

DUNGEON CRAWL CLASSICS

THE ROCK AWAKENS

#84.1: A LEVEL 4 ADVENTURE
ON THE PURPLE PLANET
BY TERRY OLSON



THE ADVENTURE

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A LEVEL 4 ADVENTURE ON THE PURPLE PLANET

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INTRODUCTION



he quaking city under Crescent Cliff is one of many interesting locales “lost” within the shifting reddish-purple dunes of the Purple Planet’s Wastelands. A ruined alabaster metropolis sheltered by a large glassy-black cliff, it is rumored to have shape-changing structures that move with occasional earthquakes. The party, while avoiding deadly creatures inside, finds hints of a stranger history; this is no simple city. An outpost holds both a clue to the frequent tremors and an enemy within its depths. The PCs surviving the city’s inhabitants gain a powerful weapon and access to a device that slows time to a crawl. However, as the party prepares to journey onward, they discover there is one creature they overlooked. This adventure is designed for 4-6 4th-level characters.

ADVENTURE SUMMARY



his adventure is half “city-crawl,” half “dungeon-crawl,” and is designed as a convention “one-shot” or part of a Purple Planet campaign. Crescent Cliff and its ruined city can be placed anywhere in the Wastes of the Purple Planet’s Plateau, but preferably within sight of the Ancestor Peaks. PCs may be hooked into exploring the city just by finding it, by hearing stories leading them here (see Background below), or by seeking shelter from the Stamina-draining sun (1d3 temporary Stamina damage per day, see *Peril on the Purple Planet*).

Exploring the ruined metropolis, the PCs encounter various clues while avoiding dry quicksand, “buildings” that attack them, and nesting giant three-headedadders. The party finds that spells and relics cause earthquakes. There is a mad blue kith that speaks in rhymes, all of which prove true. A temple has murals showing a blue kith race worshiping two jet-black humanoids who subsequently aided the kith in building the city. Another mural shows the female “god” and a blue kith leaving for the Ancestor Peaks. Investigating silver objects circling in the sky, the party enters a landing platform and learns that the tremors are caused by a worm-like body moving beneath the ground. They discover that the black rock sheltering the city is part of a large flying ship, and that these black humanoids use maps on their bodies to navigate; the party then confronts one of the “Navigators” in a battle to the death. The battered PCs exit the landing platform to discover that Crescent Cliff, the space ship, is alive as it opens one of its three eyes. In a “cliff-hanger” ending, the eye’s gaze moves from the PCs to the Ancestor Peaks before slipping back into slumber.



BACKGROUND



Before the Purple Planet's sun began to die, the Living Rock went to sleep. A beast of colossal proportions, it laid its black body down and burrowed into the Plateau's surface to rest for a millennium or two. Two Navigators, male and female, drove this inter-dimensional beast of burden to the Purple Planet in their quest to chart the multiverse. The area's indigenous blue kith worshiped the new arrivals as gods; the Navigators responded by sharing technological knowledge and helping the kith build a city on top of the sleeping Living Rock. The trans-dimensional beings knew that their ship's "rest" would outlast the kith's civilization, and felt that concealing the Rock's nature was prudent. The female Navigator and the kith chieftain's son left the city to start a new race of Navigator-Kith in the Ancestor Peaks. The male Navigator entered temporal-stasis while the Living Rock slept. Without the Navigators' guidance, the blue kith slipped back into savagery, war, and eventual legend once their city fell into ruin. Today, centuries later, the Living Rock and Navigator still sleep, with some automated defenses guarding them. The blue kith chieftain, Etuqi'xo, somehow still lives in this ruined city, though he's tragically lost his sanity while waiting for his son's return.

The slumbering Living Rock is known as Crescent Cliff to those who roam the Plateau's Wastes, and is viewed with great superstition and awe. A kith war-party was decimated by the city's own buildings, which "came to life and attacked," leaving few survivors. Death Orms avoid the area, with trails of orm-sign showing the worms retreating a half-mile from the city's walls. Finally, there are "silver birds that never land" which circle in the air above the city's heart (area E).

AWAKENING MECHANICS

The Living Rock is slowly waking beneath the city. The three rock-threaders rooting themselves in its body (area A) transmit vibrations whenever they attack, causing the Rock to shift its tentacles. This stirring manifests as a thirty-second-long earthquake.

The extra-planar nature of the Rock makes it sensitive to various energies. Whenever a spell is cast, an item's magical power is used, or a relic is activated, roll a Luck check using the party's *highest* Luck score. Failure indicates that a tremor occurs as the Rock is partially awakened. Battles with rock-threaders always cause tremors; no check is necessary. If a quake occurs, roll a Luck check using the party's *lowest* Luck score. Failure indicates that dry quicksand (see area B) has formed 2d6x10 feet from the party in a random direction (1d8, 1=N, 2=NE, etc.). These "random" traps disappear with new tremors.

In 1d3 rounds following the fifth PC-caused tremor, two of the laserdrones from area E attack the party, trying to eliminate the disturbances to the Rock. If the PCs take cover in an intact building (area C, D, or E), then the drones hover outside for 1d3 rounds before returning to area E.

ENCOUNTER TABLE

Area	Type	Encounter
A	C	6 Rock-Threader Vines
B	T	Dry Quicksand
C	C/T	2 Giant Three-Headed Adders, 6 Premature Snakelets, Rubble Trap
D	C	Etuqi'xo
E	C	6 Laserdrones
E-1	P	Monitoring Station
E-2	C	Guardian Sphere
E-4	C/T	Male Navigator, Glowing Hallucinogenic Gas Trap

PLAYER START

When appropriate, read or paraphrase the following:

A warm wind blows through the Waste's reddish-purple dunes while the weirdling sun irradiates the sand. Mirages waver, a cruel reminder of water that is not here. An enormous isolated black rock appears in the distance, jutting up from the land and curving over like a wave falling from its crest. Beneath, an alabaster white city extends from its base, providing a stark contrast with its surroundings. The black cliff forms a protective barrier by arcing around a fraction of the city.

As you approach, it becomes clear that the white metropolis is an abandoned crumbling monument to what it was centuries ago; the eight-acre patch of rubble seems an enigma in its current environs. The giant black rock rises roughly 300 feet from the sand, and is 600 feet wide and 100 feet thick; its surface is strangely shiny and porous. A broken wall encompasses the city's perimeter from one side of the ebon cliff to the other. Ruins of large buildings are interspersed with wide open spaces, though a few structures seem to be mostly intact. Although two roads of cobblestone and sand grant access to the city and cross at its center, the outer wall is sufficiently ruined that one may enter the city almost anywhere. Back where the ruins meet the rock, six silvery objects circle high in the air.

The most intact buildings in the city are found in areas A, C, D, and E. Otherwise there are predominately wide spaces scattered with the rubble of ruined buildings. For random encounters, refer to pg. 11 of *Peril on the Purple Planet*; note, however, that Death Orms do not approach the city.

Area A – Rock-Threader Field: *Just beyond the crumbling city walls is a vast metropolis of ruin. The once-grand buildings on either side of the sandy cobblestoned road now sag in decrepitude. The gutted, barren, partially-walled abodes are equal parts structures and stone piles, with hints of withered vines threading through them. From further within the city, the chatter of an elderly man drifts faintly on a breeze, too quiet to discern.*

The buildings' stones are held in place by a rock-threader. The threader's "field" consists of four structures, two by two, covering an area 100 feet down the street and 150 feet across (perpendicular to the street). It prefers to delay attacking until the majority of the party has entered the field's central region. Characters with



appropriate occupations (dwarves, stonemasons, etc.) may make a DC 10 Intelligence check to notice that the buildings' brick-like stones are held in place without mortar. Any PC trying to pull stones apart from vines provokes the threader to action. When it attacks, read or paraphrase the following:

With a loud cracking of stone on stone, the ground trembles as the buildings on both sides of the street erupt and transform into long, writhing whips of rock, threaded by the deceptively dead-looking vines which reveal amazing strength and vigor.

Rock-Threader Vines (6): Init +4; Atk stone-whip +4 melee (2d5); AC 13/17 (normal damage for hit vs. AC 17, hit vs. AC 13 requires Luck check to do damage, AC 13 for Precision Shot); HD 4d8; hp 16 each; MV 0'; Act d20 (special); SP rock-threader attacks once per round all targets within field and within 30 feet of ground; SV Fort +5, Ref +3, Will +3; AL N.

A sentient plant creature rooted deep within the Living Rock, the rock-threader threads its vined appendages through the stones above. It camouflages itself by arranging its stones to look like buildings, and then attacks with its stony whips. A field consists of a 30' long rock-threaded vine sprouting from the ground every 10 feet. The vines are extremely sensitive to vibrations both in the ground and in the air, which endangers terrestrial and low-flying prey. Although the city's three threaders gain sustenance from rooting themselves in the Living Rock's nutrient-rich body, they enjoy absorbing their victims' blood through the sand.

Attacking a vine is difficult due to its rocky protection. If a PC's attack is 17 or more, then he does normal damage. However, if his attack is 13-16 then he makes a Luck check to do damage; failure indicates that the blow is deflected by the threaded stones. A warrior or dwarf successfully executing the Precision Shot Mighty Deed (core rulebook, pg. 90) treats the AC as 13 with no Luck check required.

The creature cannot be killed (at least, not without getting to its roots), but it is subdued after 6 vines are defeated. As vines regrow, they stack threaded stones as buildings shaped differently than their previous configurations; this takes one full day to occur and the threader is non-aggressive during the process.

Area B – Dry Quicksand: The movements of the Living Rock's tentacles cause a deadly mixture of sand and air in certain areas, forming an unstable surface that looks deceptively normal. Treat these regions as 20' long by 20' wide by 15' deep. Incredibly difficult to spot, dry quicksand requires a DC 20 find traps check (or Intelligence check with an appropriate desert/survival-themed occupation) to be detected. The trap "springs" when a PC steps in the center of the 20' by 20' square; all caught within are allowed a DC 15 Reflex save to take one non-movement action before they rapidly sink 15' to the bottom. On the following round, trapped characters begin to "drown," losing 1d4 points of Stamina per round with death occurring at zero Stamina. The drowning stops once a character is exposed to air, and Stamina returns at one point per round. Once dry quicksand has been triggered, it leaves a depressed indentation of naturally-packed sand that is no longer a threat. Quick-thinking victims may cast *feather fall* or *levitate* (both of which cause PCs to rise to the top), or they may thrust something upward that a rescuer can grab. Note there are five fixed regions of the city with the trap. The ones at the crossroads and the north side of Area D are particularly placed; the other three may be positioned at the judge's discretion. However, after an earthquake, PCs may encounter a randomly-positioned trap. See Awakening Mechanics above.

Area C – Adders in the Temple: *A large rectangular building of bright white stone remains mostly intact, with only scattered holes in its walls. Semi-circular steps lead to a doorless entryway.*

Inside, scattered broken pews and faded murals suggest this might have been a place of worship. Deep growling-hissing sounds erupt from two 3-headed snakes, each of them 25 feet long! Their scales scintillate red, black, and gold, with these colors separating at 5-foot-long necks, leaving each head its own hue. One serpent's body is swollen, indicating either a large meal or pregnancy. They both rise to attack!

This temple is where Etuqi'xo (area D) led the city's blue kith inhabitants in worshipping the Navigators. Two three-headed giant adders, a male and pregnant female, have sought shelter here waiting for birthing. They are very hungry; the male could be lured with a fresh kill, but the female does not leave the building's protection. Both attack the PCs immediately.

If the party causes an earthquake during the battle, the entryway's stone ceiling collapses, forming a ten-foot-tall rubble pile blocking the building's exit and trapping PCs inside. Anyone in the entryway during the collapse must make a DC

13 Reflex save or takes 3d5 points of damage. Three PCs can clear the pile in one round, two PCs in two rounds, one PC in three rounds.

3-Headed Giant Adders (2): Init +6; Atk black-head bite +8 melee (3d6 + poison DC 12 Fort save or -1d to spell checks) and red-head bite +8 melee (3d6 + poison DC 12 Fort save or -1d to attack rolls) and gold-head bite +8 melee (3d6 + poison DC 12 Fort save or 1d4 penalty to STR, AGI, and STA); AC 16; HD 5d8; hp 20 each; MV 40'; Act 3d20; SP Azi Dahaka defense; spell skin; birthing death throes (female only); SV Fort +6, Ref +4, Will +2; AL N.

The 3-headed giant adder has three devastating bites, each with venom differing by head: the mind-numbing black-headed venom reduces spell checks, the vein-burning red-headed venom reduces attack rolls, and the withering gold-headed venom reduces physical attributes. If a head is specifically targeted, it may be incapacitated with six points of damage. Poison effects last until healed with *neutralize poison or disease* or a 3HD *lay on hands*. Spellcasters devoted to Azi Dahaka suffer a -1d penalty on attacks *and* spell checks against the adder, due to its blood-relations to the supernatural being. The inside of its snakeskin is patterned in the Serpent-man language describing how to cast either *patron bond* (to Azi Dahaka), *snake trick*, *kith of the hydra*, or *reap the whirlwind* (judge's choice). PCs examining a dead adder body are allowed a Luck check to notice the unusual pattern on scale-skin flaps around wounds.

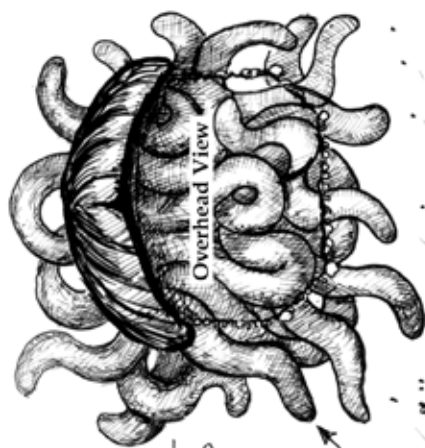
When slain, the pregnant female erupts with a litter of premature snakelets. Most are dead, but six still live and immediately attack. If the PCs have damaged the swollen area of the female, remove one live snakelet for every 3 points of damage done.

Premature Snakelets (6 or less): Init +2; Atk bite +2 melee (1d3); AC 12; HD 1d4; hp 2 each; MV 30'; Act 1d20; SP leap up to 6 vertical feet; SV Fort +2 Ref +1, Will +0; AL N.

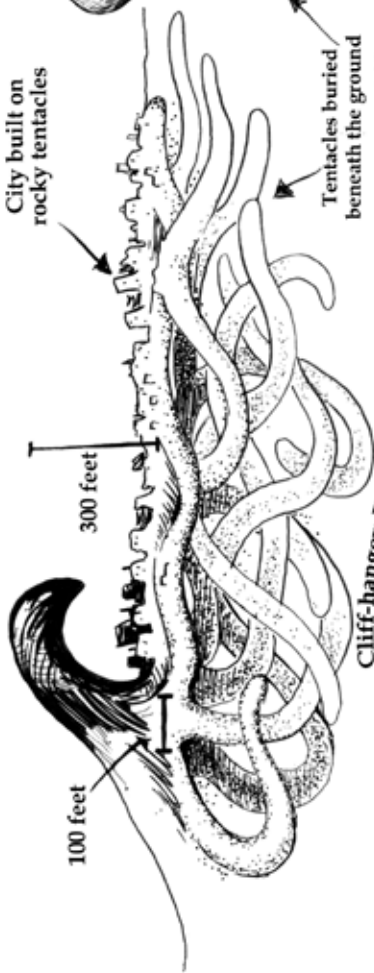
Once the snakes are defeated, the PCs may take note of the interior. There are various murals along the walls, but only three remain discernible:

1. Standing in front of Crescent Cliff, a tall jet-black male humanoid with white-speckled skin is worshiped by a wiry silver-whiskered blue kith wearing a golden spiked collar.
2. The tall black humanoid and a similar colored female helping hundreds of blue kith build this city.
3. The jet-black female and a muscular blue kith, hand-in-hand, leaving toward the Ancestor Peaks.

Area D – Etuqi'xo The Blue Kith: *A mostly-intact five-sided tower rises thirty feet from the reddish sand ahead, with only scattered stones of its once adjacent building remaining. Despite some holes in its ivory-colored walls, the tower seems sturdy. There is a five-foot-wide entrance on one side, and quill-covered hides are affixed along three sides of the tower's top. An elderly blue-skinned kith prances on the flat roof. His knee-long silvery scraggly beard makes him seem impossibly ancient, but his wrinkled frame is spry and lissome. He wears a golden spiked collar, and his beard is braided with various bones. The kith plays with an oddly-shaped stone, making whooshing noises as he flies it through the air. Occasionally, he shouts a short rhyme...in the Common tongue.*



City built on rocky tentacles



Tentacles buried beneath the ground

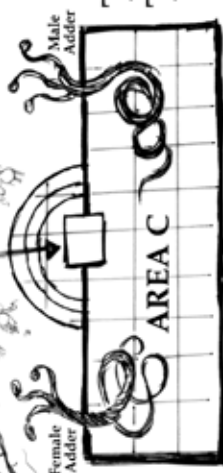
Cliff-hanger: Eye Opens!

THE RUINED CITY



50 feet

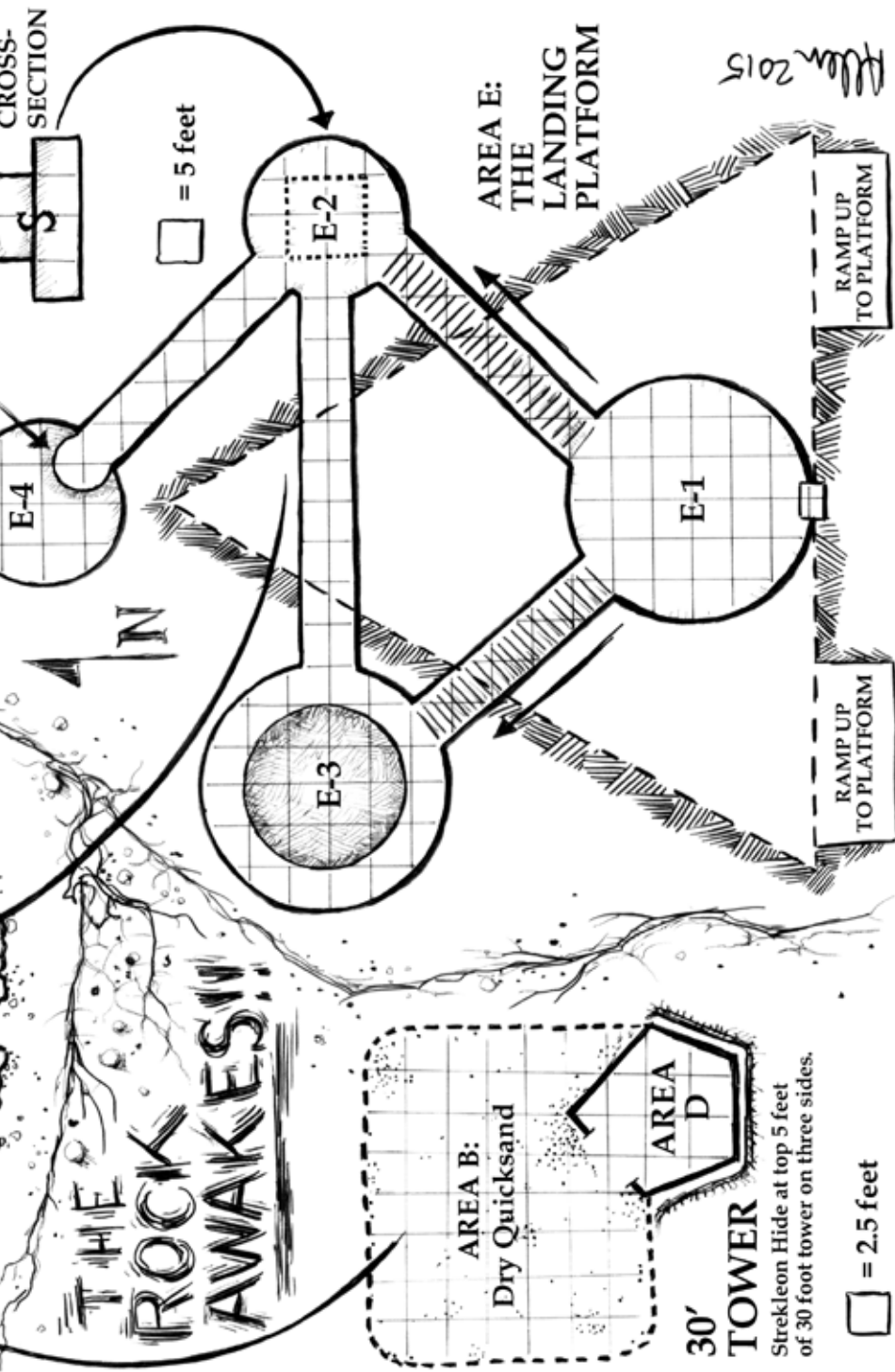
THE TEMPLE



10 feet

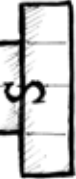
Gas Trap

E-2



Miller 2015

CROSS-SECTION



= 5 feet

AREA E:
THE
LANDING
PLATFORM

RAMP UP
TO PLATFORM

RAMP UP
TO PLATFORM

E-4

E-2

E-3

E-1

N

THE ROCK AWAKES!!

AREA B:

Dry Quicksand

AREA
D

**30'
TOWER**

Streakleone Hide at top 5 feet
of 30 foot tower on three sides.

= 2.5 feet

Here is Etuqi'xo, possibly the last of the legendary long-lived blue kith. He was the city's chieftain who worshiped the Navigators centuries ago. His son left with the female Navigator to live in the Ancestor Peaks (see areas C and E-4); sadly, Etuqi'xo waits for him to return. While centuries of sorrow and isolation have contributed to his violent lunacy, there is another cause for his madness (see below).

The Navigators taught him Common, but he remembers very little. He randomly shouts rhymes, which the PCs hear as they approach (roll 1d7):

1. "Down came rock, out came Sky."
2. "Part the air, skin says where."
3. "When Sky bleeds, rock looks needs."
4. "Each quake, more awake."
5. "Where is Sky, why not fly?"
6. "Heads three, leave be."
7. "Dancing stones, breaking bones."



He speaks only in these rhymes, saying nothing else until he dies (see below). Though he is crazy, his rhymes have vital clues. "Sky" refers to the male and female Navigators, whose bodies are star maps. Table entry 2 refers to a Navigator's body being necessary to fly the Living Rock (see area E-4), and entry 3 foreshadows the adventure's ending, with the male Navigator dead and the Rock looking toward the Ancestor Peaks.

Unless spoken to, Etuqi'xo does not notice the PCs until they come within 40 feet of his tower. As soon as he is aware of them, he attacks from the tower's roof. PCs entering the tower through area B see a rope dangling 5' down from a hole in the ceiling (the other 25' of rope is coiled on the roof).

Etuqi'xo: Init +2; Atk handaxe +5 melee (1d6) or blowgun +7 ranged (1d3+poison, 20/40/60) or sling +7 ranged (1d4, 40/80/160) or Resta Rocks +7 ranged (4d4+special); AC 12; HD 7d8; hp 28; MV 30'; Act 1d20+1d16; SP Oneit poison (DC 10 Fort save or 1d5 dmg); Resta Rocks (10' radius blinded for 1d5 rounds, DC 10 Ref save to avoid); rhyming attacks. SV Fort +2, Ref +3, Will +4; AL C.

On his rooftop, Etuqi'xo has 3 poisoned blowgun darts, 20 sling stones, and 1 hand axe for melee. He also has "Resta Rocks," a basket containing stones, gravel, and resta mushroom caps (see *Peril on the Purple Planet*, pg. 9). He empties this on the first PC scaling his tower; the stones simultaneously do damage and crush the resta caps, releasing blinding spores. Before each attack (twice per round), choose one of his rhymes randomly and convey Etuqi'xo saying it in a threatening manner.

His tower is DC 10 to climb. However, the strekleon hides attached to the top of the tower's south sides do 1d3 damage to climbers, who make a DC 10 Fort save or fall 30' to the ground. The tower's northwest and northeast sides are adjacent to a patch of dry quicksand (see area B). Most likely, PCs will resort to missile weapons and spells to defeat Etuqi'xo (though he leaps down and closes for melee if he runs out of ammunition). As he dies, he screams to the sky in a death throes:

*“Down came rock, out came Sky
Part the air, skin says where
When Sky bleeds, rock looks needs
My son...his Sky...their...peaks”*



Players inspecting the stone that Etuqi'xo was “flying” find that it is ground in a shape similar to Crescent Cliff. His golden collar is worth 100gp, and may be smelled by a dwarf from 50 feet away. On the inside are etched supernatural runes (*comprehend languages* or DC 12 Read Languages) that are directions to some location outside the city (“Exit south gate, 1000 paces East, ...”). Where this leads is up to the judge.

If Etuqi'xo is subdued rather than killed, then clerics attempting to cure his madness learn that his True Name was stolen (a demon “passed through” after the Navigator entered stasis). Only the *true name* spell, a memory-inducing quest (e.g., finding his son), or Patron/Deity intervention restores his mind.

Area E – Landing Platform: *The cobblestoned street leads through a barren patch of blood red sand to an alabaster white triangular platform, roughly 20 feet tall and 100 feet per side. Ramps extend to the left and right, granting access to the flat roof. This building shows very little sign of age, though some small patches of crumbling stone dot its surface. The six flying silvery objects seen from outside the city are circling here high in the air; they appear to be metallic discs, each with a central lens. They cease their circling and assume a triangle formation, each displaying 4 rays of bright-red light that coalesce into a single beam. A strong tremor occurs, with large waves rippling through the ground and shifting the positions of ruined buildings' foundations. A stone falls from the platform, hitting the wall and triggering some mechanism to open a door previously unseen.*

Once the city's travel hub, this area is guarded by encircling laserdrones, programmed by the Navigators. The drones attack anyone (airborne or terrestrial) coming within 50 feet of the platform who isn't accompanied by a Navigator. The energy of the drones' lasers slightly rouses the Living Rock, causing a large quake as the PCs approach. The party can try to destroy the flying bots, but it is wiser to simply take cover by entering the newly-revealed door of the landing platform; the laserdrones do not pursue PCs entering area E-1.

Laserdrones (6): Init +2; Atk laser +5 ranged 70' (2d10 subtract AC bonus from armor); AC 16; HD 4d8; hp 16 each; MV fly 50'; Act 1d20; SP combination beam, infravision 150', immune to mind-altering spells; SV Fort +4, Ref +3, Will +2; AL N.

The laserdrone is similar to the lensdrone (see *The Purple Planet Companion*), but is equipped for guarding as well as reconnaissance. A metallic disc 4 feet in diameter, the Laserdrone has 4 small lenses arranged around the outer halves of its top and bottom faces, with one large lens in the center. The small lenses emit laser beams that join each other beneath the central lens (like a pyramid), forming one beam. Damage is reduced by the target's armor's AC bonus, e.g., leather armor (+2 AC) reduces the damage by 2. The central lens has various modes of image acquisition (x-ray vision, infravision, etc.); damaging it (Mighty Deed, etc.) imposes a -1d to the drone's attack roll. A laserdrone always attacks at maximum range from the

party (70'). If the judge has *The Purple Planet Companion*, he may use the Lensdrone crit table for critical hits. Multiple drones can choose to combine beams into a single powerful laser attack; this has an attack bonus of +1 for each additional drone involved, with additional cumulative damage progressing down the die chain. For example, 3 drones may combine beams for a +7 to hit with 2d10+1d8+1d7 damage (subtracting armor's AC bonus). This attack may be made once per round, and uses the attack of all drones involved. If destroyed, a laserdrone yields 1d4 greenstone shards amid its wreckage.

PCs climbing the ramps to the platform's roof deduce that it is a large landing pad.

Area E-1 – Monitoring Station: *Despite the building's stony exterior, this 30-foot-wide circular room is made of an opalescent bluish-gray metal. Two separate stairways exit downwards, opposite the door, and a curved panel with switches stands in the center. Wires snake from the panel's underside to an open-faced helmet hanging from a hook on the panel's edge. Six two-dimensional hexagonal images float above the floor near the walls, three aligned horizontally on either side of the door. These images display swirling black and gray colors.*

If characters examine the panel, show them the panel handout and read the following.

There are 3 rows of 3 up-down metal switches centered on the panel, all in the up position; a single black button is below them. On the left of the switches are three diagrams consisting of 3 by 3 arrays of up-down arrows accompanied by strange runes. On the right is a diagram of a humanoid wearing a helmet, accompanied by more runes.

If the PCs have not destroyed all the drones, they may issue commands to them via the panel. Each hexagonal "monitor" displays a particular drone's actions; if only 2 drones remain, then only 2 monitors show activity.

Commands are issued by wearing the helmet, thinking the command, flipping the switches in a certain configuration, and pressing the button to "send" the command. A PC learns this from the Navigators' extraplanar runes on the panel's right side (*Comprehend Languages* or DC 12 Read Languages). Successful translation also informs the PC that there are many more possible commands than the three listed on the panel's left side (though it doesn't say what they are). Let the players be creative and state intended commands and/or draw out 3×3 up-down configurations, but take note of the following.

- Every command requires a DC 13 Intelligence check. Optionally, on an 11 or 12, a slightly different command is issued (judge's creation), otherwise it is a "failed check."
- Each "and" in a command requires an additional check. For example, "Fly over there and attack that," is two commands.
- There are 512 up-down combinations, but only some are meaningful. A PC randomly flipping switches with no "intention" makes a Luck check with a d100. Success indicates a random command of the judge's creation, otherwise it is a failed check.

- For each failed check, the PC makes a DC 13 Reflex save or is shocked for 1d7 damage. The switches become permanently disabled after three failed checks (not necessarily consecutive), and the PC is shocked for 2d6 damage (no save).
- Regardless of the command, the drones always remain in the city and avoid attacking the Living Rock, a Navigator, area E, and each other.
- The configurations in the panel's diagrams do not require checks; their accompanying extraplanar runes spell out the quoted text:

1. All switches up: "Guard landing platform."

2. An "X" configuration of down switches: "Play recent footage." The PCs watch six different airborne perspectives of themselves while being attacked outside the platform. They see that during the recent tremor a large, long object was writhing just below the surface of the ground.

3. "Signal Mountain Base": All remaining drones shoot a combined pulse of light toward a specific region of the Ancestor Peaks.

Area E-2 – Supply Chambers: *Metallic shelves line the walls. Most of them are empty, though one holds a small stack of flat, square metal plates. Next to the shelves, 5 feet off the floor, a one-foot cubic chamber is built into the wall. Lit with a mustard yellow glow, it seems to hold mushroom rations, but they waver as if reflected on water. A button is on the wall beneath the opening.*

This room once held various supplies for running the station. Its remaining contents (the metal plates and foodstuffs) are protected by a guardian sphere that hovers in the smaller square chamber above. Note that the circular and square chambers are connected via a 3 foot diameter secret door in the ceiling/floor, which is currently open (with the sphere watching through it). If the PCs investigate the metal plates, foodstuffs, or they look upwards and notice the sphere, then it attacks and the secret door silently closes behind it.

Guardian Sphere: Init +4; Atk plasma torch +4 melee (1d12, ignores any non-magical armor bonuses to AC) or pain ray +5 ranged 30' (1d8, DC 13 Fort save or prone and helpless for 1d3 rounds); AC 14; HD 8d8; hp 32; MV fly 30'; Act 1d20; SP silent flying, infravision 30', immune to mind-altering spells; SV Fort +2, Ref +5, Will +1; AL N.

The guardian is a 1-foot diameter metallic sphere that flies silently as it attacks. It has a lens array for "seeing" and attacks with a 3-foot blue-beamed plasma torch or its pain ray. On its top, the sphere has a hidden trapped access panel. The trap requires a DC 18 find trap check and disable trap check to avoid an electrical charge, otherwise the victim suffers 1d6 damage, -2d penalty to rolls made during combat, and numbed, useless hands for 2d4 rounds. The panel's chamber contains a single greenstone shard, which deactivates the sphere if removed. Although the sphere pursues attackers, it does not exit the building. A PC may use the torch if he removes its attachment from the defeated sphere and connects it to the gauntlet in the room above (for plasma torch details, see *Peril on the Purple Planet*).



Finding the ceiling's secret door requires a DC 15 Intelligence check, with a +2d bonus for PCs who noticed the opening prior to the sphere's attack. PCs accessing the secret chamber find the plasma torch's silver gauntlet, three greenstone shards, and three tubes of salve (each has 1 use and heals 1d12 hp when used topically, 1d5 points of stat damage if ingested).

Ten days' supplies of nutritious purple ybolic mushroom rations are kept fresh in the yellow-lit temporal-stasis chamber. Pressing the button below the chamber allows safe access; a PC trying to take them without pressing the button fails, and takes 1d3 hp of damage from stasis field exposure.

The metal plates on the shelves are two of the Navigators' "journals." Some are etched with diagrams and equations formulating the stasis chamber design in area E-4. Another has a diagram of area E-3 showing the female Navigator (seen in area C murals) opening a large door in the surface of the Living Rock.

Area E-3 – Boarding Portal: *This domed room is featureless and empty, except for a 20-foot-diameter hole in the floor leading to a black surface similar to that of Crescent Cliff.*

Through the floor is an entry into the Living Rock. The door cannot be found or opened without a Navigator, unless powerful supernatural help is invoked. The party will probably have to return here on a later adventure with the female Navigator accompanying them.

Area E-4 – Holding Cells: *A faint hum emits from this 20-foot-wide circular room. Its source is a column of yellowish undulating light extending from a metallic ring in the ceiling to one on the floor. Bathed within the shining illumination, an eight-foot-tall perfectly-proportioned humanoid male appears somewhat like a mirage. He is hairless, with 3 iris-less white eyes arranged in a triangle (one in the “third eye” position). His naked body is deep black with white points of light. Closer inspection shows that his body is a map of some region of space, with tiny galaxies and stars dotting his physique. As he breathes, the stars do not move as a tattoo would, but are somewhat delayed, as if his body is not fully in this plane. Metal plates similar to those in the previous room lie at his feet. Another set of rings is on the ceiling and floor next to his, but it is not activated. A single button is on each floor-based ring. The metallic walls are etched with various diagrams.*

When PCs examine the walls read the following:

The walls’ etchings illustrate a tentacle-tailed flying ship, part of which looks like the Crescent Cliff, hovering over the surface of the Purple Planet with the sky’s constellations exaggerated above. On the left are front and back diagrams of the male humanoid, with a female similarly illustrated on the right. Lines emanate from the ship to various destination points in the constellations, and corresponding lines connect these destinations to points on the humanoids’ bodies.

The male Navigator waits in temporal-stasis until the Living Rock awakes. A five-foot-diameter pressure-plate trap guards the chamber from entry (DC 17 to find and disable). Depressing the plate causes a bright-red hallucinogenic gas to fill the chamber and the hallway beyond; its particles attach to the PCs, making them glow and granting a +1d attack bonus to the Navigator. PCs must make a DC 15 Will save or hallucinate with a -1d penalty to attack rolls and spell checks. The Navigator’s stasis ends if PCs enter the chamber (lenses in the ceiling detect entry), the button is pressed, or the entryway trap is sprung. It takes one round for the Navigator to come out of stasis, after which he attacks the party and summons the guardian sphere from area E-2 (if it hasn’t been destroyed). The Navigator is angry from being prematurely awakened and views the PCs as nuisances to be eradicated; despite knowing Common, he does not parley unless the party has the female Navigator.

Navigator: Init +7; Atk piercing fist +5 melee (1d8+3); AC 17 (astral flicker, see SP); HD 8d8; hp 32; MV blink 40’; Act 2d20; SP concussive scream (15’ radius, DC 13 Fort save or 1d10 and fall prone), astral flicker (50% chance of evading non-magical attacks), crit 1d24/II; SV Fort +2, Ref +4, Will +6; AL N.

The Navigator is an extradimensional traveler whose body is a partial map of the multiverse. In melee, his fists morph into long, black, pointy cones for devastating piercing attacks (using critical table II from the core rulebook). If both attacks hit, he yells a concussive scream that may damage and knock down those around him. Existing in the material plane only 50% of the time, he astral flickers; this makes him difficult to hit non-magically. If the Navigator’s flickering avoids a critical hit, the attacking PC still achieves the crit if he succeeds on a Luck check.

A collection of metal plates, the “journal” of the female Navigator, are on the floor

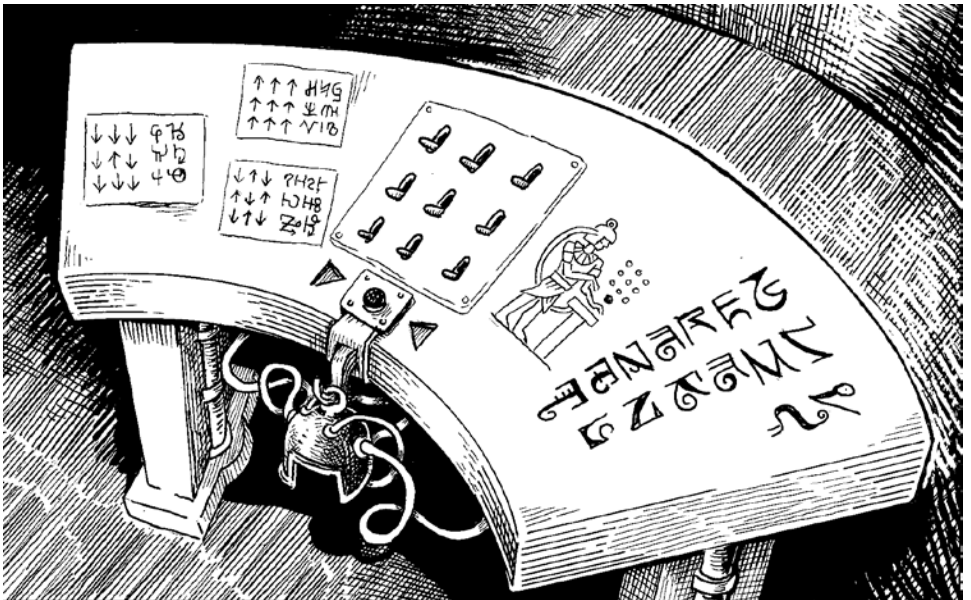
inside the male Navigator's stasis ring. They are etched in an extraplanar script (*Comprehend Languages* or DC 17 Read Languages) and reveal the female Navigator's plans to relocate to the Ancestor Peaks to start a new Navigator-Kith race with *Etuqi'xo's* son.

The buttons on the two floor-based rings are simple on-off switches for the stasis fields. However, characters must wait a turn before activating a stasis field that has been deactivated, and vice versa. These fields are fully operational and may be used by the party as they see fit; time within the field is ten thousand times slower (10,000 years outside corresponds to 1 year within). Touching an activated field from the outside causes 1d7 damage.

Exiting Area E – Conclusion: *As you exit the landing platform, another tremor occurs, the strongest one yet. Thin sheets of rock fall from the face of the black cliff towering over you. The falling stones reveal three gigantic closed eyes arranged triangularly. The top-most opens with a resounding crack, its scintillating red and yellow eye staring at your party. Its gaze slowly moves away, finally resting on the Ancestor Peaks. The quake subsides, and the eye closes.*

From here, it is up to the judge and the party whether the adventure continues. The city is built on a giant living spaceship; perhaps the PCs can use it to return home, or to sail the multiverse. Regardless, they will need to retrieve the female Navigator from the Ancestor Peaks to do so (assuming the male Navigator is dead). Will *Etuqi'xo's* son still be alive? Is there a new Navigator-kith race hidden in the Peaks? Do the runes of *Etuqi'xo's* collar lead to treasure? The Purple Planet awaits!

PLAYER HANDOUT: PANEL DIAGRAM



Among the Purple Planet's irradiated dunes, a freakish ebon cliff crests over a mysterious city. Even giant death orms avoid this place, which hides colossal creatures, deadly quakes, a powerful relic, and certain peril...when The Rock Awakens!



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