

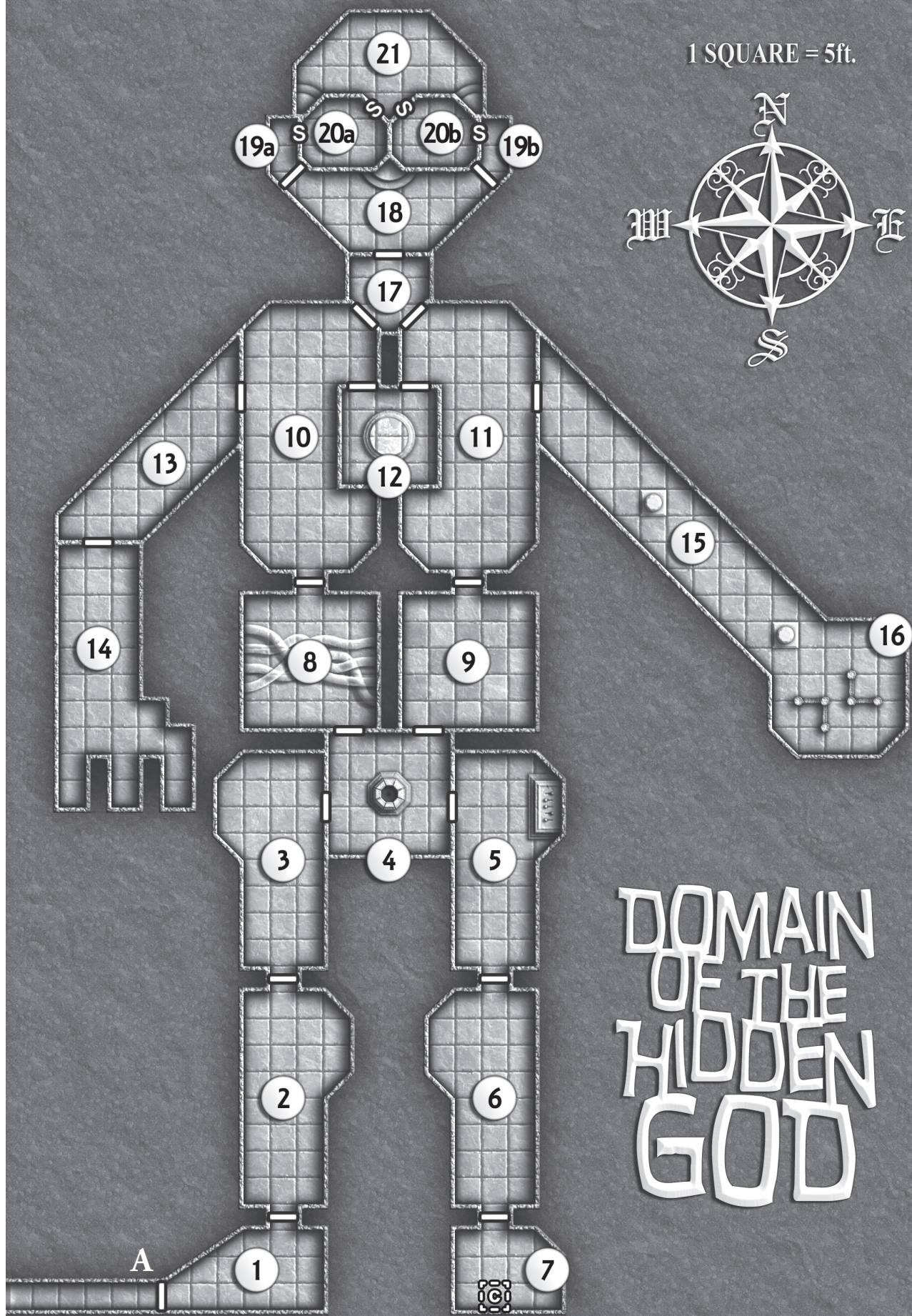
PURPLE MOUNTAIN VII DOMAIN OF THE HIDDEN GOD



Perry Fehr



1 SQUARE = 5ft.





PURPLE MOUNTAIN VII DOMAIN OF THE HIDDEN GOD

Purple Mountain – A Megadungeon in Twenty Parts

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Purple Mountain - Level Seven: Domain of the Hidden God 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 of Porphyra.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, Inc. does not guarantee compatibility, and does not endorse this product.

Open Game Content: All text is considered open game content.



Adventure Background

A Word was spoken. The Word was heard. It was heard in a Place where titanic individuals summed up the ideas of nations, races and civilizations on an individual scale. One of those Beings heard the Word- and the word was, “COME”. The Being, who embodied Knowledge, and held the physical, “earthly” soul of his Place in His mind, heeded that Word, that Call, and grew a cold, selfishly rational need to be a giant among pygmies, a colossus among ants, – a - (the Being had learned a new word) a God. That titanic, exceptional Being summoned all of His will, and, aided by the cosmic magic of The Call, left the Place that was His world, and entered the void of the Outer Spaces of the Great Beyond. In doing so, the Being was the first of His kind to do so, and absorbed much of the essence of that vacuumed emptiness, though protected by his metallic substance and the force of his individual titanic will. The Being moved through the empty spaces flying on a shard of stone from his home, and with lesser beings, as the Being was encouraged by The Call to bring these things to the place of The Calling. But the Being did not expect to be challenged by others summoned by The Calling. In ironic innocence or arrogance He meant to join those of the new world that devoted themselves to the four Elements that were part of all things, a logical assumption in the alien mind of the Being. That was not in the plan for the other gods, as they were engaged in immediate war with the Elemental Lords of the new world Porphyra. Furthermore, the Being had been contacted by the followers of the Elemental Lords, sensing His affinity for stones and space, and had even given him a name as a bond of alliance. The name was ‘NAJIM’, meaning ‘Star’ in their language. As Najim approached the glittering jewel of a world for whom He had traveled so far, He met two beings of a type never encountered, easily his equal or more- Gods. Specifically the New Gods; Linium the Forge-Master, and Kamus the Slaver. The two gods knew much of ‘Najim’ through their cooperative manipulation of Language and Light, and did not want a new God to join the Elemental ranks. More directly, they did not want a being as skilled at Artifice as they, and Najim was ‘Artifice’ personified... The ambush was total, the battle unequal, and Najim unaided. Warriors on the battlefield recorded an awesome event in the sky that day, supposed by many to be a “supernova”, the death of a star. It was the closest thing to death that Najim, the Star-Fallen would experience, being sorely wounded, driven unconscious and deep into the earth

of Purple Mountain, a place of power for the Gods. His obscurity complete, Linium stole the adamantine-rich worldlet brought to Porphyra, and claimed as his own, being the black-operations land of The Enclave today. Kamus took his share, the nascent sentient beings from the Great Beyond as slaves for his cause- though none know exactly what race he stole. And Najim sleeps, comatose, beneath the mountain, beings summoned by his impaired will inhabited his great body, his errant thoughts attempting to rouse himself to take his place in the Material world- or perhaps with the help of the short lived ones that crawl about the world, and even inside his form, unknowing...

Adventure Overview

This is a Pathfinder adventure for four 7th level adventurers on the medium experience track. As well as the core rulebooks, material from daemon-related supplements from is also used.

As Part of the Purple Mountain Dungeon

Purple Mountain VII - Domain of the Hidden God can be used as part of the Purple Mountain megadungeon experience using the previous level, *Purple Mountain VI - The Well of Stars* and exits to the subsequent eighth level of Purple Mountain. The vertical flow of water in **Area 4: Midden of Effluvium** connects via a watery channel to **Area 10: Mysterious Visitors** on *Purple Mountain VI*, albeit with no access to air. The door at the top of the ‘foot’ in **Area 7: Defense Point** leads to an access to *Purple Mountain VIII*. There is little traffic through the Domain, as it is mostly sealed, as well as being patrolled and guarded in several places. Oozes can and do come and go, spawned by the unconscious will of Najim, and various outsiders and beings summoned from the Realms Beyond. The current wave of pilgrimages by the insane derro race has not been very successful, as the horrors of the Domain have killed several groups of the subterranean humanoids (Areas 1 and 7) The skum heretics in *The Well of Stars* worship the nearby will of The Hidden God, but as of yet have not ventured forth to discover His Domain.

As a Stand-Alone Adventure

Purple Mountain VII can also be used as a single-level adventure. The entrance arriving from Area 1 of *Purple Mountain VI, The Well of Stars* can be at the end of a deep shaft from the surface of any ‘badlands’ or mountainous terrain, likely a place that is frequently bom-

barded by ‘falling stars’... Below are some hooks that can bring an inquisitive party to the adventure area.

Domain of the Hidden God

- Suicidal attacks by bands of derro commandos against Linite and Kamian temples and installations have become regular occurrences as of late. All that can be gotten from the fanatical survivors are the statements “Revenge for the Attack”, “Pilgrimage to the Land of Fallen Stars” and “Service to the Hidden God”. Research will have to pinpoint a location where meteorites frequently fall, and it is likely that derro pilgrimages will be encountered on the way. Reward for discovering the motive for the attacks (from the faithful of Kamus or Linium) is 3,000 gp, and *potions of cure moderate wounds* will be given to each party member.
- An artificer near the Domain’s location has invented a device he calls a clockwork locator. It works like a double-strength *locate object* spell except that it points to the largest source of clockworks or self-animated mechanisms in the vicinity. When the artificer took it to a desolate area near his home where he prospected for ‘godmetal’ (adamantine) the device nearly knocked him down. He will reward the party with their own machine soldier robot (see Appendix I) if they can locate and chronicle the source of the awesome machinery
- The party comes into possession of an ancient adamantine tablet inscribed with a prophecy of “A new power, a new Element of Earth, from the Realm Beyond, come to us as a star falls to the planet below”. If the party is aligned with the Elementalists, they could seek to fulfill the prophecy, by finding the place ‘where the stars fall’ and completing the requirements. If they are aligned with the Deists (those who follow gods) they could seek to subvert the prophecy, and see that it does not come about.

Structure of the Domain

The entire structure of the *Domain of the Hidden God* is actually the skin, flesh, and organs of the dormant demi-deity Najim the Starfallen. As such it constantly radiates magic and evil, making both *detect* spells virtually useless while within the Domain. All structures are also impervious to physical harm by anything less than a +5 *weapon*, and has a hardness of 50 that cannot be bypassed by non-deific power. Magical attacks simply have no effect on the walls, floors and other structures of the Domain. Spells like *groundswell* and *entangle* will

not work unless otherwise specified. Areas are 20 feet high unless stated otherwise, and a faint glow is given off by the interior surfaces of the Domain, sufficient as Dim lighting- again, unless stated otherwise.

The Truth of the Domain: As the party progresses through The Domain, it will eventually occur to them that they are traveling through the body of another being, possibly a living one. The first player to vocalize this suspicion is assumed to do so as their character! This awesome fact synchronizes with the comatose consciousness of Najim in the form of a mental thunderbolt that affects the first character to realize what is going on. That character takes 1 point of Wisdom drain, and must make a DC 25 Will save or take 1d6 more Wisdom damage, and be confused for 1d6 rounds, by an attack of gibbering madness. This contact with a semi-divine being gives that character a one-time spell-like ability of *limited wish*, without the need for a material component. The GM should let the recipient of this power know of it secretly, and reveal that should he speak of his power, he will be driven insane (permanently confused).

Reviving The Starfallen: Certain acts will revive Najim the Betrayed, ending his comatose dormancy and allowing Him to enter the world- and establish Himself as a nascent godling. All acts must be performed:

1. Slaying both of the suspiradaemons in areas 10 and
2. Awakening the crystal dragon in area 12 (but not freeing it)
3. Speaking the name of NAJIM in one of areas 18-21, or using the *limited wish* gift of realization in those areas.

If both 2 and 3 are completed, but only 1 suspiradaemon is slain, the remaining daemon will be released from its bondage and move from its area to attack the party.

If Najim is revived, he will slowly shake Himself awake and prepare to exit His subterranean tomb. Tremors will cause his interior to become difficult terrain for 10 minutes; He will start to rise, and for 10 minutes any movement requires a DC 15 Acrobatics check or fall prone—remaining monsters may flee their areas and be encountered in adjacent areas; then, Najim will begin to claw his way through the mountain, raising temperatures in His interior so that all beings without fire resistance will take 1 point of heat damage per round, no save. Thirty minutes after being revived, Najim will burst

from His mountain grave and finally become one with the Material Plane. If the party has not fled His body by then, they will be converted into higher daemons (such as astradaemons) to serve Najim in his new ascendancy.

Those that revive Najim and escape find a tattoo of his holy symbol on their chests; invoking this tattoo grants a *wish* to the bearer, but doing so also moves the wisher one alignment step closer to neutral evil. Thus, a neutral good cleric becomes neutral, or a chaotic neutral one becomes true neutral; a neutral character then becomes neutral evil.

Wandering Monsters

One check every hour, 1 in 8 chance of an encounter. The wraiths, wisp, and daemons can appear out of nowhere, the jelly ooze or mud elementals through a door crack, and the clockworks enter as normal. They are all independent of any areas or creatures in the Domain, and none carry any treasure, except for the clockwork soldier and its magical halberd.

d10	Encounter
1	1-2 wraiths
2	3-6 lacridaemons
3	1-2 venedaemons
4	1 ochre jelly
5	1 will-o'-wisp
6	clockwork soldier and clockwork servant
7	1-3 medium mud elementals
8	Pulsing of hidden runes, DC 17 Will or all within 20' take 1 Int damage; this encounter can only happen once per area.
9-10	Greater Ceustodaemon: This encounter should take place only once, in an area that does not otherwise have a creature-encounter ie. Areas 3, 5, 13, 16, or 17. The daemon will emerge from a floor or door, attempting to be Stealthy (+10). The token about its neck is a <i>sigil of service</i> , which adds a number of time units to a summoned creature's service as the summoner has Charisma modifier points. If worn, it inflicts a -2 penalty on Will saves, unknown to the wearer until a Will save must be made.

Area A. The Strange Door (CR 7)

At the end of a tunnel chiseled from raw stone, you find an exposed wall of metal bearing a door- an oblong door made of smooth metal, pale blue in color. A glowing padlock is affixed to the left side of the door.

Trap: See the description above for properties of the “Domain”, including all metal fixtures. The padlock is an *arcane lock* (DC 20), which, if bypassed, reveals a puzzle lock; a set of four reels with pictures upon them. Each reel bears the four images of the major types of geniekind, in the following order: shaitan, efreeti, marid, djinn. If placed in the correct order and left for a round, the door will swing open. The correct order (In descending order of genie power) is marid, efreeti, shaitan, djinn. If the order is incorrect, a *summon monster VI* trap will be triggered, summoning 2-5 mephits, equally divided between salt or earth types, will be summoned, and attack the intruders. A *dispel magic* against a DC of 27 will suppress the summoning effect for 10 minutes. Note that once the *arcane lock* is bypassed or *knock* is used upon it, it will reseal in 10 minutes (you can use real time for discovering the lock puzzle!) and that it works on both sides.

SUMMON MONSTER VI TRAP (CR 8)

Type magic; **Perception** DC 31; **Disable Device** DC 31
EFFECTS

Trigger incorrect puzzle solution; **Reset** automatic (10 minutes)
Effect spell effect (*summon monster VI*, 1d4+1 mephits)

Purple Duck Note: *Note that the experience listed is one time, for bypassing the trap; not for killing endless hordes of mephits!*

MEPHITS, SALT OR EARTH (2-5)

hp 19 (see Appendix I)

Area 1. “Stranded” (CR 7)

The dimensions of the room beyond the strange door are unclear, due to masses of sparkling strands that cover the walls and crisscross the interior. A glow suffuses the webbing from somewhere beyond. Not surprisingly, a large spider –with a humanlike head- regards you from 10 feet away. Another spider hangs from the ceiling.

This area is partially exposed to the outside world, and is experiencing fluctuations of existence, probably due to

some binding magic of the Two Attackers, Linium and Kamus. All of the room is subject to gravity reversal, and is partially contiguous with the Ethereal Plane. The webs are not sticky, and have the tensile properties of spider silk ropes, 6 hp and a break DC of 25—but they do not burn.

Moving and attacking normally through the web-field requires a DC 15 Acrobatics check or the attacker trips and fall prone.

Trap: Gravity reversal will cause any who enter to ‘fall’ 15 feet up into the webs at the ceiling, taking only 1d6 damage but possibly becoming tangled in the semi-ethereal webs. Anyone that ‘falls’ must make a DC 20 Reflex save or become entangled. Two successful attacks with a bladed instrument (or one Break attempt) against an AC of 20 that do at least 6 points of damage each will free an entangled creature.

Creatures: The webs are the product of two phase spiders, who are building a lair here. Due to the contiguous nature of the room, their ethereal ambush attack is ineffective. The spiders will seek to eat any intruders, but will flee if reduced to 10 hp or less, burrowing into their webs and entering the Ethereal Plane proper. Following them into the Ethereal Plane would not be a good idea, as it would take a successful DC 20 Knowledge (planes) and Survival to return to the Domain, or otherwise become lost in the Ether...

PHASE SPIDERS (2) (CR 5)

hp 51 (see Appendix I)

Treasure: On either side of the door north are 4 web-wrapped corpses of derro, the previous inhabitants of the chamber. If laboriously cut loose, an *orrery of the unknown*, a *stone of weight*, and 48 pp will be found on the bodies.

Development: If the phase spiders are cleared out, a pair of xill will reoccupy the room.

XILL (2) (CR 6)

hp 67 (see Appendix I)

Area 2. Room of the Wound (CR 7)

This hall-like room is vaguely tubular, with dimly glowing metal walls. Lengthwise seams are visible, and heat emanates from a gaping, ragged hole in the “floor”.

The ‘gravity reversal’ continues in this area, so the “hole”, a wound suffered by Najim, is actually in the “ceiling”. Loose dirt surrounds the domain outside the hole, and the edges of the hole can support a rope or hook.

Trap: The “ceiling” (actually the floor) has been accumulating infection from the Material world, and Najim’s body has adapted to isolate the infection, so that a 1 ft. deep pool of green slime now fills the middle 5 ft. of the room. The floor parts in the middle, making a trough into the slime.

Any object weighing more than 50 lbs. causes the floor to fall away, dropping anyone on the floor 10 feet into a trough filled with green slime.

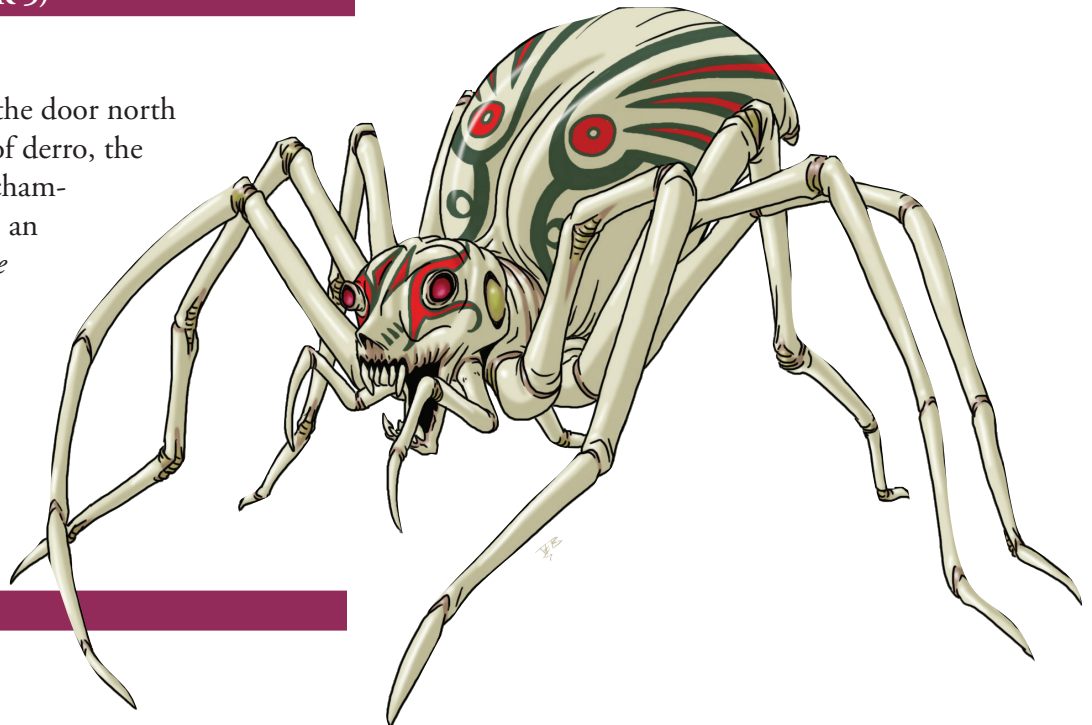
WEAKENED FLOOR (CR 7)

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

EFFECTS

Trigger location; **Reset** automatic (1 hour)

Effect 10-ft.-deep-pit (1d6 falling damage plus green slime; DC 25 Reflex avoids; multiple targets (all targets on floor) See green slime’ in the Appendix I.



Special: After the floor has dropped, it becomes difficult to move without coming into contact with the slime. A DC 15 Acrobatics check enables a PC to make a normal move without falling in the trench, A DC 20 Acrobatics check to make a double move or run. Note also that the door to Area 3 is 10 ft. above the 'true' floor.

Development: The floor will reset in 1 hour. It would likely take weeks of digging to reach another open space from the wound.

Area 3. Room of Faded Glyphs

This room is wider and more stable than the previous rooms, and pulses with cold and heat. The dimly glowing metal walls are covered with faint scratches, and there are round, metal doors in the north and northeast walls.

The scratches are runes defining the existence of Najim, damaged in the battle of the Two Attackers, and greatly weakened in power. A DC 25 Linguistics, Knowledge (planes) or Knowledge (religion) check will reveal that ancient information is present here, but it will be difficult to decode. A second check by any of these will determine how long: 26-29—4 hours, 30-35—3 hours 36-39—2 hours, 40+—1 hour.

Treasure: Battered platinum holy symbols (500 gp each) of Kamus and Linium can be found in the corner by the highest Perception check, if one is made.

Development: Information acquired from the ancient rules could reveal.

- Knowledge (Planes): the Call was made, the Earth of the soon to be revealed comes to the new Place, from the realms Beyond. the Earth would join to the new Place, and the Attendants from realms Beyond, the Guardian of watery Earth, the breathless Ones, and the Servant of the Name.
- Knowledge (Religion): the hidden One, soon to be Revealed, Lord of Earth and Metal, Knowledge and Void, from the realms Beyond to the Place of Calling, to join the Elemental Lords and sit on their Council. his Lore is not to be consumed, his Hands hold Death and Life, his Heart holds Malice.
- Linguistics: you can make out some of the words particularly: Call Earth Place Beyond. Earth Place Attendants Beyond Guardian Earth Ones Servant Name. One Revealed Lord Earth Metal Knowledge Void Beyond Place Calling Elemental Lords Council. Lore Hands Death Life Heart Malice.

Area 4. Midden of Effluvium (CR 8)

As you enter, a nearly physical stench hits you like a palpable wave- as though all the distilled foulness in the world were dripping down the walls. This chamber is a 20 by 20 ft. cube, with doors in every face; the doors on the ceiling and floor are open. A dark channel of water flows from the door in the ceiling to the door in the floor. A noisome 10 ft. pool fills the center 10 ft. of the chamber.

The upper and lower doors cannot be shut by any mortal means, and the watery channel connects to *Area 10. Mysterious Visitors* in *Purple Mountain VI: The Well of Stars*. The walls cannot be climbed by any means, they are too slippery with metaphysical slime. Entering the 5 ft. feet deep pool exposes adventurer to the same poison as the otyughs bear, and requires a saving throw each round they are in the pool.

Trap: The south "door", slightly different from all others, bears a rune indicating masculinity, decipherable with a DC 15 Knowledge (planes) or Linguistics. Touching it deals 1 point of Charisma drain, no saving throw. It cannot be opened by any mortal means, and leaves those who are drained with a deep sense of sadness.

Creatures: The pool holds 4 fiendish otyughs, mutated by bathing in the excretions and effluvia of the Hidden God. All possess an extra tentacle, and vaguely glowing red eyes. They will attack any who enter their area, but could be avoided by the stealthy.

FIENDISH MUTANT OTYUGHS (4) (CR 6)

hp 57 (see Appendix I)

Development: Entering the foul pool contaminates all carried food supplies. Anyone consuming the food is subjected the filth fever disease.

Area 5. Library of Dire Knowledge (CR 9)

This room resembles the one you passed through to the previously to the west, except that the runes inscribed on the walls are highly visible and glow prominently. Also, there is some kind of mechanical control panel in the northeast alcove.

This area is a dynamic library of definition of the mind of Najim Starfallen, and as such it is dangerous to research the information contained within. Reading the runes and glyphs even casually, as well as with magical

MIDDEN OF EFFLUVIUM



methods, will unleash the power within them.

Trap: The information contained in the active glyphs of Najim's dormant consciousness will ensnare the mind of lesser beings; they are likely to be unable to stop reading them, reading and absorbing until their physical shell decays...

ETERNAL GLYPH TRAP (CR 9)

Type magic; **Perception** DC 32; **Disable Device** DC 32

EFFECTS

Trigger when read; **Reset** automatic

Effect *suggestion* effect (heightened to 8th level) to continue reading glyphs (Will DC 22 negates, new save may be attempted every 8 hours at a cumulative -1 penalty)

Whoever falls prey to the trap will ignore all other stimuli until the save is made, not eating, drinking (see Environmental Rules in the *Pathfinder Roleplaying Game Core Rulebook*) or sleeping (fatigued in 8 hours). Wandering monsters will definitely be active for long periods of time spent here, and encounter #8 (pulsing runes) can happen multiple times here. An afflicted victim will always attempt to return and continue reading, even if dragged out of the room, and knocking them unconscious only keeps them from reading and resisting being dragged from the room.

Treasure: In a hidden panel (DC 30 Perception) below the control panel is a storage area for audio recording gems from clockwork spies in the Domain. The searcher must be specifically looking for compartments or openings to have a chance to find it. There are 52 gems currently in storage, each worth 50 gp, but also containing recorded audio for at least a millennia. The GM may use the contents of the gems, if they can be deciphered, to start any adventure or campaign they wish.

Development: If a reader makes the initial save vs. the endless glyphs, the GM may wish to give one of the four positive effects of a full reading. Any who complete at least 8 hours of reading (and survive) gain a sliver of knowledge about Najim. They can access the entire *Adventure Background* narrative, are subject to the effects of *The Truth of the Domain*, know how to free the ghost of 'The Last Faithful' in Area 20b), or gain a permanent +2 bonus to Knowledge (planes), and must make a further DC 17 Will save or have their alignment move one step closer to neutral evil; should the reader's alignment be neutral evil, they gain a metamagic feat as a bonus feat.

Freeing an obsessed party member

Falling victim to the endless glyphs of the library of dire knowledge has serious effects, and the victim's fellows will undoubtedly try to do something about it. Though their actions will have to be handled as they are attempted, here are some possible methods of handling what may be typical responses.

Dispelling: *Dispel evil*, *dispel magic*, and *remove curse* will free a victim, against a DC 20 target. The freed victim will have no knowledge of his experience or what he read.

Identifying the Affliction: A DC 20 Spellcraft or Knowledge (arcana) check will reveal what is taking place with the victim—but if the examiner fails the save by more than 5, they must make a save against the trap as though they had read it! The Aid Another action can be used when the time comes for the next save, 8 hours into the endless reading.

Knocking Them Out: This requires reducing the victims hit points to 0. Unless they have specific skills in dealing nonlethal or knockout damage, they will have to use lethal weapons, or their bare hands. Using a lethal weapon to do nonlethal damage inflicts a -4 penalty 'to hit'.

Area 6. Maintainer's Workshop (CR 6)

This crowded space resembles a gnome's workshop—gears, levers and devices festoon the walls, ceiling and floors. Moving amongst this complicated machinery are several four-armed, three-legged creatures made of metal, and the size of a human. Buzzing randomly amongst them is a metallic eyeball, blinking and twitching as it moves from machine to machine.

This area was once a sort of immune system for Najim, but is largely useless now, and the work of its inhabitants barely keeps the status quo, preventing further damage and deterioration, keeping invasive organisms to a minimum.

Trap: Anyone manipulating any of the machinery must make a DC 20 Disable Device check or take 1d12 electricity damage. Making the save gives the user a +2 bonus on one saving throw or Disable Device check

when dealing with any further traps, locks, or devices in the rest of the Domain.

Creatures: The maintenance crew consists of five clockwork servants and a clockwork spy. The spy will immediately begin to record all activities of the intruders, up until it is 'full' at 1 hour of audio. One of the clockwork servants (with a star symbol on its 'head') has a +1 *throwing net* as the first-loaded net in its arsenal, all of its subsequent nets (4) and all of the nets of its companions (5 each) are masterwork nets of fine chain link. The lead servant will break off its work and follow the party while they are in the room, but the party will not be molested as long as they do not interfere with the machinery. Doing so or attacking any of the clockworks will result in attack by 4 of the servants (first round with nets), interference by the spy, and one servant going to Area 7 for the clockwork soldiers.

CLOCKWORK SERVANTS (5) (CR 2)

hp 31 (see Appendix I)

CLOCKWORK SPY (CR 1/2)

hp 5 (see Appendix I)

Treasure: The lead clockwork servant is loaded with a +1 *throwing net*, and all other nets of all clockwork servants are of fine metal masterwork. A DC 12 Appraise check will reveal the true worth of all masterwork nets recovered.

Development: If the clockwork soldiers in **Area 7** enter combat, the servants will prioritize repairing them, firing nets if no repair is required. If the clockwork servants are destroyed, 1 hour later, a new clockwork servant will assemble itself out of gear and machinery within the walls, and reassemble the entire team within 8 hours.

Area 7. Defense Point (CR 8)

The chamber beyond is oddly shaped; the ceiling, 30 ft. up, is much smaller than the floor, and has a door in it. And there are two armored beings, bearing halberds at attention, standing against the opposite wall.

This area is identical to **Area 1**, except that the foot stands on its heel - thus the north wall slants inward and the ceiling is 30 ft. off of the floor. The door is *arcane locked* as in **Area 1**, but has no puzzle lock beyond that. Climbing the sheer surface to the door is a DC 25 difficulty.

Creatures: Two clockwork soldiers are on standby here, ready to repel invasive organisms from outside The Domain. They are aware of their surroundings, but have a Perception bonus of -4. They will come to the aid of the clockwork servants in Area 6 if they are alerted or make a DC 8 Perception check. They will attack any intruders that are not clockworks or daemons, with their racial initiative bonus.

CLOCKWORK SOLDIERS (2) (CR 6)

hp 64 (see Appendix I)

Treasure: The soldiers each bear a +1 *halberd*, and, hacked to bits in the corner, is the desiccated corpse of a derro (a savant leader, in fact). It still wears jewelry worth 1,000 gp, and a crumpled divine *scroll of lesser restoration*, *cure moderate wounds* and *augury*.

Development: The clockwork servants will reassemble the soldiers in about a day, less time for their own reassembly, if necessary. 'New' soldiers will be armed with masterwork halberds.

Beyond the door is a landing directly above a steeply slanted tunnel leading down to *Purple Mountain VIII*. If that product is not being used, the landing can lead (after a long climb and at least one cavern interrupting it) to the outside world.

Area 8. Gurgling Room (CR 7)

This 20 ft. x 20 ft. chamber is dominated by transparent piping twisting and turning through all areas of the chamber, seeming to come from the four corners of the room, and a larger branch from whatever is beyond the wall to the east. Though the pipes seem to be empty much of the time, fluids clear and discolored occasionally pass through in gurgling spurts, and solid chunks of matter rest at the bottom of the piping in various locations.

The piping has a hardness of 10 and has 10 hit points. The room counts as difficult terrain for all movement.

Creatures: If a pipe is broken, the mud elemental in **Area 9** will surge through the pipes in 2 rounds, gaining a +5 initiative bonus. It is not affected by difficult terrain restrictions here. If the mud elemental has been dealt with already, the room will still fill up as described, possibly exposing those recovering minerals to toxins.

HUGE MUD ELEMENTAL (CR 7)

hp 95 (see Appendix I)

Treasure: Various chunks of distilled minerals can be observed in the piping—4 such clumps can be identified with a DC 17 Appraise as: 1,200 gp in gold nuggets, 20 lbs of dreamstone ore (see *Godmetals of Porphyr*) worth 1,000 gp, 100 flake-worth of pure porphyrite worth 500 gp, and 300 gp worth of adamantine ore (a fist-sized chunk). They cannot be accessed without breaking the piping.

Development: If the pipes are broken, fluids and material will accumulate in the room until it is repaired, filling it to a depth of about 4 feet. The fluid is mildly poisonous, requiring a DC 12 Fort save for each exposure or lose 1 Con. A repair team of 2 clockwork servants (if available) will arrive in 20 minutes and repair the pipes with glass-extruding devices in their bodies.

Area 9. Chamber of Putrid Purification (CR 7)

The floor and walls of this large, square room are covered with dried and wet puddles of mud. The west wall seems to be covered in a spongy material that oozes, weeps, and reabsorbs muddy secretions.

The ‘spongy wall’ purifies the magical aura of anything it touches. As such, the wall dispells all magical effects which touch its surface, even if a radius intersects its surface. It also poisons those who touch it with bare flesh as a contact poison (*save* F-DC 26, *frequency* 1/round for 6 rounds, *effect* 1d3 Str, *cure* 1 save). Pieces of the ‘putrid purifier’ can be removed, and remain active for 24 hours or until used. Its properties can be identified with a DC 27 Knowledge (arcana) check.

Creatures: A huge mud elemental is bound to this room and Area 8, to maintain the cleaning processes that keep Najim cohesive in the hostile environment of the Material Plane. It will ferociously attack those in Area 8 that break the piping tubes, and those that molest the ‘putrid purifier’—but will allow those that quickly pass through, as long as they don’t take longer than 1 round.

HUGE MUD ELEMENTAL (CR 7)

hp 95 (see Appendix I)

Treasure: Only the properties of the ‘putrid purifier’; there is enough of it to provide 20 chunks, which weigh 5 pounds each.

Development: The ‘putrid purifier’ will regenerate in 8 hours, and another huge mud elemental will rise from

Area 4 in the same amount of time.

Area 10. Sinister Chamber of Suffocation (CR 7)

You enter a dark area, lit occasionally by a dim crackle of indigo energy, across the seemingly bare space. The air seems thin, as though you were climbing through a mountain pass.

Areas 10 and 11 are virtually identical areas that once served as storage facilities for vital essences that sustained Najim through interstellar flight.

Creatures: Since Najim’s defeat by ambush and entombment, this area is inhabited by a suspiradaemon set to maintain his dormancy, out of the view of the Two Attackers. A suspiradaemon is formed from the souls of those who have suffocated or have been strangled, appropriate for Najim’s condition and alignment. The daemon in **Area 11** may not meet, aid, or come into contact with this one; should they do so, both will be nauseated for one round.

SUSPIRIDAEMON (CR 7)

hp 85 (see Appendix I)

Treasure: The suspiradaemon that inhabits this chamber bears a loose cold-iron chain of soul gems wrapped around its neck, of the following variety; 2 grand souls (1000 gp level each) a noteworthy soul (500 gp) and a basic soul (100 gp) (see Appendix V for more on soul gems). One round after the suspiradaemon is slain, the chain will crumble to dust, and the gems the round after that, if not physically pulled from the chain itself, with a Strength check.

Area 11. Dexter Chamber of Suffocation (CR 7)

You enter a dark area, lit occasionally by a dim crackle of vermillion energy, across the seemingly bare space. The air seems thin, as though you were climbing through a mountain pass.

Creatures: A virtually identical suspiradaemon maintains this space, as in Area 11. Combat behavior for both is as follows; 1st round—if the intruders are not using Stealth, the daemon attempts to summon lacridaemons (35%, 1-3), 2nd round—the daemon uses cloud-kill if no lacridaemons are summoned, and hides with Stealth if they are; it finds a victim to strangle and does so on subsequent rounds. If a victim escapes, it will use

SUSPIRADAEMON



concussive gasp to get the upper hand, and attack again. Sundering the daemons' soul gem chain will drive it into a frenzy attacking the thief above all others.

SUSPIRIDAEMON (CR 7)

hp 85 (see Appendix I)

Treasure: This daemon has the same type of necklace of soul gems, except it has a larger Grand Soul gem (2000 gp) and 6 basic souls (100 gp each). It will not hesitate to ingest a basic gem to give it fast healing 2 (see Soul Trade, Appendix V). The soul gems are recoverable as per the directions in the previous entry.

Area 12. Dragon Heart (CR 6)

This room glows not from the walls, but from a golden 10' disc that slowly rotates in the center of the room. A draconian creature with scales composed of multifaceted minerals is curled into a shimmering pile in the center of the disc. The ceiling depicts disturbing patterns of points of light on a black background.

The disc radiates strong conjuration and evocation magic. Coming into contact with the disc drains 1 point of Intelligence per round, unless a DC 27 Will save is made.

Creatures: The young crystal dragon – comatose, with a current Intelligence score of 0 – is currently serving as the 'heart' of Najim, in his own comatose state, as his unfathomable psuedobiology needs a powerful good creature to be a helpless slave to his heart's desire. To be woken, the dragon will have to somehow be moved from the disc (it weighs 500 lbs.) and have at least 1 point of Intelligence restored.

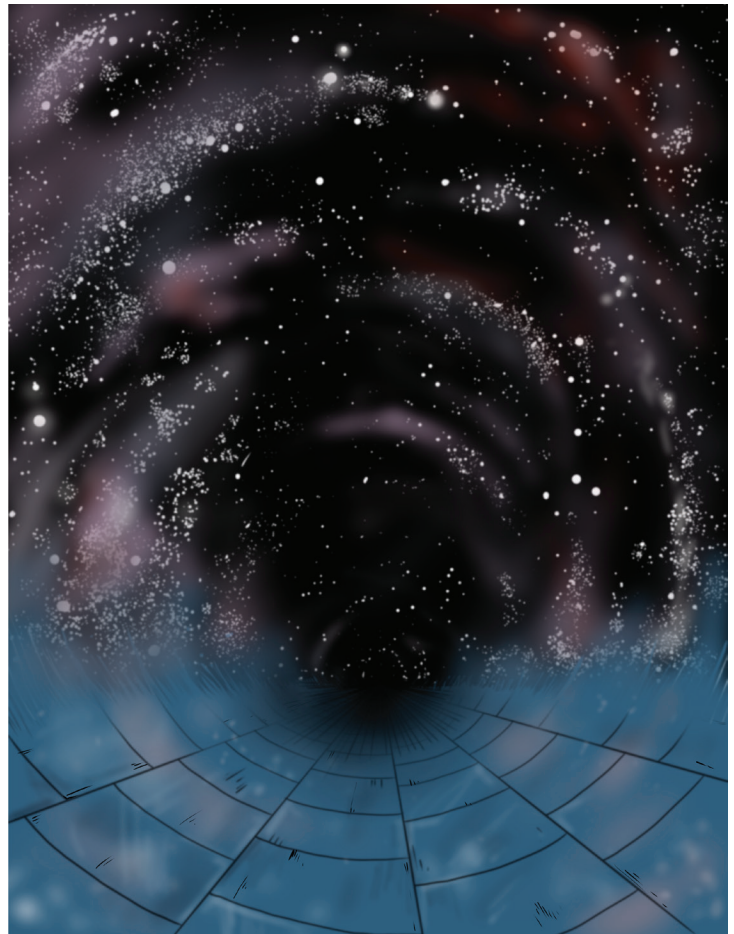
YOUNG CRYSTAL DRAGON (CR 6)

hp 66 (see Appendix I)

Treasure: The dragon weeps in its sleep, and the coalesced tears area are similar to jewels. Fifteen can be found scattered on the floor, each worth 100 gp.

Development: If the dragon is removed from the disc (or killed), a ball of coruscating energy will form over the disc, the prelude to another summoning of a 'heart' for Najim; in 1 hour a ki-rin will be fully summoned, and quickly made comatose.

The young dragon, upset and mentally impaired, will seek to leave the Domain, and will haltingly express



DESOLATE HALL

such, in Draconic and Undercommon-“HOME!”. If it is escorted to **Area 2**, or if the locks to **Areas 1** or **Area 7** opened for it, it will burrow away. Award the party experience as though they had defeated it.

Area 13. Desolate Hall

This area is utterly silent. The walls and ceiling are dotted with twinkling, starlike points of light. The air seems thin and cold.

This area has a connection to the Outer Spaces, and gravity is somewhat weak here. Though the walls seem to be of some invisible substance, the ceiling is not. Loose items under 20 lbs. will float away, and if any come in contact with the ceiling, will be lost into the vacuum of the Outer Spaces. Missile attacks, as well as Strength and Dexterity-based checks are all at -2.

Area 14. Adamantine Armory (CR 7)

The walls in this area do not glow- they bear a dull sheen that suggests high density, and bear blunt, harsh sigils. The end of the hallway widens into three short passageways, with thick metal walls separating each.

A DC 25 Linguistics check will determine the specificity of the sigils; a repetition of the concepts “Right” “Defeat the Enemy” and “Indestructible”. The decipherer will not be able to tell that they are actually in the ‘right’ arm of Najim (which is the rune’s intent) or the reference to ‘rightness’ of morality.

Trap: The three passages hold symbolic arms and armor of the might of Najim; but they are protected by his ‘fingers’ which will crush the unwary or the slow.

CRUSHING HAND OF NAJIM (CR 7)

Type mechanical; **Perception** DC 27; **Disable Device** DC 27 (see below)

EFFECTS

Trigger location; **Reset** automatic (1d12 days)

Effect 2 Atks +18 melee, 4d6 damage, or 12d6 damage if both hit the target

A Disable Device attempt assumes that a metal object is placed to brace the walls apart. If successful, the character retrieving the object gets in and out unharmed, and the bracing object gains the broken condition. If unsuccessful, the bracing object is destroyed, and the retriever receives the attacks, albeit with a reduction to +11 melee. A ‘crushed’ player, if killed, will be pulverized completely, as will all of his goods, unless the GM wishes to give certain items saving throws.

Treasure: The leftmost passage holds a mithral heavy shield, the center an adamantine aklys, and the rightmost an adamantine chain shirt.

Development: If any damage was taken here, and the party returns at a later date, a large grey ooze will be ‘cleaning up’ the mess.

GRAY OOZE, GIANT (CR 5)

hp 58 (see Appendix I)

Area 15. Warehouse of Forbidden Knowledge (CR 8)

A tubular hall with walls of glowing metal stretches into the distance. About twenty feet away, some kind of pillar rises from floor to ceiling. In the dim light, you can see opaque glass globes drifting through the hall towards and away from you.

Each globe (AC 10, hp 4, Move 10’) levitates itself and moves randomly, any given globe encountered will be random from the list under “Treasure”. There is no door

to Area 16, it is beyond the second pillar.

Trap: The globes do not detect as traps, and cannot be disabled as devices. *Dispel magic* vs. a target of 18 will disable a globe’s motive force, and it will shatter on the floor, releasing its effect.

Creatures: Lurking beyond the dimensional veil are two hounds of Tindalos, which will be allowed to enter this plane if any quasi-permanent angle is created in this area. Breaking a globe definitely creates angles, from the shards on the floor. Other actions by intruders could do so, as well. Each hound must have its own entry source, thus one globe for each hound. They will pursue their quarry wherever they are able.

HOUND OF TINDALOS (2) (CR 7)

hp 85 (see Appendix I)

Treasure: Each of the drifting globes has a phrase on it in Aklo that is one of the divine domains of Najim. They are numbered for randomization, and the effects/contents of each are listed.

1. **Artifice:** Contains a clockwork spy (see Appendix I) that will serve the opener faithfully.
2. **Dark Tapestry:** A crimson egg falls out, cracks open, and releases an alien creature called the emissary of the starfallen but appears as some kind of alien wasp. It attacks, and if killed extrudes an egg that hatches another ‘wasp’ that will serve its parent’s killer.
3. **Earth:** The opener is pulled through a portal into the Elemental Plane of Earth, unable to find another portal to **Area 1-8** (random) for 1 hour. There is a 20% chance they will have an encounter there.
4. **Knowledge:** An icy voice reveals the circumstances of the opener’s death; the opener is shaken for 24 hours.
5. **Metal:** Contains an adamantine gauntlet.
6. **Stars:** A permanent *hypnotic pattern* comes into being at eye level, DC 19 Will to resist. Every time the pattern is looked upon, the save must be made!
7. **Thought:** A burst of energy restores one spell slot to an opener who is a spellcaster; a non-spellcaster takes 1 Int damage

8. *Void*: The vacuum of space sucks all the air out the opener's body—they pass out, but when they awake in 10 rounds, they find they automatically pass the next three Will saves they are required to make, ie. "You feel mentally strong, now."

EMMISARY OF THE STARFALLENT (CR 4)

hp 47 (see Appendix II)

Development: Clockwork servants will arrive in an hour to rebuild the globes, and the will of Najim will refill them in 1 day—though not necessarily in the same manner! More hounds of Tindalos will be on hand, as well.

Area 16. The Hand of Magic (CR 7)

This chamber is roughly spherical, lit only by the glow of the tubular hall. In the center of the chamber, in the middle of space is a black figure, its face a glowing circle. Cables and spans of metal form a roughly spherical net around the figure, which holds objects in its hands.

This chamber is the hollow musculature of a hand, specifically Najim's hand, in the shape of a fist. Entering the net to reach the figure is a DC 20 Climb or Acrobatics check, or fall for 2d6 damage.

Treasure/Trap: The face of the figure is a mirror of guarding reflection—when mounted on the cable-suspended figure it functions as a *mirror of opposition* for the first being to look directly in it. A DC 27 Disable Device check is required to remove the mirror. The left hand of the figure holds a canister of *void dust*, the right hand, a metal tube containing a scroll of *call the void*.

Purple Duck Note: *The cursed crown of blasting in Area 13c. of Purple Mountain VII - The Well of Stars belongs on the figure's brow—returning it here will cause the mirror of guarding reflections to be released, with an audible click. If the crown even enters this chamber, the mirror will pulse, and not activate unless the Disable Device check fails. A DC 27 Use Magic Device check will note the connection between the two.*

Area 17. Chamber of Abasement

Beyond the heavy curtains, the chamber is a wide cylinder, with you standing on the curved side. Beneath you and on all sides are scenes of titanic battles between smooth-featured, giant-like beings with enormous, glowing eyes. A circular door, like the ones before but larger, is in the north wall. You sense an oppressive intelligence that seems to be pushing you away!

The door forward is locked (DC 20) Disable Device.

Area 18. Chamber of the Voice

[With a light source]

You enter a chamber with a bowl-like floor and ceiling, which depicts a swirling nexus of energy. A wall of transparent material stands between you and two chambers to the north. Out of swirling currents of mist appear a gem-eyed skull to the left, and a strange being—humanoid, but bug-eyed, pointy eared, and transparent, on the right.

[via Darkvision]

You enter a chamber with a bowl-like floor and ceiling, which depicts or contains a swirling nexus of energy. There are two chambers to the north. Within the center of the one on your left is a gem-eyed skull, and a strange being—humanoid, but bug-eyed, pointy eared, and transparent, on your right.

The panels that make up the north 'walls' are of "glassteel"; each 1 foot square has 30 hp and a hardness of 10. Note that darkvision alone will not see the 'glass' in a perfectly dark environment, using the second alternate description wording.

Areas 19a/b. Zones of The Word (CR 3/3)

This small chamber has dead black, featureless walls, but you can feel raw power thrumming from inside them.

If any deliberate sound is made here, all within are affected as though by a *sound burst* spell, taking 1d8 damage and making a DC 19 Fortitude save or be stunned for 1 round. One can touch a wall and use *clairaudience* on any place visualized, up to ½ mile away. This property has no limit to its use, but every use after the first requires a DC 17 Fortitude save to avoid being deafened, as the spell. The secret doors in each of the zones can be found with a DC 20 Perception check. They are not trapped, as such, but a check to search for traps reveals that the hinges that move the doors are almost

stuck, and will squeak loudly unless lubricated in some way, triggering the *sound burst* effect. The effect cannot be deactivated by anything other than a *silence* spell or similar magic.

Development: This power may be used to listen in on other levels of Purple Mountain, if the GM allows, likely limited to levels VI and VIII.

Area 20a. Chamber of Vision (CR 7)

The walls of this chamber are festooned with faintly glowing, and slowly pulsing lines and nodes of energy. In the absolute center of the chamber is a swirling nexus of energy. Floating in this nexus is a jewel-eyed skull coated in some metallic substance.

A being that stands within the ‘nexus of energy’ cannot perceive anything with his physical body, but may use *clairvoyance* on any area they request, up to ½ a mile away. They may break the connection and move out of the nexus at any time that they wish.

Creatures: Floating in this chamber is an animated skull, the adamantine-coated body part of “The Last Faithful’s” mate—its familiar, as well. The skull possesses, in one of its eye sockets, an *eye of the void* (see Appendix III), from which it launch a gaze attack using the most efficient pattern. After that attack, it will taunt any intruders loudly, threatening all kinds of foul magic and doom each round. It has only the powers listed in the appendix entry.

Suggested Random Dooms:

- “The blistering blast of my breath will roast you alive!”
- “My gaze will boil the flesh from your bones!”
- “Your body shall be mine to carry me to your world’s doom!”
- “I shall eternally eat your internal organs!”
- “Gorgathar na yadigg vo sumalla Karethekeon!” [means nothing...]
- “Your appearance is repulsive and your maternal parent chose your apparel in a vindictively humorous manner!”

ANIMATED SKULL FAMILIAR

hp 29 (see Appendix II)

Treasure: The *eye of the void* cannot be recovered from the skull if any hit-point damage are done in excess of the animated skull’s hit points—otherwise, it will be pulverized along with the skull.



Development: The power of the nexus may be used to view other levels of Purple Mountain, if the GM allows, likely limited to levels VI and VIII.

Area 20b. The Last Faithful (CR 7)

The walls of this chamber are festooned with faintly glowing, and slowly pulsing lines and nodes of energy. In the absolute center of the chamber is a swirling nexus of energy. Emerging from this nexus is a bizarre, transparent being, bug-eyed and pointy-eared, like no humanoid race you have ever seen.

As in **Area 20a**, a being that stands within the ‘nexus of energy’ cannot perceive anything with his physical body where they are; they may use *clairvoyance* on any area they request, up to ½ a mile away. They may break the connection and move out of the nexus at any time that they wish.

Creatures: The strange being thinks of itself as “The Last Faithful” is the ghost of a member of a lower race from Najim’s reality, probably its first worshiper and acolyte. Volunteering to accompany Najim to its new reality, it survived the journey only to perish during the attack by the two ambushing gods. Its body vaporized, it exists

only to try and preserve the purpose of Najim, though it is confused by death as to how to do that. It can consistently use its corrupting gaze power through the “glassteel”, and either must be lured through that barrier or confronted in its chamber to battle physically, though channeled energy can pass through the glassteel.

THE LAST FAITHFUL (CR 7)

hp 45; (see Appendix II)

Treasure: Placed around the perimeter of this chamber are items created to be relics of Najim’s church, never sanctified. They include an ornate portable altar (450 gp), two sets of gilt-edge authoritative vestments (450 gp each) and a pair of platinum holy symbols of Najim (500 gp each).

Development: The power of the nexus may be used to view other levels of Purple Mountain, if the GM allows, likely limited to levels VI and VIII. “The Last Faithful” will rejuvenate in the manner of ghosts in 2d4 days, unless Najim is freed from his comatose state to again tread the Multiverse. If the PCs know enough to somehow convince it that they can bring about Najim’s return, it will howl in joy and disintegrate into a handful of dust, equivalent to a dose of *void dust*.

Area 21. Chamber of the Neh-Thalgggu (CR 8)

This irregular chamber resembles half of a globe turned on its side. Dotting the north wall are small shelves holding faintly glowing tablets with what appear to be runes upon them. A vilely glowing black sphere is attached to the ceiling by a metal framework. Far more distracting than these features is the large, bizarre creature that turns to face you, a crab-like nightmare with a lamprey mouth, twitching eyes on its legs, and several blisters on its back that seem to hold humanoid brains. In a voice that seems to scream from nowhere and everywhere, you hear “Do you know the Hidden God?”

The sinister sphere on the ceiling is an immovable device that creates a portal to the Plane of Abbadon, releasing 1 cacodaemon for every round that a living or magical organ is touching it. As this is a portal and not a summoning effect, the cacodaemons are here permanently, thus creating a food source for the brain collector, as well as amusement. If a summon spell is cast upon the sphere, a daemon of a Challenge Rating of 1 higher than the summon spell can be called forth.

Creatures: The nightmarish creature, guardian of the cerebral spaces of Najim is a brain collector (or neh-thalgggu), foul aberration of the nether spaces and would-be Hand of whatever high priest eventually comes to revive the cult of the Betrayed. It endlessly pores over the sacred tiles on the walls of the cerebral chamber, summoning monsters to torture and interrogate,

NEH-THALGGU (CR 8)

hp 105 (see Appendix I)

Treasure: The rune-tablets that the neh-thalgggu obsesses over are representatives of all of the symbols of magical writing, for the 26 ‘letters’ of the magical alphabet. Each is also a single spell-scroll, weighs ½ a pound, with 2 hardness and 2 hp. They are: A-*augury* (150 gp), B- *blessing of the mole* (375 gp), C-*comprehend languages* (50 gp), D-*detect thoughts* (150 gp), E-*expeditious excavation* (50 gp), F-*feather fall* (50 gp), G-*guiding star* (375 gp), H-*heat metal* (150 gp), I-*instrument of agony* (150 gp), J-*jury-rig* (50 gp), K-*know the enemy* (50 gp), L-*levitate* (150 gp), M-*mask of the void* (see Appendix IV; 1,125 gp), N-*nondetection* (375 gp), O-*obscure object* (375 gp), P-*planar binding* (1,650 gp), Q-*qualm* (150 gp), R-*raging rubble* (375 gp), S-*summon monster II* (150 gp), T-*transmute rock to mud* (1,125 gp), U-*unshakeable chill* (150 gp), V-*vampiric touch* (375 gp), W-*wandering star motes* (700 gp), X-*x-ray vision* (see Appendix IV; 1,125 gp), Y-*youthful appearance* (50 gp), Z-*zone of truth* (150 gp)

Development: Stacking the rune-tablets for N, A, J, I, and M on top of one another causes them to glow and develop an aura of transmutation (DC 17 Spellcraft to identify). If a further transmutation spell of any level, or a DC 17 Use Magic Device check is made while manipulating the tablets, the *Star-Shard of Najim* (see Appendix III) will be created, a minor artifact meant to further the power of Najim on Porphyra.

Conclusion

Consequences of the adventure within The Domain of the Hidden God depend heavily on what the party discovers in and about the comatose body of the Star-fallen. Many of the treasures within the Domain would be recognized as sacred to the few faithful of Najim, and would definitely shift their mad attention to the party. If the party awakens Najim, the consequences for the world would be significant, to say the least! Emergence

of new cults (see Appendix V), an upsurge in daemon activity and technological advancement would be definitely evident in the next year or so. The party may have much to answer for...

Should Najim not be awakened, but knowledge of his existence made widely known, the party may be obligated to suppress that possibility, maybe by sealing passages, cleaning out neighboring levels of Purple Mountain in a kind of quarantine, or hunting down vestiges of existing Najimite cults. A series of regularly-applied *consecrate* spells would probably blunt the comatose god's purpose on Porphyra.

Appendix I: Dungeon Monsters

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

Clockworks

Clockworks are constructs created through a fusion of magic and technology. They have the following traits unless otherwise noted.

- **Winding (Ex)** Clockwork constructs must be wound with special keys in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.
- **Vulnerable to Electricity:** Clockwork constructs take 150% as much damage as normal from electricity attacks.
- **Swift Reactions (Ex)** Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.
- **Difficult to Create (Ex)** The time and gp cost required to create a clockwork is 150% of normal. Construction requirements in individual clockwork monster entries are already increased.

Clockwork Servant

This four-armed, human-sized clockwork construct balances on three legs that rise into a central body.

CLOCKWORK SERVANT (CR 2; XP 600)

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 16, touch 14, flat-footed 12

(+2 Dex, +2 dodge, +2 natural)

hp 31 (2d10+20); **fast healing** 2

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

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 (entangle)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative^B, Lightning Reflexes^B

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Clockwork Soldier

Cogs and gears are visible in the gaps of this metallic creature's armor. It wields a polearm as it stands ready at attention.

CLOCKWORK SOLDIER (CR 6; XP 2,400)

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 14, flat-footed 16

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

hp 64 (8d10+20)

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

DR 5/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +18/+13 (1d10+13/x3)

Special Attacks latch

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +8; **CMB** +17 (+19 disarm); **CMD** 31 (33 vs. disarm)

Feats Improved Initiative^B, Lightning Reflexes^B

SQ efficient winding, proficient, standby, swift reactions

SPECIAL ABILITIES

Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.

Latch (Ex) Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.

Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

Clockwork Spy

This tiny steel creature has one oversized eye, a spherical body, and several spiderlike legs of grinding metal.

CLOCKWORK SPY (CR 1/2; XP 200)

N Tiny construct (clockwork)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 15, flat-footed 12
(+1 Dex, +2 dodge, +2 size)

hp 5 (1d10)

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

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee slam +3 (1d2)

Special Attacks record audio, self-destruct

STATISTICS

Str 10, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative^B, Lightning Reflexes^B

Skills Climb +2, Fly –3, Stealth +11; **Racial Modifiers** +2 Climb, +2 Stealth

SQ swift reactions, winding

SPECIAL ABILITIES

Record Audio (Su) A clockwork spy can record nearby sounds as a swift action, archiving all sound within a 20-foot spread onto a small gemstone worth 50 gp embedded in its body. The clockwork spy can record up to 1 hour of sound per Hit Die it possesses. Starting and stopping playback of recorded sound is a swift action. Removing a gemstone or installing a gemstone into a clockwork spy requires a DC 25 Disable Device check as a full-round action—failure does not damage the gemstone but does erase any recorded sounds on the gemstone. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals—a spy can be ordered to start recording sound as soon as a humanoid (human) or an aberration comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a gemstone that already contains a recording.

Self-Destruct (Su) Unless specifically programmed otherwise by its creator, a clockwork spy explodes 1 round after it is destroyed. During this round, the thing shrieks and thrashes about as if undergoing convulsions. On what would normally have been the clockwork spy's next action, it explodes, dealing 1d6 points of fire damage in a 5-foot radius (Reflex DC 10 for half damage). A DC 20 Disable Device check made as a standard action can halt the spy's self-destruct sequence, but does not prevent it from dying. A clockwork spy that self-destructs automatically destroys its gemstone, along with any information contained inside it. The save DC is Constitution-based.

Daemon, Ceustodaemon

This brown, shaggy-furred beast stands on slate grey hooves. Its head resembles that of a maniacal horned ape.

CEUSTODAEMON (CR 6; XP 2,400)

NE Large outsider (daemon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +15

DEFENSE

AC 20, touch 10, flat-footed 19

(+1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

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

DR 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +11 (2d6+4), 2 claws +11 (1d6+4)

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

Special Attacks breath weapon (30-ft. cone; 6d6 fire damage; R-DC 17 for half; usable once every 1d4 rounds)

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dimension door*

3/day—*dispel magic*, *fly*

1/day—*hold monster* (W-DC 17), *slow* (W-DC 15)

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +8; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Power Attack, Step Up

Skills Bluff +13, Intimidate +11, Knowledge (planes) +9, Perception +15, Sense Motive +15, Stealth +8, Survival +9

Languages Abyssal, Infernal; telepathy 100 ft.

SQ drawn to service

SPECIAL ABILITIES

Drawn to Service (Su) When brought to another plane with a *planar binding* or *planar ally* spell (or any similar calling effect), ceustodaemons take a -5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a -5 penalty on saves against *binding*, *planar binding*, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Daemon, Lacridaemon

Sobbing uncontrollably, this gray-skinned creature possesses thin legs ending in black cloven hooves, as well as a ferocious, manic grin. Its flesh is torn and scratched even down to the tip of its misshapen tail, while a patchwork sheet of dirty ice covers its body. Its tears sizzle violently as they hit the ground.

LACRIDAEMON (CR 3; XP 800)

NE Medium outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +8

Aura weeping aura 100 ft.

DEFENSE

AC 15, touch 13, flat-footed 12

(+3 Dex, +2 natural)

hp 30 (4d10+8)

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

DR 5/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 14

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+2 plus 1d4 acid and poison), 2 claws +7 (1d4+2 plus 1d4 acid)

Special Attacks poisonous tears

Spell-Like Abilities (CL 4th; concentration +5)

Constant—*detect good*, *detect magic*

At will—*pass without trace*

3/day—*overwhelming grief* (W-DC 14), *teleport* (self plus 50 lbs. of objects only)

1/day—*hold person* (W-DC 14), *invisibility*, *snare*, *summon* (level 4, 1 lacridaemon, 50%)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 11, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 19

Feats Improved Initiative, Weapon Focus (claws)

Skills Acrobatics +10 (+14 jump), Bluff +8, Climb +9, Perception +8, Sense Motive +8, Stealth +10

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Poisonous Tears (Su) A lacridaemon's tears are poisonous to other creatures. As a move action that provokes an attack of opportunity, a lacridaemon can coat both of its claws with its tears, giving its next attack the possibility of poisoning its victim. A lacridaemon must attack with its claws on the same round or the round immediately after it applies its tears in order to use this ability; after that time, the tears lose their potency. Once it has attacked a creature using its tear-coated claws, a lacridaemon must reapply the tears again in order to use this ability. A lacridaemon's bite attack is always treated as having its poisonous tears applied to it.

Lacridaemon poison: Injury; *save* F-DC 14; *frequency* 1/round for 6 rounds; *effect* 1 Wis plus staggered for 1 round; *cure* 2 consecutive saves.

Weeping Aura (Su) A lacridaemon emits an invisible aura that sounds like the whimpers of a crying child. The whimpers sound almost as if they're coming from all directions at once, or perhaps from one's own mind, disorienting those within the aura's area. Any creature that enters this area takes a -5 penalty on Survival checks

to avoid becoming lost. Creatures within the aura's range need not be able to physically hear the whimpers in order to be affected by this ability (and those who try to identify its origin so they can get nearer take a –5 penalty on their Perception checks to do so). A lacridaemon can suppress or reactivate its aura as a free action, and the effects from multiple lacridaemon auras stack (up to a maximum penalty of –20). This aura is a sonic, mind-affecting effect.

Daemon, Suspiridaemon

This tall, three-legged fiend possesses an avian body and head, save for its gangly arms, which end in thin, clawlike fingers. Its scrawny neck is adorned with three thick iron rings, and a grotesquely long, barbed tongue resembling an octopus's tentacle winds out of its oversized beak. Burst blood vessels fill the creature's wide eyes, and reddish speckled blotches cover its cyanotic flesh.

SUSPIRIDAEMON (CR 7; XP 3,200)

NE Medium outsider (daemon, evil, extraplanar)

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

Aura thin air

DEFENSE

AC 20, touch 14, flat-footed 16
(+3 Dex, +1 dodge, +6 natural)

hp 85 (9d10+36)

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

DR 10/good or silver; **Immune** acid, disease, death effects, poison; **Resist** cold 10, electricity 10, fire 10, sonic 30; **SR** 18

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d4+4), tongue +8 (1d6+6/19–20 plus grab)

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

Special Attacks concussive gasp, constrict (1d6+6), strangle, suffocate

Spell-Like Abilities (CL 9th; concentration +13)

At will—*death knell* (W-DC 16), *ghoul touch* (F-DC 16), ray of enfeeblement

3/day—*stinking cloud* (F-DC 17), *vampiric touch*

1/day—*cloudkill* (F-DC 19), summon (level 4, 1d3 lacridaemons 35%)

STATISTICS

Str 19, **Dex** 17, **Con** 18, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +9; CMB +13 (+17 grapple); **CMD** 27

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Critical (tongue), Improved Initiative

Skills Climb +16, Diplomacy +16, Intimidate +16,

Knowledge (nature) +14, Knowledge (planes) +14, Perception +14, Sense Motive +14, Stealth +15

Languages Abyssal, Draconic, Infernal (cannot speak); telepathy 100 ft.

SQ no breath

SPECIAL ABILITIES

Concussive Gasp (Su) Once per day, a suspiridaemon can inhale with such sudden force as to evacuate the air in its proximity, causing a sudden wave of air pressure from the implosion. Every creature within 30 feet must make a DC 18 Fortitude save or take 5d6 points of sonic damage and become sickened for 1d4 rounds. Any creature that makes a successful save takes only half damage and is not sickened. A suspiridaemon cannot perform this ability if it is currently grappling a creature with its tongue. The save DC is Constitution-based.

Strangle (Ex) Suspiridaemons have an unerring talent for seizing their victims by the neck. A creature that is grappled by a suspiridaemon cannot speak or cast spells with verbal components.

Suffocate (Ex) A creature affected by the daemon's strangle ability cannot breathe and must hold its breath. Because of the daemon's thin air aura, this can quickly render an opponent unconscious.

Thin Air (Su) A suspiridaemon's aura makes the air around it difficult to breathe. Creatures that need to breathe can only hold their breath half as long as normal while within this aura, and suffer from altitude sickness as if in a low peak or high pass (see Altitude Zones in the *Pathfinder Core Rulebook*).

Daemon, Venedaemon

Silken robes drape this androgynous fiend's form, providing only an outline of the body beneath. Claw-tipped tentacles emerge from the cuffs, clutching wands and soul gems, while below its robe's margins, its multiple-jointed legs—almost like a reptilian insect's—end in clawed, three-toed chitinous feet. Its face remains perpetually covered by a dark veil, and a trio of long, forked tongues periodically emerges from its rounded mouth and tastes the air around its thin lips.

VENEDAEMON (CR 5; XP 1,600)

NE Medium outsider (daemon, evil, extraplanar)

Init +6; **Senses** *arcane sight*, darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 12, flat-footed 16
(+2 Dex, +6 natural)

hp 51 (6d10+18)

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

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

OFFENSE

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

Melee 2 tentacles +6 (1d6)

Special Attacks arcane soul-crush

Spell-Like Abilities (CL 6th; concentration +11)

Constant—*arcane sight*

3/day—*dimension door*, *dispel magic*, *slow*

1/day—*summon* (level 3, 1 cacodaemon, 75%)

Spells Known (CL 6th; concentration +11)

3rd (4/day)—*hold person* (W-DC 18)

2nd (6/day)—*invisibility*, *scorching ray*

1st (8/day)—*charm person* (W-DC 16), *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *arcane mark*, *bleed* (W-DC 15), *mage hand*, *prestidigitation*, *ray of frost*, *read magic*

STATISTICS

Str 11, **Dex** 15, **Con** 16, **Int** 22, **Wis** 16, **Cha** 21

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

Feats Combat Casting, Eschew Materials^B, Improved Initiative, Magical Aptitude

Skills Bluff +14, Disguise +11, Fly +11, Intimidate +14, Knowledge (arcana) +15, Knowledge (planes) +15, Knowledge (religion) +12, Perception +12, Sense Motive +12, Spellcraft +17, Stealth +11, Use Magic Device +16

Languages Abyssal, Aquan, Celestial, Common, Draconic, Ignan, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Arcane Soul-Crush (Su) A venedaemon may consume a held soul gem as a swift action, allowing it to cast any of its spells known without using a spell slot. For the daemon to use this ability, the consumed gem must contain the soul of a creature with Hit Dice equal to or greater than the spell level of the desired spell.

Dragon, Crystal

This brilliantly colored dragon has scales, teeth, and claws made of multicolored crystal, and its wings are sheets of flexible glass.

YOUNG CRYSTAL DRAGON (CR 6; XP 2,400)

CG Medium dragon (earth, extraplanar)

Init +2; **Senses** dragon senses, tremorsense 30 ft.; Perception +11

DEFENSE

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

hp 66 (7d12+21)

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

Immune paralysis, sleep, sonic

OFFENSE

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

Melee bite +10 (1d8+4), 2 claws +10 (1d6+3), 2 wings +5 (1d4+1)

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

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

Spell-Like Abilities (CL 7th; concentration +11)

At will—*color spray* (W-DC 15)

STATISTICS

Str 17, **Dex** 14, **Con** 17, **Int** 12, **Wis** 13, **Cha** 18

Base Atk +7; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Deceitful, Great Fortitude, Lightning Reflexes, Power Attack

Skills Bluff +16, Climb +21, Disguise +6, Fly +12, Intimidate +14, Knowledge (dungeoneering) +11, Perception +11, Stealth +12

Languages Draconic, Undercommon

SQ razor sharp

SPECIAL ABILITIES

Razor Sharp (Sp) All of a crystal dragon's natural attacks deal slashing damage.

Elemental, Mud

This animate pile of mud seems barely able to maintain the semblance of a humanoid form made of dripping sludge.

MEDIUM MUD ELEMENTAL (CR 3; XP 800)

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

Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

DEFENSE

AC 16, touch 10, flat-footed 16
(+6 natural)

hp 30 (4d10+8)

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

Immune acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee slam +7 (1d6+4 plus entrap)

Special Attacks entrap (F-DC 14, 10 minutes, hardness 5, hp 5)

STATISTICS

Str 16, **Dex** 10, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 17

Feats Cleave, Improved Bull Rush, Power Attack
Skills Climb +8, Escape Artist +5, Knowledge (planes) +2, Perception +7, Stealth +5, Swim +11

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing mud elemental can pass through dirt, gravel, or other loose or porous solid matter as easily as a fish swims through water. It cannot use this ability to pass through a solid barrier such as a stone or brick wall. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Entrap (Ex) The mud from an elemental's entrap ability can be washed away in 1d3 rounds of immersion in water.

HUGE MUD ELEMENTAL (CR 7; XP 3,200)

N Huge outsider (earth, elemental, extraplanar, water)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 16
(+3 Dex, +1 dodge, +8 natural, -2 size)
hp 95 (10d10+40)

Fort +11, **Ref** +10, **Will** +3

DR 5/—; **Immune** acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee 2 slams +15 (2d6+7 plus entrap)

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

Special Attacks entrap (F-DC 19, 10 minutes, hardness 5, hp 15)

STATISTICS

Str 24, **Dex** 16, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19; **CMD** 33

Feats Cleave, Dodge, Great Cleave, Greater Bull Rush, Improved Bull Rush, Power Attack

Skills Climb +17, Escape Artist +13, Knowledge (planes) +7, Perception +13, Stealth +8, Swim +15

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing mud elemental can pass through dirt, gravel, or other loose or porous solid matter as easily as a fish swims through water. It cannot use this ability to pass through a solid barrier such as a stone or brick wall. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing mud elemental flings the elemental back 30

feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Entrap (Ex) The mud from an elemental's entrap ability can be washed away in 1d3 rounds of immersion in water.

Gray Ooze, Giant

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

GRAY OOZE (CR 5; XP 1,600)

N Large ooze

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

DEFENSE

AC 6, touch 4, flat-footed 6
(-5 Dex, +2 natural, -1 size)

hp 58 (4d8+40)

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

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

OFFENSE

Speed 10 ft.

Melee slam +7 (1d8+5 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d8+5 plus 1d6 acid)

STATISTICS

Str 20, **Dex** 1, **Con** 30, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

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

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

Green Slime

(CR 4) This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Hound of Tindalos

This gaunt, long-limbed quadruped has huge, soulless eyes and a toothy maw. The lean creature moves with a predatory grace.

HOUND OF TINDALOS (CR 7; XP 3,200)

NE Medium outsider (evil, extraplanar)

Init +9; **Senses** darkvision 120 ft.; Perception +18

DEFENSE

AC 20, touch 15, flat-footed 15

(+5 Dex, +5 natural)

hp 85 (10d10+30)

Fort +10, **Ref** +12, **Will** +8

DR 10/magic; **Immune** mind-affecting effects, poison

OFFENSE

Speed 40 ft.

Melee bite +15 (2d6+3), 2 claws +15 (1d8+3)

Special Attacks ripping gaze

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*air walk*

At will—*fog cloud*, *invisibility*, *locate creature*

3/day—*dimensional anchor*, *discern location*, *greater scrying* (W-DC 20), *haste*, *slow* (W-DC 16)

STATISTICS

Str 17, **Dex** 21, **Con** 16, **Int** 16, **Wis** 21, **Cha** 16

Base Atk +10; **CMB** +13; **CMD** 28 (32 vs. trip)

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Vital Strike, Weapon Finesse

Skills Acrobatics +18 (+22 jump), Intimidate +16,

Knowledge (arcana) +16, Knowledge (geography) +13,

Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +18, Survival +18

Languages Aklo

SQ angled entry, otherworldly mind

SPECIAL ABILITIES

Angled Entry (Su) Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use *greater teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 10th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

Otherworldly Mind (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must make a DC 18 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Ripping Gaze (Su) 5d6 slashing damage, 30 feet, Fortitude DC 18 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze can be defeated by damage reduction, but it bypasses DR/magic and slashing. The save DC is Charisma-based.

Machine Soldier

A metal construct advances toward you. Its eye glow with intelligence.

MACHINE SOLDIER (CR 4; XP 1,200)

Animated object fighter 1

N Medium construct (robot)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 42 (4d10+21)

Fort +3, **Ref** +3, **Will** -3

Defensive Abilities hardness 10; **Immune** construct traits

Vulnerable critical hits, electricity

OFFENSE

Speed 30 ft.

Melee mwk longsword +8 (1d8+4/19-20), mwk short

sword +7 (1d6+2/19–20)

Ranged mwk light crossbow +8 (1d8/19–20)

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** 13, **Wis** 3, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 20

Feats Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Climb +11, Perception +3, Sense Motive +3

Languages Common, Goblin

SQ Construction Points (metal)

Gear masterwork light crossbow with 10 bolts,

Mephit

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

MEPHIT (CR 3; XP 800)

N Small outsider (varies)

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

DEFENSE

AC 17, touch 14, flat-footed 14

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

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

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

DR 5/magic

OFFENSE

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

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

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)

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Earth Mephit (Earth)

Earth mephits are commonly found on the Plane of Earth. These mephits are plodding and humorless.

- **Fast Healing:** Works only while underground.
- **Breath Weapon:** A cone of rocks that deals 1d8 bludgeoning damage.
- **Change Size:** Once per day, an earth mephit can enlarge one size category, as *enlarge person*, except that it only works on the earth mephit. This power acts as a 2nd-level spell.
- **Spell-Like Abilities:** *soften earth and stone* 1/day

Salt Mephit (Earth)

Salt mephits are commonly found on the Plane of Earth. These mephits are cruel and aloof.

- **Fast Healing:** Works only in arid environments.
- **Breath Weapon:** A cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Dehydrate (Su):** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities:** *glitterdust* 1/hour.

Neh-Thalggu

This crab-like nightmare has a lamprey mouth, twitching eyes on its legs, and several blisters along its back that hold human brains.

NEH-THALGGU (CR 8; XP 4,800)

CE Large aberration

Init +7; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 19, flat-footed 18

(+3 Dex, +2 natural, +7 insight, –1 size)

hp 105 (10d8+60)

Fort +9, **Ref** +6, **Will** +11

DR 10/magic; **Immune** confusion effects; **SR** 19

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +13 (1d8+7 plus poison), 2 claws +13 (1d6+7)

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

Special Attacks rend (2 claws, 2d6+7)

Sorcerer Spells Known (CL 7th; concentration +17)
3rd (5/day)—*major image* (Wd-DC 16), *suggestion*

(DC 16)

2nd (7/day)—*create pit* (R-DC 15), *summon monster II*, *touch of idiocy*

1st (7/day)—*comprehend languages*, *magic missile*, *ray of enfeeblement* (F-DC 14), *shield*, *unseen servant*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 24, **Dex** 16, **Con** 23, **Int** 19, **Wis** 18, **Cha** 17

Base Atk +7; **CMB** +15; **CMD** 35 (cannot be tripped)

Feats Arcane Strike, Extend Spell, Combat Reflexes, Eschew Materials^B, Improved Initiative, Power Attack

Skills Fly +15, Knowledge (arcana, dungeoneering, and planes) +23, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +12, Use Magic Device +16

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy (100 feet)

SQ brain collection, strange knowledge

SPECIAL ABILITIES

Brain Collection (Ex) A neh-thalggu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to AC, concentration checks, and Knowledge checks. A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalggu that has fewer than seven brains gains one negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

Poison (Ex) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage and staggered; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells A neh-thalggu casts spells as a 7th-level sorcerer. For each negative level it takes from missing brains, its caster level is reduced by 1. A neh-thalggu with no collected brains cannot cast any of its spells.

Strange Knowledge (Ex) All Knowledge skills are class skills for neh-thalggus.

Ochre Jelly

This yellow-orange amoeboid creature slithers across the ground, pseudopods grasping ahead of its slow approach.

OCHRE JELLY (CR 5; XP 1,600)

N Large ooze

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

DEFENSE

AC 4, touch 4, flat-footed 4

(–5 Dex, –1 size)

hp 63 (6d8+36)

Fort +8, **Ref** –3, **Will** –3

Defensive Abilities split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

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

Special Attacks constrict (2d4+3 plus 1d4 acid)

STATISTICS

Str 14, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

Skills Climb +10

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Otyugh, Fiendish Mutant

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

OTYUGH (CR 6; XP 2,400)

Variant fiendish mutant otyugh

N Large aberration (augmented magical beast)

Init +0; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 19, touch 9, flat-footed 19

(+10 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +5, **Will** +2

DR 5/good; **Immune** disease, radiation; **Resist** cold 10, fire 10

Weakness fractured mind

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+8 plus disease), 3 tentacles +9

(1d6+4 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+3), smite law 1/day (+5 damage)

STATISTICS

Str 26, **Dex** 10, **Con** 19, **Int** 9, **Wis** 11, **Cha** 4

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 23 (25 vs. trip)

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

Skills Escape Artist +2, Perception +13, Stealth -2 (+6 in lair); **Racial Modifier** +4 Perception, +8 Stealth in lair

Languages Common, (or Femanx)

SQ mutation (armored, extra arm)

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; *save* Fortitude DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based; the diseases carried by otyughs are modified by their unique and magical physiology so the DCs are calculated and do not use standard values.

Fractured Mind (Ex) When the fiendish mutant otyugh fails a Will save, it is confused for 1 round.

Phase Spider

This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur.

PHASE SPIDER (CR 5; XP 1,600)

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 14
(+3 Dex, +5 natural, -1 size)

hp 51 (6d10+18)

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

Defensive Abilities ethereal jaunt

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (2d6+7 plus poison and grab)

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

Special Attacks ethereal ambush

STATISTICS

Str 20, **Dex** 17, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25 (37 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Perception +6, Stealth +7

Languages Aklo

SPECIAL ABILITIES

Ethereal Ambush (Ex) A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 8 rounds; *effect* 1d2 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Will-o'-Wisp

This faintly glowing ball of light bobs gently in the air, the nebulous image of what might be a skull visible somewhere in its depths.

WILL-O'-WISP (CR 6; XP 2,400)

CE Small aberration (air)

Init +13; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 26, touch 26, flat-footed 16

(+5 deflection, +9 Dex, +1 dodge, +1 size)

hp 40 (9d8)

Fort +3, **Ref** +12, **Will** +9

Defensive Abilities natural invisibility; **Immune** magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +16 touch (2d8 electricity)

STATISTICS

Str 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +0; **CMD** 24

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25

Languages Aklo, Common

SQ feed on fear

SPECIAL ABILITIES

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) Will-o'-wisps have the ability

to extinguish their natural glow as a move action, effectively becoming *invisible*, as per the spell.

Wraith

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

WRAITH (CR 5; XP 1,600)

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifestense; Perception +10

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14
(+5 deflection, +3 Dex)

hp 47 (5d8+25)

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

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

Special Attack create spawn

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifestense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight

ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Xill

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.

XILL (CR 6; XP 2,400)

LE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 17
(+4 Dex, +5 natural, +2 shield)

hp 67 (9d10+18)

Fort +8, **Ref** +10, **Will** +6

SR 17

OFFENSE

Speed 40 ft.

Melee short swords +13/+13/+8 (1d6+3/19–20), claw +13 (1d4+3 plus grab), bite +7 (1d3+1 plus paralysis), or 4 claws +13 (1d4+3 plus grab), bite +12 (1d3+3 plus paralysis)

Ranged 2 longbows +13 (1d8/x3)

Special Attacks implant, paralysis (1d4 hours, F-DC 16)

STATISTICS

Str 17, **Dex** 18, **Con** 14, **Int** 15, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 26

Feats Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw, short sword)

Skills Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +13, Sense Motive +13, Stealth +14

Languages Common, Infernal

SQ multiweapon mastery, planewalk

SPECIAL ABILITIES

Implant (Ex) As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each at-

tempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Multiweapon Mastery (Ex) A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Planewalk (Su) A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

Appendix II: New Monsters/NPCs

The following new monsters and NPCs appear in the seventh level of Purple Mountain. They are arranged here in alphabetical order.

Emissary of the Starfallen

A distorted replica of an earthly wasp grown nightmarishly large and electrified, this slate-blue insectoform crackles and buzzes as it approaches.

EMISSARY OF THE STARFALLEN (CR 4; XP 1,200)

NE Large magical beast

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

DEFENSES

AC 19, touch 13, flat-footed 15

(+3 Dex, +1 dodge, +6 natural, -1 size)

hp 47 (5d10+20)

Fort +8, **Ref** +3, **Will** +2

DR 5/adamantine

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee sting +9 (1d6+6 plus 2d6 electricity plus poison)

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

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

At-Will—*dark light* (F-DC 16), *detect thoughts* (W-DC 15)

STATISTICS

Str 18, **Dex** 16, **Con** 18, **Int** 4, **Wis** 13, **Cha** 17

Base Atk +5; **CMB** +10; **CMD** 24

Feats Dodge, Mobility, Weapon Focus (sting)

Skills Fly +10, Stealth +5

SQ no breath

ECOLOGY

Environment outer spaces, underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Wisdom damage; *cure* 1 save.

These insectoid creatures are the would-be emissaries and heralds of the nascent demi-deity Najim the Starfallen. They resemble giant wasps but are more mechanical-looking, a possess an electrical sting generated by their internal organs. It is likely that they are a low-level life-form on Najim's planet and dimension of origin, maybe some source of food or mascot for the dominant races there. Emissaries of Najim are extremely skilled hunters, psychically tracking their prey and stunning them with flares from their dark light power, which suggests that their home environment is extremely dark.

As emissaries of Najim are, so far, extremely rare on the Material Plane, it is unknown what their feeding and reproductive habits are, but it can be conjectured that they are similar to a giant wasp's. Emissaries of Najim are somewhat intelligent, however, and can be assumed



to be very cunning in their hunting and defensive behavior, even more so if it is discovered that they possess social behavior or a hive mind.

THE LAST FAITHFUL (CR 7; XP 3,200)

Male humanoid ghost adept 7

NE Medium undead (augmented humanoid, incorporeal)

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

DEFENSE

AC 13, touch 13, flat-footed 12

(+2 deflection, +1 Dex)

hp 45 (7d8+14)

Fort +4, **Ref** +3, **Will** +6

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +4 (7d6, F-DC 15)

Special Attacks corrupting gaze (30 ft., 1d4 Cha, F-DC 14)

Spells Prepared (CL 7th; concentration +8/+12 defensively)

2nd—*darkness*, *mirror image*

1st—*cause fear* (W-DC 12), *command* (W-DC 12), *comprehend languages*, *detect law*

0th—*detect magic*, *guidance*, *read magic*

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 15

Feats Combat Casting, Improved Familiar, Improved Initiative, Skill Focus (Knowledge [religion])

Skills Craft (alchemy) +10, Heal +12, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nature) +6, Knowledge (religion) +9, Profession (herbalist) +10, Spellcraft +6, Survival +13

SQ summon familiar (animated skull)

Languages Aklo, Terran

This specter is the shade of Najim's first humanoid worshipper, from a far-off race in another dimension. It appears as a translucent, hairless humanoid with long, pointed ears, protuberant eyes, and a fanged, lipless mouth. See encounter area 20b) for more information.

ANIMATED SKULL FAMILIAR

NE small animated skull

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

DEFENSE

AC 19, touch 13, flat-footed 18

(+1 Dex, +1 dodge, +7 natural, +1 size)

hp 29 (7 HD); **fast healing** 2

Fort +4, **Ref** +3, **Will** +6

DR 3/adamantine; **Defensive Abilities** improved evasion

OFFENSE

Speed fly 30 ft. (good)

Melee bite +5 (1d4+1), slam +4 (1d4+1)

Special Attacks deliver touch spells, *eye of the void* (see Appendix III)

STATISTICS

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

Base Atk +3; **CMB** +4, **CMD** 16

Feats Alertness, Dodge, Improved Initiative, Toughness, Weapon Focus (bite)

Skills Fly +16, Intimidate +11, Knowledge (local) +11, Knowledge (planes) +11, Perception +2

Languages Aklo, Terran

SQ empathic link, share spells, speak with master

This being functions as a familiar to the “Last Faithful”, the animated skull of its spouse. The eye of the void is integrated into it, and is destroyed if the skull is destroyed. This animated skull is not undead, and is a construct-like, self-willed being. For more information on animated skulls, see PDG's Purple Duck Storeroom; Animated Skulls, available on PDF.

Appendix III: Magic Items

The following new or non-core magic items appear in the seventh level of Purple Mountain. They are arranged here in alphabetical order.

GLASSTEEL (SPECIAL MATERIAL)

This material has the strength and durability of glass while being as transparent as glass. Spellcasters and alchemists have developed the ability to give glass the properties of steel, and steel the properties of glass.

Hit Points/Inch: 30

Hardness: 10

Cost: light armor +2,000 gp, medium armor +5,000 gp, heavy armor +10,000 gp, shield +500 gp, ammunition +50 gp, light weapon +500 gp, one-handed weapon, or one head of a double weapon +1,500 gp, two-handed weapon, or both heads of a double weapon +2,500 gp, other items 500 gp/lb.

ORRERY OF THE UNKNOWN [NAJIM]

Aura faint divination; **CL** 5th; **Weight** 2 lbs

Slot none; **Price** 800 gp

DESCRIPTION

This intricate model of worlds in space whirling around a tiny, glowing sun is cold to the touch. Possession of an *orrery of the unknown* gives a +2 bonus to Perception checks, and, once per day, the owner can cast *augury* as a cleric of 5th level.

CONSTRUCTION

Requirements Craft Wondrous Item; *augury*; creator must possess the Void domain; **Cost** 400 gp

STAR-SHARD OF NAJIM (MINOR ARTIFACT)

Slot hand; **Aura** strong (divination, transmutation), moderate abjuration

CL 18th; **Weight** 5 lbs

DESCRIPTION

Appearing as an irregular rod of raw, steely-blue metal, the star-shard of Najim embodies alien magics, and is meant to be the ecclesiastic symbol of that lost god's faith. Whoever encounters the star-shard (or creates it) must accept the artifact in an open declaration, though those of Lawful Good or Chaotic Good alignment may not wield the star-shard, receiving 2d6 points of damage per round for doing so. Those of Neutral Evil alignment may use it without penalty, those with a Neutral or Evil component may wield it if they accept a permanent negative level. This level cannot be restored by less than divine intervention, though any others that attempt to seize it suffer the same penalty.

The possessor may use the following powers once per day:

- *augury*
- *instrument of agony*
- *jury-rig*
- *nondetection*
- *mask of the void*

The possessor also receives two of the following Domain powers (as a cleric of their level): Artifice, Earth, Knowledge, or Void. If they possess two of them already, they gain a third.

Finally, the star-shard can be used as a weapon, and acts as a +3 *adamantine club*.

DESTRUCTION

The star-shard of Najim can be destroyed by feeding it to a Lawful Good or Chaotic Good being of the ooze creature type such as angel jelly.

Appendix IV: Spells

The following new or non-core spells appear in the seventh level of Purple Mountain. They are arranged here in alphabetical order.

Dark Light

School evocation [light]; **Level** cleric 3, druid 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a pinch of Underdeep earth)

Range medium (100 ft. + 10 ft./level)

Target living creatures without light sensitivity

Area 20-ft.-radius burst

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You evoke a powerful light that affects all sighted creatures that do not possess light sensitivity. Those that succeed on their saves are dazzled for 1 round per level; those who fail are blinded for the same duration.

Mask of the Void [Najim]

School abjuration; **Level** cleric 5, inquisitor 5, witch 5

Casting Time 1 standard action

Components V, S, M (tiny metal star)

Range personal

Duration 1 round/level

This spell forms a helmet of star-speckled matter to form around the caster's head, and forms an invisible shield around the body. For the duration of the spell the caster is immune to acid, cold, drowning electricity, fire, gases and suffocation, but suffers a -4 penalty to dexterity, moving as if in heavy gravity, and cannot speak. The caster deals 1d6 cold damage on a touch attack, and touching or grappling the affected caster deals 1d6, as well.

Note: For followers of Najim, this spell replaces the 5th level domain spell for the Void domain.

X-Ray Vision

School divination; **Level** cleric 5, summoner 5, witch 5

Casting Time 1 standard action

Components V, S, M (crystal lenses that cost 250 gp)

Range touch

Duration 10 minutes

This spell gives the target being the ability to see into and through solid matter. Vision range is 20 feet, with

the viewer seeing as though he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to three feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Appendix V: The Soul Trade

There are many different ways to capture souls. The most commonly used methods are spells like *soul bind* and *trap the soul*, with the former imprisoning the soul of a newly dead creature and the latter trapping the soul of someone still alive. Other creatures, such as the undead called devourers, have their own innate methods of trapping souls, and likewise night hags are capable of using a version of *soul bind* through their heartstones to capture the souls of those they torment, binding them in dark gems and selling them in planar markets. Still other creatures create magic items called *soul jars*, which mimic the effects of these spells.

All of these methods, however, pale in the face of daemons' industrialized harvesting of souls. Cacodaemons, the least caste of daemons, prove vital to this harvest, and represent the most common means of turning souls into trade goods. These ravenous fiends possess the unique ability to devour the souls of freshly killed creatures; transform their souls into small, jewel-like objects called *soul gems*; and spit them back up for collection. These gems each contain the basic essence of a soul, and daemons use them for various raw and refined purposes depending on the fiend in question, the quality and power of the soul, and the daemon's knowledge of soul-warping magic. Of course, many cacodaemons would prefer to consume the souls in their entirety, rather than passing the spirits on, but more powerful daemons rarely give them the option, bullying the cacodaemons into giving up their treasures, employing (or enslaving) a particular individual as a partner in the trade, or maintaining whole hunting packs as pets.

Most methods of using souls extinguish them completely, consigning them to oblivion. In these cases, only the direct intervention of a deity can return them to life—and sometimes not even then. Other methods bleed a fraction of a soul's energies away, and while this method is far less powerful, some daemons capture other creatures for the sole purpose of entrapping them and milking their souls over a prolonged period of time.

Unconscionable as most of the universe considers these practices, trapped souls exist as a commodity replete with their own rampant underground economy, both

within the evil-aligned planes and elsewhere. Most of these souls ultimately end up in Abaddon, Hell, the Abyss, Axis, and even the worlds of the Material Plane, as evil spellcasters and item crafters can make great use of powerful souls in their dark rites. The economy is complex, with prices determined not only by the strength and power inherent in a given soul, but also according to each soul's manner of death, alignment in life, and other criteria.

While the value of souls is as relative as any other commodity, and pricing can fluctuate wildly based on an endless parade of factors, presented here are some basic categories. With each of these, it's important to note that these are guidelines only, and individual spirits may fall lower or higher than one might expect. These prices are based upon the supply and demand commonly faced by traders upon the planes where such commodities prove far less outlandish than on the Material Plane, where prices might increase by 10 times or more. As with anything else, the exact value of a soul is ultimately up to GM discretion. It's also worth noting that, while trading spirits may prove lucrative, the practice is undeniably evil and an affront to the natural order, and thus carries great consequences in the afterlife.

Mindless Spirits (10 gp): While it's possible to capture the vital essences of vermin, basic oozes, and other such unthinking creatures, these paltry spirits are worth very little.

Animal Spirits (25 gp): This category contains creatures of animal-level intelligence, whose spirits—while presumably worth something to some deities, as reflected by the value of animal sacrifice—are rarely traded in the soul markets.

Basic Soul (100 gp): This is the soul of a standard intelligent creature—a commoner, a low-level adventurer, a sentient monster of low CR, or any of the other hordes of weak or mundane folk who live out their lives with a normal amount of pomp and excitement.

Noteworthy Soul (500 gp): The souls of mid-level characters, rulers, famous or influential people, and other powerful, accomplished, and otherwise important people draw greater attention than basic souls, and drive bidding higher accordingly.

Grand Soul (1000–5000 gp): High-level characters, great heroes, dragons, powerful aberrations, and other such spirits of fabulous power and forceful personalities offer equally significant rewards to those who manage to contain their essences.

Unique Soul (priceless): For the truly unique souls—those of legendary figures, epic heroes, and other mas-

sive presences—there can be no going price. The unique sparks that live within these creatures are valuable beyond compare, and the frantic bidding (and backstabbing) that arises when one of these trapped spirits comes up for sale is the sort of thing fiends and undead wait thousands of years for, paying nigh-unimaginable prices for the right to consume or display such an artifact.

Using Souls

In addition to consuming them for the sheer joy of destruction, daemons use souls to empower themselves, conduct strange experiments, construct their hideous domains, and more—and mortal spellcasters have followed their lead. Of these varied uses, the most common is the creation or recharging of magic items, using the life force contained in soul gems and other such vessels—or drawn out of the victim directly at the moment of casting—to empower the magic being worked. In these cases, souls should be assigned values based on the categories presented here and then treated as material components, reducing the gold expenditure necessary to cast the spell according to the souls' value. (Thus a spell that requires 400 gp to cast might instead cost 300 gp and a basic-level soul.) Souls used in this manner are consumed and destroyed utterly.

Souls are especially useful in the creation of intelligent items. In these cases, usually only one soul crystallizes as the intelligence embedded into the item, though other souls may be cannibalized in the item's creation. Item alignment, item ability scores, and languages spoken by the item mirror those of the soul used to provide the item's intelligence. Scholars have long debated whether the intelligence in such an item is the soul used, or if the soul is destroyed and the intelligence is only patterned on it—the implication being that recovered intelligent objects (especially of daemoniac origin) might be destroyed in order to liberate the souls used in their construction. As instances of both have been reported over the centuries, the question remains open, though few adventurers are willing to destroy their prized weapons based on conjecture.

Appendix VI: Najim

The elemental lord who is the Hidden God in this module was first detailed in *Elemental Lords of Porphrya*. His entry is reprinted here.

NAJIM (nah JEEM)

The Hidden God, The Starfallen, the Betrayed

Worshippers: Currently, sentient oozes and derro; potentially, astronomers, inventors, seekers of forbidden knowledge

Alignment: Neutral Evil

Domains: Artifice, Earth, Knowledge, Void

Subdomains: Dark Tapestry, Metal, Stars, Thought

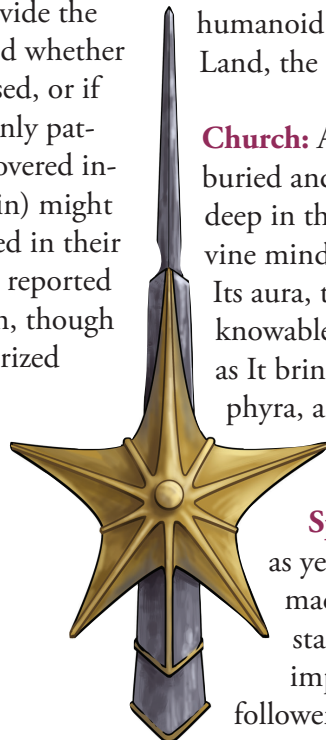
Favored Weapon: Aklys

Favored Animal: Firefly or Wasp

Legend: The story of Najim the Starfallen has been a long-suppressed cycle of events, which may or may not ever come to light... When *The Calling* was issued, the galactic being known to Porphrya as Najim ('Star' in Old Porphryan) came to the call, eager to impart the greedy knowledge of the Dark Tapestry. Najim brought a tiny planetoid with It, a rocky new worldlet rife with odd energies. The god was ambushed, however, by a temporary coalition of the Forge-god Linium, and the envious Kamus. Attacked, rent from Its source of power, Najim was buried deep beneath Purple Mountain, a comatose shell of a god, inhabited within by weird creatures drawn to its alien energies. Linium stole Najim's Land, and made it the super-secret Enclave; Kamus took the humanoid beings that had been brought along with the Land, the first slaves on Porphrya.

Church: A few seekers mad enough to sense Najim's buried and comatose thoughts have found Its 'body' deep in the earth, and are attempting to contact Its divine mind. Oozes and aberrations are also attracted to Its aura, though their thoughts on the matter are unknowable. If freed, Najim's cult would grow rapidly, as It brings a domain heretofore unknown on Porphrya, and would oppose both the weapons-superior Linites, and the slave-taking Kamians.

Spell Preparation Ritual: Najim does not as yet grant spells, but among those sensitive or mad enough to know It, meditation under the stars, or facsimiles underground, are somehow important. He will be able to grant spells to his followers if awoken in this adventure.



Religion Traits

The following traits may be chosen by worshipers of this deity.

Underground Faith: Those who would persecute you will have to find you first. You gain Stealth as a class skill, and gain +2 to Bluff to create a diversion to hide.

Stolen Birthright: After many centuries of oppression, now is finally the time to rise. You gain +1 to initiative when casting spells, and +1 to saves vs. divine spells.

Appendix IV: 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 64,000 XP and 38,000 gp worth of wealth were available.

Room	Challenge	XP
A	Strange door	4,800
Area 1	2 Phase spiders	3,200
Area 2	Weakened floor (green slime)	3,200
Area 4	4 Fiendish mutant otyughs	9,600
Area 5	Eternal glyph trap	6,400
Area 6	5 clockwork servants, 1 clockwork spy	3,200
Area 7	2 clockwork soldiers	4,800
Area 8/9	Huge mud elemental	3,200
Area 10	Suspiridaemon	3,200
Area 11	Suspiridaemon	3,200
Area 12	Young crystal dragon	2,400
Area 14	Crushing hand of Najim	3,200
Area 15	2 Hounds of Tindalos	6,400
Area 15	Emissary of the Starfallen	1,200
Areas 19	Zone of the Words	1,600
Areas 20	The Last Faithful	3,200
Area 21	Neh-thalgggu	4,800
Total		67,600

The Domain of the Hidden God is a living dungeon with many of the monsters and opponents being replaced by others if an area is left too long or time is

wasted in the dungeon. As such, the total XP available in this module could be significantly higher if the PCs waste a lot of time or backtrack a lot. They should always feel like they are under constant threat.

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.*

Listed in order of appearance

One-Shot Items: *void dust* (3 uses)

Scrolls: *lesser restoration, cure moderate wounds, augury, call of the void, [spell tablets] augury, blessing of the mole, comprehend languages, detect thoughts, expeditious excavation, feather fall, guiding star, heat metal, instrument of agony, jury-rig, know the enemy, levitate, mask of the void, nondetection, obscure object, planar binding, qualm, raging rubble, summon monster II, transmute rock to mud, unshakeable chill, vampiric touch, wandering star motes, x-ray vision, youthful appearance, zone of truth*

Room	Treasure	Value (gp)
Area 1	<i>Orrery of the unknown</i> , a stone of weight, and 48 pp	1,280
Area 3	Platinum holy symbol of Kamus, platinum holy symbol of Linium	1,000
Area 5	52 recording gems	2,600
Area 6	+1 <i>throwing net</i>	2,320
Area 7	+1 <i>halberds</i> (2), jewelry	5,620
Area 8	Adamantine, dreamstone, gold, porphyrite	3,000
Area 10	Soul gems (various)	2,600
Area 11	Soul gems (various)	2,600
Area 12	15 crystal dragon tears	1,500
Area 14	Adamantine aklys, adamantine chain shirt, mithral heavy steel shield	9,625
Area 15	Adamantine gauntlet, clockwork spy	4,252
Area 16	<i>Mirror of guarding reflections</i>	7,000
Area 20a	<i>Eye of the void</i>	10,000
Area 20b	Religious items	2,350
Total		55,747

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