

PURPLE MOUNTAIN



Temple of the Locust Lord Mark Gedak, Daniel J. Bishop

Porphyran
Patreons



COMPATIBLE WITH
**DCC
RPG**



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Purple Mountain Level One: Temple of the Locust Lord is a *Dungeon Crawl Classics* adventure designed for four to eight, 1st 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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LEVEL ONE

TEMPLE OF THE LOCUST LORD

The first level of Purple Mountain is the current home to a cult of the Locust Lord, a demonic entity dedicated to vermin, chasms, and infestations. Twenty years ago, the wizard Iraksed came to the Purple Mountain to discover secrets of transformation into an immortal invertebrate form. His destructive tendencies and ability to manipulate the manamites present in the first level of Purple Mountain earned him the grace of the Locust Lord and Iraksed began the painful process of shedding his mortal form into his current squirming one.

Recently Iraksed and his manamite followers have grown in power and potential for destruction. The manamites have captured and trained a number of vermin, including a throach. The throach, known to the manamites as the Instrument of the Locust Lord, has the ability to implant hosts with its verminous offspring. These offspring eventually tear themselves free of their host. The manamites love both the birth of throach grubs from within the bodies of other sentient races and the screams of their hosts as the larval throach burst free. To supply the throach with a constant supply of hosts, the manamites occasionally venture out of Purple Mountain to capture travellers or nearby villagers.

As a Campaign

Purple Mountain is a megadungeon that can be used as a site for an ongoing campaign. Purple Mountain is intended to mirror the classic megadungeon that many of us older gamers grew up playing. In Purple Mountain you will find subterranean cities, prisons of eldritch demons, ancient ruins, lost civilizations, legendary weapons, lost magic, mines, slave pits, elemental nodes, water-filled passages, mazes, one-way doors, traps, monsters both classic and unique, dragons, artifacts and monsters too big to fit down the hallway that leads to their lair.

Ultimately, we are building a challenging dungeon with many risks and re-

wards for daring, intelligent players. The DCC RPG conversion is being done with *Dungeon Crawl Classic's* unique design aesthetic in mind.

As a Stand Alone Level

The first level of Purple Mountain can easily be used as a stand-alone adventure site. The temple could be relocated anywhere in the world and the player characters could be recruited to complete any of the following quests:

- **Destroy the Cult:** This is most likely accomplished by killing Iraksed, the throach, and the manamite cultists.
- **Rescue the Prisoners:** There are currently five prisoners of the locust cult. They are all implanted with throach eggs. The captive must be rescued and cured to receive the full reward as determined by the Judge.
- **Destroy/Recover the Dhole Chants:** This profane work of literature could be valuable to the right collector or an affront to other individuals. The PCs could be recruited to recover or destroy this work, depending upon the alignment of their patrons.

Standard Features

Unless noted otherwise in the text, the following standard features are true throughout the first level of *Purple Mountain – Temple of the Locust Lord*.

Wooden Doors: All the doors in the temple are made of ramshackle wood, as they have been damaged by countless adventurers and repaired numerous times throughout the history of Purple Mountain. The surfaces are often engraved with pictures of vermin or threats of destruction and peril written in Undercommon. These decorations are not a design feature, but more a result of bored manamites with daggers. The doors are easily broken down (DC 5).

Illumination: Most of the rooms are unlit in the temple as the manamites, vermin and Iraksed all function normally in the dark due to infravision and/or the ability to sense vibrations. Adventurers who cannot see in the dark will need to carry light into the temple to navigate its passages.

Exits: There are three primary exits from this level of Purple Mountain. The first is in **Area 1** and it leads to the exterior of the mountain. The second is in **Area 7** which descends into a garbage pit that is the starting point of **Level Two**. The final exit is through the huge pit in Area 10 which leads down to the magma chambers of **Level Four**.

Vermin: The manamites that inhabit this level of Purple Mountain raise giant invertebrates as guardian and companions, and they are friendly to insects, spiders, scorpions, and the like. Mundane vermin of all types are common within this level of the dungeon. Ceilings are often the home to spiders and their webs.

Dungeon Populations

As the player characters make their way through the dungeon they will encounter fixed groups of enemies as well as wandering monsters. If the players decide to grind through the level there should be a limited number of some of the creatures per month of game time.

This level is inhabited by manamites which worship the Locust Lord. These are small creatures related to goblins, which speak the goblin tongue, Undercommon, and the common language of insects, spiders, and their kith. They are about half the height of a halfling, on average, coming to about the knees of a human. Their skin has a light purple, nearly mauve, hue.

Initially there should be no more than 30 manamites, 4 manamite cultists, 4 blue scorpions, 4 red scorpions, 3 scorpion knights, 1 throach and 1 locust demon. If you are checking for wandering monsters and you run out of a particular monster type just roll again on the table or ignore that encounter.

If the cultists and Iraksed are killed, the manamites that inhabit this level may move away, leaving this level open for new inhabitants to occupy.

Special Random Encounters

Locust Demon: Iraksed was granted the service of this demon by his patron, the Locust Lord. The demon patrols the halls ceaselessly, and is always hungry. Although it will not attack the manamites or Iraksed, it considers the endless vermin of this level to be its prey, as well as any adventurers it may meet. So long as a target is legitimately prey, it always attacks the closest living thing to it. The thing looks like a horse-sized locust made of black iron. Six-inch locusts continually fall from between its plates, automatically attacking any creature within 10' of the demon. Area attacks that deal 12+ hp damage in a single round can prevent the locusts from attacking for 1d3 rounds, while their numbers build up. The demon can speak the infernal language of demons and the common tongue.

Locust demon (Type I): Init +0; Atk bite +5 melee (1d8+2); AC 17; HD 3d12; hp 20; MV 30'; Act 1d20; SP infravision 60', locust swarm (10' range, +2 swarming bite for 1d3 damage per round), spells (darkness, +4 to spell check), half damage from non-magical weapons and fire; SV Fort +5, Ref +1, Will +4, AL C.

Manamite Patrol: The manamites have a number of roaming patrols to make sure everyone is alert against intrusion. A typical manamite patrol is made up of either 3 manamite guards and 1 flash beetle or a manamite cultist and a red or blue scorpion. Manamite cultists have the ability to control invertebrate creatures at will (a DC 10 Will save will prevent a bonded creature, such as a familiar, from being controlled). Their harmful spells appear as swarms of beetles, biting flies, scorpion stings, etc. To determine the save against their spells, roll 1d3: (1) Fort, (2) Ref, or (3) Will, and then describe the spells accordingly.

Manamite cultist: Init -1; Atk dagger +1 melee (1d4-1) or harmful spell +3 ranged (1d8, DC 12 save for half); AC 10; HD 1d4-1; hp 2 each; MV 20'; SP infravision 60', control invertebrates, harmful spells 3/day; SV Fort -2, Ref +1, Will +1; AL C.

Manamite guard: Init +0; Atk sickle +2 melee (1d5-1); AC 11; HD 1d6-1; hp 3 each; MV 20'; SP infravision 60', control invertebrates; SV Fort -1, Ref +2, Will +1; AL C.

Flash beetle: Init -2; Atk mandibles +1 melee (1d4+1); AC 12; HD 1d8; hp 5 each; MV 30' or climb 20'; Act 1d20; SP flash 1/hour (brilliant flash of light affects all within 10'; Fort DC 13 or -1d penalty to all rolls for 1d3 rounds); SV Fort +1, Ref +0, Will -3; AL N.

Blue scorpion: Init +1; Atk claw +2 melee (1d3 plus grab) or sting +2 melee (1d3 plus poison); AC 13; HD 2d8+2; hp 10 each; MV 40'; SP grab (automatic damage each round, opposed Strength check vs. +3 to escape), poison (1d3 dam, and Fort DC 14 or 1d3 temporary Strength damage); SV Fort +4, Ref +2, Will +1; AL N.

Red scorpion: Init +1; Atk claw +2 melee (1d3 plus grab) or sting +2 melee (1d3 plus poison); AC 13; HD 2d8+2; hp 10 each; MV 40'; SP grab (automatic damage each round, opposed Strength check vs. +3 to escape), poison (1 dam, and Fort DC 16 or 1d3 temporary

Agility damage); SV Fort +4, Ref +2, Will +1; AL N.

Scorpion Knight: The elite among the manamites are nearly as large as a very small halfling. They wear chainmail sized for themselves and are mounted on giant scorpions. Scorpion knights can control invertebrates as do manamite cultists.

Scorpion knight: Init +1; Atk flail +2 melee (1d6) or shortbow +2 ranged (1d6); AC 15; HD 1d8+1; hp 5 each; MV 10'; SP infravision 60', control invertebrates; SV Fort +1, Ref +2, Will +3; AL C.

Giant scorpion mount: Init +1; Atk claw +2 melee (1d3 plus grab) or sting +2 melee (1d3 plus poison); AC 13; HD 3d8+3; hp 16 each; MV 40'; SP grab (automatic damage each round, opposed Strength check vs. +3 to escape), poison (Fort DC 12 or 1d3 dam each round until save is successful); SV Fort +3, Ref +2, Will +2; AL N.

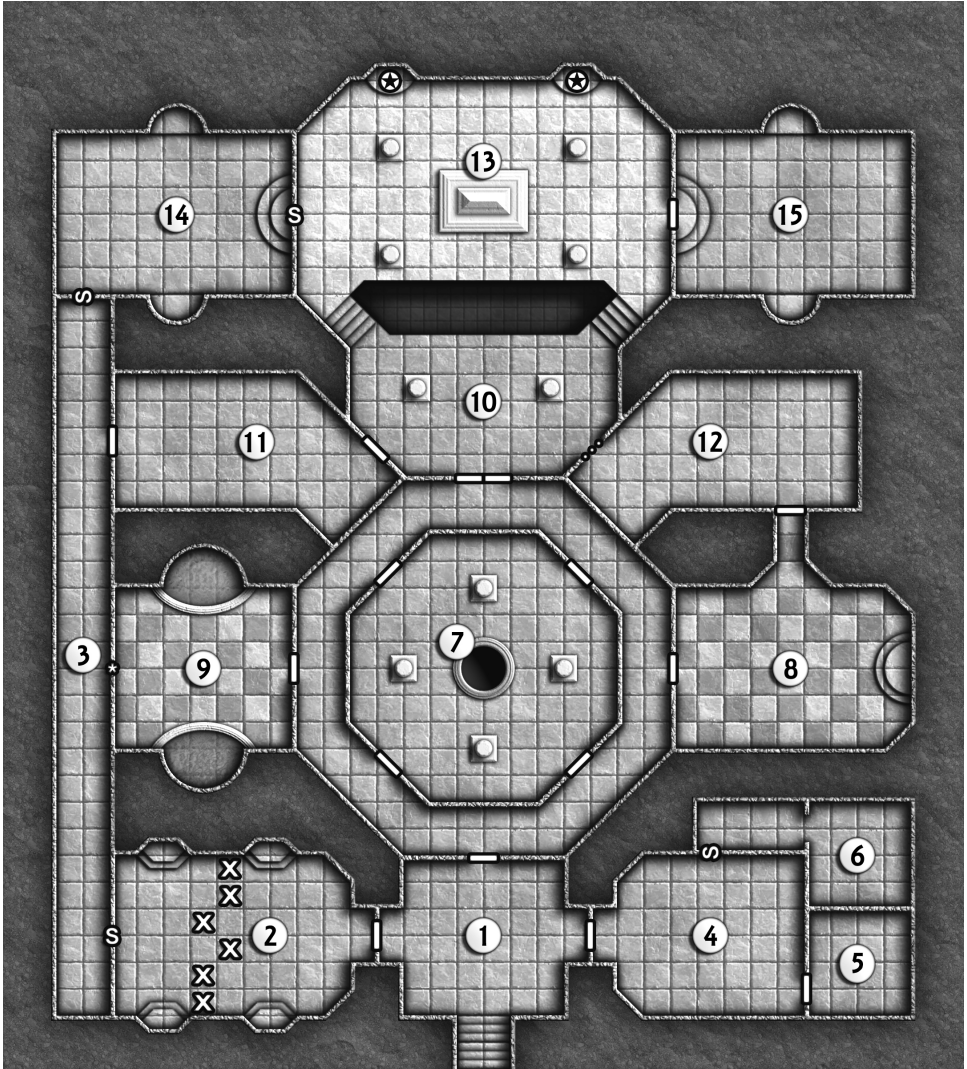
Skeleton and Zombie, Adventurers: Many adventurers have tried to delve the depths of Purple Mountain only to fail. Some of those dead do not rest peacefully but instead reanimate as un-dead monstrosities. Many of the un-dead have their ribs broken or their stomachs torn out from the inside to foreshadow the work of the throach.

Random Encounters

Every hour a group of characters spends exploring, resting or making loud noises in the first level of the Purple Mountains 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 manamites become alerted to the player characters presence such as when a guard change results in the discovery of manamite bodies or if a manamite escapes combat to warn others.

D20	Creature
1-2	Fire beetles (1d2): Init -2; Atk mandibles +3 melee (1d4+2 plus residue); AC 15; HD 2d8+2; hp 8 each; MV 30' or climb 20'; Act 1d20; SP glowing acidic residue (+1d4 damage, cannot be washed off, glows for 1d3 days); SV Fort +1; Ref +0; Will -3; AL N.
3	Flash beetles (1d3): Init -2; Atk mandibles +1 melee (1d4+1); AC 12; HD 1d8; hp 5 each; MV 30' or climb 20'; Act 1d20; SP flash 1/hour (brilliant flash of light affects all within 10'; Fort DC 13 or -1d penalty to all rolls for 1d3 rounds); SV Fort +1, Ref +0, Will -3; AL N.

4-5	Giant ant: Init +0; Atk bite +2 melee (1d3); AC 14; HD 1d4; hp 2 each; MV 50' or climb 50'; Act 1d20; SV Fort +3, Ref +1, Will -3; AL L. These ants are about 2' long.
6	Giant bee: Init +0; Atk sting +1 melee (1 plus poison); AC 9; HD 1d6; hp 4 each; MV 5' or fly 20'; Act 1d20; SP Poison (DC 14 Fort save or 1d4 Strength damage; 1 temporary Strength damage on a successful save); SV Fort +1, Ref -1; Will -3; AL N.
7	Giant centipedes (1d4): Init +3; Atk bite +6 melee (1d6 plus poison); AC 14; HD 3d6; hp 10 each; MV 60'; Act 1d20; SP detect thoughts 500' range, poison (Fort DC 12 or 1d4 temporary Agility loss); SV Fort -1, Ref +2, Will -1; AL C.
8	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.
9	Giant spiders (1d3): Init +2; Atk bite +2 melee (1d3 plus poison); AC 10; HD 1d8; hp 5 each; MV 30' or climb 30' or leap 15'; SP poison (Fort DC 14; 1d4 damage on success; 3d4 damage plus 1 temporary Strength on failure); SV Fort +0, Ref +2, Will -3; AL N. These are cat-sized hunting spiders, rather than web builders.
10	Giant wasp: Init +3; Atk bite +0 melee (1d2) or sting +2 melee (1d3 plus poison); AC 12; HD 2d6; hp 7 each; MV 10' or fly 50'; SP poison (Fort DC 15; 1d6 damage on success; 3d6 damage on failure); SV Fort -2, Ref +2, Will +0; AL N.
11-13	Manamite patrol: See special random encounters.
14	Scorpion knight: See special random encounters.
15-16	Skeletal adventurers (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. See also special random encounters.
17	Insect swarm: Init +5; Atk swarming bite +1 melee (1 plus sting); AC 11; HD 4d8; hp 18 each; MV fly 40'; Act special; SP bite all targets within a 20' x 20' space, half damage from non-area attacks, sting (Fort DC 5 or additional 1d4 damage); SV Fort +0, Ref +10, Will -2; AL N.
18	Locust demon: See special random encounters.
19-20	Zombie adventurers (1d4): 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. See also special random encounters.



Temple of the Locust Lord

1. Entrance to Purple Mountain

Well-carved stairs lead down into this large entry hall. The walls and floors of this room are made of white stone traced with veins of brown-orange. The air is musty but warm, and light debris litters the floor.

This large room is the primary entrance to the megadungeon known as Purple Mountain. Many adventurers have tried to descend into the depths of Purple Mountain in an attempt to gain wealth, fame and even immortality. As this location is a draw for the foolhardy and adventurous sort, it is not left unguarded. The marble floor has brown-orange veins of dried blood from the countless adventurers who have lost their lives while exploring these dungeons. The light debris littering the floor include bits of broken weapons and mottled bits of carapace from the manamites' vermin companions.

A quartet of manamites guard the entrance to the Purple Mountain. The tribe of manamites that live on the first level of Purple Mountain are followers of the Locust Lord and obey the commands of Isaksed, who leads the worship of the daemonic lord of crawling things. The manamites in this room have a six hour watch cycle, before they are relieved by four others.

Manamite guards (4): Init +0; Atk sickle +2 melee (1d5-1); AC 11; HD 1d6-1; hp 1, 2, 2, 2; MV 20'; SP infravision 60', control invertebrates; SV Fort -1, Ref +2, Will +1; AL C

When they become aware of intruders, three of the manamites will engage characters and try to provide cover for the fourth manamite, who tries to retrieve some of the vermin from **Area 4** to assist. The manamite guards are fanatics, fighting to the death. In addition to their gear, each manamite carries 1d14 sp.

2. The Gauntlet

At the far end of the room sits a black chest on a low platform. The walls and floor of this room are covered with dark images of swarming beetles, scorpions, locusts and worms. Balls of purple foxfire hovering along the north and south walls provide soft illumination, but do little to dispel the shadows from this otherwise dark room.

This room is a trap set for adventurers and treasure seekers by the tribe of manamites who inhabit this level of the Purple Mountain. The walls and floor

have been painted to conceal the massive amounts of blood spilled within this room. The choice of subjects reflects the cult's devotion to the Locust Lord and his minions. At the far end of the room there is a secret door (DC 10 to spot) that leads into **Area 3**.

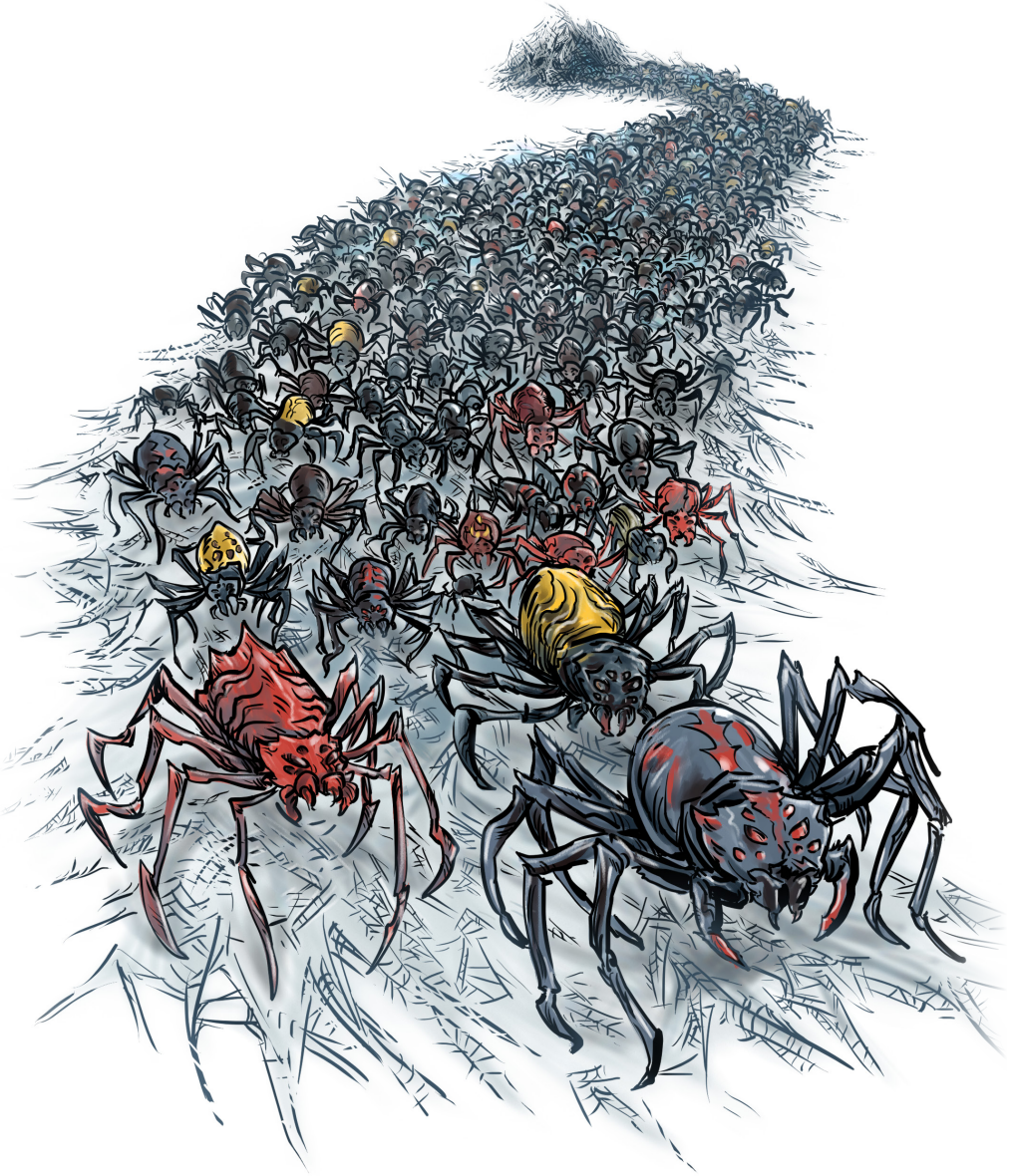
This room has three nearly identical swinging axe blade traps. Two axes on the ends of the room swing from north and south and the middle axe swings from the northwest to the southeast. These traps are not completely identical because the manamites have intentionally done a poor job of disguising the trap in the middle (Find Traps DC 5). They have done this to lull adventurers into a false sense of security for having found “the” trap when they really should be looking for three traps (the other two are DC 10 to find; all are DC 10 to Disarm). Each of these traps can attack multiple targets within a 10' line (+4 melee attack; 1d10+3 damage).

The chest at the far end of the room is locked (DC 10) but not trapped itself. Within the chest are 13 gp and a gnarled wand of black wood, carved with images of arachnids over its entire surface. This *wand* can summon a swarm of spiders at a range of 30' once per day; the ravenous swarm attacks the closest creature(s) until dispersed, taking only 1d3 rounds after a foe is slain to suck it dry before moving on to the next target. The user is not immune to these attacks. When the wand is used a seventh time, the wand itself turns into swarm of spiders that targets the user immediately. There is a note written in Undercommon in the chest with the command word for the wand written on it (Arachnos) – wizards and elves can use the command word without a spell check; all others must succeed on a DC 7 check.

Spider swarm: Init +5; Atk swarming bite +1 melee (1 plus poison); AC 11; HD 4d8; hp 18 each; MV 20'; Act special; SP bite all targets within a 20' x 20' space, half damage from non-area attacks, poison (Fort DC 7 or additional 1d4 damage); SV Fort +0, Ref +10, Will -2; AL C.

The manamites that guard the spy hall (Area 3) generally sleep on the job. However if two of the swinging axe traps trigger they will be roused from their slumber. If the PCs do not discover the secret door, the manamites wait patiently for several minutes to allow the intruders to vacate the room, and then move through the secret door to reset the traps. See Area 3.

Playtest Notes: *Mark's players came into this room three times, and each time*



**Spider Swarm Art
by Matt Morrow**

their characters set off a different trap. On the second exploration of the room, the chest held a slip of paper with a written IOU in Undercommon promising vast wealth and a cookie. On the third run through, Mark filled the chest with a spider swarm.

3. The Spy Hall

This hallway looks to be newer construction than the surrounding rooms of the dungeon.

When Iraksed installed himself as lord of this level of Purple Mountain he had the manamites add this hallway to provide for additional security. It has a secret doors leading into the Gauntlet (**Area 2**) and Iraksed's private chambers (**Area 13**), a peephole to allow them to view the pool room (Area 9) and exits to the throach's lair (**Area 11**).

There are always two manamites on guard duty here and they are supposed to be swapped out on rotation every six hours. However, most of the manamites find this duty boring and avoid it, leaving the on-duty manamites there too long...or even causing them to abandon their posts (30% chance there are no guards on duty here at all). Most of the time, any manamites on duty in this room will be sleeping or goofing off, but opening one of the secret doors without caution, triggering two traps in **Area 2**, or the sound of screams coming from **Area 9** will alert them to possible intruders.

Lazy manamite guards (2): Init -2; Atk sickle +2 melee (1d5-1); AC 11; HD 1d6-1; hp 5, 4; MV 20'; SP infravision 60', control invertebrates; SV Fort -1, Ref +2, Will -1; AL C

The manamites in this corridor recognize that being trapped in the hallway will likely get them killed. They do not engage in combat unless they are unable to flee and warn Iraksed. In addition to their gear, the manamites carry 1d12 sp and two vials of holy water (taken from dead adventurers) to deal with wandering un-dead.

Spy wall duty is such a hated task that the PCs could probably use this back hallway to rest and recover. Do not check for random encounters in this hallway. After 6 hours there is a 30% chance that two more lazy manamites will arrive to take up their posts.

4. The Vermin Ranch

Scraps of bone and flesh litter the floor of this expansive, rectangular chamber. Along the walls are loops of rope on hooks and strange leather saddles. The west wall has a small chalk board with writing on it.

This area is the primary ranch for the manamite's invertebrate minions. A number of different species of vermin live here including cave scorpions, flash beetles, giant spiders and the throach. They are never all here at the same time, and although many are territorial their relationship with the manamites prevents the vermin from destroying one another. Hanging on the walls of this room are loops of rope (four sets, 50 ft. silk) and six military saddles made of dwarven skin and designed to work with cave scorpions and giant spiders. The chalk board contains images of the four vermin types and the number of kills attributed to each species (currently, the giant spiders are in the lead).

Currently two giant scorpions (one red and one blue) and two flash beetles occupy this room. This time is their rest cycle. The other vermin are currently out on rotation.

Red giant scorpion: Init +1; Atk claw +2 melee (1d3 plus grab) or sting +2 melee (1d3 plus poison); AC 13; HD 2d8+2; hp 10; MV 40'; SP grab (automatic damage each round, opposed Strength check vs. +3 to escape), poison (1 dam, and Fort DC 16 or 1d3 temporary Agility damage); SV Fort +4, Ref +2, Will +1; AL N.

Blue giant scorpion: Init +1; Atk claw +2 melee (1d3 plus grab) or sting +2 melee (1d3 plus poison); AC 13; HD 2d8+2; hp 14; MV 40'; SP grab (automatic damage each round, opposed Strength check vs. +3 to escape), poison (1d3 dam, and Fort DC 14 or 1d3 temporary Strength damage); SV Fort +4, Ref +2, Will +1; AL N.

Flash beetles (2): Init -2; Atk mandibles +1 melee (1d4+1); AC 12; HD 1d8; hp 8, 5; MV 30' or climb 20'; Act 1d20; SP flash 1/hour (brilliant flash of light affects all within 10'; Fort DC 13 or -1d penalty to all rolls for 1d3 rounds); SV Fort +1, Ref +0, Will -3; AL N.

Note that the manamites in **Area 1** will unleash these creatures if they are able to. The giant scorpions attack any non-manamite on sight. They spread their attacks across multiple opponents and prevent the flash beetles from ap-

proaching too closely. They fight to the death.

The scorpions will kill flash beetles if they engage in combat with the same PCs as the scorpions are currently engaged in. The beetles know this, and typically concentrate on opponents that escape the scorpions, although PC attacks might draw the flash beetles in, where the scorpions will divide their attacks among the PCs and the beetles. Flash beetles also fight to the death. These creatures have been instructed by the manamites to stay in the room, but must succeed on a DC 10 Will save to avoid pursuing fleeing PCs.

If these vermin were released to help the manamites in the entrance to the Purple Mountain (**Area 1**) then they will not be encountered in this room. Once defeated, the vermin in this room will be replenished with others once six hours have passed...possibly by other types of creatures from the Random Encounters roster.

The secret door in this room can be discovered with a DC 15 check. It is not trapped or locked.

5. Supply Room

This square room is stacked with crates along the east wall, kegs line the south, a large wooden case stretches the length of the north wall and large sacks are piled almost everywhere else.

This room holds many of the sundry goods that the manamites use to sustain them and their pets. The crates along the east wall are filled with dried meat, fruit and beans, the sacks containing rice or wheat and the kegs contain ale and wine.

The wooden case along the north wall is a breeding chamber for mealworms to feed their vermin pets (and for occasional snacking). The case is roughly four feet deep with the top two feet of the case filled with swarming mealworms; below this layer is wheat germ, vegetable scraps, and animal bits for the worms to feast on.

Mixed within the mass of mealworms is the *ring of Syrimas*, a silver band that supplies a +1 bonus to AC and saves if worn without armor. The ring also allows the casting of three spells: *spider climb* (1d24 + Int mod), *spider web* (1d20 + Int mod), and *vermin blight* (1d16-2 + Prs mod, with a equal chance of greater corruption or generic misfire on a natural "1").

Magical detection may reveal the ring's existence, but a character wishing to claim it will need to fish around for it. Anyone reaching into the mealworm tank must make a DC 10 Fort save or take a -2 penalty to all die rolls due to nausea and sickness for 1d3 x 10 minutes.

6. Manamite Secret Trove

This part of the dungeon is divided into two rooms; one is a rectangular hall and the other a square storage room. The floor and walls of the hall are made of a roughly hewn dull stone. Writing is scrawled on the north wall.

The second room is still rough in shape but the floor has been marked off into three roughly equal sections with chalk. In one section is a flail and five glass vials, the second has an additional five flasks, and the final section has a table with a child's toy, a jar and a small wooden stand on which hangs a silver bracelet.

The scrawled writing on the wall is in Undercommon, and say things like, "Miklow's hoard, go away or face many beatings" and "Miklow's curse be on thieves". Several of the manamites (Miklow, Exlei and Finil; scorpion knights all) have been storing a secret stash of supplies in this room just in case their relationship with Iraksed sours.

Currently this room holds a small flail (1d5 damage), five vials of strong acid (1d5 damage on the first round, 1d4 damage on the second, and 1d3 on the third round), two flasks of holy water, three flasks of alchemist's fire (bursts into flames on contact with air; 1d6 damage per round; DC 15 Reflex save required to put out), a rubber child's toy shaped like an otyugh, a jar of insect repellent and a charm bracelet with a single *reddish glass charm* shaped like a flame. This can be crushed to summon a tiny fire elemental that will serve the bracelet's owner for up to 30 minutes before returning to the plane of elemental fire.

Tiny fire elemental: Init +3; Atk fiery touch +3 melee (1d3) or flaming spark +1 ranged (1d3); AC 14; HD 1d5; hp 3; MV 30'; Act 1d20; SP burning touch (Ref DC 10 or catch fire; 1d6/round until save succeeds), vulnerable to cold and water, elemental traits; SV Fort +2; Ref +4; Will +5; AL N.

Insect Repellent: This concoction is an alchemical/herbal mix of incenses and powders, mixed with a pleasant-smelling lotion. It is

guaranteed to repel fleas, ticks, and other small nuisance insects. It has little effect against giant vermin or magical swarms, but makes traversing the wild much less problematic for adventurers.

If the lotion is rubbed onto exposed skin, normal insects will not bother the character for 2d3 hours. Magical insects (such as those summoned by spells) are not bothered by the repellent, but giant insects and their kin suffer a -1d penalty to their initiative against characters protected by the repellent.

One jar has enough repellent for 5 applications.

7. The Garbage Pit

This octagonal room is dominated by a large pit and four evenly spaced black columns. The columns are segmented like the body of a giant worm or centipede. Broken wood, broken stone and twisted metal lies in piles about the floor. There are four solid doors into this room offset from the points of the compass.

This room serves as garbage disposal for all of the waste created by the manamites, their minions, and their prisoners. The center of the room is a well that leads sixty feet down into a refuse pit. Descending into the refuse pit is the only direct way to travel to the **second level** of Purple Mountain. This requires two DC 15 checks, as the sides of the pit wall are slick in places from the refuse dropped down here. If the first check fails, the character falls 1d3 + 30 feet. If the second check fails, the character falls 1d3 x 10 feet. Normal falling damage applies.

The opening to the pit houses a mechanical device for grinding refuse that might clog the pit's opening. When an object is placed within the mouth of the pit a countdown begins. After six rounds, if something is still within the mouth of the pit multiple blades spring from the side and churn the offending matter into bits whether they be animal refuse or an adventurer's rope. Perceptive characters may notice a few climbing pitons hammered into the stone with severed ropes hanging off them.

This trap is DC 10 to find, but very hard to disable (DC 25). 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, he 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.

There are always two manamites present in this room. It is their job to sort and dispose of the trash down the garbage pit. Material is brought in using a couple of wheelbarrows stored behind the north pillar. The two manamites sort the material to check for items potentially valuable to their master Iraksed or the Locust Lord. All other material is thrown into the pit. If player character are able to observe the manamites without being detected they may witness the pit's clearing blades in action as material often gets stuck in the disposal process. These manamites would rather flee and warn the scorpion knights than fight.

In the hallways surrounding the garbage pit there are always a scorpion knight and his mount doing a counter clockwise patrol. They are used to the sounds of the clearing blades in the garbage pit room, but may be attracted by loud noises or the sounds of prolonged combat.

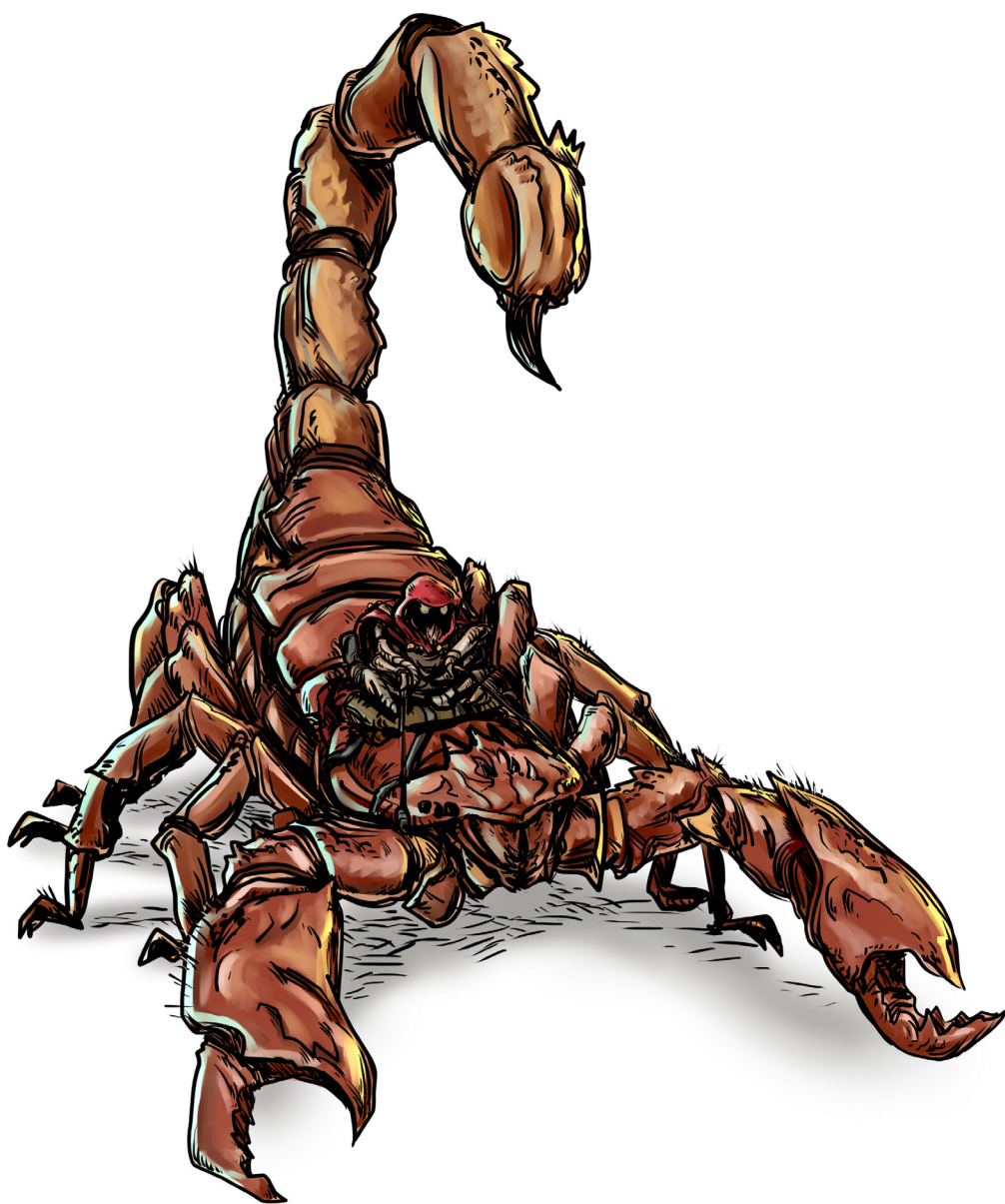
Manimite garbage sorters (2): Init -3; Atk dagger -1 melee (1d4-1); AC 9; HD 1d4-1; hp 1 each; MV 20'; SP infravision 60'; SV Fort -3, Ref +0, Will -1; AL C.

Scorpion knight: Init +1; Atk flail +2 melee (1d6) or shortbow +2 ranged (1d6); AC 15; HD 1d8+1; hp 6; MV 10'; SP infravision 60', control invertebrates; SV Fort +1, Ref +2, Will +3; AL C.

Giant scorpion mount: Init +1; Atk claw +2 melee (1d3 plus grab) or sting +2 melee (1d3 plus poison); AC 13; HD 3d8+3; hp 12; MV 40'; SP grab (automatic damage each round, opposed Strength check vs. +3 to escape), poison (Fort DC 12 or 1d3 dam each round until save is successful); SV Fort +3, Ref +2, Will +2; AL N.

If searched, each of the garbage sorters has a flask of gelix, a fey intoxicant that is poisonous to most humanoids (ingested, 1d3 temporary Stamina and Agility damage; Fort DC 15 or 1 point of Stamina damage is permanent). Elves may drink gelix without risk; indeed, each flask heals 1d3 hp damage to an elf.

As a garbage room there is nothing of obvious value, no pieces of jewelry



**Scorpion Knight Art
by Matt Morrow**

or art objects amid the ruins of countless adventurers. What is present is a multitude of common supplies for every 10 minutes of searching there is a 50% chance of locating a weapon (judge's choice, -1d to damage) and a 30% chance of locating a random piece of equipment from Table 3-4 of the **core rulebook** (p. 73). As the manamites are constantly bringing more junk into the room the chance for random encounters must be made every 20 minutes and succeeds on a 30% or less.

8. Guard Room

The north and south walls of the room are lined with small piles of discarded cloth in rows no more than four feet long. Images of vermin destroying civilization decorate the walls, while at the east end of the room on a raised dais there is a haphazardly piled weapon rack.

This is the barracks for the manamite forces. They spend their resting periods in this room and it is littered with small valueless personal effects. Although this room is used for manamites that are resting there are always two guarding the hallway north to the prison. Each of these guards carry keys to the north door that is otherwise locked (DC 10) to prevent the escape of prisoners. There are four manamites (two resting, two guarding) and a duo of flash beetles in this room. If combat breaks out the resting manamites take a moment or two to get their bearings and wake up. The guards will command the flash beetles to attack but hold their position unless forced into melee combat.

Manamite guards (4): Init +0; Atk sickle +2 melee (1d5-1); AC 11; HD 1d6-1; hp 3, 3, 5, 2; MV 20'; SP infravision 60', control invertebrates; SV Fort -1, Ref +2, Will +1; AL C

Flash beetles (2): Init -2; Atk mandibles +1 melee (1d4+1); AC 12; HD 1d8; hp 4, 8; MV 30' or climb 20'; Act 1d20; SP flash 1/hour (brilliant flash of light affects all within 10'; Fort DC 13 or -1d penalty to all rolls for 1d3 rounds); SV Fort +1, Ref +0, Will -3; AL N.

A longsword taken from an invader hangs on the weapon rack. Two pints of oil, a leathern sack containing 35 gp and 127 sp, and two scrolls are hidden among the mattresses.

Each scroll is in a bone scroll case. The first is a flawed wizard scroll of *enlarge*, which allows the caster to make his spell check with 1d24, but which always causes a roll for corruption or misfire in addition to any other spell result,

as though a natural “1” had been rolled. If a natural “1” is rolled, the caster must check for corruption or misfire twice. The caster becomes aware of the flaw halfway through reading the scroll, and may either continue or abandon the attempt. In either event, the words fade as they are read, so that the scroll can only be used once.

The second is a cleric scroll of *second sight*, which allows a +2 bonus to the caster. It is sealed with wax, inscribed with a powerful holy sigil, and may be used to grant a +2 bonus to Turn the Unholy checks until the seal is broken. Once read, it fades from existence.

9. Magical Pools

Bubbling fountains along the north and south walls fill this room with the sound of running water. Alternating dark and light tiles cover the floor with a checker board pattern. Globes of pale purple foxfire float in the air along the walls.

This room is one part water supply for the manamites and one part garbage disposal. There are a collection of cups and pails near each of the pools.

Pool A: The pool to the north has been tainted by chaos magic but still serves as an adequate water supply for the manamites and their vermin as the effects of the chaos magic are temporary and long since used up. The water appears murky to those investigating its appearance but for the most part it is potable. When a character first drinks from the pool roll a d12 and consult the following chart. All effects are temporary and last 24 hours.

D12	Effect
1-3	No effect. Water is potable.
4	Coloration: The character’s skin turns bright orange and sheds light like a candle.
5-6	Gills: Gills sprout from the side of character’s neck, allowing him to breathe underwater.
7	Acid spit: The character may spit acid as a ranged attack that deals 1d4 damage.
8	Poison: The magical water is poisonous (ingested, 1d5 temporary Strength damage, Fort DC 15 or also take 1d5 damage per round for 1d3 rounds).
9	Prickly: The character sprouts sharp spines all over his body. Creatures attacking him with melee weapons must succeed in a DC 10 Reflex save or take 1d3 damage. There is no save if the creature is using a natural weapon, such as a bite or claw. If the character grapples another, he does +1d3 damage.

10	Enhanced Sight: The character gains a free check to notice secret doors, as does an elf, and can dimly see magical auras within 30', if the magical object is not concealed. This enhanced sight does not indicate what the magic is, although powerful magic might shine through thin material or even indicate something of its properties, at the judge's discretion.
11	Weakness: The imbiber suffers a -2 penalty on all Fort saves. In addition, the affected creature has a -1d penalty on the dice chain to all poison saves.
12	Peak Performance: The imbiber gains a +1 bonus two three abilities (not including Luck) of its choice.

Pool B: The pool to the south contains a giant amoeba the manamites feed on a regular basis. As such, it is largely contented to remain in the pool and wait for its next meal. The water in the pool is murky but within it a dark object can be seen (the nucleus of the amoeba). Close observation shows that the dark object is not stationary, but moves slowly within the pool. Any creature touching the surface of the pool is immediately attacked by the giant amoeba. It retreats if reduced to 4 hp.

Giant amoeba: Init -5; Atk slam +3 melee (1d3+1 plus 1d3 acid plus grapple); AC 6; HD 2d8+6; hp 15; MV 10' or climb 10' or swim 10'; Act 1d20; SP grapple (automatic acid damage each round; Strength DC 10 to escape), half damage from slicing and piercing weapons; SV Fort +3; Ref -5; Will -5; AL N.

10. The Swarming Zone

Lower Level: *This large room is extremely warm. Before a raised dais fire dances upward from a large pit to the north. Pillars carved archaic ruins decorate both the lower and upper levels of this room. The north-east and north-west stairs lead upward to a cultists' shrine.*

Upper Level: *An altar, swarming with crawling and flying vermin dominate this upper level of the shrine. Two large statues of a demon known as the Locust Lord decorate the north wall and the chamber hums with the drones with sound of hundreds of flying insects.*

This room serves as the primary worship site for the manamites and their leader. Sacrifices to the Locust Lord are housed in the prison room to the south east (**Area 12**), while the divine instrument of his Swarming Lord, the throach, is housed to the southwest (**Area 11**).

The Pit: The fire-filled pit leads down 200 ft. to the fourth level of the Purple

Mountain dungeon. Creatures within 5 ft. of the pit on the lower level, but not on the stairs, take 1d3 points of temporary Stamina damage every two rounds from the heat. Being knocked into the pit is instantly fatal.

Creatures: The lower level of this room is protected by two manamite cultists and four manamite guards. It is their duty to see that no creature makes it up the stairs to interfere with Iraksed's work on behalf of the Locust Lord. Upon the upper level is Iraksed, a prisoner strapped to the altar, and a scorpion knight.

Manamite cultists (2): Init -1; Atk dagger +1 melee (1d4-1) or harmful spell +3 ranged (1d8, DC 12 save for half); AC 10; HD 1d4-1; hp 1, 2; MV 20'; SP infravision 60', control invertebrates, harmful spells 3/day; SV Fort -2, Ref +1, Will +1; AL C.

Manamite guards (4): Init +0; Atk sickle +2 melee (1d5-1); AC 11; HD 1d6-1; hp 1, 3, 3, 2; MV 20'; SP infravision 60', control invertebrates; SV Fort -1, Ref +2, Will +1; AL C

Scorpion knight: Init +1; Atk flail +2 melee (1d6) or shortbow +2 ranged (1d6); AC 15; HD 1d8+1; hp 9; MV 10'; SP infravision 60', control invertebrates; SV Fort +1, Ref +2, Will +3; AL C.

The scorpion knight (Miklow) is tired of Iraksed's manipulations. He remains on the top level to "protect" Iraksed while secretly looking for a way to betray him. He forces his scorpion to only make a single attack on any round it is not hit. The scorpion knight will fight to the death while Iraksed lives but if the PCs appear to have the upper hand he will switch sides and attack Iraksed.

Giant scorpion mount: Init +1; Atk claw +2 melee (1d3 plus grab) or sting +2 melee (1d3 plus poison); AC 13; HD 3d8+3; hp 16; MV 40'; SP grab (automatic damage each round, opposed Strength check vs. +3 to escape), poison (Fort DC 12 or 1d3 dam each round until save is successful); SV Fort +3, Ref +2, Will +2; AL N.

Iraksed: Init +3; Atk slam +2 melee (1d4 plus swarming worms) or spell; AC 16; HD 3d8+3; hp 20; MV 30'; Act 1d20; SP blindsense 120', swarming worms, spells, death throes, immune to mind-affecting, disease, poison, and sleep; SV Fort +4; Ref +4; Will +6; AL C.

Spells (+5 to spell check, CL 3): *Choking cloud*, *invoke patron* (Locust Lord), *magic missile*, *spider climb*, *shatter*, *spider web*.

Changed by his patron into a potentially immortal form, Iraksed is now nothing more than an enormous mass of writhing worms which remains in semi-humanoid form within a hooded robe. Although blind, he can sense all things within 120', including invisible creatures and those attempting to move by stealth. When he makes a successful melee attack, worms from his body swarm all over his target, doing an additional 1d3 damage each round for 1d3 rounds or until the target spends an Action Die to get free of them. Finally, when reduced to 0 hp, Iraksed collapses into a mass of thousands of worms, which disperse in all directions. If even one escapes, the transformed wizard may return to plague the PCs – or the Purple Mountain – at a future date.

As soon as the PCs enter the room a countdown begins for the prisoner on the altar. Iraksed has been watching over the prisoner and helping nurture the throach offspring that grows within the breast of the host. Twelve rounds after the player characters first enter this room, five immature throach will burst from the chest of the prisoner. If any of the cultists witness this event their spirits are buoyed and they gain a +1 bonus to attack rolls, damage, and saves. A cleric who successfully lays hands on the prisoner can destroy 1d7 of the parasites with every die of healing used for this purpose.

The prisoners in **Area 12** call out for help when they see the player characters. The manamite cultists could open the door to **Area 11** if they feel outmatched and want assistance from the throach, but only if the scorpion knight has been killed.

11. Instrument of the Locust Lord

Multiple corpses litter the western floor of this room. Their limbs crushed and torn and their torsos punched. Broken weapons and armor are strewn around room.

The manamites have recently acquired a throach to add to their vermin horde. They have taken this as a blessing from their fell patron and call it the Instrument of the Locust Lord. The corpses of adventurers and prisoners are dragged into this room to feed the throach. This creature is housed separately from the other vermin as it is extremely territorial and will attack other vermin on site. If the player characters discover this they could use it to their

advantage, at least temporarily.

Throach: Init -1; Atk bite +3 melee (1d7) or sting +5 melee (1d5 plus paralysis); AC 15; HD 3d8+9; hp 22; MV 50'; Act 2d20; SP paralysis (Fort DC 14 or be paralyzed for 1d4 rounds), implant (helpless victim only, 2d4 eggs); SV Fort +6; Ref +0; Will +2; AL N.

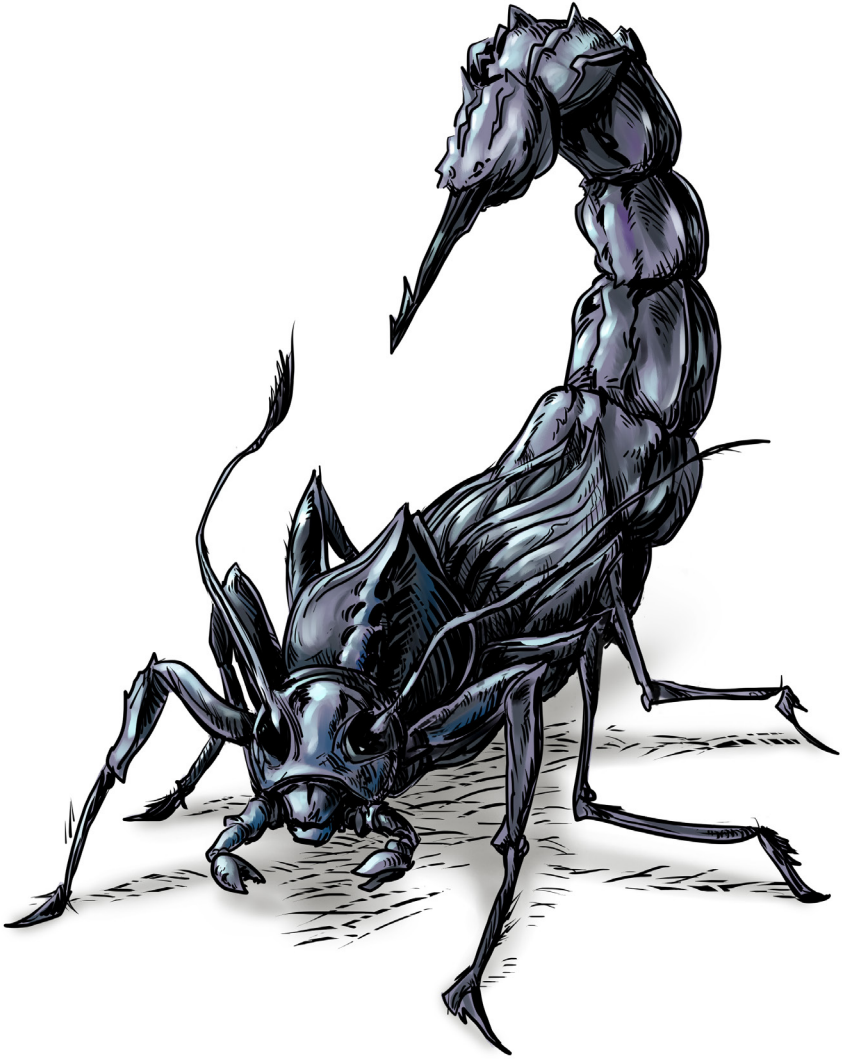
During combat, the throach concentrates all of its attacks on one opponent, killing it before moving on. If it manages to knock out an opponent without killing it, it will take a round to implant the host with its young. It fights to the death. Typically, a throach will sting a victim, and when the paralyzed victim lies helpless it will implant several eggs inside the abdominal cavity. These eggs hatch in 24 hours and begin feeding on the host, killing it in the process. This provides enough nutrition and energy for the young throaches to scurry for cover and establish a territory.

The throach requires a full round to implant eggs. As soon as the eggs hatch, each larva causes 1 point of temporary Stamina damage per day until the host is dead. All eggs may be removed with a successful Lay Hands check worth 3 HD or more. Once hatched, 1d7 larvae are destroyed per HD of a successful Lay Hands check used for that purpose.

The throach has the body and head of a roach, and six roach-like legs, but from the end of the thorax protrudes a scorpion-like tail complete with stinger. The stinger is straighter and more spear-like than the slightly curved stinger of a scorpion. The throach's chitinous shell is iridescent dark blue (indigo or navy), almost black, but shades of purple can be seen in the right light.

These creatures thrive in moisture-rich environments, such as swamps, marshes and wet forests. They may also be found in the sewer systems of many large cities and occasionally inhabit ruins in damp, rainy regions. Where one throach is found, others are usually located, so even a solitary encounter with one is often indicative of a brood nearby. Throaches prefer to live in dark or shadowy areas, and will scurry from bright light.

Most of the items in this room are broken, if not destroyed. With ten min-



Throach Art by Matt Morrow

utes of searching each PC should be able to find one serviceable weapon, a suit of light or medium armor, or a piece of adventuring gear as determined by the judge.

12. Prison

This room is bare of all furnishings.

This is the prison room of the locust cult. There are currently four prisoners in this room, who were either captured when they attempted an assault on Purple Mountain or as they were travelling through the region. All have been implanted by the throach and will die within a couple of days if left untreated. They are also bound with ropes and gagged to prevent spell casting. They are all in poor condition, but if rescued and healed they could be used as replacement characters. They are:

Tith-Tor (female level 1 cleric of Amun Tor): Init +0; Atk by weapon +0 melee; AC 10; HD 1d8+3; hp 11; MV 30'; Act 1d20; SP cleric abilities, spells; SV Fort +1; Ref +0; Will +1; AL N. Spells (+1 to spell check): *Darkness, detect magic, holy sanctuary, second sight*. Occupation: Fortune-Teller; Birth Augur: Four-leafed clover; Languages: Common, Neutral. Str 13, Agl 12, Sta 9 (currently 5), Prs 12, Int 13, Luck 9.

Armin Carl (male level 1 warrior): Init +2; Atk by weapon +1d3 melee; AC 11; HD 1d12+1; hp 7; MV 30'; Act 1d20; SP 1d3 Deed Die, unlucky weapon (-1 to attack rolls with blowgun); SV Fort +2; Ref +2; Will +0; AL L. Occupation: Hunter; Birth Augur: Charmed house (-1 to AC); Languages: Common, Hobgoblin. Str 12, Agl 13, Sta 14 (currently 6), Prs 10, Int 13, Luck 7.

Querig (male level 1 wizard): Init +0; Atk by weapon +0 melee; AC 10; HD 1d4+4; hp 8; MV 30'; Act 1d20; SP spells; SV Fort +1; Ref +1; Will -1; AL C. Spells (+3 to spell check): *Cantrip, force manipulation, magic shield, read magic, sleep, spider climb*. Occupation: Jeweler; Birth Augur: The broken star; Languages: Common, Chaotic, Ogre, Naga, Serpent Man. Str 11, Agl 12, Sta 14 (currently 7); Prs 4; Int 17; Luck 10.

Beatiz Vace (female level 1 thief): Init +1; Atk by weapon +0 melee; AC 11; HD 1d6+1; hp 2; MV 30'; Act 1d20; SP thief skills, d3 Luck

Die; SV Fort +1; Ref +2; Will +1; AL N. Thief skills: Backstab +0, Sneak Silently +4, Hide In Shadows +2, Pick Pocket +4, Climb Sheer Surfaces +4, Pick Lock +2, Find Trap +1, Disable Trap +2, Forge Document +4, Disguise Self +1, Read Languages +0, Handle Poison +0, Cast Spell From Scroll (d12). Occupation: Minstrel; Birth Augur: Hawkeye; Languages: Common, Thieves' Cant. Str 12, Agl 14, Sta 9, Prs 13, Int 10, Luck 11.

13. Private Chamber of Iraksed

This rectangular room contains many pieces of furniture common to an estate's bedchambers. There is a wardrobe in the alcove to the north, and a writing desk to the south. Paintings of horrible violations and decay of humanoid forms decorate the east walls. A large wooden framed soil trough sits in the west end of the room.

This room is the private resting place of Iraksed and a place to which the manamites are forbidden access. Although Iraksed has devoted his life to the worship of the Locust Lord and embraced his new, potentially immortal identity, he has yet to divest himself of his formal mortal possessions. Some of these personal effects include a wardrobe of fine clothing (worth 35 gp) in the north alcove, his personal copy of the Dhol Chants translated to the Celestial tongue (a profoundly profane version for obvious reasons), and a gold locket (worth 12 gp) containing a portrait of himself in his former human form hanging from the bed frame.

14. Treasure Room

The rectangular room serves as the treasure room of the locust cult.

This is the treasure trove the locust cult. It contains:

- Sacks and bags containing a total of 4d100 x 10 cp, 5d30 x 10 sp, and 6d24 gp.
- 3d24 random weapons. (1d6 of each type until the total is attained, roll 1d14: 1 battleaxe, 2 club, 3-5 dagger, 4 flail, 6 handaxe, 7-8 longsword, 9 mace, 10-13 short sword, 14 warhammer).
- Armor equal to 1d7-1 suits of leather, 1d3-1 suits of studded leather, and 1d5-1 suits of chainmail. There are also 3d4 shields.
- 2d7 random pieces of equipment from Table 3-4 on page 73 of the core rulebook.

Appendix: Locust Lord

The Locust Lord is a Chaotic demon lord of chasms, infestations, and locusts. Those who worship this foul Demon God meditate while allowing insects or worms of any type to crawl upon their bodies. If no such vermin are available, they instead lie facedown in a trench dug into soil and mouth prayers to the Locust Lord into the dirt while scratching themselves with sharp bits of bone or wood.

(Un)holy Symbol: serrated locust wings.

Temples: caverns, rifts, and ruined churches.

Worshippers: denizens of the wastes, doomsayers, manamites, and intelligent invertebrates.

Minions: giant insects and arachnids, worms, swarms, and locust demons.

When doom came to the northlands, it was the minions of the Locusts Lord that foretold of its coming. When the city of Yairus disappeared from the surface of the world, the Locust Lord was credited with its destruction. For as long as history has had tales of destruction and infestation, the Locust Lord has been mentioned in hushed tones.

The cult of the Lord Locust operates in secret in ruined churches or cavernous lairs. Invariably the location of worship always includes access to the bare ground so that the leader of the cult can perform his demonstration of obedience to the Locust Lord. It is the destiny of the world that the “civilization” that infests it must be eradicated. This eradication is accomplished both through apocalyptic events, like the consumption of Yairus by colossal worms, and by smaller infestations of vermin that destroy crops and spoil stores of food and livestock.

The Locust Lord and his locust demon minions reside within the Palace of Rot, deep within the lower bowels of Hell. The palace was constructed from the remnants of Yairus as it was hauled into the Abyss. Its walls are made of the preserved bodies of the citizens of that city, they stand in eternal torment screaming which thousands of vermin burrow through their flesh. Described in historical records as the gleaming city, Yairus’s arrogance in their progress and cleanliness infuriated the Locust Lord and brought about their eternal damnation.

Invoke Patron	Check Results (the Locust Lord)
12-13	The caster hears the voice of the Locust Lord exhorting him through the susurration of thousands of wings, as though from a swarm of locusts. The caster may recall one lost spell, or gain a +4 bonus on his next die roll, but not both.
14-17	Chitinous plates grow out of the caster's skin in a painful moment. These increase his AC by +4 for the next 1d6 + CL rounds. Thereafter, the chitin drops off, reducing the bonus by 1 each round until the caster's AC is restored to normal.
18-19	The Locust Lord grants the caster the inherent strength and vitality of the insect world. The caster gains a +2 bonus to attack and damage rolls, as well as Strength checks, for 1d6 + CL rounds. The caster gains 1d4 bonus hit points per CL, which can heal damage already taken. Excess hit points are not lost, but cannot be recovered once used. Damage is taken from any excess hit points first. Finally, the caster gains a +4 bonus to Fortitude saves so long as he retains even one bonus hit point gained in this way.
20-23	Vermin are immediately transported to the caster's location, and aid him for 1d10 + CL rounds. Roll 1d7 to determine what is sent: (1) 1d5 giant ant soldiers (<i>core rulebook</i> , p. 394), (2) 1d2 giant spitting beetles (<i>core rulebook</i> , p. 297), (3) 3d4 cave crickets (<i>core rulebook</i> , p. 398), (4) 1d2 giant centipedes (<i>core rulebook</i> , pp. 398-9), (5) 1d3 colossal leeches (<i>core rulebook</i> , p. 420), (6) 1d3 flash beetles, or (7) 1d7 giant cockroaches.
24-27	Insect powers! The Locust Lord grants the caster the ability to use any one of the following abilities, either chosen by the judge based on circumstance or by random roll: (1d5): (1) Climb speed of 30' with the ability to climb on ceilings as well as walls, (2) abrupt appearance of locust wings that allow flight with a speed of 30', (3) develop a dense carapace that increases natural AC to 20, (4) melee attacks become venomous (Fort DC 12 or suffer permanent paralysis) or (5) caster gains the ability to spit out an insect swarm as a breath weapon (causes caster's current hp in damage, Fort DC 15 for half, uses an Action Die; the insect swarm disperses after the attack). Each of these abilities is retained for 1d6 rounds per Caster Level.
28-29	A swarm of locusts surrounds the character, out to a range of 20'. Every enemy within this range takes 1d3 damage per round, and suffers a -1d penalty on the dice chain to all rolls. The caster and his allies are not affected. The swarm lasts for a single turn before disappearing as suddenly as it arrived.
30-31	Insects well up from the ground, seep from the walls, and fly through the air to surround the caster completely. They form an effectively impervious shell for 1d3 rounds before falling away, revealing that the caster has disappeared. The Locust Lord has moved him no more than 100 miles away, where a similar shell forms and disappears to reveal him. If the caster succeeds in a DC 15 Personality check he has some control over where the Locust Lord sends him. No mortal power can harm him while protected by the insect shells.

32+	The caster and his allies within 50' become champions of the Locust Lord. For 10 minutes per Caster Level, the affected beings gain a coating of sharp, spiky carapace that allows them to gain the following benefits: AC 22, Climb speed 30', +4 to hit, and +1d5 damage with any successful attack. In addition, all damage, diseases, and wounds (of any sort) are healed when the creatures become champions, and any lost wizard spells are restored. This comes at a price, though – when the carapaces fall away, each champion must succeed in a DC 20 Fort save or permanently lose 1 point of Stamina.
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Conversion Notes

This project allowed me to combine two great joys: converting material to *Dungeon Crawl Classics* and working for Mark Gedak of *Purple Duck Games*. Those who have been following the *Ducks*, or *DCC*, may recognize the map from *Through the Cotillion of Hours*, where it was reused from the original version of Purple Mountain. At first, I had urged Mark to have the map redrawn to avoid this familiarity, but since the *Cotillion* takes place in a dreamscape, and it is entirely fitting that dreams and real places within a campaign milieu reflect each other.

This adventure was first written for *Pathfinder*, which has a far more blasé attitude towards the appearance of magic items than *Dungeon Crawl Classics* does. As a result, one cool new magic item from the adventure did not make it into the converted text. I offer it to you, below, as it might appear in *DCC*:

Wayfinder: This appears as a compact compass typically made from silver and bearing gold accents. As well as acting as a mundane, magnetic compass, the owner may use a point of permanent spellburn damage to make it point unwaveringly to any person, creature, or item within 100 miles, and continue to do so for up to 1 month, or until commanded to stop. With a command word, wayfinder can shine like candlelight for up to 3 hours per week. Finally, wayfinder includes a small indentation that can hold a single ioun stone. An ioun stone slotted in this manner grants the same benefits as if it were orbiting wayfinder's owner's head; some ioun stones can grant additional powers once they are fitted into wayfinder, at the judge's discretion.

Writing for the Ducks

If you are an aspiring roleplaying game writer and you are interested in writing for Purple Duck Games, please drop me an email at purpleduckgames@gmail.com. We are always looking for more writers to help expand our catalogue of *DCC* products.

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