for use in religious rituals.

However, Sir Jadus returned as a mummy from death to protect the sanctuary from intruders - such as the player characters. Sir Jadus's return as a mummy is more or less a "natural" occurrence; he was not transformed into a mummy by the normal methods. Sir Jadus's will in the afterlife allowed him to return to his body and seal his flesh against decay with holy magic.

Creatures: This is the final resting place of Sir Jadus. He lies on the table as a mummy. When adventurers enter the room, the mummy of Sir Jadus will rise, call them transgressors, and attack!

MUMMY (CR 5, XP 1,600)

hp 60; see Appendix III

Melee +1 warhammer of fugitive bane +15 (1d8+10 plus mummy rot)

Treasure: The mummy is wielding a +1 warhammer of fugitive bane. It has the same stats as a warhammer, but against fugitives and escaped criminals, it provides a +2 to-hit bonus and does +2d6 damage.

25. Dusty Cavern (CR 4) [D]

An unremarkable cavern opens before you. The fungus's soft glow illuminates a dusty floor and strangely smooth ceiling. Otherwise, the cavern is empty.

This cavern is 20' by 15' with an 8' ceiling. It holds the secret entryway to Salfir's section of the dungeon. If any spell is cast within the cavern, a door opens in the ceiling revealing a vertical shaft. Otherwise finding this door requires a Perception check (DC 20). The door is a stone door and obeys the same rules for breaking or forcing a door of that type.

Entrance into Salfir's chambers requires that the characters climb the stone walls of the shaft (Climb DC 15) or Fly/Levitate upwards. The vertical shaft to Salfir's chambers has a diameter of about 10' and is 35' long, ending at room 26.

Trap: The shaft contains the following trap:

DAZING TRAP (CR 4, XP 1,200)

Type magical; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic

Effect spell effect (*heightened daze monster*; W-DC 19); multiple targets (all targets in a 40-ft.-radius burst)

Anybody not of draconic lineage (such as a sorcerer with the draconic bloodline) going 20' up the passage activates the trap, which affects the entire shaft. Climbing adventurers affected by daze immediately fall, taking damage as normal. (For rules on things like climbing, catching falling climbers, etc. refer to the *Pathfinder Core Rulebook*).

26. The Chambers of Salfir Jabar (CR 5) [D]

This small, unlit, circular cavern has been well-worked. The sides of the cavern have been polished and blackened, as if by fire. The ceiling has even been cleared of the strange glowing mushrooms and smoothed out. Six columns of a white stone - different than the other stone of this dungeon - stand floor to ceiling in a circle in the center of this room. A throne made of various assorted bones sits in the center of the circle.

Several green tropical plants are clustered around the room, as well as several heaps of cushions and beautifully woven rugs. This room still has the faint smell of perfumes.

Two unlit winding tunnels of unpolished stone are located in the north wall. A large sealed stone door with writing in Draconic sits in the east wall.

The columns and throne are both pieces of art that Salfir enjoyed. Neither are functional.

The throne of bone is a piece of art. Upon each bone is inscribed the name of a different member of the Jabar line, stretching back to an ancient blue dragon named Kalim. If characters closely inspect the throne, they will notice that it is about as sturdy as if it were made of matchsticks. Sitting on the throne will cause it to collapse.

The plants in this room are not living plants at all; there is no sun for them to grow. They are cleverly made of silk.

The pillows and rugs thrown about the room are comfortable. This is where Salfir often slept. They are otherwise unremarkable.

This area is devoid of the mindrot fungus and, as such, is unlit.

Traps: The sealed door in this room is locked with the spell *arcane lock*. A script in Draconic translates to "Sutra of Shankhil 7:7." A Knowledge (religion) (DC 15) check knows the often repeated verse from this sutra: "Knock and the door shall be opened." Characters from the same far-off desert region of Salfir Jabar need only succeed at a DC of 10 for the same check. This is in reference to the fact that a *knock* spell will open a door sealed with an *arcane lock*. However, it is also a warning: the door is trapped. Touching the door activates the following trap:

WIZARD-BANE MIST (CR 5, XP 1,600)

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

EFFECTS

Trigger touch; **Duration** 1 round; **Reset** repair
Effect poison gas (inhaled; gasified id moss); multiple targets (All targets within 20 ft.)

Treasure: The six columns are not load-bearing. In fact, they are just standing in the middle of the room, unconnected to the ceiling. They can be moved if characters pass a Strength check (DC 25). The columns are salvaged from the ancient temple of the Wind of Jewels, an air elemental lord from before The Calling, and can be clearly shown to be much older than the rest of the dungeon with a Knowledge (engineering) check (DC 12). It requires a Knowledge (history) (DC 15) check to realize that the columns are probably salvaged from a historical site and represent significant value. The set of columns could be worth 1,000 gp, if the characters can extract them safely from the dungeon.

27. The Bound Janni [D]

There is a small chamber behind the door, roughly 5' by 5'. It is unlit and roughly cut. A large rug, rolled tightly and bound with a cord, sits on the ground unceremoniously.

This room contains a rug, inside of which is a janni named Kolot, who was bound there willingly with spells by Salfir.

KOLOT, JANNI (CR 4, 1,200 XP)

hp 39; see Appendix III

Kolot owed Salfir Jabar a great debt, and willingly served him as a wise and fair counselor. The spells that bound him to the rug were set there for his own protection against Salfir's supposed rivals. However, with Salfir's death, Kolot remains trapped in a protective cage with no way to escape.

Traps: The rug is set with a *glyph of warding*. Only those with draconic type can bypass the glyph without disabling or dispelling it. If tampered with without the proper precautions or the proper blood, the blast glyph will explode, dealing 4d8 damage to the character and all those within 5 ft of him or her.

If the *glyph of warding* is bypassed and the rug unfurled, Kolot will be released from the rug and appear before the characters. He thanks them for releasing him and will attempt to *plane shift* to his home plane, having sensed Salfir's death several weeks ago. As thanks for releasing him, however, he will grant the players one favor.

As a janni, Kolot certainly has no wish granting capabilities. He will use his magical powers for the benefit of the characters, however, or join them in a single battle. He will not willingly adventure with them for an extended period.

His greatest use might be advice, however. Kolot served Salfir as a counselor and was privy to most of the happenings of the Companions. He knows how they descended into the Pit and slowly turned against each other. He knows that Sir Jadus and Bradigant first came to blows, with Bradigant defeating Sir Jadus. He knows that his master Salfir greatly feared Alora and knows that their rivalry existed before coming to the Pit. He does not know precisely how Salfir died, but could realistically reconstruct the scenario if he is given all the information. Kolot has never succumbed to the mindrot fungus and has been mostly shielded from its effects by the spells in which he was kept. He has the presence of mind to think that the Pit itself had some effect on the Companions.

Adventurers who attempt to bar Kolot from plane shifting home will immediately cause him to become unfriendly, if not downright hostile. Extortion and bullying the janni will cause him to give poor advice that could send them directly into traps. He doubts his ability to defeat the PCs in open combat, and will try to avoid it if possible.

Kolot appears to be a human with ruddy skin of indeterminate age; he has a youthful face, but an ageless quality in his eyes. He has a long, well-oiled beard that falls to his chest and a gap in his teeth. He wears a round hat of felt and a red robe, gilded about the edges, that falls to his feet.

Purple Duck Note: *Depending on what campaign world you are using this encounter could be quite different. In the default setting for Purple Duck Games, elementals and elemental-kin including djinn-spawn are generally viewed with strong negativity if not outright hostility. This is because the Elemental Lords used to enslave much of the world before the calling. In our playtest, the Janni was dealt with harshly.*

28. A Foul Odor [D]

This path is dark, having no fungus to light it. As you travel down this winding pathway, an acrid stench like rotting eggs fills your nostrils.

The fumes from room 29 leech into this winding corridor. It serves as a warning against player's moving further. Any torches or open flame that the characters

carry down this corridor sputter and hiss. A Knowledge (dungeoneering) check (DC 24) is needed to identify the scent as being the fumes of rotting dragon eggs.

This area is devoid of the mindrot fungus and, as such, is unlit.

29. Hatching Pit (CR 2) [D]

As you enter this low, unlit cavern chamber, a pungent smell akin to rotting eggs overwhelms your senses. Your eyes water at the revolting scent.

Several large, broken, mottled eggshells lay on the ground, which is splattered with dried blood and a yellowish crust. Inside one of the eggshells is a small, blue-hued, dead dragon. It appears to have not survived hatching.

Salfir rescued three blue dragon eggs and kept them in this chamber, tending them and waiting for them to hatch. Two hatched healthy while the third died. The eggshells are broken, but characters may correctly guess that about three eggs once dwelt here. The dead hatchling will allow the characters to identify these eggs as being blue dragon eggs.

Traps: These rotting eggs produce a powerful stench. It is unpleasant, but not poisonous to breathe. It is, however, fairly flammable. During the first round the players arrive, any sources of open flame (such as torches) immediately begin to flare, sputter, and hiss. The next round, if the player's remain in this room, any sources of open flame explode, as if they were *fireballs* cast by a sixth level wizard (dealing 6d6 fire damage in a 20-ft-radius spread, (R-DC 18) save for half damage). Bypassing this obstacle counts as a CR 4 award (1,200 XP).

Purple Duck Note: *For an alternative to this trap you could use the two of the dragon cuckoos found Appendix II and pictured to the top right.*

30. A Dead Dragon [D]

This chamber is round and unlit. A dragon, about the size of a young human, lies unmoving on its side in the middle of the chamber. At the far end of the chamber is a lump of unformed, multi-colored wax.

After the Companions became enemies, Alora made a bid against Salfir. Sensing Alora nearby, Salfir used the magic jar spell to switch his soul into one of the twin blue dragons he was raising. In the form of this blue dragon, he made war against one of Alora's wax golems.



Meanwhile, Alora herself snuck into room 31, stole the gem that housed the dragon's soul and performed a coup de grace on Salfir's body. When the spell ended, the focus of the spell was too far away from the dragon's body, so it could not return. Thus, the dragon died. The focus of the magic jar spell that Alora stole can be found on Alora's body in room 16.

The wax lump in this room is all that remains of the wax golem that Alora used in her attack against Salfir.

Treasure: The dragon's corpse may be harvested by the PCs, but it has been decomposing for over two months. It is up to the DM how much of the dragon can be legitimately harvested. Assume the wyrmling could typically be worth 800 gp in alchemical and crafting reagents if sold to the proper buyer. The DM may call for a Survival or Craft (alchemy) check (DC 20) to harvest the useful and non-decomposed parts of the wyrmling, with the percentage of the total value for the dragon fluctuating based on how well the check succeeded. If the PCs wish to use the dragon's body for their own crafts, keep in mind the dragon is only about as large as a dwarf. There is only enough dragonscales to make armor for a Small creature.

31. The Body of Salfir [C]

This large chamber is unlit and very uneven. The terrible stench of rot fills this room. It is full of craggy pits and jutting stalagmites. There is the sound of falling water as water dripping from the ceiling fills some of the pits with very shallow pools.

In one of these pits, you come upon the body of a human lying face down.

In the northwest corner of this room, it looks as if a tunnel has been bored into the ceiling. It is about wide enough for a human to comfortably climb up into.

The body of Salfir is in this chamber, slain by Alora while his soul was in the blue dragon in room 30. He is clothed in the garb customary to the far-off desert land from which he hails, with a light blue tunic, a turban, and silvery silk pants. The turban is soaked in dried blood as Alora struck him in his head with a heavy rock, which also lies nearby. Salfir's face had been clean shaven and handsome, but is now two months decomposed. His body has been looted by the remaining live dragon, and is free of any valuables.

The tunnel that goes up into the ceiling was made by the burrowing blue dragon. It has enough space for a Medium sized creature to comfortably climb into it, though any larger creatures have difficulty fitting. Ascending the tunnel requires a Climbing check (DC 15).

32. Sandfall [C]

This expansive cavern is unlit and full of strange, sandy hills and dunes. The stone here is reddish. Pools of shallow water lie scattered about the floor, reflecting the stalactites of the ceiling high above.

The far wall is a high rock face, over which slowly trickles a cascade of sand - like an earthen waterfall. The cliff's shelf retreats back out of sight.

A Knowledge (nature) (DC 15) check reveals that this cavern was carved out by an underground lake. Characters who succeed in such a check find the presence of sand here to be quite strange. The young dragon Evango (who sits on the shelf of the cliff, in room 33) transformed the water of this room to sand.

The cliff face at the back of the cavern has plenty of rocky handholds, necessitating a Climb (DC 15) check to navigate up the cliff. The cliff face is about 80' high.

33. The Dragon's Lair (CR 5) [C]

As you crest the cliff, you find that the cliff shelf stretches back about 60 feet. This low, unlit sandy chamber smells like a summer storm. Your hair rises and stands on end, as if an electric current was nearby.

A shallow, dark pool covers most this room. In the middle of the pool is an island of grey sand, on top of which a blue dragon, about the size of a halfling, is curled.

This area is devoid of the mindrot fungus and, as such, is unlit.

Creatures: One of the dragons hatched in room 29 has tunneled into this room and made a lair. The dragon was named "Evango" by Salfir, but he has never quite liked the name.

BLUE DRAGON, WYRMLING (CR 5, XP 1,600)
hp 45; see Appendix I

Evango has dwelt here for the past few months, surviving off the blind fish that swim around the underground pool. He is bored in this cave, but caution causes him to remain. Salfir had warned him that his companions would do him ill if they discovered his existence, a fact solidified in Evango's mind by Alora's murder of Salfir and Evango's twin brother. Evango wishes to leave the cavern and will try and use the PCs to accomplish this. Evango is evil by nature and will resort to any manner of false promises, threats or extortion to try and gain safe passage from the Pit. Additionally, Evango would love to devour the PCs, detesting his continual diet of blind fish. However, he is unsure of his power compared to the player characters and does not want to risk a head-on confrontation. If Evango sees an opportunity to harm the PCs through deceit and trickery, he will seize upon it.

If Evango does battle with the player characters in his own den, he will use his breath weapon against any characters standing in the water. The electricity will be conducted to all others in the pool, for 1d6 electricity damage. Conducted electricity damage hits automatically, with no saving throw. Evango will attempt to knock characters off of the cliff face into room 32, which would prompt them to take falling damage. If Evango feels as if he is losing, he will attempt to retreat by burrowing into the sand.

Evango, Blue Wyrmling



Treasure: The dragon sits on a small hoard of treasure, lightly buried under sand. All precious goods that the dragon could harvest from Salfir's quarters and Salfir's body are piled beneath him on an island constructed with his desert thirst power. These goods consist of about 103 gp in coins from various lands, a silver shortsword, a *potion of endure elements*, and the *gemseed of the oasis* (see Appendix IV) in an oiled leather bag.

34. Trapped Corridor (CR 3) [A]

The passageway here has a low ceiling covered in the glowing fungus and a sandy floor.

Traps: This U-shaped passage contains a camouflaged pit trap. If the PCs have not gotten into the habit of checking the corridors of the dungeon, they will blunder into it.

This trap will drop adventurers into room 5.

CAMOUFLAGED PIT TRAP (CR 3; 800 XP)

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

EFFECTS

Trigger location; Reset manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

35. A False Door? [A]

Along this cavern passage, an iron door stands fitted into the stone wall.

This door nominally leads to the quarters of Bradigant Battleroarer. However, Bradigant has placed her quarters deeper within the Pit than any other Companion. The passage to Bradigant's quarters is only accessible by way of an elevator room (room 36) behind this door, which is attached to room 37 and not this door when first encountered.

To summon room 36, a button hidden in the rocky face of the corridor near the door must be pressed. The button is practically indistinguishable from the wall, and necessitates a Perception check (DC 25) to find if the players are actively searching for such a switch. When the PCs press this switch, they hear a distant grinding noise followed by a soft "thump" as the room moves into position. The iron door may now be opened safely.

The mechanism of the door cannot be opened without room 36 connecting to it. A Disable Device (DC 14)

check will reveal the door is not locked, but the mechanism to open it is missing. If the iron door is broken, the PCs find a vertical shaft that drops 100' down. The shaft terminates on what is the other side of the ceiling of room 36. Characters trapped in the shaft when room 36 moves up into position to adjoin room 35 take 10d8 crushing damage unless door to room 35 is open, in which case they may leap into room 25 with a Reflex save (DC 14).

36. The Elevator Room (CR 7) [A/C]

Though the ceiling remains rough and full of the illuminating fungus, the walls and floors of this rectangular room are smooth and polished. An iron door sits on the far eastern wall. The room is about 20' wide and 25' long.

There are three levers in this room: one near the door on the east wall, one on the south wall and one on the north wall.

Bradigant, when she sealed herself within her quarters, layered several traps in this room to deter the other Companions. This is a sliding room which moves between room 35 and 37. The door on the east wall opens onto solid stone if this room is not adjoining room 37. The stone is solid for the next several miles, and destroying the stone wall could jam the elevator mechanism that causes this room to rise and fall.

Traps: There is a covered camouflage pit trap in the center of the room. Around the edge of the pit is a 5' lip. The trap is 10' wide, 15' long and 30' deep. The west wall of the pit has handholds etched into its west wall allowing easy entry and exit from the pit, once it is uncovered.

CAMOUFLAGED PIT TRAP (CR 3; 800 XP)

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

EFFECTS

Trigger location; Reset manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

The three levers are red herrings. Pulling the lever on the north wall activates an electricity arc trap that originates on the south wall (near the other lever) and arcs from north to south, attacking both the person who pulled the lever as well as anybody near the lever on the south

wall. Pulling the lever on the south wall activates a *fireball* trap, with a 20' burst originating at the north wall, which reaches both sides of the room. Players with the trapfinding class feature who investigate the levers for traps and succeed on their Perception checks may notice the trapping mechanisms, but can also tell levers nearest them are not connected to them. Both the *fireball* and electricity arc trap reset themselves after five rounds. The lever on the east wall near the door does nothing.

ELECTRICITY ARC TRAP (CR 5; XP 1,600)

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

EFFECTS

Trigger touch; **Reset** 5 rounds

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

FIREBALL TRAP (CR 6; XP 2,400)

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

EFFECTS

Trigger proximity (*alarm*); **Reset** 5 rounds

Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

Suffering damage from either the electricity arc or the fireball trap could cause the characters to step backwards in pain, perhaps stumbling into either pit trap. Have each damaged character make a Fortitude save (DC 24). If they fail, the character is knocked into the pit.

Inside the pit is a secret switch, which can be found with a Perception check (DC 15). By activating this switch, this room slides from room 35 to room 37. Both doors in this room slam shut during the transit, if they are not already closed. The characters hear a grinding noise and have a vague sense of vibration, followed by a soft "thump" as the room reaches the other side.

37. Mine Entrance [C]

This room is unlit. A craggy, gravel-strewn floor spreads before you for about 15' and then sharply declines, sloping down into darkness.

There are a few stone tools littering the floor here: a stone axe, stone spade, and stone mattock lay scattered about. An empty wooden cart lies on its side.

You notice that the walls of this cavern are deeply scarred. This place was obviously being mined. The area is fairly stripped.

An iron door sits in the northern wall. It has the likeness of a dwarf in the center of it. Its open mouth appears to be a keyhole.

The stone tools here are not ancient. They were made by Bradigant in the past year to aid her mining of the magnetized ore found in this mine. They are still sharp and serviceable.

The iron door actually is a mechanism to call room 39, an elevator room. It appears to be locked when checked, and its mechanisms will not allow it to open while room 39 is not in position. If the door is broken, they find a 100' vertical shaft that terminates in a stone ceiling, which is the underside of room 39. If the key from room 42 is inserted into the keyhole, a rumbling sound is heard as the elevator room moves into place. The door may then be opened, leading to room 39.

If the iron key is used on the door when room 39 is adjoining to this room, the elevator room will be dismissed and retract. This will reset the iron door to its inoperable state.

There is a secret door in the stone of the south wall that leads to room 38. It is a Perception check (DC 15) to find this room - it is not particularly well hidden; Bradigant actually wanted the others to find this room and fall victim to the traps inside of it.

The floor begins sloping towards room 39, but it is not a dangerous descent.

38. Hallway of Doom (CR 7)

A hallway dimly lit by fungus stretches out about 50' in front of you. The ceiling here is shallow, only about 6' high. A lever protrudes from a wall nearby, to the left of the entrance. At the end of the hallway, an open doorway reveals an unlit room that seems to be only about 10' by 10'. On the back wall of this small room, you can see by the dim illumination from the hallway, a carved dwarf head looms out of the wall.

Traps: There are several hazards in this room. About 10' into the hallway, there is a camouflaged pit trap. This pit is 10' long, 10' wide (taking up the entire breadth of the hallway) and 30' deep. There is about a foot of water at the bottom of his pit.

CAMOUFLAGED PIT TRAP (CR 3; 800 XP)

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

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Immediately past the pit trap, however, is a *wall of force* (CL 9th). Characters who attempt to leap the pit trap will smash into the invisible wall fall backwards, activating the camouflaged pit trap. PCs who throw things across the pit will notice them bouncing off the invisible wall of force. Treat the *wall of force* as an invisible object for the purposes of noticing it; a Perception (DC 40) check will allow the PCs to spot the wall, and *glitterdust* will outline it.

If the lever is pulled, a voice booms out from the stone dwarf head in the room at the end of the hall. The statue asks the following riddle:

*"My house is not quiet, yet I am not loud
I am swifter and stronger
Yet my house shall live longer
Though I might rest, my house ever runs
Should I leave it, I would surely die*

Name me and my house."

The correct answer is: a fish in a river. If the riddle is correctly answered aloud by the players, the head will say "correct," and fall silent. The invisible wall will then disappear, allowing characters to leap over the pit trap.

If the riddle is answered incorrectly, the statue at the back of the hall casts *summon monster v*, which teleports 3 Medium air elementals near the PCs. The *summon monster* spell is cast each time an incorrect answer is given.

Purple Duck Note: *GMs have different preferences when it comes riddles in dungeons. Some GMs prefer the players to work out the riddle on their own, without access to their character's abilities. Other GMs wish to give some manner of bonus to particularly intelligent or wise characters. After all, the fighter gains a tangible in-game benefit for his enormous physical scores; how is a riddle a particularly different challenge?*

There are a variety of techniques to try and balance the disparity of in-character vs. out-of-character puzzle solving: perhaps characters gain a variety of clues based on their Intelligence modifiers, perhaps characters with higher Intelligence scores may get a "do-over" with wrong answer. Whatever your personal preference, we recommend you not allow players to convince you to reduce riddles to a pure "roll and guess the correct answers" scenario. You should not let the dice give your players knowledge that allows them to bypass the riddle puzzle.

SUMMONED ELEMENTALS (CR 6, XP 2,400)

hp 30; see Appendix III

Creatures: As soon as a character enters the room at the end of the hall, a gray ooze drops on them from above.

OOZE, GRAY (CR 4, XP 1,200)

hp 50; See Appendix III

The ooze hides in the ceiling, above the line of sight of the PCs. Even when they get to the small room, the ooze's transparency makes it difficult to spot (Perception DC 15).

Except for the ooze, the room at the end of the hall is entirely unremarkable. The dwarf statue is firmly attached to the back wall; it is the source of the wall of force and summon monster traps. This hallway is, in essence, purely a dangerous decoy.

39. Bradigant's Room [C]

Though made of the same stone as the rest of this dungeon, the stone of this room is meticulously carved and smoothed, to an almost perfect square. A few, very small droplets of glowing fungus have begun to grow on the ceiling here. They offer almost no illumination, but twinkle like stars on the ceiling.

There is a lever on the south wall, near the entrance.

In the center of the room, a small dais is raised. On top of the dais is a bronze brazier, filled with unlit coals.

A cloudy mirror hangs on the north wall.

A thin disc of wood hangs on the east wall. Several darts protrude from the disc, onto which is chalked several rings and demarcations of points.

A stone platform, on top of which a mattress is laid, runs parallel with the east wall. Rough bedding materials cover the mattress. A trunk sits at the foot of the stone platform.

A low wooden altar with a dozen almost shapeless humanoid statues of various sizes sits in the northwest corner of the room.

This room is an elevator room. When the door in room 37 is closed and locked, this room retreats up into a recess inside the mountain. When the door in room 37 is unlocked with the appropriate key (found in room 42), this room will descend and become adjacent to room 37. If this room retracted, the lever near the door will bring the room adjacent to room 37. If the room is already adjacent to room 37, the lever will not function.

The brazier on the dais may be lit for light and warmth. It has no special purpose.

The mirror on the north wall is a poor quality mirror, though mirrors of a significant quality or value are difficult to find in this region. Bradigant was happy to have a mirror in which to gaze at herself and observe her disguises, when they were necessary.

The disc and darts on the east wall are merely a simple, homemade game of darts.

The altar is to Bradigant's ancestors. The size of the statue indicates their importance to her family line: the greatest and most famous ancestors are represented by larger, fatter statues. The lack of detail on the statues is done out of respect. It is good to have them serve as a remembrance, but would be disrespectful to render them in full detail as if they were alive today.

This room is dark.

Treasure: The trunk at the foot of the bed is full of clothes and a pair of yellow leather boots, all dwarf-sized.

In addition, there are seven bottles of oil of beardgrowth, which is a yellowish, spicy-smelling potion.

The oil of beardgrowth is a strange alchemical concoction developed by Bradigant herself. Any mammalian humanoid creature who rubs the oil on their skin will vigorously grow long hair from that area of skin. Bradigant used this oil to masquerade as a male dwarf at times. Use of the oil of beardgrowth will add +2 to a character's Disguise checks if the subject of their disguise has longer hair or beard than the character using the oil. The hair growth lasts 1 hour and would cost 15 gp from an alchemist shop.

There is a secret alcove on the north wall of the room which requires a Perception (DC 29) check to find and open. It is a small alcove, only 4' high. Inside the alcove rest all of Bradigant's possessions: loaded game dice of superior quality, a puzzle box game (empty, DC 20 Disable Device to open), a portable alchemists lab, two oils of ironbeard, a crowbar, one use of woundweal herb, an hourglass (one hour), simple invisible ink, 150 feet of hemp rope, a grappling hook, twelve torches, one everburning torch, six scroll cases with blank scrolls, and masterwork thieves' tools.

The oil of ironbeard is another invention of Bradigant's, which has gained some popularity with other dwarves. When rubbed into hair (such as a dwarf's thick beard), the follicles stiffen and become nearly unbreakable. If the hair falls over at least 50% of the character's body, the character gains a +4 armor bonus to AC. The effect lasts for 1 hour and each use would cost 50 gp.

40. Shallow Mine [C]

The steep incline descends for about 150 yards. The ceiling is very low here, making it difficult for taller adventurers to walk upright.

As the incline evens out, several low, haphazardly twisting in-roads are chipped into the stone of the cavern. None of them progress very deeply.

Wooden torch-holders are jammed into the ground here and there. Some of them hold mostly burnt torches.

The face of the stone on the ceiling and walls here is scraped clean. Small piles of rubble and abandoned rubbish litter the floor.

This area has been heavily mined. The walls are deeply scored by tools. There are no remaining minerals in this area. The products of this mine - magnetic lodestones - were shipped off by Bradigant before the Companions met their untimely end.

This area is devoid of the mindrot fungus and, as such,

is unlit. The torches that sit in the wooden torch-holders may be lit, but will not last much longer. Each torch has perhaps thirty minutes of life left in it.

Treasure: If adventurers investigate this area, they find a few broken heads from stone axes, an abacus, and a small number of weak lodestones abandoned on the ground.

41. The Lava Pool (CR 7) [C]

An immense cavern opens before you. Lava slowly churns after a staggering 100' drop straight down. The red cast from the fiery magma illuminates the cavernous room. The smell of sulfur and the intense heat coming from the lava all but chokes you; it is very difficult to breathe.

There is a thin ledge that winds around the west wall of the cavern towards an opening in the cliff face opposite you. There are spikes driven into the wall at ten foot intervals along the ledge. Along the thin ledge, about halfway to the other opening, is a metal plate affixed to the wall. You cannot read what, if anything, is etched on it.

In the center of the ceiling of this cavern is an orb of metal suspended from the ceiling.

If the characters wish to travel across the room by the ledge, the path is about 120 feet in length. If the characters can fly, the distance between room 40 and room 42 is only about 90 feet.

Characters wishing to cross the cavern by way of the ledge must move slowly and carefully. The stakes driven into the wall may be used for support and may have ropes tied to them. Simply walking along the ledge does not require a skill check. All speed is halved while walking on the ledge.

If characters try to perform more vigorous actions than walking slowly while on the ledge, they must pass an Acrobatics check. The DC of the check is dependent on how vigorous and difficult the task is.

In the middle of the treacherous path along the west wall, a copper plate is firmly bolted to the wall. The copper plate is etched with a simple labyrinth, the walls of which are slightly raised from the surface of the plating. At one end of the labyrinth, a tiny bead is stuck against the plating, as if it was a tiny magnet. Experimentation shows that the bead may be pushed around the plate in any direction, but not removed from it. At the other end of the labyrinth is a small indentation about the same size of the bead, as if the bead is supposed to rest inside the indentation. Both the bead and the copper plate are unaffected by the lodestone's pull, being non-ferrous.

In order to disarm the lodestone trap, the bead must

be navigated through the labyrinth and set into its indentation. The bead may not touch any of the labyrinth's walls. This must be done with three successive Sleight of Hand checks (which take the space of 1 round). The DC for these Sleight of Hand checks is 15, 20, and 25. Failing any one of the checks immediately sets off the lodestone trap.

Adventurers with 30 ft. movement, moving half-speed, will come across the copper plating after four rounds of charging. They will have two rounds to try and disarm the trap with the copper maze mechanism.

Trap: The orb of metal in the center of the ceiling is a lodestone mechanism made from the magnetized ore of these caverns. When the characters enter the cavern, if they are carrying any metal whatsoever, the lodestone senses their presence and begins to activate. It emits a hum and slight electrical charge, which grows stronger with each round. After six rounds, the lodestone trap activates, with the following effects:

LODESTONE TRAP (CR 7, XP 3,200)

Type mechanical; **Perception** DC 10; **Disable Device** DC 25

EFFECTS

Trigger proximity; **Duration** 1 round; **Reset** automatic (takes another six rounds to charge)

Bypass If the maze is successfully solved, the lodestone trap is disarmed until rearmed manually.

Effect Any steel or iron within the cavern is drawn to the lodestone, where it is held for 1 round. Afterwards, the lodestone de-activates, dropping the item into the lava below. The lodestone draws items and characters as if it were magnetized ore with a CMB of +10 and a CMD of 20 (Gamemastery Guide). Characters who are tied to other characters may add the Strength bonus of their nearest companion to their CMD when trying to avoid this effect. The stakes are practically useless against the lodestone; they do not have the strength to withstand its pull. Characters tied to the stakes in the wall are pulled towards the lodestone as normal.

Characters who fall suffer total immersion in the lava. You may assume that most items that fall into the lava are destroyed.

The lodestone itself is the mechanism for this trap. Disabling it requires that the players have some ability to reach the lodestone.

On Mazes...

If you prefer less abstract tests in your game (in the same vein as riddles that the player's actually have to solve), you may elect for this more visceral test: To represent this puzzle, pass out a simplistic maze to your players (they are easy to find on the internet).and give them a thick marker. Tell them they must trace the correct path through the maze using the marker without touching any of the sides. For every round remaining on the lodestone trap's timer, give the player 30 seconds of real time to accomplish this task. If they run out of time or if they touch the walls of the maze with the marker, the lodestone trap immediately is activated.

42. Deep Mine [C]

This section of the mine is stuffy, with a level floor and a very low ceiling (about 5' tall in most places). Along the walls of the cavern, cracks of magma run like living veins across the dark surface of the stone. A dim red light fills the room.

Columns of black stone run floor to ceiling throughout the cavern's expanse. Any metal items in your hands or on your pack quiver and pull themselves towards these columns.

Exploration of this cavern reveals a heap of severely charred bones. This is all that remains of Bradigant Batleroarer. The dwarf was excavating these deeper mines when she opened a vein of magma, which released the elementals. She was quickly destroyed by them.

If you are running the Pit as a part of the mega-dungeon, there is a tunnel here that continues down to Level 6 of the Purple Mountain.

Creatures: There are four magma elementals in this cavern that will attack the players as soon as they are aware of them.

4 MAGMA ELEMENTALS, MED. (CR 3, 800 XP)

hp 30; Appendix III

If a character is taller than 5' in height, subtract 5 ft. from their movement speed due to the care that must be taken to avoid the lower sections of the ceiling.

Traps: The columns of the black stone are made of magnetized ore (see *Gamemastery Guide*). Characters drawing steel to deal with the magma elementals may find that their weapons fly from their grip.

Treasure: Characters searching through this room will also find an iron key (that fits the mechanism in room 37), Bradigant's ornate beltbuckle (shaped like a rooster - pretty, but useless and practically without monetary worth) and a *key of lock jamming* trapped against the irresistible magnetic pull of the magnetized ore in the columns. Prying them off the walls requires succeeding in a successful grapple check against the ore's CMD. The stone blade of a hoe also lies abandoned on the ground; its wooden section was burned away by the magma elementals.

Appendix: I Unique Foes

The following unique for is encounters in room 33 and - 11 on the fifth level of Purple Mountain.

Evango, Blue Wyrmling

Evango is a blue wyrmling that was born in the Purple Mountain. He has never been outside the mountain so his knowledge of the world is confined to the mountain itself.

BLUE WYRMLING (CR 5; XP 1,600)

LE Small dragon (earth)

Init +6; **Senses** dragon senses, Perception +8

DEFENSES

AC 17, touch 13, flat-footed 15

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

hp 37 (5d12+5)

Fort +5, **Ref** +7, **Will** +4

Immune electricity, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., fly 150 ft. (average)

Melee bite +8 (1d6+1), 2 claws +7 (1d4+1)

Special Attacks breath weapon (40 ft. line, R-DC, 2d8 electricity), desert thirst (W-DC 12)

STATISTICS

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

Base Atk +5; **CMB** +5, **CMD** 17 (21 vs. trip)

Feats Dazzling Display, Improved Initiative, Weapon Focus (bite)

Skills Bluff +8, Fly +12, Intimidate +8, Knowledge (local) +8, Perception +8, Stealth +14

Languages Draconic

Faro the Mindrot Fungus-Slave

This humanoid/plant hybrid is all that remains of the adventurer that was once known as Faro Candlewax. He is one of the few remaining members of his adventuring party that retains some memory of his previous existence.

MINDROT FUNGUS-SLAVE (CR 7, XP 3,200)

N Huge plant

Init -1; **Senses** blindsight 60 ft.; Perception +22

DEFENSE

AC 1, touch 1, flat-footed 1

(-5 Dex, -4 size)

hp 138 (12d8+84)

Fort +14, **Ref** +1, **Will** +5

Defensive Abilities plant traits

OFFENSE

Speed 0 ft.

Melee 3 tentacles +15 (2d6+7 plus grab and pull)

Space 15 ft.; **Reach** 150 ft.

Special Attacks constrict (1d6+10), pull (tentacle, 5 ft.), strangle, tentacles

STATISTICS

Str 25, **Dex** 1, **Con** 23, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 24 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (tentacle)

Skills: Perception +22

Languages: Common, Halfling, Sylvan

SPECIAL ABILITIES

Tentacles (Ex) The fungus-slave can control any of the fungus columns in the entire cavern, giving him an enormous reach. The fungus-slave's tentacles are primary attacks that deal bludgeoning damage. When the fungus-slave grapples a foe with its tentacles, the fungus-slave does not gain the grappled condition.

Appendix II: New Foes

There are no new foes on the fifth level of the Purple Mountain dungeon. I couldn't believe it either. So let's say you want to surprise your PCs with a new monster, you could swap in two dragon cuckoos into room 29 the Hatchling Pits instead of the trap as written. The dragon cuckoos will be coming out in *Monsters of Porphyra* (some time later this year).

Dragon Cuckoo

This small reptile is draconic in form with powerful legs, long tail, and horned head. Unlike true dragons it lacks wings and front arms.

DRAGON CUCKOO (CR 2; XP 600)

CE Small dragon

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +6

OFFENSE

AC 14, touch 12, flat-footed 12

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

hp 25 (3d12+6)

Fort +5, **Ref** +4, **Will** +3

Immune paralysis, sleep

OFFENSE

Speed 30 ft.

Melee bite +6 (1d6+2 plus grab), 2 claws +6 (1d4+1)

Special Attacks chew, exploding attack

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 3, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +4 (+8 grapple), **CMD** 15

Feats Improved Initiative, Skill Focus (Stealth)

Skills Acrobatics +4 (+10 to jump), Perception +6, Stealth +14; **Racial Modifiers** +6 Acrobatics to jump

SQ cocoon

ECOLOGY

Environment any

Organization solitary or clutch (2-4)

Treasure none

SPECIAL ABILITIES

Chew (Ex) Dragon cuckoos are little dragons with big mouths. On a bite attack, they can attempt to grapple as a free action any creature of size Large or smaller. This often leaves the cuckoo hanging onto their foes by their teeth.

Cocoon (Ex) Dragon cuckoos can create a false eggshell cocoon around themselves. A Perception check (DC 15) reveals that the egg is not a true one.

Exploding Attack (Ex) Dragon cuckoos hide in their shell-like cocoon waiting for potential meals if they are able to surprise foes they can explode out of their shells with a +4 circumstance bonus on their first attack. They leap to bite taller prey in the face.

These ghastly creatures resemble a dragon hatchling, if half the mass of a hatchling was its jaws and teeth. Draconic cuckoos have thick, knotted muscles in their legs, adapted for quick, brutal jumps. Like wyverns, they lack forearms. The breathing of the cuckoo is shallow and

desperate, as their small lungs struggle to support their activity.

Despite their name, these creatures are valued by true dragons—in fact, they were created by true dragons. Dragon cuckoos are the last line of defense for a nest of dragon eggs. They weave leathery cocoons around themselves, which appear identical to an egg. Inside its cocoon, the cuckoo hibernates for months on end, waiting for something unfamiliar to disturb its false egg. When intruder comes near it explodes outward, its massive jaws maiming and tearing away chunks of flesh until the nest is safe again.

When the true dragons hatch, the cuckoo slinks away into the depths of the lair to lay its own sickly clutch of eggs to safeguard the next generation of true dragons.

Appendix III: Dungeon Monsters

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

Elemental, Medium Air

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

MEDIUM AIR ELEMENTAL (CR 3; XP 800)

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13

(+5 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +9, **Will** +1

Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks whirlwind (DC 14)

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 22

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Elemental, Medium Magma

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

MED. MAGMA ELEMENTAL (CR 3; XP 800)

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

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 9, flat-footed 16

(–1 Dex, +7 natural)

hp 30 (4d10+8)

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

Immune fire, elemental traits

Vulnerable cold

OFFENSE

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

Melee slam +6 (1d6+3 plus burn)

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

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Knowledge (dungeoneering) +4, Perception +7, Stealth +6

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.

Gelatinous Cube

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

GELATINOUS CUBE (CR 3; XP 800)

N Large ooze

Init −5; **Senses** blindsight 60 ft.; Perception −5

DEFENSE

AC 4, touch 4, flat-footed 4

(−5 Dex, −1 size)

hp 50 (4d8+32)

Fort +9, **Ref** −4, **Will** −4

Immune electricity, ooze traits

OFFENSE

Speed 15 ft.

Melee slam +2 (1d6 plus 1d6 acid)

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

Special Attacks engulf, paralysis

STATISTICS

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 9 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Genie, Janni

This regal figure looks like a tall, well-proportioned human, save that its eyes sparkle with strange light.

JANNI (CR 4; XP 1,200)

N Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17

(+6 armor, +2 Dex, +1 dodge, +1 natural)

hp 39 (6d10+6)

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

Resist fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail

Melee scimitar +9/+4 (1d6+4/18–20)

Ranged composite longbow +8/+3 (1d8+3/x3)

Special Attacks change size

Spell-Like Abilities (CL 8th; concentration +9)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*

1/day—*create food and water*, *ethereal jaunt* (for 1 hour)

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +6; **CMB** +9; **CMD** 22

Feats Combat Reflexes, Dodge, Improved Initiative^B, Mobility

Skills Appraise +11, Craft (weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6

Languages Abyssal, Common, Ignan; *telepathy* 100 ft.

SQ elemental endurance

SPECIAL ABILITIES

Change Size (Sp) Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Elemental Endurance (Ex) Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Golem, Mask

This creature is made of hundreds of metal masks, welded together to form a roughly humanoid body. The masks are mostly iron, but some—such as the hands, knees, and feet—are made of silver lined with gold. At the creature moves, the masks seem to shift and stare.

MASK GOLEM (CR 4; XP 1,200)

N Medium construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +6, **Will** +2

DR 5/bludgeoning; **Immune** construct traits, magic

Vulnerable sonic

OFFENSE

Speed 40 ft.

Melee 2 slams +8 (1d8+4)

Special Attacks masks of control, swarm form

Spell-Like Abilities (CL 4th)

Constant—see *invisibility*

STATISTICS

Str 18, **Dex** 17, **Con** —, **Int** 7, **Wis** 12, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 21

Feats Improved Initiative, Lightning Reflexes

Skills Perception +5

SPECIAL ABILITIES

Immunity to Magic (Ex) A mask golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *shatter* spell deals 4d6 points of damage (no save).
- A *grease* spell prevents the mask golem from using its masks of control ability for the duration of the spell (no save). Masks that are already in place are unaffected.
- A *make whole* spell heals the golem as normal and automatically restores one of its masks of control if any have been destroyed.
- Any magical attack against a mask golem that deals sonic damage affects the mask golem normally.

Masks of Control (Su) As a standard action, a mask golem can force one of its masks onto a humanoid opponent's face. This ability has a range of 30 feet. Attaching a mask in this way requires a successful combat maneuver check and does not provoke an attack of opportunity.

Once in place, the mask has one of two effects.

- **Obedience:** The target must make a DC 13 Will save each round or fall under the mask golem's control for 1 round. This functions as *dominate* person. The save DC is Charisma-based.
- **Solitude:** The target cannot speak, breathe, or hear while the mask is in place.

The mask can be removed with a successful combat maneuver check against the mask golem's CMD. The mask can also be destroyed, but half of any damage dealt is made to the target instead of the mask. The mask has Hardness 5 and 5 hit points. A mask golem has a number of masks equal to its Hit Dice (usually 4). If removed from a victim, the mask returns to the golem immediately and can be used again.

Destroyed masks are replenished at the rate of 1 per day.

Swarm Form (Ex) Once per day as a standard action, a mask golem can assume the form of a swarm of masks. While in this form, it gains the swarm subtype, a fly speed of 60 feet (average), a swarm attack that deals 1d6 points of damage, and the distraction quality (DC 12). Anyone who takes damage from the swarm attack can also be attacked with one of the golem's masks of control as a free action (assuming the golem has enough masks available). The swarm is made up of Tiny creatures, but does not gain any additional damage reduction. A mask golem can maintain this form for a number of minutes equal to its Hit Dice. Any damage dealt to the swarm is subtracted from the golem's hit points, as normal.

Golem, Wax

This eerily expressionless man has a glistening quality about him, as though he were completely covered in an oily sheen. His clothes' colors are unsaturated and bland, his skin slightly gray, and his features and lines unnaturally soft.

WAX GOLEM (CR 3; XP 800)

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15
(-1 Dex, +6 natural)

hp 42 (4d10+20)

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

Immune construct traits, magic

Vulnerable fire

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+3)

STATISTICS

Str 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +6; **CMD** 15

SQ conditional sentence

SPECIAL ABILITIES

Conditional Sentence (Su) A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentence, genuinely believing it is actually a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (so the second week the chance is 2%, the third week 3%, and so on, to a maximum of 5%). If this occurs, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. It also gains a +10 racial bonus on Disguise checks made to impersonate the specific individual it was crafted to appear as. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take his place. The only way for a sentient wax golem to lose its sentence is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the *slow* spell) for 2d6 rounds (no save). In addition, for 3 rounds after being afflicted with fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to the molten wax.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wax golem gets no saving throw against cold effects.

Gray Ooze

A seemingly mundane puddle, patch of moist stone, or glistening rock is suddenly revealed to be more as a terrible pseudopod lashes out.

GRAY OOZE (CR 4, XP 1,200)

N Medium ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 5, touch 5, flat-footed 5

(–5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** –4, **Will** –4

Defensive Abilities ooze traits; **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

ECOLOGY

Environment cold marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Mimic

What appeared to be a weapon rack comes to life as it grows long, glistening tentacles and a number of sharp teeth.

MIMIC (CR 4; XP 1,200)

N Medium aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

hp 52 (7d8+21)

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

Immune acid

OFFENSE

Speed 10 ft.

Melee slam +10 (1d8+6 plus adhesive)

Special Attacks constrict (slam, 1d8+6)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14; **Racial Modifiers** +20 Disguise when mimicking objects

Languages Common

SQ mimic object

SPECIAL ABILITIES

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Dis-

guise is always a class skill for a mimic.

Mummy

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

MUMMY (CR 5; XP 1,600)

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 20, touch 10, flat-footed 20

(+10 natural)

hp 60 (8d8+24)

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Vulnerable fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus mummy rot)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 23

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

Appendix IV: New Magic

The following magic item and spell are new to the fifth level of the Purple Mountain Megadungeon.

THE GEMSEED OF THE OASIS

Aura moderate conjuration (creation); **CL** 7th

Slot none; **Price** 9,080; **Weight** 1 lb.

DESCRIPTION

This little seed seems made of a clear crystal. If planted in the ground, a clear pool of fresh water and a sheltering copse of trees will grow from the ground within moments. This oasis will grow even in the harshest or more barren of climes.

The oasis is cool and pleasant to dwell in, regardless of season or temperature. It does not provide significant shelter, however.

The trees that grow within the oasis bear enough fruit for about eight people. The fruit is very wholesome and heals 1d8 damage when eaten.

The oasis will last for eight hours after planted, after which it will begin to wither. One of the fruit trees will bear another gemseed of the oasis, which may be harvested and used again. Otherwise, all wood, plants, water, fruit, etc. from the oasis disappear. Any fruit, water or wood harvested disintegrates when the oasis disappears.

CONSTRUCTION

Requirements Craft Wondrous Item, *grove of respite*;

Cost 4,540 gp

The Holy Order of the Silver Hammer developed and employs the *hammer of truth* spell regularly. Characters who are associated with the order or who engage with members of the religion of Gerana may encounter this spell. It was one of Sir Jadus's personal favorites.

Hammer of Truth

School enchantment; **Level** cleric/oracle 3, inquisitor 3, paladin 3

Casting Time 1 standard action

Components V, S, DF

This spell functions as *zone of truth*, with the following exceptions:

Unlike *zone of truth*, they are under no compulsion to tell the truth; however, all creatures within the zone of *hammer of truth* suffer 2d6 damage whenever they speak a deliberate or intentional lie, as their insides are twisted by their deliberate falsehood. Affected creatures are aware

of the spell's effects and the penalties they will suffer if they use deception.

Appendix V: Records

When planning for each level of the Purple Mountain dungeon, we were very mindful about the amount of experience and treasure available to player characters. Each level of Purple Mountain is designed so a PC can advance one level. We made the assumption that a typical party entering Purple Mountain will contain four player characters and a GM will use the medium advancement track. This meant that for this module, we made sure that at least 32,000 XP and 22,000 gp worth of wealth were available

Room	Challenge	XP
Quest	Discover the Fate of the Adventurers	1,200
Quest	Lay the Bodies to Rest	1,600
Quest	Cleanse the Dungeon of Fungus	600
5	2 gelatinous cubes	1,600
6	Mimic (weapon rack)	1,200
10	Wyvern arrow trap	2,400
10	<i>Sound burst</i> trap	800
11	Mindrot fungus slave (Faro)	3,200
14	Mask golem	1,200
16	3 wax golems (Alora - sort of)	800
18	<i>Order's wrath</i> trap	1,600
19	Poisoned arrow trap	400
20	<i>Fireball</i> trap	1,600
21	<i>Fireball</i> trap	1,600
22	<i>Symbol of death</i> trap	1,600
24	Mummy (Sir Jadus)	1,600
25	<i>Dazing</i> trap	1,200
26	Wizard-bane mist trap	1,600
27	Janni (minion of Salfir)	1,200
29	Explosive traps or 2 dragon cuckoos	1,200
33	Evango, blue wyrmling	1,600
34	Camouflaged pit trap	800
36	Camouflaged pit trap	800
36	Electricity arc trap	1,600
36	<i>Fireball</i> trap	2,400
38	Camouflaged pit trap	800
38	Summoned air elementals	2,400
38	Gray ooze	1,200

41	Lodestone trap	3,200
42	4 magma elementals	3,200
Total		46,200

At 46,200 XP there should be more than enough XP for characters to level up, even if they miss several hidden sections of Purple Mountain level 5.

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.*

Room	Treasure	Value (gp)
3	Faro's diary	—
5	Silver heraldry ring	50
5	<i>Stone of weight</i> (cursed)	—
5	Silver coins	2-12
5	mwk light steel shield with emblazoned lion's face (Toma Thule's shield?)	159
5	<i>ring of feather fall</i>	2,200
6	Ivory-headed battering ram	200
9	Six animal carvings	150
10	15 mwk slingstones	90
10	<i>cloak of resistance +1</i>	1,000
11	<i>pipes of haunting</i>	6,000
13	Books of Elvish Philosophy	200
14	Masks and sapphire	2,500
16	<i>Alora's spellbook</i>	6,775
16	Gem	100
16	Stained glass unicorn	100
18	Religious implements	25
19	Local law texts	100
19	<i>Pearl of power (1st)</i>	1,000
21	Offerings	200
23	<i>+1 warhammer of fugitive bane</i>	8,312
26	Temple columns	1,000
30	Dragon parts	800

33	Coins	103
33	Silver shortsword	30
33	<i>The gemseed of the oasis</i>	9,080
39	7 oils of beardgrowth	105
39	Assorted adventuring gear	250
39	2 oil of ironbeard	100
42	<i>key of lock jamming</i>	400
Total		41,041

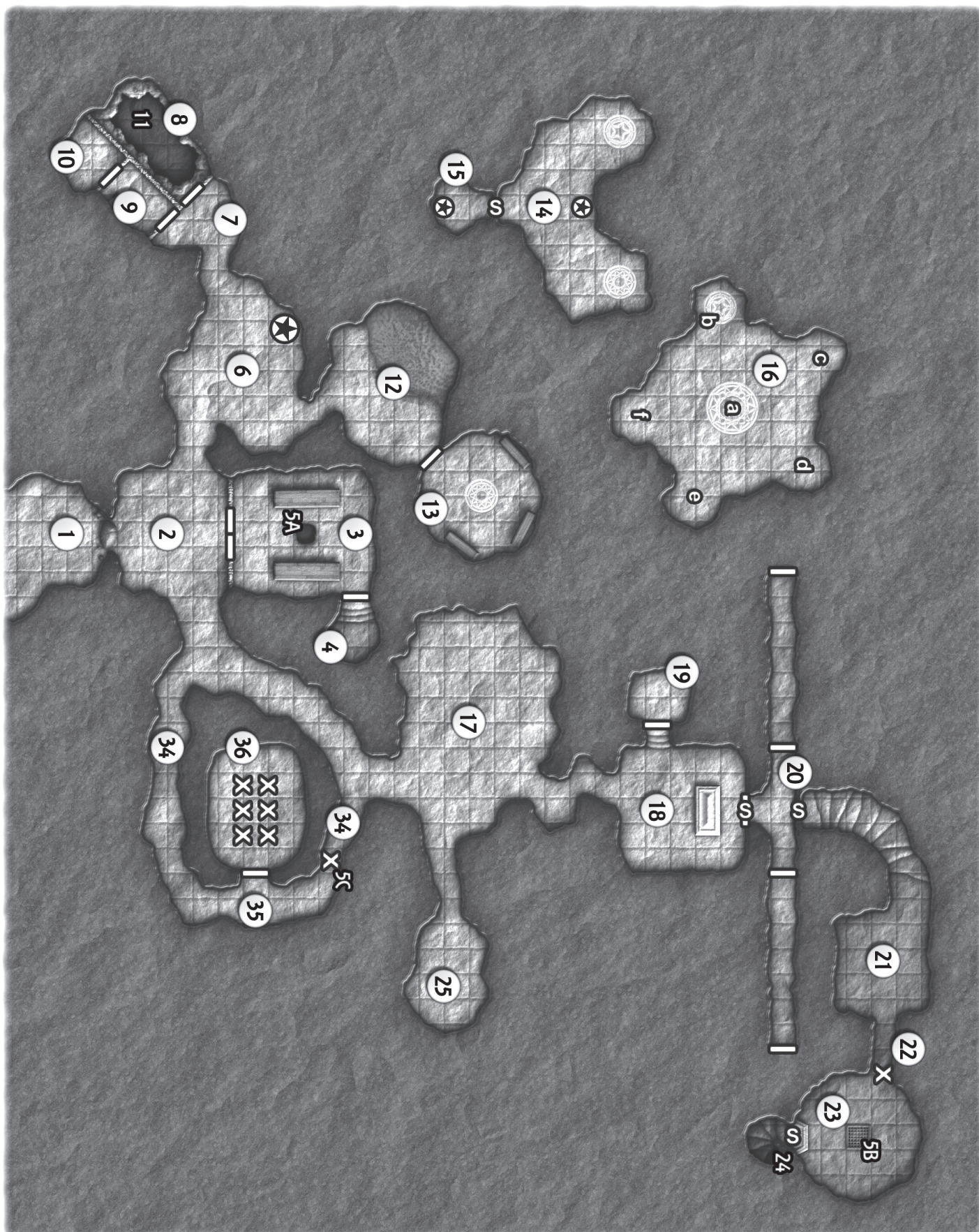
Scrolls: *magic mouth, phantom trap, vanish*

Potions: *endure elements, enlarge person, remove fear, sanctuary*

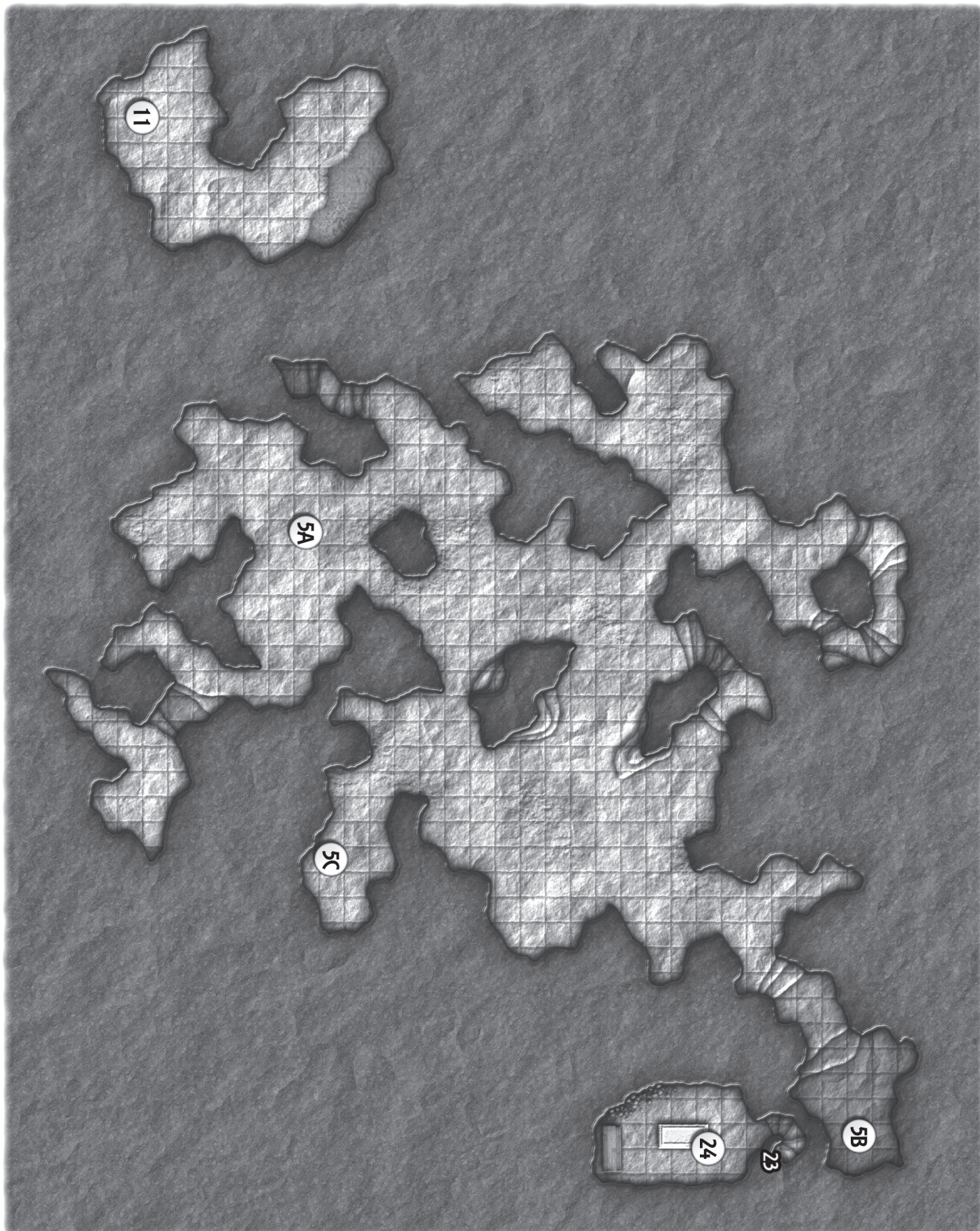
Purple Duck Note: *The total value of treasure is higher than would normally be included, however many of the pieces may not seem like treasure to the player characters. Others are class specific or awkwardly sized, making them less attractive.*

Purple Mountain VI

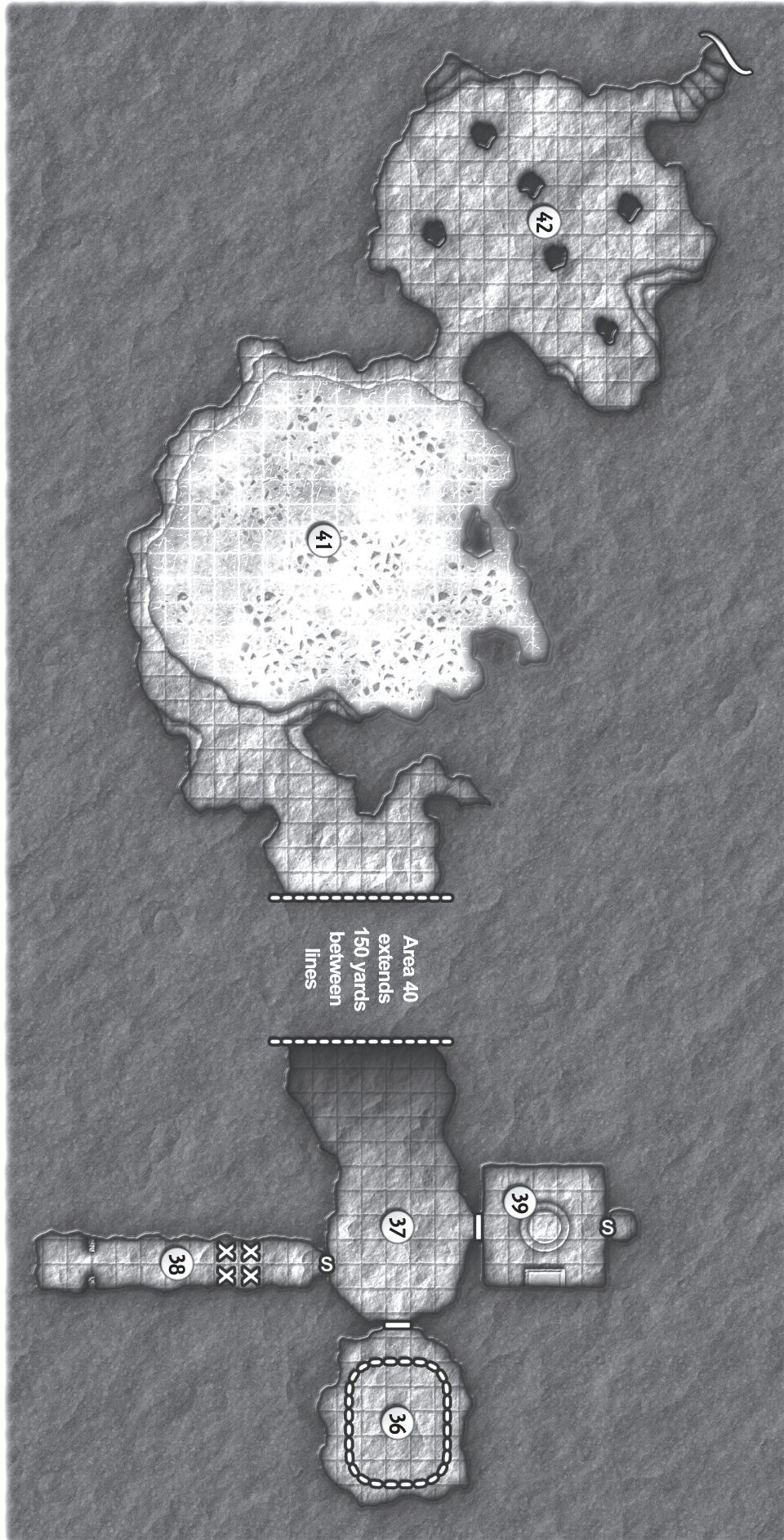
Perry Fehr will be returning to the Purple Mountain for the sixth level. We have already ran it through a number of playtests and I'm just waiting on the final maps and the final text. It should be out in August 2013.



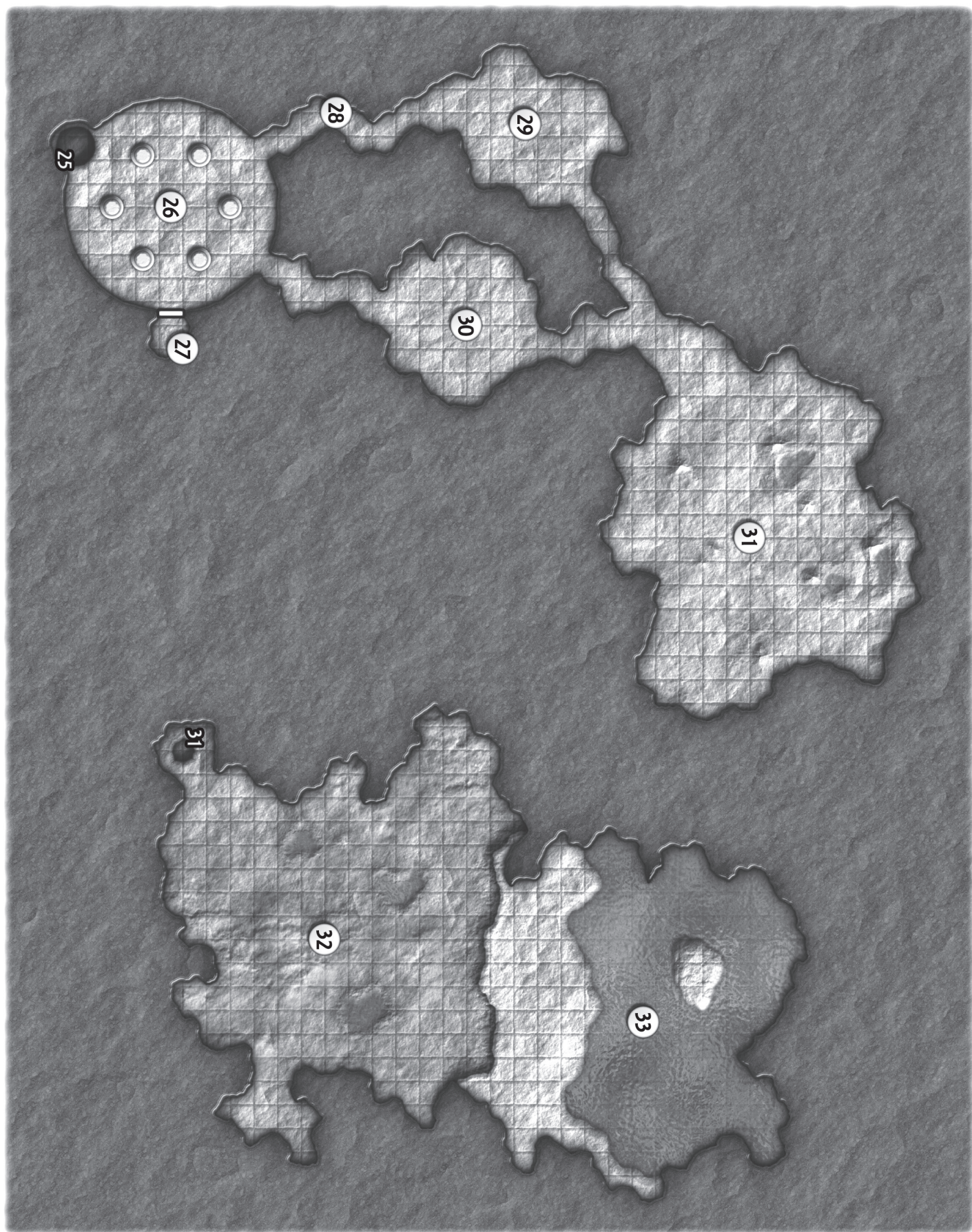
Map A



Map B



Map C



Map D

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