

# Purpura

Large Legendary Arcane Dragon

**AC** 19 (Natural Armor)

**Hit Points** 270 (20d12+140)

**Speed** 120 ft., fly 240 ft.

| STR    | DEX    | CON    | INT     | WIS    | CHA    |
|--------|--------|--------|---------|--------|--------|
| 26(+8) | 20(+5) | 24(+7) | 30(+10) | 18(+4) | 24(+7) |

**Saving Throws** Dex +11, Con +13, Wis +10

**Skills** arcana +16 perception +10

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** truesight 120 ft., passive perception 20

**Spellcasting.** Purpura is a 20th-level spellcaster. Purpura's spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). Purpura has the following sorcerer spells prepared:

|                                    |                                      |
|------------------------------------|--------------------------------------|
| Cantrips (at will): minor illusion | 5th level (3 slots): arcane hand     |
| 1st level (4 slots): magic missile | 6th level (1 slot): contingency      |
| 2nd level (4 slots): mirror image  | 7th level (1 slot): force cage       |
| 3rd level (3 slots): counterspell  | 8th level (1 slot): anti magic field |
| 4th level (3 slots): arcane eye    | 9th level (1 slot): time stop        |

**Magical Resistance.** Purpura has advantage on saving throws against spells and other magical effects.

**Legendary Resistance (3/day).** If Purpura fails a saving throw, Purpura can choose to succeed instead.

## ACTIONS

**Essence of Purpura (recharge 5-6).** Purpura exhales hallucinogenic gas in a 60 foot cone. All creatures within the cone must make a Constitution saving throw (DC 21), becoming confused as per the Confusion spell for 1 round, if they fail the save.

## LEGENDARY ACTIONS

Purpura can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Purpura regains all spent legendary actions at the start of its turn.

**Detect.** Purpura makes a Wisdom (Perception) check.

**Tail Swipe.** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 40 (5d12 + 8) bludgeoning damage.



Armor by Daniel Kamarudin (this side) & Godfrey Escota (other side)

# The Essence of Purpura

Mini Adventure by Ian Spiegel-Blum,  
Johannes Babnsen & Christopher Larsen

*Purples are among the younger races of Arcania dragons. When potion makers discovered the use of natural flora to produce potions and poisons, they stored their experiments underground in subterranean lakes. These lakes were water sources for green dragons. As a result of human tampering with natural forces, some green dragons mutated forming the purple dragons, which are beasts with unique talents for death. Purpura is the ruler of the cult of dragons known only as "The Forsaken". Purple dragons have lost the ability to breathe fire but can instead exhale many colorful hallucinogenic gases and poisons.*

The Essence of Purpura has been the subject of innumerable tomes. Scholars do know that the Essence produces a highly hallucinogenic effect which cutthroats and kingslayers have used to their benefit.

Now, a member of a thieves guild has hired adventurers to sneak into the area inhabited by the Forsaken. The rogue is keen on obtaining the essence of Purpura and will offer the adventurers anything they can think of as a reward for it. In addition, he equips each of the adventurers with a vial in which they can catch the breath of Purpura. Adventurers must take heed not to inhale the breath themselves, lest they become paralyzed by their own hallucinations.

## THE ARCANE TOWER

The adventure begins with our adventurers arriving at the archmage's tower. The walls of the cavernous entrance hall are adorned with lanterns flickering with magical energies. At the end of the hallway, the adventurers come upon a wooden door, surrounded by eight statues of forgotten warriors. Mystical runes are inscribed upon the wooden door. As they approach, a mouth appears and utters, "I am the guardian, speak the word of passage to enter. Failure will entice my wrath and I shall punish thee. Be warned, I am relentless." If the adventurers say the correct password, the mouth will disappear, and the door will swing open. If the adventurers say the incorrect password, a *magic missile* will be cast at its lowest level targeting the adventurer who uttered the wrong word, then 1 statue (animated armor) will attack. This will continue until the right word has been spoken.

The correct word is hidden within the mystic runes on the door. The mystical runes can be manipulated in a way that will spell out a single word. A DC 15 *arcana* check will solve the magical puzzle. The correct password is: relentless.

## TRANSMUTATION

Behind the door, a magical staircase leads upwards into the belly of the tower. A *Guards and Wards* spell has been cast making the hike up the steps more difficult. But once they reach the top of the tower, they find a mage wearing purple robes standing on a misty floor. The

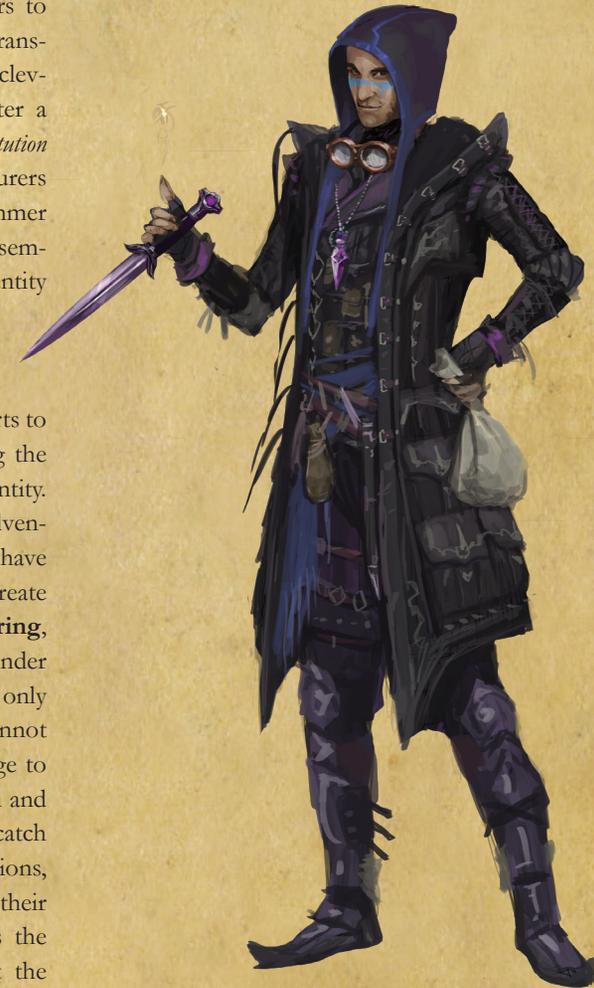
mage is in the process of transmuting a cube-shaped object into a glowing orb. The mage is Purpura. The mist is hallucinogenic and makes the adventurers believe Purpura is human when in fact he is not. He will not share his true identity and if they ask him about Purpura he will tell them that he does not know who that is.

The mage invites the adventurers to stay and watch him perform his transmutations now that they have been clever enough to enter his tower. After a while with a successful DC 15 *constitution* or *wisdom* saving throw, the adventurers will become aware of a faint shimmer around the body of the mage resembling that of a dragon. Purpura's identity is discovered.

## CATCH YOUR BREATH

As soon as the jig is up, Purpura starts to teleport around the tower, taunting the adventurers who discovered his identity. Purpura knows very well what the adventurers want, but now is his time to have a little fun. He uses his breath to create hallucinations of a **rug of smothering**, a **mimic** and a **flying sword** to hinder the adventurers. They are not real, only in the adventurers' minds, and so cannot kill them. If the adventurers manage to catch Purpura's breath he will laugh and congratulate them. If they do not catch his breath but defeat the hallucinations, he will reward them by breathing in their direction. Regardless, he laughs as the final illusion breaks, showing that the tower is not a tower at all but a crum-

bling dragon roost where the dragons of the cult of The Forsaken hang upside down like bats. Purpura soars through the opening in the roof, followed by his twelve dragon acolytes, leaving whether or not they caught his breath.



SHADOW ROGUE