

THE PURPLE ROAD

Soft tiles of amethyst and lavender swirls stretch into the distance across the grey desert, crumbling bricks of marbled glass that give like clay. In the distance, black shapes visible against bone white mountains, not quite ships but almost, sail the sands on the horizon. They carry the dead to various unseen dungeons.

This is the Purple Road, the path of magic. It leads to the Tower of Teeth, where a **wizard** works, pulling secrets from the three moons that hang in the sky overhead.

His agents of change, **the Hordes** of the Purple Road, guard his tower and his secrets. Some are winged, some crawl, some slither. None can walk. Or speak. But they bark or squawk or scream.

Blue birds perched on poles every mile of the road are the eyes of **Grark, the Quiet Keeper**. He holds the horde at bay. If a bird is slain, it turns to bronze. This blinds Grark from seeing that portion of the road. If two are slain, Grark releases the hordes in anger without consulting his master, the wizard.

Touching Grey Desert sand burns & deals D4 dmg per round

The Horde

The hordes are 45 beasts and attack in waves of 5. When they are cut down, they crumble into shreds of paper. If the paper is collected and burned, it makes rainbow smoke which, if inhaled, bestows dreams of a future success; the smoker gains Advantage on a future die roll.

HD 3 or 4

AC as Leather OR Chainmail

Attack D6 or D10

Special Attack (choose one per monster)

1. None
2. Sleep Mist affects D4 victims w/i 30'
3. Poison Needle atk 1 w/i 60', save or D6 dmg
4. Cone of Fire hits anyone w/i 50' for 2D6 dmg, save for ½
5. Hasted (attacks twice)
6. Displaced, 50% chance attacks against it miss

The Twin Guardians

Two large statues, one with a half broken face, the other with a missing arm, stand facing each other, blocking the road.

HD 6

AC as Plate

D10 dmg

If they are knocked off the road into the grey desert, they burst into flames and crumble into obsidian slabs. The slabs could be reworked into sharp stone blades; if this is done consider them magical swords.

The Tower

The tower is a black, cone shaped beast that has been frozen by a powerful hold monster spell. Its teeth are an entrance to its interior, where its mind has been partially converted into an observatory and its bowels a dungeon for the horde. It hates itself.

If it is brought a bird made of bronze, it assumes the party is a friend and opens its mouth to let them in. Stairs lead down to **Grark** (HD 5 AC as Chainmail, Attacks with a whip for D6, at a distance), or up through three rooms to the main chamber where a lens in an eye socket gazes up at the three moons, and books line organic shelves and other wizardly aesthetics fill the chamber.

The Wizard

9th level, 35 HP

Round 1 casts *Fly*, then *Flesh to Stone*, then relies on *fireballs*; will *dimension door* to escape if HP fall to or below 15.

Treasure: Various Trinkets, one wizard spending a week here gains an extra level and Obscure Knowledge that can be called upon in dire situations to aid the wizard.



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