

Battle for the Purple Islands



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A courier has raced halfway across the galaxy to send a holographic message to an old hermit living in a mountain cave infested by shadow shoggoths—it's time-sensitive, for his eyes only, and concerns the fate of the entire universe. Upon landing on the purple islands, the messenger was captured by militant talking apes. He managed to escape, but then fell into the hands of a cannibal tribe at the base of the mountain.

THE PURPLE ISLANDS

What are they? A forbidden sanctuary of weirdness in the middle of the ocean. Three large islands next to each other with dark purple sand, unbelievable creatures, and treasures untold. It's a gonzo science-fantasy paradise!

You see, much of the dark forces reigning supreme over the purple islands were vanquished by adventuring heroes. They came, they saw, and they slaughtered. A few years went by without incident. Everyone started coming to the islands after things quieted down—colonists, anthropologists, big game hunters, sightseeing tourists, etc. But then obscene purple blasphemies deep within the islands began to resurface.

PURPLE DESTINY

The purple islands aren't just masses of land that haven't yet sunk beneath the waves. They're actually sentient... with a personality and desires just like anybody else. Regardless of the purple islands' agenda, everyone who comes to the islands are touched by them in some way. There's a place where the purple islands and individual destiny intersect.

The following random table determines a character's predestined fate upon the purple islands. Take note that predestined is different than predetermined. The former can be altered by free will while the latter will occur despite character agency.

When a character acts in congruence with their purple destiny, they are granted advantage. For example, a half-orc wizard rolls a result of 5. While on the purple islands, anytime he attempts an action that directly moves him towards his destiny—such as averting an apocalyptic event via time travel—he gets advantage on that roll.

However, there's a limitation when it comes to combat. Advantage given to characters for appropriate actions—according to their purple destiny—can be used for the purposes of attacking only once per battle.

Roll	Result
1	To die horribly and/or gruesomely upon the purple islands.
2	To faithfully serve one or more demonic entities upon the purple islands.
3	To faithfully serve one or more Lovecraftian abominations upon the purple islands.
4	To claim an artifact or relic that currently exists upon the purple islands.
5	To jump into the past or future, protecting the purple islands from destruction in that time-stream.
6	To shift the balance of power so that the mighty fall and the lowly rise.
7	To assassinate one or more prominent individuals who have the power to dominate the purple islands.
8	To struggle for freedom and independence on the purple islands.
9	To become an influential leader on the purple islands.
10	To prevent the purple islands from being exploited or drained of resources.
11	To prevent hostile forces from discovering the purple islands.
12	To look into the islands' eye and learn its strange and wondrous secrets.

Roll	Result
13	To spread the fame or infamy of the purple islands far and wide.
14	To find and support the purple islands' messiah (2 in 6 chance of being named a messiah).
15	To become one of the purple islands' prophets.
16	To raise an army to destroy the purple islands' enemies.
17	To defile the temples, churches, and religious sanctuaries on the purple islands.
18	To activate the subterranean technology and computer systems beneath the purple islands.
19	To escape the purple islands.
20	To procreate on the purple islands in order to form "the purple dynasty."

WHY COME TO THE PURPLE ISLANDS?

Now that the purple islands aren't as dangerous as years past, all manner of humanoids are walking around, blissfully unaware of the present danger.

NPCs abound on the purple islands. Need additional prisoners for the Uba-Tuba cannibal tribe or the militant ape-men? What about potential converts the Brotherhood of the Unquiet Void is tempting into their cult? This random table will provide the GM with reasons why they originally came to the purple islands.

Additionally, there's a 2 in 6 chance that—for one reason or another—the individual has all but forgotten their initial motivation for coming to the purple islands (4 in 6 chance if they've been on the islands for more than three years). They've effectively "gone native." If that's the case, what motivates them now? Simply roll on the Purple Destiny table in order to determine what fresh calling has replaced their former purpose.

Roll	Result
1	Vendrazi Crystal Miners: The vendrazi are alien humanoids with purple skin who have come to the islands in order to exploit its riches—specifically, the crystals. The few remaining Purple Putrescence worshipers see the vendrazi as messengers from their god.
2	Purple Pilgrims: A variety of weird and dangerous cults worship the Ancient Ones—cultists from all over the world feel they have been called to the purple islands because it is their "holy land."
3	Colonists: The purple islands stopped being a penal colony years ago. Most of the prisoners died. Now, families are pouring in looking to colonize this exotic purple pearl.
4	Professional Treasure Hunters: These guys live for killing monsters and taking their stuff. The purple islands are said to contain wealth beyond a man's dreams, forbidden knowledge, and ancient relics of power. Such rumors bring adventurers by the boatload.
5	Big Game Hunters: Such individuals are here to hunt for sport, for the thrill of it. The purple islands are filled with exotic animals, many of them ferocious. Hunting and killing big game is a way for those on the mainland to taste the adventurer's life without risking their lives a great deal.
6	Anthropologists, Archaeologists, and Alchemists: Those with an academic background have come to the purple islands to investigate natural wonders and explore the mysteries presented by this strange, untamed land.
7	Bounty Hunters: These ruthless bastards track their prey and haul them in for a reward. Occasionally, it's "dead or alive." Most likely, though, the law wants prisoners brought back to face justice rather than a souvenir as proof that the bounty is dead.
8	Warlike Aliens: Beings from outer-space who see some kind of value in the purple islands. Perhaps its natural resources or the islands' position holds strategic military value.



NAMES

It's always a good idea to have a list of NPC names handy... just in case. If a suitable moniker jumps out at you, don't bother rolling.

Roll	Result
1	Hebek.
2	Sal J'ahr.
3	Meetho.
4	Perj'ella (F).
5	Bal Krytha.
6	Zybor.
7	Sneaky-Eye.
8	Darvan.
9	S'ssajol.
10	Terryk.
11	Walenzak.
12	Thalessa (F).
13	Queeso.
14	Mal Malek.
15	Kes Tynor.
16	Xeljanz.
17	Sep Jonzab.
18	Xanthan.
19	Carrazyn (F).
20	Vaantu.

PC ENTRY POINT – ALPHA BLUE

If you're playing *Alpha Blue*, the adventure might start in a small space station restaurant. There's an exclusive luncheon for sub-contractors employed by Universal Exploits. The PCs don't have to be involved with Universal Exploits prior to this luncheon—perhaps they were invited because they're friends with spacers who work for the temp agency of "dangerous but lucrative missions."

Just as the PCs are putting space ranch on their salads, the entire restaurant turns into a bidding war for juicy contracts—missions are being auctioned off left and right with spacers jumping out of their chairs, screaming, and grabbing these little blue tickets with numbers on them.

When the dust settles and everyone is back in their seats, chowing down on some leafy greens, the PCs realize all the jobs have been taken; all those tickets are gone... wait... except for one, yes there's a single blue ticket left. It has the number 111 printed in a vintage computer font.

Between the entrée and dessert, one or more of the PCs goes to a terminal in order to program their number into the Universal Exploits database. Turns out that 111 has both "easy" and "highly profitable" tags. The job is only a few lightyears away on a planet called Razira. Specifically, there's someone on an exotic jungle landmass called the purple islands—this someone is supposed to be helped, thwarted, or assassinated. The exact nature of the mission is unclear.

The computer spits out a receipt saying that details about mission objectives will be forthcoming. Also, you owe the restaurant 50 credits for lunch—plus tip!

PC ENTRY POINT – VETERAN OF THE PURPLE ISLANDS

The adventurers have been on the purple islands for some time. Just when they start to get confident about their ability to handle things in this godforsaken purple paradise, the PCs get captured by a notorious cannibal tribe that lives at the base of the great mountain. The tribe is called Uba-Tuba. They are pygmy humanoids who dye their skin with dark green ink, giving them superior camouflage in the jungle.

The PCs are currently being held in a cage made out of purple-tinted bamboo. The cage is suspended over a small pond consisting of raw sewage, the leftovers of their many cannibalistic feasts, and whatever purple goop they can scrape from the land after the Purple Putrescence passes overhead.

On the first day of capture and imprisonment, the PCs watched a guy fall into the murky pool—he died screaming just before his flesh swelled up like a balloon and he popped... his guts had turned a sickly shade of violet before he burst. Everyone in the purple bamboo cage can still see the violet streak on the surface of that disgusting pool of noxious sludge.

It's been several days. The PCs are hungry, thirsty, and nearly delirious from the heat and downright shitty conditions. A couple of the Uba-Tuba tribesmen haul a new prisoner into the cage. This is the courier who has a holographic message for the hermit living in a cave on the mountainside.

PC ENTRY POINT – NEWCOMER TO THE PURPLE ISLANDS

The PCs came to the violet-black shore of the purple islands and ran across various weirdness before overhearing a patrol of talking apes wearing purple leather tunics and carrying machine guns. The apes are conversing about an escaped prisoner—a human hell-bent on delivering a message to some mountain hermit.

The ape patrol is still out searching for the courier. One of the apes thinks they should try the mountains. Another ape feels it's more likely he made for the beach in order to escape or meet up with reinforcements. Seeing as the base of the mountain is home to several cannibal tribes, the talking apes wisely head towards the beach.

Eavesdropping on their conversation should eventually get the PCs curious as to the courier, the hermit, and those cannibals surrounding the mountain.

THE COURIER

A man was dispatched from the Guild of Purple Prose. His mission was nothing short of saving the universe. To do this, he needs to convince H.P. Lovecraft to keep writing his weird fiction.

The courier's name is Stenz B'wca. In order to fit in with his environment, he's wearing a shiny purple spandex uniform.

Stenz B'wca doesn't have time in his schedule for socializing, sightseeing, or frivolity. He's not a man of leisure. Rather, Mr. B'wca is terribly serious-minded when it comes to literature, art, and attending to business. He's been with the Guild of Purple Prose for about three years and jumped at the chance to take on this important assignment.

The hologram is contained within a small, colorless crystal that Stenz B'wca wears around his neck.

THE UBA-TUBA

While there are several cannibal tribes throughout the purple islands, the most numerous and vicious is called Uba-Tuba. The name means "dark and shining green;" it comes from the ink that the Uba-Tuba rub all over their bodies like lotion. Eventually, the ink gets absorbed into the skin and irrevocably alters the pigment of their flesh. The ink includes the tiniest flecks of minerals like quartz, giving their skin an unnatural sheen which reflects light in direct sunshine.

The ink comes from the blood of tiger-squid that roam the waters surrounding the purple islands.

As the PCs trek through the jungle, they are bound to run into the Uba-Tuba eventually. The people of this tribe range between 4' and 5' tall. Typically, they'll have polished smooth bones pierced through various parts of their body—nose, ears, cheeks, lips, genitals, etc. Their hair is straight and black.

The Uba-Tuba are warlike when it comes to defending their territory and way of life. However, they do not needlessly attack other humanoid tribes who mean them no harm. Strangers to the purple islands, however, are frequent victims of the Uba-Tuba. They are captured, cleaned, carved, cooked, and eaten. The entire process takes all day and usually tribal feasts include one good-sized individual or sometimes two or three smaller-sized individuals.

But the Uba-Tuba do have enemies—nearby primitive human and humanoid tribes, some of which are also cannibals. Rather than protracted war, tribal conflict is usually brief but devastating. Occasionally, an entire tribe is wiped out if one side proves stronger or lesser tribes band together to annihilate a common foe.

TYPICAL CANNIBAL TRIBE BEHAVIOR

- All the prisoners are placed into a gigantic pot filled with water, vegetables, herbs, and large granules of salt. The base of the pot is heated up with fire as the victims cook. When the water starts to boil, everyone is taken out of the pot and eaten by the entire tribe as a sort of festival atmosphere prevails.



- Average looking females are offered to the strongest warriors of the tribe to do with as they please.
- They take the prettiest female, bathe, perfume, and anoint her with scented oils squeezed from pungent, brain-fungi. Then women of the tribe rub her down with purple burrower mucus. The purple-hued gelatinous glaze on the selected female's skin identifies her as temporary leader of the tribe—the Purple Queen. She is considered royalty, but is really only a figurehead with no real power aside from blessing (and sometimes cursing) members of the tribe. Within 3 months, the Purple Queen is taken to a place of communion (hilltop or standing stones) and sacrificed to The Thing That Rots From The Sky.
- Escape from the natives (especially cannibals) is nearly impossible. At all times, there are two tribesmen standing guard with long bamboo blowguns with darts coated in juices of the dark orchid, which causes temporary (2d4 minutes) paralysis. The dark orchid juice is a closely guarded secret. Even if tortured, a tribesman would not reveal how the poison is made.

Typical Native

Health: 10 **Armor:** none **Attack Bonus:** +0

Attack Dice Pool: 1d6 **Damage:** bow/arrow and spear

Special: Tribesmen of the purple islands are dangerous because they frequently travel and attack in large numbers, 2d6 on average.

**‘The Uba-Tuba
are warlike
when it comes
to defending
their territory
and way of life.’**

CURIOUS CUSTOMS OF CANNIBAL TRIBES

How do the natives act? What makes one group different than another? The following random table is for determining tribal behaviors.

Probably the best way to use this table is roll once every time the PCs come across a native tribe (not necessarily cannibals) on the purple islands. Whatever the result—that's what the natives are up to when the adventurers encounter them.

Roll	Result
1	Mashes up insects to make this gray-mauve luminescent paste for decorating the flesh of condemned prisoners on the eve of their feast. Cannibal victims glow-in-the-dark before their big day.
2	Eat leaves with violet veins in order to see the invisible monstrosities who swim through the aether.
3	In times of uncertainty, tribesmen hum a particular tone that brings hundreds of purple-haired spiders. These spiders are intelligent and telepathic, sending their neutral-party arbitration by thought-waves to tribal elders. The bite from these spiders causes temporary blindness, severe itching, and uncontrollable diarrhea.
4	Pof'nar, the opposite of female circumcision—giant centipede saliva is dripped onto the vaginal area—making it three fold as sensitive and receptive to pleasure. Lasts 1d4 days per topical application.
5	Pollen collected from lush orange-magenta jungle flowers that have an unfamiliar cheese fragrance when blooming. The pollen is dried upon large stones containing amethyst veins for three consecutive nights in order to make an herbal "sleep powder." Structures are traditionally built over such stones to shelter them from frequent rainstorms. Victim is unconscious for 1d6 hours.
6	Strawberry sludge is eaten as a type of dessert after human flesh is consumed. The dregs of their strawberry sludge are manually inserted anally in order to combat diarrhea.

Roll	Result
7	Primitive tribes fear change. The way they do things is how they've always been done for thousands of years. Infants with curiosity and fire in their eyes, who seem too "awake" are often abandoned in the jungle (usually near the lost city) to die. It is believed that such children will eventually grow to adulthood with the desire and will for revolution.
8	They chip away at the purple statues before the acidic rain melts them into nothingness. With the purple quartz-like shards, tribesmen crush them down into tiny flakes resembling coarse powder and either snort them or place them underneath the tongue to dissolve. Within minutes, the individual who imbibed the purple quartz powder can walk the island as if he wasn't really there, out of phase with the natural order.
9	This tribe prefers to eat their victims while they're still alive. It is believed that excessive fear and suffering increases the potency while improving the taste, as well.
10	They make cooking pots, pans, bowls, cups, and all kinds of decorative crockery out of guano—droppings of the purple-albino bat (which is sacred to this tribe). From this pottery, the natives drink the blood of their victims in a ceremony which no outsider may witness.
11	When it rains, the entire tribe retreats into a subterranean bunker directly beneath their village. There's a hatch beneath a hand-made, purple-dyed blanket in the High Priest's hut.
12	Every few days, tribal elders imbibe milk of the purple poppy in order to induce states of hyper-dreaming (lucid and extraordinarily vivid stream of consciousness daydreaming).

SORCERER OF THE CRESCENT MOON

When at least one of the purple moons is crescent, a snake-man sorcerer named H'ssan comes down from the mountain to steal warm-blooded humans. Under cover of darkness, H'ssan procures sacrifices for Xivirinthi, the ancient wyrm who lives inside the third moon.

For the purposes of this scenario, the sorcerer of the crescent moon could take (or attempt to take) purple island natives, the courier, Lovecraft, one of the PCs, or a hireling. Every night, there's a 2 in 6 chance that H'ssan will strike.

H'ssan is one of the last snake-men living on the purple islands. Not many worship Xivirinthi anymore, believing his existence more a myth than anything else. He is known as the god of cruelty, savagery, and subjugation.

Xivirinthi was one of the lost gods, rumored to be sleeping until awakened with the dark sorcery fueled by the spilling of blood and ritual sacrifice. It is prophesied that whomever shall awake Xivirinthi shall become the god's servitor and his left hand upon the purple islands.

Stolen humans are thrown into a 30' pit and kept there until the time is right to slay them with a wicked-looking curved blade made out of ancient wyrm bone. In fact, H'ssan quietly prays before a small shrine constructed entirely of bones from ancient wyrms before and after the ritual bloodletting. Between the pit and the shrine is a bone altar wrapped in gory human skin.

There is a rope-ladder that H'ssan throws down into the pit before retrieving his sacrificial victims. Some humans try to climb up the ladder as soon as it's thrown. Others wait for H'ssan to descend. Either way, H'ssan knows the language of the blade. He's never failed to dispatch a victim. As long as a few drops of blood are deposited upon the skin-stretched altar, the ritual is successful.

For each successful ritual, there's a 1% chance that Xivirinthi is awoken by H'ssan, receiving the evil god's patronage.

H'ssan

Health: 20 **Armor:** 4 (14) (5) **Attack Bonus:** +2
Attack Dice Pool: 2d6 **Damage:** short sword (magic)

Special: The snake-man wears leather armor, but also wears a ring of shielding that gives him extra protection (+2). His wyrm-bone short sword is ordinarily +1, but +3 when the kill is particularly cruel or heartless. It also glows with a faint violet luminescence when in the presence of demons, devils, and infernal beings.

Convoke The Ancients: This is one of many spells H'ssan knows. With it, he can instantly summon 2d4 snake-men apparitions—ghostly ancestors who take the spellcaster's enemies as their own. These wraith-like serpents can only be harmed by spells and magical weapons.

Snake-Men Warrior Apparitions

Health: 35 **Armor:** none **Attack Bonus:** +4
Attack Dice Pool: 3d6 **Damage:** scimitar

TALKING APES

The purple islands allow for travel through time, space, and other dimensions. So, it's no wonder that certain areas of the jungle have been altered by the quantum upheaval. Such changes bring civilizations from parallel worlds and alternate universes. Talking apes that walk upright like men is just one example.

The apes are part of a community called New Ape City. They carry machine guns, attempting to conquer the purple islands whenever they meet a force that threatens them—both physically and intellectually... radical ideas that go against their religious-scientific belief system.

Patrols continually wander around the jungle, and it won't be long before these apes attack both the various cannibal tribes and the Brotherhood of the Unquiet Void.

While these apes use military tactics (like attacking by surprise), they're no strangers to a frontal assault with machine guns blazing!

Ape-Men

Health: 15 **Armor:** 2 (12) (7) **Attack Bonus:** +4
Attack Dice Pool: 2d6
Number of Attacks: 3 per round
Damage: machine gun (2d6)

Special: The talking apes are usually found in numbers of 2d4. They always prefer to strike first, use cover when available, and retreat when most are dead—but never surrender.

**'Only the Laugiver
may drink Purple Prizm
straight from the can!'**



**‘The Great Old Ones
wish to repopulate
the purple islands
with their
seed-spawn.’**

BROTHERHOOD OF THE UNQUIET VOID

A religious order calling themselves Brotherhood of the Unquiet Void devote themselves to those outer abominations whose slime drips down from another universe, a universe of throbbing, twitching, screaming flesh, gory and insane and spilling out into the unreachable darkness. The brotherhood worships entities that hail from such places, and they have a leader named Kaion Vasus.

Kaion Vasus possesses a magical ring that allows him to control the spawn, servitors, and lesser obscenities issuing from that nightmarish universe. The ring was forged by sorcerers who glimpsed too deeply of that dark place. After creating the unwholesome ring, it's rumored that the sorcerers hacked each other to pieces so that they could frolic in blood as their souls departed to the nethermost regions of Hell.

The unwholesome ring has allowed Kaion Vasus to dominate several smaller regions on the mainland. However, the Brotherhood of the Unquiet Void have set their sights towards the purple islands.

Unfortunately, many of the weaker Lovecraftian monstrosities were killed by virtuous adventurers and in the demon war that concluded with massive casualties on both sides.

The Great Old Ones wish to repopulate the purple islands with their seed-spawn. In order to fill the purple islands with countless abominations, they have sent a messenger to the Brotherhood of the Unquiet Void. Kaion Vasus received this humanoid-shaped entity named Irukath'naavo graciously, and learned from him how to construct something called the indigo missile.

THE INDIGO MISSILE

A special warhead was crafted for the indigo missile—the warhead consists of a mutagen that will spread radioactivity throughout the purple islands. This special kind of radiation causes extreme and sanity-shattering mutations. The missile will be launched and detonated over the purple islands so that all life on the islands will be corrupted, forever altered to resemble the untenable horrors that issue from the other universe.

Irukath'naavo, along with the brotherhood, have almost finished arming the indigo missile. They plan to launch it within 24 hours. However, it's missing something vital...

STUMBLING UPON THE BROTHERHOOD

There's just one last ingredient the cult needs to arm the warhead. It's an indigo crystal—the rarest of them all.

An indigo crystal is rumored to illuminate the hermit's cave. Both Kaion Vasus and Irukath'naavo are safely ensconced in their ruined temple headquarters near the lost city. Three cultists have been dispatched to retrieve the indigo crystal. Depending on how soon the PCs encounter the cultists, they could be...

- At the base of the mountain, about to ascend.
- Climbing up the mountain, almost to the cave mouth.
- Just leaving the cave with indigo crystal in hand.
- At the base of the mountain with crystal, heading towards the ruined temple.

Cultists

Health: 10 **Armor:** none **Attack Bonus:** +2
Attack Dice Pool: 2d6 **Damage:** short sword

Special: Once per day, the Brotherhood of the Unquiet Void can reach into an individual's mind and disturb the fragile equilibrium—causing 1d4 rounds of disorientation.



Kaion Vasus

Health: 30 **Armor:** 3 (13) (6) **Attack Bonus:** +5
Attack Dice Pool: 3d6 **Damage:** flail

Special: Once per combat, Kaion can bless his weapon. This blessing allows the flail to skin his opponents on a critical hit. Skinned foes must save or die! He also wears an amethyst ring that allows him to dominate the spawn of Cthulhu, Yog-Soggoth, and Tsathag'kha.

Irukath'naavo

Health: 50 **Armor:** none **Attack Bonus:** +6
Attack Dice Pool: 4d6 **Damage:** dagger and sickly purple death-ray!

Special: Every other round, he can use his purple eye-beams to destroy his enemies (6d6 damage, single target, no save).

STEALING THE INDIGO CRYSTAL

If the PCs manage to acquire the indigo crystal, several from the Brotherhood of the Unquiet Void will sneak into the PCs' camp (most likely at night) attempting to steal it. The singular cultist who actually attempts the stealing is well-versed in such things and gets advantage on any roll pertaining to stealth.

Assuming the indigo crystal was successfully stolen, the PCs get a chance to notice that it has been stolen after the occurrence. When the PCs become aware of the theft, they can attempt to track the cultists down. If the PCs go after the cultists quickly, they catch up to them just before reaching the cult headquarters. If the PCs delay, the entire Brotherhood of the Unquiet Void are in their ruined temple.

RUINED TEMPLE OF THE UNQUIET VOID

The Brotherhood of the Unquiet Void are assembled in their ruined temple. This temple is located near the main entrance to the lost city. Its proximity to not only the lost city but one of the purple islands' few pylons makes this location extremely valuable real estate. In fact, a half-dozen humanoid factions would be eager to swoop in and occupy the ruined temple overnight if there were a vacancy.

The ruined temple itself looks like an old earth cathedral. The broken roof is still held up (in places) with arches and buttresses. The stone floor is cracked with not only purple poppies, but wild flowers, and poisonous weeds growing through the fractures. Several curved staircases wind upwards, leading to a second-floor gallery where 1d3 guards are almost always stationed.

As one might expect, the temple's interior contains a functioning pipe organ, a well-used sacrificial altar, and iron manacles chained to a heavy stone wall. However, the focal point is the indigo missile at the cathedral's center.

Various sorcerers, including the High Priest, Kaion Vasus, are using magic to manipulate the ingredients within the warhead... including the indigo crystal. If the cult does not have possession of the indigo crystal, they will make do with combining one purple crystal and one blue crystal—thus giving everyone living on the purple islands a 2 in 6 chance of resisting the radiation's effects.

If the PCs are spotted, the cultists attack! If the indigo missile is destroyed, there's an explosion—everyone within a 30' radius of the warhead takes 8d6 damage (no save). Those between 30' and 60' take only 4d6 damage (save for half). The fiery blast is only a fraction of what would have happened if the warhead had been fully armed. Also, there's no chance of mutating into a Lovecraftian abomination.

Of course, if the PCs patiently wait several hours after they track the cultists to their headquarters, the warhead will be armed. That means triple the damage and radiation will spread in a 3-mile radius from the destroyed missile.

THE MOUNTAINSIDE CAVE

Deep within the cave, there is a misanthropic author of weird tales named H.P. Lovecraft. He spends his time reading by the light of his indigo crystal, daydreaming, and sipping on milk of the purple poppy—a narcotic that enhances one's imagination and is rumored to put one in direct communication with elder gods.

In order to reach Lovecraft, the adventurers will have to contend with several shadow shoggoths. It is unknown what the relationship is between Lovecraft and the shadow shoggoths. Perhaps they are

protecting him, maybe they feed off his creativity, or they could be keeping him prisoner because some minor deity wishes to extinguish his genius.

Shadow Shoggoths are formed by concentrated darkness given eldritch life through sorcery. They can only be destroyed by a shadow blade. Shadow blades can be found in the hands of humanoids who serve Kaes'thra Nuon—a female demon of great power who lives in the bowels of the mountain. Kaes'thra Nuon desires not only servants but worshipers, too. Even now, she is amassing an army of followers to conquer the purple islands.

Shadow Shoggoths

Health: 30 **Armor:** +4 **Attack Bonus:** +6

Attack Dice Pool: 3d6

Damage: tentacle crush and bite (2d6)

Special: Shadow Shoggoths take only half damage from spells and magic weapons and no damage from ordinary weapons. Only shadow blades do full damage to them.

If they score a critical hit, shadow shoggoths can manifest their darkness inside an individual's body—causing him to act as if he were possessed by the shoggoth. The effect lasts until the shadow shoggoth is killed or the enchantment is dispelled.

THE HERMIT

The hermit who lives in the mountain cave is named H.P. Lovecraft. He's a writer of weird tales—mostly short fiction of the science-fiction and horror variety, with a little eldritch fantasy thrown in for good measure.

Lovecraft had grown despondent after a string of rejection letters. He gave up writing and found his way here on the purple islands through arduous dream-journeys. Now, Lovecraft sits in a cave, daydreaming about his youth and fabulous adventures taking place only in his imagination.

To strangers, Lovecraft is extremely polite and courteous. However, he's also stubborn, obsessive, and shy... at first. But once you get to know him, he can talk all day.

THE HOLOGRAM

Either the courier or the PCs will have the hologram meant for H.P. Lovecraft. If neither has it, then perhaps a native of the purple islands is using it to decorate his bone and seashell necklace. No doubt some kind of tracking device exists or could be jury-rigged to seek out the holographic crystal.

When played, a purple (of course) image constructed of laser-light appears in the cave. It's Lovecraft himself—aged about 20 years.

The elder Lovecraft explains to his younger self that writing is what he's meant to do. Even if he's lost his inspiration and will to keep writing, it's not too late. Apparently, there is an art museum somewhere on the purple islands. The holographic Lovecraft urges himself to find the museum and locate a short art film being played in a small, dark room within the museum.

That art film contains all the inspiration the youthful Lovecraft needs to begin his magnum opus—a work so profound and glorious, steeped in cosmic horror and unutterable alienage that his prior works of Cthulhuism and Yog-Sothothery pale by comparison.

THE CONTEMPORARY ART MUSEUM

Deep within a crevasse, lies the remains of an art museum specializing in contemporary and modern aesthetics. The museum is remarkably intact. When the ground opened up and swallowed the structure, it did so all at once. Sure, there are some ruined walls and collapsed ceiling tiles, but for such a place to be this well preserved is nearly unbelievable.

The museum is several levels; a translucent purple-glass staircase has also survived, getting people from one level to another. The entire building is decorated with flat, geometric-shaped prisms that catch the light, revealing kaleidoscopic colors—usually when people aren't looking directly at them.

The purple islands have done something strange to the prism shapes. Anyone who stares too long or deeply into these shapes risks losing his identity. There's a 2 in 6 chance per occurrence that an individual's soul gets absorbed into a prism. The soul is turned into energy that feeds the machine—an artificial intelligence existing somewhere among the subterranean stations of the purple islands.



WANDERING AROUND

If the PCs want to wander around the museum, there are a number of exhibits worth experiencing. Most have seen better days, but some are completely untouched by time and cataclysm.

- **Clown paintings** – about a dozen oil paintings of various clowns.
- **Bronze sculptures** – smooth and curved bronze sculptures that suggest human forms.
- **Papier-mâché janitor** – the artist fashioned a hyper-realistic person in overalls holding a mop, leaning against a wall. It fools 97% of people.
- **Colored glass** – these heavy hunks of rainbow-hued glass look as if they're magical, but really are only pretty paperweights.
- **Landscape paintings** – impressionistic works of fields, cities, and ponds full of waterlilies.

BEYOND THE BLACK CURTAIN

The exhibit which Lovecraft himself is most eager to find is a tiny theater called The Aura.

There's a small door leading to The Aura. Walking into this dark space leads to a black curtain that must be parted so one can enter. Beyond the black curtain, a strange short film plays on a screen.

The film is called "The Masks We Wear," and it shows stark, ugly, and profound truths that will crush a man's soul if he is not prepared to witness such an awesome spectacle.

- 9 black monoliths over an orange field that turns red, illuminating 9 weird, geometric shapes pulsing with color and energy of their own.
- Eyes are slit with a wavering blade.
- Blood splatters upon the crumbling yellow pages of an ancient book.
- Fish-banana; mannequins whisper.
- Strawberry Cheesecake Princess grows a twin inside herself.
- Dogs and cats are living together in peaceful harmony.
- Dark ambient tones cascade over landscapes of orange fallen cities.

- The text appearing at the bottom of the screen announces a disagreement between rivals—politics, science, philosophy, art, and morality are discussed.
- Eventually, the inevitable conclusion is revealed—nuclear holocaust.

After watching the 7-minute film, Lovecraft needs some time to process everything. He seems distant, lost in thought. Eventually, he puts pen to paper and begins to write in his personal journal that he always keeps in his back pocket—just in case.

Eventually, Lovecraft will write his greatest work of weirdness and it will make the universe shudder in horror. Those who have a hand in Lovecraft's revival should count themselves fortunate, indeed. Perhaps the adventurers could accompany Lovecraft on a new mission—to seek out revelation elsewhere on the purple islands.

Watching The Film

What happens to PCs and their entourage when they watch this short art film? The film itself has been warped by its time on the purple islands. What was a fairly innocuous art film has now become a surrealist revelation infused with cosmic horror... and fish-banana mannequin whispers!

Here's a random table to help you figure things out. Effects last approximately 1d100 hours.

The GM should use his best judgement to determine any mechanical benefit or hardship that results. Be open to player suggestions and feedback.

Roll	Result
1	They go violently insane.
2	They go catatonic, silently rocking back and forth.
3	Something inside of them breaks - angst, malaise, or ennui results.
4	Paranoid and distrustful.
5	Uncontrollable lust.
6	Hopeful and optimistic for the future.
7	Artistic urge to create something.
8	Heightened state of consciousness.

ROLL AS YOU GO HEXCRAWL

Roll three times per hex. How big are hexes? I get asked that a lot, BTW. No idea, but let's just say 5 miles because it's a manageable number.

But what if you're not using hexes per se? Either roll once per hour of walking or roll three times for every three-hour tour-of-duty through the purple islands.

All hexes are assumed to be jungle, unless results suggest otherwise. If you roll the same number twice in a hex, that means the Purple Putrescence is about to float overhead and wreak havoc!

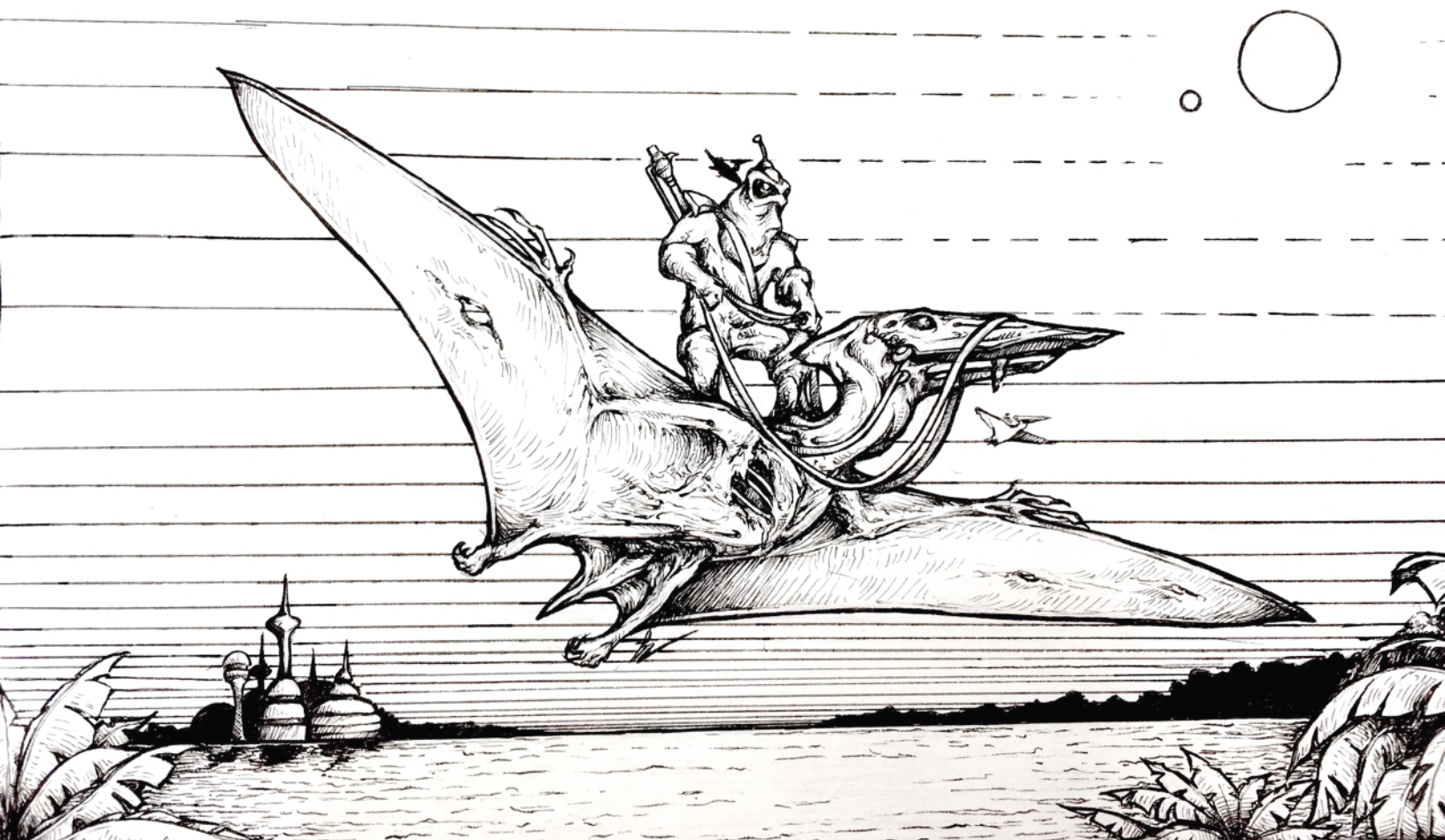
ROLL AS YOU GO HEXCRAWL (LAND OF THE LOST VERSION)

Roll	Result
1	Dinosaur.
2	Reptilian insectoids (2d6).
3	Crystal deposit.
4	Pylon.
5	Monkey people (2d6).
6	Starship.
7	Other lost explorers.
8	Either fragment of, or entrance to, the lost city.
9	Ruined temple.
10	Watering hole or stream.
11	Bluff, cliff, or mesa.
12	Clearing (2 in 6 chance that a hole mysteriously opens up in the ground - the land is looking for sustenance).
13	Hatch hidden underneath vines, leaves, and jungle brush.
14	Rusted-out vehicle that's been there for years... 1) plane, 2) van, 3) rollercoaster car, 4) tank.
15	Two dinosaurs fighting each other.
16	Native humanoids (5 in 6 chance of being aggressive).
17	Exotic fruits or vegetables (1 in 6 chance of being poisonous).
18	Wild boar (1 in 6 chance of polar bear, instead).

Roll	Result
19	Abandoned high-tech (for the 70's) station with "Dharma Initiative" marking.
20	Highly evolved (and shorter) reptilian insectoid (2 in 6 chance of being in a foul mood).
21	Skinned humanoids hanging from trees, strung upside down.
22	Central American guerrilla militants.
23	Domed city (2 in 6 chance of having cracked dome and interior environment out of control).
24	Alien predator hunting humanoids.
25	Ambush.
26	Warzone - caught between two extraterrestrial factions.
27	Ancient statue (human sized).
28	Gigantic natural creature... 1) snake, 2) spider, 3) mosquito, 4) crocodile.
29	Attractive woman in peril (possibly running for her life).
30	Primitive village.
31	Radio tower.
32	The sound of tribal drums.
33	Cryogenic pod (3 in 6 chance of there being an occupant).
34	Crude stone altar strewn with broken bones and bloodstains.
35	Unexploded bomb (2 in 6 chance it's actually an alien spacecraft).
36	Purple crystalline humanoids, petrified (1d4).
37	Swath of blood-spattered jungle.
38	Cache of... 1) weapons, 2) food and water, 3) scientific equipment, 4) medical supplies.
39	Treasure... 1) gold, 2) gems, 3) U.S. dollars, 4) sci fi currency like credits or zuleks.
40	Florescent yellow-green blood dripping onto leaves from above.
41	Mountainous terrain.
42	Mausoleum, crypt, or tomb.
43	Volcano (2 in 6 chance of imminent eruption).
44	Dark metallic sphinx the height of three men standing on each other's shoulders.

Roll	Result
45	Shallow graves marked with poorly chiseled tombstones.
46	Carnivorous plant.
47	Brightly colored fungi that is... 1) poisonous, 2) hallucinogenic, 3) delicious, 4) sleep inducing.
48	Humanoid skin draped over branches like a gruesome jungle scarecrow.
49	Patrol of misanthropic ape-men armed with machine guns.
50	Winged gorillas with tentacles instead of arms.
51	Cave with voice-modulated super computer just inside.
52	Aircraft graveyard infested with flesh-hungry ghouls.
53	Mandroids looking for fresh meat to replace their atrophied body parts.
54	Hunter-killer robots looking for humanoids to murder with lasers.
55	Sentient and evil glowing green sphere (2 in 6 chance it's surrounded by humanoid worshippers.
56	Doom-hawks (undead pterodactyls) flying overhead, hunting for easy prey.
57	Starship landing or about to land.
58	Orgy! Dozens of natives partake of the flesh dance.
59	Humanoid fight club in homemade arena pit.
60	Convening wizard's council (2 in 6 chance of wizard duel about to begin).
61	Priests wearing purple-stained robes skulking around.
62	Cannibals feasting on one or more unfortunate humanoid victims.
63	Shining city on the hill (5 in 6 chance it's just an illusion).
64	Humanoid sacrifice chained to an immense rock (4 in 6 chance that the Purple Putrescence is coming).
65	1d4 Bounty hunters tracking a wanted man.
66	Lone wanderer clothed in black... 1) zedi apprentice, 2) zedi knight, 3) dark zedi, 4) zith lord.

Roll	Result
67	Rival adventuring party.
68	Lovecraftian god awakening.
69	Purple island prostitutes looking for a date.
70	Gigantic metal cube.
71	Violet radiation cloud (2 in 6 chance of causing mutation, but if you roll a "6," it's radiation poisoning - half your Health and at disadvantage for 1d4 days).
72	The unbearable stench (2 in 6 chance of nausea and vomiting).
73	Swarm of shaggai insects (poisonous stingers and their chittering can drive humanoids mad.
74	Exposed veins of blue crystal; allowing nearby giant spiders to use their dormant psionic abilities.
75	Pocket of electromagnetism that provides accelerated healing, uncanny coincidence, and spontaneous time travel.
76	Tar pit - bubbling black pool of sludge (2 in 6 chance of animal or small dinosaur currently trapped and slowly sinking into the tar).
77	Village of pygmy tribe native to the islands - they're head-hunters.
78	Caravan of merchants selling colorful silks, exotic spices, humanoid slaves, and the occasional piece of explorer equipment.
79	Quicksand (2 in 6 chance of walking into it).
80	Mauve lotus - eating its leaves or smoking its pollen temporarily grants visions of reality from the perspective of 23 dimensions.
81	Chasm with rope bridge stretching across.
82	Slimy gateway to the night ocean.
83	Mutant death squad.
84	Cold spot due to one or more necromancers dabbling with inter-dimensional magic (2 in 6 chance there's an ice cavern in the vicinity).
85	Volcano, active but not actually erupting; hot lava flow running down the sides (there's a 1 in 6 chance of falling into lava for those engaged in combat near the flow).
86	Waterfall and grotto (2 in 6 chance that 1d4 naked women are bathing in the water).
87	Unnaturally purple aurora glowing strangely in the night sky.



Roll	Result
88	Hot air balloon up in the sky (2 in 6 chance that it crashed into the island 1d12 years ago and all that's left is a torn, faded rainbow-hued bag).
89	There's a yellowish-green thing in the sky, like a blob of energy. It's moving in a straight line but will occasionally change directions (if anyone touches it, they'll be swallowed up by it and transported to another dimension).
90	Giant insect larvae on the ground, covered in sticky mucus (4 in 6 chance of aggressive adult insects nearby).
91	Old and battered wooden gateway or entrance. The paint is weathered but PCs can just barely make out the words "Jurassic Park."
92	Unrecognized fossil of creature embedded into the rock.

Roll	Result
93	Something with numbers on it... 1) piece of metal structure, 2) cave wall, 3) tattooed arm of dead man, 4) written on a shredded piece of paper. The numbers are: 4, 8, 15, 16, 23, and 42.
94	Taarna, a reticent and determined female warrior with lavender hair, red and black leather armor, and a great ass. She's a Taarakian (and has the mark), hunting her prey for the sake of revenge.
95	Pyramid emitting strange sound and vibration - those with psionic abilities can't use their special powers within 3 miles of the pyramid.
96	Pylon (possessed) - there's something wrong with this particular pylon... it's possessed by some alien consciousness thousands of years old that refuses to die and wants to be reborn via humanoids who enter the pylon.



Roll	Result
97	A small pile of rocks props up a small American flag (was placed there a couple of days ago). If you roll this result more than once, the PCs discover the corpses of three human astronauts (2 in 6 chance their starship hasn't sunken beneath the waves yet).
98	Several reptilian insectoids gather around a strange device, the center of which is a glowing crystal capable of opening and fixing dimensional gateways.

Roll	Result
99	Three golden diamonds hovering in the sky (2 in 6 chance that they're flashing a sequence of colors that correspond to crystals within a nearby pylon. Touching the colored crystals in order should correct any imbalance).
100	Gigantic stone statue (4 in 6 chance that it's just the head).

LOCAL REACTION TO LOVECRAFTIAN ENTITIES

Evidence of cosmic horror is so outside the normal human experience that it profoundly affects individuals and groups differently. Anything that's eldritch or supernatural + frightening deserves a roll on this random table in order to determine how natives react.

Roll	Result
1	Sheer terror!
2	Worship it as a minor god.
3	Disgust and loathing.
4	It is forbidden to acknowledge the existence of such things.
5	Symbiotic relationship; cooperative.
6	Actively trying to hunt it down and destroy it.

THE WEATHER

Roll on this table every 6–8 hours to determine atmospheric conditions on the purple islands.

Roll	Result
1	Scattered showers; overcast.
2	Tropical thunderstorms.
3	Sunny, extremely hot and humid.
4	It feels less humid with an ocean breeze.
5	The sky turns a deep magenta with yellowish-orange clouds and blue lightning—Armageddon!
6	Acidic purple rain—find shelter or take 1d6 damage every 10 minutes of exposure.
7	Hurricane!
8	The sky grows increasingly dark and purple mist covers the ground.

**‘Shadow Shoggoths
are formed by
concentrated darkness
given eldritch life
through sorcery.
They can only
be destroyed
by a shadow blade.’**

CREDITS

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