

Beneath Kra'adumek

City of the Purple Demon-Worm

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Cha'alt Playtest Preview Packet

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Overview

This is the first scenario for **Cha'alt**. Rather than starting off with the main event, The Black Pyramid, I thought it best to ease into the campaign setting with a smaller, independent dungeon.

The dungeon complex beneath the City of the Purple Demon-Worm works well as a one-shot, convention game, or simply as a demonstration of what **Cha'alt** is like. I'm hoping it has enough detail and weird stuff going on without being overwhelming.

There are only a few days left to back the kickstarter and support **Cha'alt**, so tell your friends!

<https://www.kickstarter.com/projects/vengersatanis/chaalt>

By the way, nothing is set in stone. If you have any feedback for us, don't be shy about letting us know what's on your mind.

Casting Spells

All magic cast in the dungeon is influenced by the purple crystals embedded in the walls - both rough hewn caverns and smooth dungeon areas. Roll a d20 and consult table each time a spell is cast.

Magical Mishaps

Roll	Result
1	Spell fails.
2	Wizard saves vs. debilitating migraine; disadvantage on all rolls (lasts one hour).
3	Everyone within 30' of the wizard gets a debilitating migraine; disadvantage on all rolls (lasts one hour).
4	Surrounding purple crystals drain 1d4 HP from everyone within 30' of the wizard.
5	Dimensional Shambler is summoned... HD: 4 HP: 18 AC: 12 Save: 16 Attack: +6 Dam: 2d6
6	The pungent odor of carnality and the desert lotus blossoming in the eldritch illumination of demon moons.
7-9	The fissure connecting time and space with all matter is metaphysically jostled... earthquake! Quickly followed by incorporeal phantoms, illuminated by the purple crystals. These spectral humanoids soundlessly scream for someone to save them.
10	The purple crystal nearest the caster explodes, causing him 1d6 damage.
11-18	Nothing.
19	The wizard receives an apocalyptic vision of an Old One slowly, inexorably devouring Cha'alt from beneath.
20	Power surge – spell is doubly effective, but caster is also dazed for 2d4 rounds.

Noteworthy Details

- ♦ Purple crystals deaden psionic abilities, which is why the Purple Demon-Worm priesthood is relatively unaffected by Kra'adumek. After prolonged exposure, crystals will mutate humanoids. Breaking a crystal generally does 1d6 damage.
- ♦ The crystals of Cha'alt have always existed - their subterranean presence was detected thousands of years ago.
- ♦ All servants, priests, acolytes, etc. wear purple robes. These robes have a common symbol - a purple diamond containing a sinister eye. If the GM includes additional random priests, they all carry 1d20 talons, a little violet-hued pill, and wield Dryden-daggers (2d4 damage). Unless mentioned otherwise, they are named either Ha'az or Jesa'an.
- ♦ Periodically, the Purple Demon-Worm priesthood imbibes hallucinogenic drugs. So, all but the High Priests and Ipsissumus are easily distracted and/or misled by a clever ruse.
- ♦ There are no sleeping quarters, kitchen, or similar amenities because the priesthood doesn't live here. The subterranean complex is where they come for bouts of personal reflection and to worship their abhorrent god.
- ♦ All rooms within the complex have a gong near the door, suspended from the ceiling. Clanging a gong will alert servants of the Demon-Worm that intruders are in the complex... or that something has gone wrong and assistance is needed. 1d6 rounds elapse before help arrives.
- ♦ All saving throws are calculated by subtracting level (or monster's HD) by 20. Roll that target number or above on a d20. Natural 20 is always a success and means you escape all negative effects. Natural 1 is always a failure and means negative effects are doubly harmful. Quick thinking and good roleplaying usually grant advantage on saving throws.
- ♦ Advantage means you get to roll 2d20 and choose the highest result. Disadvantage means you roll 2d20 and your final result is the lower of the two. If you prefer a +4 bonus and -4 penalty, use that, instead.
- ♦ I recommend each player choose either a single 3rd level character or three 1st level characters.
- ♦ Glyphs are hand-drawn upon objects or people, they act as temporary magic and fade away after a single use. There is a 1 in 6 chance of magic-user remembering what the glyph looked like before transcribing it. The arcane process of transcribing a single glyph is about one hour.
- ♦ Talons are triangular coins stained purple. One side has the image of the Demon-Worm; the other an eye surrounded by a diamond. Three talons are worth one gold piece.

*“His ichor shall cleanse
the world...
Hail Kra'adumek!”*

City Background Entry Point

Kra'adumek is what they call the City of the Purple Demon-Worm... and, by extension, the beast itself is also named.

It arrived on Cha'alt nearly a century ago, when the planets aligned and the gate opened. The people of that city have forever been destroyed by its malignant arrival. Not because of harm to their frail bodies... no. The Demon-Worm warps their minds, draining their identity, and installing them with the entity's own thoughts.

The entire city population carries out their day to day activities as if they were real people. Except that they move silently and methodically because, alas, they are all slaves psionically dominated by the beast.

It is rumored that at the center of the city is a chamber of purple crystals that direct and focus the Demon-Worm's will.

Beneath Kra'adumek is a cavern and dungeon protecting the creature's secrets... including a way to resist Kra'adumek's mind-control. Infidels sometimes hide in the caves beneath the city, but more often than not they are swiftly cut down by the myriad of subterranean horrors that slither and shamble amidst the sickly purple glow of crystal-embedded unhewn corridors.

It is said Kra'adumek swallows his prey whole, and undigested pockets within the gargantuan Demon-Worm contain magic items the world hasn't seen for decades. Perhaps sorcerers still live in his bowels, such as those who dared refuse the beast's demand of fealty in the Wizard-Slave Revolt of Labyrinthine Shadows.

A tremendous solar storm tore through Cha'alt, running straight into the City of the Purple Demon-Worm. It temporarily diminished the Demon-Worm's ability to mind-control everyone in the city.

That means the PCs (and dozens more) are temporarily free! But due to years of subservience to the Demon-Worm, they only have the clothes on their backs.

Knowing that the desert wastes of S'kbah are exceedingly harsh, the PCs decide to scavenge what they can from the small dungeon complex below Kra'adumek. Also, a little revenge goes a long way.

This dungeon is home to the priests who help the Demon-Worm keep his subjects dominated. They not only have supplies (such as food, water, and weapons), but secrets... including forbidden magic!

1: Unguarded Entrance

One might expect there to be guards, but it's an open secret that the dungeon is full of dangers - only a fool would hazard the horrors therein.

Doors difficult to open because dead bodies are in the way. Humanoid corpses crushed and bodies shredded as one gets further inside.

Standing stones where corpses are literally torn in half. Bits and pieces - heart, eyeballs, entrails, etc. are strewn upon the large, smooth stones. The center of the standing stones is blackened and charred.

Casting a spell while standing inside the stone circle has a 2 in 6 chance of awakening one of the Greater Demons that slumber deep under the ground.

Searching all the bodies, takes about 20 minutes and yields... 43 silver pieces, 13 gold pieces, 23 obsidian pieces, 84 talons, 2 daggers (1d4), 1 short sword (1d6), and 1 bone club wrapped with razor wire (1d6).

If the PCs aren't taking pains to remain quiet while they investigate, Ma'aduk walks over to them. He's invisible and asks what the PCs think they're up to.

Unless, they're penitent, he'll start chanting arcane words, casting (6d6) fireball upon them.

Ma'aduk summoned an abomination so terrifying that it drove him insane. If questioned, he will talk in riddles, such as...

- ◆ When is the clock all times at once and never again?
- ◆ The black pyramid is massive yet fits within the gaping maw of a painted clown with demon eyes.
- ◆ No one stares into the abyss... unless they hold the silver key.

Ma'aduk		HP 23
Level 7 Sorcerer	AC 12	Save 13+
Spells: Fireball, Invisibility, Magic Missile, and Company Keeper (described in area #4). Treasure: Ring of lesser shielding - when activated (lasts 1 round / level) once per day, there's a 2 in 6 miss chance for every non-magical blow dealt. 53 talons, 13 gold pieces, scroll of greater demon summoning. His spell-book is hidden in the south-west finger of the cavern, under a large rock.		

2: No Ordinary Ooze

There's a large purple ooze with insectoid claw-talons surrounding it, looks like they're part of the creature.

Purple Ooze		HP 25
HD: 5	Attack Bonus: +2	AC 11
#Attacks: 2	Damage: 1d6 (claws)	Save 15+
Special: Immune to non-magical attacks; fire makes it split in two. If ooze rolls natural 20 or PC / NPC attacking ooze rolls natural 1, they fall into the ooze itself - 3d6 acid damage. Treasure: Inside is a bone dagger with glyph carved into it, giving wielder advantage on his attack. Everything else has been dissolved.		

3: Something He Ate

There's a humanoid lying down in the corridor. A look of shock and pain on his face.

He's wearing the usual beige, brown, and gold robes of a Kra'adumek citizen.

He's dead - searching the body reveals a cavity of deadly purple fungus where the corpse's stomach should be... and the fungus has sprouted tentacles!

K'sto Drell was a smuggler running contraband (like those violet-hued hallucinogenic pills) between the priest's complex and his home city of A'agrybah."

Violet Fungi Tentacles		HP 11
HD: 2	Attack Bonus: +2	AC 12
#Attacks: 2	Damage: 1d4	Save 18+
Special: Save or catch the purple rot - fungal infection that drains 1 point of constitution every 30 minutes until healed by cleric or magic. Treasure: Searching the body reveals a small pouch containing a walnut-sized ruby worth approximately 500 gp. And a map of this dungeon folded up inside his boot.		

4: Squatting Wizard

(See area #1)

If you haven't mentioned anything about an earthquake and/or after-quake tremors, you might want to let one rip ASAP!

Ma'aduk's hidden spell-book is in this part of the cavern. If the PCs investigate, they'll find it under a rock.

The spell-book contains the following spells: Fireball, Invisibility, Magic Missile, and Company Keeper.

Company Keeper creates a glowing, animated, humanoid face that follows the caster around. It's a 1st level spell that lasts as many hours as the caster's level. The face occasionally nods, blinks, and conveys the subtlety of thinking about what has just been said.

5: Like a Spider

Sticky purple webbing can be seen, getting thicker as PCs head north.

Just before the rise, a sky-elf attempts to dislodge one of the purple crystals from the cavern wall. He has a device - some kind of silver wand - that allows him to do that safely. He's hurrying because he knows that creepers lurk nearby. The creepers travel via the strands of purple webbing.

The silver wand is high-tech, yet responds to warlock hands. Magic-users are able to use it at a higher frequency, allowing for increased vibration so as to loosen the crystal quicker. However, the more the wand vibrates, the louder it becomes... alerting creepers.

Creepers are humans who became like the giant spiders who inhabited this cavern long ago. They are blind and pale with emaciated bodies, purple veins, sharp teeth; cannibals.

Creepers (2d6)		HP 9	AC 14	Save 18+
HD: 2	Attack Bonus: +4			
#Attacks: 1	Damage: 1d6			
Special: Bite must save or be paralyzed for 10 minutes. Treasure: Their nest is a bit further west and contains a single (magic) glove that allows wearer to use that hand silently (magic, worth approximately 250 gold pieces for one, 1000 for the pair). 3 large hunks of smooth quartz with hint of green (worth approximately 75 gp each).				

Sky-Elf (Dra'aj)

He lost the rest of his companions to the creepers yesterday, but came back to get this enormous purple crystal - he's going to trade it to a sorcerer for the freedom of his half-sister, Astyl. The sorcerer lent dra'aj the wand so he could safely extract the crystal.

If threatened or bored to death by endless questions, he'll walk to the dungeon's exit and leave. He'll try again tomorrow.

After he gets the large crystal and makes the trade, his next destination is The Great Library of Cha'alt. It may be half-sunk in the sand, but many of the books are still accessible.

Sky-Elf		HP 13	AC 13	Save 17+
Level 3 Thief	Attack Bonus: +1			
#Attacks: 1	Damage: 1d6 (dagger)			
Treasure: leather armor, dagger, silver wand, 49 talons. His thief's tools are in a leather satchel hidden just outside the dungeon entrance, under the sand.				

If the creepers haven't attacked yet, Dra'aj will be vocally concerned about their arrival, wondering how long it will be until they slither across the purple web, trying to eat their flesh. The creepers will awaken and attack in approximately 20 minutes.

6: Demon Cat-Snake

PCs can hear the snorting, breathing, and slavering of some horrible creature up ahead. Bones picked clean are evident on the cavern floor.

At the end of the cave is a demonic creature with the head of a feral cat and body of a snake; it's 16' long from nose to tail and infused with chaos from the Old Ones. They are rarely seen on the surface of Cha'alt, but are more common in The Black Pyramid.

The demon was apocalypse-born and is both evil and full of chaos. This feline-serpentus desires to be worshiped as a minor deity, giving those who approach a few seconds to break out in awe and praise. If no adoration is forthcoming, the cat-snake simply attacks.

Feline-Serpentus		HP 73	AC 16	Save 8+
HD: 12	Attack Bonus: +6			
#Attacks: 1	Damage: 3d6 (bite + poison)			
Special: 20% magic resistance, half-damage from non-magical weapons (high-tech weapons harm it normally), venom from fangs is poisonous... save or die. Regenerates 5 HP/round. Those coming to worship it may step forward, offer a gift, and then, if lucky, are allowed to drink its restorative milk (temporary bonus HP, advantage to saving throws for 24 hours, and heals violet fungus disease). Treasure: Obsidian trident +1 [3,000 gp], musical instrument in the shape of a long horn (Cha'alt didgeridoo) [120 gp], Safa'avieh area-rug [300 gp], outlandish feathered hat (orange, magenta, and purple), bronze helm covered in 3-inch demon horns (improves AC by 3), and a treasure chest containing 437 gold pieces, 90 platinum pieces, 203 talons, and six rubies each worth 300 gp.				

7: The Resonator

A machine is at the back of this cave. It's off, if touched it emits a low humming sound and strange smell with little round colorful dots glowing.

The machine allows humanoids to see into other dimensions. PCs see weird things swimming all around them. The more they move, the more they are noticed. Eventually, garnering the attention of something horrible - a slimy nightmare made flesh!

Nightmare Flesh Creature		HP 100	AC 18	Save 2+
HD: 20	Attack Bonus: +12			
#Attacks: 1	Damage: 2d12			
Special: On a natural 20, the entity bites the head off his victim (instantaneous death). Treasure: None.				

*"I have
harnessed
the purple
shadows that
stretch from
world to
world."*



8: Preparation

The exotic thrum and twang of a zita'ar reverberates from this chamber, out into the hallway.

Seven purple-robed servants of Kra'adumek are preparing the "sacred food."

Three nubile virgins (all female) have been stripped of clothing and are being oiled for the Purple Demon-Worm's use. Down here, the virgins are no longer mind-controlled, due to the purple crystals' influence.

The females are named Ka'asa, Ula, and Yezri. They will be grateful to anyone who gets them out of this slippery situation.

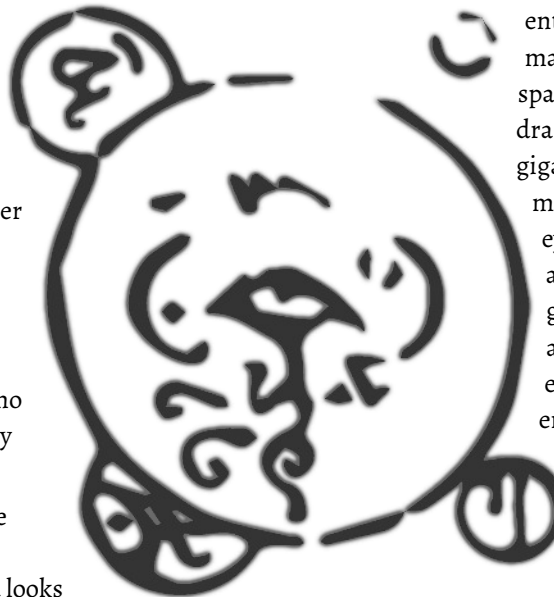
A circular stone well is in the center of this chamber. The interior is empty, black, and looks like it goes down forever. Calling into it yields no echo, just a pervading nothingness. Perhaps this leads to the mythic underworld?

A side-table has a cheese and sausage platter, along with a carafe of strong wine.

Servants of the Purple Demon-Worm	
HD: 1	Attack Bonus: +0
#Attacks: 1	Damage: 2d4 (Dryden-dagger)
Special: Most of the servants will be distracted by the naked female flesh. One of the servants has a glyph drawn upon his purple robes - three interlocked triangles, a bleeding eye within each. When the priest gestures, an unlucky opponent goes temporarily blind [3d6 rounds]. Treasure: 1d20 talons each, as well as, a long-necked zita'ar made of gorgeous magenta-hued wormwood [250 gp].	

9: Elevator

There's an auto-lift mechanism that raises anyone standing on the 10' x 10' platform up to the city's sacrificial stone.



There's a painting spanning the entire curved wall; a magnificent mural of outer space where a fearsome crimson dragon squares off against a gigantic purple worm with many tentacles and horns and eyes. On the periphery, the artist included a military-gray battle station the size of a small moon firing an emerald-green laser near the embattled titans.

There are 3 purple robes hanging from a hook by the door.

10: Library

Three purple-robed clerics are seated upon bizarre purple plastic furniture, enjoying the scholarly pleasures of the library.

Dozens of books on subjects such as archaeology, science and medicine, transcendental meditation, demonology, and horticulture. Each book is worth 10gp.

Clerics of the Purple Demon-Worm	
HD: 2	Attack Bonus: +0
#Attacks: 1	Damage: 2d4 (Dryden-dagger)
Special: These clerics have false hands... within their sleeves writhe purple tentacles! Laying tentacles upon someone does 1d12 damage and target must save versus feelings of abject terror when the name of Kra'adumek is spoken. Treasure: 15 talons, 3 gold pieces, and 1 violet-hued pill that causes revelation-like hallucinations if either dissolved in water or put to flame.	

11: Like A Surgeon

Two servants knowledgeable in the art of alchemy are attempting to transplant the brain of a priest into a 10' tall, steel humanoid-shaped monstrosity.

The curving walls reveal a story carved into them long ago. The Old Gods seeded Cha'alt with many crystals, allowing the people to manipulate reality and manifest their will. However, the people lost that knowledge over time because they pursued carnal pleasures over esoteric study. Now, the crystals are regarded with superstition and symbolize man's degenerate nature.

If this is either the last or second-to-last room the PCs have explored, the transplant is complete. If the PCs see what's going on and decide to simply bypass the room, the metal monstrosity goes after them as they attempt to exit the complex.

Servants of the Purple Demon-Worm		HP 5	AC 10	Save 19+
HD: 1	Attack Bonus: +0			
#Attacks: 1	Damage: 2d4 (Dryden-dagger)			
Special: None.				
Treasure: 12 talons between them and three little, circular, violet-hued pills that can be crumbled and either dissolved in liquid or smoked. The effect is mild euphoria, disorientation, and occasional apocalyptic visions.				

Metallic Monstrosity		HP 70	AC 18	Save 10+
HD: 10	Attack Bonus: +2 (a bit clumsy until he gets the hang of it)			
#Attacks: 1	Damage: 1d12			
Special: Immune to fire and poison.				
Treasure: Parts of the giant metal body would be worth a total of 1,000 gp to the right buyer.				

12: Ornate Bowl

Two robed attendants kneel before an ornate bowl resting upon a raised dais. They chant, "His ichor shall cleanse the world." One of the priests, an elf, has a laser rifle strapped to him.

If their comrades find them, both are willing participants in the Ultra-Violet Revolution.

The walls contain deep-cut reliefs of people praising the Old Gods. They did what they liked, killing and reveling until invaders came from the stars. The aliens kill many of the native worshipers. Finally, the alien invaders build their society upon the one they destroyed.

The bowl contains some kind of translucent blue-green syrup, and is uniquely decorated with an intricate pattern that is also alien scripture. The priesthood knows what it means... "His ichor shall cleanse the world."

Bowl is made from an alien metal and nearly indestructible (worth about 400 gp). Slime within bowl is a mutant strain of zoth, and could be used as spell component in order to accentuate magical effects.

Acolyte of the Purple Demon-Worm		HP 5	AC 10	Save 19+
HD: 2	Attack Bonus: +0			
#Attacks: 1	Damage: 3d6 (laser rifle), 2d4 (Dryden-dagger)			
Special: Servant has some knowledge of the bowl and its contents, if questioned.				
Treasure: 33 zuleks he won in a game of chance last night, nomads casting rune-bones outside the city [each zulek worth 3 gp].				
The laser rifle's power-pack has 1d20 uses left. In the priest's robes, he's got a spare power-pack fully charged (20 uses).				
Also, two violet-hued pills that can be crumbled and either dissolved in liquid or smoked. The effect is mild euphoria, disorientation, and occasional apocalyptic visions.				

13: Carnal Knowledge

Two guards posted in front of the double-door.

This is the complex's pleasure chamber used for orgiastic celebration by the High Priests of Kra'adumek.

Inside there are two women, a young man, and two High Priests, named Tulo and Sa'abet, caught with their pants down, literally (unless they're alerted by the gong or sounds of combat).

The walls are decorated with hundreds of painted purple diamonds... a few have malevolent eyes in the center.

Along one of the back walls stands a side-table with barbequed sand-squid on it, as well as, a strangely angled glass bottle of sparkling grape-flavored liqueur. The priests call it **Purple Prizm**.

High Priests of the Purple Demon-Worm	
HD: 3	Attack Bonus: +2
#Attacks: 1	Damage: 2d4 (Dryden-dagger)
Special: For the first round, treat High Priests as both unarmed and surprised... if the PCs dealt with the outer guards in a quiet fashion. Otherwise, the High Priests are ready for combat.	
Treasure: One of the High Priests wears a purple cloak that shields his mind from potential adversaries. Additionally, each carries 1d100 platinum pieces.	

14: Egg Chamber

Three meditating priests are surrounded by seven large, alien eggs.

Pictograms have been carved upon the wall's curvature. A terrible entity is prophesied to come - it will enslave the people and force men to worship it. Named after the city, Kra'adumek shall have many spawn and these will eventually reign over Cha'alt, so that no man is ever free.

This room serves two purposes - servants of the Purple Demon-Worm come here to practice their transcendental meditation, and this is where the priests keep the Demon-Worm's eggs.

There are seven eggs, each look like they could hold a large dog. The eggs are purple with yellow and green splotches. One of the seven will hatch sometime in the next hour. An egg weighs about 40lbs and is awkward to carry, but would be worth 1,000 gp per egg if sold in a decent-sized city.

Servants of the Purple Demon-Worm	
HD: 1	Attack Bonus: +0
#Attacks: 1	Damage: 2d4 (Dryden-dagger)
Special: These priests are the de facto "Keepers of the Eggs" and have special markings upon their purple robes signifying their awesome responsibility.	
Treasure: 1d20 talons, and a strange looking bone dyed purple (his good luck charm).	



15: The Singularity

A secret door is ajar. Chanting can be heard from inside.

Two priests are praying before what looks like a crack or tear in the fabric of reality. This fissure in the space-time continuum was created weeks ago via magical experiment gone wrong. Now, the priests do what little they can to keep existence from fracturing any further.

The following are side-effects that occur each time someone interacts with the fissure...

Roll	Result
1	PCs slip back in time one or two minutes, vaguely aware of the recent past... that they've been here before.
2	PCs see themselves walking into the room as they did a few minutes ago. Suddenly, there's some important detail about each PC that is wildly different - a wizard becomes a fighter or a burned leg becomes a scarred eye.
3	The PCs perceive the ground beneath their feet to open up and the floor about to sink into a black void. Save vs falling into the abyss.
4	Approximately 17% of Cha'alt's population just... disappears. Roll a d6 for everyone present and future NPCs, if convenient. Those with a result of "1" no longer exist.

16: The Sleepers

Three priests of the Demon-Worm are engaged in a heated argument, deciding upon a course of action to take regarding the Ipsissimus. Eventually, they come to the conclusion that violent overthrow is needed.

A silver protocol droid sloppily spray-painted purple stands in by three electronic sarcophagi. The droid, QR-3, has a restraining bolt to keep its flamboyant, anti-authoritarian personality in check.

Ja'ab, Kota, and Zenik are convinced that the Ultra-Violet Revolution must take place immediately. It seems obvious in retrospect, but Kra'adumek should have been called the Violet Demon-Worm... not purple.

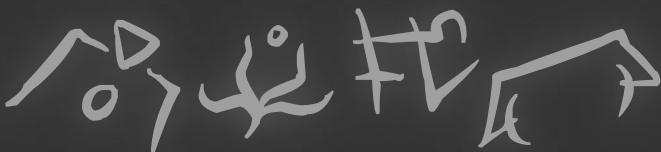
Before they go out and either convert or slaughter the rest of their fellow priests, they spray-paint their purple robes a violet hue. Ja'ab, Kota, and Zenik confirm there's at least two, possibly three other servants of the Violet Demon-Worm who are on their side.

The humans in cryogenic pods have been asleep since before the apocalypse. Two life-support machines are next to the pods as back-up generators, in case the system ever failed.

Their names: Vural, Kranz, and Erak. If revived, they could provide information about what life was like just before the end (approximately 93 years ago)... domed-cities, flying cars, alien visitors, instantaneous healing salve, etc.

Yes, the back-up generators could be used to charge high-tech equipment like laser cannons, each worth about 500 gp, but also weighing 150 pounds.

What do I mean by interacting? I mean touching it, poking it, throwing something at it, yelling, and casting spells, having sex, or killing someone in the room, etc.



Survivors	
HD: 1	Attack Bonus: +1
#Attacks: 1	Damage: 1d4
Special: They are constantly shocked and awed at this new world. Treasure: They have wallets with IDs and about 200 dola'ars (old paper money).	

HP
4
AC
10
Save
19+

Priests of the Violet Demon-Worm	
HD: 3	Attack Bonus: +2
#Attacks: 1	Damage: 2d4
Special: They've been drinking milk from the Feline-Serpentus (don't ask), and temporarily get advantage on their saving throws, plus a 1dg HP bonus. Additionally, these priests know the demonic cat-snake is incredibly vain and that flattery could be the creature's greatest weakness. Treasure: Ja'ab has a violet-purple fragment of petrified coral, Kota carries a gold pocket-watch (broken), and concealed within Zenik's robes is a music-box of a fancy-dress party where costumed people move about as the song plays. Each are worth 3d20 gold pieces.	

HP
16
AC
12
Save
17+

What's an Ipsissimus? The only religious rank greater than High Priest. They are said to be beyond the comprehension of lower degrees, having achieved total consciousness and perfect will.

17: Torture Chamber

Two humanoid prisoners are being tortured with a hot poker by the Ipsissimus while two guards keep watch. Five other prisoners are in jail cells, awaiting their turn.

Three braziers waft purple smoke in the air and give off enough heat to make this chamber sweltering. If the PCs hesitate before entering, the Ipsissimus eventually loosens his robes, revealing dark-purple furry patches covering a third of his skin.

All prisoners have been here many days and are in no shape for combat, due to food/water deprivation.

Ipsissimus of the Purple Demon-Worm	
HD: 5	Attack Bonus: +2
#Attacks: 1	Damage: 2d4 (Dryden-dagger), 1d6 (multiple targets).
Special: The Demon-Worm grants him the ability to curse a humanoid once per day (target has disadvantage on all rolls for the next 2d4 hours). His purple crystal gives him the power to shoot purple bolts of energy from his fingertips; 1d6 damage to enemies within 30' of the High Priest. Treasure: The High Priest wears a magic turquoise ring, allowing the wearer to read thoughts once per day. He also carries 111 gp, and a purple crystal he's had so long that it's starting to mutate him.	

HP
32
AC
12
Save
15+

Servants of the Purple Demon-Worm	
HD: 1	Attack Bonus: +0
#Attacks: 1	Damage: 2d4 (Dryden-dagger)
Special: None. Treasure: 1d20 talons each.	

HP
5
AC
10
Save
19+

Kra'adümek

Beneath the city of the
Purple Demon-Worm



Handwritten text in a stylized, ancient script, likely representing a map or a set of instructions.

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