

PURPLE MOUNTAIN



Desolate Dwarven Delve

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Porphyran
Patreons



COMPATIBLE WITH
**DCC
RPG**



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Purple Mountain Level Two: Desolute Dwarven Delve is a *Dungeon Crawl Classics* adventure designed for four to eight, 2nd level characters. This adventure module assumes the existence of a mountain containing a megadungeon in the campaign setting, either of the judge's devising, or through future expansions of the *DCC RPG* Purple Mountain line.

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Background

Several decades ago, a group of dwarven settlers led by Bogra Hargrymsdotter carved out a home on the second level of Purple Mountain. They had thought they were far enough removed from the dungeon's notorious depths to be able to take care of security, aided by lucrative sales of the mithral ore to be found in this part of the rock strata.

Unfortunately, the dwarves did not account for the sheer variety of hazards awaiting them. Although they managed to build the settlement and remain in place for a few years, they were soon beset by a compound danger they had little expected: insidious corpse-animating dark ivy striking at the same time as devious gremlins chose to vex the defenders with dangerous pranks. The combination proved too much, and the settlement collapsed.

Since then, the gremlins have set up a nest in the settlement's waterworks. The dwarves they sabotaged and slew so callously have risen as restless un-dead. Vainly seeking to make up for their failure to defend the settlement, these un-dead constantly try to slay the gremlins. For their part, the gremlins see the un-dead as a source of amusement.

Recently, a troglodyte hermit known as Hassur has settled in the ruins and formed a tenuous alliance with the dangerous plants infesting the place, including a helpful faerie-fungus creature called Pallcap. The troglodyte has not, however, formed any kind of alliance with the gremlins. Fortunately for Hassur, the gremlins also enjoy tormenting the manamites on the first level of Purple Mountain and the hags and other creatures on lower levels. This allows the hermit just enough peace of mind to prevent him from abandoning the area.

Adventure Overview

The party arrives on the second level of Purple Mountain, likely without the option to leave whenever is convenient for them. They might enter the second level to recover an item the gremlins have stolen or because they want to explore the dwarven ruins. Once they fight off a violent welcome from a young otyugh, they find themselves in the market of the dwarven settlement and beset by un-dead.

They find the only way down is a door sealed by a sabotaged mechanism, whose missing parts have been taken by gremlins. The gremlins also attempt

to rob the party as they go deeper into the settlement. Along the way, the party can meet the standoffish troglodyte Hassur and his allies, and either fight them or offer to help them get rid of the irksome gremlins. Alternatively, the party can avoid them by slipping through the caves to the north. Either way, the party eventually reaches the trapped smithy and waterworks, where they can confront the meddlesome gremlins and claim their treasure.

The Purple Mountain Campaign

If the party did not immediately choose to explore the pit in **Area 7** of Level 1 (See *PM 1: Temple of the Locust Lord*), they might be lured back there by any number of means:

The party is assailed as they are leaving Purple Mountain by two gremlins attempting to steal one or two items of value. The gremlins attempt to flee down the pit in **Area 7** of Level 1 into **Area 1** of Level 2. Even if the party is victorious, they may be able to guess where the gremlins came from. If the gremlins are successful, the party may be able to watch them disappear into the pit.

Once the party returns to civilization and their adventure becomes known, a dwarf by the name of Katna Hargrymsdotter seeks out the party. See *Discover the Fate of the Dwarves*, below.

A patron or god may wish an item recovered (either for use or sacrifice) or a foe defeated. For instance, the King of Elfland may wish a cryptic message delivered to Pallcap, or Justicia may wish the un-dead dwarves to be brought eternal peace.

As a Stand-Alone Dungeon

Level 2 of Purple Mountain can also be used as single-level adventure. The pit from Level 1 can easily be changed to a mysterious shaft discovered in the mountains, recently revealed by a landslide or quarry work. There are several quest objectives that characters new to the dungeon could undertake such as:

Deal with the Hermit: The troglodyte inhabiting Level 2 of Purple Mountain could serve as an invaluable guide and resource for intrepid explorers looking to go deeper into Purple Mountain. Although he is unlikely to ever adventure with a party, he might offer his services as a healer or give advice on the harrowing dangers of the mountain. Convincing him that this is not

against his goals of solitude and contemplation, or indeed, helpful in his reaching his goals, is difficult, but can be achieved by persuasive and clever adventurers.

Discover the Fate of the Dwarves: Katna Hargrymsdotter, an elderly cousin of the Lady Bogra Hargrymsdotter, who led the dwarven settlers, has figured out where the settlement should be, but is in no condition to investigate. She offers as a reward an exquisite dwarven mantle woven of gold fibers and gemstones, worth 300 gp, for information regarding the fate of the community. To collect the reward, the party must present Hargrymsdotter with some token that once belonged to her cousin. She grants the PCs rights to take anything from the settlement that is not a personal belonging, should they find that the former residents have perished. Her inquiries can be satisfied by the contents of Bogra's journal which can be found in Area 8b.

Solve the Gremlin Problem: The gremlins have been causing mischief for travelers and villagers near the dungeon (as well as the other inhabitants of Purple Mountain). Solving this problem likely means killing or scaring off all of the gremlins on this level and rooting out their nest in Area 13.

Linked to the Waystation: This level could also be used as an extension of, or a lead up to, *AL 3: The Waystation*.

Standard Features

Unless noted otherwise in the text, the following standard features are applicable throughout the second level of Purple Mountain – Desolate Dwarven Delve.

Wooden Doors: The doors of this level are of poor wood, having been rotted out and poorly patched over the years by various temporary tenants and restless un-dead with a twisted urge to keep the abandoned settlement secure. Even a barred door may be broken down with a DC 1d6+6 Strength check.

Illumination: About half of this dungeon level is unlit, as the inhabitants have no need of light. These rooms require adventurers without infravision to provide their own light sources. However, luminescent fungi have grown in several rooms, filling them with dim illumination.

Exits: There are two primary exits from Level 2. A pit in Area 1 leads up to Area 7 of Level 1 and a steeply-sloped tunnel traversed by a lift in Area 3b leads down to Level 3. Additionally, creative adventurers might be able to slip through the heat vents in Area 12 to reach a shaft descending to the lava pool on Level 4, but they must find a way to deal with the searing heat in the shaft if they are to survive the attempt.

Fungi: Due to a large amount of spoiled foods and other resources, a large amount of fungi grow all over this level of the dungeon. Slime and mold are present in most rooms, making the floors slippery. The judge may require Reflex saves to perform any sort of running or acrobatics, and increase the DC of any save to avoid falling by +2.

Dungeon Populations

As the player characters make their way through the dungeon, they will encounter fixed groups of enemies and traps as well as wandering monsters.

Initially, there should be no more than 9 gremlins, 3 blindbrauns, 2 poltergeists, 2 smilotoads, 2 violet fungi, and 2 dark ivies. If you are checking for wandering monsters and you run out of a particular monster type, simply roll again on the table or ignore that encounter. If the troglodyte hermit, his faerie-fungus ally, and blindbrauns are killed or the manamites that inhabit Level 1 move away, the gremlins that inhabit this level may depart as well, leaving the level open for new inhabitants to occupy.

Special Random Encounters

While exploring the second level of Purple Mountain, it is possible to encounter random monsters as well as more structured events such as the two items below.

Bored Gremlins: Since they are easily bored, gremlins commonly wander this level looking for someone to pull pranks on. Bored gremlins usually act alone or harass those already distracted by another encounter, but they occasionally work in pairs.

Gremlin: Init +2; Atk dagger +2 melee (1d4); AC 14; HD 1d6+2; hp 6 each; MV 30' or fly 30'; Act 1d20; SP infravision 60', jinx aura, dimensional door, thief abilities; SV Fort +2, Ref +5, Will +1; AL C.

Gremlins emit a “jinx aura” within 30’, which affects all creatures in range except gremlins. The chance for a fumble increases by +1 within this aura (a natural 1 or 2), and the Fumble Die is increased by +1d on the dice chain (reduce impossible effects to the highest possible outcome). Mechanical devices, such as crossbows, malfunction unless a Luck check succeeds; if the Luck check is a natural 20, treat this as a Fumble. This does not affect devices (such as traps) that the gremlins set or use themselves, but it does affect every chance to disable a trap while within the jinx aura of one or more gremlins. A gremlin can create a dimensional door three times each day, moving up to 30’ through solid matter, and appearing on the other side. Finally, gremlins have a +5 bonus to attempts to Hide In Shadows or Move Silently, and a +6 bonus to attempts to Pick Pockets.

Gremlin Booby Traps: Bored gremlins often lay traps and then gloat from the safety of the pipes after the trap is triggered. The most common tactics are to rig doorways to drop acid when opened or leave a small alchemical bomb inside intact cookware, boxes, and chests.

In either case, one gremlin will watch the trap, preferring to hide among pipes in the ceiling or walls if available. If the party triggers a trap, they can hear the gremlin laughing before it scurries away. However, if the party disables or accidentally avoids a trap, the gremlin will attempt to get even by either hurling the trap at them or stealing an item from them as soon as their backs are turned. Throwing an acid flask uses the normal rules (see the Pathfinder Reference Document). If the gremlin throws an exploding container trap, the device requires a ranged touch attack to hit and goes off in a target’s square; otherwise the device lands in a random adjacent square and detonates.

Falling Acid Trap: (Find DC 5, Disable DC 5), +5 ranged (1d6); splash damage (1 acid damage to all targets within 5’ who fail a DC 5 Reflex save). If thrown, +3 ranged (otherwise the same).

Exploding Container Trap: (Find DC 10, Disable DC 15). All targets within a 5’ radius take 1d6 damage per round; Reflex DC 16 halves damage and prevents ongoing damage. Targets set on fire must succeed in a DC 10 Reflex save to put the flames out. If thrown, +3 ranged (effect occurs at point of impact, affecting all within 5’).

Random Encounters

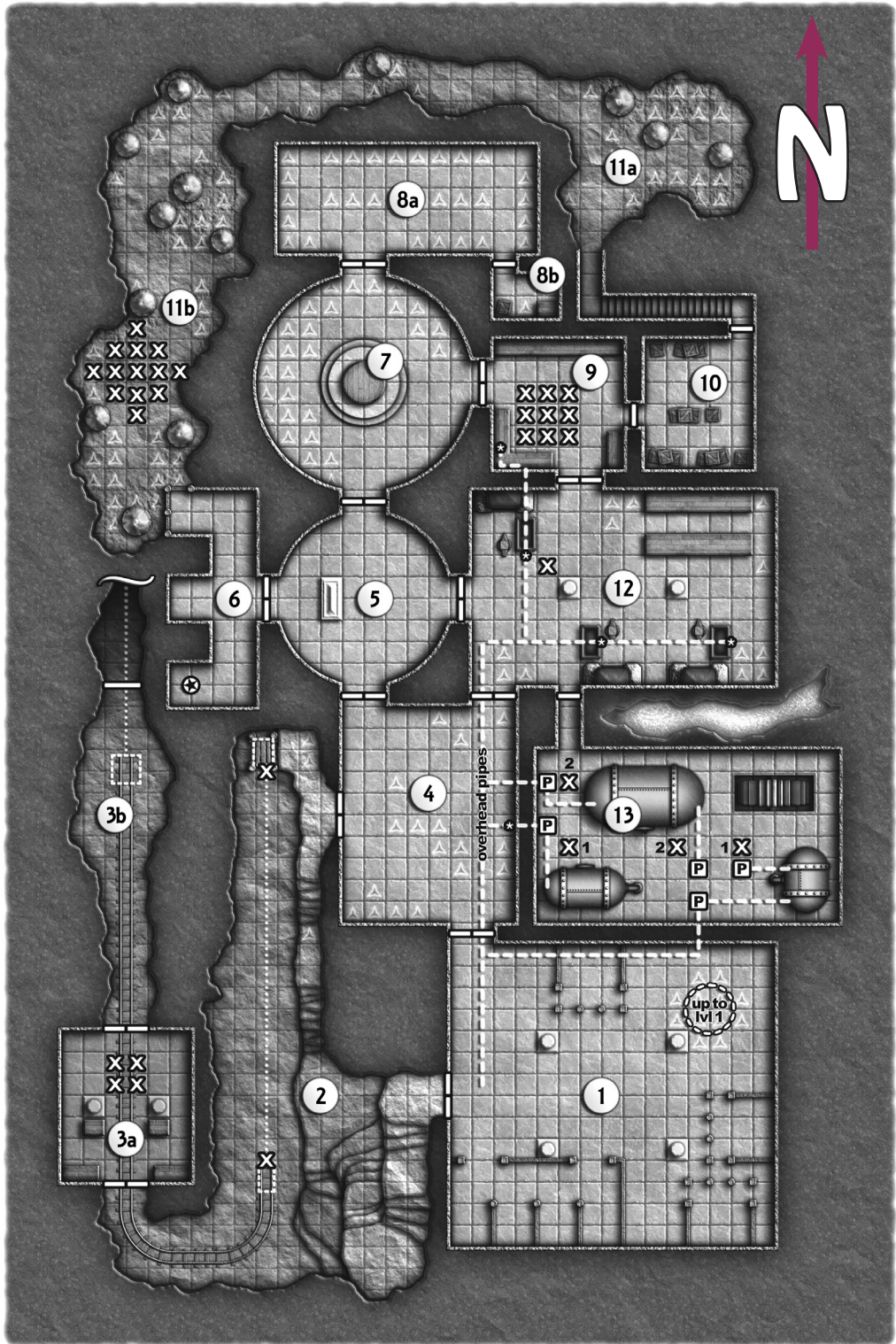
Every hour the PCs spend exploring, resting, or making loud noises on the second level of Purple Mountain, there is a 10% chance they will attract a wandering monster. Please consult the table below for common creatures. This percentage increases to 20% if the inhabitants become alerted to the party's presence.

d20	Creatures
1	Amoeboid jelly swarm: Init +2; Atk swarming touch +1 melee (1 plus acid); AC 12; HD 5d8; hp 22 each; MV 30' or climb 20'; Act special; SP attack all targets within a 20' x 20' space, half damage from non-area attacks, acid (Fort DC 5 or additional 1d4 damage), immune to mind-affecting; SV Fort +4, Ref +8, Will -2; AL N. A swarm of gelatinous amoebas, each 6-9 inches long.
2	Bored gremlin: See Special Random Encounters.
3	Dark ivy zombies (1d3): Init -4; Atk claw +2 melee (1d3); AC 9; HD 4d6; hp 15 each; MV 20'; Act 1d20; SP immune to critical hits, poison, disease, and mind-affecting; SV Fort +4, Ref -4, Will +2; AL N. See Area 8a.
4-6	Blindbraun: Init +4 (using 1d16); Atk battleaxe +3 melee (1d10+1); AC 14; HD 2d8+4; hp 10; MV 30'; Act 1d20; SP un-dead, stealthy, blinding gaze, unnerving wail; SV Fort +5, Ref +1, Will +4; AL C. See Area 3b.
7-8	Cave fisher: Init +0; Atk claw +4 melee (1d6) or filament +6 ranged (adhesion); AC 17; HD 2d6+2; hp 9 each; MV 10' or climb 10'; Act 2d20; SP infravision 100', filament (60' range, ignores armor, can draw target 1d3x10' closer per round unless opposed Str check vs. +6, filament is AC 12 with 10 hp vs slashing weapons only), surprise 4 in 6; SV Fort +8, Ref -6, Will +0; AL N. Large crustacean-like creatures that use filaments to trap prey. May be found on walls, floors, or ceiling.
9-10	Falling acid trap and gremlin (gremlin booby trap): See Special Random Encounters.
11	Poltergeist: Init +3; Atk thrown weapon +2 ranged (by weapon type); AC 8; HD 1d4; hp 3; MV fly 30'; Act 1d20; SP un-dead, invisible, ethereal, throw weapons, aura of fright, easily exhausted; SV Fort +0, Ref +0, Will +4; AL C. See Area 3a.

12	Smilotoad: Init +4; Atk bite +4 melee (2d6+3) or slam +5 melee (1d6+3 plus overrun and slime) or squirt slime +4 ranged; AC 15; HD 2d10+6; hp 17; MV 30' or climb 30' or leap 20'; Act 1d20; SP infravision 60', overrun, belly grease, spit slime; SV Fort +4, Ref -2, Will +0; AL N. See Area 11b.
13	Dark ivy: Init +0; Atk throttling vine +3 melee (1d3 plus strangulation) or pollen puff +1 ranged; AC 9; HD 5d12; hp 30; MV 0'; Act 4d20; SP plant, strangle, pollen; SV Fort +8, Ref +2, Will +0; AL N. See Area 10.
14	Bored gremlins (2): See Special Random Encounters.
15	Giant cockroaches (1d3): Init +3; Atk bite +1 melee (1d3); AC 12; HD 2d12; hp 14 each; MV 40'; SV Fort +6, Ref +2, Will -4; AL N. Init +3; Atk bite +1 melee (1d3); AC 12; HD 2d12; hp 14 each; MV 40'; SV Fort +6, Ref +2, Will -4; AL N.
16	Gremlin booby trap: See Special Random Encounters.
17-18	Skeletons (1d4): Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee (1d4, 1d5, or 1d7); AC 9; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C. Roll 1d7 to determine weapons: (1-3) none, (4-5) club, (6) short sword, or (7) spear. Short swords and spears carried by these skeletons are in bad shape, and do -1d damage.
19	Violet fungus: Init +1; Atk mycelium branch +0 melee (rotting disease); AC 12; HD 1d12; hp 7; MV 10'; Act (1d5)d20; SP plant, rotting disease; SV Fort +4, Ref -2, Will +0; AL N. See Area 11a.
20	Zombies (1d4+1): Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 11 each; MV 20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2; AL C.

A Word About Map Icons

- Long Dashes - Pipes
- Small Dashes - Tracks
- Triangles - Difficult terrain (movement at more than half speed requires a Reflex save, DC 10 or higher, to avoid falling prone; increased effects noted in text)
- X – Traps and similar effects



Encounter Areas

1. Market

This large chamber has a vaulted ceiling reaching 20' high supported by four scrolled pillars. At over 75' on each side and sporting several collapsed and rotted tents, it appears to have once been a marketplace. A pair of heavy steel doors are in the center of the east wall. Another set of double doors, these of wood, are set in the eastern end of the north wall.

The entrance pit to this level is a 40' drop terminating in a waist-deep pile of refuse. The pile is soft enough to reduce falling damage by 10'. (For example, anyone falling from the pit's mouth suffers 3d6 falling damage.)

The shaft: Climbing out is very difficult for most creatures. Twenty feet of the wall, from the ground to the start of the curve of the ceiling, is only moderately challenging for someone with proper climbing gear (DC 15). However, the sloped ceiling accounts for a 10' distance where the DC increases to 25. Above that, there is a 10' stretch of the pit where climbing is a mere DC 10. The blades of the trap cut in the middle of that gap, providing a 5' safe space for an enterprising thief to hold herself while attempting to disable the trap (DC 10 to find, DC 25 to disable). Worse, any character whose disable check is 15+ believes that the trap has been disabled.

Each character caught within the upper 10' of the pit when the trap operates is subject to two attacks (1 per round for 2 rounds, +6 melee attack for 4d4 damage each). Ropes are automatically severed, but characters using chain may make a Luck check for the chain to hold. If multiple characters are on a chain, and even one makes his Luck check, the chain is still in one piece, but the violent shaking along its length causes any who fail to fall (see *Purple Mountain: Temple of the Locust Lord*, **Area 7**).

Market Stalls: The market contains three rotted-out stalls for vendors, including one that sold tools and equipment, one that peddled charms and trinkets, and one that carried mushrooms, grains, fruits, and other produce that have rotted away. Roughly triangular bites have been taken out of the tents, containers, and rotten wood. These may impede movement and provide concealment.

The wooden stable complex contains two stalls for mules or smilotoads. There are two skeletons here, belonged to smilotoads (toads large enough to ride, with two long sabre-like teeth; see **Area 11b**). A young otyugh has taken up

residence in the stable and spends most of its time asleep. However, it comes to investigate any noise made by a creature larger than a gremlin it manages to detect.

Otyugh: A juvenile otyugh has been feeding on the refuse tossed down the pit from above, and when the PCs first enter this area is sleeping in the stall directly south of the trash heap. If awakened, it will attack if creatures do not immediately respond to its demands that they leave its food (the trash heap) alone. If the party manages to befriend the otyugh, it will allow them to examine the ruins of the market; otherwise, it interprets digging through the rot as an attempt to steal from it, and attacks.

These creatures have three stumpy legs and three tentacles protruding from an oozing mass of diseased flesh. Two of the tentacles are long, ending in spiked paddles that can strike or entwine other creatures. The third tentacle has been modified to support two eyes, allowing the otyugh to see while submerged in the odious contents of its lair. Its central body has a huge mouth with sharp fangs capable of delivering deadly bites. Even if the victim should survive, he may succumb to disease thereafter.

When it makes a tentacle attack, it can reach up to 15' away. The otyugh must determine if it wishes to attempt a blow or to entwine prey – a blow does more damage, but entwined prey takes 1d4 constriction damage each round and can be drawn 5' closer. A DC 10 Strength check prevents the otyugh from drawing its prey nearer during any given round; if the check result is 15+, the victim escapes. This check is not free; it requires an Action Die.

Anyone bit by the otyugh's filthy maw must make a DC 15 Fort save or suffer 1d3 points of temporary Stamina damage. Thereafter, even if the initial save succeeded, the victim must make an additional DC 10 Fort save each minute or suffer an additional 1 point of Stamina damage. This condition lasts until magically healed, three consecutive saves are successful (including the initial save), or the victim is dead.

Otyughs do not eat freshly killed prey. Instead, they allow bodies to rot for 3d3 weeks before they are fit for consumption. Because of their rubbery hide, they take only half damage from bludgeoning weapons. Because this otyugh is juvenile, it is only about 4' in diameter.



Juvenile Otyugh: Init +4; Atk tentacle blow +3 melee (1d4+1) or tentacle entangle +1 melee (1 plus entangle) or bite +2 melee (1d6 plus disease); AC 14; HD 4d8+4; hp 22; MV 30'; Act 2d20; SP entwine, constrict, draw closer, disease, ½ damage from bludgeoning weapons, immune to disease and poisons, infravision 120'; SV Fort +6, Ref +6, Will +6; AL C.

Development: A gremlin in **Area 4** will be spying on the characters through gaps around the the pipes at the western end of the room. A lucky or observant PC may note its watchful eye.

The gremlins spend a lot of time in this room, as it is used to travel between level 1 and level 2. If the party seems liable to leave without attracting the attention of the otyugh, there is a 20% chance a passing gremlin tosses a stone from the other side of the room to awaken the creature and cause it to come out to investigate. In this case, the watcher is almost certainly discovered by its high-pitched giggles. (The stone-thrower attempts to remain hidden.)

Characters who spend 10 minutes digging through the pile of rot and detritus below the pit may make a Luck check in order to find a single item from Table 3-4 from page 73 of the *DCC core rulebook*. To determine the condition of the item, roll 1d7 + Luck modifier: (2 or less) Completely worthless, damaged beyond repair; (3-4) Repairable given appropriate skill, time, and tools (and an average DC 10 check); (5) Damaged, all actions with this item are at -1d on the dice chain; (6) Near the breaking point, 5% chance of breaking whenever serious strain is put on it, or it sees heavy use; (7) Serviceable, 5% chance of breaking the first time it is put to heavy use; or (8+) Good condition.

2. Upper Lift

A switchback path leads 30' south and down into a larger, lower-lying cave extending over 130' to the west, 50' high, and 25' further north. Extending almost the length of the cavern from north to south is a heavy, taut wire. Suspended from the wire on rusted hooks are three equally-rusted carts. A tunnel leads into the southern end of the western wall.

The lift was used by the dwarves to bring ore and commodities for the community's use into the settlement. The lift appears to be functional, but the gremlins have set the lift's cables to snap when anyone attempts to operate it or touch any part of it. The cable snaps with enough force to wound or

kill those it strikes (+5 melee attack, 1d8 damage and Reflex DC 10 or be knocked back 10' for another 1d6 damage); both it and the carts that fall from it careen toward the south wall with enough force to knock down and badly injure anyone who happens to be in the narrow cave (Reflex DC 10 or be pushed back to wall, suffering 1d6 damage per 10'; any "6" indicates a broken bone, as with falling damage). Find Traps DC 5/Disable DC 25 (the trap is hard to disable, but easily avoided if found).

A 50' coil of strong rope was left in a cart at the top of the northern ramp, near the door to **Area 4**, by a fleeing dwarven miner. The rope is covered with thick dust, but can be noticed by anyone searching the cart.

3a. Unbarred Entry

This small entry chamber is 35' deep and 30' wide. The south entry is a pair of heavy steel doors; the north entry is a similar set of doors that can be barred from this side. Steel bars appropriate for such a purpose lie on the ground in front of the south doors. The room has obviously seen combat, with the gear and bones of the dead strewn all about. Two weapon racks line the south wall and before two pillars in the center of the room, though they look rickety and rotten with age.

The entry is designed to defend against attackers from deeper in the dungeon. The defenses included a pit trap, armed guards, and murder holes from **Area 2**. Unfortunately, the gremlins jinxed the locks here so that they didn't close tightly enough or fast enough to save the community. The floor is strewn with the defenders' weapons, most of which are now broken. Surviving weapons include battleaxes, warhammers, and crossbows (1d4-1 of each type). 2d6 unbroken crossbow quarrels can be recovered.

This room is haunted by a poltergeist, the remains of one of the dwarves killed by gremlin mischief. It is jealous of all living things and wishes for nothing more than the death of the gremlins that laughed while its life ended. However, it takes revenge on any living creature that comes close enough with the array of weapons left in the guardhouse. The creature may follow interlopers, but only into Areas 2, 3b, or 4.

Poltergeist: Init +3; Atk thrown weapon +2 ranged (by weapon type); AC 8; HD 1d4; hp 3; MV fly 30'; Act 1d20; SP un-dead, invisible, ethereal, throw weapons, aura of fright, easily exhausted; SV Fort +0, Ref +0, Will +4; AL C.

A poltergeist is a form of invisible and ethereal ghost. Because of its ethereal nature, it cannot be harmed by most attacks or spells – force effects can harm it, and it is subject to Clerical turning or spells that target un-dead or the will. A poltergeist attacks by throwing objects. In many cases, these are small objects doing only 1d3 damage, but in this room it can potentially throw a battleaxe (1d10), warhammer (1d8), or crossbow bolt (1d6). It can also use an Action Die to extend a frightening aura for 30' from its current location. Treat this as the spell, *scare*, cast with a +3 bonus to the spell check, except that it always affects all targets within 30' (if successful) and never increases its range due to a high result.

A favorite tactic is to use this ability to scare interlopers into running into the pit at the north end of this room.

Poltergeists are easily tired, and can only act for 1d5+1 rounds before needing to rest for 1d3+1 turns. When resting, a poltergeist can do nothing but move. Reducing the ghost to 0 hp does not destroy it; only removing all gremlins from this level will allow the dwarf's spirit to rest in peace. Otherwise, it reforms in 1d4 hours.

The pit trap to the north worked well enough for a time. Several dark ivy zombies fell into the pit and were destroyed. Even though the zombies have rotted to nothing more than dry bones, their dead flesh has left the spikes even more dangerous to living explorers than they ever were to invading corpses. In addition to the 1d6, falling damage, each PC falling into the pit is subject to 1d4 attacks from spikes (+2 to hit, 1d4+1 damage each). The spikes are coated with dark ivy musk from the zombie's flesh (Fort DC 10 or suffer 1d3 temporary Intelligence damage; one save required for each successful spike attack; characters reduced to 0 Intelligence die and arise in 1 hour as dark ivy zombies). This trap will be reset every 1d4 days by the blindbraun, so long as any remain on this level.

3b. Lower Lift

These tunnels end in a narrow shaft extending northward with a steep declining slope. After 10', the shaft is sealed with heavy steel doors. Suspended in the shaft is a large cart on metal cables connected to a gearbox in the wall.

A blindbraun haunts this area, moaning about the pointless deaths it could have prevented if it hadn't been tripped up by the capricious gremlins. It remains preoccupied with keeping the area secured, and will kill anyone at-

tempting to open the door, as well as anyone who looks shady or duplicitous. It carries the key to the locked door leading from Area 12 to Area 13.

Blindbraun: Init +4 (using 1d16); Atk battleaxe +3 melee (1d10+1); AC 14; HD 2d8+4; hp 10; MV 30'; Act 1d20; SP un-dead, stealthy, blinding gaze, unnerving wail; SV Fort +5, Ref +1, Will +4; AL C.

Blindbrauns are the un-dead remains of the dwarves slain when their colony fell to the combined hazards of dark ivy zombies and gremlins. These un-dead are stealthy, being able to surprise characters failing a DC 15 Luck check. Their eyes can shine a blinding light to a range of 30' at a single target (Fort DC 10 or be blinded for 1 minute) using an Action Die. They can also use an Action Die, once per encounter, to unleash a low, eerie wail. Anyone within 30' hearing the wail must succeed on a DC 12 Will save or take a -1d penalty on the dice chain to all rolls for 1 minute. Slain blindbrauns respawn after 1d5 days unless Bogra Hargrymsdotter's journal has been found and read (see Area 8b)

The lift was used by the dwarves to reach lower caverns, where they mined for ore. The doors were designed to provide protection in case of invaders from deeper in the underground, and have been stuck in place by gremlins. Examination of the gear box (and a DC 10 Intelligence check by a dwarf, miner, engineer, or similar; thieves can gain their bonus for disabling traps) reveals that several key parts are missing.

If the lift is reactivated using the parts from **Area 13** and the lever is pulled, the metal doors grind open and a gust of fresh air blows out of the pit, along with the faint sound of ghostly singing. The cart can hold up to six humans. It is raised or lowered using a crank onboard the cart. The mechanism can be repaired without the parts, but this requires time, money, and an expert craftsman.

4. Storage

This storage area contains mine carts loaded with ore and crude minor gemstones. Pipes run along the east wall and run down near the center of the wall to a large spigot about 3' off the ground above an empty cart. Double-doors lead northwest, northeast, west, and southeast.

This room was used to store ore and other materials gathered by the dwarves from deeper in Purple Mountain. The water spigot was used to rinse the



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mined material and wash away impurities before transfer to the forge in the smithy in **Area 12**. This spigot still works, being able to supply up to 100 gallons of fresh water a day.

The northeast door leading to **Area 12** is blocked on the far side by a heap of slag, placed there by the fleeing dwarves. It requires a DC 25 Strength check to move.

Two gremlins hide among pipes in the ceiling. When the party is distracted they attempt to steal a light piece of treasure from one PC. They prefer to target wizards and big, strong warriors over anyone else. Once the treasure is in hand, they flee onto the pipes near the ceiling, using the spigot and the cart below it as cover to reach the gap in the wall without being spotted. Once there, they throw rocks and taunt the party for a moment before using their dimensional door to slip quickly to the other side of the wall..

Gremlin: Init +2; Atk dagger +2 melee (1d4); AC 14; HD 1d6+2; hp 6 each; MV 30' or fly 30'; Act 1d20; SP infravision 60', jinx aura, dimensional door, thief abilities; SV Fort +2, Ref +5, Will +1; AL C.

If the party slays or thwarts the gremlins, Zolly Witherbaern and two gremlins plant an exploding container trap (see **Special Random Encounters** on page 7) ahead of the group, in Area 9. They wait for the party to enter **Area 9** and then attack after the explosion.

5. Desolate Chapel

This circular room is lit by a ring of flaming braziers. Above them, the ceiling is nearly black with soot. Near the center of the room, a rectangular altar has symbols resembling an armored dwarf, a swinging hammer, an anvil, and much smaller dwarf-like figures. Doors face north, south, east, and west.

This chapel is dedicated to the faith of Linium, the Forgefather and Maker of Ways. It has been out of use for some time, but the braziers here remain lit unless removed from the area. This area is consecrated to Law, and Lawful clerics who meditate here for 1 hour may remove 1d3 points of disapproval, once per day. In addition, they gain a +2 bonus to all spell checks in this area. Finally, neither un-dead nor gremlins will enter this area while the PCs occupy it; encounters rolled with them should be ignored.

The north door has writing on it in Draconic, placed by Hassur the hermit

with soot from the ceiling. It reads, “Trespassers not welcome.”

The east door is locked. It emanates tangible heat, which can easily be sensed even 5’ away. Touching it deals 1d3 points of temporary Agility damage unless the victim succeeds on a DC 14 Reflex save. The heat deals 1 point of damage per round to anyone attempting to pick the lock (DC 10).

6. Catacomb

This catacomb is a 50’-long corridor extending north and south, with three large alcoves in the west wall. The west, north, and south walls are lined with biers containing bones and funerary trappings. Many of the features are covered with vibrantly colored fungi, most of them luminescent. In the south alcove is a raised stone dais in the shape of an anvil with a dwarven warrior resting on top. The north alcove ends in a balcony above a cavern filled with giant mushrooms.

Originally used by the dwarves as a place to honor their dead, the catacomb has become merely another fungus garden for Pallcap and Hassur. Due to the phosphorescent fungi, this room is suffused with a soft glow, as if by candlelight. The 20’ cliff leading down to Area 11b can be scaled safely with a DC 10 Strength or Climbing check.

Etched on the shield of the dwarf effigy is a riddle in Dwarven: “*Ye that would inherit this weapon, bring me that marvel which can swallow a city, yet can be swallowed by an ant.*” The answer is “Water”, and wetting the effigy’s face or hammer with water prevents a trap from releasing – a hammer which makes a +6 melee attack (1d10+5) against one PC. Detect Traps DC 10, Disable DC 15. Disabling the trap requires reaching the hammer on the ceiling, itself risking a perilous fall from a 15’ height (DC 10 to reach the ceiling; DC 20 to crawl across the ceiling to the trap; a DC 10 Climb check is required for any attempt to disable the trap after the first – failure indicates a fall).

An adamantite warhammer rests on the heart of the dwarven hero carved into the dais. It can be removed only very carefully, and any attempt to do so triggers the falling hammer trap (unless the bypass has been used). This warhammer is non-magical, but does 1d10 damage and cannot be broken by mundane means.

The dense fungi on the catacomb’s biers conceal one set of dwarven-sized banded mail and 8 platinum pieces, two on each of four biers.

7. Overgrown Commons

This circular room is approximately 50' across and almost entirely covered in fungi. At the center of the room is a circular table on a raised platform surrounded by chairs, most of them broken. Doors lead north, east, and south.

This room was once the common room for the dwarf settlement. The young clan ate their meals at the table and talked, drank, and gambled in the room during quiet and peaceful times. Now, the fungal bloom over most of the surfaces makes the room difficult to navigate.

This area has become the primary dwelling place of Pallcap, a faerie-fungus creature that has come to see Hassur the hermit as a friend. It spends most of its time looking after the various fungi (both animate and not) that have infested the dwarven ruins. Unlike Hassur, it is quick to check on noises and signs of trouble caused by the gremlins. It routinely chases off gremlins and blindbrauns that have gotten into **Areas 6, 7, 8, 9, 10, and 11**.

Pallcap is looking after the fungi in here when the party passes through. If the party comes in during the day, Pallcap is likely to be resting in the guise of a particularly thick mushroom a dozen feet away from the north door. If the party attempts to open the door to Area 8, Pallcap attempts to dissuade them any way it can unless they have proven hostile to it or any of the plants under its care.

The gremlins love to provoke Pallcap, thinking its frustration a great source of entertainment. The blindbrauns, on the other hand, are frustrated by the faerie-fungus's fearless nature. Hassur, for his part, considers Pallcap more of a custodian.

Pallcap, Faerie-Fungus: Init +3; Atk fungal spear +3 melee (1d8); AC 12; HD 3d8; hp 15; MV 30'; Act 1d20; SP infravision 60', stealthy, plant, half damage from bludgeoning weapons, spores, communicate with fungi; SV Fort +4, Ref +4, Will +4; AL N.

The faerie-fungus creature looks like an animated mushroom-man. It gains a +3 bonus to move silently, and a +5 bonus to any attempt to hide in areas rife with fungi. As a plant creature, it is immune to most poisons, diseases, and critical hit effects. When it does take damage, it releases a cloud of spores in a 10' radius. Anyone within that radius must succeed in a DC 10 Will save or become soporific, taking a -1d penalty on the dice chain for a full turn. Mul-

multiple failures increase this penalty to a maximum of -3d; any further failure causes the creature to fall into a deep slumber for 1d5 hours.

Pallcap doesn't necessarily reveal itself to adventurers immediately. It may ask for assistance in destroying the gremlins, approaching with some cautious enthusiasm, or it may leave simple messages asking for help in Elvish, Undercommon, or the language of Pixies. These missives are written on walls or floor in spores. Pallcap's attitude toward the party starts is unfriendly if the party has destroyed any fungus in the area. If the PCs attack any fungus without provocation, and Pallcap becomes aware of it (as is likely), it becomes hostile toward them and begins organizing the remaining fungus into a united defense.

8a: Outer Quarters

These living quarters have beds and storage for nearly two dozen dwarves covered in mold and dust balls. Bones litter the floor. There are two doors in the south wall, about 25' apart.

This room served as living quarters for the dwarven settlers, aside from Bogra Hargrymsdotter, who had her own private chamber off this room. It was the last room overrun by the dark ivy zombies.

A pair of dark ivy zombies has settled down in the corner of this room at Pallcap's suggestion. As soon as they detect any stranger that does not stink of troglodyte, they attack, eager to find more sustenance for the dark ivy.

Dark ivy zombies (2): Init -4; Atk claw +2 melee (1d3); AC 9; HD 4d6; hp 15 each; MV 20'; Act 1d20; SP immune to critical hits, poison, disease, and mind-affecting; SV Fort +4, Ref -4, Will +2; AL N.

These creatures are not actually un-dead, but are rather corpses infested with flowering dark ivy. The dark ivy winds around and within them, animating their limbs and using it to attack and perform tasks required by its vegetable intelligence. If a character is slain by a dark ivy zombie, the creature seeds the body as soon as possible. This takes a full turn, but 1d6 turns thereafter the rapidly-growing plant spreads, and the victim arises as a dark ivy zombie.

Loud combat in this chamber may bring Hassur, the troglodyte hermit, from Area 8b. He takes 1d3 rounds to arrive.

8b. Hermit's Quarters

This small private bedchamber is in much better condition than the rest of the complex, with furniture largely intact. A bed in the corner is flanked by a wardrobe and a chest.

This chamber originally belonged to Bogra Hargrymsdotter, the ruler of the tiny settlement. She left the door locked when zombies overran her position, allowing her final record to remain intact. It is currently occupied by the troglodyte hermit, Hassur.

He has become accustomed to unexplained noises in the area caused by the blindbrauns and gremlins, and no longer investigates sounds of exploration unless they are especially violent (such as knocking down a door) or unfamiliar (such as if Hassur can hear unknown voices clearly). He will also respond if Pallcap calls for help (see Area 8a).

Hassur, troglodyte hermit: Init +3; Atk bite +3 melee (1d6) or spear +5 melee (1d8+4) or harmful spell; AC 12 or 15 (chain mail); HD 3d8+12; hp 30; MV 30' or climb 10'; Act 2d20; SP infravision 100', heal 2/day, harmful spell 3/day, fungal empathy; SV Fort +4, Ref +3, Will +5; AL N.

Hassur considers himself a priest and custodian of fungal creatures, and worships Ulibex, the Neutral fungous Lord of Mushrooms, Molds, Mildews, and Yeasts first described in *CE 5: Silent Nightfall*.

Twice a day, Hassur can heal 1d8 hit points by laying on hands. He can also cast three harmful spells per day, each of which causes 1d8+2 damage at a range of 100' (DC 13 Ref save for half damage). These spells always have a fungal theme, such as streams of spores or strands of mycelium. At the judge's discretion, Hassur can forego damage when casting a spell in order to gain another effect, such as gluing a character's feet in place with a fungal growth, or wrapping a character in strands of sticky mold. The duration of any such effect is 1d8+2 rounds, and a successful save avoids the effect altogether. His fungal empathy allows him to communicate with, direct the attacks of, and protects him from fungal creatures.

Hassur is stubborn, but not to the point of suicide. If he falls below 10 hp without felling an opponent or without any healing options left, he resumes his natural form and flees.



Hassur is a hermit who prefers a simple life alone among subterranean plants. Lately, his tranquility has been much disrupted by the gremlins, who thought it amusing to wait until he was well-settled before revealing their presence with pranks and thefts. He is uninterested in wealth, and minds the gremlins only insofar as they interfere with his ability to have a tranquil and secure existence. As a result, he is cautiously pleased by any expression of interest in rooting out these pests. He offers as a reward whatever is contained in a locked wardrobe he found in **Area 8b** (but has been unable to open). He can also offer the key to **Area 13**, which he got off a dead dwarf.

Hassur carries his valuables with him, aside from a small stash of money stolen from marauders and adventurers slain in Purple Mountain. There are 30 gp, 250 sp, and 100 cp in the unlocked chest next to his bed.

In a locked wardrobe of excellent craftsmanship (Open Locks DC 25), an aged journal can be found. It is bound in heavy leather and thickly gilded. Originally belonging to Bogra Hargrymsdotter, the dwarven lady that ruled this settlement, this journal is written in Dwarven. In the second-to-last entry, the author records suspicions of un-dead in the area, and describes the building of the trap in Area 3 as a precaution. In the final entry, she frantically details an attack by zombies that seem utterly immune to attempts to stop them. Reading this journal takes 2d3 – Int modifier hours. Once this is done, any blindbraun on this level who is defeated can remain at peace.

The journal is worth 25 gp to a scholar of dwarven history, and worth a 250 gp reward to Katna Hargrymsdotter, a relative of the dwarven lady who composed it—if the party has not met this relative yet, she can be encountered in any nearby settlement asking after news of the ruins. The wardrobe also contains a jeweled dwarven headdress of spun gold with amethysts and garnets worth 300 gp.

Purple Duck Note: *On Porphyra, troglodytes are an offshoot of the lizardman race that have adapted to better live underground. They are more civilized than traditional troglodytes and may have abilities similar to those of Men and Magicians in the DCC core rulebook.*

9. Kitchen

This kitchen was ransacked long ago. There are molds and mushrooms growing from the shelves and walls except around the large hearth in the southwest corner. On one counter, a steel hand-pump drips water into a basin that seems to have a

drain in its base. A variety of cutlery is strewn haphazardly about.

The gremlins stole all the edible food from the kitchen soon after the settlement was depopulated, and now use it only as a source of material for exploding container traps, knives, and other tools. Hassur and Pallcap pass through only quickly and along the northern edges of the room to avoid the haunting near the room's center. A cloak belonging to one of the more matronly dwarves has remained through the years at her spot at the table, prevented from being disturbed by the haunt that has formed near it.

The haunt was formed from the despair of the dwarven families killed in this settlement. It formed in the kitchen, once the warmest and happiest part of the community. A haunt is not a creature, but an effect, although clerical turning or spells affect it as though it were a 3 HD un-dead being. The haunt itself takes place in a 10' radius centered on the kitchen table, and is triggered if the table is touched. The cloak draped over the chair rises up as if worn by a figure bent over with dreadful sobbing and wailing, and the cutlery of the kitchen begins to levitate and drift about the room before darting in to stab at intruders. Each creature in the area is targeted by an attack (+3 ranged or melee, 1d4 damage). Characters continue to hear the sound of faint, mournful wailing for 1d3 rounds. The haunt only occurs once per day. If the journal in Area 8b is read by a relative of the dwarves that died in this settlement, the haunt is no more.

The pump carries fresh water from the waterworks, which is potable but faintly metallic-tasting.

10. Larder

This tall, narrow room appears to be a larder, stacked with aging crates and barrels half-covered in slime and mold. A row of hooks in the ceiling might have once held meat, but now serve only to anchor more molds. Doors lead north and west.

The larder's contents were left uneaten when the inhabitants were killed, so they have served to feed a wide variety of scavenging life-forms. The gremlins rarely venture out this way for lack of any interesting items to manipulate or destroy, leaving the larder and beyond more or less to the hermit and the fungi and plants he prefers for company.

The larder is infested with dark ivy, which has attached itself to the only unopened barrel (see below). It attacks any potential host it senses except for

trogloodytes, due to an agreement it made with Pallcap.

Dark ivy: Init +0; Atk throttling vine +3 melee (1d3 plus strangulation) or pollen puff +1 ranged; AC 9; HD 5d12; hp 30; MV 0'; Act 4d20; SP plant, strangle, pollen; SV Fort +8, Ref +2, Will +0; AL N.

A dark ivy is a somberly-colored mass of vines with large, pale flowers. It can attack with throttling vines, or by spraying puffs of sickly-sweet pollen from its flowers. Anyone caught by a throttling vine automatically suffers 1d3 temporary Stamina damage each round unless freed (DC 15 Strength check, 5+ damage with a single edged attack, or a successful Mighty Deed). Stamina lost from this attack recovers at a rate of 1 point per round of rest.

Dark ivy pollen targets only a single character, who must succeed in a DC 15 Fort save or suffer 1d3 temporary Intelligence damage; characters reduced to 0 Intelligence die and arise in 1 hour as dark ivy zombies. As plants, dark ivies are immune to many poisons, diseases, and critical hit effects. When the plant is defeated, 2d5 doses of pollen can be collected from it with a successful Handle Poison check (DC 10). Each dose can be turned into a powerful narcotic, and is worth 25 gp to the right buyer.

The sealed barrel the plant grows on is full of fine dwarven mead. It is worth 50 gp to a discerning buyer, but musk from the dark ivy has infiltrated the barrel's contents. Any who drinks from this mead must succeed in a DC 5 Fort save or suffer 1d3 temporary Intelligence damage. One save is required for each mugful of mead, and it may not be immediately apparent that it is not just alcohol befuddling the imbiber's wits. Those reduced to 0 Intelligence die and arise in 1 hour as dark ivy zombies, creating a new infestation of this plant.

11a. North Mushroom Garden

This tall cavern stretches down 20' below the level of the compound, at the bottom of two flights of narrow stairs. The chamber is filled with clusters of mushrooms ranging from a few inches to twenty feet high. A path worn through the center of the chamber extends for two dozen feet before winding around a corner to the left. The footing, apart from the path, seems to be extremely rough.

The mushrooms in this area provide cover similar to trees of similar size. Low-growing mushrooms provide the benefits of light undergrowth, impeding line of sight and ranged attacks. Aside from the path, the area is rough natural

stone caverns, uneven enough to require a DC 15 Reflex save from anyone attempting to move at more than half speed (failure indicates that the character falls prone and takes 1d3 damage unless a Luck check succeeds). Phosphorescent fungi cause this chamber to be filled with shadowy illumination.

A violet fungus hunts this area. It normally rests among a cluster of mushrooms near the south entrance to the cavern. This purple-colored mushroom has 3 mycelium “branches” that it can use to make attacks. Victims of successful attacks must succeed in a DC 10 Fort save or contract a horrible rotting disease that causes 1d3 points of temporary Stamina damage per round. The character gains a new save each round to avoid further damage, and if 3 successful saves are made in a row, the disease has run its course. Any natural “1” on a save indicates that 1 point of Stamina damage is permanent.

Violet fungus: Init +1; Atk mycelium branch +0 melee (rotting disease); AC 12; HD 1d12; hp 7; MV 10'; Act 3d20; SP plant, rotting disease; SV Fort +4, Ref -2, Will +0; AL N.

(Not all violet fungi have three mycelium branches. A violet fungi has 1d5 such branches, and gains an Action Die for each branch possessed).

Remaining in the undergrowth near its usual haunt is a spindle-shaped rose-colored magic stone. If thrown into the air, it will orbit around the character's head at a distance of 1', creating a cold rose light equal to torchlight. There is also a well-made chain shirt sized for a dwarf. Although not magical, it has only a -3 check penalty and a d8 Fumble Die.

11b. South Mushroom Garden

This tall cavern is about 100' long and 30' wide at the widest point. The south wall features a cave cut into the high cliff-face. The area is dominated by tall mushrooms of many different sizes. A faint green glow suffuses the area. The ground is uneven in many places, so that care must be taken when moving.

All the terrain notes regarding **Area 11a** apply equally to this room.

Where traps are indicated, there is a growth of fungus that makes a piercing shrieking noise if light brighter than a candle is brought within 10' (they are accustomed to the ambient light in the cavern). The noise from these shriekers draw the violet fungus from **Area 11a** in 5 rounds if that creature has not been killed. It draws Pallcap from **Area 7** in 5 minutes. Shrieking continues



for 1d3 rounds, with a 1 in 7 chance of drawing an additional random encounter each round.

A smilotoad has taken up residence in this room. It has figured out how to avoid the shriekers and plant monsters in the area, and even sometimes helps creatures climb out of the pits in this level when prompted with the right treat. Otherwise, it simply attempts to grab the tastiest-looking character and make off with it into the catacomb.

Smilotoad: Init +4; Atk bite +4 melee (2d6+3) or slam +5 melee (1d6+3 plus overrun and slime) or squirt slime +4 ranged; AC 15; HD 2d10+6; hp 17; MV 30' or climb 30' or leap 20'; Act 1d20; SP infravision 60', overrun, belly grease, spit slime; SV Fort +4, Ref -2, Will +0; AL N.

These giant toads have two large sabre-like fangs. They can attempt to overrun creatures of man-sized or smaller, making a slam attack as part of a move. If successful, the target must succeed in a DC 10 Strength check or be knocked prone, and the smilotoad continues its full move. anyone overrun by a smilotoad is automatically affected by the toad's back slime or belly grease (equal chance of each).

Grease on the smilotoad's belly makes the creature slippery so that it cannot be easily trapped. Moreover, it can wallow on an area if it does nothing else in a round, making a 5' radius slippery enough to require a DC 10 Reflex save from any creature (except itself) moving in the area at more than half speed. After 10 minutes, this grease dries to a nasty crust. A creature directly affected by this slime must not only make a Reflex save if moving more than half speed, but must make a save with every melee attack or lose his weapon.

A smilotoad's back is crusted with thick, dry slime and dozens of nodules. It can squirt a jet of this slime from one of these nodules any target within 30 feet. The slime quickly hardens to the texture of cold tar, entangling the foe (1d6 temporary Agility damage). The hardened slime can be removed with a Strength check (DC 10 + total temporary Agility damage caused). Removing the slime restores temporary Agility damage in 1d3 rounds. The slime can be removed by others using alcohol or any similar solvent. When the slime is removed, the temporary Agility damage is restored.

12. Treacherous Smithy

The cobwebbed equipment of this smithy has obviously not been used in many years, but trails in the dusk and slime on the floor indicate creatures have been passing through the area regularly. There are pipes connecting the south wall to the north wall and to spigots above three tubs. Each tub sits adjacent to an anvil and forge. The forges glow with heat. Doors lead southwest, west, south, and north. The southwest door is behind a high pile of cold slag, while the western door glows slightly red from the heat of two braziers that lie with their flames against the door. In the east end of the room, workbenches sit cluttered with broken debris.

This smithy was once the life-blood of this settlement, creating wares and processed materials for trade from the ores and other resources collected by miners. It was rendered unsafe to use by gremlins even before the dark ivy zombies attacked.

Two gas braziers keep the west door too hot to use, but they can be easily doused. Unfortunately, dousing them without disabling them properly (DC 10) causes gas to fill the western end of the room until it touches one of the open flames in the forges (2d3 rounds), causes an explosion in a 15'-radius spread from the center of the doorway that deals 2d8 fire damage (DC 14 Reflex for half damage). This relights the brazier, and if they are doused without being disabled, the gas will again explode.

The south door leading to **Area 13** is locked (DC 10).

A gremlin in **Area 13** spies on the creatures in the room through gaps around the pipes at the room's south end. It cannot squeeze through the gap, but uses it for observation or ranged attacks (as per an arrow slit) while intruders are in the room. The gremlin hurls an acid flask at anyone attempting to unlock the door after 1 round. If they persist for longer than 3 rounds, Zolly Witherbaern investigates herself, and begins interfering with her spells while heckling them vigorously.

The smithy's equipment was jury-rigged into a defensive arrangement by the dwarves in a last-ditch effort to buy time to escape, but the gremlins trapped the bypasses and defensive positions the dwarves built around them.

The X on the map is a heat vent trap which unleashes pent-up magmatic heat from the lava pit far below on Level 4 if this area is entered (2d6 damage; Reflex DC 17 for half; Locate DC 15, Disable DC 17). There is also a crossbow trap which ricochets a bolt at anyone touching the bypass for the heat vent

in an attempt to make the area passable (Atk +6 ranged, 1d6 damage; Locate DC 10, Disable DC 10).

If the party avoids being damaged by any traps in this room, a gremlin emerges from the waterworks in 1d4 rounds and attempts to manually reset the heat vent trap. It scurries among the old smithy equipment. The heat vent trap requires 1d4 rounds to reset if it was disabled; or a single round if it was merely bypassed.

Gremlin: Init +2; Atk dagger +2 melee (1d4); AC 14; HD 1d6+2; hp 6 each; MV 30' or fly 30'; Act 1d20; SP infravision 60', jinx aura, dimensional door, thief abilities; SV Fort +2, Ref +5, Will +1; AL C.

Most of the equipment and gear in this room have been damaged by gremlin gamboling over the years, but a few pieces remain useful. A single set of artisan's tools appropriate for weaponsmithing can be culled from the assortment of tools in the room. In addition, a few finished pieces of metalwork lie fallen from wall hooks on the ground, including a battleaxe, a crossbow, and a suit of elf-sized mithral chainmail buried under a pile of slag.

The slag blocking the door to the southwest can be removed (from this side) with 20 minutes of work, allowing the door to be used freely.

13. The Waterworks

This room is dominated by three tall metal tanks and five humming pumps attached to them. The floor is slightly slick with water that seems to slowly leak from the pipes connecting the tanks to the pumps and the pumps to the floor and ceiling. Each pump is connected by a mildewed pipe to the nearest large tank, and by another pipe to either the floor or the ceiling. Pipes run out of the room through the west and south walls.

The source of the running water on the first two levels of Purple Mountain, the waterworks has become a very dangerous place under gremlin control. The floor throughout the area is slightly wet and slippery. Each pipe passing through the walls, floor, or ceiling has a small gap around it, allowing a gremlin to squeeze through with a successful DC 20 Reflex save (failure means that the gremlin is stuck until a save succeeds or it invokes its dimensional door ability).

The gremlins use the waterworks as their nest, since it is connected to many

other rooms and bustling with many mechanisms which they love to keep around. However, they prefer to keep the waterworks working, rather than destroy it, since it helps attract other creatures for them to torment.

The leader of this gremlin band, Zolly Witherbaern, is a particularly clever and magically skilled gremlin who uses her gifts to subtly bully her fellow gremlins into following her lead and offering up to her whatever they manage to steal. She in turn distributes these prizes as rewards to those who please her or demonstrate particular flair in their tricks. Zolly prefers to target dwarves above all others, and she handsomely rewards gremlins that bring her loot stolen from dwarves or word of humiliation inflicted on dwarves.

Gremlins (3): Init +2; Atk dagger +2 melee (1d4); AC 14; HD 1d6+2; hp 6 each; MV 30' or fly 30'; Act 1d20; SP infravision 60', jinx aura, dimensional door, thief abilities; SV Fort +2, Ref +5, Will +1; AL C.

Zolly Witherbaern: Init +4; Atk dagger +4 melee (1d4+1) or harmful spell; AC 16; HD 3d6+6; hp 16; MV 30' or fly 30'; Act 2d20; SP infravision 60', harmful spell, jinx aura, dimensional door, thief abilities; SV Fort +3, Ref +7, Will +4; AL C. Zolly's harmful spells require a DC 13 Fort or Reflex save to negate, and do 1d6+2 damage each. They are themed around mechanical failures, practical jokes, and misfortune. Examples include: Falling due to laces tied together, electrical spark, self-inflicted wound, acid pie in the face, etc.

These gremlins all have 1d3-1 vials of acid they can throw, and 1d3-2 exploding container traps (see Special Random Encounters on page 6).

The water pumps have been rigged with vulnerable points that can be ruptured to fire powerful jets of water at anyone stepping on pressure-plates or tripping tripwires set by the gremlins. Some of the water (traps marked 1 on the map) can push victims 10' away if a Strength check (DC 12) fails; water from the hot tank (traps marked 2 on the map) create plumes of hot steam (5-ft.-radius cloud of scalding steam causing 1d6 damage, DC 12 Reflex for half; cloud persists for 1d4 rounds but deals no further damage; the cloud can provide a +4 bonus to AC due to concealment). At any given time, one gremlin will man the traps, resetting them as soon as they are sprung (using its Action Die to reset a trap each round, as required).

Judges may use Luck checks to determine if PCs enter trapped areas, if



desired. In this case, once a trapped area is known, the die used to make the check should be decreased along the dice chain (improving the PCs' odds of avoiding the traps).

Gremlin-Cursed Water

A creature struck by one of the two water jet traps may be subject to the chaos magic with which the gremlins have infused the water. Any character already affected by the cursed water on this level is immune to subsequent exposure; since this is the same magic that affects the magical pool on Level 1, any character who has already been subjected to that effect is also immune to it here. Those who are not immune, however, must make a DC 13 Reflex save to avoid swallowing enough of the water to be affected. The first time a character swallows the water, roll 1d12 and consult the following chart. All effects are temporary and last 24 hours. Note that the effects here, at the source of the magic, are generally more harmful, powerful, or chaotic than those in the upper level.

1d12	Effect
1-2	Glow: The character's skin turns bright orange and sheds light as a torch.
3-4	Sensitive Gills: Gills sprout from the sides of the character's neck, allowing him to breathe water as well as air. After 1 hour out of water, his skin and gills dry out and he suffers a -2 penalty to attacks and saving throws due to pain from desiccation until he is immersed in water for an hour.
5-6	Noxious Acid Spit: The character may spit acid as a ranged touch attack that deals 1d4 points of acid damage. The character must make a DC 13 Reflex save every time he uses this ability to avoid dealing 1d4 acid damage to himself.
7	Poison: The character takes 1d4 damage and must make a DC 14 Fort save or also take 1d4+1 temporary Strength damage.
8-10	Thorny: The character sprouts obtrusive thorns all over his body. His natural attacks deal an additional +1d4 points of piercing damage during grapples and the character is considered to be armed with natural weapons dealing 1d4 damage. All armor has a +1d shift on the dice chain to its Fumble Die, and a +2 to its check penalty. If the character wears medium or heavy armor, he cannot do damage with the thorns.
9	Enhanced Sight: The character can detect magical auras as a constant spell-like ability.

10-11	Weakness: The character takes 1d4 points of temporary Stamina damage (healed at the end of the 24-hour period). He has a -1d penalty on the dice chain to any saving throws against poison.
12	Peak: The imbiber gains a +2 bonus on three random ability scores (not including Luck), to a maximum of 18.

The pieces of an alchemist's lab are strewn about this room. In addition, a secret compartment is hidden halfway underneath the northern water tank (DC 15 to find; the judge may decrease this DC if the players specify they are checking the tanks). Within are the missing components for the lift in Area 3b, the key to the wardrobe in **Area 8b**, and a small velvet bag containing 3 cut garnets worth 15 gp each. If the gremlins managed to steal anything from the party, the items will be stashed in the compartment as well. The metal compartment is not thick enough to block a dwarf's sense of smell, and dwarves will be able to scent the gems.

If the gremlin nest is rooted out but gremlins are left alive on this level, and the party has not slain Hassur, one of them attempts to kill Pallcap with defoliating poison and blame the party by applying at least a touch of the stuff to them or their gear, motivating the troglodyte hermit to attack them.

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