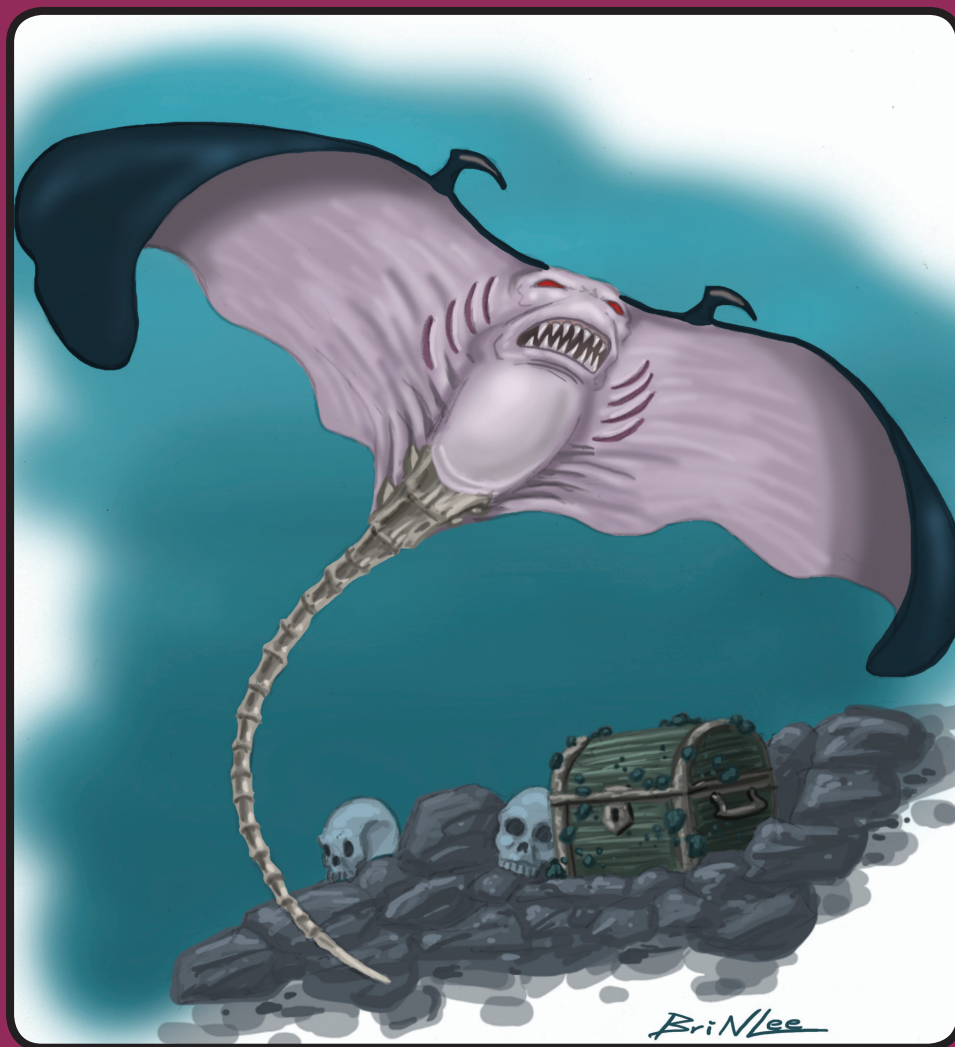


# PURPLE MOUNTAIN VI THE WELL OF STARS



Perry Fehr



**PSIONICS  
UNLEASHED**  
COMPATIBLE

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ROLEPLAYING GAME COMPATIBLE



# THE WELL OF STARS

Purple Mountain – A Megadungeon in Twenty Parts

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**Purple Mountain - Level Six: The Well of Stars** is a Pathfinder Compatible Module designed for four 6th 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.

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**Open Game Content:** All text on pages 2 to 43 are considered open game content.



## Adventure Background

In the depths of the oceans, in subaquatic cities unthought of by warm-blooded folk, there are minds alien to those of the bright surface world, alien even to those outside the spheres of mortal reality- the planes above. These minds belong to the horrific, incomprehensible dominators of all minds they desire, and purveyors of plans perilous... the aboleths. These primeval aberrations, in their own bizarrely contemplative way, have used clairsentient seeing to observe the conflict of various factions in the world above; angels and demons, elementals and mortals, green-skinned and pointy-eared. Are the affairs of mortals, undying elementals, angels, demons and dragons in the interest of the aboleths? That has not been given for compilers of tomes and legends to know, except for the plots and perversions that the aboleth set in motion involving mortals that they have control over, who are many.

It is little known- and perhaps harmful to the psyche of air-breathers- that what passes for aboleth 'culture' is separated into groups, or perhaps disciplines, called 'Phylums', an approximate translation from their primordial, mind-bending language. With determination that any self-respecting tyrant would envy, a phylum is clan, bloodline, philosophical college and collection of field agents rolled into one; a group of aboleths with a common goal, a far-ranging plan for that group, which may or may not be in synch with the aboleth race as a whole. That these phylums are at work to undermine the works of men, races, nations or star systems is enough to drive some mad. This fact is also a provocation for some ruthless or weak-minded beings to try and join forces with these reality-insulting monstrosities, for temporal gain, or to join in the ruination of sanity...

In recent years, a particular phylum has enacted a plan to bring ruin on a particularly smug and complacent nation of the upper lands, probably in response to some ancient thwarting of that phylum's machinations, but just as likely for logic-defying reason unknowable to man. Men know of aboleths, of course, and watch to the dark seas or to foul Underworld-places for their presence, and the presence of their minions, whom they know by recent and ancient names, or at least the watchers charged with that knowledge do. This phylum has set events in motion that will bring the strength of the aboleths to their very doorstep, an affronting attack on the heartland of upstart man!

Using a fanatical, and often psionic clan of ulat-kini (their odious skum servitors) as scouts, The Phylum

found a geological link between the underground caverns and fissures of the famous Purple Mountain, and the aquifer of a major river system of the surface world. This river system runs directly into a man-made lake in the heart of the millennial enemy of the aboleth, at the doorstep of the imperial palace itself! The semi-aquatic cavern labyrinth needed only a few adjustments to become flooded, and a relatively small, but significant excavation operation to join the two water systems. With the recruitment of a renegade tribe of amphibious (and also frequently psionic) undines, the plan was put into motion. The skum squadron and their undine allies invaded the cave system, ironically named The Well of Stars, and cowed the primary inhabitants, a tribe of dark folk. Using the awesome information of the aboleths, they made excavation and flooded the labyrinth, offering the dark folk the option of adaptation or extinction. Once the labyrinth was secured, an infant aboleth, was smuggled to the caverns, to oversee and control the operation of joining the two water systems. Facing slow progress, the aboleth decreed that The Phylum's secret agents on the surface, the undines, should secure an item that would speed up the mining; a mattock of the titans. The mission was accomplished by their primary agent, a psionic demi-princess named Glubela. The operation has nearly come to fruition, the invasion is at hand, and the ascendancy of The Phylum shall now be felt by all puny air-breathers!

## Adventure Overview

This is a Pathfinder adventure for four 6th level adventurers on the medium experience track. As well as the core rulebooks, it also extensively uses the Psionics rules as detailed in *Psionics Unleashed* by Dreamscarred Press.

### As Part of Purple Mountain Megadungeon

*Purple Mountain VI: The Well of Stars* can be used as part of the Purple Mountain megadungeon experience using the previous level *Purple Mountain V: The Descent* and the subsequent level *Purple Mountain VII: Domain of the Hidden God*. The underground river in Room 12 of *Purple Mountain V* will carry those who enter it to Area 2b) at the bottom of the Well of Stars, though the problem of breathing water will not be solved. The magma tunnels of Room 42 of *Purple Mountain V* are intended to lead directly to Area 1 -The Well of Stars, in the middle of the desperate battle taking place there. The eastward tunnel in Area 1 leads directly to Room

1 of *Purple Mountain 7: Domain of the Hidden God*, and the vodyanoi Lair in Area 9 connects by watery passage Area 3. Possibly subject to change of level 7 of Purple Mountain, and further to the outside world. As it is an aquatic area, few denizens of the higher or lower levels trespass here, and as such it is a fairly closed system—many of the more intelligent and intrepid denizens of levels above and below will have heard of the Well itself, known for its source of gems.

### As a Stand Alone level

This adventure can be placed within an existing campaign fairly easily, in a convenient cavern system relatively near civilized lands. The access to area 1, The Well, can be as close or as far from the surface as you wish, with whatever perils or obstacles are necessary to bring the party to The Well. As well, the connections that Glubela has with existing kingdoms and courts can be tailored to the GM's wishes. Below are some 'hooks' that can be used to bring an inquisitive party to the adventure area.

### The Well of Stars

- The party finds a treasure map to a forgotten entrance to "The Well of Stars", marked as being a vast source of wealth in gems. DC 15 Knowledge (History) reveals it as being known as a volcanic pipe deep within a mountain containing rubies, amethysts, diamonds and other gems, but frequented by subterranean denizens.
- Glubela, the adopted undine daughter of a nobleman, has run away from home, reportedly in the direction of a fabled place known as "The Well of Stars". From her last known location in a village (Welville) three days away, the party can easily (DC 13 Survival [tracking]) follow Glubela's party to a hillside cave leading to The Well of Stars. Failure or inability to follow tracks would necessitate hiring a local guide, at whatever fee the GM sees fit. Glubela, when found, will insist the party help her with her mission, promising dire accusations if not helped.
- A doomsaying prophet convinces the party (or their patron) that dire works are being performed in "The Well of Stars" that will threaten the peaceful lands of the surface. He will speak of "The Hammer of Deliverance" "The Tentacles of Domination" and "The Dark Strangers" and indicate the general distance and direction of the Well.

## The Well of Stars and Porphyra

The motivations and politics of the *Lands of Porphyra* (from *Purple Duck Games*) are fairly integral to the situation in The Well of Stars. To this date, 1,000 years after The Calling and the NewGod Wars, the scheming race of the aboleth has been neutral, if self-serving. The previously ascendant Elementalists did not trust the aboleth race, and the Water aspect of that alliance spent much energy suppressing them in their cyclopean depths, maintaining an uneasy truce. For their part, the aboleths did not care to join the invading, and eventually triumphant Deists, as their philosophy had no room for higher beings, or any dimension other than the mind. The various phylums have been relatively free, since then, to advance their various agendas. The psionic elite of nations such as The Pinnacle Lands and the Hinterlands of Kesh possess knowledge of them, though. Skirmishes and events over the years have frustrated the aboleths' plans, and heroes often know well the perils of fighting these beasts. Not far from Purple Mountain, in the nation with the same colloquial name, is the land of Hesteria, known as the Wall of Sleep. The rulers of that land are familiar with fantastic horrors such as aboleth, in particular the Duke of Kelephae, great port of Hesteria (see area 16). This place is the target of The Phylum's operations in Porphyra—and a tentative alliance between the sometimes-allies of the Elementalists, a clan of undines, does not bode well for the future of Deist rule, as an alliance of the phylums of the aboleths and Elementalists would be dire, indeed.

### The Well of Stars, the Dark Labyrinths, and the Caveworks of the Aboleth

With the exception of area 1, all of the areas that follow are completely underwater. As well, once in the Dark Labyrinths and the Caveworks of the Aboleth, there is virtually no light present; even low-light vision is of no use, unless light is provided. The water under Purple Mountain is cold, the effects of which can be noted in area 2.

**Wandering Monsters** – Roll d20 every hour the party is underwater. If you roll 1-6, there is an encounter as shown on the next table. A roll of 7 or higher means no encounter. Each entry can be encountered once only. If the list is exhausted, use any suitable "visitors" that are appropriate.



d6	Encounter
1	<b>Dark Folk:</b> 1d6+1 aquatic dark creepers, 1 aquatic dark stalker. The creepers are subtracted from the number in area 5 but the stalker is not.
2	<b>2d4 Skum:</b> not subtracted from the total amount.
3	<b>1 cloaker/ray halfbreed</b> (from 12b) / 50% 1d6+5 <b>cave rays</b> 50%.
4	<b>1d6 cave squid:</b> These are adapted to the underground depths and have dimly glowing bodies. Their 'ink cloud' is a bright yellow fluid that blocks all darkvision in the 5-foot-radius cloud.
5	<b>1d6 water mephits:</b> The skum cleric summoned these to act as servants, but they disobeyed and fled. They will harass any beings they find.
6	<b>1 Vodyanoi:</b> This is an exploring member of the group in Area 9; it will observe first, and flee if strongly attacked. If this encounter is rolled again, it will be a <b>crab swarm</b> . 'Vorlg' as he is named, carries 20 silver pieces, a jade earring worth 25 gp, and a <i>potion of invisibility</i> .

## 1. The Well of Stars

*As you step into the cavern from the side tunnel, the scene before you is frightening- and beautiful at the same time, eerie and deadly. The large, roughly egg-shaped cavern is dominated by a similarly oval body of water in its center, from which narrow shafts of light, like spears of flame, dance through the surface to pierce the darkness. Lit by this lightshow is a scene of conflict: to your left is a group of blue-skinned humanoids, wearing elaborate helmets and armor, wielding three-tined forks. One lays on the ground, twitching, several bolts protruding from his body. The other four males are making a humanoid wall in front of another, obscured from your view. The haft of some large device sticks up behind them. On the opposite side of the shimmering pond is a pack of dwarfish beings, also blue-skinned, with wild hair and bulging eyes. They are gaining the upper hand, as they wield clever-looking crossbows, and are peppering their opponents with bolts. One of the blue dwarfs seems to have different clothes and strangely glittering eyes- he touches his temples and glares at an opponent, causing one of the blue helmet-wearers to scream in pain.*

The cavern is roughly 50 feet in diameter, with the central pool being 30 feet in diameter, with a 10 foot wide 'path' around the edge. The ceiling is roughly 15

feet high. A 10 foot wide passage leads from the outside (or Room 42 of Level 5 of Purple Mountain) south, and another passage slopes down to the east to the derros' far-off lair (or Area 1 of Level 7 of Purple Mountain). The surface of the Well is constantly disturbed by ripple, and the beams of light as described above. There is no slope into the water, it is a sheer drop-off.

**Creatures:** The aggressors are a band of derro, venturing from their guard station to the east. They are led by K'zbitrel, a psionic kineticist. They are followed by four derro, two of which wield masterwork light crossbows, and one who carries two flasks of alchemist's fire. None have used their *mental disruption* ability, but all will have used *energy ray* by the time battle is joined. The doomed defenders are a group of undines, five of which are male clerics and their leader, Princess Glubela. Glubela will have erected a psionic *force screen* upon being attacked, gaining +4 to her armor class for the next 5 rounds.

### 4 DERRO (CR 3; XP 800)

**hp** 25; see Appendix V

**Melee** mwk light crossbow +6 (1d6/19-20)

### K'ZBITREL (CR 5; XP 1,600)

**hp** 53; see Appendix III

### 5 UNDINES CLERICS (CR 1/2; XP 200)

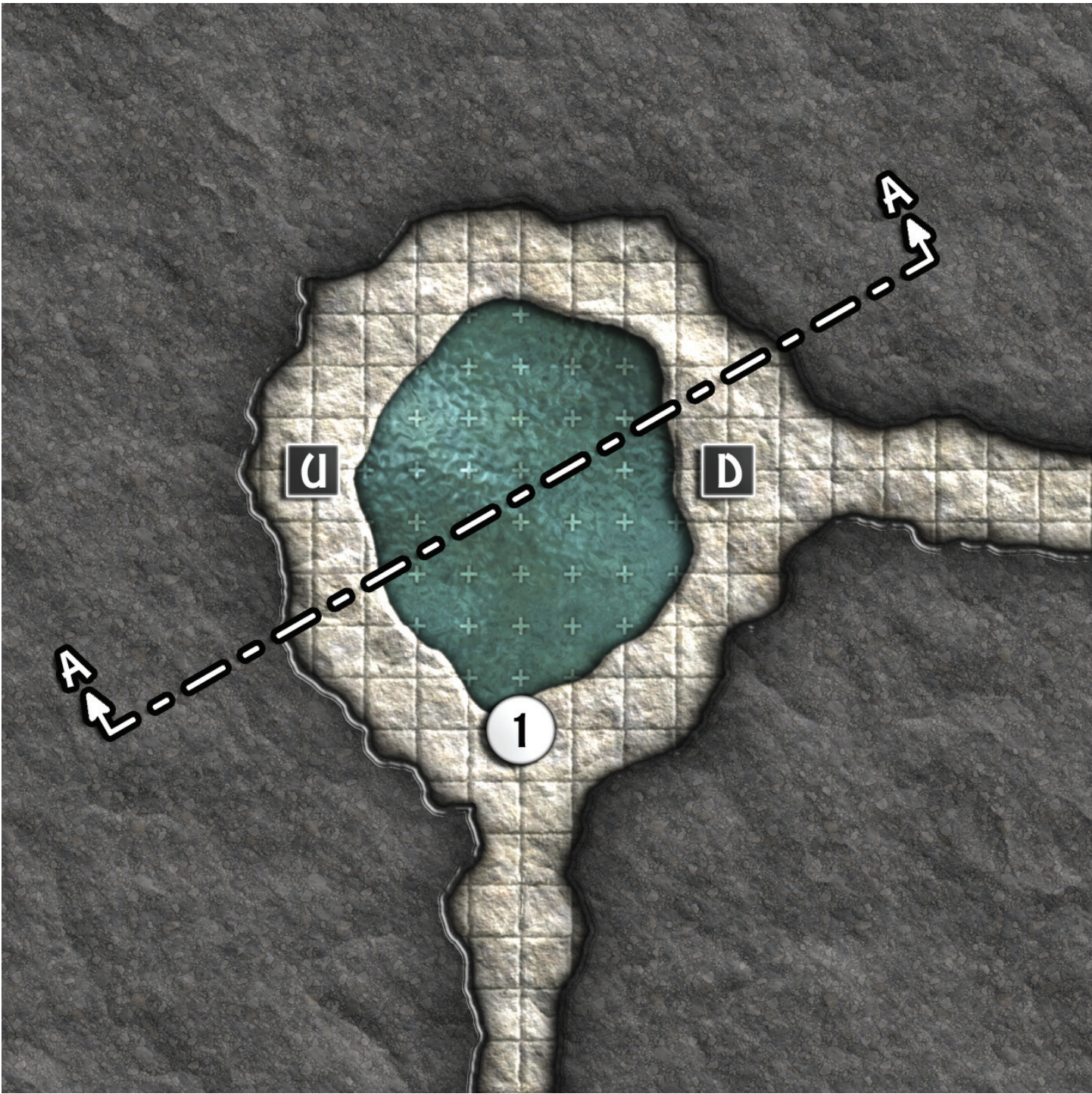
**hp** 4/8; see Appendix V

### PRINCESS GLUBELA (CR 4; XP 1,200)

**hp** 30; see Appendix III

**Development:** Each of Glubela's party has taken 4 damage from a *sonic burst*, and her aides are all stunned. One of them is dead from crossbow bolts already; another will take 1d6+1 damage from the psionic's energy attack, likely putting him down, as well. On the next round, the party will roll initiative, as will the derro party, at +6. All of the lesser derro will fire *sound bursts* at the standing undines, likely killing Glubela's aides and injuring her. The psionic will focus his attention on the PCs; K'zbitrel will scream "Do you serve the Hidden God?" in Undercommon, manifesting energy ray at the biggest target. On subsequent rounds K'zbitrel will use his psionic powers on the most threatening targets, and his minions will fire their crossbows, taking up short swords if melee begins. The derro will neither retreat nor surrender.







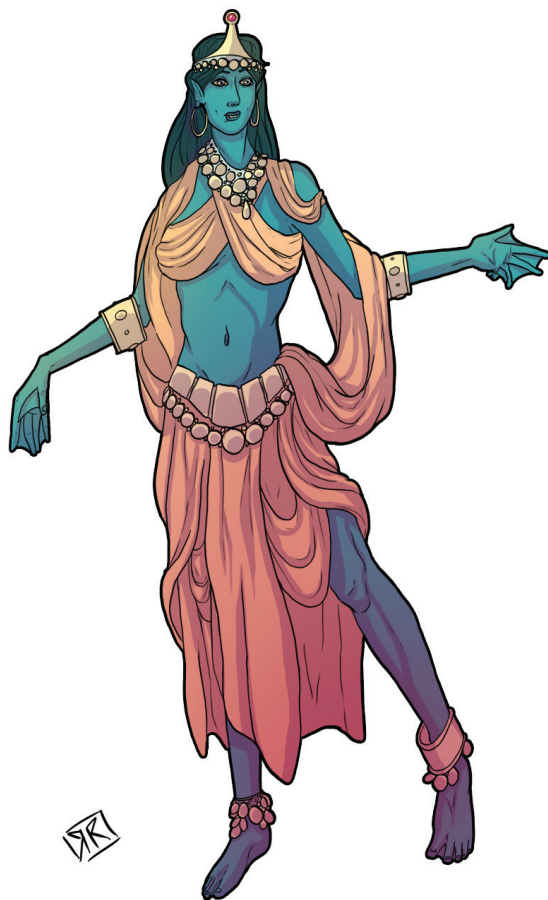
**Treasure:** Glubela's goods are detailed in her entry, most important of which is the *mattock of the titans*. Her five underlings wore *lesser helms of underwater action*, carry tridents and silver holy symbols of Lyvalia (1 gp); two of them bore underwater crossbows with a dozen masterwork bolts apiece. K'zbitrel, the psionic derro leader, wears silk and sable gloves worth 100 gp (if kept dry...) and wears a leather pouch containing a *brain lock pearl*, a pair of ebony dice spotted with tiny gems worth 900 gp, and a vial of *potion of cure light wounds*. The lesser derro all carry 7 pp, but one has tourmaline earrings worth 100 gp each, another has two flasks of alchemists' fire, and the final two each wield masterwork light crossbows. Note that crossbows are all but useless underwater and alchemists' fire cannot be effectively thrown underwater. The poison from the bolts will also wash away very quickly, within 2 rounds of entering the water.

### Glubela's Mission

At this time the party will meet Glubela, an undine 'princess' on a mission into The Well of Stars. Her statistics, powers and motivation are described in Appendix I. She is a strikingly beautiful undine, imperious and shrewd, and addresses her saviors thus:

*"I am Glubela, High Princess of the Undines. I thank you for your assistance, late as it was for my companions. We were on a mission of great importance, which is now much in jeopardy... We were taking this great weapon -a mattock of the titans, brought to this world by the New Gods- into the lair of a fearsome beast, an infant kraken, which is building its power in the flooded caverns below. Through magics to increase their power and size, and protected by my prescient powers, we were going to invade the lair of my race's great enemy and bring down the roof upon it. My royal line has spent generations tracking these beasts, and succeeded in chasing the last of them from the sea into these awful stony caverns. To fail so close to our victory..."*

She loses her composure, weeping into the shoulder of the tallest PC. If the PCs suggest payment, she will offer her shark tooth amulet to a likely (and handsome) PC, hoping to incite greed and jealousy. She will also offer the good will of her father, any treasure found during the adventure, and 'a halfling's weight in black coral'. A DC 15 Appraise check can tell that is worth about 5,000 gp. Though she knows about the dark folk, the skum servitors, and the cloaker embassy, and that there are two basic sections (the Dark Labyrinths and the Caveworks of the Aboleth) she knows little else, and will probably



not tell the PCs anything.

**The Truth:** Glubela is lying, but she is very good at it. Her clan is allied with the true menace, an aboleth, in the flooded caverns below. (See Introduction) She was depending on her companions to do several tasks for her: carry the enormous mattock, speak to the initial guardians, the aquatic dark folk (at least one of them spoke Dark Folk) and to sacrifice themselves as meals for the underground denizens that could not be negotiated with. Now she must depend on these new 'benefactors' and manipulate them until they can serve her purpose. She is not above manipulating the party against one another, promising anything, and using her powers unevenly to support one member over another to get the job done. She also realizes that she will probably have to get rid of the PCs, to achieve her mission, so she will not be overly helpful in the process of traveling through the labyrinths.

## 2. Into the Well

[Read the following after the PCs have had time to hear Glubela's story, loot the derro, and learn of the properties of the lesser helms of underwater action]

*As you contemplate the rippling surface of the water that is The Well of Stars, the moving shafts of light begin to move more rapidly, around in a circle. Then, from the depths, it seems, comes distorted waves of sound- seemingly, of song...*

A bard may use any Perform skill to make a DC 15 check to identify the sound as coming from an elemental source, and the tone of the 'song' to be one of joy. A DC 20 Knowledge (planes) check can identify the sound source as that from a large facet of crysmals (using the control sound power). The 'joy' being expressed is that of proximity of refined gems, delicious to the elemental creatures.

If the PCs do not enter the water within one minute of hearing the 'song', four crysmals will exit The Well and attack those PCs (and Glubela) that carry gems, either looted from the derros or carried personally. This includes magic items that use or incorporate gems, even weapons with jeweled hilts. If two crysmals are killed, the rest will flee into the Well, using fold space to avoid attacks of opportunity.

Once the player characters enter the well...

*As you enter the water, there is a moment of shock at its coldness, disorientation at the vertical movement of going down, and the susurrations of our breath within the enchanted helmet. The flickering beams of light dance around you, pulsing from their origin at the bottom of the Well. The 'song' is more distorted down here, discordant and hungry. Then, the 'singers' begin to approach, crystal-line, insectile... things that refract the light from below, and scramble over the walls of the Well, which themselves sparkle with hidden flakes of gems, for which the Well gets its name.*

The GM should refer to the 'Adventuring in the Well' section, Appendix XX1 and familiarize themselves with all pertinent information on underwater activity and combat. If a PC states that she is swimming down at top speed toward 'the light', she will receive only one crysmal attack at most, and only if she is carrying visible

gems ie: jewelry, wearing the derro's earrings, etc. Keep in mind that fatigued characters may not 'run', or in this case, swim, farther than their listed speed.

**Hazard:** Those entering the water without cold resistance, *endure elements*, or similar defenses must make a Fort save DC 16 or be fatigued. Each subsequent round, a fatigued character can make a new saving throw at +1, until the save DC is 10; when the save is made, the fatigue ends. Out of combat, the save is made each minute. If the save is not made after 10 attempts, the fatigue will be permanent until the character is warmed.

**Creatures:** A total of eight psionic crysmals inhabit the Well, due its rich food source. Though the crysmals will be desirous of the party's gems (being processed and delicious) they will also be defending their home and breeding ground, and are not as docile as most wild crysmals. If a facet of crysmals left the water to attack the party, subtract any killed from the total number of crysmals. See Map 2 for initial placement of the elemental creatures. Note that crysmals can fold space to attack PCs that are carrying gems, and can use mind thrust to drive away PCs that are invading their territory.

### 8 CRYSMALS, PSIONIC (CR 3; XP 800)

hp 39, see Appendix V

**Treasure:** Each crysmal keeps the gems it has harvested like a brood sac under their bodies. Roll 1d6+1 for the number of gems, (2d6x10) +5 for the gp value of each. Mining the Well of Stars is outside the purview of this adventure, but a DC 25 Appraise check would estimate that up to 100 pounds of gemstones could be mined here, a location that could be sold to an enterprising clan of dwarves.

**Development:** The crysmals will pursue as far as the bottom of the Well, Area 2b), but will not enter Area 3 at all unless the monster there is eliminated. Any surviving crysmals will reproduce themselves up to ½ their number, to a maximum of 8.

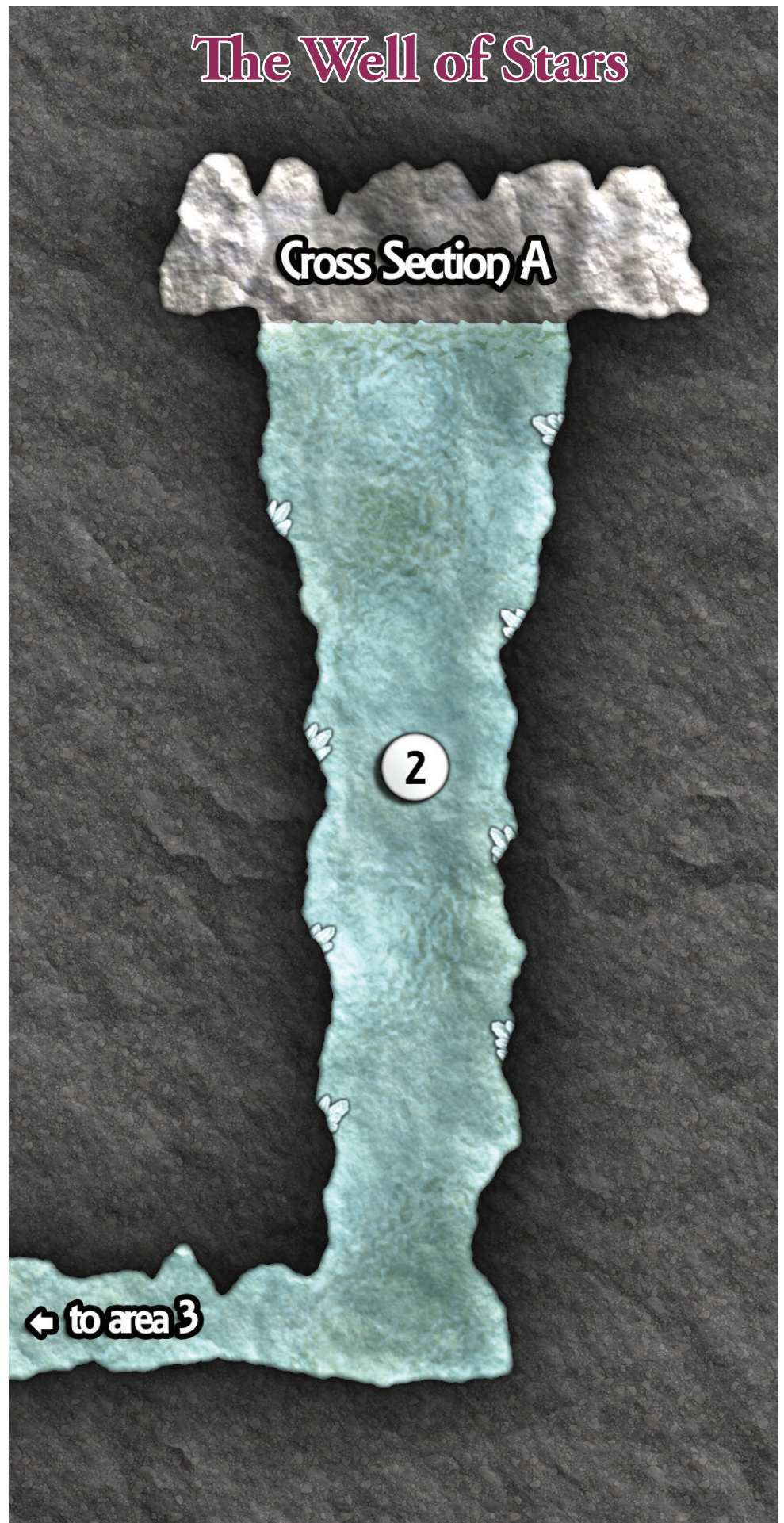


## 2b. Bottom of the Well

*The source of the 'starlight' for the shaft above is revealed to you- a tiny prism in the hand of the stony form of a female of the race you killed above. An incongruously realistic flame sprouts from the stone, and is immediately reflected in the geodes upward to the funneling Well. This star-shaped chamber is a sparkling geode of quartz, the northern arm piled with loose crystals- blocking what looks like a narrow passage- and the western arm seems to be seething with a weak tide. The crystals shift to a deep violet in that direction, and the passage seems to be wide enough to traverse.*

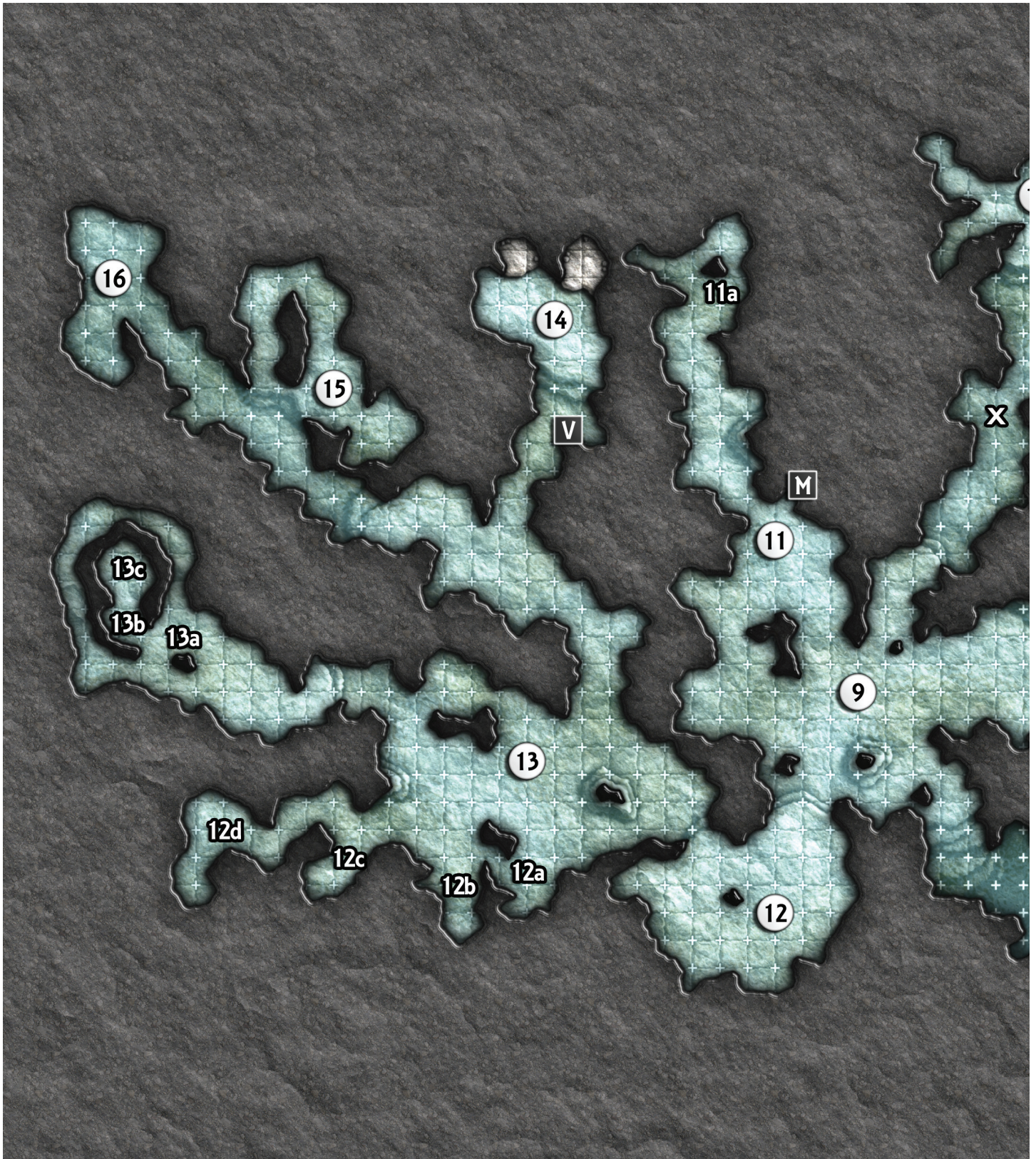
The figure is that of a derro female, petrified by a long-dead medusa in this place, when it was dry, many years ago. The light, a simple *ioun torch*, has become something of a landmark, even after the water came. Crysmals will not pursue PCs past this chamber, as they fear and revere the denizen of Area 3. By spending a few turns moving crystals out of the way, PCs can access the river leading to area 12 of Level 5 but they would have to fight against the current, risking exhaustion over the hour it would take to get there. (See rules)

**Treasure:** The *ioun torch* can easily be claimed, but the gemstone kapoacanth on Area 3 will attack its new possessor immediately upon their coming within 15 feet of it.



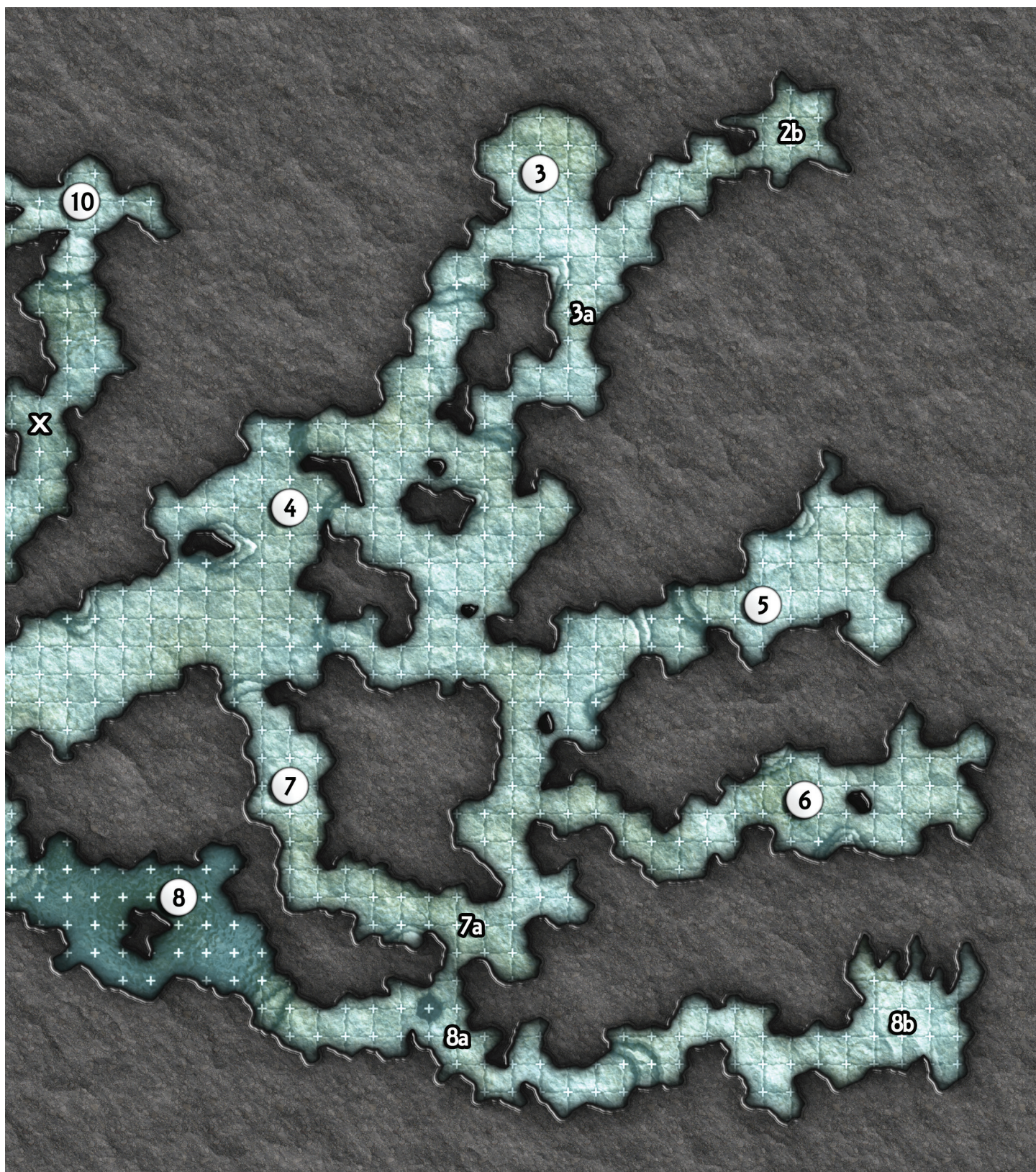


# The Labyrinth of Stars





# The Labyrinth of Stars





### 3. Glittering Guardian

*The jagged passage widens as it progresses west, helping to reduce the claustrophobia of existing in a world without air. It opens further into a crossroads, of sorts. To your left is a very regular passage, festooned with clusters of beautiful purple crystal rods along its length. To your right is another geode-room, this one a large, perfect sphere with what appears to be a lesser, irregular bubble or cyst just south of its center, looking like two halves of a coconut. Some distance beyond that is a narrow passage that leads down into darkness.*

**Creature:** The 'cyst' is a semi-dormant gemstone kapoacanth, an aquatic form of the surface gargoyle. It has folded its large water-propellant wings. In its 'frozen' state it has a 38 Stealth check to appear as a natural crystalline structure. A DC 10 Appraise check will identify the 'stone' as composed of amethyst. This particular gemstone kapoacanth has resist 10 cold, better suited to these lightless depths.

#### KAPOACINTH, GEMSTONE (CR 6; XP 1,200)

hp 52; see Appendix V

**Treasure:** A DC 15 Perception check (or the PC with the highest over that DC) will find a small set of decorations the kapoacanth made at the back of its cyst. A rusted iron circlet bears a series of rubies, five worth 50 gp each, a bronze-plated belt circling that worth 125 gp, and, in the center, a large, orange-red (fire) elemental gem. Smashing away at the walls of the cyst will generate 1 pound/50 gp worth of amethysts per round, to a maximum of 20 pounds/ 1,000 gp. This 'mining' will also attract labyrinth denizens, requiring a roll on the Wandering Monsters table for every five pounds collected.

**Development:** With the kapoacanth removed, any surviving crysmals will move into this area to feed, and will eventually eat the gemstone being's corpse! The crysmals will begin to lair here, and there will be 0-3 (1d4-1) more of them, likely to ignore PCs in their feeding frenzy.

#### 3a. Crystal Passage

*This roughly 15' wide passage is festooned with slender, spearlike crystals of deep violet, sprouting like glittering mushroom from the stone walls. The passage seems to take a right turn 40 feet ahead.*



The weakly surging current adds +2 to the Acrobatics DC of the Hazard, several cluster of mnemonic crystals (see *Gamemastery Guide*)

**Hazard:** [*Mnemonic Crystals*] Identified with a DC 25 Knowledge (arcana) check, can drain a spell from a prepared spellcaster within 30 feet, DC 22 Will saves each round to avoid. Damaging crystals unleashes a burst of mental energy in a 10 foot radius, doing 1d6 Wisdom damage. Each move through the passage (probably a minimum of 2 moves) requires an DC 12 Acrobatics check to avoid stepping on or brushing against the crystals and breaking them. Each 10 feet of the indicated area bears a cluster of crystals.

**Treasure:** A successful Knowledge (arcana) check, as above, or a DC 20 Knowledge (psionics) check reveals that a carefully preserved mnemonic crystal can be used to make *psionic shards* (see *Psionics Unleashed*) at -1 Manifest Level (6th) and without the gp cost. A number of shards can be gathered equal to the Skill check result -20.



## 4. Hunting Grounds of the Dark Folk

*You are entering a large, high cavern interrupted by reefs of stone and ancient fused stalactites and stalagmites, creating a maze-like terrain. A few tiny fish dart here and there, pursuing motes of minerals that drift from the ceiling.*

**Trap:** The marked line indicates a trap that also doubles as a food gathering device, created by the aquatic folk's dark slayer. It has found a way to enclose a sound burst in a bubble of spittle, and then hang the bubbles from fine lines of fiber from underweed. The burst stuns fish large enough or in enough quantity to pop the bubble, and the sound wave alerts the dark folk of the tasty, stunned bounty.

### SOUND BURST TRAP (CR 3; 800 XP)

**Type** magic; **Perception** DC 27; **Disable Device** DC 27  
**EFFECTS**

**Trigger** location; **Reset** rebuild

**Effect** spell effect (*sound burst*, 1d8 sonic damage plus stunned for 1 round, F-DC 13 negates stun); multiple targets (all targets in a 10 ft. sphere)

**Creatures:** Five aquatic dark creepers prowl this area (marked by 'D'), staying a good distance from each other to make a cordon to chase down any prey or intruders. They know about the trap and avoid it, but do not know its area of effect. If one dark creeper remains and its fellows are dead, it will try to flee back to the lair, but otherwise the little runts will fight fiercely to defeat the intruders; for meat, for treasure, and for the reward they may receive from their skum overlords.

### 5 DARK CREEPERS, AQUATIC (CR 2; XP 600)

hp 19; see appendix V

**Treasure:** All dark creepers carry masterwork shortspears tipped with crystal ooze toxin. Each also has a pouch that holds a serrated shell for cutting food, 1d3 10 gp amethysts, and a congealed glob of aboleth mucus in case of a breathing emergency.

**Development:** The hunting creepers will not pursue into Area 3, fearing the kapoacanth, and know the dangers of the mnemonic crystals. If a survivor makes it back to the den at 5, the cave community will send a messenger to Area 7 to alert their leaders, and then will prepare for war. The later occupancy of this area depends on what happens in areas 6 and 7, and will likely be re-occupied

by a dark stalker, the dark slayer, and three more creepers at D2, waiting for word of what happened at the other end of the labyrinth. If the tribe is cleaned out, it will be empty.

## 5. Warrens of the Dark Creepers

*The entrance of this side-passage is littered with broken stalactites- the walls seem jagged and irregular, the floor festooned with crumbled bits. It is very dark within.*

The passage is tubular, twisty and jagged, and counts as difficult terrain even when swimming within, doubling movement cost. There are even bits of old metal jammed into cracks so creepers can hang like watery bats to rest. The side-cave at the east end slopes downward considerably.

**Creatures:** This is the living quarters of a tribe of aquatically-adapted dark creepers (see Appendix II) conquered and converted by the aboleth and its minions. They spend their time in shifts to hunt (in area 4), groveling for crystal ooze poison (wandering monsters), and making weed-armor and weapons. There are 20 dark folk here at any given time; 15 adults and 5 young. Eight adults, with poisoned spears nearby, are sleeping in the tunnel, 30 feet past the entrance, crammed into nooks and crannies or hanging from makeshift hooks. Seven adults are working on weed-armor and weapons in the large open cavern at the east end of the passage, and while they have three masterwork spears apiece, none of them are poisoned. Five young creepers are left to their own devices.

### 15 DARK CREEPERS, AQUATIC (CR 2; XP 600)

hp 19, see Appendix V

### 5 YOUNG DARK CREEPER (CR 1; XP 400)

As aquatic dark creeper; **Quick Rules:** +2 to all Dex-based rolls, -2 to all other rolls, -2 hp/HD.

**Treasure:** In the work area there is a special, ornate container, a low tray, into which the creepers scrape the crystal ooze poison they use. There is one dose within, and a crude scraping implement. Idly touching the 'clear gel' has the same result as being struck by the crystal ooze toxin. There are a total of 26 masterwork shortspears in the lair, 8 of them already envenomed (see appendix II). Another, larger container made out of a large crab-shell holds two dozen greenish nodules, coalesced mucus of the aboleth. Ingesting one is identical to being adjacent

to an aboleth, DC 20 Fortitude save or lose the ability to breathe air. A third container holds a pair of blue, jelly-like containers that each holds a form of *potion of cure light wounds*. Each adult has 1d3 10 gp amethysts in its possession, and the elder carries a lance feather token on a thong around its neck.

**Development:** If the dark folk are alerted by a retreating hunter, none of the creepers will be asleep if intruders come, and they will be spaced out in such a way as to not blind one another upon death. The elder will prepare a silent image of a water naga with the head of a manta ray, surging out of the cave. One of the young will have been sent to area 7 to warn the leaders. If surprised, the dark folk will fight until half of their number have been killed, and then try to flee to the caverns of the skum. The elder will try to facilitate the escape of the dark folk young.

## 6. Lair of the Dark Ones

*This narrow rift leads to a twisting passage down into the heart of the mountain. The walls are jagged but polished by water or design.*

If they proceed past the halfway point...

*The passage opens up somewhat, to an irregular cavern dominated by three pillars of stone, conjoined stalactites and stalagmites. Strange glyphs and sigils cover the pillars, circling around from the top.*

The marks on the pillar are in the tongue of the Dark Folk, recording the names of the dark slayers and dark stalkers that have led the colony.

**Creatures:** The sullen leaders of the aquatic dark folk spend much of their time here, brooding over what might have been, trying to think of some way to escape their bondage. The dark stalkers will be in their own spartan quarters, but will immediately come out to investigate a disturbance, casting *deeper darkness* on themselves. They will question the intruders in Undercommon, while their dark slayer servant probes them for magic items. The stalkers are not completely opposed to diplomacy, but negotiations would be extremely delicate. The dark slayer however, will be unable to resist attempting to rob the intruders, as their magic items alone will intrigue it greatly. The slayer will attack the intruder with the most magic items, unless first detected and driven away, or frustrated in its first attack and wounded

in return. Should the slayer be repulsed, it will retreat and sulk, but should combat be joined, the stalkers will attack ferociously. If one of the stalkers is killed, the other will use *slipstream* in an attempt to escape to the cave of its minions.

## 2 DARK STALKERS, AQUATIC (CR 4; XP 1,200)

hp 39; see Appendix V

## DARK SLAYER, AQUATIC (CR 3, XP 800)

hp 22; see Appendix V

**Treasure:** Scattered about the larger cavern and in the slayer's quarters are many damaged and ruined magic items and ordinary tools scavenged by their followers, and subsequently 'repaired' by the slayer. These include: two 10' pieces of spider silk rope, a bent trident, a *girdle of opposite gender*, 2 blocks of *incense of obsession*, a *tree feather token*, a golden holy symbol of Linium (5 gp), a *wand of prestidigitation* (3 charges), a *cursed wand of sound burst* (5 charges, cursed to work only in the 12 hours after midnight, d%), a porphyrite light hammer, and a half-bottle of *wax of defiance*.

**Development:** It may be possible to negotiate with the dark folk leaders, (Diplomacy DC 25) but the dark slayer will refuse, challenging the leader of the party to a duel. The stalkers will respect this request and stand back to watch, insisting on noninterference. Should the PC fall, they will fight to the death, and should the slayer fall, they will render the following aid.

- Guide them to the kelpie in the Glittering Gallery. Mention the vortex at area 7a), how something beyond it is rumored to have 'power beyond death'
- Describe the numbers of skum and give the statistics of Blib-Doloth,

The stalkers will lead them to Area 9, the Glittering Gallery, whereupon the kelpies will hide, and they will then turn back. They will subsequently rally their people together to destroy the upstarts upon their return. Should the leaders of the dark folk be destroyed, the creepers will hide in their cave until they are sure that the murderers of their leaders have left the labyrinth.

## 7. Underweed Garden

*Though the strange, spongy weed is found here and there all over these drowned cave, subsisting on who-knows-what, this passage seems to be a prime bed of the “underweed”, and they sway in some tiny current nearly 6 feet from the cavern floor, leaving barely 4 feet clear above their tapered tops. The passage seems fairly straight and regular.*

The ‘weeds’ are a species of modified sponge that sift the water for food. They grow best here because the dark folk dump their wastes here on a regular basis, the weeds absorbing the offal quickly. Creatures in these thick weeds gain 20% concealment, and +8 to their Stealth checks.

**Creatures:** Roll a d12 on the wandering monster table to see if any denizen is visiting the garden. If the skum is indicated they will have 1 fewer members, and the dark stalker will not be found here.

### 7a. Water Vortex

*You come to a clear, sandy space in the elbow of the smooth-angled tunnel, where there is none of the spongy weed, and a narrow fissure splits the tunnel wall.*

A DC 20 Survival check will indicate the presence of a dangerously strong current in this area; PCs with more than one rank in Survival should get an automatic check. A PC that ‘prepares’ for the current can make a DC 20 Swim check to avoid damage from being dragged through the fissure.

**Hazard:** Any character coming within 20 feet of the fissure will quickly feel the suction of the flushing current described in Area 7. It is not a trigger effect, but a regular surge of tides and currents within the watery cave system. After reading the description, there are three courses of action for those in the vicinity, and apply the appropriate one regarding the players’ declared action:

- *Move past the fissure:* If they are at least 10 feet past the marked suction radius, the Reflex save DC is 12, modified as shown, damage taken as below.
- *Investigate the general area:* Without entering the fissure, the Reflex save is 17, but they will take an automatic 2d8 damage from being dragged through the fissure.
- *Enter the fissure:* The Reflex save is 22, but no auto-

matic damage is taken.

**Modifiers:**

- Weighing more than 200 lbs. +2
- Weighing less than 150 lbs. -2
- Weighing less than 100 lbs. -4

After being into the fissure (and/or down the passage), the PCs will be bumped and thrown down the deserted tunnel, making a modified DC 15 save every 10 feet until they reach 7a. Failing a save results in taking 2d4 damage from being slammed against a surface; defenses that mimic *feather fall* would be useful here.

**Development:** A faint light will be discernible from even 10 feet east of the fissure; the glow of the Trident of the Sea Elves. Returning to areas with a normal current requires a Swim check of 15; failure inflicts 1d8 points of nonlethal damage from being banged about the passageway, and failing to return. When the Swim check is passed, a Fortitude 15 save must be made or the PC is fatigued for 1d4 hours.

## 8. Domain of the Pincered Ones

*The southward passage leading to this area is littered with shells and discarded claws, so it is no wonder that the area beyond to the east, down several step-like levels, is inhabited by what looks like thousands of ghostly white crabs. They climb over each other and stones in their path, searching for bits of material that float down from above, swirling in currents from the east.*

Moving over the crab colonies requires a DC 15 Swim check for every move, noting that most should have a +8 (less armor penalties), due to their gear. If the check is failed, the character touches down on the cavern floor, and a crab swarm, if not occupied, will move toward them to attack. The pillar in the center of the column is perforated with holes made by worm-like creatures that eject organic wastes out of their tunnel-holes, which, along with materials ejected from 8a) feeds the crab swarms. The pillar is thus very easy to cling to if swimmers need a rest.

**Creatures:** The equivalent of 3 crab swarms inhabits the area from the steps to the vent at 8a). They typically stay at least 30 ft. from each other, unless something falls on the cavern floor, so place them accordingly on the player map. There is a 40% chance of a pair of skum or dark creepers (even chance of either) are hunting here. They know the dangers of the crabs and will try to force

outsiders to the bottom to 'feed the crop' The skum will attempt to bull-rush intruders to the bottom, whereas dark creepers will hope that the crystal ooze poison on their spears will do the trick.

### 3 CRAB SWARMS (CR 4; XP 1,200)

hp 38; see Appendix V

**Treasure:** These crabs are very good eating, even raw, and the stalkers force their creepers to eat them sparingly, to keep up numbers. The skum also love to feast on them. Skum or dark creepers will have no treasure on them, though there is a 1 in 6 chance that a skum warrior will be wearing a slime-herder whistle.

**Development:** If dark creepers or skum are found here and killed, subtract their numbers from Areas 5 or 15.

## 8a. The Drowning-Hole

*Where the crab-cavern narrows is a cloudy area, where it seems that the silt is being stirred up regularly by some suction-and-reverse action. It is difficult to see beyond.*

[Even with darkvision]

With its superior intellect, the aboleth 'Master' deduced that a minor excavation shaft at this spot would drown these levels and bring about the first part of its plan. The PCs should be prevented from accessing the upper limits of the water source, unless the GM has plans for an inter-level 'underground sea'.

**Hazard:** Standing outside the cloud and studying the phenomenon could allow a DC 20 Knowledge (nature) check to realize that a strong water-current was causing the 'cloud' in the square of the hole. This hazard is much the same as 7a, but without the intense power of the 'vortex' fissure. Entering the square of the hole requires a DC 15 Swim check to avoid being moved 30' and taking 2d4 damage, using the modifiers in 7a. Refer to 7a and 8b for further mechanics of the vortex.

**Development:** If this hole were sealed (by the powers of pech, perhaps...) the labyrinths could conceivably be drained, though it would be a monumental task of engineering, perfect for an ambitious clan of dwarves.

## 8b. Lair of the Lost Ones

*At the end of your wild ride, you drift quietly into a chamber that seems to have seen some underwater tectonic action... jagged fingers of stone form slots in the north wall, though the bottom is covered in light sand. Lying on a pile of beautiful blue coral, in the center of the chamber, is a curved-tined weapon, a trident, patterned in scales and shells, and the figures of beautiful humanoids.*

**Creatures:** Lurking in the northern crevices are all that remains of a clan of sea elves, wiped out by the sahuagin long ago with a magical plague of undeath. The three sea elves have become wights, with a swim speed of 30 and a Swim skill of +8. Characters that enter will not see them until their red, glowing eyes come out of the dark fissures of their undead entombment...

### 3 WIGHTS, AQUATIC (CR 3; XP 800)

hp 26; see Appendix V

**Treasure:** Prominently laying on a pile of blue coral is a trident of the sea elves, which combines the powers of a triton's trident and a trident of warning, while still being a +1 trident; it also emits blue light in a 10 ft. radius unless commanded not to. The blue coral is worth 1,800 gp but weighs nearly twenty pounds. One of the male sea-wights and the female sea-wight wears a magic cursed ring that will seem to all tests to be a ring of swimming that will only function for elves. It will, however, transform the elf from a land being into a sea elf, over a 24 hour period, a legacy of re-creating this dead clan/ race.

**Porphyra Note:** *On Porphyra, the entire race of sea elves was wiped out by the sahuagin's plague; see 'Kingdom of Avandrool' in the Lands of Porphyra Campaign Setting by Purple Duck Games, coming soon!*

## 9. The Glittering Gallery

*The wide, relatively clear passage slopes gently downwards, your party is able to walk abreast with no difficulty. The walls glint and glisten with traces of minerals and quartz, much like the Well, but horizontal, free of stalagmites and stalactites. Swimming towards you out of the darkness is a beautiful creature, cerulean blue in color, with the fore-parts of a horse and the hindquarters of a curl-tailed fish.*

The reef of stone that serves as a lair for the kelpies has a stalactite hanging from it of pure amethyst- this is a



landmark for the labyrinth inhabitants.

**Creatures:** This creature can be identified as a hippocampus with a DC 11 Knowledge (arcana) check, though it is not... It is actually an evil aquatic fey being called a kelpie, one of a mated pair that acts as both occasional mount for the skum, and guard of this cavern nexus. If it is successful in luring a party member, likely the foremost in the marching order, it will invite the member to mount, and swim to the vicinity of area 11, to feast. Then the other kelpie will take her turn, appearing as a nixie, named 'Nixie' (they are not terribly bright) and speaking in Sylvan or Aquan, asking "Where water-horse go?" and attempting to lead potential dinner away. With a DC 20 Sense Motive check, the kelpies will note the hypnotic suggestion and leave those with it be- if the 'nixie' is questioned, it will simply say 'Curse'...

## 2 KELPIES (CR 4; XP 1,200)

hp 38; See Appendix V

**Treasure:** The kelpies are not allowed to keep treasure, but have a pair of bridles secured in their lair of weeds behind a tilted stone outcropping, and a set of 6 tiny quartz figures of humans, elves, nixies, dark folk and skum, used as models for their shape-changing and worth about 100 gp.

**Development:** The kelpies can easily notify Blib-Doloth, the skum sergeant, of any intruders (through their telepathic bond), but selfishly want first dibs on feasting and looting. If combat continues more than 2 rounds with either kelpie, Blib-Doloth will know of their presence and dispatch five warriors from Area 15 to investigate. They will find the party in 4d4 turns. Blib-Doloth will subsequently be found in Area 15 instead of Area 14.

## 10. Mysterious Visitors

[Upon entry up to X]

*Traces of a greenish, greasy material adorn the walls at irregular interval in the jagged walls of this very irregular tunnel.*

A DC 16 Spellcraft check can identify the material as traces of a grease spell, cast by some being with natural ability. The bits left are of roughly hand size.

[At location X]

*There is a deep alcove here, directly before a narrow point in the tunnel. A stumpy, serpentine, shadowy form is suspended in the middle of the cave wall.*



The ‘shadowy form’ is the head and neck of a water naga, identifiable with a DC 17 Knowledge (dungeoneering) check; the erstwhile guardian of the level 7 tunnel access, surprised, suffocated, killed, and spiked to the wall with a stalactite. If closely examined (DC 15 Heal check), it seems to have been killed with many thrusts of a spear-like -wooden- weapon, the head bitten raggedly off.

In this tilted, fractured space, two hole-like tunnels 4 feet in diameter lead to the west, and there seems to be a flow of water from a short sideways passage to the east. Several piles of the ubiquitous underwater cave-weed are somewhat organized on the irregular floor, and objects glint within the piles.

This is the temporary base of a party of vodyanoi, adventuring on a lower level of the sea caves. They surprised and killed the previous guardian, a water naga, cleaned out its lair, and are currently eating it, and experimenting with the treasures they have found. The tunnel beyond the east passage leads to level 7 of Purple Mountain, further down into the mountain’s core.

**Creatures:** Three vodyanoi, humanoid salamanders from the surface swamps are currently lairing here, tentatively scouting the area and deciding whether to press on. Their leader is Wutya, a grizzled male, his mate is Oolguh, and they have two sons, Glubo, and Vorlg; the latter is scouting in the outer caves, and can be met as a wandering monster. Wutya wields a +1 *shortspear*, and keeps a bulb-like potion of *enlarge person* on him at all times. Oolguh has a pair of pet frogs that are almost as useful as familiars; once a day she can speak with animal with each of them. Glubo is rather fat, and usually has a chunk of naga in his fist. Each carries a pouch of 20 silver pieces, their favorite lucky metal.

### 3 VODYANOI (CR 5; 1,600 XP)

hp 51; see Appendix V

**Treasure:** The vodyanoi had some of their own, and are currently looting the hoard of the water naga guardian. Some goods are organized into three piles, Vorlg is currently carrying his goods.

- *Pile 1:* String of 100 gold coins on a wire, 10 pp, and a *cursed amulet of thought projection*: This is a cursed item, but a quirk in its creation allows a psionic character to use powers of the Telepathy discipline at +1 manifester level.

- *Pile 2:* A gaudy statue of a rearing dragon, 2 feet high and 20 pounds (gold painted, worth 10 gp at most), a silver bowl of golden grapes (120 gp total) and an ampule of *dust of dryness*. If this glass capsule hits an aquatic creature in a ranged touch attack, underwater, they are stunned for 1d4 rounds, no save.
- *Pile 3:* A large pile of copper pieces, at least 1,000, buried within is a masterwork coral-handled dagger and a sealed *message bottle*. The message it has stored states, in a deep bubbling voice, speaking Aquan “*The watcher at the funnel requires blood to pass. The shadowy ambassadors will flee from the strongest light. Believe not the tentacled one!*”

**Development:** The vodyanoi family is wary, but not hostile. Whether they attack or not depends on the manner of the characters entering their temporary base. If immediately attacked, they will attack to kill, beating a fighting retreat to the east tunnel if outmatched. If negotiations begin, (A DC 21 Diplomacy check) they want information and gifts before considering any alliance. Note that they have good Sense Motive skill! A second DC 31 Diplomacy check will be need to secure their joining the party, for the next 1d4 hours. This check can be modified by +1 for every spell level of potion given as a gift, for every pound of silver given, or for exotic food items. They will follow no orders other than those of Wutya. They have watched the dark folk somewhat, and dislike them, but haven’t killed any yet, driving them away with their suffocating slime. They are curious about the current through 7 and think that their other son may be in the south caverns investigating it.

## 11. Fearsome Funnel

[At the entrance from Area 9]

*The northern exit from the central gallery is an almost perfect circle, about 4 feet in diameter, set like a funnel in the cavern wall and surrounded by pitted limestone.*

One can bypass the giant moray eel guardian by making a cut for 1 hp damage and letting it bleed into the water.

**Creature:** A trained giant moray eel lurks in the marked hole and attacks any being that approaches the entrance that is not bleeding. It gains +5 to its Stealth while concealed there. A clue to the bypass is in the bottle of messages in Area 9.

### GIANT MORAY EEL (CR 5; XP 1,600)

hp 52; see Appendix V

## 11a. Chamber of the Stone

*The wide, cylindrical passage seems smoother than most in this complex, pitted though it may be. You emerge around a spur of rock, and come upon a roughly triangular chamber, with a large pyramidal stalagmite glistening in its center. The glister is emphasized by a small, glowing stone at the apex of the rock formation.*

**Creature:** The glistening surface of the stalagmite is a crystal id ooze, a variant crossbreed of crystal and gray id oozes. It stays where it is intended due to the power stone atop the stalagmite, from which it receives minimal nourishment. It will attempt to consume any being that touches it or the power stone, and even a Perception check will trigger an attack.

### CRYSTAL ID OOZE (CR 6; XP 2,400)

hp 54; see Appendix V

**Treasure:** The glowing stone is a *major power stone* (ML 11th), a receptacle of stored psionic power kept here by the aboleth and its minions for future use, most likely a surprise incursion when the tunnel is finished.

The power stone currently holds the following powers: *astral construct, battlesense, null psionics field.*

**Development:** If a band of skum is met as wandering monsters, one of their number will fight for one round, and then flee to this area to retrieve the stone, using the underweed whip that all skum carry to dislodge the stone out of the ooze's reach.

## 12. Domain of the Winged Ones

*As you leave the central gallery, you enter deeper, warmer caverns, slowly descending into the earth, and the water. The floor is sandier, and small insects and crustaceans crawl here and there in it. There seems to be a light, colored lights, ahead...*

The increased warmth of this area and those beyond will alleviate the effects of cold water felt in area 2. Survival checks to acquire food can be made in all of area 11.

**Hazard:** This area of the caverns, and occasionally further east, is the domain of a mutated species of stingray, adapted for the cavern depths (see Appendix II). They produce a natural coruscation of colors that acts as a *hypnotic pattern* for those they pass by. Those that fail a DC 13 Will save will be fascinated for 2 rounds, whereupon

the school will turn upon the torpid victim and attempt to sting it to death.

**Creatures:** Completely blind, these cave rays follow the school leader with electrolocation, but cannot sense creatures more than 30 feet away. The school of these blind, bio-luminescent rays constantly swims this area, in a looping circle around the reefs and pillars of stone. If the lead cave ray is slain, the rest will dive down into the sand, gaining the indicated Stealth bonus in the silt.

### 11 STINGRAYS (CR ½; XP 200)

hp 13, see Appendix V

**Development:** It is 50% likely that a cloaker halfbreed from area 12b) will be watching the school of cave rays, which enthrall the weird creatures. If more than 2 are killed in combat, the halfbreed will rush in and attack. If the cave rays are scattered or flee to the bottom, the halfbreed will retreat to b) and inform its partner.

## 12a. Cave of Glyphs

*This wide-mouthed chamber, seemingly connected to another by a narrow fissure, is littered with fish-bones on the floor, and scratchings of some sort of language on the walls. A round, plant-like structure sits on a large, stalagmite with the top cut off, and a large cloak hangs on a spur of rock on the west wall.*

The glyphs on the wall are written in Undercommon, and seem to be in three sets. The first set poses a set of questions: *Will the aboleth succeed? Will the skum be loyal- they worship the one of slime, in their secret cave. Will their plan be discovered?* The second set disguises a glyphic trap, detailed below. The third set poses some statements or decisions. *Given an alternate plan, we should not join the foreign slave-master, but nothing seems better to fight the surface dwellers. Why do they keep the hostages? May we become like them, as well?* These questions and statements will help prepare the party, or allow them leverage in negotiations with the cloakers, if possible.

**Trap:** A glyphic trap has been incorporated into the glyphs written on the cave wall. As there are three sets of glyphs, the readers will have to declare that they are reading the second set to activate it.



### SYMBOL OF PAIN TRAP (CR 6; XP 2,400)

Type magic; Perception DC 30; Disable Device DC 30

#### EFFECTS

**Trigger** location; **Duration** 90 minutes **Reset** none

**Effect** spell effect (*symbol of pain*, CL 9th; F-DC 19 save negates); multiple targets, (all targets in a 60 foot radius burst)

**Creatures:** The 'cloak' is actually an amphibious cloaker, resting and thinking its alien thoughts, as part of the cloaker embassy to the aboleth's project. The writings belong to it, and it is agitating for leaving, to its leader, as it does not trust the skum. That being said, it will attack any who disturb its lair, waiting to see whether they will read the runes, first. If a PC searches the 'cloak' it will gain surprise, and find its victim flat-footed.

### CLOAKER, AMPHIBIOUS (CR 5, XP 1,600)

hp 51, see appendix V

**Treasure:** The cloaker wears a *bracelet of resistance* +2 (as a *cloak of resistance* +2) on its tail, which will easily fit on a humanoid's wrist. The plant-thing is a fungus container of a *potion of greater magic fang*.

**Development:** The fissure in the west wall leads to 12b), requiring a DC 20 Escape Artist check to navigate it. If the cloaker from the Wandering Monster list is still alive, it will have been alerted (and possibly affected) by the symbol trap, and will come and investigate, through the fissure or the open entryway (60/40 chance)

### 12b. Cave of Potions

*This deep cave has narrow fissures in each side wall, and proceeds at least another 40 feet into the cavern wall. The floor is littered with small, bulbous, mushroom-like objects, some covered lightly with sand.*

The eastern fissure leads to 12b), and requires a DC 20 Escape Artist check to pass through. The sand is a foot deep and fairly fine.

**Creatures:** Another amphibious cloaker sleeps in the fissure to the west, quite heavily, as it has ingested one of the many strange substances it has brought to the aboleth's caves. It will wake if anything touches it, like a PC trying to crawl into the fissure, if the glyph in 12) is triggered, or if the potion fungi containing liquid ice is opened.



### CLOAKER, AMPHIBIOUS (CR 5, XP 1,600)

hp 51, see Appendix V

**Treasure:** The many containers on the floor are fungi containers for substances the amphibious cloakers have brought with them. A woven seaweed net, used to transport them, can be found buried in the sand with a DC 15 Perception check. The 20 containers are identical, with a faint mark on it in the Undercommon tongue, indicating a number. Only the cave's resident cloaker knows which substance applies to which number, but identical substances have identical numbers. Though a *detect magic* followed by an *identify* spell can indicate the magic potions, only a DC 15 Knowledge (dungeoneering) followed by a Craft (alchemy) check of 15 by the same examiner can identify the sealed containers of alchemical substances. A single DC 10 Craft (alchemy) check can identify opened containers, whether they are in usable form or not. The substances usable after opening are marked with \*. Without *detect magic*, PCs taking a container will get one randomly. (Roll d20)



Roll	Description
1	Alkali flask
2	Marker dye
3	Alkali salt
4	Ooze grease*
5	Shadowcloy
6	Stonechipper salve*
7	<i>philter of love</i>
8	<i>potion of gaseous form</i> -causes the user to resemble an oil slick.
9	<i>oil of daylight</i>
10-12	3 containers of a cloaker intoxicant identical to shiver, appearing as a green gel. ( <i>Game-mastery Guide</i> )
13-14	2 containers <i>warpaint of the terrible visage</i> *
15-16	2 potions of <i>cure moderate wounds</i>
17-18	2 vials of liquid ice-slightly cold to the touch. When opened, this material will create a 5' diameter sphere of ice, in addition to the listed effects.
19-20	2 potions of <i>magic fang</i>

**Development:** The party could conceivably hole up here for a while, as the other cloakers and half-breeds were extremely reluctant to bother the resident aberration, who was unpredictable even by cloaker standards. No wandering monster rolls will be made while the party stays here.

## 12c. Half-breed Hideout

*The southwest end of the huge cave complex splits into two low-ceilinged spurs; the leftmost seems to have a humming or growling sound coming from it, the rightmost bears a flickering light, as though from a campfire, here in the lightless depths underwater, under the earth.*

Even if there is only one cloaker/ray halfbreed in the cave, it will be grumbling and complaining, making quite a racket, giving a +1 bonus to Stealth attempts to enter its or the ambassador's cave.

**Creatures:** This nondescript cave will have one (or two, if the other was not encountered as a wandering monster, or met in Area 11) cloaker/ray halfbreeds, bodyguards to the cloaker ambassador. They are less than attentive, and rather bored, as evidenced by their presence in area 11 and on the wandering monster table. One

will rush to physically attack, while the other will moan a fear effect.

**Development:** The only other thing in the cave is a underweed-woven basket of crabs, eaten down to the shells. The basket is obviously of humanoid manufacture, made and supplied by dark creepers at their overlords' behest.

## CLOAKER, HALFBREEDS (CR 5; XP 1,600)

hp 51, see Appendix V

## 12d. Cloaker Ambassador's Cave

*A short distance into this winding passage, you come across two steel tridents, with decorative brass points, stuck haft first into the stony floor. Between them is a small fire, burning at the bottom of a subterranean, submerged passage.*

The 'fire' is an application of a *continuous flame* spell, from the ambassador's wand. The tridents are symbols of protection from the skum, who are trying to woo the cloakers to their cause. There is a second set of tridents and a flame just before the end chamber, creating dim illumination, ideal for the ambassador to practice shadow shifting.

**Creatures:** The cloaker ambassador, a wily old cloaker (Wis 18) is ensconced here, considering the skum/aboleth position. It will use its shadow shift powers if intruded upon, starting with *mirror image* of multiple cloakers, and then a *silent image* of a stone sealing the cave. It will moan to unnerve, and try to keep and kill them all, knowing that humanoids carry interesting magic.

## CLOAKER, AMPHIBIOUS (CR 5, XP 1,600)

hp 51, see Appendix V

**Treasure:** The ambassador has adamantite claw-tips that can serve as arrow- or bolt-heads (10 for 60 gp each) and, at the southern end of its sleeping area, a strange crystalline device which stores messages as a magic mouth spell, each facet of the 2-foot high hourglass-shaped object holding a message, up to 250 words. Touching the facet plays the message, all recorded in Undercommon. (See Development) In a heap in the corner beside it are a pile of crudely carved idols, each about a foot tall; "gifts" from the aboleth's minions. All are about 3 pounds; 4 are of pure porphyrite (counting as clubs with the broken condition), 5 are of crudely

shaped obsidian cloak (50 gp each), and another 3 are human-made, gold and silver statues of noble humans, recognizable with a DC 15 Knowledge (nobility) check as members of a surface court of the GM's choice; worth 250 gp each.

**Development:** The messages, nearly 1 hundred of them and 1 minute long each, are in harshly accented Undercommon, the observations and musings of the cloaker ambassador. The following relevant information can be learned, randomly, by touching various facets, roll d12:

Roll	Information
1	An aboleth has taken over these caverns, a very ambitious creature who wants to unite the underworld. Its powers of persuasion and control are almost irresistible. Full monster knowledge on aboleth.
2	The 'slimy one' is served by the 'skum', ulat-kini servitors; nearly 30 of them. Full monster knowledge on skum.
3	The skum have a secret shrine for some kind of religious worship, in the NW corner of this cavern.
4	The aboleth is digging into the earth, for some unknown reason.
5	The skum keep surface slaves in a prison to the north.
6	A description (map) of Areas 1, 2 and 3 on level 7 of Purple Mountain.
7	A full monster knowledge check of skum and aboleth.
8- 12	The listener, whether they understand Undercommon or not, must make a DC 15 Will save or take 1 point of Wis damage due to the disturbing mutterings of the cloaker.

If an information point is rolled twice, the facet contains innocuous commentary on the cloaker's environment and companions.

## 13. Vaults of Emptiness

*As you enter this seemingly deserted section of the underwater caverns, you find that it is dark, cold and devoid of inhabitants, even the ever-present cave fish.*

As you enter this section of the underwater caverns, [you can hear a faint thrumming noise {DC 15 Perception

check} coming from the far corner and] [notice a few odd claw-tracks in the sand; {DC 15 Tracking/ Survival}.

If the party is searching the cavern areas on the north side of the larger cavern, one of the following will be found by the highest Perception roll:

- A pile of rusty daggers, remnant of the final surrender of the dark folk.
- An inscription in Dark Folk reading, "The Hidden God Awaits"
- An ulat-kini slime-herder whistle. (see Appendix IV)
- A crude, tiny statue of a duergar, one of the kelpie's, worth 10 gp.
- An empty potion bottle with the head of a medusa engraved on it.
- The small skull of a human baby with fish-like features...

### 13a. The Crystal Geode

*In the center of this uncanny, boxlike cavern is a huge, egglike geode resting in the sand.*

[If light sources are present]

*Part of the southern end glistens like a crystal globe.*

Examining the geode from a distance requires a DC 15 Perception to notice that the 'crystal end' is some sort of gelid creature, a crystal ooze. In 1d12 hours, another ulat-kini will arrive and replace the occupant from 13b). A DC 18 Survival (tracking) check can note scanty, covered tracks made by aquatic beings touching the cave floor at different points here.

**Creature:** The flattened ooze covers the entrance to the shrine proper, and is normally accessed by blowing a slime-herder whistle. The ooze is well conditioned and fed, so it is as obedient as a mindless glob can be- though it will attack and eat any who do not follow procedure.

**CRYSTAL OOZE (CR 4; XP 1,200)**

hp 50, see Appendix V

### 13b. Shrine of the Ulat-Kini

*You enter a roughly cubical chamber dominated by a conical platform made of a stalactite thrust into the floor. Upon it, rocking back and forth and chanting in a burbling tongue, is a green humanoid, both fishlike and froglike, eyes closed and wearing several necklaces with strange pendants.*

*A curtain of underwater weed hangs in the natural opening into the next chamber.*

**Creatures:** The chanting humanoid is, of course, a skum warrior, part of the secret cult that is attempting to worship The Hidden God. The skum will offer no resistance, being effectively helpless, and in a trance. If the PCs used a slime-herder whistle to enter, the crystal ooze will cover the opening again, as the chamber is occupied in 24-hour shifts.

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

hp 20; see Appendix V

**Treasure:** The necklaces worn by the cultist are handed off every 'shift' and include: a *juju necklace* (blindness, see Appendix IV), a slime-herder whistle, and a capsule of green slime on a wire.

**Development:** As noted above, another ulat-kini cultist will arrive from Area 15 in 1d12 hours to take a new 'shift' of chanting in a trance. If, for some reason, Blib-Doloth discovers this place, it is likely to start a civil war in the small skum colony.

### 13c. Altar to the Hidden God

*The chamber beyond the weed curtain is dominated by a stone platform, dragged here from elsewhere, doubtless, upon which stands a curious figure. It resembles a vague humanoid, bright green, three feet high, with arms straight out from its sides. It wears a rough crown that looks like gold. These colors can be seen even by darkvision users, as many tiny, fluorescent fish swim about. Many of them lazily take bites from object on the chamber floor, evidently pieces of rotting meat. Broken bits of metal and stone are also among this litter, which forms a ring around the statue's base.*

The fish are harmless, attracted by the offerings of meat and brought here by the strange whims of the ulat-kini. The offerings are part of the skum's primitive ritual,

based on the origin of the statue (see Development) that many in the skum colony are attempting to worship. A DC 30 check of Knowledge (religion) will identify the figure as a representation of a being called 'The Hidden God', but will likely just leave an uneasy feeling...

**Hazard:** The 'green statue' is actually a glass container for a quantity of green slime, what is left of the discoverer of the gold crown. Close examination and a DC 20 Knowledge (dungeoneering) check will reveal that it is, indeed, green slime. Failing that check by more than five will result in the statue/container being disturbed.

Molesting the statue in any way could have the following effects:

- Disturbing the statue by touch: Dexterity check -2.
- Trying to take the crown from the statue: DC 16 Sleight of Hand check.
- Firing a missile weapon at the statue: Spray green slime in a 15' radius.
- Hitting the statue with a melee weapon: Striker automatically covered in green slime, armor takes 2d6 damage, see below.

If a Dex or Sleight of Hand check fails, the statue will topple, green slime will be released into the water, floating about. Those in the vicinity will be 'attacked' as a melee touch +4. If the container is destroyed, the attack bonus becomes +8. Those who come into contact with the slime deal with it as a hazard.

**Creatures:** The fish, obviously, are harmless, and could be used as a food source, in a pinch. If the slime is released, they will all be consumed, along with the offerings, and the slime will double in size.

**Treasure:** The destroyed offerings are of small statuettes, weapons, food and the like, all worthless. The crown on the statue's head is a *minor crown of blasting*, stolen from the Domain of the Hidden God and subsequently cursed. The curses attached to it are as follows: for it to function, its user must destroy 100 gp worth of treasure a day; it cannot work in direct sunlight; and there is a 5% chance per day, non-cumulative, that the owner will turn into green slime. The crown itself is immune to the effects of green slime, as is its wearer.

**Development:** The destruction of the statue will arouse the cultist in 13b from his trance, and, upon discovering his prospective deity destroyed, will attack with





tooth and claw with a +2 morale bonus. The curse of the crown can be lifted by returning the item to Area 4 *Remove curse* and similar magic works, too.

## 14. Stockade of the Miserable

*You can taste, or perhaps smell a cloudy miasma in the water, a tinge of filth, pain and desperation, at the mouth of this tunnel. A wavering but visible light comes from ahead.*

This is a prison area, lit by a *continual flame* in the far corner, dank and dim. The prisoners are kept in two areas of air (marked 'A' in the map) which is the bottom of a vent-tunnel from Outside Area 7 on Level 7 of Purple Mountain. The chamber rises up sharply here to meet the small pocket of breathable air. The food supply for the prisoners is a cluster of barnacle-like growths that grow around a semi-volcanic vent near the cave-prison entrance (V) which gives of a trickle of mineral-laden 'smoke'. As such, the 'prison' is not visible until the cloud is cleared, even to darkvision.

**Creatures:** This is where the aboleth keeps interesting prisoners gathered by sorties to the dry level, and breeding stock for the small colony. The prisoners were mostly curious attenders of the Well of Stars. They are guarded at the moment by the sergeant of the skum forces, Blib-Doloth, a deadly soulknife, and two of his minions. The minions wield *wands of daze* (20 charges each, Will DC 11) of a set of 4 that hang in a rack on the east wall. These are used to pacify the 'mothers of the race' if they attempt any escape or self-harm. If one is very recalcitrant, she is given a mucus-pellet and taken to the Master in Area 16.

### BLIB-DOLOTH (CR 4; XP 1,200)

hp 47; see Appendix III

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

hp 20; see Appendix V

### 4 DUERGARS (CR 1/3; XP 135)

hp 8; see Appendix V

### HUMAN NPCS (CR VARIES; XP VARIES)

hp varies; see GMG as below indicated

## The prisoners consist of:

6 female humans (1 Acolyte of Linium [Circula] (p. 304, *GMG*), 4 pilgrims under her guidance [Wend, Jula, Merel, Dorothea] (p. 291, *GMG*), 1 Wanderer minstrel, [Jocoby] (p. 290, *GMG*))

All of these prisoners are pregnant with the progeny of the ulat-kini, and are watched very carefully as a result.

and

4 female duergar (psionic type): So far, these dour dwarves have not become pregnant, and they realize that this may mean their deaths. They desperately want to return to their band deeper in the mountain.

Also kept here is a hostage of the pech workers at Area 16, their child, Xklerb. It has stats as an adult, but cannot use any of their spell-like abilities. None of the prisoners have any possessions

\* Note that if Blib-Doloth has been alerted by the kelpie sentries, he will be in Area 15.

**Treasure:** Apart from the possessions of the guards, there will be at least 2 *wands of daze* (20 charges) on the wall-rack, along with 50 feet of spider-silk rope looped around the storage pegs, used to tie prisoners.

**Development:** If the kelpies alert Blib-Doloth to the party's presence, they will meet an ambush within 4d4 turns. This will be 5 skum, subtracted from Area 15, just like a wandering monster group. Any survivors will report back to Blib-Doloth, who will gain a +2 circumstance bonus on initiative when they do finally meet. If the prisoners are freed, the skum-carrying humans will fatalistically volunteer to join in the final attack. They can give full Bestiary information about the skum and aboleth, due to Jocoby's bardic knowledge and their group experience. The duergar and the immature pech are another story. They will have to be convinced (DC 22 Diplomacy or Intimidation) to join in any subsequent attack rather than just fleeing. If convinced, they will offer their services (access to their stats and abilities) for the next hour of game-time.

## 15. Barracks of the Skum

*Passing through a narrow gap, the passage widens into a cloudy gallery in front of you, and a sinuous series of tunnels to your right. The tunnels have a fishy smell, like spoiled bait; through the muffling effect of the water, you can hear a clacking sound, like two sticks being banged together. You can sense, rather than see, eyes glaring at you out of the gloom.*

There is a roughly triangular common area just inside the right-hand entrance, beyond that, to the right, is Blib-Doloth's quarters and sleeping area. The U-shaped tunnel to the left is the quarters of the skum warriors, rather crowded and uncomfortable. All of this area slopes slightly downward.

**Creatures:** The number of skum here depends on conditions in the caves; Blib-doloth will be here rallying the troops if the kelpies warned him; 5 of the colony will have tried to ambush the party if that has happened, as well. Up to 8 may have been encountered as wandering monsters, leaving an amount no less than 4 (including Blib-Doloth) and no more than 16. No matter what the numbers, two warriors will always be attempting to duel with quarterstaves just past the right-hand opening, with another two watching them, bearing tridents. The balance will be resting or eating at the far end of the 'U' part of the barracks tunnel, on simple mats of underweed. Blib-Doloth's, if he is here, will be in his quarters in the right-hand cave area, marked at 'B'. All will rush to attack, though the duelers and their audience will be at -1 to Perception and initiative. No quarter will be given to females that have penetrated this far into the realm of the ulat-kini, and their Master.

### BLIB-DOLOTH (CR 4; XP 1,200)

hp 47; see Appendix III

### 4-16 SKUM (CR 2; XP 600)

hp 20; see Appendix V

**Treasure:** Five of the ulat-kini wear slime-herder whistles, a 1 in 4 chance when encountering an individual. All have tridents (except the duelists, who will drop their staffs and fight with claws and fangs) and a simple pendant of coral, to remind them of their ocean home, worth 10 gp each. Blib-Doloth will have his possessions on him, and also has a weird, intricate sculpture in his sleeping quarters, made of twisted coral, conch shells, and strips and chunks of mother-of-pearl. It is worth

1,000 gp intact, 750 in its component parts, 500 if broken and salvaged. Hidden under Blib-Doloth's pallet is a large golden bottle containing two doses of a *potion of channel vigor*.

**Development:** Glubela will, at this point, (if she is present) use *expansion* to grow to Large size, *disable* whoever carries the mattock (or seize it if unattended) and proceed with haste to Area 16 and her Master. If Blib-Doloth is killed in front of his warriors, they will attempt to flee to the safety of the aboleth's mine-face. If he is not present, they will fight to the death.

## 16. Cavern of the Aboleth

*The cloudy passage also begins to get rather dirty, as though mud and dust were being added to it. You shortly come to a rather regular chamber, subject to some kind of stonework, the first you have seen in this place...*

**Creatures:** Dominating the cavern is the dread aboleth, known only as 'Master' to his minions and supplicants. It awaits delivery of the mattock of the titans, promised by its agent above, Glubela, to complete its nefarious plan. At this moment, the Master is being served by its body servant, a corpulent ulat-kini of great self-importance (Con 18, Cha 10, hp 22, Intimidate +5). This skum spends most of his time collecting mucus for the dark folk and the skum-wives, but also relays messages the Master is too busy to convey. Also here are the aboleth's two newest slaves, two members of the subterranean race of the pech. They have been mind controlled today, as the aboleth takes no chances. With their knowledge of stonework and their stone shape ability, the pech have advanced the Master's plans considerably. The pech and the servant will not attack right away, as the aboleth wishes his new slaves whole and healthy. It will immediately use its *false sensory input* power to create this scene: the aboleth is a kraken that takes up half of the mine-space area, and its pech and skum servants (and Glubela, is present) appear as squid-headed humanoids, unrecognizable to any Knowledge; the chamber is not a mine-face but a sunken temple with weird images on the wall. Game effect is that affected spell-casters must make concentration checks vs. 23 + spell level to cast them, imagining themselves pinned by enormous tentacles, or blocked by psionic blasts. After the sensory input is established, the aboleth's next action is to use *mind control* on the nearest three intruders, including Glubela, for good measure. If the aboleth is physically wounded, it will use *aversion* (of itself) against





the being that hurt it. If not, it will use the final use of *mind control* to mop up any resistance. Mind controlled opponents will be commanded to move out of harm's way, at least until the aboleth is out of *mind control* uses. Should the party gain the upper hand, the aboleth will command its minions to attack (note that the pech will gain another saving throw), and blast the most aggressive attacker with *mindwipe*, flinging itself into a physical attack. Should the *mattock of the titans* be nearby (Glubela will have brought it) it will grasp the mighty weapon and try to smash the party to bits (at +6, due to non-proficiency)

#### **ABOLETH (CR 7; XP 3,200)**

**hp** 84; see Appendix V

#### **SKUM (CR 2; XP 600)**

**hp** 22; see Appendix V

#### **2 PECH (CR 3; XP 800)**

**hp** 27; see Appendix V

**Treasure:** The aboleth seems to have no nest, merely a pile of small bones and shells worked into strange, almost language-like patterns. If a PC can read Aboleth, or makes a DC 20 Linguistics check, the phrase 'The Great Turtle Shall Be Mine'. A further DC 19 Knowledge (nobility) check recognizes that a relevant lord both has the dragon turtle as his symbol, and has a hereditary pact with an actual dragon turtle that is seen near his seaside keep. Two items sit at either corner of the north end of the mine-face, propped up on driftwood tripods. The leftmost is a greenish mottled sphere, smooth, but appearing to have squarish plates like a turtle's shell. It is a minor artifact, an *orb of dragonkin* (dragon turtle) [Grants AC 23, saves 12/8/9, cast *control water* 1/round at 10th CL, *dominate monster* DC 23 Will for dragon turtles] The aboleth does not carry it, but plans to use it in its nefarious plans, and did so to facilitate the drowning of this place. The other is a crystalline model of the home-city of The Phylum, which acts, in this case, as a *crystal ball of hypnosis*. Though a user may concentrate and see through the other end of the focal device, they must make a DC 12 Will save or be drained of 1 point of intelligence. Further research of the device (Use Magic Device DC 20) will reveal its nature and what it represents, and further study and questioning may discover the whereabouts of the city of The Phylum. Agents of The Phylum will soon seek to recover the crystal, and destroy its possessors.

A golden aboleth-symbol necklace (worth 500 gp) can also be found among the trash (DC 15 Perception), the legacy of the previous body-servant.

**Purple Duck Note:** *On Porphyra, the 'lord' is Duke Usapal, liege of Kelephae, great port of the nation of Hesteria, known as the Wall of Sleep. His sigil is a rampant dragon turtle, and he regularly summons Cruabann, an ancient specimen of the species, as a show of his rule.*

**Development:** If the aboleth is defeated, PCs may still have a lot to deal with; (see Aftermath in the Labyrinth) and they still have to escape back the world of air. If they realize what they have discovered in the way of a plot, with above-world connections, they have some more work to do, likely. If they further realize that they have a minor artifact among them, life gets even more complicated. Such powerful items attract attention, and if curious civilians get a look at it or see it in use, the gossip will spread quickly. Though the GM can deal with it any way they wish, it is a good and probable suggestion to take the *orb of dragonkin* to Duke Usapal (or a relevant NPC) as a noble gift. Such a worthy will likely knight the hero, or make them an earl, and grant them a piece of land, where the hero might establish a stronghold, and return to Purple Mountain again to plumb its depths.

## **Aftermath in the Labyrinth**

If the aboleth is killed, the power structure of the watery labyrinths will change radically. Any surviving members of the ulat-kini cult will insist on conversion, and the two groups will likely wipe each other out. The cloak-ers will soon leave by way of the vent in Area 8, to their secret aquatic land, leaving behind the message-keeper. The dark folk, quickly realizing that the 'Master' has gone and they no longer will have to, or indeed, be able to, stay here, will travel (or fight) their way to the top of The Well to wait for the breathing-mucus to wear off. In remnant or strength they will try to rebuild. They caverns may be repopulated by any kind of creature, though those in the outer world who hear of the aboleth's aborted plot may want to investigate and seal the mine-face, or find a way to drain the tunnels, probably by sealing the vortex at Area 8. The first-hand evaluation at the Well of Stars will probably attract miners of some sort, and perhaps a gentler type of colony under Purple Mountain.

The specific phylum of the aboleth that was raised in the Labyrinth will be very displeased with its death, and the possible discovery of the phylum's plans for the surface world, even its existence! The Phylum (as a capitalized organization) can be a shadowy organization that will dog the PCs in the future, sending agents to deceive or hurt them, or exacting revenge. There are doubtless many minions, ulat-kini, undine and far worse, hungry for revenge! If in the future The Phylum can confront the party with another of the aboleth kind, they will use their powers to the fullest. If possible, it may be prudent for the PCs to discover The Phylum's watery home city and wipe out the threat for certain.

## Appendix I: Adventuring In the Well of Stars

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's attack rolls, damage, and movement. In some cases a creature's opponents might get a bonus on attacks. The effects are summarized on the table below. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom of a body of water.

**Ranged Attacks:** Thrown weapons are ineffective underwater, unless the weapon is specially constructed and the user is trained specially in their use. Attacks with other

ranged weapons suffer a -2 penalty for every 5 feet of distance underwater- though underwater crossbows are an exception.

**Threatened Areas:** Note that combat while swimming is in a three-dimensional environment, effectively putting a combatant in the center of a 26-zone cube. This can increase the number of threatened areas a character or monster controls, and thus, attacks of opportunity. Swimming characters and monsters also many 'stack up' vertically, so that a 10' square tunnel can hold 4 combatants 'swimming on top of each other' rather than 2, with another behind them, out of combat.

**Unusual Maneuvers:** In a three-dimensional, mobile arena, certain unusual combat maneuvers can be attempted, and certain others would not work. Trip, for example, only works on combatants in a 'Firm Footing' situation. The Sunder maneuver would only be effective on a shield or suit of armor, as not momentum could be built up to shatter a smaller weapon. New maneuvers may include the Dive maneuver, similar to a Charge; a DC 20 Acrobatics check will result in -2 AC, but +2 to hit, damage and initiative. A Swim Under maneuver may also be applicable, whereby drawing an Attack of Opportunity and passing a DC 20 Swim check allows the performer to attack from behind, at a flat-footed target with no shield bonus, if applicable. For the GM,

Condition	Attack/Damage		Movement	Off Balance <sup>1</sup>
	S or B	P		
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	no
Has a swim speed	-2/half	normal	normal no	
Successful Swim check	-2/half <sup>2</sup>	normal	quarter or half <sup>3</sup>	no
Firm footing <sup>4</sup>	-2/half <sup>2</sup>	normal	half	no
None of the above	-2/half <sup>2</sup>	-2/half	normal	yes

1 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

2 A creature without freedom of movement effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

3 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

4 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down: at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

a player should ASK to perform these maneuvers, or observe them being done by an aquatic opponent, before they know that they can be performed.

**Affecting Items:** Most weapons will not be submerged long enough to be damaged, but many will not work anyway, like bows or slings. Potions can be consumed due to the mechanics of the magic helms the PCs have, and most other magic items (that do not use fire) work much the same. Wondrous Items will have to be examined on a case-by-case basis; magic dusts, for example, would not function under water. Material components for spellcasters may be another story. The GM will have to decide, perhaps by examining the material components listed, whether the spell will work under water or not- and may decide to ignore the issue.

**Elemental Effects:** Fire magic creates steam; the caster takes 1 pt of damage per spell level, no save. Electrical attacks increase the area of effect by +1/2, affecting the caster for 1/2 damage, 1/4 on saves. . Sonic attacks also increase area of effect, but do not damage the caster. Acid attacks are ineffective, unless “swallowed” or grappled. Cold attacks may create ice structures that obscure movement or vision, at the GM’s discretion

**Further Conditions:** These conditions may apply in The Well of Stars, as well.

- No ‘prone’ condition, now are ‘disoriented’; -4 to attacks, no ranged attacks, +4 AC vs. ranged, -4 AC to melee attacks. To right oneself takes a move action, provoking attacks of opportunity.
- A Fly speed adds +1/4 to your Swim speed, with a DC 15 Fly check.
- Perception checks are +2/+5 to DC in murky or dark water.
- Stealth: You can ‘scuttle from sight’ as a full-round action -5 Stealth check, disappearing from plain view.
- Survival: Tracking a wake is a +5 penalty.

## Appendix II: Aquatic Dark Folk of the Labyrinth

When the aboleth and its minions invaded the Dark Labyrinth, they swiftly assassinated the dark stalker leaders of the dark folk, conquering the remaining dark creepers. Those diminutive humanoids were subject to the slime flesh and mucus cloud effects of the fell aber-

ration for a generation, until they were broken to the degree that the aboleth could trust them somewhat. Due to selective mutation and a system of supplementing their diet with slime harvested from their master, the dark folk are now considered an aquatic type, and no longer ‘land-based’; thus freeing them from the penalties to hit and damage on the underwater combat table.

The aquatically adapted dark creepers and their dark slayer mentor use masterwork shortspears instead of daggers, with quartz tips. Each carries a pair of ‘backup’ spears, made from underweed stalks and roots; these weapons, though masterwork, count as fragile, acquiring the broken condition upon an attack roll of 1. Out of water, these spears will grow brittle within a day, and be useless. Long bereft of their beloved fungus poison, they have an arrangement with their skum overlords to harvest the toxin of their pet crystal ooze, which they do once a week. Any dark creeper group encountered as wandering monsters is probably doing this chore. Dark stalker leaders possess masterwork obsidian short swords as a badge of office, which, being two-edged, can administer two hits of crystal ooze toxin each; the swords carry the fragile quality, much as their underlings’ weapons.

The swimming style of aquatic dark folk is not exceptional, and gives them a swim speed of 20. Aquatic dark folk are counted as having ‘firm footing’ and a move of 30 feet when walking on the labyrinth floor.

The death throes of aquatic dark folk can function differently under water, as well. The light-burst of dark creepers functions identically to that on land, whereas the sonic implosion of the dark slayer does less damage (1d6) over a larger area (20 foot radius). The length of deafening is also reduced, if the save is failed, to 1d6 rounds. When a dark slayer is slain, the water is boiled within a 10 foot radius, those within taking 4d6 heat damage, or half with a save. Aquatic dark stalkers have also, through some dire pact, exchanged the *fog cloud* spell-like ability for *slipstream*, which boosts their swim speed to 40 when they invoke it.

Young dark folk use the ‘young’ template, basically being Tiny, AC 18, hp 13, with no other attack than darkness, touching an aggressor at +7 to make his armor or clothing radiate darkness for three minutes.

**Crystal ooze toxin**—injury; *save* Fort DC 15; *frequency* 1 round (1 hit); *effect* paralysis for 2d6 rounds; *cure* 1 save. (Note that each toxin dose lasts only for 1 successful hit.)



## Appendix III: NPCs in The Well of Stars

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

Female undine aristocrat 1/psion (seer) 5

N medium outsider (native, psionic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +11

#### DEFENSE

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

(+3 Dex)

**hp** 30 (1d8+5d6+6)

**Fort** +2; **Ref** +4 **Will** +6

**Resist** cold 5

#### OFFENSE

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

**Melee** mwk kukri +3 (1d4/18-20)

**Ranged** mwk underwater crossbow +7 (1d8/19-20)

**Special Attacks** recovered information

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

1/day—*hydraulic push*

**Psionic Powers Known** (ML 5th; concentration +8);

32pps

3rd—*body adjustment*<sup>A</sup>, *ubiquitous vision*

2nd—*biofeedback*<sup>A</sup>, *feat leech*<sup>A</sup> (W-DC 16), *recall agony*<sup>A</sup> (W-DC 16), *sustenance*

1st—*conceal thoughts*, *defensive precognition*<sup>A</sup>, *expansion*<sup>A</sup>, *float*<sup>A</sup>, *force screen*<sup>A</sup>

Talents—*detect psionics*<sup>A</sup>, *destiny dissonance*, *know direction and location*<sup>A</sup>

**Discipline** clairsentience; **A** augmemt

#### STATISTICS

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

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

**Feats** Alertness, Deceitful, Inquisitor, Skill Focus (Bluff), Speed of Thought

**Skills:** Appraise +7, Autohypnosis +7, Bluff +14, Disguise +7, Diplomacy +7, Perception +11, Sense Motive +11

**Languages** Aquan, Common, Terran, Dwarven

**SQ** water affinity

**Combat Gear** *cognizance crystal* (1point), *potion of enlarge person*; **Gear** 20 bolts, *helm of underwater action*, *mattock of the titans* (special), belt-pouch, 20 pp

Glubela is a consummate liar and manipulator, and her actions will depend directly on how she feels she must balance achieving her goal, and leading the party to their doom. She will use all of her resources to survive and get the mattock to the aboleth, but will seldom add any

real aid to the party that might damage her own delicate skin. An adopted and troublesome daughter of a local potentate, she will not let the party forget that, either. Her absconding with the mattock is a true scandal, but not as big a scandal as her allegiance to an aboleth phylum-Elementalist alliance...

**Porphyra Note:** *Glubela's family could be dukes or princes of The Middle Kingdoms, and her legacy from a moderate family seeking to prove the worth of elemental-kin... Not working out very well. Port Kamaar, in the Kingdom of Pium, is a likely place.*

### Glubela in the Labyrinths of the Aboleth

As an NPC, Glubela will have to be played and managed by the GM throughout the module. Though her motives are insidious, the PCs will have a hard time determining them, or her ultimate goal, for several reasons:

- She is not evil, and cannot be detected as such.
- She has a high Bluff score, and is a smooth liar and obfuscator. She will hold to her royally-decreed mission to the end.
- She is psionic, and is skilled in concealing her mind and thoughts. She will not detail her abilities, nor reveal what she can and cannot do.
- She actually is a princess, and is haughty and aloof, tending to order people around, avoid nastiness like fighting, and ignore subordinates.

### K'ZBITREL (CR 5; XP 1,600)

Male derro psion (kineticist) 3

CE small humanoid (derro)

**Init** +8; **Senses** darkvision 60 ft.; Perception +3

#### DEFENSE

**AC** 24, touch 20, flat-footed 20

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

**hp** 53 (3d8+3d6+30)

**Fort** +7, **Ref** +6, **Will** +8

**SR** 17

**Weaknesses** vulnerability to sunlight

#### OFFENSE

**Speed** 20 ft.

**Melee** short sword +7 (1d4+1)

**Ranged** telekinetic hurl +7 (1d4)

**Spell-Like Abilities** (CL 3rd; concentration +5)

At will—*darkness*, *ghost sound* (W-DC 13)

1/day—*daze* (W-DC 13), *sound burst* (F-DC 15)  
**Psionic Powers Known** (ML 3rd; concentration +5); 14 pps

2nd—*defy gravity*, *inflict pain*<sup>A</sup> (W-DC 14)  
1st—*energy ray*<sup>A</sup>, *entangling ectoplasm*<sup>A</sup>, *locate secret doors*, *mind thrust*<sup>A</sup> (W-DC 13), *telpathic lash*<sup>A</sup> (W-DC 13)

Talents—*detect psionics*<sup>A</sup>, *far hand*<sup>A</sup>, *force screen*<sup>A</sup>

**Discipline** psychokinesis; **A** augmemt

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### STATISTICS

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**Str** 13, **Dex** 19, **Con** 20, **Int** 14, **Wis** 5, **Cha** 14

**Base Atk** +3; **CMB** +3; **CMD** 17

**Feats** Dodge, Favored Energy (electricity), Improved Initiative, Light Armor Proficiency, Weapon Finesse

**Skills** Knowledge (dungeoneering) +11, Perception +3, Spellcraft +11, Stealth +14

**Languages** Aklo, Dark Folk, Dwarven, Undercommon, **SQ** madness, poison use

**Combat Gear** flask of alkali salt, *potion of cure light wounds*; **Gear** silk and sable gloves (100 gp worth), pair of gem-studded dice worth 900 gp

K'zbitrel's only real interaction is to scream, "Do you know the way of the Hidden God?" every round, in another of his known languages. He will fight rabidly, to the death, otherwise.

### Battle Strategy

- Round 1: *force screen*
- Round 2: *defy gravity*, up to ceiling. He will use his move to put himself over the pool, using his hands on the ceiling.
- Round 3: augmented *energy ray* (electrical) at an armored opponent, 2d6 damage, at +3 ranged touch
- Round 4: *inflict pain* (W-DC 14) at two targets
- Round 5 and 6: *entangling ectoplasm* (W-DC 13) on any opponents capable of ranged attacks, or in melee
- Rounds 7: use *sound burst* on nearby target
- Rounds 8+: *telekinetic hurl* with discarded weapons and stones.

K'zbitrel will not flee from battle.

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### BLIB-DOLOTH (CR 4; XP 1,200)

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Ulat-kini (skum) soulknife 3

LE medium monstrous humanoid (aquatic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7 (+11 underwater)

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### DEFENSE

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**AC** 18, touch 15, flat-footed 13

(+3 armor, +3 Dex, +2 natural)

**hp** 52 (5d10+20)

**Fort** +4, **Ref** +9, **Will** +5

**Resist** cold 10, electricity 2

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### OFFENSE

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**Speed** 20 ft., swim 40 ft.

**Melee** 2 light mind blades +7/+7 (1d6+4/19-20) and bite +4 (1d6+1) or

2 claws +4 (1d4+3), 1 bite +4 (1d6+3)

**Special Attacks** psychic strike +1d8

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### STATISTICS

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**Str** 17, **Dex** 17, **Con** 17, **Int** 12, **Wis** 8, **Cha** 10

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

**Feats** Multiattack, Psionic Weapon, Skill Focus (Intimidate), Toughness, Two-Weapon Fighting, Wild Talent  
**Skills** Acrobatics +11, Intimidate +11, Perception +7 (+11 underwater), Stealth +11 (+15 underwater), Swim +19; Racial Modifiers +4 Perception and Stealth underwater

**Languages** Aboleth, Common, Undercommon

**SQ** amphibious, blade skill (full enhancement)

**Combat Gear** *shard of Intimidate*+4; **Gear** *Eelhide armor* +1, 20 feet of underweed rope, masterwork manacles, golden aboleth necklace (500gp)

Blib-Doloth is father and commander to the skum colony, but is sadly blind to the mystic cult that dominates many of their lives; with little challenge but slaving excursions, he had grown somewhat indolent and soft. He uses Intimidation far more than actual violence to keep his men, his slaves and subjugated peoples, as well as visitors, in line.

## Appendix IV: New Magic and Mundane Items

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### GREEN SLIME CAPSULE

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A dangerous and painstaking procedure whereby green slime is inserted into a glass capsule about 2" in diameter, creates this foul weapon. This capsule can be hurled by hand or slung like a stone (with a -1 penalty to hit) with a range of 10' or 20' feet. A target hit by the capsule or in contact with it when it breaks is afflicted as by green slime, but the small amount will do only 1d4 CON damage instead of the usual 1d6 of a larger patch. Derro and some other subterranean races are known to create and use these.

**Price:** typically 900 gp, where available

### HELM OF UNDERWATER ACTION, LESSER

**Aura** faint transmutation; **CL** 3rd

**Slot** head; **Price** 12,000 gp; **Weight** 3 lbs.

#### DESCRIPTION

These functional tin helmets act in all ways exactly like a *helm of underwater action*, except that when the command word is given, the lesser helm performs for a continuous 72 hours, then deactivates for a full 30 days.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *alter self*; **Cost** 3,000 gp

### JUJU NECKLACE

**Aura** moderate necromancy; **CL** 3rd (minimum)

**Slot** neck; **Price** variable (see below); **Weight** —

#### DESCRIPTION

These primitive-looking items are carved pendants, decorated with feathers, scales or paint, on a string of sinew or leather. They act much the same as a scroll or potion, holding a permanent spell effect for later use; once they have released their effect, they are normal, primitive jewelry worth 1d20 gp, and cannot be re-enchanted.

The spell effect is triggered by the wearer's death, and is targeted on the being that killed the wearer. A necklace with a touch spell can target the killer only if they used a melee weapon; ranged spells can affect the target if within minimum caster range. At the GM's discretion, juju necklaces enchanted with a touch spell can discharge it on the wearer's killer if they handle the necklace within 1 hour per spell level. Some example juju necklaces are below:

- *Baleful Polymorph*; **Range** 70 ft.; **Price** 2,250 gp; **Cost** 1,125 gp
- *Bestow Curse*; **Range** touch; **Price** 600 gp; **Cost** 300 gp
- *Blindness/Deafness* (1 only); **Range** 130 ft.; **Price** 300 gp; **Cost** 150 gp

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *death knell*; (spell with a duration of permanent, variable cost as above)

### SLIME-HERDER WHISTLE

This strangely-shaped whistle works only underwater, making a sound inaudible to human ears. Oozes, jellies and slimes with the aquatic subtype must make a DC 12 Will save or be dazed for 1 round, and must move 10; away from the user of the whistle. This is an extraordinary sonic effect. Once a target has made its save, the

target cannot be affected by that particular slime-herder whistle for 24 hours. The secret to making slime-herder whistles is thought to belong solely to the race known as 'skum', the ulat-kini.

**Price:** 400 gp

### TRIDENT OF THE SEA ELVES

**Aura** moderate divination; **CL** 7th

**Weight** 4 lbs.; **Price** 11,800 gp

#### DESCRIPTION

This curved-tined +1 *monstrous humanoid bane trident* is inlaid with coral in a pattern of fine scales, highlighted with dolphins. It also enables the wielder to determine the location, depth, kind and number of aquatic predators within 680 feet. It must be grasped and pointed for this ability to be used, and it takes 1 full round for a full circle of 680 feet to be scanned.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *locate creature*, *summon monster I*, creator must be a sea elf; **Cost:** 5,900 gp

## Appendix V: Dungeon Monsters

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

### Aboleth

*Four long tentacles writhe from this three-eyed fish-like creature's flanks, and its green body glistens with thick, clear slime.*

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

LE Huge aberration (aquatic, psionic)

**Init** +5; **Senses** darkvision 60 ft.; Perception +14

**Aura** mucus cloud (5 feet)

#### DEFENSE

**AC** 20, touch 9, flat-footed 19

(+1 Dex, +11 natural, -2 size)

**hp** 84 (8d8+48)

**Fort** +8, **Ref** +5, **Will** +11

#### OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** 4 tentacles +10 (1d6+5 plus slime)

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

**Psi-Like Abilities** (CL 16th; concentration +19)

At-will—*disable*<sup>A</sup> (19 HD; W-DC 21), *false sensory input*<sup>A</sup> (six target; W-DC 16), *mental disruption*<sup>A</sup> (4 rounds; W-DC 21), *mindlink*<sup>A</sup> (11 unwilling target;



W-DC 14)

3/day—*ego whip*<sup>A</sup> (4d4 Cha damage; W-DC 21), *id insinuation*<sup>A</sup> (7 targets; W-DC 21), *mind control*<sup>A</sup> (2 targets, any type; W-DC 21), *though shield*<sup>A</sup> (14 rounds, RP 26)

1/day—*memory modification* (W-DC 17), *remote viewing*<sup>A</sup> (W-DC 17), *wall of ectoplasm*

**A** augmented

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### STATISTICS

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**Str** 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17

**Base Atk** +6; **CMB** +13; **CMD** 24 (can't be tripped)

**Feats** Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

**Skills** Bluff +11, Intimidate +14, Knowledge (any one) +13, Perception +14, Spellcraft +13, Swim +24

**Languages** Aboleth, Aklo, Aquan, Undercommon

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### SPECIAL ABILITIES

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**Mucus Cloud (Ex)** While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

**Slime (Ex)** A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

## Cloaker, Amphibious

*This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.*

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### AMPHIBIOUS CLOAKER (CR 5; XP 1,600)

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CN Large aberration (aquatic)

**Init** +7; **Senses** darkvision 60 ft.; Perception +14

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### DEFENSE

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

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

**hp** 51 (6d8+24)

**Fort** +6, **Ref** +5, **Will** +7

**Defensive Abilities** shadow shift

---

### OFFENSE

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**Speed** 10 ft., fly 40 ft. (average), swim 30 ft.

**Melee** bite +8 (1d6+5), tail slap +3 (1d8+2)

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

**Special Attacks** engulf, moan

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### STATISTICS

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**Str** 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +4; **CMB** +10; **CMD** 23 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Skill Focus (Perception)

**Skills** Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8, Swim +13; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

**Languages** Undercommon

**SQ** amphibious

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### SPECIAL ABILITIES

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**Engulf (Ex)** A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Moan (Ex)** A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

*Fear:* All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

*Nausea:* All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

*Stupor:* A single creature within 30 feet is affected by hold monster for 5 rounds (Will negates).

*Unnerve:* Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. Save DCs are Charisma-based.

**Shadow Shift (Su)** When in dim illumination, a cloaker can manipulate shadows as a free action to create one of

three effects: blur (lasts 1d4 rounds, self only), mirror image (CL 6th), or silent image (DC 15, CL 6th, save DC is Charisma-based).

### Cloaker, Half Breed

These cloaker-ray crossbreeds are looked down upon by all cloakers, but their slow wits (Int 8) mean they make excellent thuggish minions for normal cloakers. Half breeds are sterile with regard to their own kind, but can breed with rays or normal cloakers (producing offspring of the same kind as the other parent).

A half breed's skill modifiers are Perception +4 and Stealth +5. It does not have a cloaker's normal shadow shift abilities.

### Crab Swarm

*A writhing mass of clacking shells and snapping pincers rushes from the surf, their spider-like legs twitching across the sand.*

#### CRAB SWARM (CR 4; XP 1,200)

N Diminutive vermin (aquatic, swarm)

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

#### DEFENSE

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

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

**hp** 38 (7d8+7)

**Fort** +6, **Ref** +4, **Will** +2

**Immune** mind-affecting effects, swarm traits, weapon damage

#### OFFENSE

**Speed** 30 ft., swim 20 ft.

**Melee** swarm (2d6)

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

**Special Attacks** distraction (F-DC 14)

#### STATISTICS

**Str** 1, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +5; **CMB** —; **CMD** —

**Skills** Swim +10; **Racial Modifiers** uses Dex to modify Swim

### Crysmal

*An animated cluster of translucent crystals shaped disturbingly like a gemstone scorpion scuttles into an aggressive stance.*

#### CRYSMAL (CR 3; XP 800)

N Small outsider (earth, elemental, psionic)

**Init** +2; **Senses** darkvision 60 ft., crystal sense; Percep-

tion +11

#### DEFENSE

**AC** 17, touch 13, flat-footed 15

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

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

**Fort** +7, **Ref** +8, **Will** +2

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

#### OFFENSE

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

**Melee** sting +7 (2d6+3)

**Special Attacks** shard spike +7 (3d6, range increment 60 ft.)

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

At-will—*control object*<sup>A</sup> (1 object up to 200 lbs.), *control sound*, *detect psionics*<sup>A</sup> (no concentration), *empty mind*<sup>A</sup> (+3 bonus), *mind thrust*<sup>A</sup> (4d10; W-DC 14)

3/day—*fold space*

**A** augmented

#### STATISTICS

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

**Base Atk** +4; **CMB** +5; **CMD** 17 (29 vs. trip)

**Feats** Great Fortitude, Lightning Reflexes, Skill Focus (Perception)

**Skills** Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

**Languages** Terran

#### SPECIAL ABILITIES

**Crystal Sense (Ps)** Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

**Shard Spike (Ex)** Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

### Ooze, Crystal

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

#### CRYSTAL OOZE (CR 4; XP 1,200)

N Medium ooze (aquatic)

**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

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### OFFENSE

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**Speed** 10 ft., swim 30 ft.

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

**Special Attacks** acid, paralysis

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### STATISTICS

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**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

---

### SPECIAL ABILITIES

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**Acid (Ex)** The digestive acid that covers a crystal 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 crystal 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 crystal 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 crystal ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the ooze. Any creature that fails to notice a crystal 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.

**Paralysis (Ex)** The crystal ooze secretes a paralytic toxin that causes those whom it strikes to become paralyzed for 3d6 rounds if they fail a Fortitude saving throw DC 20 (the save DC is Constitution-based).

## Ooze, Crystal Id

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

---

### CRYSTAL ID OOZE (CR 6; XP 2,400)

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N Medium ooze (aquatic)

**Init** -1; **Senses** blindsight 60 ft.; Perception -5

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### DEFENSE

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**AC** 5, touch 5, flat-footed 5

(-5 Dex)

**hp** 54 (4d8+36)

**Fort** +9, **Ref** -4, **Will** -4

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

---

### OFFENSE

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**Speed** 10 ft.

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

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

**Spell-Like Abilities** (CL 4th, concentration -1)

At will—*lesser confusion* (W-DC 6)

---

### STATISTICS

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**Str** 16, **Dex** 1, **Con** 26, **Int** 2, **Wis** 1, **Cha** 1

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

**Feats** Improved Initiative, Toughness

**Skills** Stealth -1

**SQ** transparent, communication

---

### SPECIAL ABILITIES

---

**Acid (Ex)** The digestive acid that covers an 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 an 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 an 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, an ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the ooze. Any creature that fails to notice an 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.

**Communication (Ex)** Id oozes can communicate basic empathic information with other id oozes within 100 feet via telepathy

## Dark Creeper, Aquatic

*Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.*

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### AQUATIC DARK CREEPER (CR 2; XP 600)

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CN Small humanoid (aquatic, dark folk)

**Init** +3; **Senses** see in darkness; Perception +4

---

### DEFENSE

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



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

**hp** 19 (3d8+6)

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

**Weaknesses** light blindness

---

#### OFFENSE

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**Speed** 30 ft., swim 20 ft.

**Melee** dagger +6 (1d3/19–20 plus poison)

**Special Attacks** death throes, sneak attack (+1d6)

**Spell-Like Abilities** (CL 3rd)

At will—*darkness*, *detect magic*

---

#### STATISTICS

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**Str** 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +1; **CMD** 14

**Feats** Skill Focus (Sleight of Hand), Weapon Finesse

**Skills** Climb +8, Perception +4, Sleight of Hand +7, Stealth +12. Swim +8; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

**Languages** Dark Folk

**SQ** poison use, rag armor

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#### SPECIAL ABILITIES

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**Death Throes (Su)** When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

**Poison Use (Ex)** Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Aquatic dark creepers favor this poison:

Crystal ooze toxin—injury; *save* Fort DC 15; *frequency* 1 round (1 hit); *effect* paralysis for 2d6 rounds; *cure* 1 save. (Note that each toxin dose lasts only for 1 successful hit.)

**Rag Armor (Ex)** A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

### Dark Slayer, Aquatic

*This small humanoid is clothed in tattered rags from head to foot. Only its sinister eyes and pale hands are visible.*

---

#### AQUATIC DARK SLAYER (CR 3; 800 XP)

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CE Small humanoid (aquatic, dark folk)

**Init** +4; **Senses** *detect magic*, see in darkness; Perception +4

---

#### DEFENSE

---

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

(+4 Dex, +1 size)

**hp** 22 (4d8+4)

**Fort** +2, **Ref** +5, **Will** +1

**Weaknesses** light blindness

---

#### OFFENSE

---

**Speed** 30 ft., swim 20 ft.

**Melee** kukri +8 (1d3–1/18–20 plus poison)

**Special Attacks** death throes, poison use, sneak attack +2d6, soul harvest

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

Constant—*detect magic*

At will—*bleed* (W-DC 12), *chill touch* (F-DC 13), *darkness*, *spectral hand*

3/day—*daze monster* (W-DC 14), *death knell* (W-DC 14), *inflict moderate wounds* (W-DC 14)

---

#### STATISTICS

---

**Str** 9, **Dex** 18, **Con** 12, **Int** 10, **Wis** 11, **Cha** 15

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

**Feats** Skill Focus (Use Magic Device), Weapon Finesse

**Skills** Climb +3, Perception +4, Spellcraft +7, Stealth +12, Swim +7, Use Magic Device +12; **Racial Modifiers** +4 Climb, +4 Stealth, +4 Perception

**Languages** Dark Folk

**SQ** magical knack

---

#### SPECIAL ABILITIES

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**Death Throes (Su)** When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 13 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

**Magical Knack (Ex)** Spellcraft and Use Magic Device are always class skills for dark slayers.

**Soul Harvest (Su)** When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

### Dark Stalker, Aquatic

*This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.*

---

#### AQUATIC DARK STALKER (CR 4; XP 1,200)

---

CN Medium humanoid (aquatic, dark folk)

**Init** +4; **Senses** see in darkness; Perception +8

---

#### DEFENSE

---

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

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

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

**Fort** +4, **Ref** +9, **Will** +2

**Weaknesses** light blindness

---

#### OFFENSE

---

**Speed** 30 ft., swim 20 ft.

**Melee** 2 short swords +6/+6 (1d6+2 plus poison/19–20)

**Special Attacks** death throes, sneak attack (+3d6)

**Spell-Like Abilities** (CL 6th; concentration +7)

At will—*deeper darkness*, *detect magic*, *slipstream*

---

#### STATISTICS

---

**Str** 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

**Base Atk** +4; **CMB** +6; **CMD** 20

**Feats** Double Slice, Two-Weapon Fighting, Weapon Finesse

**Skills** Climb +10, Perception +8, Sleight of Hand +5, Stealth +8, Swim +10; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

**Languages** Dark Folk, Undercommon

**SQ** poison use

---

#### SPECIAL ABILITIES

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**Death Throes (Su)** When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

**Poison Use (Ex)** Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them. Black Smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.

**See in Darkness (Su)** A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

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#### DERRO (CR 3; XP 800)

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CE Small humanoid (derro, psionic)

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

---

#### DEFENSE

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**AC** 17, touch 13, flat-footed 15

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

**hp** 25 (3d8+12)

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

**PR** 14

**Weaknesses** vulnerability to sunlight

---

#### OFFENSE

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**Speed** 20 ft.

**Melee** short sword +5 (1d4) or aklys +5 (1d6)

**Ranged** repeating light crossbow +5 (1d6/19–20 plus poison) or aklys +5 (1d6)

**Special Attacks** sneak attack +1d6

**Psi-Like Abilities** (CL 3rd; concentration +6)

At will—*control light*, *control sound*

1/day—*energy ray* (3d6 sonic), *mental disruption* (W-DC 15)

---

#### STATISTICS

---

**Str** 11, **Dex** 15, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Improved Initiative, Weapon Finesse

**Skills** Perception +0, Stealth +9

**Languages** Aklo, Undercommon

**SQ** madness, poison use

---

#### SPECIAL ABILITIES

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**Madness (Ex)** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a miracle or wish can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

**Poison Use (Ex)** Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

**Vulnerability to Sunlight (Ex)** A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

### Duergar

*This bald, long-bearded dwarf has dull gray skin, low arching brows, and eyes that seem to absorb rather than reflect the light.*

---

#### DUERGAR (CR 1/3; XP 135)

---

Duergar warrior 1

LE Medium humanoid (dwarf, psionic)

**Init** –1; **Senses** darkvision 120 ft.; Perception +1

---

#### DEFENSE

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**AC** 17, touch 9, flat-footed 17

(+6 armor, –1 Dex, +2 shield)

**hp** 8 (1d10+3)

**Fort** +4, **Ref** –1, **Will** +1; +2 vs. poison, powers, spells

**Weaknesses** light sensitivity

---

#### OFFENSE

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**Speed** 20 ft.

**Melee** warhammer +3 (1d8+1/×3)

**Ranged** light crossbow +0 (1d8/19–20)

**Psi-Like Abilities** (CL 3rd; concentration +0)

1/day—*cloud mind*, *expansion*

---

## STATISTICS

**Str** 12, **Dex** 9, **Con** 15, **Int** 10, **Wis** 13, **Cha** 4

**Base Atk** +1; **CMB** +2; **CMD** 11

**Feats** Weapon Focus (warhammer), Wild Talent<sup>B</sup>

**Skills** Intimidate +1, Stealth –7; **ACP** –7

**Languages** Common, Dwarven, Undercommon

**SQ** slow and steady, stability

## Eel, Giant Moray

*This sixteen-foot-long eel slithers through the water with uncanny grace, mouth open to display large teeth and a second set of jaws.*

---

### GIANT MORAY EEL (CR 5; XP 1,600)

N Large animal (aquatic)

**Init** +6; **Senses** low-light vision, scent; Perception +7

---

#### DEFENSE

**AC** 19, touch 11, flat-footed 17

(+2 Dex, +8 natural, –1 size)

**hp** 52 (7d8+21)

**Fort** +8, **Ref** +9, **Will** +3

---

#### OFFENSE

**Speed** swim 30 ft.

**Melee** bite +11 (2d6+9 plus grab)

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

**Special Attacks** gnaw

---

#### STATISTICS

**Str** 22, **Dex** 14, **Con** 16, **Int** 1, **Wis** 12, **Cha** 8

**Base Atk** +5; **CMB** +12 (+16 grapple); **CMD** 24

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Escape Artist +10, Perception +7, Stealth +8, Swim +14; **Racial Modifiers** +8 Escape Artist

---

#### SPECIAL ABILITIES

**Gnaw (Ex)** If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+4) against a foe it has already grabbed.

## Kapoacanth, Gemstone

*Seemingly carved from a iridescent gemstone, this sinister crouching humanoid resembles a horned, winged demon.*

---

### GEMSTONE KAPOACANTH (CR 6; XP 1,200)

CE Medium monstrous humanoid (aquatic, earth)

**Init** +8; **Senses** darkvision 60 ft.; Perception +10

---

#### DEFENSE

**AC** 20, touch 14, flat-footed 16

(+4 Dex, +6 natural)

**hp** 52 (5d10+25)

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

**DR** 10/adamantine; **Resist** cold 10; **SR** 14

---

#### OFFENSE

**Speed** 40 ft., swim 60 ft.

**Melee** 2 claws +9 (1d6+4), bite +9 (1d4+4), gore +9 (1d4+4)

---

#### STATISTICS

**Str** 19, **Dex** 18, **Con** 20, **Int** 10, **Wis** 15, **Cha** 11

**Base Atk** +5; **CMB** +9; **CMD** 23

**Feats** Hover, Improved Initiative, Skill Focus (Swim)

**Skills** Intimidate +8, Perception +10, Stealth +14 (+18 in stony areas), Swim +23; **Racial Modifiers** +2 Stealth (+6 in gemstone environs)

**Languages** Common, Terran

**SQ** freeze

## Kelpie

*This hideous humanoid creature has slimy, transparent skin; webbed, humanoid hands; and a snaggletoothed, horse-like face.*

---

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

NE Medium fey (aquatic, shapechanger)

**Init** +7; **Senses** low-light vision; Perception +13

---

#### DEFENSE

**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

**hp** 38 (7d6+14)

**Fort** +4, **Ref** +8, **Will** +6

**Resist** fire 10

---

#### OFFENSE

**Speed** 40 ft., swim 40 ft.

**Melee** 2 slams +6 (1d6+2 plus grab)

**Special Attacks** captivating lure

---

#### STATISTICS

**Str** 15, **Dex** 16, **Con** 15, **Int** 8, **Wis** 12, **Cha** 17

**Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 18

**Feats** Alertness, Deceitful, Improved Initiative, Weapon Finesse

**Skills** Bluff +15, Disguise +15, Perception +13, Sense Motive +13, Stealth +13, Swim +10

**Languages** Aquan, Common, Sylvan; telepathy (1 mile, previously touched creatures only)

**SQ** amphibious, change shape (hippocampus or horse, *beast shape IV*; Small or Medium humanoid, *alter self*)

---

#### SPECIAL ABILITIES

**Captivating Lure (Su)** Once per day, a kelpie can use a powerful mental attack to lure in a single creature within



60 feet. The target must make a DC 16 Will saving throw or become captivated by the kelpie, thinking it is a desirable woman in mortal danger or (if in hippocampus or horse form) a valuable steed. A victim under the effects of the captivating lure moves toward the kelpie using the most direct means available. If the path leads it into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril; the victim does not consider water a dangerous area, and will enter the water even if it cannot swim or breathe. A captivated creature can take no actions other than to move toward the kelpie and defend itself, even if it is drowning. A victim within 5 feet of the kelpie simply stands and offers no resistance to its attacks. This effect continues as long as the kelpie is alive and the victim is within 1 mile of the kelpie. This is a mind-affecting charm effect. The save DC is Charisma-based.

## Mephit, Water

*This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.*

### WATER MEPHIT (CR 3; XP 800)

N Small outsider (water)

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

#### DEFENSE

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

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

**hp** 19 (3d10+3); **fast healing** 2 (works only while underwater)

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

**DR** 5/magic

#### OFFENSE

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

**Melee** 2 claws +5 (1d3+1)

**Special Attacks** breath weapon (15-foot cone, 1d8 acid; R-DC 13 for half)

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

1/hour— *acid arrow*

1/day— *stinking cloud* (F-DC 15), *summon* (level 2, 1 water mephit)

#### STATISTICS

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

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

**Feats** Dodge, Improved Initiative

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

**Languages** Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

## Pech

*This pale yellow humanoid has blank, bulging white eyes and gangly arms and legs. It clutches a pickaxe in its knobby hands.*

### PECH (CR 3; 800 XP)

N Small fey (earth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

#### DEFENSE

**AC** 16, touch 12, flat-footed 15

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

**hp** 27 (6d6+6)

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

**DR** 5/cold iron; **Immune** petrification; **SR** 14

**Weaknesses** light blindness

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy pick +9 (1d4+6/×4)

**Special Attacks** earth mastery, pech magic, stone knowledge

**Spell-Like Abilities** (CL 10th; concentration +11)

3/day— *stone shape*, *stone tell*

#### STATISTICS

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

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Cleave, Great Fortitude, Power Attack

**Skills** Climb +13, Craft (stonemasonry) +14, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Perception +10, Profession (miner) +11, Stealth +14;

**Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)

**Languages** Terran, Undercommon

#### SPECIAL ABILITIES

**Earth Mastery (Ex)** A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

**Pech Magic (Sp)** Four pechs working together can cast *wall of stone* once per day. Eight pechs working together can cast *stone to flesh* (F-DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting. The save DCs are modified by the highest Charisma modifier in the group.

**Stone Knowledge (Ex)** A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against

creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering) and Profession (miner) are always class skills for a pech.

## Ray, Stingray

*A long tail fitted with a barbed stinger trails from this flat, triangular fish's body.*

### STINGRAY (CR ½; 200 XP)

N Medium animal (aquatic)

**Init** +1; **Senses** blindsense 30 ft., low-light vision; Perception +8

#### DEFENSE

**AC** 12, touch 11, flat-footed 11  
(+1 Dex, +1 natural)

**hp** 13 (2d8+4)

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

#### OFFENSE

**Speed** swim 40 ft.

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

#### STATISTICS

**Str** 10, **Dex** 13, **Con** 15, **Int** 1, **Wis** 13, **Cha** 2

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

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +5 (+13 in sand or mud), Swim +8; **Racial Modifier** +8 Stealth in sand or mud

#### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Dex and 1 Con; *cure* 1 save. The save DC is Constitution-based.

## Skum

*This hunchbacked, green-skinned humanoid has a wide, frog-like head but a mouth more akin to that of a toothy fish.*

### SKUM (ULAT -KINI) (CR 2, XP 600)

LE Medium monstrous humanoid (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 13, touch 11, flat-footed 12  
(+1 Dex, +2 natural)

**hp** 20 (2d10+9)

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

**Resist** cold 10

#### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1)

**Ranged** trident +3 (1d8+2)

#### STATISTICS

**Str** 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 10, **Cha** 6

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

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

**Skills** Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; **Racial Modifiers** +4 Perception and Stealth underwater

**Languages** Aboleth, Undercommon

**SQ** amphibious

## Squid

*This slender red squid darts through the water with alacrity. Two large eyes stare from above the creature's tentacles.*

### SQUID CR 1 (XP 400)

N Medium animal (aquatic)

**Init** +6; **Senses** low-light vision; Perception +7

#### DEFENSE

**AC** 13, touch 12, flat-footed 11  
(+2 Dex, +1 natural)

**hp** 13 (3d8)

**Fort** +3, **Ref** +7, **Will** +2

**Defensive Abilities** ink cloud (5-ft. radius)

#### OFFENSE

**Speed** swim 60 ft., jet 240 ft.

**Melee** bite +4 (1d3+2), tentacles +2 (1d4+1 plus grab)

#### STATISTICS

**Str** 15, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 2

**Base Atk** +2; **CMB** +4 (+8 grapple); **CMD** 16

**Feats** Improved Initiative, Lightning Reflexes, Multiattack<sup>B</sup>

**Skills** Perception +7, Swim +10

#### SPECIAL ABILITIES

**Ink Cloud (Ex)** A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

**Jet (Ex)** A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

## Undine

*This blue-haired, blue-skinned man moves with a liquid grace. His ears are fin-like, and his hands and feet are webbed.*

### UNDINE (CR ½; XP 200)

Undine cleric 1

N Medium outsider (native)

**Init** +1; **Senses** darkvision 60 ft.; Perception +3

---

#### DEFENSE

---

**AC** 17, touch 12, flat-footed 15

(+5 armor, +2 Dex)

**hp** 8 (1d8)

**Fort** +1, **Ref** +3, **Will** +5

**Resist** cold 5

---

#### OFFENSE

---

**Speed** 30 ft.; 20 ft. in armor, swim 30 ft.

**Melee** trident +1 (1d8)

**Ranged** sling +2 (1d4)

**Special Attacks** channel positive energy 5/day (W-DC 12, 1d6)

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

1/day—hydraulic push

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

6/day—dazing touch

6/day—icicle (1d6+1 cold damage)

**Cleric Spells Prepared** (CL 1st; concentration +4)

1st—*bless*, *charm person*, *divine favor*

0 (at-will)—*create water*, *guidance*, *stabilize*

**D** Domain spell; **Domains** Charm, Water

---

#### STATISTICS

---

**Str** 11, **Dex** 14, **Con** 8, **Int** 10, **Wis** 17, **Cha** 14

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

**Feats** Weapon Focus (trident)

**Skills** Diplomacy +6, Knowledge (religion) +4, Swim +4

**Languages** Aquan, Common

**SQ** elemental affinity

---

#### SPECIAL ABILITIES

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**Elemental Affinity (Ex)** Undine sorcerers with the elemental (water) bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities. Undine clerics with the Water domain cast their Water domain powers and spells at +1 caster level.

### Vodyanoi

*This humanoid salamander carries a gnarled staff in one hand. Tendrils drape its chin, resembling the beard of an eccentric hermit.*

---

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

---

CN Medium monstrous humanoid (aquatic)

**Init** +8; **Senses** darkvision 60 ft.; Perception +14

---

#### DEFENSE

---

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

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

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

**Fort** +5, **Ref** +9, **Will** +10

---

#### OFFENSE

---

**Speed** 30 ft., swim 50 ft.

**Melee** shortspear +9/+4 (1d6+3), bite +2 (1d8+1)

**Special Attacks** suffocating water

**Spell-Like Abilities** (CL 6th; concentration +7)

3/day—*control water*, *dancing lights*, *grease* (R-DC 12), *hydraulic push*, *water breathing*

1/day—*aqueous orb* (R-DC 14), *cure disease*, *neutralize poison*

---

#### STATISTICS

---

**Str** 16, **Dex** 19, **Con** 17, **Int** 13, **Wis** 20, **Cha** 12

**Base Atk** +6; **CMB** +9; **CMD** 24

**Feats** Dodge, Improved Initiative, Skill Focus (Heal)

**Skills** Diplomacy +3, Heal +18, Knowledge (arcana) +3, Knowledge (nature) +5, Perception +14, Sense Motive +11, Swim +18; **Racial Modifiers** +4 Heal

**Languages** Aquan, Common, Sylvan

**SQ** amphibious

---

#### SPECIAL ABILITIES

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**Suffocating Water (Su)** Once per day as a standard action, a vodyanoi can cause the water surrounding it up to a radius of 30 feet to grow thick and slimy, making it difficult for water-breathing creatures within the area other than vodyanois to breathe. A vodyanoi can control narrow currents of breathable water to provide oxygen to up to 3 other creatures in the area of effect—vodyanois themselves are immune to this effect. All other creatures in an area of suffocating water must hold their breath or risk suffocation. Once created, an area of suffocating water does not move—it persists for a number of minutes equal to the vodyanoi's Hit Dice. The slimy water does not impact swim speeds or visibility in any significant manner. A creature can make a DC 20 Perception check to notice the difference between suffocating water and any normal water that may surround it.

### Wight, Aquatic

*The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.*

---

#### AQUATIC WIGHT (CR 3, XP 800)

---

LE Medium undead (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +11

---

#### DEFENSE

---

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

(+1 Dex, +4 natural)

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

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

**Defensive Abilities** undead traits

**Weaknesses** resurrection vulnerability



## OFFENSE

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

**Melee** slam +4 (1d4+1 plus energy drain)

**Special Attacks** create spawn, energy drain (1 level, DC 14)

## STATISTICS

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

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** Blind-Fight, Skill Focus (Perception)

**Skills** Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16, Swim +9; **Racial Modifier** +8 Stealth

**Languages** Common

**SQ** create spawn

## SPECIAL ABILITIES

**Create Spawn (Su)** Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.

**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

## Appendix VI: Records

When planning for each level of the Purple Mountain dungeon, we were very mindful about the amount of experience and treasure available to player characters. Each level of Purple Mountain is designed so a PC can advance one level. We made the assumption that a typical party entering Purple Mountain will contain four player characters and a GM will use the medium advancement track. This meant that for this module, we made sure that at least 48,000 XP and 30,000 gp worth of wealth were available.

Room	Challenge	XP
1	4 derro	3,200
1	K'zbutrel	1,600
1	5 undead clerics	1,000
1	Princess Glubela	1,200
2	8 psionic crysmals	6,400
3	Gemsone kapoacanth	1,200
4	Sound burst trap	800

4	5 aquatic dark creepers	3,000
5	15 aquatic dark creepers	9,000
5	5 young aquatic dark creepers	2,000
6	2 aquatic dark stalkers	2,400
8	3 crab swarms	3,600
8b.	3 aquatic wights	2,400
9	2 kelpies	1,200
10	3 vodyanoi	4,800
11	Giant moray eel	1,600
11a	Crystal id ooze	2,400
12	11 stingrays	2,200
12a	<i>Symbol of pain</i> trap	2,400
12a	Amphibious cloaker	1,600
12b	Amphibious cloaker	1,600
12c	Cloaker halfbreeds	1,600
12d	Amphibious cloaker	1,600
13a	Crystal ooze	1,200
13b	Skum	600
14	Blib-Doloth	1,200
14	2 skum	1,200
14	4 duergars	540
14	Human prisoners	varies
15	Various skum	varies
16	Aboleth	3,200
16	Skum	600
16	2 pech	1,600

If the PCs were to gain XP for the wholesale slaughter of every living thing in the Well of Stars there is over 67,000 XP available to them. There should be more than enough XP to safely allow characters to advance from 6th level to 7th so they are ready for the Temple of the Hidden God.

**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.*

### Listed in order of appearance

**One-shot Items:** *Brain lock pearl*, 2 flasks of alchemist's fire, *fire elemental gem*, crystal ooze toxin, *lance feather*

token, tree feather token

**Potions:** 2 potions of cure light wounds, potion of greater magic fang, 2 potions of channel vigor

Room	Treasure	Value (gp)
1	<i>Mattock the titans</i>	23,348*
1	5 helms of underwater action	60,000*
1	2 dozen masterwork bolts for underwater crossbows	62
1	Silk and sable gloves	100
1	Pair of ebony dive spotted with tiny gems	900
1	Pair of tourmaline earrings	200
1	2 mwk light crossbows	670
2b	<i>Ioun torch</i>	75
3	5 rusted iron circlets with rubies	250
3	Bronze-plated belt	125
5	26 mwk shortspears	7,826
6	<i>girdle of opposite gender</i> (cursed)	—
6	2 blocks of <i>incense of obsession</i> (cursed)	—
6	Golden holy symbol of Linium	5
6	<i>Wand of prestidigitation</i> (3 charges)	22.5
6	Cursed <i>wand of sound burst</i> (5 charges)	—
6	Porphyrite light hammer	3
6	<i>Wax of defiance</i>	1,200
8	Slimeherder whistle	400
8b	<i>Trident of the sea elves</i>	11,800
8b	Blue coral	1,800
8b	<i>Ring of swimming</i> (cursed)	—
9	6 tiny quartz figures	100
10	<i>Amulet of thought projection</i> (cursed)	—
10	Gaudy statue of a rearing dragon	10
10	Silver bowl of golden grapes	120
10	Ampule of <i>dust of dryness</i>	850

10	Mwk coral-handled dagger	302
11a	<i>Major power stone</i> (3 powers)	3,150
12a	<i>Bracelet of resistance</i> +2	4,000
12b	Varies elixirs, containers, tonics	varies
12d	10 Adamantine claw-tips	600
12d	4 crude idols (3 lbs. porphyrite)	—
12d	5 obsidian cloaker idols	250
12d	3 gold and silver human statues	750
13b	<i>Juju necklace (blindness)</i>	XX
13b	Slime-herder whistle	400
13b	Green slime capsule	900
13c	<i>Crown of blasting, minor</i> (cursed)	—
14	4 <i>wands of daze</i> (20 charges)	560
15	5 slime-herder whistles	XX
15	5 coral pendants	50
15	Weird, intricate sculpture	1,000 or less
16	<i>Orb of dragonkin (dragon turtle)</i>	*
16	Golden aboleth-symbol necklace	500

\* Playtesting pointed out that even before the party enters The Well of Stars, 5 *lesser helms of underwater action* and a *mattock of the titans* makes for an outrageous treasure, in and of themselves, nearly 85,000 gp worth! The PCs should realize that the mattock belongs to Glubela's father, and will probably be recognized as such; a DC 15 Knowledge (nobility) will recognize his crest affixed. A quick-and-dirty sale would probably net 10,000 gp or so, but the same would come from a reward by the grateful (and probably sorrowful) Duke. The possibility also exists that the mattock could be buried under tons of rock, and underwater to boot... The lesser helms have a limited use, and may, at the GM's discretion, be destroyed if a PC wearing them is killed. In any case, the treasure count may be skewed because of those items, but many other items are unlikely to be found, or have limited resale value for the party, being more for color-or more trouble than they are worth!

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