

DUNGEON CRAWL CLASSICS

PURPLE PLANET COMPANION

#84B: A PURPLE PLANET
SOURCEBOOK



GVX

THE PURPLE PLANET COMPANION

*This sourcebook is designed to accompany Dungeon Crawl Classics #84: Peril on the Purple Planet.
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TABLE OF CONTENTS

Mysteries of the Purple Planet	2
The Ecology of the Kith	5
Kith as Player Characters	13
Additional Kith Resources	16
Lost Tech of the Ancients	18
Bestiary of the Purple Planet	25
Magic on the Purple Planet	37
Wizard Magic	63
Divine Magic	46
Techno-Magic	50
The Purple Under-Planet	52
The Green Flow	54
Significant Geography of the Under-Plateau	57
Underplanet Races	60

CREDITS

The Purple Planet was created by Harley Stroh

Writers: Daniel J. Bishop, Tim Callahan, Edgar Johnson,
Terry Olson, Harley Stroh

Editor: Rev. Dak J. Ultimak

Cover art: Doug Kovacs

Interior art: Doug Kovacs, William
McAusland, Stefan Poag

Layout & art direction: Joseph Goodman

www.goodman-games.com



MYSTERIES OF THE PURPLE PLANET



The Purple Planet is not easily understood by outsiders. This table provides 74 mysteries you can reference when your characters adventure in the inhospitable wastes. These can serve as random encounters, encounter seeds, or the start of a new adventure.

1. An unpiloted airship drifts slowly along, about 100' above the ground. If the characters can reach that nearby hilltop fast enough, they just might be able to grab the hawser trailing from its stern.

2. A massive herd of surly herbivores is migrating through this hex toward its mating grounds. Attempting to move through the hex will result in attacks from 1d6 of these rutting creatures (judge's discretion as to creature type).

3. Weather conditions cause high levels of static electricity. PCs should make 1d3 Luck checks while navigating this hex. For each failed check, take 1d3 electrical damage.

4. The characters encounter a wandering (and talking) mushroom. It is an ascended master, and is accompanied by 3d20+10 mushroom/kith hybrids.

5. The PCs encounter a river, flowing uphill. Why? How? They will have to investigate to learn the truth.

6. The PCs meet an ascended master that takes the form of a funnel cloud. Defeat the master to take charge of 1d100+25 kith warriors.

7. A large number of tumbling ziggurat weeds are blowing through this hex. PCs failing a Luck check must make DC 10 Ref save or be knocked prone.

8. The hex contains an area of weird rock formations, with holes, bridges, towers, etc., all naturally formed by the effects of the winds. Feral kith (and/or other creatures) may live here.

9. The hex contains an uncanny grove of luminescent mushrooms inhabited by a sage/musician, who will answer ques-

tions (for a price).

10. A set of ascending ridges, built like a giant's staircase, climb towards a distant tower. Could one of the ascended masters have made a giant golem to inhabit it? There's only one way to find out.

11. Wildfire! Designate one character to lead the way. This PC must succeed on three Luck checks to guide the party out of danger. Each failed roll may result in damage and/or Stamina loss due to smoke inhalation (judge's discretion).

12. Ring fungi have created a clearing, somewhat like a fairy circle, but foul and unsavory-looking. At the center is something shiny. PCs entering the circle will find it much harder to leave than to enter, as the fungus is semi-intelligent and can cast a version of the *sleep* spell (DC 15 Will save to exit ring). Effects of failure at judge's discretion.

13. The characters encounter a massive grove of shelf fungi inhabited by a tribe of unaffiliated kith. Can the PCs impress them, or will they attack?

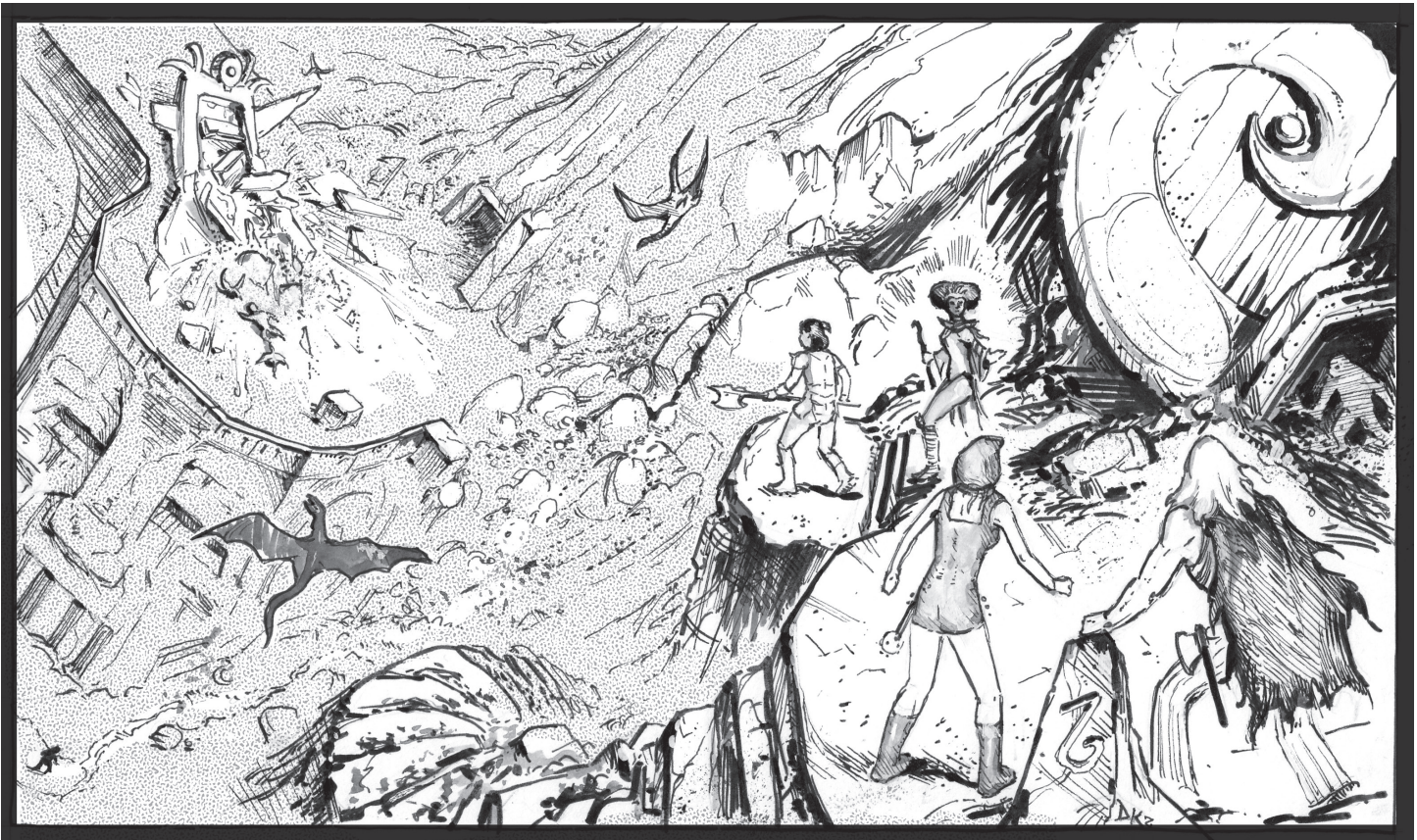
14. There is a rock fall! PCs must make DC 15 Ref saves or take 3d6 damage (save for 1d6 damage).

15. The PCs surprise a troop of 2d12 horned, ape-like creatures, covered in long purplish-white fur.

16. The PCs encounter a group of walking cactus-like succulents. The creatures have low intelligence, but are capable of communication through changes in color. They are protected by sharp spines (as javelins).

17. The PCs encounter a large group of 3d10 kith cultists who worship the mother death orm, Vatyia-Ibiddid. They require a sacrificial victim.

18. The characters have found a grove of large, floating puff-ball mushrooms (buoyed by hydrogen) that might be used as balloons, for travel, should the PCs successfully craft a basket or harness.



19. The characters find a freshwater oasis, surrounded by a grove of mushrooms and occupied by a caravan of 4d6 creatures. Roll 1d6 for composition (1-slavers and slaves, 2- kith war band, 3-merchant caravan, 4-religious pilgrims, 5-herders and their stock, 6-refugees).

20. The PCs find an injured (but seemingly dead) death orm.

21. The weirdling rays of the dying sun have begun to alter the effects of the mushrooms, causing strange alterations to the kith who have feasted on the spongy stalks. The PCs discover that some kith have grown additional appendages and started worshipping a particularly rancid mushroom as a new master.

22. In the Broken Hills, another ascended master – an unspeakable evil inside the body of a 10-year-old girl – has grown bored and instituted a bizarre kind of gladiatorial combat among her kith champions, and the PCs cannot pass without proving their mettle.

23. Uleph, House Reagen'Tor outcast, and former noble of the clan, has begun to stalk the PCs and attempt to enlist their aid in helping him reclaim his position of power within the great House.

24. Greenstone shards in the presence of the PCs for more than a day begin to decay and cause random effects. It seems that the PCs' very presence on the Purple Planet has accelerated the half-life of all greenstones, and the ascended masters are not too happy when they realize this.

25. An eclipse! If the characters thought the Purple Planet was deadly by the rays of the dying sun, wait until they see what monstrosities rise from beneath the surface of the plateau after two days of continuous, chilling, darkness.

26. One of the ascended masters is a self-proclaimed lawman of sorts, operating without kith followers, dispensing justice to those who would disturb the tombs of the ancients, and he has the PCs in his sights.

27. A surprisingly intelligent kith warlord has splintered off from the ascended masters and created his own faction of kith raiders who operate as greenstone shard smugglers, trafficking shards back and forth between the two major kith clans.

28. The PCs find themselves able to help a vulnerable kith raider who is under attack from a local monstrosity, and he thanks them by rewarding them with a token he thinks is worthless, but turns out to be a powerful artifact that attracts attention from even more powerful enemies.

29. A rogue ascended master will reward the PCs with a rare and powerful artifact if they find and return his brother who is being held captive deep inside the caverns of the Ancestor Peaks.

30. A faction of kith raiders has commandeered a pair of mechanical birds of the sky masters and these air pirates have begun a reckless plundering spree.

31. In the past few days, hideously deformed humanoids have hatched from inside the mushrooms in the forest. It's as if the Purple Planet itself is giving birth to a new and deadly form of sentient life.

32. A portal in the sky opens for an instant and a green-skinned humanoid in strangely futuristic garb crashes to the ground. He insists that he knows the fate of the PCs and he is here to help them survive the coming Age of the Orm.

33. A small silver skull floats over the Lake of Death and zooms across the wasteland, spying on the PCs' next movements. It is a surveillance drone following the commands of someone or something beneath the surface of the lake. It operates out of a kind of submarine base, filled with ancient tech and dark mysteries.

34. For one hour a day, a crystalline castle appears atop the ancestor peaks, and cries of pain ring out from within.

35. The seneschal of House Cotcyst, a head on a levitating platter, seeks a rare piece of ancient art that is rumored to be

buried in the Broken Hills.

36. A kith warlord in gilded armor appears and begins to draw kith away from other factions with his strange gifts and undeniable charisma. He seemingly makes wishes come true, but at what price?

37. The Triskeleon of Vurr – a giant war-wheel – has been unleashed from its sleeper mode at the base of the ancestor peaks.

38. A Priest of the Sky Masters has become increasingly powerful on the plateau, establishing himself as a third major clan with his large kith following and his apparent connection with divine powers. His secret is an ancient runecrafting manual he has uncovered, allowing him to modify ancient technology and exploit it for his own gain.

39. The mirrormen, enigmatic and haunting, have begun to become enslaved by a mysterious ascended master who attempts to syphon their power for use in his extra-dimensional chronomancy. But the mirrormen are avatars for something much more dangerous waiting to enter the dimension of the Purple Planet to feed on the living creatures atop the plateau.

40. A renegade ascended master has cybernetically linked himself to a pride of strekleons to control them. Unfortunately, the link works both ways, and he has become a savage beast.

41. A renegade kith, bereft of his House, has wandered into the wilderness to die.

42. A forgotten “tomb” turns out to be an ancient bomb shelter whose tunnels and rooms harbor a society of mutated and inbred kith.

43. The rare “trapdoor strekleon” burrows beneath the sand to surprise passersby!

44. A shimmering doorway opens and “reinforcement troops” march out from the past, to aid in a battle they have overshot by a thousand years.

45. A unique ambulatory mushroom with very helpful properties attempts to elude the PCs in the fungal forest.

46. A yellow comet appears in the sky, visible even during daylight hours, granting all living things an unusual vitality for the three days of its passage.

47. The swirling dust forms ghosts of the ancient world – possibly allowing visions of lost cities or peoples – before collapsing. This may offer a clue to some hidden area.

48. The weirdling sun visibly convulses, enervating all PCs. Any kith present when this occurs throw themselves wailing to the ground.

49. A doppelgänger of the wastes attempts to replace one of the PCs. This is a renegade ascended master who has led its entire kith tribe to ruin.

50. An earthquake, with aftershocks. Enormous death orms fighting below the ground?

51. The PCs encounter a kith hermit who believes that the weirdling sun has risen for the last time before the world ends. He says the same thing tomorrow.

52. A PC's patron sends a literal-minded minion to rescue that PC only. He is taken on a 24-hour side quest then dropped back exactly where *and when* he was picked up.

53. The PCs discover the corpse of creature from another world. How did it get here, and why? (Editor's note: This could tie in to the Emerald Enchanter adventures in the DCC series, if you own those.)

54. The PCs hear of a kith warlord who is an outlander. He sounds suspiciously like a PC or NPC previously presumed

dead or missing.

55. A spatiotemporal warp in the sky reveals a huge aerial battle on giant war-skiffs. One descends and a crewman drops a ladder to the PCs, urging them to board.

56. The characters encounter a rogue one-way portal. Where does it go?

57. The PCs discover a treasure map, written in Elvish!

58. An errant demon is magically imprisoned and begs the PCs to aid in his release (via some quest). He bargains with information (true or false) to the location of a greenstone crystal.

59. A stray kith youngling is fleeing from a pack of strekleons, but falls into a narrow hole in the ground. The strekleons wait outside the hole but are inexplicably too frightened to follow.

60. The “World-Shroom” is said to be the oldest living being on the Purple Planet. Perhaps it will grant the PCs a boon for a favor...

61. The PCs discover that their collection of greenstone shards is missing, and in the shards' place is a map.

62. The characters witness two kith fighting over the remains of a corpse. A kith warband arrives and demands the PCs to serve as witnesses in the pair's trial.

63. The PCs find a cave drawing: three objects (a head in a jar, a pyramid with smoke, and a giant worm) are placed at vertices of a triangle. In the center is a mushroom with many doors.

64. A kith woman with strange tattoos has a young gribb on her shoulder and two strekleon cubs accompanying her. She beckons the PCs to follow.

65. The characters find a skeleton with a journal written in Common. The journal has an account of the author becoming stranded on the Purple Planet and discovering how to create a potion/oil to protect oneself from disintegration. A dangerous-to-retrieve ingredient is required.

66. The PCs encounter two kith champions fighting each other one-on-one. No one else is in sight.

67. The characters find a makeshift altar to some forgotten god. The altar's unlit candle, when lit, summons an apparition of a long-dead cleric.

68. A lone kith is repeatedly casting the line of a makeshift fishing pole into a riverbed that has long dried out.

69. A gribb is encountered on the ground with a broken wing. If the PCs heal it, it takes flight, trying to lead them to some destination.

70. A kith ghost informs the PCs that some renegade kith in the mushroom jungle refuse to eat their kills. Consequently, their kills rise as evil spirits and terrorize the land. If the PCs defeat these kith and eat them, the spirits will be abated. Of course, the vegetarian kith have an alternative offer...

71. A lone strangely-armored warrior riding a strekleon (or giant gribb!) follows the PCs, maintaining a long distance from them. He disappears whenever the PCs take their eyes off him.

72. A headless android wanders the waste, looking for aid to find its head. Is this a lost ascended master of House Cotcyst?

73. The characters discover a small air-tight brass cylinder; inside, they find red pills. Ingesting a red pill allows one to see footprints that were not there before, as well as other surprises to come...

74. An infectious plague in the swirling sands.

THE ECOLOGY OF THE KITH

"Barbarism is the natural state of mankind...Civilization is unnatural. It is a whim of circumstance. And barbarianism must always ultimately triumph." – Robert E. Howard



The Great War's origins are lost to the mists of time. Some sages aver that the first skirmishes were fought over the shrinking resources of a dying planet. Others believe the war was born of a mad bloodlust, inspired by the sickly rays of the weirdling sun, or that it was the kith's blind devotion to their loathsome god-kings that first allowed kith to split the skull of their brothers. Or perhaps the nature of the kith has always been, and will always be, one of brutality and violence.

Whatever the war's origins, its bitter fruits are hardly in question: The kith – once upright and graceful, practiced in philosophy and rich in the arts – are now bent-backed beasts, wracked and tortured by the soul-warping light of the dying sun. Their bodies are encrusted with scars, crude tattoos, and the bloody trophies torn from the corpses of their foes. They are tireless engines of war that battle, not for survival, but for the rabid devotion to their ascended masters.

Perhaps worst of all for those that would oppose them, the man-beasts are seldom found alone. While a lone kith is like a feral pig or bear, bristling with deadly ferocity, a horde of kith is like a force of nature, washing over foes and leaving devastation and ruin in its wake.

Inflamed by religious devotion, disdainful of their foes, the kith hordes rule the High Plateau, bringing ruin to all that oppose them.

OVERVIEW

The present-day kith are the result of hundreds of generations of selective breeding, manipulation and culture-wide mind-control, the philosophy of total war made manifest in the flesh. Twisted by science, warped by the weirdling sun, and tutored under the uncompromising beliefs of their masters, each kith is an unquestioning, enduring warrior bent on the slaughter of his foes.

As noted by scholars elsewhere, the common kith stands over 6' in height, with broad shoulders and a round barrel chest. At first glance they appear lumbering and slow – a mistake that an adventurer will make just once.

Their skin is pale, ranging from ash white to a fatty yellow the color of the planet's soil. Kith take great pride in decorat-

ing their skin with elaborate tattoos. The sigils, marks and inked scars record the kith's triumphs in battle and serve as wards against evil. The tattoos are both a challenge and a warning to any would-be foes, and the skin of a heavily tattooed foeman is a highly sought addition to any kith's war banner.

The kith produce little in the way of sophisticated goods. Their implements range from sharpened stones, to crude iron tools. Weaponsmiths and armorers are accorded great respect, and the secrets of metalworking are closely guarded and clouded by superstitions. (Characters from other worlds displaying advanced knowledge will be highly sought, with warband pitted against warband as each seeks to secure the knowledge for their own.) To supplement their meager production, the kith scour the wastes for lost artifacts hidden beneath the shifting sands.

A warrior's rank is readily determined by the quality of his weapons and the number of his tattoos; weak kith stumbling upon ancient weapons are quickly bullied into surrendering their items to stronger warriors. Likewise, inept warriors fall quickly in battle, surrendering their skins to their foeman's warbanner.

(When characters from other worlds join kith warbands, their lack of tattoos and sophisticated weapons mark them as targets for bullies and tyrants. Heavily tattooed PCs will be obvious exceptions, receiving the grudging respect and admiration of their surrogate warband.)

Young, inexperienced, or weak kith commonly bear simple clubs and spears into battle. Their clubs are fixed with stone heads atop hafts of dried mushroom stalks. Their spear-tips are either worked stone or hammered bits of metal scavenged from the wastes, and the kith drape themselves in whatever paltry skins they can steal, secured with a belt of sinew or woven skin.

Kith that have survived one or more battles have had the opportunity to loot the bodies of the fallen, and consequently possess better arms and armor. Stone-headed clubs are traded for crude lengths of pitted iron, and skin tabards forgotten in favor of rude hide armor. Sharp-eyed kith may have even discovered a relic or two, though whether the warrior is strong enough to keep his find is another matter.

A NOTE ON KITH ETYMOLOGY

Scholars and explorers from other lands are sure to question the kith's use of terms like *House* and *Company* when naming what are – in most instances – scarcely more than mobs of savage warriors bent on slaughter.

The terms are etymological remnants, half-buried bits of words and phrases hinting at the kiths' lost culture. Just as the blasted landscape of the Purple Planet is littered with ancient and impossible tools and weapons, so too is their language littered with terms and grammars left over from another age.

A BRIEF APOCRYPHA

The fiercest warriors emerge from the fog of war to become champions: scarred from scores of battles, emblazoned with tattoos recording their triumphs in battle, wearing the layered hides of their fallen foes and wielding blazing artifacts from a lost age. Of these champions, the rare few with the strategic cunning and mob-charisma necessary to lead troops are promoted to the heads of warbands.

The kith make no distinction between male and female warriors; the sole cultural differentiation is prowess in battle. Every member of a clan is expected to fight on behalf of the house, and those that refuse are doomed to exile, lest their example be imparted to the young.

Kith are, by nature, highly social creatures, each longing for the comfort of his warband. In small part this is due to the deadly nature of the High Plateau – a lone kith is a quick meal for a flock of gibbs or a strekleon on the hunt. However, this pack mentality is due most to the kith's own desperation for assurance and direction. This helplessness is instilled in every kith at birth: the ascended masters know all, it is only to the kith to obey. This mob-mentality sees its fruits in unquestioning loyalty of the adults, and few kith will stand behind a decision contrary to the will the master. The threat of exile is terrifying to a kith. Any fate, including death, is better than being left alone.

For a short while, this rigid paradigm can benefit the PCs who – by virtue of their extra-planetary origins – exist outside the kith's schema. Unable to determine how they should react to the PCs, the kith simply ignore them. This willful blindness ends abruptly if the PCs ever attack the kith (identifying themselves as foes) or if the ascended masters learn of the PCs' presence on the planet, and issue commands to their warbands.

Finally, to understand kith culture it is vital to recognize every kith's belief that their ascended masters speak the absolute word of truth. To believe otherwise risks suicide of the psyche, forcing the kith to confront the horrors they have inflicted on their brethren since time immemorial. Better to believe in the word of the masters, redouble one's efforts, and fight for what you are told is right.

CLANS OF THE HIGH PLATEAU

Two remaining tribes dominate the high plateau where the core adventures take place: Houses Cotcyst and Reagen'Tor. The remainder of the surface-kith belong to roaming bands of exiles and refugees led by charismatic prophets heeding the call to immortality. These renegades may even be descendants of the Houses Memniscene, Ishgar'Ols, and Jedharl (see The Purple Underplanet).

Each group believes itself the rightful heir of the Purple Planet. Few of the kith even believe they are at war; rather, they believe they're desperately fighting for their civilization's survival against animalistic savages. No atrocity is too great, when done in service of the clan.

As a consequence, each side has demonized the other so that no common ground remains. For the disparate clans, the only hope for peace rests in the utter annihilation of their foes.

All of the planet's factions subscribe to a common origin myth: a time and place when the kith were universally noble of spirit, merciful in their dealings, and lovely to behold. Tales of shimmering Ae'nthor, with its bright spires and quiet halls of learning, where the mysteries of the universe were laid open for the curious and the mad; of high-walled Dorak perched like a hawk on the edge of the wildlands, her valiant knights sallying forth in defense of their kin; and somber Raxas, with its holy tombs and gray halls, where emperor and serf alike were laid to rest with equal ceremony, and the spirit of each kith was honored as a finite expression of the infinite, a brilliant spark cast from the undying sun.

In those halcyon days – if the legends are to be believed – every kith bent his shoulder to the same cause. And each clan believes that, if they are victorious in their ceaseless war, their people will rise once more and resume their rightful place atop the world's throne, ushering in an era of peace and learning unmatched since the days of yore.

Each surviving house has its own narrative explaining their stumbling fall from greatness. The truth of the matter is lost to the mists of war; if there ever is a definitive history, it will have no more accuracy for having been penned by the victors. Following are the legends retold by the plateau's surviving houses:

House Cotcyst: As recounted by the shaman-speakers of the militant clan, the kith's fall was precipitated when a coalition of rogue houses refused to submit to the will of the world-emperor. Caught in a civil war, seven loyal houses volunteered their own noble sons in the fight to reunify the empire.

The sons of Cotcyst were ill-suited to battling their brothers. In desperation to create a superior warrior, the sons of Cotcyst submitted themselves to horrific experiments. Their minds and bodies were warped by science-magic, and their spirits broken – and then forged anew – on the anvil of blind devotion.

This lost generation were the precursors to the present day Cotcyst kith warriors.

The war of unification dragged on. As one rebel clan was subjugated to the righteous might of the Cotcyst death squads, another rose up, seduced by the siren call of independence. The Cotcyst war machine kept pace with the stubborn ferocity of the rebels, and what began as an effort to reunite the shattered empire, became a desperate fight for survival. Harried on all sides, with their own allies turning against them, House Cotcyst abandoned their goal of unity, settling instead for total war. They reduced their foes' cities to slag, crushed their bodies beneath the march of their warbands, and drove their families wailing into the wilderness.

Today's warbands bear the tragic lineage of their forefathers. Dreams of unification were long replaced by the goal of peace through abject slaughter. After centuries of flight, their foes have been reduced to mere beasts. The end is in sight, the chieftains assure each other. One more great battle, one last victory, and then perhaps the masters can lead their people back to greatness.

House Reagen'Tor: The Day of Dooms is drawing near, when at last the weirdling sun will shrink and die, before finally flaring out in a cosmic conflagration that will lay waste to the living and consume the planet, leaving naught but scorched cinders in its wake.

All this was foretold by prophets from atop their shining towers. If the kith are to survive the apocalypse they must purge all wickedness from the planet.

Not every house embraced the prophecies of old. And some, fearing House Reagen'Tor and its uncompromising vision, sought to protect themselves by silencing the prophets. The heretical houses rose up as one, slaughtering the faithful of House Reagen'Tor and marching on their sacred temple. But just as the mobs reached the holy house, eager to cast down the ziggurat's stones, the ascended masters interceded, causing the temple and its faithful to vanish, and then reappear atop the high plateau. But the miracle came at a great cost, reducing the ascended masters to clouds of sentient dust. The masters had sacrificed their own mortal coils, so that their children might see a new day.

Since that day, the devotees of the House have imitated their masters' example, bearing the temple on their backs and transporting it, day after endless day, over the broken wastes. Evading the heathen savages that would cast down their holy house, the faithful give their lives to ensure that their temple will stand for all time.

Driven to the ends of the planet, the faith of House Reagen'Tor remains unshaken. Their masters are now immortal, residing in their sooty sky castle, and even their temple has broken free of the earth's surly bonds. All that remains is to cleanse the souls of the living, so that – upon the foretold day – the fires of the dying sun wash over the faithful, restoring the House and all the kith to their former glory.

THE EXILES

There is no place in the Clans for disloyal or cowardly kith. Renegades and rebels are given a choice: execution or exile. The majority choose execution. Those few electing exile are left to find their own way in the wilderness. Kith that manage to survive long enough to discover other exiles join forces to form their own warbands.

These rebel bands are often short-lived. Bereft of the direction of their tyrannous masters, and faced with the innumerable decisions necessary to survive in the wilds, the bands quickly dissolve into bickering quarrels that quickly escalate to violence.

However, in the rare instance when a charismatic prophet finds himself at the head of a mob of refugees, there is the slim chance that the band can survive, or even thrive in the shadow of the Ancestor Peaks. These smaller bands pose no threat to the great clans, and often go unnoticed. Depending on the prophet and the nature of his message, these small, rebel bands may be more tolerant of the PCs, or even more entrenched in fundamentalist dogma.



WARBANDS

Every tribe is divided into warbands, and every member of a band is expected to fight. After centuries of conflict there are, effectively, no non-combatants within the kith tribes. Rank within a warband is accorded by merit and battle-prowess. Cruelty, cunning and viciousness are qualities admired in leaders, who in turn demand absolute obedience from their warriors.

Each warband marks its encampment with a master standard; each troop within the warband maintains its own lesser banner. Arrayed on poles of bound mushroom stalks these standards are 16' or higher, and are hung with grisly trophies from the band's kills. There is no formal heraldry, save that every warband delights in making its standard more gruesome than its rivals. (The great standards of the Company of the Black Queen are tall and strong enough to be decorated with whole bodies of slain kith.) The standards are carried into battle at the head of the marching warband, and warded by carefully chosen sentries when the warband is encamped.

While non-kith may never formally join a house, PCs *can* be accepted into warbands. This accords the PC a narrow ribbon of privilege: so long as the character remains with or near his warband, he is safe; but the moment the PCs are caught away from their kith-in-arms, their status returns to that of beasts. Champions of opposing warbands challenge the PCs to single combat; the remainder of the howling warband surrounds the PCs, threatening to overrun the characters, tear them to bits, and hang their entrails from the tribe's banner.

No character can hope for acceptance without surviving a variety of challenges and rites. Characters must succeed in at least three rites, but house politics can increase this expectation to five or more. Judges are, of course, encouraged to put their own nefarious spin on the rituals or create entirely new rites to torment their players' PCs.

Characters undertaking the rites must do so without weapons, armor or gear. However, judges should also note that the kith have exceedingly low opinions of the PCs and allow the characters to attempt the trials together or alone. Clever PCs are likely to find ways to cheat or otherwise "Cugel" the trials – this is perfectly acceptable and even may even be necessary, but characters caught in the act of cheating are swarmed and attacked by the entire warband.

Potential rites include these:

- The PCs are presented with an unadorned warbanner and sent out into the wilderness. Their mission: return with a fully decorated banner. The more fearsome the monsters, the greater the hunter's accolades; stories are repeated around the campfires of legendary warlords that returned with their banners decorated with the skins of a mighty orm.
- The PCs are presented with cuttings from five different mushrooms. They must choose and consume three. (Note that the aim is surviving the test, not necessarily choosing appropriate mushrooms. Characters that choose the deadliest and survive are awarded the greatest honors.)
- Armed only with ritual clubs (1d4 damage), the PCs are tasked with ambushing an opposing tribe's warband. The greater the slaughter inflicted by the PCs, the greater their respect.
- The characters are marched into the ancestor peaks, and tasked with looting an opposing tribe's ancestor tombs. The greater the value of the items brought back to the warband, the greater the praise, and pity the PCs that return empty-handed or with relics that have no value in battle.
- In order to demonstrate their loyalty to their warband, the PCs are led into an arena built of sharpened mushroom stalks, and instructed to kill one another. The entire warband watches on, cheering their favorites and slaying any PCs that refuse the challenge.

Upon completing a warband's rites of passage, surviving PCs are borne to the ground and pinned, while flesh-artists and tattooists cut and ink the PCs' flesh, marking them with sacred sigils and runes. The wound-inking generally takes place on the chest and back, but especially valiant warriors may have their arms or legs decorated. The greatest warriors have their faces and scalps inked upon induction.

Conversely, characters deemed to have failed in their trials are swarmed, pinned to the ground and eviscerated, in a bloody ritual known as the manti-beboj.

Following are some of the most successful and notorious warbands, their champions and warlords.

HOUSE COTCYST

Company of the Black Queen: Of the all warbands that scour the high plateau, the most feared are the legions of howling savages that campaign beneath the banner of the Black Queen. When the company is on the march, the plumes of dust can be seen for miles; and when they turn their will to slaughter, none live to relate the tale. The company's banner is the skinned hide of a massive albino death orm, borne aloft by seventeen blinded standard bearers, who all gave their eyes willingly in of absolute loyalty to their company's mistress, Nam-knir.

Revered by her followers as the Black Queen, Nam-knir is fearsome in aspect, towering above her fellow kith, with long limbs scarred from a life of battle, and liquid green eyes that seem to flare with emotion. Unmistakable in battle, the Black Queen dons a great helm fashioned from the lacquered skull of a strekleon and plates of blackened iron, while wielding a unique set of paired torches that combine to create a single 7' beam of crackling, dripping plasma.

For all the terror she inspires in the thick of battle, Nam-knir earned her rank not as a mere slayer, but rather for her keen sense of tactics. The Black Queen has an uncanny ability to anticipate her foes; this, combined with her warband's unswerving loyalty, results in a fighting force unparalleled on the Purple Planet. The masters of House Cotcyst rely greatly on their talented war-master, and she has yet to disappoint them.

The Company of the Black Queen is some 1,000 kith strong, but rarely are they gathered to march against the same foe. More often the Company is split into smaller warbands pursuing separate goals. However, were the House ever threatened, the Black Queen would be quick to rally her captains, and lay waste to all that dare rise against her.

Roleplaying the Warband: Steeped in myths of the old planet, the Black Queen mistakes the PCs for ascended masters, freshly awakened from their ageless slumber. Whether or not this illusion is maintained rests entirely on the PCs. If they succeed in behaving as centuries-old kith nobility, the Black Queen will do everything in her considerable power to protect the characters. The Queen will chose the most physically powerful PCs to take as her mates, in the hopes of siring a warrior worthy of taking her place at the head of the company. Her hope of a legacy will even tempt the Black Queen to betray her Cotcyst masters.

However, if the PCs fail to apprehend the opportunity, or simply let the charade drop, her wrath will be doubled for their duplicity (even if it was unintended).

The Queen is ignorant of the threat posed by the Riders (see below), believing them to be loyal followers. If the characters can convince her of Pol-el's duplicity, she enlists them into her warband and rides out to lay waste to her traitorous ex-lover and his hardened warband.

The Black Queen is always accompanied by 3 to 5 champions, massive eunuch kiths willing to lay down their lives at their mistress' word. In battle, these numbers are doubled; the eunuchs serve as shield-men, eagerly leaping before in-



coming blows in the defense of their mistress. (In combat, an adjacent eunuch can attempt a DC 10 Ref save to interpose himself between an incoming attack and the Black Queen.)

Nam-knir, the Black Queen: Init +3; Atk paired plasma torches +6 melee (1d16+4) or death ray +2 ranged (1d5 + DC 10 Fort save to avoid disintegration); AC 15; HD 6d12+10; hp 46; MV 30'; Act 2d20; SV Fort +3, Ref +0, Will +3; AL L.

Champion Eunuchs: Init +2; Atk spiked club +4 melee (1d6+4) or spear +0 ranged (1d8+4); AC 13; HD 3d12+6; hp 40; MV 30'; Act 1d20; SP DC 10 Ref save to take attack on Queen; SV Fort +3, Ref +2, Will +0; AL L.

Riders of the Wastes: Subordinate to the Company of the Black Queen, the Riders are an elite warband renowned and feared for riding great strekleons into battle. Each rider flies a warbanner from his saddle, adorned with the skull of his greatest kill and a flapping skin inked with the sigil of the riders.

Numbering only in the dozens, the warband prides itself as House Cotcyst's deadliest warriors (and therefore, the finest kith warriors on the plateau). Few would claim otherwise. All of the strekleon "knights" are arrayed in bone armor and scavenged plates (masterworks, by kith standards), and wield lances, scavenged blades and strekleon-quill javelins in battle.

The Riders specialize in harrying foes from a distance, wearing them down with disciplined feints and false charges

followed by javelin attacks. Once their opponents' morale breaks, the kith close with their strekleons, cutting down their fleeing foe with terrible efficiency. In the rare instances where the Riders are forced into melee, they dismount to fight on foot, permitting the strekleons to fight alongside their masters.

Haughty and proud, the Riders view themselves as superior to all of House Cotcyst. Their warriors return to acclaim and celebration after every raid, and every member of the House yearns to join their ranks. Inundated with would-be Riders, the warband welcomes only the best warriors into its ranks, further reinforcing their prestige. Members of the warband consider themselves above House law, striking down other members of the House for slights, real or imagined.

The Riders are led by Pol-el the Old, a surly master-at-arms and survivor of a hundred bloody frays. Grotesque and hideous to behold – even by kith standards – he was once fiercely in love with the Black Queen, until Nam-knir spurned his advances. Now Pol-el seeks to destroy the woman that he cannot possess. Pol-el's plans for the Black Queen following the coup vary by day and the captain's temperament, but are all uniformly wicked.

Pol-el avoids battle when he can, directing his troops from safety. But, if engaged, he fights with the ferocity born of his hatred for the living and the lovely. The kith captain wields a great spiked club and rides a giant albino strekleon into battle, yet is quick to cede the field if facing even or worse odds.



The Wasteland Riders maintain their own small camps outside the Castellum. Here they train their strekleons, fashion their arms and armor, and train relentlessly, ensuring the excellence of their raiders. Each camp houses 5-15 raiders at a time, and a camp's riders are ready to saddle and ride at a moment's notice.

Roleplaying the Warband: The haughty raiders are loathe to welcome PCs into their ranks, dismissing them outright. Characters persevering in their quest will be offered a devil's gambit: earn the warband's acceptance by capturing the Black Queen and delivering her to the Pol-el the Old.

Should the PCs defeat the Riders in battle or a contest of arms, the Pol-el spares no effort to erase the indignity, mobilizing the entire warband in an effort to hunt the characters down. If the PCs side with the Black Queen, their fate is little better. Pol-el assumes that Nam-knir has taken the PCs as her lovers, and his violent jealousy can only be abated by the PCs' deaths.

Pol-el the Old: Init +0; Atk spiked club +4 melee (1d10+4 dmg) or death ray +2 ranged (1d5 dmg + DC 10 Fort save to avoid disintegration); AC 17; HD 5d12+10; hp 52; MV 30'; Act 2d20; SV Fort +2, Ref +2, Will +3; AL C.

Typical Rider: Init +2; Atk lance +3 melee (1d12+3) or javelin +0 ranged (1d6+3); AC 15; HD 3d12+6; hp 35; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +0; AL L.

HOUSE REAGEN'TOR

Servants to the Cauldron: Heralded by a tower of billowing cobalt smoke and the stench of scorched flesh, the warband is composed entirely of fevered devotees, marching eagerly to their deaths on a holy pilgrimage of wrack and ruin. In the place of a common warbanner, they bear a great cauldron, supported by long poles tied with sinew and fibers. The cauldron blazes and smokes with fiery coals, and as members of the warband die, they are tied to stakes, hoisted high into the air and pitched into cauldron, where the blued smoke of their burning bodies rise to join their sooty masters.

The warband's kith are invariably coated in oily soot and ash, and stink of burnt offerings. Their weapons are crude (even for kith), consisting of blunt mushroom stalks, rotting quills torn from the corpses of strekleons, and the (still bloody) femurs of their slain foes. Save for rare bits of armor (deemed sacred by the warband's captain), the kith largely go naked, believing that their ascended masters will protect the faithful from all harm. And if a kith is killed in battle, then surely this is only proof that his faith was found lacking.

The kith howl their devotions while on the march, repeating their wailing prayers until their throats are raw and bloody. While all the warbands of the plateau profess devotion to their masters, the kith of the Cauldron elevate their devotion to the degree where every act, no matter how trivial, is held to an impossible, ritualized ideal: Lighting a fire must

be done with the proper prayer; each bite of food must be chewed a specific number of times, corresponding with a holy sequence. This even holds true even in combat. Servants to the Cauldron cry out curses with each blow and every strike is a fevered plea to their sooty masters.

The devotees are led by the grim Pontip, a gaunt kith standing over 8' in height. Arrayed in kith skin robes and bearing a flame-spitted staff of iron, the cadaverous priest seems perpetually on the verge of death. Aged beyond his years, the withered Pontip is kept alive – not by faith – but by his unyielding hatred of the heretical. In pursuit of the faithless, his energy and passion have no bounds. Non-believers are given one opportunity recant their false ways and join his crusade. Those that hesitate are slaughtered.

(Judges should note that the prophet – for all his ferocious charisma – possesses no spellcasting ability. The sooty masters of Reagen'Tor are false gods, and lack the divinity to grant spells.)

The Pontip's symbol of authority is an iron staff, pitted with rust. Formerly a specialized plasma torch, the staff spits a continuous blue flame that consumes any material it touches – a power the Pontip employs with great cruelty as proof of his divine favor. However, after decades of slow use, the flame is slowly dying out. How and when the staff burns out is left to the judge's pleasure. Bereft of his relic, the Pontip will be hard pressed to prove his divinity to his fevered horde. (The staff can be recharged and ignited as any other artifact, if the PCs possess a greenstone shard.)

A survey of the company would not be complete without noting their mysterious, ever-burning cauldron. Borne 30' in the air by bound mushroom stalks, the cauldron seethes with beryl flames that darken into clouds of oily blue smoke. Rays of light cast directly from the cauldron melt flesh (1d12 damage per round of exposure, DC 15 Fort save for half). Characters managing to view the source of the flames discover seven skulls, jaws agape, emitting brilliant green flames. Flesh caught in the flame's direct light melts as above.

The skulls are sources of immense power. A cleric, wizard or thief can master a single skull with a 6-hour ritual culminating in DC 25 spell check. If successful, the character is granted a +5 bonus to all spell checks. Each time the skull is used to aid a spell check there is a 1% cumulative chance that it slips its eldritch bonds and melts the flesh from its master (DC 25 Ref save or death). Elves have no chance to master the skull and are immediately destroyed (DC 20 Will save or death). Casters may attempt to master multiple skulls, but the initial spell check and subsequent saves increase by +5 for each additional skull.

Roleplaying the Warband: Unless the PCs are taking extraordinary pains to disguise themselves, the Pontip immediately identifies them as heretics. (Indeed, proof of their existence is heretical.) The PCs are given a single chance to swear fealty to their new lord and masters; those that fail to do so are set upon by the Pontip's horde of zealots.

The Pontip is blinded by his righteous hatred, and there is little that can stay his hand save the threat of his own death.

However, any coups attempted by the PCs must be done in private; if the warband witnesses their divine master abasing himself to the PCs, they rise up in holy fury, slaying their former master and the villains that led him astray.

The Pontip: Init +0; Atk plasma-tipped staff +0 melee (1d14); AC 9; HD 6d12+10; hp 32; MV 25'; Act 1d20; SV Fort +2, Ref -1, Will +5; AL L.

Zealot: Init +2; Atk claw +2 melee (1d3+2) or flail +0 melee (1d8); AC 10; HD 2d12+6; hp 18; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +3; AL L.

Devotees of the Negnib: Once a mighty warband that rivaled the Servants of the Cauldron, the devotees are now but a pale shadow of their former selves. The death of their holy mistress, the Prophetess of Negnib, has laid the band low. Now only 30 members remain, wandering their wastes, bearing the mistress' wrapped corpse with them.

Ostensibly, the Prophetess still commands the warband. Her former lover, a hulking kith champion, refuses to believe his mistress has not been reborn as an ascended master. All that remains is to find her. Every dawn and dusk, the champion prays before the mummified prophetess and casts runes in her shadow. The runes determine where the band marches that day in search of their reborn mistress.

With their dwindling resources and blind mysticism, the Devotees are not long for the world. Either they will be saved (or *en-slaved*) by the PCs (see below) or vanish into the sifting dunes, consumed by the heartless planet.

Roleplaying the Warband: So great is the champion's desperation that he mistakes a female PC as the incarnation of his love. (Judge's choice, or select the female PC with the worst Luck.) Upon sighting the PC, the champion hurls himself at her feet, screaming chants of praise and relief. After a moment's confusion, the warband follows suit, praising the return of their mistress.

What happens next depends entirely on the PCs. The entire party – not just the faux-mistress – must behave as if she is who the warband thinks. If the party manages to maintain the illusion, they have thirty devoted kith, willing to die (or kill) at their command. In addition, the legend of the Reborn Prophetess of Negnib will spread quickly through House Reagen'Tor, drawing the attention of its ascended masters.

However, if the illusion drops, the Devotees exhaust all their might attempting to grind the PCs into dust.

Champion of Negnib: Init +3; Atk longsword +4 melee (1d8+4) or spear +0 ranged (1d8+4); AC 16; HD 4d12+6; hp 50; MV 25'; Act 2d20; SP death ray (+2 ranged, 1d5 dmg + DC 10 Fort save to avoid disintegration) with 7 charges; SV Fort +3, Ref +2, Will +3; AL L.

HOLY SITES

The high plateau is littered with ruins and sites deemed sacred by the kith. The truth of these claims, and the specific locations of the sites, is left up to the determination of the judge. While some of the sites are sacred only to one house or warband, most are exalted by all – albeit, each for their own reasons.

The Black Redoubt: Visitors to the high, craggy citadel, report that it is impossible to discern whether the fastness was carved from the black basalt spires, or was worn into its present shape by wind, ice and snow. Regardless of its origins, the Black Redoubt certainly functions as a fortification. Set atop a pass in the Ancestor Peaks, whatever house rules the Redoubt controls a main artery to and from the tombs of the ancients.

Many warlords have vied for mastery of the fastness, but none have succeeded. With each new moon something crawls forth from the redoubt's unplumbed, time-worn dungeons, and when the dawn casts its weak light upon the black spires, no inhabitants are left to greet the sun.

Cutting Hills: The site of a hundred battles, the rough, craggy hills are littered with the remains of the dead. The bones of slain kith warriors and their ruined weapons lie half-buried in the low valleys and exposed to the wind and weirdling sun atop the pitted ridges. Scavengers abound and strekleon packs prowl the hills, eager for fresh carrion.

For unknown reasons creatures passing into the hills become irritable and agitated, with minor arguments quickly escalating into violence. Any time PCs in the Hills engage in a heated disagreement, all involved must succeed on DC 10 Will saves or attack their friends out of frustration and anger. (Only the first attack is dictated by the Will save; subsequent attacks are left up to the players.)

It is left to the judge to determine what qualifies as a "heated disagreement." Dividing treasure, arguing about the use of relics, shortages of food and drink, and frustrations over becoming lost are obvious opportunities. Discussions over watch duties, direction of travel, and mundane planning are more ambiguous and require adjudication.

The kith clans recognize the mysterious power of the hills, and mark its boundaries with squat stone cairns. (Placed at the very limit of line of sight, these are easily missed by less attentive explorers.) This practice has shown the kith that the radius of the power is expanding; now, once per year, each clan sends their weakest kith to maintain and widen the circle of cairns. These kith inevitably succumb to the power of the hills and fall upon each other like rats, helping to widen the circle even further for the next cycle.

Finally, if the judge possesses *DCC #76.5: Well of the Worm*, it can be placed in the Hills with only minor re-skinning.

Ghost River of Varnasu: The ghost river is a legend among the great houses. It appears only during torrential lightning storms, and never in the same place. A coursing river, crashing with whitecaps, appears where previously there was none, rushing uphill from the wastes to the Ancestor Peaks,



where it races up the high crags and into the sky.

Kith that have seen the river report seeing slain comrades awash in the current, calling for the living to join them. If any have dared to enter the waters, none returned to tell the tale.

The Howling Stones: Located in the western wastes is a series of towering stone monuments, carved in the likeness of enormous heads. Though worn by the blistering sands, and cracked by the ice-cycle, the heads still present noble profiles, hinting at an earlier, pre-kithian age, when the masters of the Purple Planet resembled high-blooded humans. The heads are uniformly thrown back, mouths agape, as if to sing or scream.

The monoliths take their name from the howling sound that resonates from deep within the stone. The howling only sounds at dusk, when the air is perfectly still. Those hoping to hear the stones lay wait for weeks before the evening winds die down enough for the stones to howl. Characters climbing to the stone lips see that the maws open to gaping throats that plunge down into darkness. They may even be an ancient entrance into the Under-Plateau (see *The Purple Underplanet*).

Each of the clans claims the statues to be depictions of their own masters, leaving offerings of flesh, moonmilk, and grisly trophies at the base of the statues. These offerings, in turn, cultivate a local environment rich with scavengers – gribbs and strekleons that eagerly await an easy meal. It is strictly forbidden to attack the "holy" scavengers (even in self-defense) or to steal the offerings, but desperate PCs can utilize the statues for supplies and the rare bit of gear. Clever PCs with a gift for vocalization might opt climbing inside and "speak" to gathered kith from within the stones, though there is no way of knowing what this might summon up from the deeps.

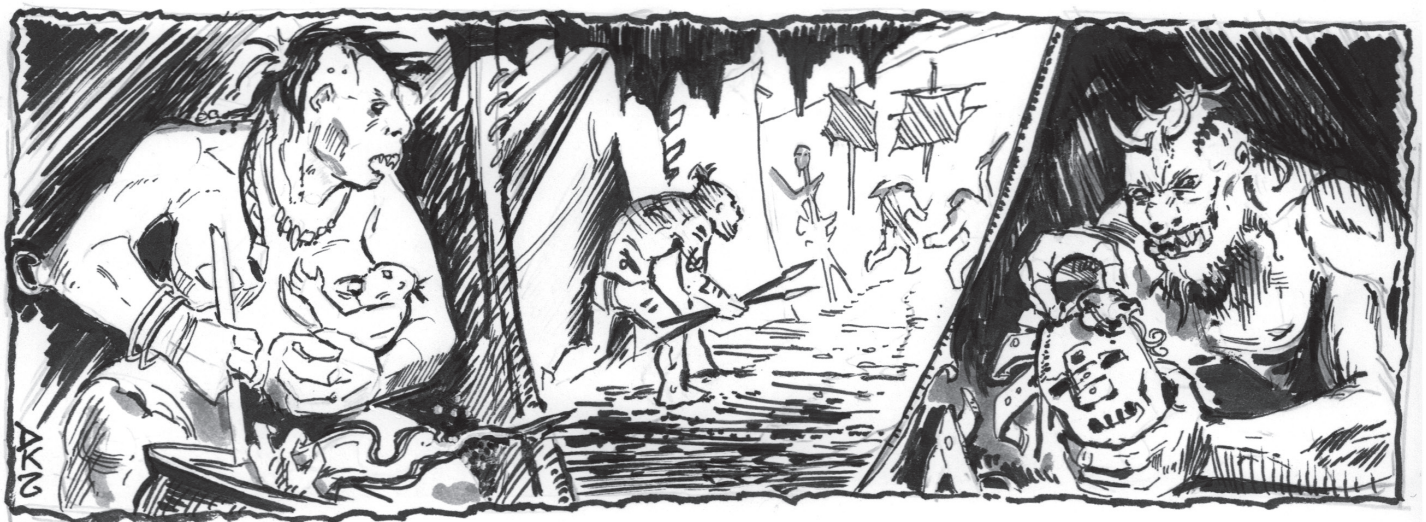
The Maze of Rh'ick-Ull: Located on the eastern slopes of the Ancestor Peaks, where the great rocky spires tumble into the sandy wastes, is a labyrinth of standing stones. Half buried in the sifting sands, and scarred by the blows of a thousand blades, the maze stands abandoned and largely forgotten – save for when the weirdling sun and the planet's moons come into alignment. Then each house ceases its bitter warfare and makes the long pilgrimage to the maze. There the clans offer up living sacrifices to the maze, praying for the return of the dying sun. (See *Escape from the Purple Planet* for additional details on the maze and the secrets concealed beneath the labyrinth.)

KITH AS PLAYER CHARACTERS

With the judge's blessing, players can run kith PCs. Kith 0-level characters use the same rules as the core book, but roll on the following Kith Occupations table. Note that each of these occupations is the PC's secondary role in the warband; all of kith are first and foremost soldiers in service of their divine masters.

KITH OCCUPATIONS

1d24	Occupation	Trained Weapon	Equipment
1	Scout	Club	Skin cloak
2	Hunter	Short bow	6 arrows
3	Tracker	Club	Trained gribb
4	Mushroom harvester	Flint knife (as dagger)	4 bits of mushroom
5	Slave	Club	Chain
6	Shield bearer	Club	Shield
7	Stone cutter	Stone axe (as handaxe)	Stone tools
8	Armorer	Flint knife (as dagger)	Bundle of bones and 30' sinew
9	Tanner	Flint scraper (as dagger)	Bundle of hides
10	Berserker	Battleaxe	Strekleon-hide cloak
11	Butcher	Flint knife (as dagger)	Hunk of meat
12	Mapper	Flint knife (as dagger)	Thin hide and ink
13	Rebel	Club	1 week's mushroom rations
14	Prophet	Staff	Sacred skull
15	Quartermaster	Shortsword	Hide armor
16	Wound inker	Flint knife (as dagger)	Needle and ink
17	Digger	Shovel (as club)	Greenstone shard
18	Mystic	Staff	Rune dice
19	Wound binder	Flint knife (as dagger)	Roll of bandages
20	Standard bearer	Shortsword	Warbanner
21	Histus (green warrior)	Spear	Hide roll of lucky teeth
22	Javelin thrower	3 javelins	Small shield
23	Torturer	Hammer	Roll of hooks and blades
24	Executioner	Two-handed sword	Belt of skulls



THE KITH CLASS



You are an ursine giant with deep-seated belief in a super-sensible world. The product of centuries of warped breeding and fell experimentation beneath the weirdling sun, you are a nigh-unstoppable engine of destruction. You have no tolerance for cowards, traitors, or weaklings. Cut, bleeding, broken and crushed, you are able draw from inner resources and push on when others surrender. Driven to the wall you are willing to die for your beliefs...but you'd rather kill for them.

All kith long to be with their clan; for adventuring kith, the party of PCs is their clan and warband. Kith society demands absolute loyalty. Kith that have broken free of the shackles of their culture are either driven by a prophetic vision, or are rebels that refused to blindly obey their masters.

Hit Points: A kith gains 1d10 hit points at each level.

Weapon training: A kith is trained in the use of these melee weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two-handed sword, and warhammer. A kith is also trained in the use of the javelin, shortbow, and sling. For armor heavier than hide, a Kith suffers a check penalty of the armor's AC bonus + 3, so that scale armor incurs a -7 penalty, and full plate a -11.

Alignment: Kith society cultivates absolute, slavish obedience. Kith that choose exile over blind devotion must do so for a good reason. Lawful kith are driven by indisputable mystic visions. Kith of neutral and chaotic alignments are exiles that have rejected a life of blind obedience, preferring to determine their own fate.

Wilderness Survivor: Every kith that survives to adolescence has learned skills necessary to wilderness survival. Kith immediately recognize poisonous mushrooms or fouled water. While outdoors, kith receive a bonus equal to their class level when tracking or detecting traps and hidden foes.

Force of Will: Kith triumph where other creatures succumb to fear, exhaustion and pain. The strongest kith are those driven by indomitable will and savage determination.

A kith can gain bonuses when expending Personality, as follows:

The kith rolls a burn die when he expends Personality. The burn die is indicated on the kith class table below. For each point of Personality expended, he rolls one die and applies those points to a single roll or check. For example, a 2nd-level kith who burns 2 points of Personality receives +2d3 to add to a single roll. These points may be used for to-hit or damage rolls, Strength checks, or Fortitude saves. Additionally, wounded kith may use burned Personality to recover lost hit points.

The kith's Personality score is restored each night by a number of points equal to his level. This cannot take his Personality score past its natural maximum. For example, a 1st-level kith with starting Per-



Table I-I: Kith

Level	Attack	Crit Die / Table	Action Die	Burn Die	Ref	Fort	Will
1	+1	1d10/III	1d20	d2	+1	+1	+0
2	+2	1d12/III	1d20	d3	+1	+2	+0
3	+3	1d14/III	1d20	d4	+1	+2	+1
4	+4	1d16/IV	1d20	d5	+2	+3	+1
5	+5	1d20/IV	1d20+1d14	d6	+2	+3	+2
6	+6	1d24/V	1d20+1d16	d7	+2	+4	+2
7	+7	1d30/V	1d20+1d20	d8	+3	+4	+3
8	+8	1d30/V	1d20+1d20	d10	+3	+5	+3
9	+9	2d20/V	1d20+1d20	d12	+4	+5	+4
10	+10	2d20/V	1d20+1d20+1d14	d14	+4	+6	+4

Table I-II: Kith Titles

Level	Title by Alignment	
	Lawful	Chaotic & Neutral
1	Grub	Banished
2	Long-marcher	Exile
3	Slayer	Outlaw
4	Champion	Lawless
5	Destroyer	Untouchable

sonality score of 11 burns 3 points of Personality to add 3d2 to a damage roll, killing his foe. His Personality is now 8. Because the kith is 1st level, his Personality score will be restored by 1 point on the following morning, bringing it up to 9. Then, 1 additional point will be restored on the following morning, bringing it back to 10. The kith's Personality score cannot increase past his natural maximum of 11.

Luck: At first level, a kith's Luck modifier applies to attack rolls with javelins, spears and axes. The modifier remains fixed over time, even if the kith's Luck score changes.

Languages: At zero level, a kith automatically knows Planetary Common (Kith). A kith can learn one additional language for every point of Intelligence modifier, as described in Appendix L, but may not learn any "off-planet" languages until coming into contact with speakers.

Action dice: A kith receives a second action die at 5th level. Kith always use their action dice for attacks.

JUDGE'S NOTE: PERSONALITY BURN

At first glance, Force of Will might appear prone to abuse. It stands to reason that a kith could burn all his Personality, and then simply opt not to speak in social settings until his stat recovered. After all, if he doesn't open his mouth, there's no way to insert his foot, right?

If only this were true.

The designers implore the judge to recall moments in his or her own life, when one's perverse, moody silence shifted a room's entire mood, creating awkward moments and elevated emotions without the slightest breath. Indeed, entire wars have been fought due to silence.

A kith's presence is no different. Companions will find it impossible to ignore the hulking war-machine frame fuming silently in the corner. Diplomats and kings will pause and look askance, merchants will shutter their doors, and mothers will hurry their children off the street, when a kith simply opts "to be silent."

Whenever a kith with 6 Personality or less is present for a social interaction, call for a Personality test (d20 equal to, or below the Personality). If the kith succeeds, he conceals his feral, violent nature. However if the check fails, the interaction goes horribly awry in whatever devious manner the judge decides.

A kith's silence cannot protect him. All this, and he stinks of slaughter.



ADDITIONAL KITH RESOURCES

RANDOM KITH WARBAND GENERATOR



When the need arises for a judge to create a warband on the fly, consult the following series of tables for inspiration. Discretion and common sense should prevail at all times, and the judge should ignore or re-roll results as he or she feels fit.

1d3 Clan

- 1 Cotcyst
- 2 House Reagen/Tor
- 3 Rebel faction

1d4 Purpose

- 1 Raiders
- 2 Reconnaissance
- 3 Hunting / foraging party
- 4 Burial party

1d5 Attitude towards the Characters

- 1 Friendly. 1-in-3 chance of mistaking for PCs for ascended masters.
- 2 Wary. Watch PCs from a distance.
- 3 Suspicious. Warband tracks and follow PCs.
- 4 Antagonistic. Warband attacks at first opportunity.
- 5 Hostile. Warband attacks, and in 1d4 hours a second warband arrives in support of the first.

1d7 Composition

For generic kith stats, see page 3 of *Peril on the Purple Planet*.

- 1 One warlord and 1d30 kith.
- 2 One warlord, 3 champions and 2d20+10 kith.
- 3 One warlord, 5 champions, 3 captains and 3d20+20 kith.
- 4 A pair of warlords, 10 champions and 4d20+40 kith.
- 5 A triumvirate of warlords, ruling 15 champions, 10 captains and 5d30+50 kith.
- 6 Leaderless. A trio of captains vying for power over 3d20+10 kith.
- 7 Leaderless. A band of 2d20 kith, desperate for a master.

1d8 Treasures

Note: If the warband possesses energy weapons, they do not hesitate to use them in battle.

- 1 Field kit
- 2 1d5 greenstone shards
- 3 Raygun
- 4 1d10 greenstone shards
- 5 Plasma torch
- 6 1d20 greenstone shards
- 7 Rayrifle
- 8 Roll twice

FUMBLES AGAINST KITH HORDES



In chaotic, fever-pitch battles against the kith, a fumble represents a moment's hesitation, a worried glance to one's companions, or a desperate gasp for breath — all of which are used to terrible advantage by the hordes of savage warriors.

In keeping with Appendix N, these moments can prove to be grim turning points in a battle, when the hero is finally dragged beneath the rolling tide of tooth, claw and club. A glancing blow to the skull, a stumbling step atop the blood-drenched corpse mound, and all is undone.

At the judge's discretion, the following tables can be used in place of the core DCC RPG fumble tables when the PCs do battle with 5 or more kith. In battles against other creatures on the planet, the judge should default to using the tables found in the core rules.

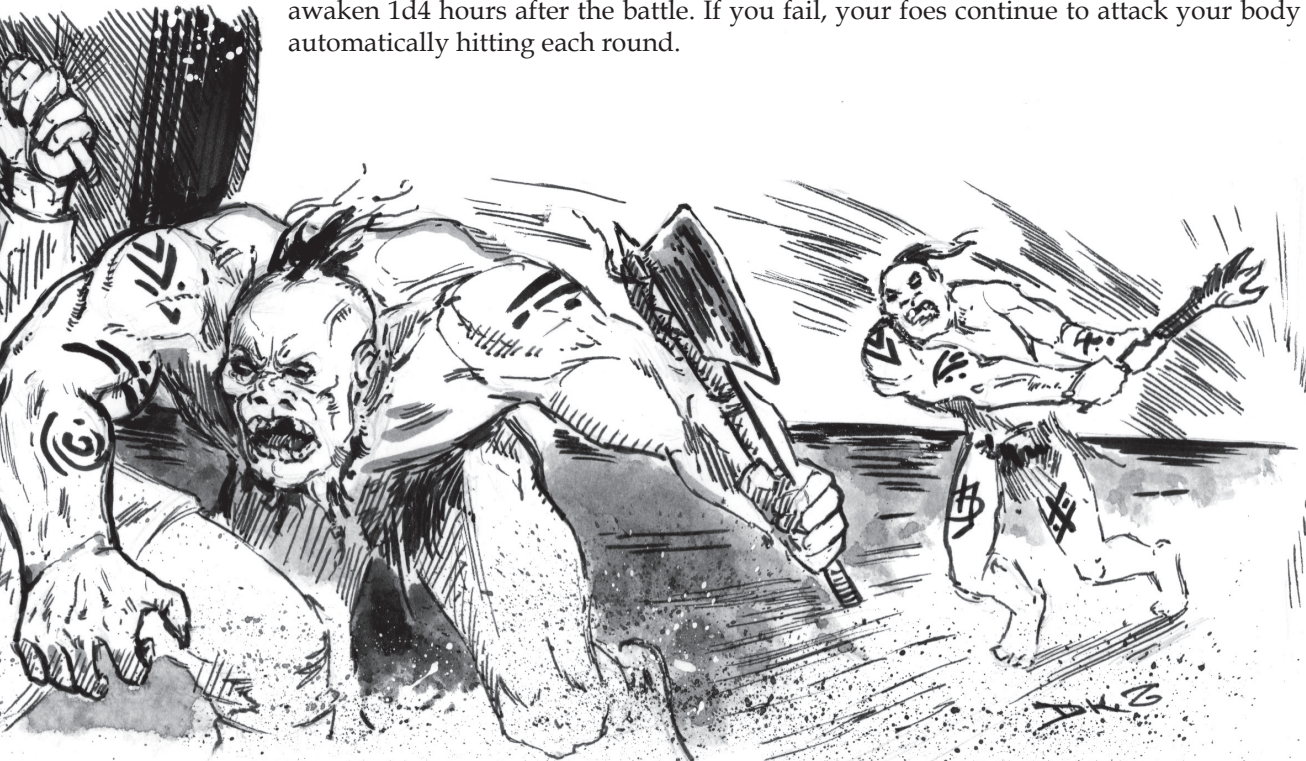
As per the core rules, fumbles automatically miss, and the attacker must roll 1d16 on the fumble table. Because "lower is better" on fumble table rolls, the roll is modified by the reverse of the character's Luck. For example, a +1 Luck modifier becomes -1 on the fumble table roll.

Unlike core fumble rules, armor is not taken into account. The danger of battling a horde of kith is due to the crashing tides of chaos not the relative obstruction caused by heavier armors.



Roll 1d16**Result**

- 0 or less No effect. You recover at the last instant, narrowly avoiding a brutal kith attack.
- 1 Rivulets of sweat and blood sting your eyes. -1d on your next attack.
- 2 You strike for half damage, but your weapon becomes lodged in your foe. It requires a DC 15 Strength check to rip it free, or draw a new weapon with your next action.
- 3 You miss wildly; your foe's next attack receives +1d to hit and damage.
- 4 Kith hair ornaments slash your face for 1d6 damage.
- 5 Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2d penalty on your next attack roll.
- 6 You slip amid the blood and gore. For the remainder of the battle you act last in the initiative count.
- 7 Your weapon is damaged! The weapon can be repaired with 10 minutes of work but is useless for the remainder of the battle.
- 8 A kith tackles you, clinging to your torso. You are treated as prone and must make a DC 10 Strength check to end the condition.
- 9 You stumble among the bodies but may recover with a DC 15 Ref save; otherwise, you are struck by the nearest kith, full damage.
- 10 You and your foe lock weapons. DC 20 Strength check to twist your weapon free.
- 11 Disarmed! Your weapon flies 1d30 feet away. You must retrieve it or draw a new one on your next action.
- 12 Your weapon shatters against your foe! On a successful Luck check, you inflict half damage, but regardless your weapon is destroyed. Magical weapons are not affected.
- 13 Two or more (roll 1d3+1) kith surge against you, trying to bear you to the ground. Make a DC 10 Strength check, +5 for every additional kith. If you fail, you are tackled to the ground next round. (See next result.)
- 14 You are tackled and borne to the ground. To escape, use your next action to make a DC 15 Strength check, +5 for every additional kith. So long as you are pinned each kith atop you automatically hits each round for 1d4 damage.
- 15 You are stunned by a blow to the head! Attempt a DC 20 Will save once per round until successful; you lose all actions until you succeed.
- 16+ You are knocked unconscious. Make a Luck check – if you succeed, your foes mistake you for dead and you awaken 1d4 hours after the battle. If you fail, your foes continue to attack your body until you are dead, automatically hitting each round.



LOST TECH OF THE ANCIENTS



any of these additional items utilize the rune system described on page 31 of *Peril on the Purple Planet*. No two relics are alike; you can customize them using the table on page 12 of *Peril on the Purple Planet*.

Active Shield

Activate (Low Defense): Rune 8

Moderate Defense: Rune 7

High Defense: Rune 2

Deactivate: Rune 3

This artifact consists of a box containing four intricately engraved metal plates and a large, thick medallion on a chain of heavy-gauge links of iridescent, lightweight metal. The medallion is engraved with the 8 runes of control in a circle around a milky jewel, which flashes with brief bursts of greenish light. When activated, the medallion's jewel glows a steady green, and the plates begin to orbit the medallion at a radius of 4 feet. They will continue to do so until deactivated or until 2 turns have passed. This simple activation will reduce the number of charges by 1. Should an attack (melee or missile) be launched in the direction of the medallion, the plates will try to intervene to block the attack. Low defense (1 charge) adds 2, moderate defense (2 charges) adds 4, and high defense (3 charges) adds 8 to Armor Class. This defense does not interfere with attacks made by the user.

When found, the artifact has 1d5 charges. A greenstone shard will imbue it with 2d10 additional charges, up to 20.

Aerosol Adhesive

This can has a button which causes it to release a spray of string-like adhesive material up to a range of 15'. The material is very sticky, instantly adhering one item to another. If sprayed on a living creature, it reduces Agility by 1d3 points per spray, and this damage can only be restored if the creature is cleansed with alcohol or another solvent. In the case of creatures with no Agility score, reduce Initiative modifier by 1 point per spray, with a modifier of -4 or greater indicating that the creature is immobilized. Extremely large or strong creatures, such as death orms, are unaffected. The judge may rule that some characters merely have their armor immobilized, and can move freely once they are cut free. The can has 2d5 uses remaining when it is found.

Autoclimber

Activate: Rune 8

Slow (15 feet per round): Rune 5

Medium (30 feet per round): Rune 2

Fast (50 feet per round): Rune 1

Deactivate: Rune 3

This device consists of a metal cylinder with the 8 runes of activation on its side, connected to a long loop of braided metal strands at one end, and a thick metal ring at the other. A 2-inch channel passes through the center of the cylinder. Inside the channel, two sets of wheels with tiny, sharp teeth

face each other. When activated, the wheels press inward and rotate at a speed determined by the activation rune pressed by its user. A rope inserted into the channel will feed through the device from the ring side to the loop side at a speed determined by the rune(s) pressed, and can be used to lift loads up to 400 pounds.

Each time the device is used to lift a heavy load (300 or more pounds), the judge should roll a d5. On a "1" result, the judge should ask the user to make a Luck check. A failed roll means that the rope has snapped, and a DC 25 Reflex save must be made to grab the frayed end of it, or fall from the height reached.

When found, the artifact has 1d5 charges. Each use requires one charge. A greenstone shard can be used to impart 3d10 additional charges.

Beverage Heater

Activate: Rune 8

Deactivate: Rune 3

A mug made of silvery metal, with the familiar 8 runes around its circumference. Activating this item heats whatever liquid is placed within it to a temperature just below the boiling point. When found, this item has no more than 3d8 charges remaining. Each charge heats a liquid, and maintains a hot temperature for 3d6 minutes before it begins to cool down.

Binding Ball

Activate: Rune 8

5-second Delay (1 charge): Rune 2

Proximity (1 charge): Rune 5

5-second Delay and Shock (2 charges): Rune 7

Proximity and Shock (2 charges): Rune 4

Deactivate: Automatic, after 1 turn

This device takes the form of a sphere approximately 5 inches in diameter. When activated, it is capable of deploying a spherical discharge (10' radius) of extremely tough, flexible metallic tendrils with thorn-like barbs. The tendrils bind any creatures in the area of effect until the artifact deactivates (or DC 25 Strength check to break, taking 1d4 damage per attempt). The artifact may be deployed by proximity sensor or after a 5-second delay. The user simply throws it (as missile attack) at the intended target, whether a creature or a location. When the proximity discharge setting is used, the device is activated by detectable movement within 10 feet. The device also may be configured to produce a strong electrical shock upon deployment (DC 20 Fort save or stunned for 2d5 rounds).

When found, the binding ball has 1d4 charges. A greenstone shard will charge this device with 3d4 additional charges, up to 10.

Death Orm Caller

Activate: Rune 8

Deactivate: Rune 3

When activated in the wastelands of the Purple Planet, this artifact attracts the waste worms known as Death Orms, as if it were a complete greenstone. It continues to do so for up to 1 hour per charge, unless deactivated.

When found, the caller has 1d4 charges. Each greenstone shard adds 1d10 charges, up to 10.

Dried Rations Bars

Although hideous to taste, this greyish-brown food bar will sustain a character for a full day if he can succeed in the requisite DC 10 Fort save to keep it down. 1 in 7 have been corrupted over time, producing an additional result, as indicated on the table below. These bars are typically discovered in silvery wrappers.

1d7 Special Effect

- 1 Skin takes on another hue over 24 hours. Roll 1d7: (1) red, (2) orange, (3) yellow, (4) green, (5) blue, (6) fluorescent pink, or (7) purple. This coloration fades over the next 1d5 days. If a character's skin turns purple, she is immune to the enervating effects of the weirdling sun until the color fades.
- 2 Character develops a horrible skin rash 1d3 hours after consuming the rations bar; 1d3 Agility damage. The rash fades as the damage is healed, or can be healed by 2 dice of clerical healing, ending the effect in 1d3 rounds.
- 3 Poison! 1d3 Stamina damage; DC 12 Fort save or also take 1d3 Strength and Agility damage.
- 4 Character's hearing becomes painfully acute for 1d3 days. The character cannot be surprised by anything which makes any sound whatsoever, but is disoriented and unable to attack after hearing any loud noise (including battle cries or the roar of a strekleon) for 1d5 rounds unless he succeeds in a DC 10 Fort save. The judge may increase the DC and/or the period of disorientation for especially loud noises. The character takes double damage from any sound-based attack.
- 5 No food value. Although the rations bar seems filling, the character heals no damage (hit points or ability damage) from resting overnight, unless he has normal rations as well.
- 6 Bad odor. 1d3 x 10 minutes after eating the rations bar, the character begins to exude an offensive smell. This makes it difficult (if not impossible) to surprise almost anything, and doubles the chance of random encounters. The odor fades after 1d7+7 hours.



- 7 Hallucinations. For 1 day after consuming the rations bar, every foe the PC faces is treated as having 1d5 *mirror images* that only the PC can see. Until the images are disrupted by successful attacks, the PC has an equal chance of targeting each of the hallucinatory images or the real foe with each attack. The judge may introduce additional hallucinations during this period, such as a distant oasis, hallucinatory monsters, or threatening noises when the PC is on night watch, as he desires. The judge gets bonus points if he can get the player to assume that a real threat is merely hallucinatory.

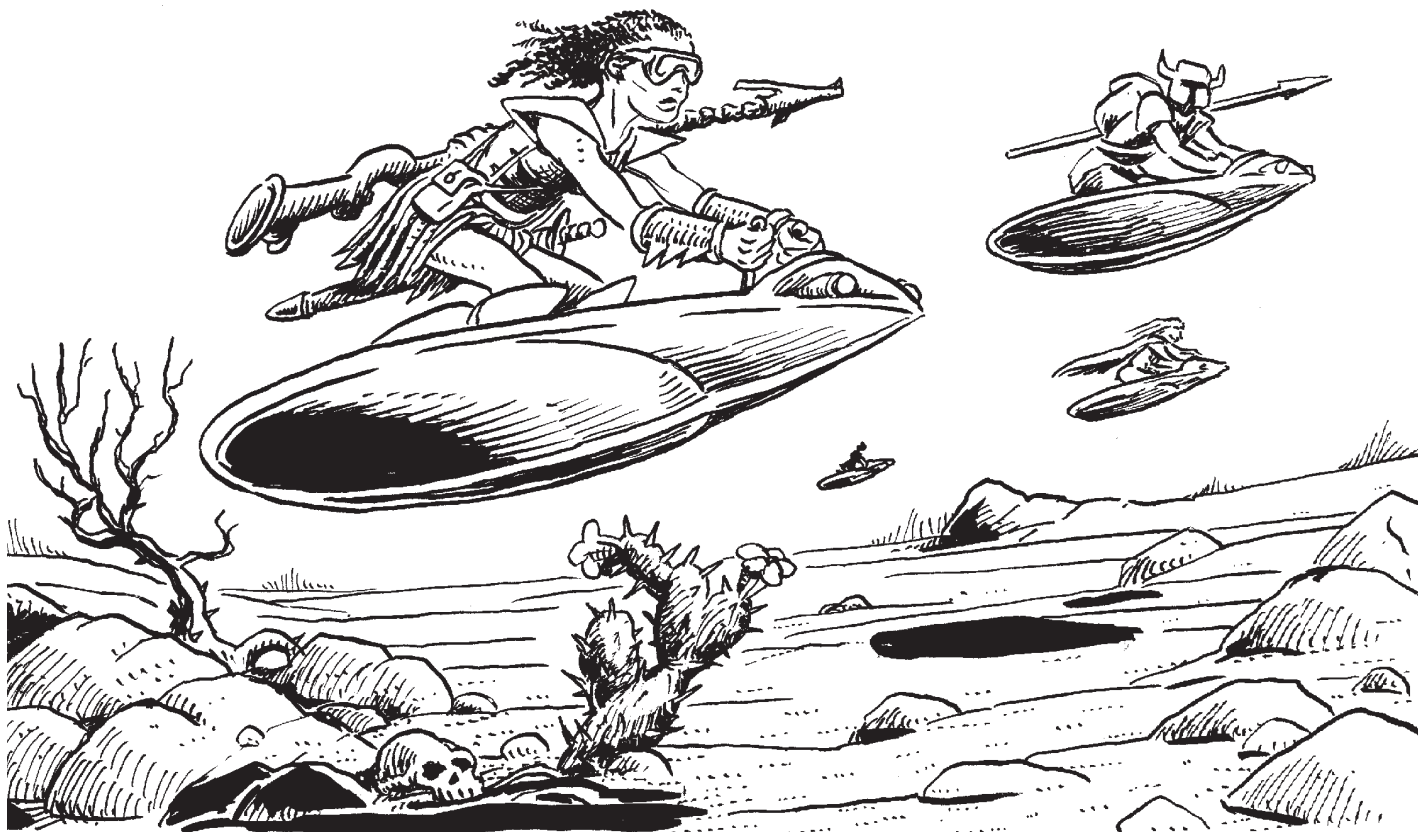
Gunner's Helm

Activate: Rune 8

Function: Rune 1

Deactivate: Rune 3

Few attacks are more feared in kith warfare than those of a rayrifle sniper. The deadliest snipers are often found wearing a gunner's helm. This metal helmet is open faced, except for a rotating 4-inch diameter disk over each eye; each disk has 3 different lenses arranged 120 degrees apart. The first lens permits normal vision. The second grants "medium range" vision; missile attacks at medium range have no to-hit penalty, but attackers have +2 bonus to hit the helm-wearer. The third lens is for "long-range" vision; missile attacks at long range have no penalty, but attackers gain +1d die-chain bonus to hit the helm-wearer. When the helm is activated, the lenses on either side of the nose slot open; when deactivated, they close. The function rune must be pressed to rotate the disks to the next lens; rotating the disks counts as one action during a combat round.



It is common practice for kith to adorn their gunner's helms with a net woven from right index fingertip bones of slain foes. Helms are often found with a partial net of 3d4 bones. It is a severe kith taboo to wear another's net of bones, unless the new wearer killed the old wearer himself.

The helm uses 1 charge per day of activation (no matter how short that day's period of activation may be). A single greenstone shard imparts 1d10 charges to the relic. Gunner's helms are typically found with 1d3 charges remaining.

Heavy Flashlight

Activate: Rune 8
Function: Rune 1
Deactivate: Rune 3

A bar of hard black metal, one meter long, with a crystal encased in one end and the familiar 8 runes running down its length, this tool can shine a directional light to a range of 90'. Used as a weapon, it deals 1d7 points of bludgeoning damage. If used to strike a critical hit, or if a fumble occurs that would damage it as a weapon, the internal mechanism is broken and it no longer functions. Otherwise, there is a 5% chance every time that the flashlight is activated that it burns out with a flash (all within 30' must make a DC 10 Reflex save or be blinded 1d7+1 rounds).

Inertial Swing Enhancer

Activate: Rune 8
Function: Rune 1
Deactivate: Rune 3

The inertial swing enhancer (I.S.E.) turns a mundane melee weapon into an instrument of devastation. Using a mass-en-

ergy field generator to alter inertia, it makes a given weapon feel lighter upon the initial swing or thrust, and heavier upon impact. Deactivated, it appears as a gray slightly gelatinous ring that is slid over a portion of a swung weapon, e.g., on a blade near the hilt, on the shaft of mace, etc. Activating the relic causes the ring to turn black and form an extremely tight fit (DC 20 Strength check to remove).

Unlike many other relics, the inertial swing enhancer may only hold six charges at a time; using a greenstone shard to charge it will empty the shard of all charges, but the I.S.E.'s charge count will not exceed six. Each time the function rune is pressed, the relic uses a charge. The function rune may be pressed repeatedly until all available charges are used; with each press, the I.S.E. changes color and imparts a larger bonus to hit and damage according to the table on facing page. These bonuses are applied to the next use of the weapon. Note that unless all six charges are used, the same bonus for hitting and damage is also applied to the fumble table in the event of a fumble on a charged swing. If the target is successfully hit when employing all six charges, then the attack is a critical hit with the attacker using 1 die up the die chain on his critical table.

The inertial swing enhancer became famous when discovered on the dagger of kith gladiator Nobiccanif, "The Last Word." Its use in the arena was considered cheating, so Nobiccanif was fed to a mother orm as punishment. Many kith warriors, especially those of higher skill, view the I.S.E. with disdain. PCs openly displaying an inertial swing enhancer in kith society will be challenged to one-on-one combat by such warriors, who typically demand that the I.C.E. be deactivated for the bout.

The relics are typically found with 1d4+1 charges.

Inertial Swing Enhancer Charge Bonus Table

Charges Used	Color	Result
1	Red	+2 to hit and damage, +2 on fumble table
2	Orange	+3 to hit and damage, +3 on fumble table
3	Yellow	+5 to hit and damage, +5 on fumble table
4	Green	+8 to hit and damage, +8 on fumble table
5	Blue	+13 to hit and damage, +13 on fumble table
6	Violet	+21 to hit and damage, automatic critical if hit, +1d on crit table

Mini-Skiff

Activate: Rune 8
Function: Rune 2
Deactivate: Rune 3

While the skiff was a common means of small-group transportation when the Purple Planet was thriving, the mini-skiff fulfilled a similar role for single-person transport. In its deactivated state, the mini-skiff appears as a two-inch thick metallic disk, three feet in diameter. When activated, the disk hovers one foot off the ground and changes its shape to include a triangular bow, within which are controls for altitude, direction, and speed.

Operation is the same as the skiff, although the mini-skiff cannot hover without power. It travels at 1 hex (6 miles) per hour, regardless of terrain, and, unlike the skiff, is small enough to maneuver in the mushroom jungle. It is able to change altitude 30 feet per round, but due to its limited anti-gravitational field generators it has a maximum altitude of 160 feet above earth or water. Should a PC try to cross a deep chasm on a mini-skiff, he'll find that it uncontrollably descends at 30 feet per round until it is 160 feet from the bottom; it will not be able to rise back out.

Because it lacks railing of any kind, the mini-skiff's rider is meant to be seated during operation, and has safety sensors to ensure this. Should the rider stand while the skiff is moving, it will safely slow to a hover without changing altitude.

A single greenstone shard powers the mini-skiff for 1d10+5 hours. They are typically found in their deactivated disk-like state with no charges remaining.

Ancient Kith scrolls show aerial melees of standing warriors on mini-skiffs, high above the Ancestor Peaks. These images suggest that mini-skiffs could be flown while standing with a much larger maximum altitude than 160 feet, although the art and technology seem to have been lost.

Mood Ring

This is a cheap band of polished stainless steel, set with a false gem that changes colors depending upon the mood of the wearer. Although the item doesn't work that well (the "gem" is temperature sensitive, and there is only a 1 in 5 chance that it indicates the correct mood), when the PCs return to their home world they discover that these mood rings can become a real fad among the wealthy and powerful.

The PCs can sell their entire stock of mood rings for 300 gp. If they bring back only a single ring, it is treated as a valuable unique artifact. If they bring back 10 rings, they go for 30 gp each. If they bring back 100 rings, they go for 3 gp each. Canny players may hide the total number of rings available to get the best price. Giving a mood ring as a gift may earn the PCs the favor of the recipient. At the very least, these rings allow the PCs to party like it's 1974.

Nano Tool

Activation: Rune 8
Deactivation: Rune 3

This device appears to be a rounded bar of dull grey metal about two feet long and two inches in diameter, marked only with the runes of activation and deactivation. When activated, the bar transforms into liquid metal. Through sheer willpower, the user may shape the artifact into any shape possible with the mass of metal available, cause it to harden or become liquid, and manipulate it as if with his or her own hand. The metal is harder and less brittle than steel, and will not break or crack even from hard use. Whatever form the artifact takes, the control runes will remain close to the user's hand.

After activating the artifact, the user should make a Will Save, and use the following guide as to the effect achieved (lesser results may be used):

- 0 or less: the metal flows up the user's arm, incapacitating it for 1d6 rounds.
- 1 to 5 or less: the user may fashion a crude facsimile of the object he or she intended to create.
- 6 to 12: the user may fashion a simple object up to the mass of the metal contained in the bar (e.g., a long sword).
- 13 to 17: the user may create a complex object. The object may have either a complex shape (e.g., a key) or simple moving parts (e.g., hinges or articulation).
- 18-24: the user may craft a simple machine powered by mechanical force (e.g., a mechanical jack).
- 25 or more: the user may create a complex machine, powered by something other than brute physical force (e.g., a hydraulic cylinder or a power tool).

When found, the nano tool will have 1d5 charges. Each use of the object requires 1 charge. Each greenstone shard used will add 2d10 uses, to a maximum of 20.

Optical Ruler

Activate: Rune 8
Function: Rune 1
Deactivate: Rune 3

The optical ruler was a standard architectural tool during the technological boom on the Purple Planet. It is an eight-inch long by two-inch diameter golden cylinder with small lensed holes at one end and a speaker at the other. Once the ruler has been activated, it is operated by pointing the lensed end at the desired target and pressing the function key. A feminine voice emanates from the speaker reporting the distance to the target in the kith language. The ruler must have line-of-sight to the target, which may be no further than 160 feet. Note that it isn't necessary for the wielder to see the target; the ruler operates in absolute darkness, both mundane and magical. This is due to the photons it emits, which are well beyond the visual capabilities of humans, dwarves, elves, and halflings. Note, however, that any obstruction to the target, even transparent glass, will cause the ruler to report the distance to the obstruction. If the target is farther away than 160 feet, then it will indicate that the target is beyond the maximum range.

The origin of the optical ruler's voice is unknown, whether it is synthetically created or a recording of a long deceased woman. Regardless, many kith find the timbre of the voice soothing. One kith tribe is known to worship their optical ruler, believing that the reported distances are cryptic instructions given to them by their goddess, who hungers for greenstone shards. This tribe in particular will demand greenstone shards for a tithe to their "goddess." Should the PCs possess and display an optical ruler of their own, the tribe will become violent to eradicate the "false believers."

A single greenstone shard imparts 1d10 charges to the relic. Optical rulers are typically found with 1d3 charges remaining.

Omniscient Oculus

Activate: Rune 8

This artifact grants the user senses far beyond those of mundane sight. The device is peculiar in comparison to other artifacts found on the Purple Planet, in that it need only be powered once with a greenstone shard, and then takes its energy from its user, as described below. Upon inspection, the device seems to be a dull grey metallic circlet with an attached eyepiece. While the circlet of the Oculus is emblazoned with all eight runes of control, only the rune of activation is functional. When activated the Oculus immediately energizes its eyepiece, which eviscerates the eye of the user, and sends metallic tendrils deep into his or her head, meshing with the optic nerve, permanently. The victim must make a DC 20 Fortitude save against the intense pain or lose consciousness for 1d6 turns.

Once attached, the user activates the Oculus by spellburning 1d4 points per use (affecting a physical attribute rolled randomly), as the Oculus sucks vitality from the user to power itself. One of those points must be burned simply to gain the



power used. Any additional points modify the power used, as per descriptions, below. Any additional points from the 1d4 roll supplement the roll to manifest the chosen power. No additional spellburn can be used to increase it further.

The Oculus grants its user the following powers:

- *Detect invisible* (as per wizard spell). Roll 1d24, modified by Intelligence and by points of additional spellburn.
- *Second sight* (as per cleric spell). Roll 1d24, modified by Intelligence and by points of additional spellburn.
- See in darkness, as in light (1 turn per point of additional spellburn)
- See through walls (up to 2 feet per point of additional spellburn, for 1d10 rounds)
- Remote sensing. The lens of the eyepiece may be detached and fixed to any surface. Within a range of 2 miles, the user can see from the lens (180 degree span) as if physically present. Effect lasts one hour, plus one hour per point of additional spellburn. Lens must be recovered physically when the user seeks to reunite it with the rest of the artifact.

Once the Oculus is fused with the user, not even a lay on hands check can remove it. It is possible, however, that the Judge can dream up a set of circumstances whereby it could be removed, but the price should be very dear. If removed, the user will be short an eye, which for some reason cannot be healed by any means.

When found, the artifact is uncharged. A greenstone shard will provide enough energy to activate it.

Perambulating Shelter

Activate: Rune 8

Slow Travel (uses 2 charges per hour): Rune 7

Fast Travel (uses 2 charges per turn): Rune 4

Deactivate: Rune 3

This artifact takes the form of a round chamber (7.5 foot radius, 8 feet tall) with a dome-shaped cap (much like a gigantic mushroom). It is made from weirdly-colored metals engraved with complex geometric patterns (judge's choice of colors and patterns). The artifact is opaque when deactivated, but activation makes the interior walls transparent to the outside (like two-way glass). A small console with an attached chair stands in the middle of the chamber, and atop it is a panel with the 8 runes of control, and two levers on each side of the runes. When within the shelter, even while it is deactivated, PCs are insulated from the degenerative effects of the weirdling sun.

When the shelter is activated, it rises approximately 8 feet to stand on four widely-splayed, articulated legs, which terminate in both pads for stability and claws for gripping. The levers on the console can be used to control the movement of the shelter:

- Pushing both levers forward causes it to move forward in a straight line.
- Pushing one lever forward causes the shelter to turn slowly clockwise (left lever) or counter-clockwise (right lever)
- Pushing one lever forward and pulling one back causes it to spin rapidly in the direction of the backward lever.
- Pulling both levers back causes it to move backward.

Speed of movement depends on which rune of movement has been activated (see above). Slow movement rate is 35' and fast movement rate is 50'. Movement is strangely smooth, the articulated legs making it feel more like an ocean journey than a ride in a carriage, and the chamber itself always remains more or less level. However, only the central console provides any sort of place to sit and/or secure oneself. Anyone else in the chamber must create some other means to secure themselves. If they do not do so, rapidly spinning the chamber causes anyone not seated at the center console to be flung toward the walls.

When found, the perambulating shelter has 1d12 charges. Each greenstone shard used imbues it with 2d10 additional charges, to a maximum of 30.

Poison Distiller

Activate: Rune 8

Weak Poison (1 charge): Rune 2

Strong Poison (2 charges): Rune 7

Stronger Poison (3 charges): Rune 4

Deadly Poison (4 charges): Rune 1

Deactivate: Rune 3

This artifact takes the form of a 4-inch cube surmounted by a cone-shaped hopper made of a tough, glassy material of purplish hue. The device sits on a tall, metal stand with six

legs, and a small nozzle emerges from the base of the cube just above a small, cylindrical beaker of the same glassy material as the hopper.

When activated, the artifact distills a poison of variable concentration from the Purple Planet's poisonous fungi, or from other toxic materials. The level of toxicity of the resulting poison depends on the setting of the machine, as outlined above. The judge should use his or her discretion regarding how much material is required to manufacture a single dose of poison, but the amount should not be insubstantial. Effects are as follows:

- The weak poison does 1d4 damage per dose. DC 5 to handle this poison.
- The strong poison does 1d4 damage per round for 1d4 rounds. DC 10 to handle this poison.
- The stronger poison does 1d6 damage for 1d4 rounds and requires a DC 20 Fort save to avoid paralysis (1d5 turns). DC 15 to handle this poison.
- The deadly poison requires a DC 20 Fort Save or death (2d10 damage and unconsciousness for 1d6 turns with successful save). DC 20 to handle this poison.

Anyone attempting to handle the poisons should make a Handle Poison roll. Thieves may do this as a skilled roll; all others must roll a d10 for this check, modified by Luck.

Portal Pair

Activate: Rune 8

Function: Rune 1

Deactivate: Rune 3

Born of the same technology found in the Pyramid of the Ancients' portal, portal pairs are designed for limited teleportation (or partial teleportation) over small distances. The device is comprised of two matching rings of black volcanic glass, each with a six-inch diameter hole. Both rings have a thick handle with the eight standard artifact runes. Anything that passes through the "origin" ring comes out the "destination" ring, as long as the rings are kept within sixty feet of each other. For example, inserting one's arm in the origin ring causes it to come out of the destination ring, shooting an arrow through the origin ring makes it come out of the destination ring, etc. Activating a ring establishes an encircled green energy field, which indicates an origin ring. Pressing the function rune changes the green field to a purple field, indicating a destination ring.

For the rings to function properly one field must be green while the other is purple; note that this implies that the rings' teleportation is one way only, from green to purple. If both fields are green, then any inanimate object (or portion thereof) inserted in a ring is lost to the void; if a living object (hand, etc.) is inserted, then it takes 2d6 damage and may be severed (DC 15 Reflex save to avoid severing). PCs trying to place objects in the purple field (the destination ring) will find the field impenetrable; shooting an arrow into the destination ring is similar to shooting it into a solid wall. Each time an object is inserted into a field (regardless of color) the portal pair loses a charge; the rings also lose 1 charge per hour of constant activation, even if nothing is teleported.

A famous victory among the kith tribes is the battle of Tragunico. Here a kith warlord and 10 archers cleverly employed a portal pair; they hid behind a large boulder cluster, mounted the origin ring in front of them, and set the destination ring atop the rocks. Safely behind the cover of the boulders they shot arrows into the origin ring, which rained death from the boulders' zenith onto a much larger force.

A single greenstone shard imparts 1d10 charges to the relic. Portal pairs are typically found with 1d3 charges remaining.

Rayshield

Activate: Rune 8
Function: Rune 1
Deactivate: Rune 3

With the advent of plasma torches, rayguns, and rayrifles, the Purple Planet sorcerer king Reveg Setsor invented the rayshield. An awkward-looking device, it is a silver skull cap with nine metal arcs radiating outward from the top. These arcs are each roughly 2 feet long and compose the frame for the top of a sphere. A pair of ankle bands accompanies the cap.

When the shield is activated, a protective sphere radiates from the arcs to the ankle bands, making the wearer seem as if he is encased in a mirage. The sphere causes plasma torch attacks to do half damage, and protects the wearer from disintegration from rayguns and rayrifles. The wearer still makes a fortitude save, however. If the save is successful, then no damage is sustained; if the save is failed, then the wearer takes damage equivalent to the difference between the DC and his roll. Any time the shield is hit with a successful attack from a plasma torch, ray gun, or rayrifle, it loses a charge (regardless of the result of the Fortitude save). The shield acts the same from both directions, so a target fired upon by a shielded opponent will also enjoy the benefits of the shield, which will lose a charge. A single greenstone shard imparts 1d10 charges to the relic. Rayshields are typically found with 1d3-1 charges remaining.

Silence Field Generator

Activate: Rune 8
Function: Rune 1
Deactivate: Rune 3

A thief's boon on the Purple Planet, the silence field generator (S.F.G.) is a black opaque metallic tetrahedron roughly 3 inches per side (like a big d4). When activated, the faces will display swirling purple streaks that fade in and out. When the function rune is pressed, the S.F.G. creates a 10-foot radius sphere of complete silence, which lasts for 10 rounds. The relic may be held, placed, thrown, etc. Pressing the deactivate rune before 10 rounds elapse ends the silence.

Silenced wizards, elves, and clerics may not cast spells, unless they have the "silenced" mercurial magic trait, or some other magical protection. Wizards and elves outside the radius of silence can deactivate the silence field generator with clever spell use, such as a dispel magic spell check of 18+, a magic mouth spell check of 22+ (casting the mouth on the S.F.G.), or a levitate spell check of 20+ (this does not actually deactivate the relic, but will lift it out of range if there is suf-

ficient room). Clerics also have options, such as a word of command spell check of 18+ (commanding the owner of the S.F.G. to "deactivate" while pointing at the device).

A thief carrying an enabled silence field generator may add +20 to his sneak silently check; however the silence field will alert any enemies within it, imposing a -5 penalty to the hide in shadows check for the silenced thief if an enemy is within the 10-foot radius.

A single greenstone shard imparts 1d10 charges to the relic. A silence field generator is typically found with 1d3 charges remaining.

Summoning Glove

Activate: Rune 8
Function: Rune 1
Deactivate: Rune 3

The kith have a proverb, which crudely translated says, "The apprentice finds tools for tasks, whereas the master finds tasks for tools." The summoning glove is a tool that separates the masters from the apprentices. Allegedly invented by the infamous kith Swindler-King, a summoning glove appears as a silver meshed gauntlet with runes about the cuff. Holding an inanimate object with the gauntlet and pressing the activate rune attunes the glove to the object. Pressing the function rune summons the attuned object to the glove up to a distance of 90 feet away. Objects must be small and light enough to be held and carried in one hand. Each summoning expends one charge.

There are many potential uses for the summoning glove. A thrown weapon may be summoned to be thrown again. A devious thief could summon back a gem he traded with a merchant. A warrior could summon a disarmed weapon. PCs should be cautious, however, as uses of a summoning glove witnessed by kith often attracts the attention of the cult of the Swindler-King. Such attention results in the party's glove being stolen, greenstone shards going missing, or worse...

A single greenstone shard imparts 1d10 charges to the relic. Summoning gloves are typically found with 1d3 charges remaining.

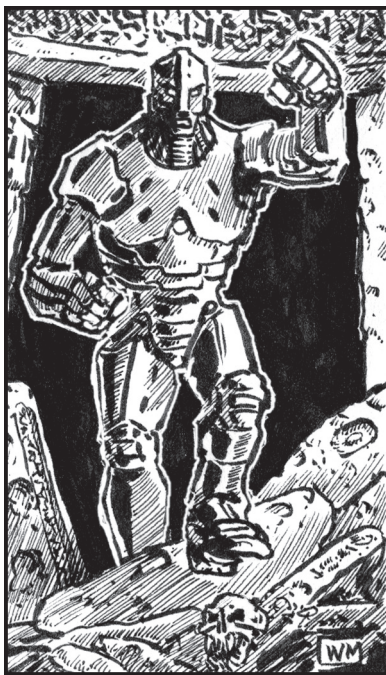
Y-Head Screwdriver

A useful, and purely mechanical, tool for disassembling or reassembling other technology of the Purple Planet. If it is used on an item that still has charges, there is a 1 in 3 chance that opening the item causes a discharge that does 1d5 damage to the would-be mechanic. Attempts to repair items require a DC 20 Intelligence check, and must be rolled on 1d10 unless the character has a background that is somehow suitable to repairing advanced technology (note that this is a real possibility in a DCC RPG game). Luck may be burned as usual. Regardless of success or failure, there is always some small piece (such as a spring) left outside when the device is reassembled. It is impossible to open most Purple Planet ancient devices without a Y-head screwdriver. It can be used as a weapon doing 1d3 damage.

BESTIARY OF THE PURPLE PLANET

ANDROID GUARDIAN

Android Guardian: Init +0; Atk punch +6 melee (1d10) or stun flechette +4 missile fire (1d8 + special); AC 19; HD 3d8; MV 20'; Act 2d20; SP infravision, stun on successful flechette attack; SV Fort +5, Ref +0, Will +3; AL N.



Remnants of the Last War, the android guardians continue to follow the directives of their long-lost masters and protect ancient tombs or abandoned security stations. Clad in gunmetal gray and hinged with plastic joints powered by strange energies, a single android guardian stands ten feet tall with glowing red eyes and fists like hammers.

Most often these steel guardians operate in pairs, standing nearly immobile to prevent any intruders from accessing whatever it is that they think they are protect-

ing. Electrified stun flechettes launch from the holes that dot their chestplates at a rate of two attacks per round. They wait until their enemies drop to the ground stunned before bludgeoning the victims into unconsciousness. Unless, that is, the intruders are bold enough to engage a pair of android guardians in melee. If that happens, double punch attacks commence until the android guardians destroy their opponents. Retreat is not in their programming.

An android guardian can use its infravision at a distance of 100', allowing it to see in darkness or detect the presence of otherwise invisible beings. Illusions or mind control have no effect on an android guardian. The stun flechette attack has a range of 50' and a successful hit requires the victim to make a Fort save vs. the attack roll or fall prone, unable to take an action for 1d3 rounds.

ARID OOZE

Arid Ooze: Init -2; Atk touch melee (special); AC 9; HD 2d8; MV 10'; Act 1d20; SP saps victim's Strength and Stamina, immune to all damage except cold, heat, and magic; SV Fort +2, Ref -4, Will +0; AL N.

Arid Ooze appears as dry, rust-colored moss with streaks of throbbing dark green veins. A misbegotten product of genetic engineering from the days of the ancients, this slow-moving creature lurks along cracks in cavern walls and ceilings, stretching out its flaky form to reach unsuspecting victims and draw life-sustaining moisture from their bodies. Initial attacks by the arid ooze always hit the target, as the ooze engulfs the closest arm or leg or tentacle and begins drawing blood and water from its new host. When an arid ooze is attached to a victim, any damage dealt to the ooze is dealt to the victim as well, though only cold, heat, or magic attacks can actually reduce the ooze's hit points.

The victim of the ooze loses 1d4 Strength and 1d4 Stamina each round until the ooze is destroyed or the victim collapses, and each point of Strength or Stamina absorbed into the ooze increases the creature's hit points by one. When the arid ooze has devoured all of the moisture it can from a single target, it slides back to the nearest surface and slips through cracks where it can rest, leaving its victim's desiccated corpse behind.

BLOAT LEECH

Like a corpse beneath its weirdling sun, the Purple Planet is riddled with parasites. Bloat leeches are long, thin worm-like things - like six-inch-long flatworms with sharp grasping legs at several points along their body. They burrow into a host, creating a swollen pus-filled sac where they consume the adjacent necrotic flesh and lay their eggs. Bloat leeches usually infect large creatures, such as death orms and even strekleons, but no living thing is immune.

When fighting a creature infected with bloat leeches, there is a 1 in 5 chance that any blow will rupture a bloat sac. In this event, everyone within 5' (including the attacker) must succeed in a DC 15 Reflex save or be sprayed with foul-smelling pus. If the creature then fails a Luck check, it is infected with bloat leeches. This is negligible on a creature as large as a death orm, but it can be deadly for a human, demi-human, or kith.

It takes 1d3 days for symptoms to appear. Thereafter, each



day the infected victim must succeed in a DC 15 Fort save or take 1 point of Strength, Agility, or Stamina damage, which cannot be healed naturally so long as the infection persists. There is no known natural cure for bloat leeches. The infection can be suppressed with 2 dice of clerical healing, but 1d3 days later, the infected creature must succeed on a Luck check or unaffected eggs hatch, and the infestation begins anew.

CHARGEON AND CHIRPLING

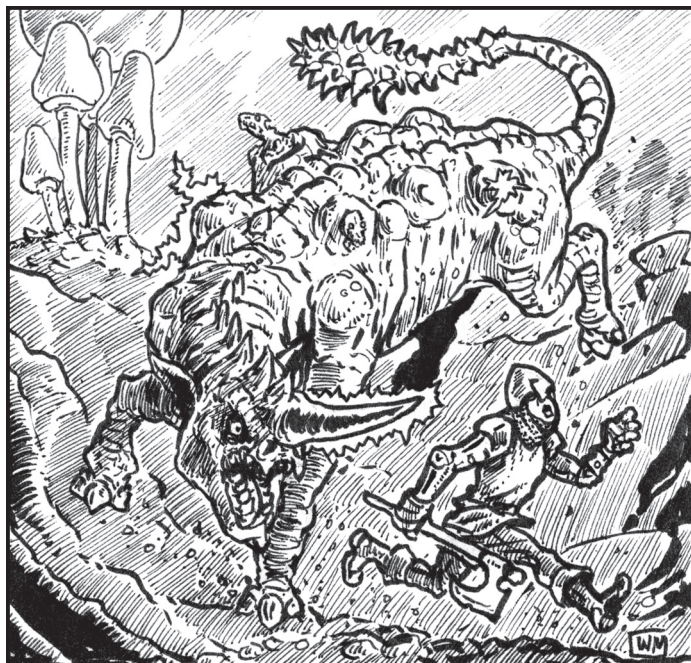
Chargeon: Init +3; Atk electrified horn +3 melee (1d12+3) and spiked tail +4 melee (1d12+4); AC 16; HD 6d8; MV 50'; Act 2d20; SP vulnerable to water or other liquid, bioelectric hide, blisters inhabited by one or more chirplings; SV Fort +4, Ref +1, Will -1; AL N.

Chirpling: Init -3; Atk bite +2 melee (1d4); AC 10; HD 1d8; MV 30'; Act 1d20; SV Fort -1, Ref -1, Will +4; AL C.

A chargeon is a 14' long, 8' tall beast with a ridge of large horns along its snout and plates of thick hide dotted with strange blisters along its back that crackle with bioelectricity. Like a mix between a rhinoceros, a triceratops, and a turtle, the chargeon lumbers along the wasteland, breaking into a charge when it sees the movement of potential prey.

The creature seems instantly hostile toward anyone or anything it encounters, but that hostility stems from the persistent irritation caused by its symbiotic relationship with the small chirplings who live inside the blisters on the chargeon's back. Each chargeon is covered by six or more of these pus-filled blisters, and 1d6 of the blisters are inhabited by 2' long, feathered two-legged dinosaurs who thrive on the energized fluid inside these repulsive sacs. The chirplings help the chargeon generate its bioelectric charge which helps to sustain both creatures as they try to survive with little food on the harsh landscape of the Purple Planet. The chargeon will attack up to two enemies at once, using its electrified horn and spiked tail to kill its next potential meals. Anyone who touches the hide of a chargeon or successfully hits the beast with a melee attack using a conductive weapon (like a steel sword) takes 1d6 electricity damage. Any water or fluids splashed onto the chargeon will temporarily short out its bioelectric charge, dealing 1d6 damage to the creature and reducing its damage by 50% during the next round.

The blisters each have an AC 12 if targeted specifically, and a rupture in that area frees a chirpling who will attack any nearby threat to its survival before attempting to wriggle back beneath the armor plates of its former host and establish a new blister-dome. If all chirplings are removed from a chargeon (or destroyed in their pus-filled sacs), the chargeon will lose its aggressive nature and wander off aimlessly or immediately lay down to rest, and will not even fight to defend itself. If the chargeon dies while any chirplings still live inside the blisters, the chirplings will tear free from their sacs and aggressively attack whatever killed its host.



CYBER-ZOMBIE

Cyber-zombie: Init +0; Atk claw +2 melee (1d3); AC 15; HD 1d8+2; MV 20'; Act 1d20; SP death throes, immune to most critical effects, mind-affecting, and pain; SV Fort +5, Ref -4; Will -4; AL N.

Created by the Ascended Masters to fight in the Last War, cyber-zombies were created at a point where the ancestral kith were still far more obviously descended from humans. Now neither alive nor dead, the cyber-zombies which remain functional are driven by programming and cybernetics. Their bodies serve no function beyond housing their machines.

A cyber-zombie is covered with a skein of silvery wires. Its limbs are sheathed in bronze-like metal, with pistons driving the joints. Green energy coruscates across their features, and green sparks arc from their implants, hinting at the greenstone shards that power them.

Cyber-zombies cannot be Turned by clerics. Most critical effects do not actually impair them or cause extra damage. The cyber-zombies are immune to pain and mind-affecting attacks. Whenever struck in combat, there is a 1 in 3 chance that sparks fly from the cybernetic implants, causing the attacker 1d5 damage (1d3 if using a non-metallic or insulated weapon; DC 15 Fort save for half). When a cyber-zombie is destroyed, there is a 3 in 5 chance that the cybernetics explode, doing 1d12 damage to all within 10' (DC 10 Ref save for half).

If it does not explode, 1d3-1 greenstone shards may be dug out of the cadaver. Inert cyber-zombies contain no greenstone shards – their power supply died out long ago. Where no shards are found, searching uncovers nothing more than crumbling nodes containing green ash.

If a character attempts to use a cyber-zombie's active cybernetics, the machines dig into the body of their would-be



“host”, causing 1 point of Stamina damage each round. A DC 10 Strength check can remove the cybernetic harness on the first round; each round thereafter the DC increases by 2. If a PC is reduced to 0 Stamina, he becomes a cyber-zombie and immediately attacks. Worse, any greenstone shards the character had are consumed in powering the cybernetics, yielding only 1d3-1 remaining shards (but never more than the character initially had) if the cybernetics do not explode when the PC is defeated.

HUTARRAK

Hutarrak swarm: Init +3; Atk swarming bite +0 melee (1d3); AC 14; HD 5d8; MV 40'; Act special; SP bite all targets in 10' x10' area, half damage from non-area attacks; SV Fort +2, Ref +8, Will +0; AL N.

These six-legged mammalian scavengers are the size of a mouse, and appear somewhat like a cross between a rat and a spider, with six eyes and needle-sharp fangs. They are the color of sand, and use this to hide in the wastelands. They bury themselves in the dust for protection, both from the sun and from predators, only venturing out at night or when they sense carrion.

A lone hutarrak can be killed with any attack against AC 16. While its bite is painful to a humanoid, it is not dangerous. Swarms of hutarrak are another matter entirely, and have been known to strip even a strekleon of flesh within a matter of minutes. Swarms may emerge out of the wasteland dust to consume a fallen foe, or to complicate recovering the body of a fallen PC. Some swarms form of nothing more than hunger, as the hutarrak seek to eat those before them while fleeing from those behind. These hutarrak are the most dangerous, for they will attack anything they come across, and multiple swarms may be encountered. A hutarrak swarm covers a 10' square area, and automatically attacks everything within the area each round, on its initiative.

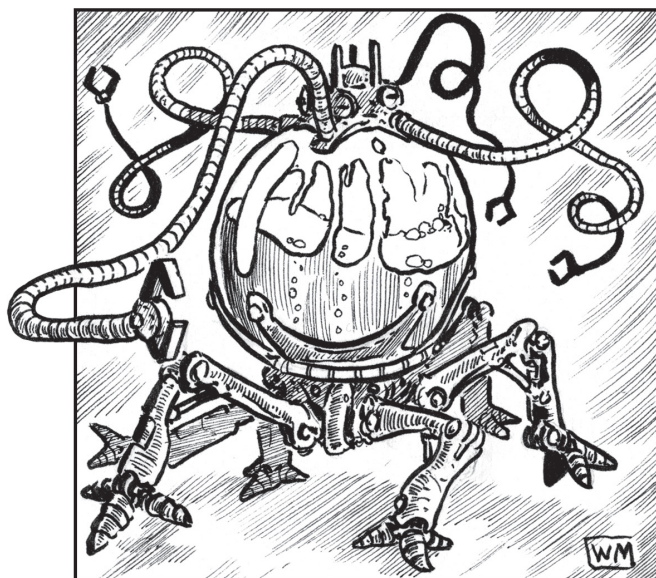
INCABULUS

Incabulus: Init +0; Atk grasping clamp +5 melee (grasp) or flailing appendage +3 melee (1d3+2); AC 18; HD 5d10+10; MV 20'; Act 3d20; SP immune to many critical hit effects, grab (ignores armor but not shields, DC 15 Strength check to break free), sphere vulnerability, wild attacks if sphere destroyed; SV Fort +8, Ref +3, Will +12; AL N.

In the early years of the Last War, as birth rates began to decline, some among the Ascended Masters began to experiment with artificial wombs. Few of these machines still walk upon the Purple Planet, and those that do are far beyond their prime. Appearing to be a 5' diameter sphere of yellowed, once-clear glass, the incabulus is mounted on a six-legged frame of reddish metal armed with four long snake-like metal appendages that end in clamps. Within the semi-transparent sphere, greasy brown liquid sloshes and roils.

When it comes across a living creature, an incabulus attacks to incapacitate. Each of its flexible appendages ends in a clamp that can hold a creature (DC 15 Strength check to break free) and draw it to the incabulus. The incabulus ignores armor (but not shields) with this attack. On the round following a successful grasp, it jabs the creature with a large needle, and draws a blood sample for DNA. A creature who submits to this procedure takes no damage whatsoever. The incabulus can extract DNA from a dead specimen as easily as from a living, and meets any serious resistance with deadly force.

The artificial womb sphere is stronger than glass (AC 20), but is the weakest point on the automaton. If targeted by an attack that does 15 points or more damage, the sphere cracks. A second attack doing 10 points of more damage, shatters the sphere. The incabulus attacks wildly for 1d5 rounds, using 1d24 for all d20 rolls, and then ceases to function.





Even before the Last War had ended, the effects of the Purple Planet's dying sun affected the birthing process within the incabulus, creating monsters. Once a DNA specimen is taken, the liquids within the sphere seethe with a life of their own, churning and throwing themselves about, causing the incabulus to take a -2 penalty to all die rolls. After 2d7 minutes, the sphere opens, and a hideous monstrosity crawls out (see Incabulus Spawn, below).

It is possible for an incabulus to extract genetic material from up to 3 creatures in the same round.

INCABULUS SPAWN

Incabulus spawn: Init +0; Atk slam +5 melee (1d6+2) or by weapon +2 melee; AC 20 (24); HD 10d12; MV 15'; Act 3d20 (3d24); SP immune to critical hits, protean form, link to genetic parent, defeating genetic parent increases Hit Dice; SV Fort +8, Ref +10, Will +6; AL C.

Created by an incabulus (see above), this monstrosity appears to be a quivering protean mass, possessing neither bones nor clear shape. And yet, the features of the incabulus' last victim are stamped clearly upon it. An incabulus spawn has the mass of a large human, but it can fit through the narrowest opening, and can form appendages as needed on a round-by-round basis. These appendages do not last; each round the spawn may attempt a DC 15 Will save to maintain a particularly useful appendage (such as that wielding a weapon), but when the appendage is lost, so too is its benefit (i.e., anything it held is dropped).

An incabulus spawn can always detect the last victim whose DNA was extracted by the incabulus. It will follow that victim forever, and attack it in preference to all others, so long as they both remain on the same plane and planet. The spawn is tireless. It can predict the actions of the victim it follows so well that it gains a +4 to AC against that individual, and uses 1d24 (instead of 1d20) for all attack rolls against that creature, as well as all saves against spells or other effects caused by that creature.

It is possible for an incabulus to extract genetic material from up to three creatures in the same round. In this case, each of the creatures is treated as the "last victim" for the incabulus spawn. The creature pursues either the most creatures (if three creatures split into two parties) or pursues one random victim first. Every time an incabulus spawn reduces its linked victim to 0 hp, it gains 1 HD.

LENSDRONE

Lensdrone: Init +2; Atk lens +5 ranged 150' (2d4 Stamina); AC 16; HD 7d8; MV fly 70'; Act 1d20; SP treats all non-magical ACs as 10, infravision 150', immune to mind-altering spells; SV Fort +2, Ref +5, Will +6; AL N.

A Purple Planet relic from a bygone age, the lensdrone is a flying spybot with a 6-inch wide metallic ring encircling a 3-foot diameter lens. Originally used for reconnaissance, it patrols the landscape observing lifeforms and transmitting images to an unknown location. Some believe that an ascended master controls the drones to monitor surviving kith tribes, but this has never been confirmed.

Unfortunately for PCs, the focus of the observation lens enhances the effects of the Purple Planet's dying sun, with characters taking 2d4 stamina damage from a successful "attack"; PCs reduced to zero stamina fall unconscious, but stamina damage may be healed with normal rest or clerical magic. A lensdrone always remains flying and spying at maximum range from the party (150'); this is long range for most mundane ranged weaponry, incurring a -1d penalty to hit the craft. It also "target-cycles," choosing a different PC to observe/attack each round. Due to the radiative nature of its attacks, the lensdrone treats all non-magical ACs as 10. Should it score a critical hit, it focuses and filters the sun's radiation for a more damaging effect; roll a 1d6 on the crit table below, subtracting the PC's luck modifier. On a fumble, the lensdrone drops to eye level of the nearest PC and hovers actionless for 1 round.

Attempting to restrain a hovering drone is dangerous; direct handling incurs 1d8 radiation damage. A drone can fly at half-speed with one human-sized PC holding on, but the weight of two humans can prevent it from flying. If PCs avoid being directly observed (hiding behind cover, invisibility, etc.) for 3 consecutive rounds, the drone moves on in search of more interesting quarry. If destroyed, it yields 1d3 greenstone shards amidst its wreckage.

Crit Table for Lensdrone

Roll	Result
1 or less	Third-Degree Sun Burn! Focused light inflicts +1d6 damage.
2	Reacquire Target! Lensdrone attacks again.
3	Yellow Ray of Blindness! PC suffers -8 to hit for 2d4 rounds.
4	Red Ray of Fire! +1d10 fire damage.
5	Blue Ray of Electricity! +1d12 electrical damage.
6+	Dying Sun Corruption! PC rolls 1d10 on the Major Corruption table in <i>Magic on the Purple Planet</i> .

LORGUP

Lorgup: Init -4; Atk tendril +2 melee (bind, DC 15 Str roll to escape), bite +4 melee (2d6); AC 14; HD 5d10; MV 50'; Act 2d20; SP bind; SV Fort +2; Ref -1; Will +2; AL N.

This denizen of the Mushroom Jungle stands on 10 delicate, stilt-like legs, its body about 60 feet above the ground. The creature is a scavenger, and uses long, sticky tendrils to gather carrion from among the fungal groves. However, it also will settle for fresher meat, if it's available. If struck with a tendril, the victim will be hauled up into the air toward the creature's gnashing maw, rising 30 feet per round, including the round it was grabbed.

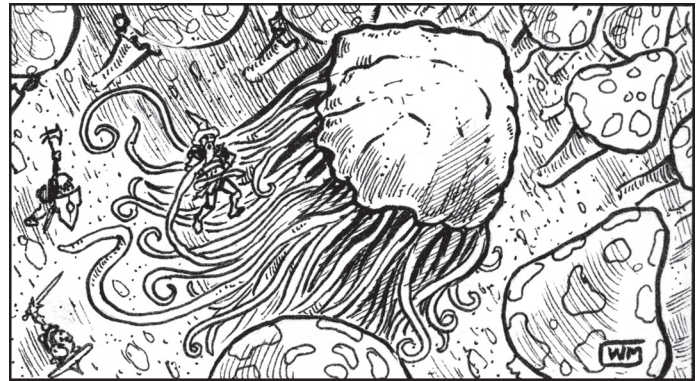
NANITE SWARM

Nanite Swarm: Init +4; Atk swarming shock +5 melee (2d6 + DC 15 Fort save or become paralyzed for 1d3 rounds, -4 to save if in metal armor); AC 17; HD 8d8; MV fly 40'; Act d20 special; SP shock all targets within 800 cu. ft. volume (20' x 20' x 20', 20' x 40' x 10', etc.), half damage from non-area attacks, takes -2d electrical damage, takes +2d water damage, immune to mind-altering spells. SV Fort +5, Ref +5, Will +8; AL N.

A technological entity developed by the ancients of the Purple Planet, the nanite swarm is a cloud of millions of tiny, networked, sentient machines. It was originally designed as a method of subdual, engulfing a victim and "stun locking" him via electrocution until he could be apprehended, disarmed, etc. With their creators long extinct, most nanite swarms are now feral, roaming the planet without purpose and choosing to kill rather than simply incapacitate. Some, however, adhere to their original programming guarding chambers, patrolling areas, etc.

A swarm appears as a glittering metallic cloud that moves in a uniform fashion, but small volumes may move somewhat independently of others. As such, it attacks all targets within a given 800 cubic feet volume. The swarm's behavior is sentient; if a PC's attack misses, the swarm has dodged by opening a space of air around the moving weapon. The nanites collectively deliver a large electric shock for 2d6 damage that frequently causes paralysis, especially for those donning metal armor. They are resistant to electrical-based attacks (-2d damage), but vulnerable to water (+2d damage). Non-area attacks, both mundane and magical, only do half damage. On a fumble the swarm vibrates coherently in place and receives a -2 penalty on its next attack. A critical hit by the swarm results in significant damage, debilitation, and possibly death; roll a 1d6 on the crit table below, subtracting the PC's Luck modifier.

Although their primary function is martial, nanite swarms can be programmed to deliver three-dimensional translucent messages involving moving images and sound. They can also network with other technologies; on rare occasions they work as ground based support for a lensdrone.



Crit Table for Nanite Swarm

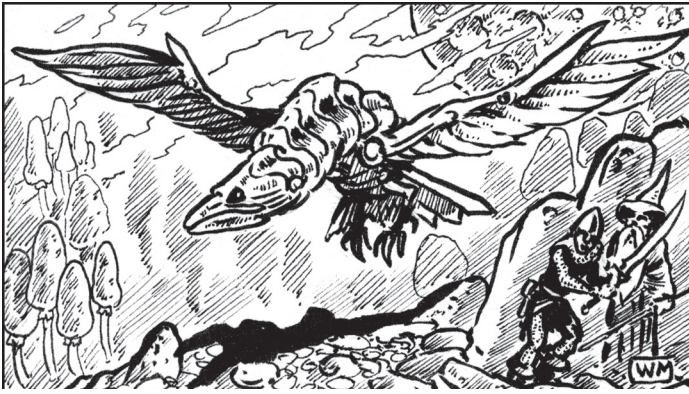
Roll	Result
1 or less	Muscle Spasm! Shocked PC involuntarily throws weapon 15' in a random direction.
2	Deafening Static! Penetrate ear canals for +1d4 damage; PC is deaf for 2 days.
3	Blinding Swarm! Grind beneath eyelids for +1d6 damage; PC is blind for 3 days.
4	Stroke! Induce stroke for +1d8 damage; slurring causes -2 for checks requiring speech until healed.
5	Shock Treatment! Electrify brain for +1d10 damage; -5 to Personality until healed.
6+	Organ Damage! Invade nose and mouth to attack organs for +1d12 damage; DC 10 Fort. save or die.

MECHANICAL BIRD OF THE SKY MASTERS

Mechanical Bird of the Sky Masters: Init +2; Atk claw +4 melee (1d10) or laser wing +4 missile fire (1d8+1); AC 18; HD 7d10; MV fly 80'; Act 1d20; SP carry off prey; SV Fort +6, Ref +3, Will -2; AL C.

As the Last War escalated, a cabal of technomantic scientists under the command of the great kings constructed robotic avian transports – giant mechanical birds – that could be used to travel great distances and provide offensive capabilities in battle. Each mechanical bird could seat one pilot and one passenger between its two vast wings, spanning 30' from tip to tip.

The mechanical birds were sentient, but docile, obeying the commands of whomever activated the series of gems that operated as its control panel, at the base of its head. Due to the lost science of ages past, or perhaps the unusual climate changes since the Last War, the remaining mechanical birds – some say there are a few dozen still terrorizing the skies – have gone insane. The creatures are known, by those who have seen them and survived, as the "Mechanical Birds of the Sky Masters" simply because what other great power could have created such inscrutable beasts?



Pilotless, the mechanical birds travel in small formations (2d3 birds at a time) and look for prey to feed their “hatchlings,” damaged mechanical birds who cry in remembered pain in their rusted metal nests atop the highest peaks.

When a mechanical bird strikes, it attacks at a distance with its laser wings from a range of up to 150', and when the prey drops to the ground, it grabs the victim and attempts to carry it back to its twisted nest. Anyone or anything still conscious and in the grasp of a mechanical bird may attack it at a -2 penalty, but any damage to the bird causes the victim to drop from whatever height the bird had achieved.

Any sentient creature who manages to climb into the pilot's seat of a mechanical bird must make a DC 15 Reflex save each round to avoid being thrown from the bird's back, but the bird cannot attack anyone in its own pilot or passenger seat. If occupying the pilot's seat, an attempt may be made to use the magical red gems at the base of the bird's head to control the creature by making a DC 20 Intelligence check. If successful, the bird (and its attack ability) remains under total control of the pilot as long as contact with the gem-infused control panel remains constant.

MIRRORMAN

Mirrorman: Init +1; Atk grab +3 melee (1d8 + special); AC 14; HD 4d8; MV float 30'; Act 1d24; SP additional psychic damage, spell reflection; SV Fort +1, Ref +3, Will +3; AL C.

A mirrorman is a slender, silvery humanoid, 6' tall and completely featureless. The surface of its skin resembles a shimmering mirror, reflecting light and magical effects in equal measure. Some say mirrmormen are the ghosts of the original inhabitants of this planet, drawn back through the aether to haunt those who have destroyed this once beautiful land, and the sight of a mirrorman, floating eight inches above the ground and closing toward its victim with its reflective glare, is a chilling sight to behold.

Mirrormen are most often found haunting the sites of tragedy, with an occasional lone mirrorman floating near a single corpse,

1d6 mirrmormen paying tribute to the death of many, and 2d6 mirrmormen hovering near scenes of great violence and terror. They attack any living creatures or characters they can see in the areas they haunt, assuming, often wrongly, that these living things are responsible for the death and devastation on their homeworld.

Attacking with a d24 grab, a mirrorman attempts to confront its opponent with distorted reflections as the creature holds its victim against its mirrored face which changes to look like the following manifested image (roll 1d6): (1) youthful version of self – victim must make a Will save vs. attack roll or permanently lose 1d4 Intelligence, (2) old version of self – victim must make a Will save vs. attack roll or permanently lose 1d4 Personality, (3) angelic version of self – victim must make a Will save vs. attack roll or permanently lose 1d4 Luck, (4) demonic version of self – victim must make a Will save vs. attack roll or take an additional 1d7 damage, (5) exact image of nearest ally – victim must make a Will save vs. attack roll or attack that nearest ally repeatedly, only stopping when the ally takes damage from the victim, (6) image of the victim's greatest fear – victim must make a Will save vs. attack roll or flee in terror for 1d7 rounds.

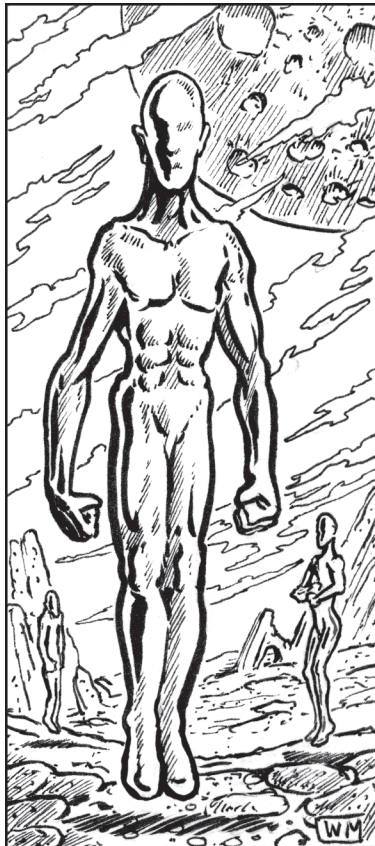
Anyone attacking a mirrorman with a light-based weapon (like a laser or a raygun) or a targeted spell will automatically have the attack reflected back at him with a d24 roll to hit (or as a spell check).

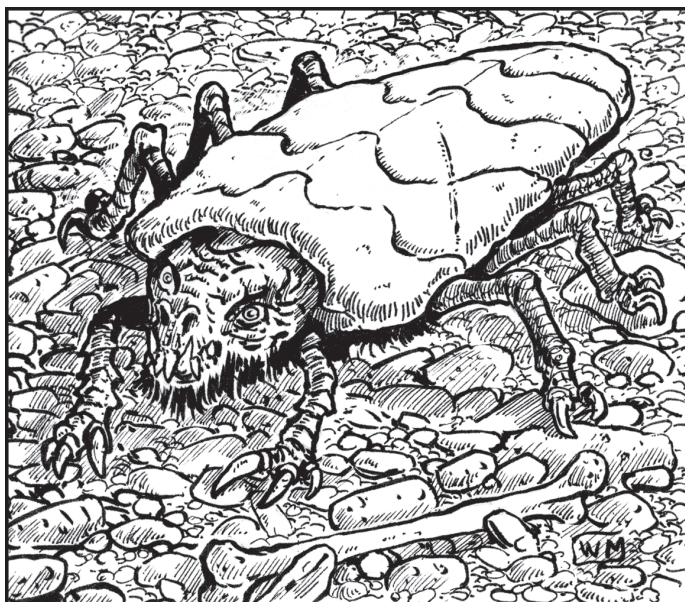
ORTANUS

Ortanus: Init n/a; Atk spores area effect (1d4 + special); AC 8; HD 1d6; MV fly 35' (drift on wind); Act n/a; SP spores-contact with a spell caster or reduction to 0 HP causes it to explode. Any character within 10' of the explosion should make a DC 15 Fort Save or take 1d4 damage. Spell casters failing the save must check for additional effects (see below); SV Fort n/a; Ref n/a; Will n/a; AL n/a.

This floating puffball mushroom has an iridescent, lavender exterior. Each beautiful specimen drifts serenely on the wind, and may end up outside the Mushroom Jungle as a result. They are often encountered singly or in small groups (1d5 per encounter).

However, they are drawn to arcane magic like lint to static electricity. Should any wizard or elf in the party cast a spell, any ortanus within 2 miles will be drawn inexorably toward him (1d10 per level of spell cast). Upon contact with the spell caster the ortanus will explode in a cloud of spores. Roll 1d5 for effect (1) glow – the affected target will emit bright light for 1d4 hours, (2) symbiont – spores complement the caster's arcane ability adding 1d6 the next spell check; (3) parasite – spores sap arcane energy, reducing the next spell check by 1d6; (4) poison – spores reduce all physical attributes





by 1d3 (as per spellburn); (5) fungal corruption—caster is infected with the spores, causing small, lavender mushrooms to sprout from exposed flesh (usually hands and head); if removed, they will grow back. The caster thus affected also reduces spell checks by 1 point, but each point of energy is stored and may be used on a later spell check by making a DC 15 Will Save (all stored energy must be used on a single spell).

PLETH

Pleth: Init +2; Atk bite +2 melee (1d3 plus poison); AC 16; HD 1d4 to 3d4; MV 5'; Act 1d20; SP grip (+4 to opposed Strength checks), poison (1d3 Strength, DC 20 Fort save or blinded 1d3 hours), nutritious; SV Fort +2, Ref -6, Will +2; AL N.

These rare, semi-reptilian fungivores can still be found at times beneath mushroom caps in the fungi forests. A pleth is round and flattened, like an elongated pancake. It has eight legs with which it can grip tightly, giving it an effective +4 bonus to opposed Strength checks to be pulled free from where it clings, and it maintains this grip even after death.

Pleths have a poisonous bite, and can use it against any creature that attacks them with a longsword or shorter weapon. They are helpless against spears and similar weapons. Pleth venom does 1d3 points of Strength damage, and requires a DC 20 Fort save to avoid blindness for 1d3 hours.

A pleth is from 1 to 3 feet long, with each foot in length indicating 1 Hit Die, and supplying enough nutritious flesh for two PCs for a single day. Dried pleth flesh is half as nutritious as that of a living pleth, and can feed half as many creatures.

PSIONOMOLD

Although infested with worms and infected with fungal growths, the Purple Planet yet retains some species that may be of benefit to those who encounter them. Psionomold is a symbiotic slime mold that can be found in the fungi forests. It can also be encountered growing on another creature as a

dull orange-brown patch of leathery flesh.

Psionomold creates a weak telekinetic field that increases the AC of its symbiotic partner by +1. In exchange, it causes 1d3 hit points of damage at the start of each day. If linked to a wizard or elf, psionomold draws a point of spellburn every time a spell is cast, grants a bonus of +1d5-2 (minimum 0) to the spell check. If the caster uses other spellburn, there is a 1 in 7 chance that the psionomold consumes half the expected benefit of the spellburn, rounded up. If not, there is a 1 in 5 chance that the psionomold limits the damage to half intended, rounded up, but grants the full effects of the intended spellburn.

A creature coming in contact with psionomold may attempt a DC 20 Fort save to avoid infestation. Once infection has occurred, psionomold may be removed with 2 dice of clerical healing or 1d3 hp of fire damage applied directly to the slime mold. In either case, the dying slime mold inflicts 1d3 points of damage to Strength, Agility, or Stamina (determine each point randomly) as it attempts to survive.

MOTH MOTHER

Moth Mother: Init +2; Atk mesmerize (special), ovipositor +2 melee (1d4 + poison), or shriek (special); AC 12 (at rest) or 17 (when in flight); HD 4d8; MV fly 50' or crawl 20'; Act 1d20; SP shriek (area effect 30' radius, DC 18 Fort save or stunned for 1d6 rounds, each character carrying greenstones should make a Luck check; if failed, the greenstone carried is destroyed, causing an explosion), mesmerize (DC 15 Will save or drop weapons and move toward the moth mother), poison (DC 15 Fort save or sleep for 2d4 turns); SV Fort -1, Ref +0, Will +2.

The Moth Mother resembles a terrestrial moth with wildly colorful, iridescent wings, their patterns swirling hypnotically. The creature dazzles its victims with these ever-changing patterns, making them easy targets for its sharp and poisonous ovipositor. It is also capable of emitting a shriek that can stun its victims, and shatter glass and other crystalline

substances, including greenstones. A destroyed greenstone shard explodes for 1d6 damage per shard carried. A complete greenstone explodes for 20d10 damage within 25 feet, and half damage within 50 feet. Should the moth mother strike a character with its ovipositor, the victim is poisoned and implanted with 1d3 eggs. If not removed, the eggs incubate in the host for 3 days before hatching, and the moth mother's offspring eat their ways out of the host's body, causing 2d4 damage each. However, the victim may not even be aware of the growing threat within until the eggs hatch. It will just seem like a large, painful, and itchy bug bite. Judges should be careful not to let slip this detail to the players. The eggs can be removed by a lay on hands attempt resulting in at least 3 dice of healing. Rolls resulting in less than 3 dice heal the external wound but do not affect the pain and swelling, a clue pointing to the real danger.

SHARDMOLE

Shardmole: Init +0; Atk bite +1 melee (1d8) or claw +2 (1d6); AC 12; HD 2d8; MV 20' or burrow 30'; Act 1d20; SP greenstone euphoria (see below); SV Fort +2, Ref +1, Will +2; AL C.

Shardmoles are wild vermin who look like small aardvarks with protruding eyestalks and drill-like snouts with a toothy feeding orifice at the tip. They burrow beneath the sand and through stone with equal efficiency, sniffing after the trail of greenstone dust. There is a 25% chance of encountering 1d4 shardmoles in the area of a greenstone shard, and anyone sheltering a complete greenstone knows that these small beasts will inevitably dig their way into its vicinity unless they wall the area off with metal.

Greenstone dust is normally undetectable by humanoids, and is more abundant on the surface of the planet than most realize, so the shardmoles have ample sustenance which they supplement with the meat from any prey they encounter in their travels. If a shardmole does come into physical contact with a greenstone shard or a complete greenstone, the shardmole immediately doubles its current hit points and gains an additional two attacks per round as it enters a greenstone euphoric fury and attempts to devour the greenstone.



SPORE ORB

Spore Orb: Init -2; Atk spore gas (special) or bite +1 melee (1d6); AC 12; HD 1d5; MV fly 20'; Act 1d20; SP spore gas area effect, unaffected by mind effects; SV Fort -2, Ref -2, Will +1; AL N.

Spore orbs are balloon-sized greenish-blue floating membranes with star-shaped mouths and no apparent sensory apparatus that float down from the sky on the rays of the dying sun. They appear only during the day, and they seem uninterested in any victims who might stand in the way of their spores as they make their descent, rest for 3d10 turns basking in the weirdling rays of the sun, and then float into the skies again. They are a quasi-sentient form of plant life and are not affected by spells or abilities that require the victim to have a mind.

Spore orbs travel in pods of 2d6 and emit clouds of greenish, spore-filled gas as they descend, covering an area of 20' with each blast. Any creature with lungs caught in the spore-filled area must make a DC 10 Fortitude save or take 1d8 damage and begin coughing uncontrollably for the next 1d4 rounds, causing the victim a -4 penalty to all rolls during that time. The penalty is not cumulative, though a potential victim who has succeeded on the saving throw would have to attempt it again for each successive attack. Spore orbs will only use bite attacks on anyone who attempts a melee attack against them, and if a spore orb is killed, it immediately ruptures with a massive final spore attack affecting an area of 30' and requiring a DC 15 Fortitude save or the victim takes 1d16 damage and becomes immobilized with coughing for 1d4 rounds.

TRILLIMITE

Trillimite: Init +2; Atk Tarsal Claw +2 Melee (1d4) or Weapon +3 (varies); AC 14; HD 2d8; MV 40' or Special; Act 1d20; SP cannot be surprised by normal means, wall-crawling, beetle-ability; SV Fort +5, Ref +2, Will +1; AL L.

Trillimite are intelligent creatures with the torsos of horned men and women and the lower bodies of five-legged beetles. These omnivorous inhuman abominations live in hidden tribal societies beneath the wasteland. The societies involve somewhat sophisticated laws about ownership and retribution, though many of the inhabitants of the planet who are



aware of their relatively secretive existence refer to the trillimite as “eaters of the land.” The legends refer to them as “Kyrion’s Children” in reference to their originator – the scientist who long ago merged man and insect.

All trillimite have two horns on their heads which are actually deformed antennae, giving them enhanced senses which prevent them from being surprised by mundane attacks, and they can grip porous surfaces with the tarsal claws at the end of their five legs, allowing them to walk along cavern walls and ceilings at normal speed. Trillimite have also learned to use whatever weapons they have access to, though various groups of the tribe tend to specialize in a single weapon, and they use military style tactics like ranged volleys and flank attacks when their colonies are threatened by invaders.

In addition to their antennae and wall-crawling, each trillimite, or trillimite family, has a special beetle-related ability, determined below:

D6 Special Trillimite Ability

- 1 Acid burrowing: secretes acid that allows a burrowing movement of 30'; acid can also be projected as a missile fire attack at +2 to hit (1d6 damage) – range 20'.
- 2 Devouring: special bite melee attack at +2 to hit (1d6 damage or special); SP may eat any substance, including non-magical weapons longsword sized or non-magical armor of +5 AC bonus or less, rendering those items useless.
- 3 Attuned senses: gains an additional +2 to initiative and can make an opposed check at +2 vs. any otherwise successful attack to avoid the attack completely.
- 4 Enhanced movement: may move at double-speed and still attack in the same round; may also fly at 20' per round.
- 5 Defensive armor: gains an additional +4 to AC; any successful melee attack against this trillimite deals damage, but the attacker must make a successful Luck check or the attacking weapon shatters. This does not affect magical weapons.
- 6 Poison spines: gains an additional +2 to AC; any successful melee attacks against this trillimite deal damage, but the attacker must make a Luck check or he takes 1d8 damage from the sharp spines and he must make a DC 12 Fortitude save or take an additional 1d6 poison damage.

TUSK TERROR

Tusk Terror: Init +3; Atk adhesive spew +3 missile fire (special) or charge +6 melee (1d12 or special); AC 14; HD 8d6; MV charge 60'; Act 1d20; SP target immobilized by adhesive spew unless Ref save is made, charging gore after successful adhesive attack; SV Fort +5, Ref +2, Will +0; AL C.

Tusk terrors are among the most vicious predators on the Purple Planet. These large, shaggy boars with protruding tusks travel in small hunting packs of 2d4 members and, though they look like unintelligent creatures, they actually have low-level human intelligence which allows them to communicate with single-syllable words and repeat parts of phrases that are said in their presence. Their preferred tactic involves sending a single member of their hunting pack into a non-threatening position in front of potential prey, with that single tusk terror repeating a word recently said by their soon-to-be-meal, spewing adhesive at the baffled target, and then charging with the rest of the hunting party from behind hoping to gain surprise and impale their victim before it can fight back.

The salivary glands of the tusk terror, combined with the strange atmospheric effects of the Purple Planet, allow each beast to project a rancid, gummy substance from its mouth up to a range of 30' and any single target in its line of fire must succeed on a Reflex save vs. the attack roll or become affixed to the ground and immobilized by the adhesive spew. Victims trapped by the adhesive cannot break free unless they use an action and succeed on a DC 20 Strength check.

If a tusk terror makes a charge attack vs. a victim stuck to the ground, the attack becomes a charging gore at a total of +10 to hit (including modifiers for the immobilized target) and deals 2d12 damage.

Tusk terrors are smart enough not to continue to fight when they are obviously outmatched, but if they retreat, they will wait until their prey is vulnerable and then strike again.



THAWED ONE

Thawed One: Init +2; Atk 2 fists +4 melee (1d6+4) and 1 necrotic breath +3 cone 5'x5' (1d4 temporary strength damage); AC 13; HD 8d12; MV 30'; Act 3d20; SP damage reduction 3, takes +2d fire damage, un-dead traits. SV Fort +4, Ref +4, Will +10; AL C.

During the technological boom of the Purple Planet's history, cryogenics was carefully researched by the sorcerer kings and queens. They discovered that if a frozen humanoid was rapidly thawed while applying electricity and greenstone energy, then the being would pass into un-death as a thawed one.

Thawed ones appear as hairless humanoids having gray flesh mottled with blue and green patches. Their eyes are entirely black (no iris), and their fingers, toes, and lips a dark purple. The transformation to a thawed one creates a lithe, resilient, but shriveled body; it resists the first 3 points of damage caused by any strike (taking 1 point for damage rolls less than 4). They are ferocious attackers, swinging their fists twice per round and breathing their strength-draining necrotic breath once per round. Note that a target reduced to zero strength is incapable of movement (including attacks). They are especially susceptible to fire damage, which is increased +2d up the die chain. Due to their breath weapon, they are incapable of speech. Thawed ones tend to be solitary, but may also be found in groups as large as four.

Thawed Ones are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage. They use Crit Table U in the DCC rulebook. On a fumble, the thawed one attacks wildly and trips; it must make a DC10 Ref save or spend the next round prone.

UPRAVIAN STALKER

Upravian Stalker: Init +4; Atk stabbing suckers +4 melee (2d4) and tail bore +6 melee (1d10); AC 16; HD 4d10; MV 40', climb 40'; Act 2d20 special; SP claw rake (2d6 damage if suckers and tail hit, opposed Strength check at +8 for immobilization), immune to terrestrial surprise, ranged vulnerability (ranged or flying melee attacks gain +2 to hit). SV Fort +2, Ref +4, Will +3 (+8 guarding Upra); AL L.

The upravian stalker is a Purple Planet native often found tending Upra mushrooms and lairing within their stalks. The stalker is a dark blue, short-furred quadruped; its front feet are triangular-shaped, covered with suction cups and short antennae, while its back feet are padded like those of a cat, with claws intended for climbing and raking. It has no head per se, but has a muscular neck capped with fluorescent green, serpentine stalks (20-30 three-foot long proboscises), each ending with a sharp bone and burrowing sucker. Its tail is an eight-foot long black trunk with boring teeth. Lacking eyes and ears, it "hears" and "sees" by feeling vibrations through the cups and antennae on its front feet; these are so sensitive that it is impossible to surprise a stalker terrestri-



ally, even if hidden or moving silently. However, reliance on foot-based vibrations makes the stalker vulnerable to ranged attacks, with ranged attackers gaining +2 to hit; this bonus also applies to melee attacks from flying creatures.

Kith lore contends that stalkers keep an Upra mushroom healthy by sucking out diseased milk and harmful parasites from the surface of the plant's stalk. In return, the Upra "allows" the stalkers to create a lair within its stalk. They are semi-intelligent, communicating by tapping out complex rhythms with their spiked proboscises. Stalkers eat a mixed diet of mushroom milk and animal blood, which typically comes from creatures foolish enough to invade their territory or harm an Upra. Being social animals, they are commonly found in prides numbering from 6 to 12 adults, each pride led by a larger "warden" distinguished by its fungal mane. Stalkers seem devoted to simply tending their specific mushrooms, but large-scale coordination amongst all the prides hints at a higher goal.

Stalkers are asexual fusions of plant and animal, consequently their method of reproduction is a mystery. Some theories suggest that spores from a warden's mane grow into stalkers, while others contend that they sprout from the interior wall of the Upra itself. Regardless, kith oral histories ascribe mystical properties to body parts of the warden, its organs and fluids having vast alchemical potency. Elder kith recall stories of the warlord Yorah Tesh who wore warden hide armor that seemed to heal his wounds. Ancient cave drawings hint that there is a position higher than warden in the stalker hierarchy, and that this creature is directly descended from the first life-forms of the Purple Planet. These speculations are unverified.



Upravian Stalkers attack a single target with suckers and tail; if both hit, then the stalker does additional rake damage with its rear claws, and possibly immobilizes the target until the stalker's attack next round (opposed Strength check, stalker gets +8 to roll). Nearby stalkers attack PCs immobilized this way. Although they are not humanoids, upravian stalkers may be turned by clerics of Chaos. However, stalkers gain an additional +5 to all will saves (turning, morale, etc.) if defending their home mushroom. They use Crit Table M in the DCC rulebook. On a fumble, the stalker has misinterpreted vibrations and has a -2 penalty on its next attack roll.

XRIF

Xrif: Init +5; Atk burrow +8 melee (1d6 + special); AC 18; HD 5d8; MV teleport 30'; Act 1d20 special; SP create host (upon successful burrow, DC 16 Ref save to avoid becoming host), pinch host's liver (1d4 dmg, -2 all rolls for one turn), area attacks gain +6 to hit, ESP for 50'. SV Fort +0, Ref +4, Will +6; AL C.

Native to the star Ecnav, xrif are astral creatures drawn to the Purple Planet by its dying sun's radiation. From light years away, the sun's energy seems pleasingly refreshing; once a xrif astral projects to the planet, however, it finds that the radiation prevents it from leaving. Moreover, it is stuck primarily in its material form: a small white squirming worm-like creature covered in barbs, hooks, and claws. Only a solitary xrif is typically encountered in a given location.

The xrif's main goal is to create a host to help it return to Ecnav. Species native to the Purple Planet are too saturated with the sun's radiation to be hosts; their bodies could imprison the xrif permanently. When attacking, it teleports to a PC's skin and burrows into his body; a DC 16 Reflex save is required to swat it away. It undulates in the air as if floating, and tends to target individuals with low Luck scores. Critical hits by a xrif do an additional 1d6 damage and burrowing is automatic (no Reflex save). On a fumble the xrif misinterprets thoughts of its attackers, who get +2 to hit on their next attack. Xrif are highly intelligent and can read the minds of any life form within 50 feet; however, they can only

converse with each other. One communicates with its host by clamping down on the host's liver, causing severe pain and distraction. Their small size and mind-reading ability make them difficult to hit, though area attacks gain a +6 bonus.

All xrif know about the portal in the Pyramid of the Ancients (area A-1 in *Peril on the Purple Planet*), and want to use it to get far enough away to astral project home. Furthermore, they realize that a complete greenstone or a collection of shards will power the portal, but they neither know how many shards are necessary nor where to find a whole greenstone. Based on this, each xrif follows a well-defined strategy to get home. First, it burrows into a PC, who becomes its host. Then it trains the party to avoid "wasting" greenstone shards, painfully clamping on the host's liver whenever someone uses a shard to charge an artifact, spellburn, etc. When the PCs learn of a full greenstone crystal, the xrif adapts its training to push the host towards it; deviations from this goal result in pain. Once the party has gained a whole greenstone or 13+1d24 shards (no xrif knows the necessary amount), the xrif trains the PC to move to the Pyramid of the Ancients. The xrif is an impatient creature, and does not tolerate delays; however, it tries to avoid killing the host. Nonetheless, accidents do happen, and it selects another PC in this case.

Once a xrif gains a host, extraction is difficult, but possible. If the dying sun reduces the host's stamina more than 8 points before healing, the xrif will leave voluntarily, fearing imprisonment in the host. A cleric may *lay on hands* for 4 dice of healing, or cast a DC 20 *banish* spell, treating the xrif as a mundane creature (due to the sun's radiation). Wizards may *planar step* (DC 18) the host away from the xrif, cast *monster summoning* (DC 26) to extract it, or cast *scare* (DC 22, plus Will save) to frighten it. Finally, one may make a Celgu potion, requiring a DC 32 *make potion* check, plus Oneit mushroom meat and the powdered paddle of a Death Orm. Imbibing the potion causes 3d5 damage, but the xrif dies upon leaving the host. Physically cutting out the xrif will work, but this may kill the host (DC 19 Fortitude save).



MAGIC ON THE PURPLE PLANET

INTRODUCTION



hen the Purple Planet's civilizations began their slow decline, the last great sorcerer-king cast silver astral threads across the universe in hope of finding aid for his world. The sorceries of the Purple Planet were not the magic of other worlds, but rather technologies to unlock and control the energies of greenstones and greenstone shards. These lost, ancient technologies take the place of standard magic on other DCC worlds.

Magic imported to the Purple Planet is radically affected by the interactions between the weirdling sun, a mysterious sentient energy called the Green Flow, and the dying world. No one is immune; a summary by class is provided below:

Clerics: Clerics on the Purple Planet roll a Mercurial Magic effect, using the Purple Planet table, whenever they cast a spell for the first time. This is rolled exactly as a wizard normally rolls a mercurial effect, and will affect that spell so long as the cleric remains on the Purple Planet. In addition, the cleric's class abilities are modified based upon the god he worships. Information for the gods listed in the *core rule-book* may be found on pages XX to XX of this book.

Wizards: When a wizard casts a spell for the first time on the Purple Planet, he must roll a new Mercurial Magic effect, using the Purple Planet table. This supplants the original Mercurial Magic roll while the wizard is on the Purple Planet. In addition, some spells behave strangely upon the Purple Planet; see pages XX to XX of this book. Corruption is also different, using unique tables located on pages XX to XX. Finally, different patrons have greater or lesser strength upon the Purple Planet, and this is reflected by using the Dice Chain when casting *invoke patron*. See below.

Elves: Elves have the same changes as wizards. In addition, an elf discovers that the power of his patron (if any) affects all of his spells; they gain the same Dice Chain adjustment as does *invoke patron*. See below. An elf may also be adversely affected by all of the technology on the Purple Planet. Although the Purple Planet has metals unknown on the terrestrial sphere, many relics also contain considerable iron or steel. An elf who uses these items takes +1 point of Stamina damage from the weirdling sun on the following day.

It is impossible to predict the effects that the Purple Planet has on every campaign's homebrewed patrons, gods, and spells. The authors encourage individual judges to extrapolate from what is presented, to make magic on the Purple Planet truly memorable and to enhance its alien feel. Read on! This is not the world you know!

PATRONS

A patron's power on the Purple Planet is affected by his sphere of influence and his connections to the PC's home world. Some patrons are more powerful on the Purple Planet, and some are far more difficult to reach. This is reflected by adjusting the die used for *invoke patron* checks, patron spells, (and, for elves with patrons, possibly all spell checks). For each adjustment up or down, the caster gains or loses one casting of *invoke patron* or a patron spell each day (determine randomly).

Adjustments for patrons are as follows:

-2d:

Bobugbubilz. The Purple Planet has neither amphibians nor a place for them to dwell.

The King of Elfland. The Purple Planet has no direct connection to Faerie.

-1d:

Yddgrrl. Although there are no true forests on the Purple Planet, the World Root can still reach this world through the mushroom jungles.

No change:

Sezrekan. The Old Master reaches all places with equal ease.

+1d

The Three Fates. As the Purple Planet dies, it becomes easier to reach the ultimate spinners of destiny.

Obitu-Que. The suffering of this world draws him as a candle draws a moth.

Ithha. This dry world welcomes the Prince of Elemental Wind.

+2d

Azi Dahaka. The Purple Planet may well be his birthplace.

GEOGRAPHICAL EFFECTS

Casting spells on the Purple Planet can have unexpected side effects, depending upon where the caster may be. All spells consume, create, or convert energy. There are things lying dormant on the Purple Planet ready to use that energy, for good or for ill. Whenever a spell is cast, consult the proper chart for the geological area it is cast in.



Ancestor Peaks

Spells cast in the Ancestor Peaks have an additional effect based on the spell check result, as indicated below:

Check	Additional Effect
1	An ancestral wraith is summoned, a ghostly kith warrior who attempts to slay the caster. The wraith takes only half damage from non-magical attacks and targets only the caster. It is otherwise identical to the kith champion on page 3 of <i>Peril on the Purple Planet</i> .
2-17	The spell energy summons a flock of 1d12 gribb, which are <i>not</i> under the control of the caster. They attack all potential targets indiscriminately until slain or driven off.
18-23	No effect.
24-28	The sky grows cloudy, and lightning flickers around the peaks.
29-35	As 24-28, above, but the caster may select a single target within line of sight to be struck by lightning (5d6 damage, DC 20 Fort save for half).
36+	The magic triggers a full lightning storm, as described on pages 15-18 of <i>Peril on the Purple Planet</i> , except that the storm forms in 5d5 rounds instead of 1d5 hours.

Broken Hills

When a spell is cast in the Broken Hills, the caster must roll 1d7 + Luck modifier, and consult the following chart.

Check	Additional Effect
0 or less	Long-dormant seeds, energized by the spell, erupt into life up to a mile around the caster. This unfortunately reduces the spell check result by 2d10.
1-2	Casting the spell triggers a hutarrak swarm attack (see <i>Bestiary of the Purple Planet</i>).
3-4	No effect.
5-6	Reverberations in the aether alert a rogue ascendant master hiding in the Broken Hills. He sends a party of 1d20+10 kith raiders to capture the source of the disturbance. They arrive at the site where the spell was cast in 5d20 minutes, and begin tracking from there.
7	The spell's energies provide the caster some protection from the weirdling sun, and he recovers 1d3 points of Stamina damage (if any).
8+	Long-dormant seeds, energized by the spell, erupt into life up to a mile around the caster. This fortunately feeds back into the spell, increasing the spell check result by +2d6.

Mushroom Jungle

Spells cast in the mushroom jungle have an additional effect based on the spell check result, as indicated below:

Check	Additional Effect
1	Several nearby mushrooms, alerted to the potential energy source, spore upon the caster. Unless he succeeds in a DC 10 Fort save each day for the next 1d7 days, he will suffer 1d3 points of Stamina damage for each failed save as mushrooms erupt from his flesh.
2-17	No effect.
18-23	Thick growths of harmless mushrooms grow on 1d3 random pieces of the caster's equipment.
24-28	A tall growth of mushrooms sprouts up around the caster, giving him a +2 to AC so long as he remains among them, but impeding his vision and reducing his speed by half when he does move. The caster has a -2 penalty to attack rolls and must succeed on a Luck check to target spells so long as he remains in the growth.
29-35	A nearby fungus becomes ambulatory, and strides away into the mushroom jungle. If followed, it may lead to a significant location, a random encounter, or in a random direction, at the judge's discretion.
36+	A nearby fungus becomes ambulatory, and fights for the caster for up to 2d5 rounds before departing. Ambulatory fungus: Init -2; Atk 2 flailing "arms" +2 melee (1d3); AC 12; HD 4d12; hp 25; MV 40'; Act 2d20; SP immunity to piercing weapons, half damage from bludgeoning weapons; SV Fort +6, Ref -4, Will +0; AL N.

Wasteland

When a spell is cast in the wasteland, the caster must roll 1d7 + Luck modifier, and consult the following chart.

Check	Additional Effect
0 or less	Ambient nano-mites infest the caster, reducing the spell check result by -1d3. Each spell cast thereafter increases the reduction by 1d3 until the infestation is removed (<i>protection from evil</i> , <i>neutralize poison or disease</i> , 3 HD of clerical healing, or <i>magic shield</i> will do so).
1-2	Casting the spell triggers a hutarrak swarm attack (see <i>Bestiary of the Purple Planet</i>).
3-4	No effect.
5-6	The spell raises whirlwinds of dust around the caster for 1d5 rounds. Creatures within 100' (but not the caster) must make a DC 10 Will save to take effective actions during this period.
7	The spell's energy revitalizes part of the wasteland, equal to 100 yards per spell level, but the oasis is consumed again by the wastes in 5d4 days. Until then, the area provides water and food for all who rest here.
8+	Insight! Here in the wastes, the caster discovers a method to protect himself from the weirdling sun, and suffers no further Stamina loss from it.

PURPLE PLANET MERCURIAL MAGIC

Roll for each cleric or wizard spell, for each character, when it is first cast on the Purple Planet. Each point of Luck modifier indicates a 10% bonus or penalty, as normal. Use the character's Luck modifier when the spell is first cast.

D%	Mercurial magic effect to spell
01	Cryosleep. After casting this spell, the caster must succeed on a Luck check or be encased in a cylinder of magical ice for 4d6 hours. The caster is in a deep sleep and oblivious to his surroundings during this period. The ice is unbreakable, unmeltable, and protects the caster from all external agents.
02	Here comes the sun. This spell creates a conduit focusing the dying sun's weird energy on the caster, who takes 1d3 points of temporary Stamina damage. Taking more than 6 points in 1 day causes Purple Planet minor corruption.
03	Unfortunate stars. Strange constellations play havoc with targeting this spell. After the target(s) are selected, the caster must roll 1d10+ the caster's level and Luck modifier. If the roll is 0 or less, the spell centers on the caster. If the roll is 7+, the caster chooses the target(s) normally. Otherwise, the judge randomly selects targets from the area around those the caster intended, consulting the "Lost Movement" chart on page 11 of <i>Peril on the Purple Planet</i> .
04	Disable relics. Upon casting this spell, all relics in a 50' radius of the caster are deactivated. They cannot be activated and used for 1d6 rounds.
05	Na-nope! Ambient nano-mites consume part of the spell energy, decreasing the spell result by 1d12 per spell level. This cannot cause the spell to be lost, but it can cause the spell to fail as its energy is consumed. There is a 3% chance per level that the nano-mites consume part of the next spell cast as well. This repeats until a spell is cast without nano-mite interference.
06	Ascended mastery. The character takes on the arrogant personality of an ascended master for 10 minutes per spell level. His Personality is reduced by 1d5 for this period, but he gains none of the authority of an ascended master over the Kith.
07	Home wrecker. Casting this spell causes spatial warps "back home," destroying buildings and lives in the process. Every night following a casting of the spell, the caster is haunted by visions of his destruction.
08	Flashback. The caster experiences visions of past events on the Purple Planet (as determined by the judge), effectively leaving him blind to the present for 1d3 rounds per spell level. The character can still hear, feel, smell, and taste his actual time – only his sight is affected.
09	Sunburned. When this spell is cast, the weirdling sun pulses. Everyone within 500 yards of the caster (including the caster) is seared for 1d3 damage.
10	Go with The Flow. For 1d4 rounds after this spell is cast, a psychic entity identifying itself as "The Flow" attempts to control the PC's body each round (DC 15 Will save).
11	Earthquake! Creatures within 500 yards of the caster must succeed in a DC 10 Ref save or fall prone. The caster is not affected 50% of the time.

D%	Mercurial magic effect to spell (continued)
12	Greenstone feedback. The caster must roll a Luck check on 1d20. If the result is under his Luck, nothing happens. If it is equal to his Luck, every greenstone or greenstone shard possessed by the character adds +1 to the spell check result. If it is over his Luck, a greenstone shard in the group's possession is reduced to ash, but no benefit is gained.
13	Transporter. The caster must succeed in a DC 10 Will save or every living creature within 50' (including the caster) is transported instantly 1 hex per spell level away in a random direction. The judge determines the direction by rolling 1d6 and consulting the "Lost Movement" table on page 11 of <i>Peril on the Purple Planet</i> . If the spell would take characters off the plateau, they appear at the edge of the plateau instead (unless the judge determines otherwise).
14	Payback. A mechanized brain appears and demands reparation for its stolen spell knowledge. It shoots a ray of energy at the caster (Atk +6 + spell level, 1d10 damage) and vanishes.
15	Transformation. The spell grants the caster gribb-like wings, and a flying speed of 50'. Unfortunately, it also grants a gribb-like head. This has a bite attack doing 1d4 damage, but costs the caster 1d5 + spell level Intelligence until the transformation ends (after 1d3 rounds per spell level).
16	Technodrain. In order to cast this spell normally, the caster must be carrying a relic that has at least one charge; this charge is lost when the spell is cast. If the caster is not carrying a charged relic, then this spell is cast with a -1d spell check penalty.
17	Across the multiverse. There is a percentage chance equal to this spell's level that this spell exchanges the caster for a different version of himself from a parallel universe. The new version of the caster looks roughly the same, but has opposite alignment (or different, if originally neutral) with appropriate changes to patrons or deities (judge's choice).
18	Rise and fall. The spell loosens the pull of gravity on the caster. He rises 1d12' per spell level, and then falls as gravity reasserts itself, taking normal falling damage. With a DC 10 Will save, he can divert this affect to another roughly human-sized target within 50'.
19	Fungal magic. Casting the spell requires the caster to consume Purple Planet mushrooms. Roll 1d16 and consult page 9 of <i>Peril on the Purple Planet</i> . If the die comes up 16, roll <i>twice</i> and use both results. Normal results of eating the mushrooms apply.
20	I am Kith. Upon casting this spell, for 1d4 rounds the caster transforms physically and mentally into a Kith raider. When reverting back to normal form, the caster has a percentage chance equivalent to his Luck score to learn the Kith language. Judges may refer to page 3 of <i>Peril on the Purple Planet</i> .
21	Mummified. The spell draws energy from the caster's body, leaving him withered as an ancient mummy for 1d6 minutes per spell level.
22	Totemic magic. The spell needs a focus crafted from the remains of one or more creatures from the Purple Planet. 1d5: (1) gribb, (2) strekleon, (3) kith, (4) death orm, (5) roll <i>twice</i> , and both results apply. If the same result, parts from two creatures are needed.
23	Storm magic. When the spell is cast, clouds gather. A downpour centers around the caster 1d7 minutes later. There is a 1 in 3 chance that 1d3 lightning strikes per spell level target random creatures within a 100' radius of the caster (including the caster), each strike doing 3d6 damage (Fort save DC 15 for half).
24	Carnivore caster. In order to cast this spell, the caster must first spend 1 action eating the flesh of one of his kills. If he has no flesh to eat, then he suffers a -2d penalty to his spell check.
25	Weirdling spellburn. This spell requires at least 1 point of spellburn, which must come from Intelligence, Personality, or Luck. Spellburn for this spell <i>must</i> come through these three abilities, but Luck spellburned in this way heals normally.
26	Kith magic. The caster must perform a ritual focused on a relic of the Purple Planet, like the superstitious rituals of the kith perform out of superstitious ignorance (see <i>Peril on the Purple Planet</i> , page 3). The ritual adds +1d3 rounds to casting time.
27	Trophy focus. The caster must use a body part of a Purple Planet native (man or beast) as a focus for this spell. The "trophy" must be one of the caster's own kills. If he has no trophy he suffers a -2d penalty to his spell check.
28	Energy drain. The spell is powered by the closest creature from the caster's home world, which suffers 1d3 damage per spell level. If no other creature is available, the caster suffers the damage.

D%	Mercurial magic effect to spell (continued)
29	Chow time. The caster must make a successful Luck check or be attacked by miniature death orms that erupt from the ground, collectively doing 1d7+ spell level points of damage, then disappearing in green puffs of smoke.
30	Baiting smile. After casting this spell, the caster's lips swell into two writhing banana-sized worm-like shapes for 1d4 hours. The caster suffers a -2 penalty to spell checks and Personality-based actions for the duration.
31-40	Just like Aereth. Reroll Mercurial effect using the standard chart. There is a 1 in 3 chance that this change is permanent; otherwise it reverts when the character leaves the Purple Planet.
41-60	No Mercurial effect. The spell manifests as standard.
61-68	No change. Use previous Mercurial effect from character's home world, if any.
69	Stench of death. The caster smells of carrion for 10 minutes per spell level. This may attract carnivores or scavengers, at the judge's discretion.
70	Inspiration. The caster gains an insight into the nature of something encountered on the Purple Planet. There is a 1 in 3 chance that this insight is garbled, misleading, or simply wrong.
71	Shower of worms. A shower of small grey-white worms rains down in a 300' radius around the caster. They burrow into the ground or dissolve into ash 1d4 rounds later.
72	Through unknown eyes. After casting this spell, the caster must make a DC 13 Will save or be helpless for 1d4 rounds as he sees through the eyes of another being somewhere on the Purple Planet (judge's choice).
73	War visions. The caster may experience visions of the final war, granting a +1d bonus to the spell check, but costing the caster 1d3 points of Personality or Intelligence damage (caster's choice) each time he harms another being for 1 hour per spell level thereafter. If the caster chooses to forgo these visions, the spell is cast at -1d on the dice chain.
74	Dust cloud. Clouds of ash and dust obscure vision in a 30' radius, centered on the caster, for 1 round per spell level. Nothing farther than 10' away can be targeted through the clouds.
75	Summons from home. Every time this spell is cast, a random item of equipment (Table 3-4, <i>core rulebook</i> page 73) falls from the sky. DC 10 Reflex save or it falls on the caster, possibly causing 1d6 damage or having other effects.
76	Whoopsie. This spell causes a relic within a 50' radius (judge's choice) to spend a charge, functioning as if the proper activation and function rune sequence had been entered.
77	Gambler. The caster may add a bonus to the spell check, but each +1 to the spell check increases the range at which the spell is treated as if a natural "1" were rolled.
78	My son, my sun. Painfully bright heliotrope light radiates from the caster for 1d3 rounds per spell level, granting a +2 bonus to AC during this time and illuminating a radius of 260'.
79	Shardburner. In order to cast this spell normally, the caster must possess a greenstone shard. The shard is consumed in the casting, but provides a +1d10 spell check bonus. If the caster does not have a greenstone shard, then this spell is cast with a -2d spell check penalty.
80	Meet and greet. After this spell is cast, the caster teleports next to the spell's target. The caster is not subject to any harmful effects from a successful spell check.
81	Death touch. Coursing with weirdling energy, the caster's touch causes 1d10 per spell level damage for a period of 1d3 rounds per spell level. Targets are allowed a DC 15 Fort save for half damage.
82	We are stardust. Upon casting this spell, the caster's mouth begins uncontrollably filling with a glittery sandy substance. On one of the following rounds he may use that sand as a breath weapon (caster's attack bonus, 1d8 damage, target suffers -2 to hit penalty for 1 round). The caster may not cast, speak, etc., until the breath weapon is used.
83	Magnetic personality. For 1d3 rounds after this spell is cast, all metals are slightly attracted to the caster. The caster gains a +2 bonus to hit opponents in metal armor, but opponents using metal weapons gain a +2 bonus to hit the caster.
84	Old faithful. Casting this spell causes a 30' tall, 5' diameter jet of green acid to erupt randomly in a 30' radius around the caster for 1d3 rounds. The caster and all creatures within 30' of him must make a DC 13 Reflex save or take 1d6 + spell level damage each round.
85	Ancient echoes. A dissonant chorus of voices echoes the caster's own as he casts this spell. The caster gains a +1d bonus to the spell check, but for 1d3 rounds receives a -1d Will save penalty.

D%	Mercurial magic effect to spell (continued)
86	Fungal farmer. Tiny benign mushrooms of all colors grow in a 5' radius around the caster; a small Viscuson (yielding 1 pint of milk) grows among them if the caster makes a successful Luck check. Judges may refer to page 9 of <i>Peril on the Purple Planet</i> .
87	Encounter aversion. The next encounter check after the spell is automatically "no encounter".
88	Purpletone. When this spell is cast, a giant spectral worm passes through the caster, leaving him covered in purple ectoplasmic goo. Fortunately, rubbing it into the skin prevents damage from the weirdling sun for 24 hours.
89	Gribb summoner. Casting this spell summons a flock of 1d8 + spell level – Luck modifier vulture-like reptiles, and they are hungry. Judges may refer to page 14 of <i>Peril on the Purple Planet</i> .
90	Space shrinker. At the instant of casting, the space between the caster and target is momentarily warped and reduced by half, effectively doubling the range of this spell. This effect happens too quickly to be utilized for any other purpose.
91	Ascension. The kith treat the caster as an ascended master for 10 minutes per spell level. There is a 1% cumulative chance per casting that this effect is permanent.
92	G.B.T.B. The caster has a moment of insight that may significantly improve casting this spell in his current environment. If the caster makes a successful Luck check, he may add the difference between his Luck ability score and his Luck check roll to his spell check.
93	I feel good. The caster is healed 1 point of Stamina damage per spell level.
94	Technosurge. If the caster is carrying a relic, then it gains one charge with this spell's casting. If a natural "1" is rolled on the spell check, the relic self-destructs, inflicting 3d6 damage to all within a 30' radius (caster included).
95	Ormskin. For 1d4 + Luck modifier rounds after this spell is cast, the caster's skin becomes chitinous red hide like that of an orm. The caster gains +5 AC, suffers a -4 armor check penalty, and a +5 Fort save bonus to disintegration ray attacks.
96	Ancestor shield. After this spell is cast, swirling spirits of long-dead kith warlords shield the caster, who gains +2 to AC and saves. This effect lasts for 1 round per spell level.
97	Beastmaster. On a successful Luck check, a full grown Strekleon appears and immediately attacks this spell's target. It remains summoned for 1d3 + Luck modifier rounds, and then vanishes with a thunder clap. Once its target dies, it chooses to attack whatever is closest (PCs included).
98	Lifegiver. Vegetation sprouts in a 10' radius per spell level around the caster. It succumbs to the weirdling sun in (roll 1d7): (1) 1d3 rounds, (2) 1d4 minutes, (3) 1d5 hours, (4) 1d6 days, (5) 1d7 months, (6) 1d8 years, or (7) never.
99	Roll again twice.
00	Roll again twice, but instead of rolling d%, roll 4d20 modified by the wizard's Luck adjustment (in increments of 10%).

Even if a caster maintains his original Mercurial Magic roll, being on the Purple Planet may have unexpected results:

- **Result 17: Stolen knowledge** – There is a 1 in 3 chance that any "mechanized brain from the distant future" is actually a rogue ascended master on the Purple Planet. In this case, if the PCs can defeat the rogue master, this mercurial effect no longer occurs.
- **Result 80: Dimensional schism** – The chance of being replaced by an alternate version of the caster doubles while on the Purple Planet.
- **Result 82: Spell killer** – The Purple Planet is one of the worlds that the caster has stolen energy from to fuel his spell(s). While on the Purple Planet, there is a cumulative percentage (equal to spell level) that energy is stolen again from the Purple Planet. In this case, there is a cumulative percentage equal to total party levels that the energy is stolen from the plateau – destroying all of the PCs in the process. This is not truly random; ancient sorcerer-kings who survived previous depredations and the ghosts of the dead are taking advantage of the situation to use the spell's casting to destroy the PC. The PC is aware of this as soon as the spell is cast for the first time on the Purple Planet. Finally, any kith or ascended master who sees the PC cast the spell instinctively comprehends the danger to the Purple Planet, and will do all within his power to destroy that PC.

WIZARD MAGIC

PURPLE PLANET CORRUPTION

When a spell result indicates corruption on the Purple Planet, use these tables instead of the ones in the *core rulebook*.

Minor Corruption

D10	Result
1 or lower	Enervation! The character takes 1d3 Stamina damage, drained by the weirdling sun.
2	The character becomes more Kith-like, adapting to the weirdling sun. Determine what changes randomly (1d6): (1) skin pales; (2) eyes become blue-white; (3) arms become long and hairy; (4) face becomes ursine; (5) torso changes (character takes -1 Stamina damage daily from the weirdling sun); (6) mind is affected (-1 Intelligence or Personality, 50% chance of each).
3	A strange fungal growth covers all exposed skin. Roll 1d3: (1) mold, (2) mushrooms, (3) lichens. Roll 1d5 to determine color: (1) sickening mauve, (2) emerald, (3) pale grey, (4) dull orange, (5) angry red.
4	The character develops painful ulcerations on some part of his body, which are infested with threadlike grey worms. Roll 1d6: (1) hands, (2) face, (3) feet, (4) arms, (5) legs, (6) torso. The worms may show up unexpectedly in the character's food, drink, or equipment.
5	Coruscating runes of weird purple light crawl over the character's skin, giving him a disconcerting appearance.
6	Character's skin takes on a green cast, increasingly greener and brighter each time this corruption is rolled.
7	Dehydration. The character develops a constant and unquenchable thirst.
8	Dust and ash fall constantly from the character's pant legs or robes, making him easy to track.
9	His magic linked to the weirdling sun, the character takes +1 Stamina damage daily from exposure if he cast any spell the previous day.
10+	Spell feedback. The character takes 1d3 damage, and cannot cast spells without using at least 1 point of spellburn, for 1d6 hours.

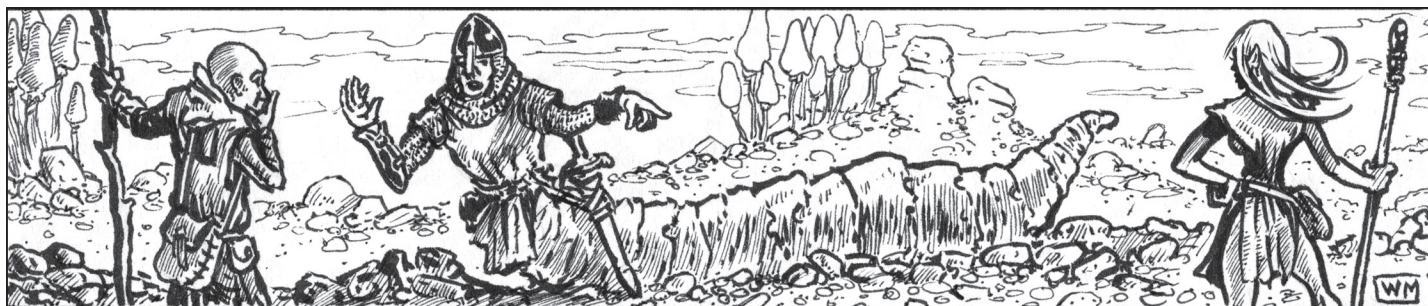
Major Corruption

D10	Result
1 or lower	Enervation! The character succumbs to the power of the weirdling sun, losing 1 point of Stamina each week for 1d4 weeks.
2	The character grows four extra arms over the course of 1d4 months; these can be operated independently. Use the rules for two weapon attacks, on page 94 of the core rules. Each additional off-hand used increases the penalty to all hands by -1 die on the dice chain.
3	The character exudes a rank odor that may be attractive to predators – and which draws any death orp within 1 mile (Vatya-Ibdiid is immune).
4	Unable to draw spell energy from normal sources, the magic instead causes 1d5 damage per spell level to all living things within 100'. The damage done to the caster is permanent, although others may heal normally. If this reduces the caster to 0 hp, a successful Recover the Body check allows him to survive with 1 hp.
5	The character's body is wreathed in alternating green and purple fields of just-visible energy. Every time a spell is cast, the character has a 50% chance of being green (spell cast at +1d on the dice chain) or purple (spell cast at -1d on the dice chain); check each spell, even if two are cast in the same round. This effect occurs only when the character is on the Purple Planet.
6	Character is telepathically linked to the hutarrak (see <i>Bestiary of the Purple Planet</i>). When in direct contact with them – including when being attacked by a swarm – the character must make a DC 10 Will save each round to do anything other than speak garbled nonsense. The judge may choose to have the character speak something of importance during this time, but the character will not remember what it was.
7	Purple taint. Roll 1d3: (1) character's eyes become purple, and he gains a ranged eye beam attack for 1d6 damage to targets up to 20' away; (2) hair becomes purple and writhes with a life of its own; (3) teeth and bones turn purple.

8	Character's flesh takes on a pulpy fungal consistency, permanently reducing hit points by 1d4 but reducing all bludgeoning damage (including falling damage) by 2 points.
9	Character becomes withered, losing 2d4 inches in height and 2d10 pounds.
10+	The character gains the pebbly reptilian skin of a gribb, granting +2 to AC but causing 1 point of permanent Personality loss.

Greater Corruption

D10	Result
1 or lower	The character's soul becomes linked to the unearthly radiations of the weirdling sun, causing 3d6 damage immediately. Henceforth, he suffers no Stamina damage due to the star's strange radiation, but instead suffers if he is deprived of the light of the weirdling sun. If the character leaves the Purple Planet, he suffers a permanent -2 penalty to all ability scores (including Luck).
2	Desiccation. The character's body shrivels and mummifies, taking 1d3 points of damage to Strength, Agility, or Stamina (determine each point randomly) as his body becomes a dry corpse. Only magic can prevent or reverse this damage.
3	Death orm transformation. In a painful transformation, the character's flesh takes on the chitinous red aspect of a death orm, granting a +2 bonus to AC. Thereafter, every day the character must succeed in a DC 10 Will save or grow 1d6'. When the character reaches 10' in length, his legs merge and he must slither along the ground. When the character reaches 20' in length, his arms merge with his body, he grows vestigial paddle-like organs from his neck, and his body thickens to 4' in diameter. Thereafter, each foot he grows increases his diameter by 6 inches until 8' is reached. The character can smell greenstones and greenstone shards at a distance of 1 mile. When the character reaches 30', he transforms completely into a death orm, mind and body.
4	Infected by nanotech. Nanotechnology uses the spell energy to power itself, infecting the character with nodules of reddish-grey metal over the next 1d4 weeks. When the transformation is completed, it is impossible to hide. The nodules itch, causing 1 point of Agility loss. There is a 20% chance that the character loses 1d3 Personality but gains 1 point of Intelligence as well.
5	The character radiates weirdling energy. Anyone who spends more than an hour in his company over a 24-hour period must make a DC 10 Fort save or take 1 point of Stamina damage.
6	Ascended master! The nanotechnological ghost of an ascended master possesses part of the character's mind. The character can now speak the language of the Kith, but the ascended master has goals of his own, and can attempt to control the character's actions with an opposed Will save (+8 bonus) 1d5 times a day.
7	Strekleon quills grow over the character's body, beginning as mere nubs, but growing to full length over 1d3 weeks.
8	Phosphorescence. Caster glows in the dark with a radiance that makes it impossible to hide, roughly equal to candlelight. Roll 1d5: (1) pallid green, (2) sickly grey, (3) emerald, (4) violet, (5) pulsating purple.
9	The character grows gribb-like wings over the course of 2d6 weeks. If the character's Strength is 12 or less, they move and twitch on their own, but if 13+ the character gains a fly speed for up to Stamina rounds: 13-14 = 30', 14-16 = 50', 17 = 60', 18 = 90', 19+ = 120'.
10+	Resurgence of native magic. Reroll on standard charts as (1d7 + Luck modifier): (0 or less) minor corruption, (1-6) major corruption, (7+) greater corruption.



WIZARD SPELL EFFECTS ON THE PURPLE PLANET

Wizard spells, regardless of being rooted in black, white, or elemental magic, may be affected by the fluctuating weird energy of the Purple Planet's dying sun. Some contend that casting on the Purple Planet is ruled solely by Luck, but there is more to it than that. Mortals cannot perceive the patterns of the weirdling radiation mixing with the arcane, so some spells appear to behave more randomly than usual. These spells have the *weirdling magic* effect. A caster casting a spell with *weirdling magic* makes a Luck check before rolling his spell check. If he rolls less than or equal to his Luck score with a d20, then he receives a +1d bonus to his spell check (having integrated his casting with the fluctuating weird energy); failure imparts a -1d penalty. A natural 1 or natural 20 on the Luck check imparts a +2d bonus, or -2d penalty, respectively. Some spells behave differently than normal if the Luck check is failed; some behave differently regardless of the Luck check. Note that *Detect Invisible* allows one to perceive enough of the fluctuating energy's structure that *weirdling magic* spells are treated as if the Luck checks were successful (see below). For resolving a spell affecting a relic, refer to the Techno-Magic section of this book.

First Level Spells and Effects

- *Animal Summoning*: The caster must be familiar with and possess an expendable material remnant from a mundane Purple Planet animal. Summoning a bear with a bear claw from "back home" will not work.
- *Charm Person*: Treat Purple Planet natives as "outsiders" imparting a -4 spell check penalty.
- *Choking Cloud (weirdling magic)*: Regardless of Luck check, the spell always manifests as a bright green cloud that undulates with the shape of an unrecognizable androgynous face.
- *Color Spray (weirdling magic)*: If the caster fails his Luck check, then he too is affected by his spell. He receives a +1d bonus for his Will save, however.
- *Flaming Hands (weirdling magic)*: Regardless of Luck check, the spell always manifests as bright green flames; tiny images of the caster's burning body appear in the flames.
- *Magic Missile (weirdling magic)*: If the caster fails his Luck check, then missiles only hit their targets if the spell check is greater than or equal to the targets' AC values.
- *Sleep (weirdling magic)*: If the caster fails his Luck check, then he too is affected by his spell. He receives a +1d bonus his Will save, however.
- *Detect Invisible*: On a successful casting, this spell reveals some radiation patterns of the weirdling sun. As long as these patterns are visible, the caster can cast any *weirdling magic* spell as if he has successfully made his Luck check (+1d spell check bonus).
- *E.S.P.*: This spell is generally benign, unless the spell check is 32 or more. If the caster is able to "hear" all thoughts, then he opens his mind to the Green Flow (see *The Purple Underplanet*). The caster must make a DC 15 Will save or be mentally invaded. The caster is catatonic for 1d4 days as his feeble brain recovers from contact. What does the Flow say? Whatever it is, the caster permanently gains 1 point of Intelligence and loses 1 point of Personality. This effect can only occur once.
- *Invisibility*: There is a 5% chance the caster attracts the attention of an insane astral being trapped by the weirdling rays. This "astral shadow" attacks the caster 1 round after the spell has been cast. Each time the spell is cast, the chances to draw the being's ire are increased by 5% (10% for second casting, 15% for third casting, etc.).
- *Mirror Image (weirdling magic)*: If the caster fails his Luck check, then each round a different image will visibly flicker, allowing an opponent to avoid that particular image.
- *Monster Summoning*: Unless the intended monster is capable of teleporting across the multiverse, the caster must be familiar with and possess an expendable material remnant from a Purple Planet monster.
- *Phantasm (weirdling magic)*: If the caster fails his Luck check, then his illusion will be morphed with the shape of an unrecognizable androgynous face. It is up to the judge how this affects those viewing the illusion, but Will saves to "disbelieve" receive a +4 bonus.
- *Ray of Enfeeblement (weirdling magic)*: If the caster fails his Luck check, then rays only hit their targets if the spell check is greater than or equal to the targets' AC values. This spell does Stamina damage rather than Strength damage, regardless of Luck check.
- *Scorching Ray (weirdling magic)*: Regardless of Luck check, the spell always manifests as a bright green arcing ray of fire; tiny images of the party's screaming faces move along the ray. If the caster fails his Luck check, then rays only hit their targets if his spell check is greater than or equal to the targets' AC values.

SECOND LEVEL SPELLS AND EFFECTS

Third Level Spells and Effects

Since *Peril on the Purple Planet* is a level 4 adventure, most adventuring wizards and elves will not have access to third level spells. However, these adventurers may return, or never leave. It is up to the judge to determine how most third level (and higher) spells behave, based on the preceding examples. However, there are some specifics that bear mentioning.

- *Eternal Champion*: This champion will be legendary to the Kith, but not the PCs. The warrior is an ancient Purple Planet native with armor, weaponry, and fighting techniques unfamiliar to the party.
- *Planar Step*: Planar stepping to, as well as around, the Purple Planet may be done without penalty. However, the weirdling rays of the sun make it extremely difficult to leave via planar step. Casting this spell to leave the Purple Planet incurs a -2d spell check penalty and requires a minimum result of 27.

GREEN CONSUMPTION

Creatures on the Purple Planet feed on any energy source available. The great death orms can scent and consume greenstones and their shards. So, too, can brave or foolish PCs, but only those whose bodies are already suffused with arcane energies can truly profit thereby.

Any character consuming a greenstone shard gains the benefits of having consumed a day's rations. In addition, a wizard or elf consuming a greenstone shard gains +1d5 temporary hit points per shard consumed. These temporary hit points are used first, and cannot be healed once lost. Any character (regardless of class) so foolish as to consume a greenstone gains +1d30 temporary hit points, but must succeed in a DC 20 Fort save or immediately suffer 1d5 major corruptions.

At the end of every day where a shard is consumed, the PC must roll 1d5 and add the number of temporary hit points remaining to the roll. His luck modifier is *subtracted* from this roll. A non-wizard or elf adds +5 to this roll per shard consumed:



Die roll	Result
0 or less	Energy surge grants the character an additional +1d3 hit points!
1-3	No result.
4-5	Character's skin turns an odd shade of green for 1d7 minus Stamina modifier days.
6-7	Character's hair (including body hair) turns to ash; it can regrow normally.
8-9	Character's skin turns bright green and hardens, adding +2 to AC but causing 2d3 points of Agility damage. When the Agility damage is healed, the AC bonus is lost, and the character's skin returns to normal.
10+	Character suffers 2d7 damage from power feedback.

Once a character has consumed a greenstone shard, he must make a DC 5 Will save or consume any additional shards in his possession. He must also save to avoid consuming any additional shards he encounters.

DIVINE MAGIC

The weirdling sun of the Purple Planet affect divine spellcasters in unusual ways, adding mercurial magic effects to even the most reliable cleric spells, but it is the *distance* from their deities that causes the most trouble for clerics. Some spells work differently, some may falter, as the cleric's calls to a higher power may not be heard with the same degree of immediacy as normal. The Purple Planet, wherever it might be in the cosmos, is a long way from home. Fortunately, for some clerics, the gods are closer than they might realize. For others, their cries for help may barely be heard at all.

Depending on the nature of the god and the strength of its divine power, a cleric's deity may look unusual on the Purple Planet when it appears to the caster in visions (and dreams and nightmares). The divine manifestations of the gods are infinite, and what is seen on the Purple Planet is but one, albeit unusual, permutation of the divine godhood.

Each of the central deities from *Dungeon Crawl Classics* is outlined below, with notes about their connection to the Purple Planet (if any), their proximity to this strange world, and an indication of the way in which disapproval and spellcasting (and other effects) are altered for clerics on this strange world.

GODS AND THE PURPLE PLANET

Alignment	God	Disapproval Effect	Spellcasting and Other Effects
Law	Shul, god of the moon: Absent from the sky of the Purple Planet, this god of knowledge and law can only be reached through extreme effort, and the rays of the dying sun affect spell casting in his name.	DC 15 Personality check each day, or disapproval range begins at 5.	-1d spell check penalty when casting outside under the dying sun. No penalty if casting at night, beneath cover, or underground. <i>Divine aid</i> is cast at a -5 penalty.
Law	Klazath, god of war: This black-armored, battle-axe-wielding god was but a spectator to the war of the ancients, but he has maintained a close presence and favors the clerics who promote aggression to solve problems.	Disapproval range immediately reverts back to 1 if the caster kills an enemy in combat.	<i>Word of command</i> , <i>stinging stone</i> , and <i>spiritual weapon</i> are granted an additional +5 to the spell check when cast.
Law	Ulesh, god of peace: This deity appears as a white-haired, androgynous being who observed the Last War with lamentation and has remained close to this realm to balance the violence of Klazath.	DC 15 Will save each combat, or the caster will spend the first round of combat attempting to commune with Ulesh instead of taking any other action.	If the DC 15 Will save is made at the start of combat, +1d spell check to all spells cast for the next turn.
Law	Choranus, the Seer-Father, lord of creation: On the Purple Planet, this being of divine omniscience appears in myths and legends as a pair of enormous glowing hands. He created the universe, the Purple Planet included, and he is curious to see how everything will unfold.	No additional effect.	<i>Blessing</i> , <i>detect magic</i> , <i>second sight</i> , and <i>restore vitality</i> are granted an additional +5 to the spell check when cast.
Law	Daentharr, the Mountain Lord, greater god of earth and industry: This god of dwarves and miners can barely be contacted from the Purple Planet. He tends to ignore the pleas from this distant world.	Disapproval range begins at 3 and does not reset back to 1 each night. A substantial tribute to Daentharr, at the judge's discretion, is required to reset disapproval back to 1.	-1d spell check penalty to all 1st and 2nd-level cleric spells. No higher level cleric spells may be cast. <i>Divine aid</i> will not work.
Law	Gorhan, the Helmed Vengeance, god of valor and chivalry: The Brave One, worshiped by elves and paladins alike, is far away, but he listens to the echoes through the cosmos and reacts accordingly, though rarely with immediacy.	Disapproval range begins at 5 each day.	A DC 20 Will save must be made each day, or all spells take one additional round to cast, but the spell check is made at a +5. If the Will save succeeds, there no additional effect.
Law	Justicia, goddess of justice and mercy: Scales in one hand and longsword in the other, this deity is nearly blind to the PCs' peril on the Purple Planet, but calls for help will not be ignored.	Disapproval range increases by 1 for each successful or failed attempt, except lay on hands, holy sanctuary, and restore vitality, which only cause disapproval when failed.	<i>Lay on hands</i> , <i>holy sanctuary</i> , and <i>restore vitality</i> are cast at a +1d spell check. All other cleric spells are cast at -1d.



Alignment	God	Disapproval Effect	Spellcasting and Other Effects
Law	Aristemis, the Insightful One, demigoddess of true seeing and strategy: This goddess of the glowing arrow is barely aware of the Purple Planet, but separated from her immediate influence and able to focus on the threats in front of them, clerics of Aristemis are able to fight more ferociously here than they ever have before.	Make a DC 10 Personality check each day or disapproval range doubles for each failed spell check.	All combat checks and Reflex saves are at +3, but all spell checks are -2d. 
Neutral	Amun Tor, god of mysteries and riddles: Appearing as a gigantic humanoid with the head of a lion and the wings of an eagle, an enormous eye emblazoned on his chest, this enigmatic god watches over all realms, near and far, and answers those who pay tribute to his all-seeing ways.	Make a DC 10 Intelligence check each day or disapproval range begins at 2 and increases by 2 for each failed spell check.	Spell checks are increased by +1 for each sentient creature or character (not including the caster) physically in contact with the caster when the spell is cast. To gain the additional +1 to the check per sentient being, the being must have his or her eyes open.
Neutral	Ildavir, goddess of nature: The mother of form has nearly abandoned the Purple Planet but a vestige of her power remain, even as the world decays.	Disapproval range begins at 5.	Unless the caster holds a naturally-occurring object from the caster's homeworld in hand (a piece of wood, a stone, etc), all spell checks are performed at -1d.
Neutral	Pelagia, goddess of the sea: The Coral Queen ignores all who reside on the nearly barren Purple Planet, though clerics who worship her may still cast spells via her lingering physical connection with the waterways of the cosmos.	No additional effect.	If the caster stands in contact with a body of water or a source of ground water, all spell checks are performed at +1d. Otherwise, no cleric spells may be cast. Calls for <i>divine aid</i> on the Purple Planet will be met with silence.
Neutral	Cthulhu, priest of the Old Ones: Ancient legends indicate that a bizarre city built of cosmic aether and greenstone bricks sits deep below the crust of the Purple Planet. This city, known as Ryy-Lee or Arel-Yah, was forsaken by the ancient masters. But something beneath the planet stirs with weird vibrations when a cleric of Cthulhu arrives on the surface.	Each point of disapproval beyond the first reduces all saving throws by -1.	<i>Darkness, paralysis, curse, wood wyrding, animate dead, and speak with the dead</i> are all performed at +1d to the spell check. All other spells are cast at -1d. In addition, a cleric of Cthulhu gains 1d8 additional hit points when the cleric first successfully casts a spell on the Purple Planet.
Chaos	Ahriman, god of death and disease: Appearing as a horned skeleton, this fiendish spirit seeks to foster death and disease across all realms and throughout time and space.	Make a DC 10 Personality check each day or each point of disapproval beyond the first temporarily reduces the caster's Stamina by 1.	Any poisons or curses inflicted upon the caster work in reverse (damage becomes healing, etc.). Spell checks are as normal, though if the caster dealt the killing blow to an enemy, the caster gains +1d to the next spell check made.
Chaos	Hidden Lord, god of secrets: The Cloaked One is referenced in the ancient texts of the Purple Planet by the name D'hast, meaning "book of mysteries." He is present on this world, but clerics of his order will find him more unpredictable here.	For every two points of disapproval, the caster gains +1 to spell checks.	<i>Darkness, protection from evil, lotus stare, and true name</i> are all cast at +1d. All other cleric spells are cast at -1d to the spell check.

Alignment	God	Disapproval Effect	Spellcasting and Other Effects
Chaos	Azi Dahaka, demon prince of storms and waste: The hydra-god, the spawn of the Deathbringer, this deity has a close connection to the Purple Planet, with some claiming that he evolved from an ascended master on this dying world and his apotheosis brought forth an era of destruction from which this world has never recovered. Other legends say that Azi Dahaka retreated to this world and gave birth to his own children on this side of the universe, where he hoped to breed a grotesque army to destroy all living things. Whatever the reason, he is powerful on the Purple Planet, and his clerics benefit, though the additional power comes at a price.	For each point of disapproval beyond the first, the caster loses 1 hp per hour.	The caster gains +1d to any check involving spells with snakes or serpents, and each morning the caster's physical presence changes in one of the following ways – each change replaces the previous one (roll 1d6 each day): (1) two additional arms, granting one additional d16 action die per round, (2) hardened skin, providing +4 AC if the caster wears medium armor or lighter, (3) glowing red eyes, providing infravision at a range of 60', (4) long black horns, providing +1d to spell checks, (5) dark red skin, granting +4 to all saving throws, (6) an aura of whirling, hot sands that spins feverishly to deal 1d6 damage to anyone who attempts a melee attack against the caster.
Chaos	Bobugbubilz, demon lord of evil amphibians: This god of toads and slime is not powerful enough to respond to requests from the Purple Planet. Clerics of Bobugbubilz must draw upon their own store of divine magic this far away from his foul realm.	Ignore all disapproval effects.	Only 1st level cleric spells and <i>lay on hands</i> may be cast, all at a -2 spell check penalty. <i>Divine aid</i> will provide no help to the caster.
Chaos	Cadixtat, chaos titan: When the chaos titan's body was sundered to pieces on Aereth, aspects of his consciousness floated to realms near and far. One fragment of his psychic being has found itself anchored to the Purple Planet where he imparts his clerics with a strange blend of mercurial magic and unusual spellcasting.	Disapproval does not work as normal, instead roll one random mercurial magic effect for one random spell for each point of disapproval range. This resets back to 1 each day.	Instead of the <i>lay on hands</i> ability, the cleric gains the <i>color spray</i> spell. Additionally, all cleric spells are replaced with randomly determined wizard spells of an equivalent level. These spells are all cast using the cleric's normal spell check bonus.
Chaos	Nimlurun, the unclean one, lord of filth and pollution: The Holy Defiler, manifesting as a large dung beetle with five legs, rewards the sickly and wounded on the Purple Planet, though he is impatient with weak-willed requests from such a distant realm.	Make a DC 15 Fortitude save each day or disapproval range begins at 5.	For each point of Stamina loss, or for every five hit points below the caster's maximum, the caster gains +1 to all spell checks.
Chaos	Malotoch, the carrion crow god: The Mistress Defiler, in her crumbling ossuary far away from the Purple Planet, is largely unresponsive. When she responds to distant requests for divine magic, she does so reluctantly, with a small reminder to the cleric of the humility needed to pay tribute to the Crow Witch.	Ignore all disapproval effects.	The caster must succeed on a DC 15 Personality check before attempting to cast a cleric spell. If successful, patches of black feathers appear on the face, neck, back, and arms of the caster. The feathers fall out each night. <i>Divine aid</i> will provide no help to the caster.



The Effect of the Purple Planet on Other Deities: The judge is encouraged to mix-and-match the various effects on the table above to create original reactions to divine magic for other types of clerics and deities not mentioned. In addition to the effects presented on the table, the judge may determine that the distance between the Purple Planet and the gods of his or her home campaign produce strange results such as (a) automatic corruption, (b) temporary enhancements or drawbacks, (c) potentially deadly reversal effects instead of spell failure, (d) double damage or duration on particularly high rolls, (e) nightmarish hallucinations, or (f) anything that would emphasize that casting divine spells on the Purple Planet does not lead to the same results as casting back home.

TECHNO-MAGIC

The art of Techno-Magic refers to mixing off-world arcane and divine energies with the Purple Planet's relics of the ancients. While there have been practitioners of techno-magic in the Purple Planet's history, there has been no recorded use of the art for millennia.

SPELLS AFFECTING RELICS

Directly mixing off-world magic with relics of the ancients can be a dangerous proposition. One cannot be sure how spells and relics will interact, even when a particular spell and relic have previously behaved in a certain way. Moreover, there is always a risk of corruption when practicing Techno-Magic.

Whenever a relic is exposed to a spell, there is a slim chance that a spell-relic interaction takes place. In general, check for a spell-relic interaction whenever a spell's arcane or divine energies are transmitted to a relic in any way. Of course, this can happen if a relic is a spell's direct target, such as using *mending* to repair a damaged relic, but may also happen if a relic is exposed to a spell's area of effect, such as *color spray*. Furthermore, it could occur if a PC is the target of a spell which also affects whatever the PC is carrying, such as *invisibility*.

In order to determine the outcome of mixing an off-world spell with a relic of the ancients, the spell's caster must roll a "Purple" d20 and compare it to the spell check (d16, d20, d24, etc.). If the unmodified Purple d20 result is the same as the unmodified spell check roll, then a spell-relic interaction occurs which affects both the caster and the relic as described on the Spell-Relic Interaction Table. Luck may not be used to change this outcome. Note that the relic is affected differently whether it is held by an ally or an opponent; such is the will of the strange forces on the Purple Planet. Finally, corruption rolls due to spell-relic interactions are in addition to corruption rolls that may occur for other reasons (natural 1 on a spell check, etc.); recall, however, that a caster may burn 1 point of Luck to avoid a single corruption roll.

SPELL-RELIC INTERACTION TABLE

Roll	Result
1-2	Explosion! Relic destructively resonates with this spell's energy and explodes, releasing a shockwave of green and purple energies doing 4d6 + spell level damage to all within a 30' radius; DC 15 Ref save or be knocked prone. The force is strong enough to blast open locked doors, collapse weakened ceilings, etc. The spell check result is treated as a failure and the caster loses the spell for 1 week. Caster must roll on the Purple Planet Major Corruption Table.
3-5	Done for the day. Spell creates a charge-transfer conduit. The spell check result is treated as a failure and the caster loses the spell for the day. The ally's relic loses all charges, or the opponent's is fully charged. Caster must roll on the Purple Planet Minor Corruption Table.
6-10	Blinded you with science. Spell check result incurs a -3 penalty, and a phlogiston flash blinds the caster for 1d4 rounds (as Blinding Attack result 5 on p. 89 of <i>core rulebook</i>). The ally's relic loses 2d5 charges, or the opponent's gains 2d5 charges. Caster must roll on the Purple Planet Minor Corruption Table.
11-14	Almost had it. Caster must reroll his spell check with a -1d penalty, choosing the lower result between the original check and reroll. The ally's relic loses 1d3 charges, or the opponent's gains 1d3 charges. Caster must roll on the Purple Planet Minor Corruption Table.
15-17	Apprentice Technocaster. Caster may reroll his spell check with a +1d bonus, choosing the higher result between the original check and reroll. The ally's relic gains 1d3 charges, or the opponent's loses 1d3 charges.
18-19	Journeyman Technocaster. Relic "learns" spell. Caster assigns a functionless rune to be the function rune for the new effect. Relic spends 1 charge to duplicate spell effect (at caster's spell check result). If the caster assigns this effect to the relic's current activation, deactivation, or function rune then the spell is cast normally, but not learned by the relic. The ally's relic gains 2d3 charges, or the opponent's loses 2d3 charges.
20	Master Technocaster. Caster masters integration of spell and relic, gaining +3 to spell check and fully charging the ally's relic, or fully discharging the opponent's. He gains complete knowledge of the relic's operation (runes, etc.) and discovers a combined effect of spell and relic that he may attempt to learn as a new spell (judge's discretion).

COUNTERING RELIC EFFECTS WITH SPELLS

Situations may arise when the judge must determine how a spell changes a relic's effect, rather than the relic itself. For example, a caster may have erected a virtually impervious wall of force from *force manipulation*, while a kith champion attempts to shoot through it with a raygun. How is this resolved? While it is impossible to account all such situations, we present guidelines to aid the judge.

1. Relic effects are physically-based or energy-based (Purple Planet "magic"), rather than corresponding to off-world arcane and divine magic.
2. Employ the dice chain to modify effects, or impose penalties and bonuses where appropriate.
3. If in doubt, employ a Purple Roll versus the appropriate spell check, attack roll, etc., and use the Spell-Relic Interaction Table to gauge the degree of success.

Returning to our previous example of a wall of force vs. a raygun ray, stronger walls protect against heat, cold, lightning, and even all types of dragon breath. These are energy-based attacks, so it would be reasonable to rule that a raygun's disintegration ray could not penetrate such a wall. On the other hand, a *magic shield* protects against physical projectiles as well as *magic missiles*, so its AC bonus would not apply to a disintegration ray, although the judge may rule that the protected caster would have a bonus to the associated Fortitude save.

DISCOVERING NEW SPELLS FROM RELICS

An enterprising caster who witnesses a relic's inimitable effect may wish to create a spell that behaves similarly. What wizard would not desire a spell that duplicates the ray rifle's disintegration ray? An extremely lucky caster could acquire similar knowledge by accident, via a Purple Roll of 20 on the Spell-Relic Interaction Table. However, this result creates a spell that blends the effects of an interacting relic and spell; it does not solely duplicate the relic's effect. In order to create a spell that duplicates a relic, a caster will need weeks, if not months, of research coupled with questing, lots of trial and error, and complete knowledge of the relic in question. To get a feel for the type of sacrifice required, the reader is reminded of Tables 7-1, 7-2, and 7-3 in the *core rulebook*. In this case, however, there may be no one who knows the spell in question. This process is not restricted to wizards and elves; a cleric may wish to channel his god's power in a new way, and devoted research will be rewarded with glimmers of divine insight.

The process for discovering a spell from a relic is many-fold, consisting of the following requirements. First, the caster must have complete knowledge of the relic; he must know what runes correspond to activation, deactivation, and function, as well as successfully having used the relic himself. Secondly, the caster must quest for at least one aid that im-

parts some knowledge of how the relic works; this aid could be an ancient schematic, an apprenticeship with a knowledgeable Purple Planet native (e.g., a grateful ascended master), or a deal with a supernatural extra-planar being.

With this prerequisite knowledge, the caster may begin trying to discover a spell equivalent to the relic's effect. Each week the caster must spend at least 1,000 gp on research materials (judge's discretion). At the end of the week the caster must roll a d20 + Luck modifier on the Spell-Relic Interaction Table, ignoring table entries that refer to spell check modifications and spell loss, but adhering to changes in relic charging, relic destruction, and caster corruption. A result of 20 or more is necessary for the caster to discover the spell. A caster may modify this roll by burning his own Luck (a halfling may not assist) and by questing for research aids.

Each research aid (schematic, apprenticeship, etc.) obtained through questing grants a +1 to +3 "bonus" to the interaction roll, depending on the quality of the aid. If the caster accidentally destroys the relic (e.g., from an interaction roll less than 3), then he must find another to continue. Obviously, it behooves the caster to quest for multiple high-quality research aids.

Finally, success means the caster has discovered the spell and can record its details similar to copying a scroll; however, he has not sufficiently learned it for casting at-will. To learn the spell, wizards and elves must make a spell check against DC 10 + spell level as outlined on pg. 315 of the *core rulebook*. The level of the spell is at the judge's discretion, based on overall potency. A cleric should make a divine aid check at a similar DC in order to add this new power to his repertoire (or to replace one of his existing spells).

MAGIC ITEMS, RELICS, AND THE PURPLE PLANET

Magical items with intelligence drastically alter their behavior if they lose their intended purpose due to being on the Purple Planet. For example, a sword created with a special purpose or bane to slay a particular monster will become confused, anxious, and possibly unpredictable if this monster does not exist on the Purple Planet. The item's top priority will always be to restore meaning to its existence.

For each purpose, bane, etc., that cannot be achieved, an item receives a -1d penalty to all abilities, a -1 penalty to all bonuses the item imparts, and using the item incurs a -1d penalty to attack rolls, damage rolls, spell checks, etc.

The ego of such an affected magical item is fragile. If the item's wielder chooses a Purple Planet relic over it because of its weakened state (such as choosing a plasma torch over an affected magic sword) then the item will remember the transgression and exact its revenge at the worst possible time. It may backfire, do minimum damage, automatically fumble, etc. The more powerful a magic item is, the more powerful its revenge.

THE PURPLE UNDERPLANET

"I delved deep to escape the sun, and now we are The Flow." – Anonymous

INTRODUCTION



he weirdling sun is a persistent obstacle on the Purple Planet's surface, and PCs, like generations of ancient kith before them, may seek shelter deep below ground. This is the Purple Underplanet. Here lie ancient civilizations, some altered unrecognizably from their origins, others cloned to perfection. Sentient beings continental in scope vie for dominance. A history of the Planet-That-Was is pitted against aspirations for the Planet-That-Will-Be. Intrepid PCs find themselves facing threats, societies, and locales unlike any found on the surface, and deep within this darkness they may view the Purple Planet in an entirely new light.

As *Peril on the Purple Planet* focuses on events atop the plateau, this work focuses specifically on the Under-Plateau. It gives the judge enough details to evoke the flavor of the Under-Plateau without constraining him from making it his own. Learn what led to the Last War, what drove generations below ground, and how the surface kith became what they are today. Face the seductive Green Flow and resist being assimilated. Discover the Forest of Glass, the Crystalline Matrix, the Cold Deeps, and the Citadel of the Orm-Masters, and let them be anchors for populating the Under-Plateau's vast caverns. Embrace the cultures of the Houseless, the Orm-Masters, and the descended masters. This is the Purple Underplanet. Grab a lantern and descend!

UNDERPLANET HISTORY

The kith and the ascended masters were different once. Thousands of years past, they were the same species. They had conquered war, disease, poverty, and many of the ills that plague most worlds. Their lives had joy and purpose. Their awesome technology appeared almost magical, powered by emerald energies seeded on the Purple Planet from meteors fallen from some cosmic gulf before the world's crust had even cooled.

Imagine what it meant, for beings so serenely confident in their knowledge of science, to witness their sun altered from the source of life to a power for corruption and decay. Even then, the arrogance of those dwelling upon the Purple Planet demanded belief in some way to reverse the change, or to alter their world's atmosphere to shield against the weirdling sun's harmful rays.

Perhaps they did achieve some success, staving off the ultimate death of their world for millennia. Whatever they accomplished with their sciences, it was not enough.

Faced with dwindling resources, the dwellers of the Purple Planet turned their sciences upon each other in fierce competition for food, water, and arable land. Citizens flocked to the banners of noble houses. Soldiers were enhanced with genetic engineering and cybernetics, both to make better warriors and for protection against the weirdling sun's rays.

A sharp divide emerged between the ruling class and their kith. On one hand, the rulers became the ascended masters. On the other, their soldiers were bred for greater hardiness, and ever-greater obedience.

For thousands of years, endless battles between five Houses – Cotcyst, Reagen'Tor, Ishgar'Ols, Memniscene, and Jedharl – engulfed the Great Plateau. Each sought to survive in its own way. The efforts of House Cotcyst and House Reagen'Tor are described in *Peril on the Purple Planet*. House Cotcyst placed its hope in a doomed attempt to escape to another world, seeking only to survive long enough to do so. The ascended masters of House Reagen'Tor, unable to recreate the once-glorious past of their world, escaped from the present into a world of memory and smoke.

House Memniscene almost secured the plateau using prototype "super-kith," but was defeated by the combined might of the other Houses in the last alliance the Purple Planet has ever known. Following the defeat of House Memniscene's advanced cyborg, Sotark the Destroyer, Houses Ishgar'Ols and Cotcyst independently hunted down the last remnants of House Memniscene. Within two centuries, that House was functionally extinct.

House Ishgar'Ols now found itself between Houses Cotcyst and Reagen'Tor like a nut between the pincers of a nutcracker. Ishgar'Ols had specialized in farming, genetically modifying crops to gain sustenance from the weirdling sun; the mushroom jungle remains as a testament to its success. When many Houses vied for the resources of the plateau, the others courted Ishgar'Ols' favor. Now, food was a resource to be taken and controlled.

The conflict was long and bloody, but House Ishgar'Ols never fell. Instead, it fled deep beneath the plateau, having long ago bargained with the Green Flow. The Flow is sometimes a force for order, and puts an end to the quarreling between Houses of the ascended masters who fall under its sway. Thus, members of each House have become descended masters. To this day, though, the majority have House Ishgar'Ols ancestry.

Perhaps most tragically, the so-called "sorcerer kings" of House Jedharl discovered the ethereal strands connecting the Purple Planet's sun to the arcane wizards of other spheres. The sorcerer kings pleaded with these alien spellcasters to no avail. The last ascended master of House Jedharl died attempting to breach the astral barrier, and bring help to his people from beyond. It may have been this action that brought the PCs to the Purple Planet.

The decline of the Purple Planet began with a happy, prosperous, and advanced people without any weapons save those required to enforce laws upon a compliant population. The ascended masters invented the technologies of war – genetic, cybernetic, and energy-based – the relics of which are still to be found upon the Purple Planet. In the end they



could not power these weapons, and their warfare has been a slow devolution, from the most potent forces their sciences could bring to bear, to simple stone spears and clubs. Similarly, blind evolution has replaced the intelligent genetic designs of the ascended masters.

As noted in *Peril on the Purple Planet*, rogue ascended masters and their Kith can be encountered on the Great Plateau. These are usually members of the fallen Houses of Ishgar'Ols, Jedharl, and Memniscene, scattered and hiding from the two great Houses that remain. There were other, minor, Houses on the Plateau when the great wars began. If the judge desires, some of these might have survived in ragtag bands, too weak to be hunted by Houses Cotcyst and Reagen'Tor. It is even possible that splinter factions of the last two great Houses can be found among the rogue factions.

The story of the Purple Planet is one of slow decay and profound loss. Those with the means to contact spirits of the past may reach not only ruthless military minds, but – if they can only go far enough back – scientists of great vision and pacifist philosophy. Unknown wonders may yet lie buried beneath the Purple Planet. These testaments to the world's ancient grandeur await only brave souls championed by chance or fate to discover them.

RANDOM EVENTS FROM THE LAST WAR

As the PCs interact with the kith, the ascended masters, and various factions of the Under-Plateau, they hear references to events of long ago, many in places which no longer exist. The following table supplies the judge with references to add historical depth to the Purple Planet. They can be used randomly, or sprinkled into conversations as the judge deems appropriate.

1d7 Result

- 1 The Siege of Blackwell, fought over a long-dead oasis in the Broken Hills. "Barren as Blackwell" refers to spending resources winning a commodity that doesn't last long beyond the victory.
- 2 Fall of the Fields, when House Ishgar'Ols' holdings at Marsfields fell, precipitating the exodus of Ishgar'Ols to the Under-Plateau. Used both to refer to a great victory, where many spoils are gained, and to the ultimate futility of resisting the weirdling sun; the Fall of the Fields also refers to the decay of the crops at Marsfields without the guiding knowledge of House Ishgar'Ols to sustain them. "Have you forgotten the Fall of the Fields?" reminds the kith both to remember the great victories of the past, but not to forget their ultimate pointlessness.
- 3 Tergar's Charge, where the kith champion, Tergar the Mighty, led a rush freeing vastly outnumbered House Cotcyst forces from a House Memniscene ambush in the mushroom jungle. Tergar's Charge felled the Memniscene champion, Sotark the Destroyer. It lives on as a memory of great deeds ("I have seen Tergar's Charge once more!" when witnessing a truly heroic deed, or "fit to be in Tergar's host" of a respected warrior), and as a rebuke against those who might give up. "Remain strong! Tergar never threw down his spear! He did not wail and gnash his teeth like a cub!"
- 4 The Gribb Gorging, after a great battle where the reptilian gribb fed upon thousands of corpses. "It is said that the sky was black with their numbers, and the battlefield stirred beneath the gribbs' feeding as though the dead were rising to fight anew. I was not there, but my grandsire's grandsire fought in that battle, and we do not forget. We have dwindled now. Such a day will never come again."
- 5 The Convulsion, when the weirdling sun seemed to wobble in the sky, and the kith abased themselves in supernal fear – certain that the end of the world had come. Used to describe abject fear or unbridled awe.
- 6 The Time of the Blood-born, when a rogue master engineered vampiric strekleons whose power almost made his House ascendant, but whose blood-hunger doomed that House to oblivion when they turned upon it. These creatures countered the power of the weirdling sun by consuming the blood of their victims, and each feeding both increased the predators'

Hit Dice and made them less controllable. The kith hunted down the blood-born over three generations. They represent great physical danger, and the danger of losing control through overreaching.

- 7 Yatog's Blood. Green plants were said to sprout where the Kith champion fell. "Yatog's Garden" is a mythical place where the warrior's lifeblood counters the weirdling sun. No kith can explain what a "garden" is.

THE DYING SUN

The Purple Planet has been dying slowly over thousands of years, prey to a weirdling sun whose rays annul life rather than promote it. A non-fungal plant creature brought to the surface of the Purple Planet would wither and die far sooner than an animal, suffering a loss of 1d6 hit points each day. This damage can only be healed if the plant creature can somehow escape the effects of the weirdling sun, and even then it does not heal quickly – 1 lost hit point is restored each week that the plant avoids the weirdling sun's anti-photosynthetic rays.

The dwellers on the Purple Planet never discovered exactly why their sun changed. Each House held several conflicting theories, but with ever-dwindling resources, and the necessary war efforts to slow its own decline by winning a greater portion of what resources existed, none of these theories could be adequately examined or conclusively proven. The judge may decide which of these theories, if any, are true:

- The sun has always been this way, but something in the atmosphere of the Purple Planet, which had previously protected life thereon, changed. If this is true, areas with thicker atmosphere below the Great Plateau may well contain radically different environments, as thousands of years allowed this factor to accumulate in the lower reaches again. Domed cities might also exist, the domes being created of material with similar (but not necessarily the same) filtering properties.

- Alien forces altered the sun, turning it into a lens through which the living energy of the Purple Planet could be filtered elsewhere, for unknown purposes. If a PC has the "spell killer" Mercurial Magic result, the weirdling sun may be the result of his spells. See also *Magic on the Purple Planet*.
- A star burns elements through nuclear fusion. It releases the energy of the easiest to convert element first, and when that element is burned through, it moves on to the next. The easier it is for the star to use an element for fuel, the more energy the star gives off in terms of heat. In the weirdling sun, there is an unknown element which is so difficult for the star to use that it must actually *extract* more energy from the surrounding space than the star's fusion produces, not only from the Purple Planet, but all its sister worlds. Maybe this element is unique to the Purple Planet's sun. Maybe it exists in all stars, unknown to the inhabitants of the worlds reliant upon their energies. Waiting to cancel the existence of all life, all energy, and all matter in the cold dark emptiness lurking at the end of time. Maybe it is this elemental power that fuels the un-dead. If a way to extract this element can be devised, it might have potent magical potential...but only at a great cost to the living wherever it is unleashed.
- In the eternal conflict between Law and Chaos, Chaos has gained ascendancy here. If the PCs have played through any adventure in which the Courts of Chaos appear, especially *Intrigue at the Courts of Chaos*, the judge may hint that their actions in that adventure led to the change in the weirdling sun. Simply obtaining the Yolkless Egg in that adventure, if the PCs did nothing potentially more disastrous, could have given the powers of Chaos a gap through which to strike.
- The Green Flow may have caused or influenced any or all of the above. See *The Green Flow*, below.

THE GREEN FLOW



Deep within the Under-Plateau lies the Green Flow, a connected network of rivers and lakes comprised of a bright-green sentient fluid. Named "The Flow" by its disciples, it is liquefied arcane energy and a psychic cancer that feeds on the thoughts and emotions of all sentient life. Though cosmic in origin, it is one of the living hearts of the Purple Planet made manifest – a spirit, intelligence, and conscience. The Flow can read the thoughts of all sentient life on the plateau, including the PCs'.

BREAKING THE CYCLE

Deep in the Under-Plateau lie fragments of ancient civilizations whose cave drawings suggest that there is a cyclical relationship between the Green Flow and the Purple Planet's sun. Some suggest that energy, mass, and sentience is exchanged between the two as the sun's power repeatedly waxes and wanes. Other records speculate that additional cosmic entities govern the Purple Planet's life-cycle.

Regardless, Green Flow religious denominations teach that the Flow desires to escape this cycle, to continue to consume and to grow. Details, however, are particular to each denomination. For example, Orm-Masters claim that greenstone crystals are remnants of the Flow's previous attempts to rise from the Under-Plateau, whereas descended masters view crystals as a form of attainable perfection.

The Green Flow's primary motivation is to grow from continental, to planetary, to cosmic. It is patient, deliberate, and methodical. Who is to say that it did not have a part in the PCs' arrival to the Planet? Who is to say that it has not instigated the current war of the kith? Regardless, when the PCs first visit the Purple Planet, the Green Flow is growing while the sun is dying. The Flow believes that assimilating the otherworldly PCs gives it an edge against other sentient continental entities...and there are more adventurers where the PCs came from.

ENCOUNTERING THE FLOW

Whenever PCs encounter the Green Flow, it gives them hints of its power. The characters should realize that it is not simply a bright-green river, lake, etc. Choose or roll entries on the Manifestations of Sentience Table to convey this.

MANIFESTATIONS OF SENTIENCE

1d8 Result

- 1 The current spontaneously stops or changes direction; whirlpools appear in calm lakes; waves move in opposite directions, cresting and falling on opposite sides.
- 2 When the PCs come near, rather than see a typical reflection, they see three-dimensional oozy-gelatinous green sculptures of themselves rise from the surface, mimic their behaviors and motions, then “melt” back into the liquid.
- 3 The Flow suddenly changes temperature, steamy and hot or very cold with patches of ice.
- 4 When the PCs come near, it creates three-dimensional oozy-gelatinous green sculptures that briefly act out a scene from a PC’s memories of being on the Purple Planet. If a PC has betrayed another (through theft, etc.) then this act will be chosen for the “show.” The figures “melt” back into the liquid when finished.
- 5 The Flow varies its viscosity and opacity, alternating from thick barely-flowing ooze to thin rapidly flowing liquid, and alternating between translucent and opaque.
- 6 Columnar geysers erupt in The Flow, almost instantaneously becoming solid. Geometric shapes bulge from the columns’ faces (use dice as examples), afterwards the entire structures fall back into the Flow without a splash.
- 7 The Flow parts to give the PCs a dry passage or crossing, or even forms an arched tunnel for them to go through.
- 8 A giant oozy-gelatinous green “sculpture” of an androgynous being’s head rises from the surface; if casters have had a spell effect in which an unknown androgynous face appears (see *Magic on the Purple Planet*), then they will recognize the faces to be the same.

Anyone casting a spell near the Flow realizes its arcane nature as spell energy is sucked from his body, taking 1d3 points of spellburn damage per physical ability (Strength, Agility, and Stamina) per spell level.

TOUCHING THE FLOW

Witnessing the Green Flow’s strange behavior, PCs may wish to investigate and interact with it. A PC touching it with an inanimate object must roll a Luck check. If successful, the object will have the words “Drink of Me” written, etched, etc., on it. If the check fails, the inserted object becomes a “Mutated Object Monster” based on its own form (10’ pole, rope, etc.) and attacks the PC.

Mutated Object Monster: Init same as PC; Atk same as PC’s melee attack (-1d PC’s melee damage); AC PC’s AC-2; HD 3d8+3; hp 15; MV fly 30’; Act 1d20; SP only attacks PC that inserted it; SV same as PC; AL N.

A PC touching the Flow himself may suffer dire consequences. He must make a DC 18 Fort save or be permanently transformed by the Flow, rolling 1d6 on the Green Flow Transformations Table; these are permanent and may not be avoided by burning Luck, etc. If the save is successful, the PC’s inserted body part is numb and lifeless for 1d6 hours.

GREEN FLOW TRANSFORMATIONS

1d6 Result

- 1 A random limb becomes rubbery (boneless) and useless to the PC. While in the Under-Plateau, the Flow controls the limb, reprimanding and physically attacking those who defy its will (including the limb’s owner). Outside the Under-Plateau it is simply a rubbery limb.
- 2 The PC’s head loses all hair and spontaneously morphs small flesh bubbles that display faces, images, etc., which reveal the PC’s thoughts. The PC cannot see them, but everyone else can.
- 3 The character’s neck swells with bright green mushrooms which release spores as the PC exhales. The spores have a peaty odor that causes gagging and watery eyes. Any casters within 5’ of the PC (including the PC himself) must make a DC 11 Will save each round or be unable to cast.
- 4 The character’s primary weapon hand transforms into a large icosahedron (a d20’s shape). The “hand” can no longer wield weapons, but may be wielded itself as a magical club doing 2d4 damage.
- 5 The character’s torso unpredictably expands and contracts, significantly changing height and girth. Non-metal armor is destroyed in 1d3 rounds, while donning metal armor causes 1d4 damage per round. The PC gains +2 to his natural AC, however, due to his constantly fluctuating shape.
- 6 The PC’s lips meld shut while two new functional mouths with bright green lips appear, one on each cheek. One says exactly what the PC means to say, while the other simultaneously says the opposite. Strangely, the mouths speak in unison when casting spells and grant +2 to spell checks.

THE CHAMPION

Once the Green Flow deems that the PCs respect its power, it sends them a champion. This is a ploy to seduce the party to drink (see below). Reading the characters' thoughts, it creates a likeness of a PC who has died on a previous adventure. The champion claims that the Flow has brought him "back for a short time" to help the party. He passes any tests of prior knowledge since the Green Flow constructs his answers from the PCs' thoughts and memories. The champion emerges from the Green Flow's shore appearing fully-equipped and mortal, except for a sub-dermal green luminescence and bright-green glowing eyes. The champion is the same class as the deceased PC, but one level higher than the party's highest level, with 18s for all abilities, and all attacks equivalent to +3 magical weapons. If a "lost PC" does not exist, The Flow chooses a warrior from a bygone era of the Purple Planet, with similar statistics.

After a few encounters, the champion claims his time is coming to an end. He requests that the PCs drink from the Flow before it sends him back to Oblivion. Find the most persuasive not-necessarily-true reasons for this request (drinking will heal their wounds; if they drink then he can come again in a short time, etc.). If the PCs drink, the champion vanishes in clouds of green mist; if they refuse, he attacks them. Upon defeat, he and his equipment vanish as above.

DRINKING THE FLOW

While the Green Flow is delighted to be touched by the PCs, it prefers to be imbibed. Objects lowered into it for this purpose (flasks, etc.) do not become mutated object monsters, unless the PCs change their minds. Drinking grants a PC psychic powers while he stays in the Under-Plateau — though this often proves to be fatal.

A character who imbibes the Flow is healed 1 hit-die worth of damage, but must make a DC 18 Will save. If he fails, his eyes glow bright-green and he rolls on the Psychic Powers Table a number of times equal to one plus his combined Intelligence and Personality modifiers (re-rolling duplicate results). For example, a PC with 18 Intelligence (+3 modifier) and 5 Personality (-2 modifier) would roll twice. Unfortunately, the PC has this same number of days to live before the Flow kills him and permanently possesses his body. The only way to reverse the "infection" is to return to the surface, where the sun's weirdling rays nullify its presence. Each successive time one drinks from the Flow, he receives a cumulative -2 penalty to his days until death (-2 the second time, -4 the third time, etc.). If the number of days is zero (or less) then instant death occurs.

If the Will save is successful, the PC becomes unconscious for 1d3 hours as the Flow exposes him to all the plateau's beings' thoughts, all at once. A natural 20 results in the PC gaining psychic powers as if he had failed the save, but there is no threat of death. As long as he remains in the Under-Plateau, he has these powers.

PSYCHIC POWERS

Roll Result

- 1 Flow's Gaze: PC is able to shoot green rays out of his eyes that paralyze his foes (30' range, DC 12 Will save or be paralyzed for 1d6 rounds). Useable 3 times/day.
- 2 Psychic Mover: The character may move a non-living item with his mind. The object must weigh less than 30 pounds and remain within 30'. Once he mentally "locks on" to the item, he may continue to move it for 1d6 rounds. This ability requires concentration (p. 106, *core rulebook*). Useable 3 times/day.
- 3 Noremac Elav's Brain Boil: The PC spends the full round concentrating on the opponent's mind (30' range, DC 15 Will save or take 1d8 damage); concentrating a second consecutive round causes the opponent to take more damage (DC 15 Will save or take 1d8 damage and be paralyzed). Concentrating a third consecutive round may kill the opponent (DC 15 Will save or head explodes). Effect is broken if opponent makes any Will save. This ability requires concentration (p. 106, *core rulebook*). Useable 1 time/day.
- 4 Temacilla's Puppetmaster: The PC may partially possess a humanoid's body for 1d6 rounds. The PC may see, hear, and smell what his "puppet" experiences. The victim behaves as if under a *Charm Person* spell with spell check 15 (100' range, DC 15 Will save). Useable 2 times/day.
- 5 Illusory Position: The PC spends 1 action infecting an opponent's mind (60' range, DC 17 Will save). For 1d6 rounds the opponent misjudges the PC's location. The PC gains +2 AC vs. this opponent. Useable 3 times/day.
- 6 Egirurelle's Metal Mastery: The PC rubs one non-magical metal object which warps and bends from his touch. Object must be smaller than 5' by 5' by 5'. Affected weapons are -2d to attack and damage, while affected metal armor is -3 to AC. Useable 3 times/day.
- 7 Anti-Relic Field: The PC prevents a technological relic within 100' from functioning for up to 1d6 rounds per use. This ability requires concentration (p. 106, *core rulebook*). Useable 2 times/day.

DENYING THE FLOW

Wise PCs know a bad deal when they see it, and avoid the Green Flow as best they can. One does not "defeat" it; one only denies it. If the PCs survive the champion, mutated object monsters, and refuse to drink, then the Flow resorts to force.

When a PC who has denied the Flow comes within 50 feet of its shores, it attacks with 1d5 Flow Tendrils. These attacks occur once per hour, and can reoccur in the same place.

Flow Tendril: Init +6; Atk smash +6 melee (2d6) and/or glob +5 ranged 150' (2d4); AC 18; HD 6d8+6; hp 30 each;

MV extend 50' (must stay within 100' of shore); Act 2d20; SP unique critical, Flow Splash death throe, spell healing, spell-burn damage; SV Fort +6, Ref +6, Will +6; AL N.

A Flow Tendril is a cylinder of sentient substance that is rooted in the Flow. It can change its length, extending up to 100' from its base to attack in melee range, or send globs of green ooze at even longer distances up to 150'. When defeated, its death throe is Flow Splash; anyone within 5' of the cylinder must pass a DC 15 Ref save or be treated as if they have touched the Flow. Should a caster cast an aggressive spell at a tendril, it makes a Will save vs. the caster's spell

check. If successful, the tendril is healed by a number of hp equivalent to the spell's damage. The previously mentioned 1d3 spellburn damage per physical ability still applies. On a critical hit (either melee or with a ranged glob), it encases the PC's head, effectively prohibiting sight, sound, speech, and breathing. The victim suffocates, taking 3 points of Stamina damage per round. When Stamina equals 0, death occurs and the Flow permanently possesses the PC, using him to battle his former comrades. In order to release a suffocating character, the tendril must either be defeated or attacked with a critical hit.

SIGNIFICANT GEOGRAPHY OF THE UNDER-PLATEAU



he Under-Plateau provides plentiful adventuring opportunities for those who dare its depths. These are just a few of the wonders and dangers the characters might discover among the caverns below the Great Plateau.

ENTERING THE UNDER-PLATEAU

One may enter the Under-Plateau through any of four main entrances. Though there are other ways in, they will not be covered here.

- The safest entrance lies in the Ancestor Peaks. One of the Tombs of the Ancients contains a portal leading to the original complex to which those who would become the descended masters, fled. The machinery of the Crystal Crèche is near this entrance.
- The next easiest entrance is through a pit in the center of the Mushroom Jungle. Here, one may climb down into the Forest of Glass.
- The Dread Citadel of the Orm-Masters is a riskier means to enter the Under-Plateau, though not the worst. They will not welcome intrusion, and their fortress is difficult for terrestrial creatures to navigate.
- It also is possible to reach the Under-Plateau through the great pit ruled by the Mother Orm. Doing so is, obviously, quite dangerous, but this possible entry to the Under-Plateau could provide judges with interesting possibilities should their players lose characters as they attempt to wrest a complete greenstone from the Mother Orm, Varya-Ibdiid.

FEATURES OF THE UNDER-PLATEAU

While there certainly are a variety of locales under the Great Plateau, not all can be recounted here. Judges may wish to add to what is presented. In doing so, remember the following:

- The Green Flow is the most powerful force in the Under-Plateau. Its persistent efforts to infect and change everything around it have resulted in a variety of changes to the living beings and places characters encounter there. Its influence is insidious and pervasive. Spending significant time there can change the PCs in weird ways, ways which seem contrary to the ways of the weirdling sun.
- The geography of the Great Plateau is marked, in places, by the intersection of the influence of the Green Flow with that of the weirdling sun. Where these powers meet, one finds features like the Mushroom Jungle and the Pit of the Death Orms. In such places, these divergent forces are in a state of precarious balance. Below ground, the Green Flow's influence dominates, resulting in features quite different from those encountered on the surface of the Purple Planet.
- The Under-Plateau also contains significant geological features, like caverns of all sorts, and underground rivers and lakes. It also contains constructed spaces and complexes, built to serve a variety of purposes, some inhabited and some long-abandoned.
- The deepest parts of the Under-Plateau are cold and icy. The Green Flow's influence in these places is marginally weaker, but still felt. Those areas feature peculiar flora and fauna made of living ice.
- The various pockets of civilization encountered in the Under-Plateau are isolated from others, or only encounter the others rarely. The Orm-Masters and the descended masters, for example, both derive from the Green Flow's influence. They are aware of each other, but have no interaction. While it's not certain why the





Green Flow's "peoples" are cut off from each other, their cultures are disparate, and each reckons itself uniquely connected to the Green Flow, and its people count themselves as favored among all the children of the Flow.

THE GREEN FLOW AND GREENSTONE CRYSTALS

The Green Flow is a significant element of the Under-Plateau's geography, its "body" filling subterranean rivers and lakes, and its residue leaving greenstone crystals adhered to un-submerged surfaces. The presence of large concentrations of uncharged greenstone crystals creates great danger for spellcasters (See discussion of empty greenstones on p. 6 of *Peril on the Purple Planet*). Judges should introduce this effect early, but keep its magnitude low, to begin with. Perhaps uncharged greenstone is not quite as perilous when underground. Nonetheless, greater concentrations should be more dangerous, and, later, as they encounter locations like the Crystalline Matrix, they should be well aware of the inherent dangers of large quantities of uncharged greenstone.

THE FOREST OF GLASS

At the center of the Mushroom Jungle is a deep hollow, descending into the Under-Plateau, and a series of caverns. At the top, the mushrooms are organic, made of various colors of woody pulp. Below, the mushrooms are more angular, with geometries more akin to rock crystals than to fungi, and they are sometimes caught in a state between liquid and crystal. At the lowest levels, in the Cold Deepes, they are things of living ice, beautiful in their perfection, deadly in their symmetry.

DREAD CITADEL OF THE ORM-MASTERS

The Dread Citadel of the Orm-Masters can be found in the wasteland east of the Pit of the Mother Orm (Area D). On the surface is an imposing, walled fortress. Its extensive underworks lead deep into the Under-Plateau, and extend toward the Pit. The interior is designed for and aids the Orm-Masters' peculiar form of locomotion (levitation), so there are no stairs or ladders, but only tunnels and vertical shafts connecting its spaces.

REALM OF THE DESCENDED MASTERS

The descended masters live in a complex of constructed and natural caverns, deep in the Under-Plateau.

The Crystal Creche

Entered from the Ancestor Peaks, this area contains the machinery where the descended masters are cloned. It is a vast complex of birthing chambers full of humming machinery, protoplasmic vats, and birthing pods – where the descended masters are nurtured from base genetic materials to new-born adult. They are perfect clones of the greatest of the Ancients who descended into the Under-Plateau. The complex is attended by youthful descended masters, who spend time here to become attuned to the Green Flow before moving to the Undercity a few years later.

It's possible, in this area, that the PCs who are most powerful, least corrupted, luckiest, etc. might be noticed and "selected" by the Green Flow for a greater destiny.

The Cavern of the Under-Sun and the Undercity

The Cavern of the Under-Sun is the seat of the Green Flow's power, the heart of its being. This is where one can find the Undercity, where the descended masters become Perfected. In achieving their perfection, they cast off their organic shells, becoming crystalline beings. Over time they lose the ability to move, and are installed in the Crystalline Matrix.

MUSHROOMS OF THE UNDER-PLATEAU

Name	Descriptor	Effect
Asculus	5' to 25' tall, pink crystal stalk and chandelier-like cap with ruby-red dangly bits	Ruby crystals emit their own continual light, which does not affect dark-vision.
Mozur	Translucent, obsidian-like substance covered in frosty rime	Amorphous black fungus with crystalline spikes; usually found depending from walls and ceilings. Spikes radiate extreme cold; creatures coming in contact should make DC 15 Fort Save or take 1d4 frostbite damage per round. DC 15 Strength check to break free. Capable of slow movement (5' per round).



The Under-Sun is not in the “sky” as such, but is a nexus of the various branches of the Green Flow, and the seat of its consciousness. In form, the Under-Sun is a gigantic greenstone rearing from the Great Cavern’s floor. It is at the same time liquid and crystalline, in a constant state of flux, mesmerizing to look at. The Descended are bathed in its influence constantly, and are changed over time, becoming more and more infected and influenced by it. Any character who spends time there will have his or her Intelligence modifier raised, temporarily, by 2, even if it’s already maxed at +3. However, spellcasting in the presence of the Green Flow is dangerous to the caster, and will result in spellburn effects of 1d3 points damage to all physical attributes, per level of spell cast.

The Crystalline Matrix

Outsiders are not permitted to enter the Crystalline Matrix. Attempting to do so results in direct action to prevent entry. The Crystalline Matrix is part crypt, part memory-bank, where descended masters are brought upon achieving Perfection. The Matrix is distributed throughout an extensive network of worked tunnels and natural caverns, leading ultimately to the center of the Pit of the Mother Orm – where they are extruded many millennia after being installed. The crystalline remains of Perfected Masters are pushed up and out of the Under-Plateau, into the Pit. Their greenstone detritus helps the death orms to breed and thrive. The Great Mother Orm even bears stigmata attesting to that fact in the form of the greenstone embedded in her head.

Performing magic in the Crystalline Matrix is extremely dangerous. If a spell is cast here, its caster should roll 3d12 and spellburn that many points, distributed evenly among the physical attributes. The first experience of this grants 1 point of Luck, permanently. Any character who has an attribute reduced to zero or less should make a DC 25 Fort save. Failure will mean death for that character.

THE COLD DEEPS

The areas deepest in the Under-Plateau are frozen with rivers and lakes of ice, inhabited by peculiar creatures of living ice that riddle the surrounding stone. Adventurers can enter the Cold Deeps through pits in the Mushroom Jungle and crevasses in the Ancestor Peaks, in addition to other locations described here. The Deeps are filled with beauty and wondrous geology, but also with unique perils not encountered elsewhere.

The dangers of the Cold Deeps come both from the living creatures and from the frigid, icy conditions. Moving through this area is difficult, and even the simple act of walking presents some degree of peril. Judges should make the environment itself work against a swift and easy passage. Even worse, the creatures of living ice inhabiting the Cold Deeps have an array of adaptive features making them well suited for living in this environment, and for hunting creatures that wander into the Deeps from above. Here are a few samples of special powers such creatures might possess:

- **Liquid Ice Form:** The creature is made of viscous, ice-cold goo. It is capable of flowing over, under, and through its environment, and can engulf its prey. It can also mimic regular features of a frozen landscape to camouflage itself until ready to strike.
- **Ice Shards:** The creature is capable of projecting sharp and jagged ice fragments from a distance.
- **Frozen Armor:** A layer of thick ice covers the creature, and serves as ablative armor. Thus, it can “soak” 5 points of damage per hit die. Once the armor has been ablated by damage, it takes damage as normal.
- **Ice Spikes:** The creature causes icy spikes to grow from its body, stabbing creatures in melee with it. These spines do damage consistent with the creature’s hit dice (1 point for extremely small creatures, up to d8 or d10 for large ones)
- **Ice Spray:** The creature can spray foes with a thick coat of ice, immobilizing them and potentially causing hypothermia (as physical attribute damage) or frost bite (from minor burns up to completely frozen extremities or limbs).

Judges can use one or more of these, or come up with other powers, as suits the tone and style of their campaigns.

CAVE DRAWINGS

With the benefit of time with relatively little to do, the descended masters not only began their remarkable transformation, they also created remarkable living spaces, and their history has been recorded on the walls of their habitat. The process of recounting this history began in the caverns in and around the Crystal Crèche. Here the drawings are primitive and organic, with bright colors and bold patterns. However, as they began to commune with the Green Flow, the descended masters’ civilization began to focus on achieving Perfection, and the drawings grew more formal and realistic, transforming toward more literal, less mythic, imagery. The colors became more muted and serene. This transition is especially apparent in the earliest settled areas of the Cavern of the Under-Sun. Later murals and décor of the Undercity are monochromatic, consisting of simple, precise, black and white designs, the images consisting of ideographs and written script. The forms are representative of the descended masters’ lives and culture, but more in the form of labeled schematics than as a realistic depiction.

UNDERPLANET RACES

THE HOUSELESS



here have always been ways into the Under-Plateau, and early proto-kith have exploited them since the weirdling sun turned strange. There are now two strains of subterranean descendants of the kith, both of which belong to a third tribe, which refer to themselves as the Houseless. These strains are the kith-lords and the under-kith.

The kith-lords have been underground the longest, having descended before much of the blind obedience, ursine strength, and ferocity were bred (or engineered) into the kith. While it is strange to think of the kith as submissive, obedience to their masters has been instilled into them for thousands of years. More intelligent than the under-kith, the kith-lords serve as ad-hoc leaders for the Houseless. Even so, the kith-lords themselves are more tractable than most humanoids, and would rally around a great leader, were one to prove himself to them.

Neither the Orm-Masters nor the descended masters deign to utilize the Houseless, and the Houseless currently avoid both groups as much as they are able. The Green Flow seems oblivious to the Houseless. Whether this is because the kith-lords and under-kith are psychically “invisible” to the Flow, the Flow simply does not find them worth interacting with, or the Flow is simply playing a deeper – and, thus far, unrevealed – game with the Houseless is impossible to say.

The Houseless can be found in tunnels and caverns, dwelling in makeshift camps, consuming whatever can be found and then moving on. Central groups consist of 1d7 kith-lords, 1d5 under-kith champions, and 4d24 under-kith. Each central group will have 2d7 scouting parties, each comprised of an under-kith champion and 2d16 under-kith.

Kith-lord: Init +2 (never surprised); Atk spear +1 melee (1d8-1), bite +0 melee (1d3 + blood drain), or psionic bolt; AC 12 (14); HD 3d6; MV 30'; Act 1d20; SP psychic senses, telepathic, psychic mask, psionic bolts, telekinetic shield, blood drain; SV Fort +0, Ref +3, Will +6; AL N.

All of the subterranean kith descendants have potent psychic abilities. In the case of the kith-lords, these abilities allow them to mask their true appearance (no save), strike enemies with invisible bolts of psionic force (100' range, 1d8 damage, DC 15 Will save for half, failure by 5 or more stuns opponent for 1 round), and to protect their bodies with a weak telekinetic shield (+2 to AC). Every kith-lord has all of these abilities, but they can only use two at once. As a result, when forced into direct conflict, their masks fall and their true appearance is revealed.

In addition to the above psychic powers, kith-lords have powerful psionic senses allowing them to “see” to a range of 120' (including hiding or invisible beings), and they can hear the surface thoughts of any being within 100' (making them almost impossible to surprise). They can communicate telepathically without regard for language barriers at a range of 60'.

The kith-lords appear to be pale, ethereally beautiful human beings with large violet eyes and long, flowing hair. Stripped of their masks, they are the most warped by long generations spent underground, and are worm-like creatures, completely hairless, and so pale as to be nearly translucent. Their heads appear to be skulls covered by thin flesh, their empty black sockets staring sightlessly ahead. Their sucker-like mouths feed by draining the blood of living creatures. A kith-lord which succeeds in a bite attack drains 1d5 hit points through drinking blood each round, until the victim is dead, or the kith-lord is slain or dislodged (DC 14 Strength check or a Mighty Deed).

Under-kith: Init +0; Atk spear +2 melee (1d8) or bite +1 melee (1d4); AC 10; HD 1d6; MV 30'; Act 1d20; SP psychic senses, exceptional hearing, psychic reserve; SV Fort +1, Ref +3, Will +0; AL N.

Under-kith champion: Init +2; Atk spear +4 melee (1d8+1) or bite +2 melee (1d4+1); AC 12; HD 2d6; MV 30'; Act 1d20; SP psychic senses, exceptional hearing, psychic reserve; SV Fort +2, Ref +4, Will +1; AL N.

The under-kith are far more numerous, and less devolved than the kith-lords. Their appearance lies somewhere between the ursine kith and true humans, but their flesh is pale and hairless, their bulging eyes are blind, and their moist skin is thin and pinkish-white. They have the sharp teeth of flesh-eaters, and speak with hissing, sibilant voices.

The under-kith can “see” psychically to a range of 30', and have excellent hearing, allowing them to pinpoint even quiet creatures as much as 100' away. A thief or halfling attempting to move silently or sneak up on an under-kith has the DC of his check increased by +5.

In addition, each under-kith can use its psychic reserve in a burst of power once per day. Roll 1d5 and consult the following chart for effects:

1d5 Effect

- 1 Telekinetic burst. All within 20' (friend or foe) take 1d5 damage (no save).
- 2 Pyrokinesis. A foe chosen by the judge is set on fire, taking 1d3 damage in the first round, and taking 1d6 damage each round thereafter until the fire is put out (DC 10 Ref save).
- 3 Psychic lash. One foe within 30' suffers 1d6 damage, and takes 1d3 points of Intelligence damage. DC 10 Will save negates the Intelligence damage; if the save is 15+, all damage is negated.
- 4 Telekinetic bubble. A bubble of telekinetic force protects the under-kith from all physical damage for 1d3 rounds. During this time, it cannot make physical attacks, but can otherwise move normally. There is a 1 in 7 chance that the telekinetic bubble erupts in a telekinetic burst (see above) at the end of its duration.
- 5 Local teleportation. The under-kith “blinks” out of existence at its current location, arriving at a new

location within 30' (determine randomly or judge's choice). Any further attacks against the under-kith this round are at -4, and any saves the under-kith must make are at +4, as opponents adjust to the creature's new location. There is a 1 in 3 chance that the under-kith may have a free attack using 1d16 if it arrives near an enemy.

If an under-kith is slain without using its psychic reserve, psionic backlash forces the slayer to (1d3) (1) make a DC 5 Will save or be stunned for 1d3 rounds, (2) make a DC 7 Fort save or be knocked prone, or (3) make a DC 9 Ref save or be transported with the remains 1d3 x 10' in a random direction. The judge may use the Lost Movement diagram (*Peril on the Purple Planet*, page 11) to determine direction. PCs may be teleported somewhere dangerous, but will not appear in solid stone (or similar).

The House of the Houseless

Although they have no known permanent camps, the Houseless kith-lords maintain that, somewhere in the vast Under-Plateau, there is hidden a House of the Houseless. This is the paradise of the under-kith: a place where their existence is given meaning, and their lost Ascended Masters await their return. Finding the House of the Houseless is the primary task of all under-kith as they worm their way through the caverns of the Under-Plateau.

Whether or not the House of the Houseless exists, canny PCs can manipulate the under-kith by invoking it.

THE ORM-MASTERS

The Orm-Masters are an ancient race of the Under-Plateau. Despite their longevity, few on the Purple Planet's surface know of their existence. Their origins are shrouded in mystery, with none able to say whether they are native to the planet or whether they are off-worlders who settled millions of years ago. What is known, however, is based on a handful of eyewitness accounts from half-crazed survivors. They attribute vast mental powers to the Orm-Masters, who command death orms, cause invaders' heads to explode, and deactivate relics in their presence. Other accounts warn of the race's malicious curiosity, with long-lived experimental tortures on prisoners kept impossibly alive well beyond their years.

The race is named from its ability to psychically manipulate death orms from deep within the Under-Plateau. A given Orm-Master has one death orm with which it shares a mental bond, somewhat akin to a wizard and his familiar. An Orm-Master, at will, may see whatever its orm is seeing, as well as feel whatever it is feeling. The two communicate telepathically with unlimited range, and always know each other's location. The orm does the bidding of its master with absolute loyalty. Due to their vast size and destructive nature, death orms are rarely summoned by Orm-Masters within their lairs. However, the death of a master may summon a death orm, regardless of the master's location (see below).

Devotion to the Green Flow

The Orm-Masters have lived so long with the Green Flow that most believe their vast psychic powers have been bestowed by it. Consequently they venerate the Flow devoutly. Indeed, their religious tenets establish a three-way relationship between themselves, the orms, and the Green Flow. While no outsiders know these tenets in detail, a lucky few have seen evidence of worship: daily ritualistic drinking from the Flow; orms regurgitating greenstone matter which the Orm-Masters submerge in the Flow; Orm-Masters watching the Green Flow "climbing" up orm tunnels toward the surface; and an Orm-Master elder making a pilgrimage to be devoured by a summoned death orm.

These observations lead to many questions. How are the orms, the Orm-Masters, and the Green Flow related? Do the Orm-Masters compel the orms to seek and devour greenstones, and if so, why? What is the connection between greenstone crystals and the Flow? Do the tunnels of the orms serve some purpose for the Flow? Of course, the Orm-Masters have their own theories, but only a handful of surface-dwellers have learned them and lived.

Encountering the Orm-Masters

Orm-Master: Init +3 (never surprised); Atk psychic stone +6 missile fire (1d8+3, range 100') or bite +4 melee (1d6+1) or psychic power; AC 17; HD 6d8+3; MV fly 40'; Act 2d20; SP psychic awareness prevents surprise, metal weapons are -1d to hit and do half damage, cumulative psychic powers, dying summons; SV Fort +5, Ref +6, Will +7; AL N.

Ages of living in darkness while coexisting with the Green Flow has drastically altered the Orm-Masters; their original forms, lost to history, would no longer be recognizable. As Orm-Masters' psychic and mental abilities waxed, their physical abilities waned. Their heads are oversized and hairless, without eyes, ears, and nose. One's mouth consists of fangs and molars with a multi-jointed flexible jaw that enables it to bite and chew large prey. A forked snake-like tongue provides sensations of smell and taste, while honed psychic and echolocation abilities allow "seeing" and "hearing." An Orm-Master's pale white torso expands and contracts amorously, different portions billowing of their own accord. They have stunted arms and legs with no fingers or toes; this is not a hindrance, however, as they are able to levitate and move their hovering bodies psychically, as well as able to manipulate objects with telekinesis. Orm-Masters have no gender, and reproduce asexually.

Orm-Masters have no need for light, so their Under-Plateau lairs are completely dark. Most stay very close to sources of the Flow, rarely straying more than a day's journey from its shores. While being individuals, they share a limited hive mind through telepathic communication. Moreover, they become more powerful individually the larger the group they are in, each gaining access to more psychic powers.

Able to psychically detect thoughts over a long range, an

Orm-Master cannot be surprised. It may spend one of its two action dice per round to use a psychic power from the Orm-Master Cumulative Psychic Powers Table. All Masters possess the Improved Brain Boil ability. However, for a group of Orm-Masters, each Master gains access to additional powers according to the size of the group. For example, within a group of 3 Orm-Masters, each has access to Improved Brain Boil, Illusory Position, and Improved Anti-Relic Field. They are also very skilled at mentally manipulating metals; any PC using metallic weapons against an Orm-Master suffers a -1d attack penalty and does half damage. When the last Master of a group dies, its departing essence teleports its death orm to its location; on the round following the Master's death, the orm erupts from nearby and attacks.

Orm-Master Cumulative Psychic Powers

Masters Result

- 1 Improved Brain Boil: The Orm-Master spends one action die to concentrate on the PC's mind (60' range, DC 15 Will save or take 1d8 damage); spending an action die on the second consecutive round results in the PC taking more damage (DC 15 Will save or take 1d8 damage and be paralyzed). Spending an action die on the third consecutive round may kill the PC (DC 15 Will save or head explodes). Effect is broken if the PC makes any one of the Will saves, or if the Orm-Master takes damage during the effect and fails a DC 11 Will save. Useable 2 times/day.
- 2 Illusory Position: The Orm-Master spends 1 action die infecting the PC's mind (range 60', DC 17 Will save). For 1d6 rounds the PC slightly misjudges where the Orm-Master is. The Master gains +2 AC vs. this PC. Useable 3 times/day.
- 3 Improved Anti-Relic Field: The Orm-Master spends 1 action die to prevent a technological relic within 200' from functioning for up to 1d6 rounds. Useable 4 times/day.
- 4 PC Puppet: The Orm-Master spends 1 action die to partially possess a PC's body for 1d6 rounds. The Orm-Master may see, hear, and smell what his "puppet" experiences. The victim behaves as if under a *Charm Person* spell with spell check 15 (200' range, DC 15 Will save). Useable 2 times/day.
- 5+ Flow's Silent Scream: Orm-Master is able to shoot a green ray out of its mouth that paralyzes a foe (30' range, DC 12 Will save, paralyze 1d6 rounds). Useable 3 times/day.



THE DESCENDED MASTERS

While the ascended masters rule the lands bathed in the rays of the weirdling sun, they have a counterpart in the Purple Underplanet: the descended masters, who serve the power known as the Green Flow.

It is the faith among the descended masters that, over many millions of years, the Green Flow remakes the Purple Planet into a perfected geography of sentient crystalline forms. Then, as the weirdling sun's influence waxes and the Green Flow's wanes, the weirdling sun transforms those perfect forms into dust. From the dust rises a welter of imperfect organic life – which is born, lives, dies, and decays – giving rise to still more imperfect life, always changing, slowly degrading into primordial ooze before ceasing entirely. They believe that this endless cycle of chaos and order, entropy and perfection, has now reached a cusp, and the Green Flow is ready to remake the Purple Planet anew. The descended masters consider themselves a part of its plan, a step towards final perfection of form and intellect that is the apex of the cycle.

Long ago, when the Green Flow's influence began to wane, and the sun's to wax, some of the denizens of the Purple Planet sought to avoid the degrading effects of the weirdling sun by descending into the hollow places under the Great Plateau (see Significant Geography of the Under-Plateau, p. XX). What they discovered was just as significant a danger to them as what happened to the Ascended Masters and the kith. Where the influence of the sun is toward lower and lesser, devolution and degradation, passion and kinesis, the Green Flow's influence is toward order and purpose, expansion and enhancement, intellect and perfection. The life cycle of the descended masters is testament to this opposition.

Life Cycle of the Descended Masters

The Underplanet's descended masters are creatures and servants of the Green Flow. They may use any weapon, and are strong and skilled hand-to-hand fighters. They do not use magic. With the power that the Flow grants, they become its agents in the Underworld, tending the birthing chambers of the shard children, living in the Undercity in the light of the Under-Sun, becoming crystalline constructs brought into being by the Green Flow's indefatigable influence, and joining for a time with its alien intellect.

There are four milestones in the life cycle of the descended masters: birthing, wizening, perfection, and ascension.

Birthing

Each Descendent into the Underplanet was considered by the Green Flow, each carefully weighed and his or her worth calculated. In the end only a few were fit for the Flow's great purpose. These few are the basis for every one born since.

The descended masters are grown in birthing chambers (the Crystal Crèche), cloned from material selected by the Green Flow. The birth cycle takes years, rather than months. During this time, the clones are allowed to grow and develop into adult forms, each one perfect and whole, thoroughly indoctrinated. Those who fail at various stages in their development are returned to the vats, to begin the cycle anew.

Wizening

Those who "hatch" from the birthing chambers are green-skinned humanoids, intelligent and talented, their human-like physiologies perfect in every way. They are immune to diseases, and tend to live for at least a century, and sometimes as many as two, before becoming Perfected. During this period they live fulfilled lives of industry and contemplation, becoming ever more integrated with the Green Flow. They are, at the same time, having their thoughts made correct through communion with the Flow, and having their bodies perfected through partaking of its substance. The descended masters are not affected by the Green Flow like PCs are; they are its chosen instruments, symbiotic with it.

At the end of the Wizening, each Descended Master reaches its pinnacle, shedding its mortal flesh to reveal a crystalline being, a living greenstone, fully in touch with the Green Flow, a part of its consciousness. Such a Wizened Master is capable of movement and speech, but the organic beings around him or her become increasingly inconsequential. They are ephemerals, and lack true communion with the Green Flow. This period of a Descended Master's life cycle is measured in millennia, over which time it achieves Perfection as a crystal shard of the Flow's memories, and is placed among others of its kind, in the Crystalline Matrix.

Perfection

It is the lot of each living crystal to reach a state of perfection, at which point it no longer possesses autonomy of any sort, and has gone completely over to the Green Flow. It ceases to move, and ceases to have biology, as such; instead it is a being of balanced geometry, a memory in the archive of the Flow. Each time a Wizened Master becomes Perfected, its body is placed in the Crystalline Matrix, a labyrinth of caverns, filled with the Perfected. It is at the same time crypt and library, the sum total of the thought of the Green Flow, and serves as its memory. However, even memory is not eternal. The Green Flow extrudes the Matrix from the Under-Plateau through a kind of peristalsis, into lower reaches of the Pit of the Mother Orm (Area D in *Peril on the Purple Planet*).

Ascension

The Perfected Masters extrude, slowly but surely, toward the surface of the plateau, and emerge in the Pit of the Mother Orm, Vatya-Ibdiid. At the leading edge of the extrusion, the eldest of the Perfected fracture from the Matrix, bit by bit, becoming greenstones of various sizes. Once exposed, they slowly fill with the power of the weirdling sun, and sometimes are ingested by the death orms. Thus, the Green Flow's memories of its past constantly fracture and ascend into the world above; they must be renewed constantly through the process of birthing, wizening, and perfecting its offspring.

Youthful Descended Master: Init +3; Atk fist +2 melee (1d3+1) or weapon +2 melee or missile; AC 13; HD 4d6; MV 35'; Act 2d20; SP *arcane grounding* when a spell is cast within 20' of any of the newly birthed, the caster suffers 1 point of spellburn to one physical attribute; SV Fort +2, Ref +2, Will +2; AL L.

Mature Descended Master: Init +2; Atk fist +3 melee (1d5+1) or weapon +2 melee or missile; AC 15; HD 4d8; MV 30'; Act 2d20; SP *spell arc* any spell effect causes arcs of green lightning doing 1d4 damage per level of caster to all enemies within 10'; SV Fort +3, Ref +1, Will +3; AL L.

Wizened Master: Init +1; Atk fist +4 melee (1d6+1) or weapon +2 melee or missile; AC 18; HD 4d10; MV 25'; Act 2d20; SP *spell reflection* any spell effect is reflected back to its caster, with appropriate Will or Fort Save versus spell result to avoid effect or take half damage; SV Fort +3, Ref +0, Will +4; AL L.

Encounters With Descended Masters

If the PCs encounter the descended masters in one or more of their successive forms, they are most likely to encounter them in the Crystal Crèche or in the Undercity, where the Wizening occurs. There they find an ordered society, one with strict laws of comportment and behavior, complex customs of manner, and intricate procedures for carrying out practical tasks. The ones just born are as close to human as they will ever be. In the process of Wizening the descended masters slowly give over passion for intellect, and impulse for planning. They are dispassionate and somewhat disconnected from mundane affairs as they near Perfection.



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