

## RANDOM ENCOUNTERS BY TERRAIN

See pages 13-18 of *Peril on the Purple Planet* for encounter details.

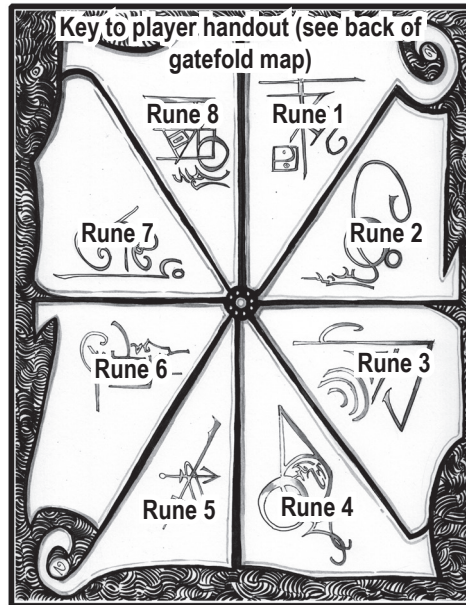
Roll 3d5	Wastes	Broken Hills	Mushroom Jungle	Ancestor Peaks
3 or less	Storm (dust)	Storm (flood)	Strekleon	Storm (lightning)
4	Ambush!	Trap	Gribb	Strekleon
5	Scouts	Scouts	Gribb	Trap
6	Raiders (near)	Raiders (near)	Raiders (near)	Trap
7	Death Orm	Strekleon	Raiders (near)	Raiders (near)
8	Gribb	No encounter	No encounter	No encounter
9-10	No encounter	Abandoned camp	No encounter	No encounter
11	Raiders (distant)	Abandoned camp	Trap	Raiders (distant)
12	Carriion	Carriion	Abandoned camp	Raiders (distant)
13	Battle!	Carriion	Abandoned camp	Cairn
14+	Relics table	Relics table	Relics table	Cairn

### Greenstone Shards

- Thin slivers 3 to 6 inches in length
- One shard imparts 1d5 charges
- Adds 1d10 to the spell check of a single spellburn
- Either use exhausts a shard, reducing it to ash.

### True Greenstones

- Quartz-like crystals the size of large melons
- Can be broken into 1d100+50 shards
- Spellburning from a greenstone exposes a caster to overwhelming arcane power; instead of a spell check, the caster must attempt a DC 20 Will save, or suffer 1d3 major corruptions. If the save is successful, the caster casts the spell at the highest possible result. Using a greenstone in this way exhausts the gem.
- Transporting a full greenstone into the wastelands immediately draws the attention of the waste worms. For every hex traveled, make a Luck check against the PC with the worst Luck score. On a failed check (a d20 roll higher than the PC's Luck), a waste worm tries to devour the PC bearing the greenstone.



### Lock Activation Sequence

**Activate:** Rune 8  
**Function:** Rune 4 for doors, Rune 5 for sarcophagi  
**Deactivate:** Rune 3

### Tool Activation Sequence

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

### Weapon Activation Sequence

**Activate:** Rune 8  
**Function:** Rune 6  
**Deactivate:** Rune 3

### Vehicle Activation Sequence

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

## SUMMARY OF KEY PLOT ELEMENTS

*Peril on the Purple Planet* is set on a planet with its own defining traits. These are key plot elements to remember as PCs explore:

- The PCs can return home only by bringing a complete greenstone *or* 25 greenstone shards to the pyramid of the ancients (area A-1 on page 7).
- There are only three *complete* greenstones: at the fortress of House Cotcyst (area B-5g on page 25), in the soot citadel of House Reagen'Tor (area C-3 on page 29), and embedded in the brow of the mother death orme, Vaty-Ibdid (area D on page 30).
- *Shards* of greenstones (as opposed to the three remaining *intact* gems) are used to power many ancient relics. A greenstone shard can also be used to spellburn (see page 6). Greenstone shards can be found in gribb nests (area 1-1 on page 18), the strong house of House Cotcyst (area B-4, page 23), in the cairns of kith heroes in the Ancestor Peaks, or carried by powerful warlords and their champions.
- Characters who recover a complete greenstone will be pursued by waste worms who sense its power (see page 6).
- The ancient relics include items such as plasma torches, rayguns, and hover skiffs (see page 12).
- Once powered, a relic can only be activated by pressing the correct sequence of runes (see Appendix A, on page 31).
- The Purple Planet is inhabited by the barbaric, warlike race known as kith (see page 3). Their champions and warlords fight in service to the ascended masters. There are two kith clans: House Cotcyst and House Reagen'Tor (see page 5).
- Common monstrous inhabitants of the Purple Planet are the quill-covered lion-like strekleon (page 18), reptilian flying gribbs (page 14), and enormous waste worms known as death orms (page 13).
- The weird dying sun of the Purple Planet drains 1d3 points of Stamina per day of exertion (see page 6).
- Mushroom forests populate the plateau. The mushrooms have strange and varied effects. Some cure damage from the weirdling sun (see page 9).

# KITH FEATURES

## 1d20 Distinguishing Features

- 1 Covered from head to toe in ritual scars.
- 2 Ancient bionic arm (+2 to melee damage).
- 3 Giant. +1d12 hp and +2 to damage.
- 4 Blind in one eye.
- 5 Vestigial second head hangs from shoulder. Cannot speak but eyes track PCs.
- 6 Extra long arms hang to ground.
- 7 Blade worn in place of forearm.
- 8 Hair worn in a blue mohawk.
- 9 Flayed skin along back stretched into flesh "wings" supported by sharpened bone.
- 10 Copper stump worn in place of lower leg. -5' speed.
- 11 Accompanied by a trained hunting gribb.
- 12 Albino.
- 13 Hair worn in tight braids hung with gribb bones.
- 14 Mass of scar tissue in place of nose.
- 15 Enormous and obese. -10' speed, +3 damage.
- 16 Wild eyed and gaunt. -1d5 hp, +2 AC.
- 17 Eyelids, lips, ears and nose removed.
- 18 Completely hairless.
- 19 Accompanied by a pair of trained strekleons.
- 20 Roll twice.

## Gear

- 1d3 greenstone shards.
- Ritual flint dagger.
- Gribb-skin cape.
- Belt of shrunken kith heads.
- Whetstone.



- 1d4 greenstone shards.
- Armored cingulum woven of spearheads.
- Lacquered helm fashioned from a small death orm skull.
- Death orm hide shield.

- 2 skins of mushroom milk.

- 1d5 greenstone shards.

- 3 dried este mushrooms.

- Necklace of gribb skulls.

- Death orm plackart.

- 1d6 greenstone shards.

- Ancient copper bracers.

- Horn carved from death orm bone.

- 1d7 greenstone shards.

- 1 dried ythoth mushroom.

- Roll twice.



## KITH STATS

**Kith Raider:** Init +0; Atk stone club +2 melee (1d3+2) or stone spear +0 ranged (1d7+2); AC 11; HD 1d12+2; hp 8; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -1; AL Var.

**Kith Champion:** Init +2; Atk iron club +4 melee (1d4+4) or spear +0 ranged (1d8+4); AC 13; HD 3d12+6; hp 24; MV 30'; Act 1d20; SP 25% chance of plasma torch (+4 melee, 1d12 dmg) with 1d5 charges; SV Fort +3, Ref +2, Will +0; AL Var.

**Kith Warlord:** Init +1; Atk sword +4 melee (1d8+4) or spear +0 ranged (1d8+4); AC 15; HD 4d12+6; hp 30; MV 25'; Act 2d20; SP 25% chance of death ray (+2 ranged, 1d5 dmg + DC 10 Fort save to avoid disintegration) with 1d10 charges; SV Fort +3, Ref +0, Will +3; AL Var.

**Generic Ascended Master:** Init +0; Atk plasma torch +0 melee (1d12) or death ray +2 ranged (1d5 + DC 10 Fort save to avoid disintegration); AC 15; HD 5d10; hp 25; MV 30'; Act 2d20; SV Fort -1, Ref +2, Will +5; AL Var.

## KITH TABOOS & BELIEFS

Non-kith are mindless beasts animated by evil spirits.

By distinguishing yourself in battle, you will ascend into the circle of Masters.

Slain enemies may only be looted or harvested by the slayer.

Eating the flesh of your kills ensures that their evil spirits cannot return.

Non-kith must not be allowed to enter the Ancestor Peaks.

Non-kith must not be allowed to ascend the Emperor's Peak (player start and areas A-1 and A-2).

Slain kith must be offered to the gribb atop cairns in the Ancestor Peaks so they can be reborn.

Breaking a taboo must be punished by death.



## RELICS OF THE ANCIENTS

When Relics are indicated, the PCs have stumbled across remnants of the planet's forgotten past. Nearly all are remnants of the Last War, buried in loam or sand, fused into the bedrock, or unearthed by the sooty rains. Roll 1d12, modified by the party's averaged Luck bonus (or penalty). See Appendix A for details on activating and using relics.

1d12	Relic
1 or less	Mine
2-6	Greenstone cache
7	Field kit
8	Skiff
9	Skullcap
10	Plasma torch
11	Raygun
12	Rayrifle
13+	Silver armor



After thousands of years, no two relics are alike. Judges are encouraged to add their own individual touches to discovered relics, or roll on the following table for inspiration:

### 1d16 Relic Characteristics

- Every time the relic is activated, there is a non-cumulative 15% chance that it ceases to function.
- The specific item is especially sacred to the kith, who refuse to allow an outsider to possess the relic. Nothing will stop them in their efforts to regain the sacred item.
- The relic aligns with a certain PC; thereafter no other character can activate the relic. While activated, a shimmering shield surrounds the PC, granting a +1 bonus to saving throws.
- The relic receives only one half the usual number of charges from greenstone shards.
- Generations of kith have adorned the relic with beads, polished stones, pleated hair and swatches of dried skin. The first PC to claim the relic receives a +1 bonus to Luck.
- There is a cumulative 3% chance that the relic self-destructs when activated, inflicting 3d6 damage to all characters within a 30' radius. The possessor is safe from any harm.
- The relic appears as if it was just forged, with nary a sign of wear.
- After five rounds of use, the relic overheats and shuts down for a day.
- When in physical contact with the activated relic, the possessor can determine the direction to the nearest greenstone shard.
- The relic receives twice the number of charges from a single greenstone shard.
- The relic was once used by a legendary kith champion. Any PC possessing the relic commands the respect (if not envy) of every kith.
- The relic leaks power. There is a 5% cumulative chance per day that the possessor develops a minor corruption.
- There is a 50% chance per activation that the relic simply does not work. The effect is non-cumulative, and a malfunctioning relic may very well work the next time it is activated.
- If a weapon, the relic inflicts an additional 1d5 damage per attack. If not a weapon, the relic is adorned with bloodied spikes.
- The relic shuts down when it comes within 5' of wizards or elves.
- The relic can be powered by arcane spells. The possessor intuitively knows that he can expend a spell to imbue the relic with 1 charge per spell level. Spells spent this way are lost for the day, but may be regained as per normal.

The inside front cover is a player handout illustrating the relics.

