

DUNGEON CRAWL CLASSICS

DANGER IN THE AIR!

2022 FREE RPG DAY MODULE
A LEVEL 0 ADVENTURE
BY MICHAEL CURTIS



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DANGER IN THE AIR

2022 FREE
RPG DAY
MODULE



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INTRODUCTION



Danger in the Air is a 0-level funnel for the *Dungeon Crawl Classics RPG*. During the course of this adventure, a group of modest villagers discover a strange creature floating over their home: an immense, winged jellyfish-like monster with a structure lodged inside its transparent bell. Treasure is leaking from the damaged construction, and the creature itself appears dead. Will the bravest (or most foolish) of the villagers enter the beast to see what else lurks in the curious building situated within the great, floating corpse?

Danger in the Air is intended for groups of four to six players, with each player controlling three to four 0-level PCs. Many will die during the adventure, but those who survive will find themselves ready to face further adventures as stalwart 1st level characters. The adventure may also be suitable for 1st level characters, but the judge might wish to increase the difficulty of some of the encounters to better challenge the more robust and gifted player characters.

NEED 0-LEVEL PCS?

Danger in the Air can be ready to play in less than an hour. The judge can read through the adventure and then generate stacks of 0-level PCs for their players with the click of a button thanks to the wizardry of the Purple Sorcerer Games 0-Level Party Generator. Use this QSR code to take you right where you need to go!



BACKGROUND



yyvukl of the Worlds was an elf born in a distant place, one far removed from the world of the player characters. The location of this place might be on an alien world, a parallel dimension, or a different time and space, but it is a moot point. All one needs to know of Qyyvukl is that she traveled a hundred worlds and saw many, many strange things.

In her journeys, she tamed a great beast known as a void-drifter, a kind of interstellar jellyfish capable of withstanding the cold and distance between dimensional spaces. The titanic beast was the perfect means for Qyyvukl to continue her explorations, and the elf constructed a domicile within the beast's bell. This intrusive surgery did no harm to the void-drifter and provided Qyyvukl the means to direct the beast, transforming it into a living dimensional vessel.

All went well for Qyyvukl for many years, and she accumulated a great deal of interesting objects and obscure knowledge on her voyages. Then everything fell apart.

As Qyyvukl was passing through the void near the PCs'

INSPIRATIONAL SOURCES

Danger in the Air is this author's attempt to write a science fiction adventure without any science fiction in it. However, the inspirations for this adventure come from a pair of authors from Appendix N who've not always played a larger role in DCC RPG adventures: Fredric Brown and Stanley Weinbaum.

Both Brown and Weinbaum are primarily remembered for their sci-fi stories, which is predominantly the genre in which they worked. They both had a gift for creating otherworldly species and strange locales, and this adventure hopes to do the same.

Today, we often separate fantasy and science fiction with distinct barriers, but there's no reason why that has to be. As Arthur C. Clarke famously observed, "Any sufficiently advanced technology is indistinguishable from magic." I'll counter that, however, with "Magic can adequately replace advanced technology," and set out to prove that in this adventure.

world, the void-drifter came under attack by hostile forces wielding fearsome weaponry and powerful magic. This military might injured the void-drifter and damaged Qyyvukl's command module. She managed to escape her assailants, but the harm to her living ship was too great to continue her voyage. She directed the void-drifter to the PCs' world, homing in on an ancient, magical beacon she detected emanating from that place. Qyyvukl hoped to find a way to heal both herself and her faithful void-drifter there. However, the damage to both the animal and the injuries Qyyvukl suffered in the attack were too great, and they both died from their injuries moments before planet-fall. Unfortunately, as the characters will soon discover, with the captain's death, the vessel's defense mechanisms against boarders remain active ... and very deadly.

The dead ship now drifts through the PCs' home region, an oddity that drips treasure and beckons the brave to learn what else exists in the strange structure encased within the titanic corpse's interior.



STARTING THE ADVENTURE

The judge can either read or paraphrase the following:

For the last three days, your village has been buzzing with tales of strange discoveries in the area around it. A couple of mornings ago, Wendel the Shepherd awoke to find his flock and the meadow they were grazing in splattered with blobs of a curious translucent material that had the consistency of raw steak. To his surprise, he discovered a golden ring and three odd silver coins embedded in two of the blobs.

Yesterday, Old Froggan found similar blobs in his wheat field, along with numerous tremendous gouges in the soil, as if the tails of many dragons had, well, dragged across the earth. He, too, found a small gemstone and four gold coins in the quivering, meaty stuff.

Now, this morning, a discovery of immense wonder and not a small amount of fear has been made. To the north of the village, where the meadows run towards the hills, a gargantuan creature hangs in the air, slowly drifting on the intermittent breeze.

The creature is easily 200' in height and about half as wide at its broadest point. It resembles nothing more than a titanic jellyfish crossed with an immense butterfly. A pair of great, colorful wings extends from the jellyfish's bell, catching the wind, and slowly moving it west. A nest of long, pale tendrils grow from the bottom of the creature, trailing across the ground and carving grooves into the earth as it moves. Aside from the breeze-borne movement, the creature is motionless and appears dead. Its gelatinous body is torn in places, and one of its great wings is badly tattered. As you watch, small pieces of its translucent flesh slough off and fall to the earth below, landing with a "PLOP."

Just when you are certain things could not be stranger, you notice that there is some kind of structure lodged inside the creature's transparent hood: a dome-shaped construction the size of a three-story building. It is situated dead center in the beast's head, its base positioned above where the tendrils emerge from the body.

A section of the structure seems damaged, as if whatever injured the creature also harmed it. Around a rent in the dome at this wound, the sun sparkles on motes of gold and silver – it looks as if treasure has leaked from inside the dome and is now dribbling into the creature's bell, becoming lodged in its gelatinous body.

The creature moves slowly away from the village, gradually taking its curious structure and the treasure it contains with it. Most of the villagers stare awestruck at the floating monstrosity, but a few, perhaps driven by a sense of adventure, a curiosity for the strange, or just plain greed are preparing to take a closer look. ...

GETTING INSIDE



The dead void-drifter moves very slowly, averaging about 4 MPH with the wind, but when the breeze dies down from time to time, it stops completely. Even the clumsiest PC can catch up to the tendrils leading up to the body. Read the following when the party gets close:

Two dozen or more pallid white and pink tendrils touch the ground and drag along beneath the floating behemoth hanging 60' overhead. Their diameters range in size from that of a pitchfork handle

to ones as broad as a log. You notice that the larger appendages are pitted with 6" wide holes along their entire length, making convenient handholds. It's as if the tendrils were intended to serve as some type of ladder.

Despite the void-drifter's jellyfish-looking appearance, the tendrils are not toxic and are safe to touch. They are slightly tacky and provide a firm handhold for anyone wishing to climb up them to the bottom of the drifter's body. No ability check is required.

Anyone looking up can see the tendrils come together in a cluster at the center of the bell's bottom. In the middle of the tendrils, standing out against their coloration, is an opalescent disk aligned with the bottom of the structure. It could be a hatchway or trapdoor, but it's impossible to tell from down below.

The disk is, in fact, a hatch. A PC reaching the top of one of the tendrils sees the following:

The translucent flesh of the monster darkens to a deep pink where its long tendrils emerge from its body. In the midst of the tendrils is 3' oval disc set into the creature's gelatinous flesh. The disc is concave and pearlescent, similar to a seashell, and has a handle made from bone or pale wood set in the center if it.

The hatch opens inwards if lifted, allowing access to Area 1-1.

Attempting to climb on the void-drifter's corpse in places other than the gummy tendrils is very dangerous. A DC 20 Strength check is required to avoid sliding off its translucent body and falling to one's death. Scaling the underside of the bell is impossible without magic and likely beyond the capabilities of simple 0-level characters.

QYVUKL'S DIMENSIONAL HOME



The structure inside the void-drifter was custom made by Qyyvukl using materials she found on multiple distant dimensions. The overall feel of the building is an organic one—something that grew instead of being built by crews of laborers. Arabesque flourishes, ivy-shaped patterns, honeycomb supports, and the like are found throughout the building.

The walls of the Qyyvukl's home are made from a light, but strong stone that resembles a smooth form of pumice, but is as strong as iron. Any PC with knowledge of stonework who succeeds on a DC 10 Intelligence check is certain it does not originate anywhere near the PCs' home village.

Doors in the house are made from tremendous seashells affixed to the walls, floors, or ceilings on crystalline hinges. Handles on either side of the shell allow them to be pushed open or pulled closed. Most can be secured from the inside with plain iron bolts, but a few are also secured by padlocks. These sealed doors are indicated in the text.

All rooms are dark at first, unless stated otherwise. Most of the rooms have growing plants in them, however, and sev-

eral of these plants have colorful sphere-shaped blossoms. When these blossoms are breathed upon, either intentionally or by someone examining the plant up close, the blossoms begin to glow one of several pastel colors ranging from lavenders, to pinks, to pallid blue, to yellow greens. These glows fade after one hour or if one waves their hand before the plant and moves the air around it, dissipating the CO₂ it absorbed. Unless otherwise stated, assume every chamber contains 1d4 of these glow blossom plants.

LEVEL ONE

Area 1-1—Antechamber: *A foreign, spicy aroma hangs in this curious room. The walls are smooth and tinged lavender. Curling lattices run up the walls to support the flat ceiling above. Large seashells hang on crystal green hinges set into walls to your right and left and appear to be doorways. Planters containing several curious blossoming plants are placed in aesthetically pleasing locations about the space. In the forward wall, a trio of segmented emerald-green metal orbs rest in small niches.*

Among the plants are glow blossoms, which begin to produce light if anyone closely examines the planters.

The three metal orbs are guardians placed here to prevent boarders from infiltrating the void-drifter. After eight or more people enter the room, or someone approaches them or one of the doors, they roll from their cavities onto the floor. Upon landing, they unfold to reveal they're armored insectile machines on tiny legs. A hatch opens in their backs, revealing a small turret containing a purple crystal. Glittering, lavender beams fire from these crystals at intruders.

Ray Roly-Polys (3): Init +2; Atk gem light +2 missile fire (1d4, range 60'); AC 14; HD 1d8; hp 7, 5, 5; MV 30'; Act 1d20; SP take ½ damage from blunt weapons; SV Fort +2, Ref +1, Will -2; AL N, Crit M/d6.

The crystals can be pried out with a DC 13 Strength check and are worth 10 gp each.

The doors are unlocked and lead to Areas 1-2 and 1-4.

Area 1-2—Cargo Bay: *This chamber has a curved far wall creating a hemispherical chamber. The room is dark, but you're able to make out stacks of boxes, several barrels, and a pile of sacks stacked against the walls.*

General stores and provision were kept in this space. The boxes, barrels, and sacks are mostly of ordinary wood and canvas, but a few are of more interesting materials such as petrified wood, massive woven leaves, blue clay ceramics, and hardened magma. Examining the contents of any of the containers reveals pickled foods, hardtack, smoked meats, eggs (some very large), and other foodstuffs that wouldn't seem out of place aboard a sailing ship venturing out on a long journey. There is enough food here to feed 10 people for a month.

Area 1-3a—Forward Hallway: *A 20' long, 10' wide corridor lies beyond the door. Affixed to the innermost wall of the corridor is a ladder leading up to a closed seashell hatch in the ceiling. The*

ladder is covered with a spongy material of pale gray color. Another door stands at the end of the hall.

The spongy substance covering the ladder functions as both protective padding and a defense measure. When the vessel's defenses are active, as they are now, the sponge produces a strong molecular acid. Touching the sponge causes the acid to spray up to 10' in a 5' wide spray. Anyone caught in the spray suffers 2d6 damage (DC 11 Reflex save for ½ damage). The sponge can produce 1d4+1 sprays before it needs to manufacture more acid, a process taking 1 hour.

Anyone attempting to open the hatch or reach the ceiling without touching the ladder must succeed on a DC 12 Agility check. On a failed check, they accidentally bump the ladder, causing it to spit acid if sprays remain.

The ceiling hatch is sealed from inside and only a DC 20 Strength check can possibly open it from this side. If opened, it leads to Area 1-8.

Area 1-3b—Aft Hallway: *A 20' long, 10' wide corridor lies beyond the door. Affixed to the innermost wall of the corridor is a ladder leading up to a closed seashell hatch in the ceiling. Another door stands at the end of the hall. The ceiling of this room is decorated with dish-sized splotches of color. Almost all the colors of the rainbow are present. The splotches glow softly, bathing the room in particolored light.*

The splotches are actually void leeches, flying parasites that absorb energy. As they "digest" this energy, their bodies produce light, making them ideal living lamps. Unfortunately for the PCs, the void-drifter's defenses stimulated their hunger, making them dangerous foes to anyone entering the corridor.

Void Leeches (9): Init -2; Atk bite +0 melee (1d4); AC 10; HD 1d6; hp 3 each; MV 10', fly 30'; Act 1d20; SP immune to fire and cold damage, ambush (+4 to first attack roll if they surprise foes); SV Fort +1, Ref -2, Will -2; AL N, Crit M/d6.

A void leech that succeeds on an attack latches onto its victim, automatically inflicting 1d4 damage each round until it is killed or removed. Removing an affixed leech is an opposed Strength check (+1 modifier for leech). If the leech fails the check, it is pulled free.

There are two blue leeches, one red, one orange, two green, two yellow, and one violet leech. If a void leech kills a PC, the judge should describe the death based on the color of the leech: blue leeches freeze their foes, red and orange ones set them ablaze, green ones bake them with cosmic radiation, and yellow ones cook them from the inside out with microwaves. Once a leech has killed a victim, it remains attached to them, siphoning off what energy remains, then falls into a feeding coma for one hour. They can be easily dispatched or avoided while in this state.

The violet leech is different from its brethren. It consumes the ineffable energy of the universe called "luck." The violet leech always attacks the PC with the highest Luck. If it successfully affixes itself to a target, the PC must make a DC 10 Willpower save. On a failure, they suffer damage normally

and lose 1d4 points of Luck. If the target succeeds, a “luck feedback” occurs as the leech’s and the target’s auras clash. This results in the leech exploding in a spray of purple goo and the target gaining 1d4 Luck. However, the feedback also twists the target’s body, and they gain corruption. The judge rolls 1d10 and consults Table 5-3: Minor Corruption on pg. 116 of the DCC RPG rulebook to determine the form of this corruption.

Area 1-4—Expedition Room: *This chamber has a curved far wall creating a hemispherical chamber. The room is dark, and the air smells of unidentifiable spicy odors. A few long tables are placed about the room and hanging baskets containing blossoming plants dangle from the flourished ceiling. On each table is a collection of broken stones, odd metal fragments, and curious vessels like bulb-shaped vases and clay jugs resembling unrecognizable bodily organs.*

Set against the wall through which you entered are three metal stands, each holding a baggy garment seemingly intended to cover the wearer’s entire body. A hood with a plate of glass stitched into it droops down over the chest of each garment, and a pair of bronze gauntlets hangs from a belt around each waist.

Standing on a low platform near the forward end of the room is a large, jagged stone, orange in color. Scratches and carvings decorate the surface of the 8’ diameter rock.

This is the chamber Qyyvukl used when planning expeditions to other dimensional spaces and where she stored the artifacts she found there for study.

The Life Suits: The three baggy garments are a form of protective clothing called life suits. Examining them reveals that the interior of each is lined with damp, living moss. The glass plate set into the hood is made from transparent crystal. Lashings and buttons allow the suit to be closed tightly when worn, and the gauntlets are worn over a pair of gloves sewn into the life suit. When the suit is worn and secured tightly, the moss inside makes the life suit a livening terrarium. The moss converts the wearer’s expelled breath back into oxygen, providing life support for up to 48 hours before the moss must be thoroughly watered and exposed to light. Failure to do so causes the moss to die and the suit to lose its life support capabilities.

Each life suit grants a +2 AC bonus, has a -4 check penalty, and a d12 fumble die. If a suit comes into contact with the acid spray in Area 1-3a, it negates the first 10 points of damage the wearer would otherwise suffer, but thereafter becomes useless as armor or for life support.

The Tables: Each table has a slight static charge that repels dust and keeps the fragments in place. Anything removed from the table snaps back into its original position if returned to the table’s surface regardless of where it is placed.

There are five items of interest on the tables. The remaining objects are potsherds from distant worlds which are curious in appearance but have no special properties.

- **Jug of Kleetgh:** *A vessel made from a ceramic-like material and resembling a bodily organ of no known creature. It is*

the size of a gallon jug. A heavy, metal screw-top seal keeps each of its three mouths shut. Script adorns each of the metal tops, but whether they are writing or merely decorative is impossible to tell.

The jug contains three elixirs, each in a separate reservoir, sealed by one of the screw tops. Randomly determine which of the following is within each if the PCs open any of them.

- **Red liquid:** freezes organic material like liquid nitrogen. Does 2d4 damage if exposed to flesh. Two uses.
- **Green liquid:** Makes the drinker immune to all harm. After exposed to damage the first time, the PC makes a Luck check. If successful, the protection remains active. Reroll Luck each time the imbiber would suffer harm after the first time. On a failed check, they take normal damage and no longer benefit from the liquid. One use.
- **Purple liquid.** Anyone touching the liquid must make a DC 13 Fortitude save. On a success, they dissolve into a reeking gas and leave nothing behind but a stain on the floor. On a success, their bodies undergo permanent amplification. Roll 1d3. The result is the number of points that can be added to Strength, Agility, or Stamina (player’s choice). There is enough for three uses.
- **The Abtractor of Cosmic Influences:** *A series of interlocking metal discs covered in strange characters. There are 30 different symbols.*

Anyone manipulating the discs must make a Luck check. On a success, they gain a permanent +1 bonus to their birth augur benefit. On a failed check, they reroll their birth sign and apply a permanent -1 penalty to it. The Abtractor of Cosmic Influences can only affect a creature once during their lifetime. Further fiddling with it has no effect.

- **Visage of Entropy:** *A bone mask carved into the rictus of a grinning skull. It covers the entire face if worn.*

If put on, the wearer’s flesh tingles as millions of microscopic organism strip the flesh from their bones. The wearer must succeed on a DC 15 Fortitude save or perish instantly from the shock. On a success, they survive the process but now have a fleshless face. They must always wear the Visage of Entropy or suffer 1 point of temporary Stamina damage each 15 minutes they remain unmasked.

- **Bowl of Visions:** *A crystal bowl made from some dark glistening substance. Symbols or designs ring the interior lip of the vessel.*

If filled with any liquid, muddy images appear in the bowl’s depths. These visions display titanic jewels drifting in space. One spins slowly on its axis,

revealing the symbol of a six-fingered hand with a five-pointed star inscribed in its palm. All who glimpse this vision discover they are haunted by the sight in their dreams on the nights of the full moon. Seeking the meaning of this sign might lead to new adventures of the judge's devising.

- **Circlet of the Nth Eye:** A circlet of tarnished silvery metal with a plain oval of the same material set at the forefront.

Donning this tiara requires the wearer to succeed in a DC 14 Willpower save or be struck mindless. If the save succeeds, they grow a third eye in the center of their forehead. This eye can see into the ultraviolet and can perceive celestial and cosmic radiation. At the judge's discretion, they can use this ability to *detect magic* or *detect evil* once per day as if they'd cast the spell with a spell check result of 15 and a duration of 1 round. This benefit can only be gained once before the circlet becomes an ordinary piece of jewelry. It will continue to be a danger if put on until one wearer succeeds on their save.

The Stone: The scratches and carvings across the surface of the stone all depict eyes of various sizes. This stone is a fragment of an asteroid that once drifted past the center of the multiverse and was bathed in the aura of the Cosmic Mind. The power of that exposure remains trapped inside the stone.

Anyone touching the stone must make a DC 13 Willpower save. On a success, they experience a vision (or is it a hallucination?) of a black, starless sky consisting of an infinite void. They seem to hang alone in this great emptiness. Then, a sliver of fire appears in the blackness, slowly widening until they realize they are witnessing the opening of an eye the size of a sun. The burning orb seems to stare directly at them, considering them, judging them...then, the vision abruptly ends. Left behind is a feeling of a powerful presence who might intercede on their behalf. The PC gains 1 point of Luck and, if they chose to become a cleric, receives a permanent +1 spell check bonus to the first spell they ever learn (judge's discretion).

A creature who fails the Willpower save cannot survive the scrutiny of the Cosmic Mind and perishes in a brief but spectacular occurrence of spontaneous combustion. Nothing but ashes remain.



LEVEL TWO

Area 1-5—Security Room: Three closet-sized compartments are set into the aft wall of this chamber; their open doors revealing them to be empty. Fragments of broken glass line the perimeter of the doorways and shards of shattered crystal are strewn about the floor in front of the closets. On either of the side walls of the room are two blister-like protrusions made from a blue, fleshy material. Two of the blisters are torn open, revealing empty shelves behind them. A pair of closed shell doors stand in the forward wall of the room.

This was Qyyvukl's armory and security station. The closet-sized spaces in the aft wall each contained a form of alchemical automaton designed to be released if the vessel was in danger of being boarded. These automatons, called soft-forms, broke out of their capsules, armed themselves with weapons from two of the blisters, and are prepared to fight intruders. If the PCs fought the void leeches in Area 1-3b, the soft-forms are alerted to their presence below and are waiting to ambush the party in Area 1-6. If the PCs somehow got passed the leeches without resorting to combat, the automaton guardians are present in this room.

Soft-Forms (3): Init +3; Atk short sword +1 melee (1d6) or claw caster +1 ranged (1d6, range 120'); AC 12; HD 1d8; hp 7, 6, 5; MV 30'; Act 1d20 (but see sidebar); SP fearless (never make morale saves and immune to fear when following orders); SV Fort +2, Ref +1, Will +2; AL L, Crit III/d6.

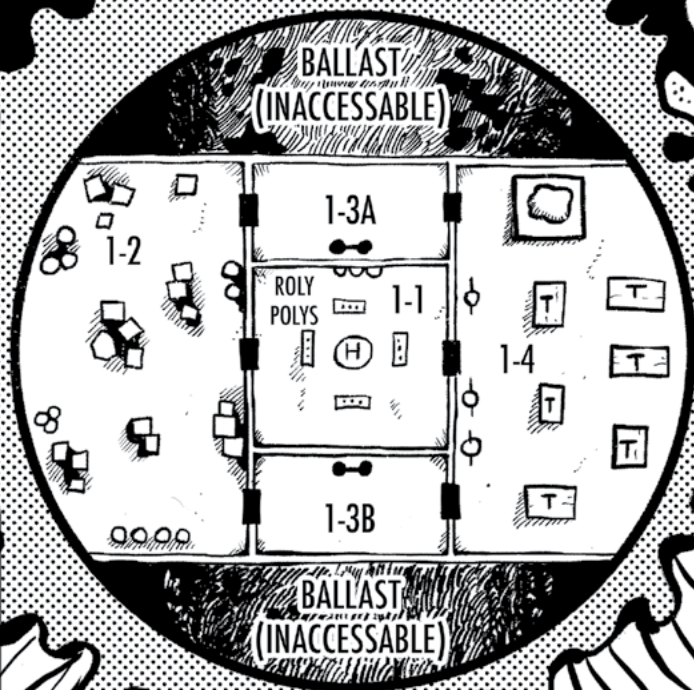
Soft-forms are humanoid creatures standing 5'5" tall. They have only the most rudimentary faces, with yellow eyes and noses and mouths that are mere slits. They are naked and genderless, their bodies resembling clusters of fleshy nodules lumped together, giving their skin the texture of organic stone walls. Soft-forms vary in color and range from albino white to dark gray. All are armed with short swords, while the one with 7 hp carries a claw caster (see sidebar) as well.

Wall blisters: Each of these four raised bubbles is comprised of a soft, flexible material of unknown type, possessing the consistency of hardened gelatin. The material can easily be torn open and will gradually repair itself, closing after 30 minutes. The torn open ones formerly contained short swords and the claw caster. The remaining two contain:

- A tray of six apple-sized globes made of a material similar to the wall blister and contain an aquamarine syrup. These are "squid squibs," a grenade type weapon containing a strong acidic compound. They can be thrown at a range of 20/40/60. When they strike a target with force, they become sticky and affix themselves to their target. They then begin leaking acid for 1d4 rounds, inflicting 1d6 damage each round. A squib can be pulled off with a DC 15 Strength check, but if done with bare flesh, the creature pulling it free may potentially take damage.
- A glass vial shaped like a bulbous plant. Inside is a thick creamy substance. If applied to wounds, it heals them instantly, restoring the individual to full health. There are enough applications to treat three people.

QYUUKL'S DIMENSIONAL HOME

"THE VOID-DRIFTER"

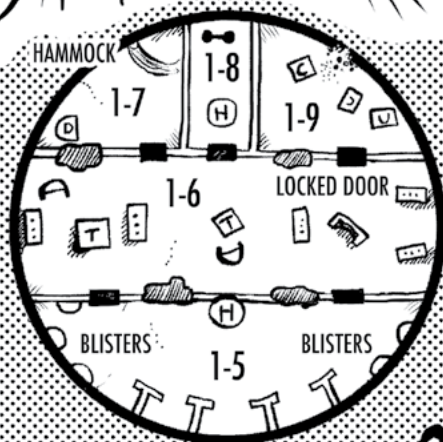


FORWARD

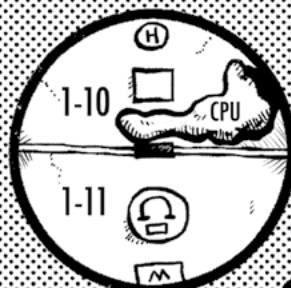
LEVEL 1

□ = 5'

AFT



LEVEL 2



LEVEL 3

-  PLANTERS
-  CARGO
-  LIFE SUIT STAND
-  LADDER (UP)
-  FLOOR HATCH
-  TABLE
-  ROCK ON DAIS
-  DRESSER/WARDROBE
-  FURNISHINGS
-  CHESTS & SPILLED TREASURE
-  CAPTAIN'S HELM
-  "SAND" MAP TABLE
-  SOFT FORM CHAMBERS

CLAW CASTER

This exotic weapon is fashioned from the crab-like claw of an alien beast. A small nozzle protrudes from the inside arch of the claw, while a large hole at the base of the claw allows the wielder to insert their hand inside it, where a grip and lever is discovered. Putting pressure on the lever while holding the grip activates the weapon. When activated, the caster hurls a spray of small darts at a target up to a range of 40/80/120.

When fired, the claw caster makes three attacks which can all be directed at the same target or up to three targets if they are within 5' of each other. The wielder makes the first attack using a d20, the second using a d16, and the third using a d14. A successful hit does 1d6 damage. Each time the claw caster is fired, the judge rolls 1d6. If the die result is equal to or less than the number of times the weapon has been used, the caster runs out of ammunition, and can only use it as a blunt object from that point on. Reloading the weapon is beyond the means of the PCs, and attempting to do so only damages the weapon, making it permanently inoperable.

Area 1-6—Lounge: Great verdant plants hang from the ceiling and sprout from pots set in atheistically pleasing locales about this room. Curious furnishings consisting of low tables made from pearlescent materials, angled divans with soft headrests, and chairs that seem designed to cradle the sitter's entire body are placed among the greenery. Growing from the walls are four organisms that resemble deep sea plant life. Feathery fronds sprout from the growths, while the organisms themselves give off a soft, pastel glow. Cracks are visible in the walls and ceiling, and some of the furnishings and plants are displaced and spilled as if this area has been damaged. Three doors are set into the far wall of this room.

The anemone-shaped growths sprouting from the walls are part of the vessel's control system, working like organic computers. With the conscious personality unit damaged (see Area 1-10), these living machines are malfunctioning. They seek input from any source and wave their feathery fronds as soon as they detect brain activity in this area. A hum sounds from them, and their pastel glow become brighter.

Any creature possessing an Intelligence of 9 or less must make a DC 10 Willpower save or be entranced by the humming noise and lights produced by the machines. They remain stunned until they can no longer hear or see the machines. The growths then extend their fronds up to 15' to attack (+2 melee attack) thinking creatures present. The attack does 1 point of damage and drains the target of 1d3 temporary Intelligence points on a successful strike, absorbing their information into themselves. Each of the four organic machines can extend up to two fronds. These have a +0 initiative modifier, AC 11, 3 hp, and a -2 modifier to any saving throw or ability checks. Destroying both a machine's fronds renders it harmless, causing it to stop humming and glowing. Lost Intelligence points heal normally.

The furnishings are all of ergonomic design and possess no unusual properties aside from their appearance.

Area 1-7—Captain's Quarters: This room is a cozy personal quarter. A hammock-style bed made from a pair of crossed feathery wings hangs in the far corner. Plants dangle from bowls from the ceiling above. A large wardrobe resembling an oversized walnut rests against the left wall. A thick, downy carpet of pastel purple covers the floor.

This was Qyyvukl of the Worlds' living quarters and is quite comfortable. The wing-hammock is soft and sways gently, lulling the occupant to easy sleep. The carpet seems to massage bare feet, relaxing those walking across it.

The wardrobe is indeed the shell of a large unknown nut, which has been worked to turn into a closet. A collection of one-piece coveralls made from a shimmering soft fabric, plush robes, slippers, and more sensible daily wear hang within it.

At the bottom of the wardrobe is a metal frame resembling a multi-branched plant of an unknown species. At the end of each of its five arms hangs a large oval the size of an ostrich egg. The oval is made of a soft, pliable material. If pulled open, they reveal themselves to be something like a spell scroll, with writing in several languages including Common, Elvish, and Bird, inscribed on the interior. The five "scrolls" and their contents are:

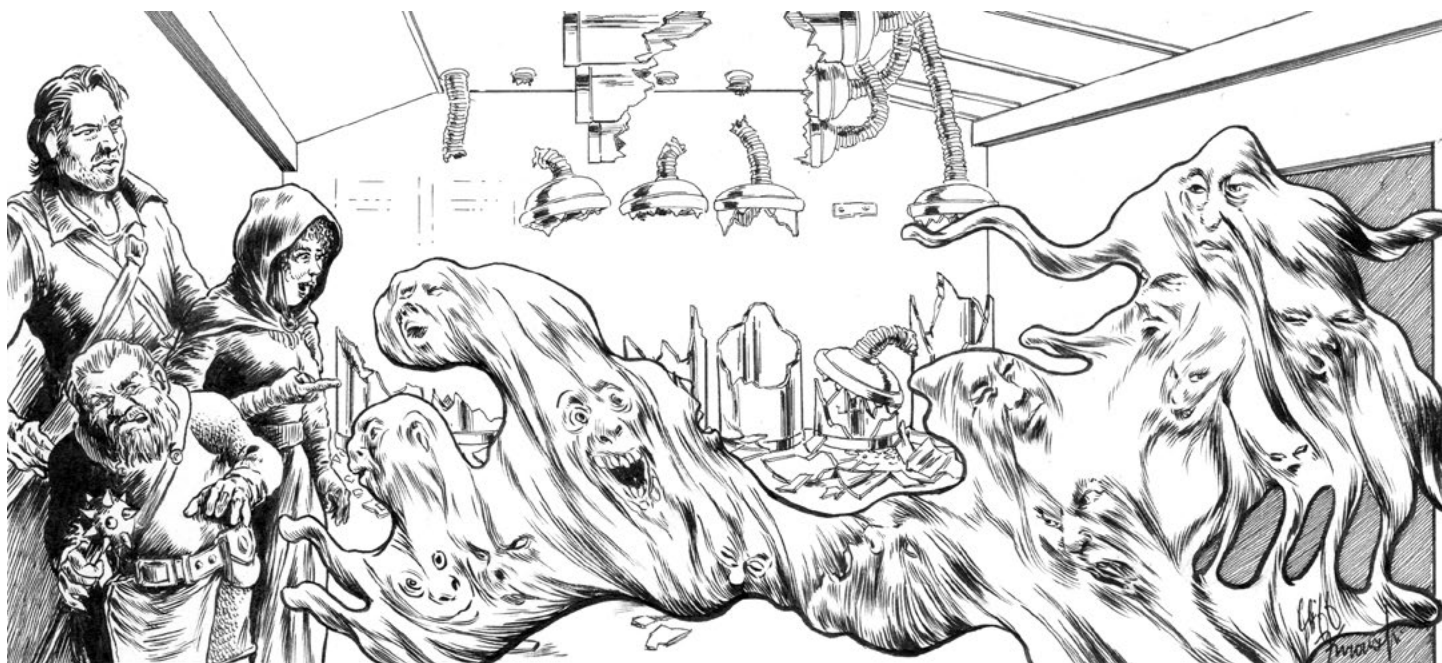
- Blue scroll: *detect magic, feather fall*
- Red scroll: *comprehend languages, magic shield*
- Green scroll: *ESP, wizard staff*
- Orange scroll: *knock, levitate*
- Black scroll: Gravity flow chart (see below)

The gravity flow chart seems to depict eddies and currents flowing around a number of circular objects set at various distances. These currents appear to originate from a central location, then spread out to circle, double-back, split off, and otherwise form patterns resembling a complex system of rivers and streams. It is likely a baffling mystery to the PCs.

The flow chart is a cosmic navigational tool that plots the gravity currents flowing out from the nearby sun and how they intercept and diverge from planets in the sun's vicinity. In short, this chart can be used to plot a course to visit any of the nearby worlds—assuming the PCs ever get their hands on a working ship capable of crossing the expanses of the Great Void. This void-drifter is too damaged to ever see the stars again, but other possibilities might exist on the PCs' world. If the PCs have no use for the chart, it can be sold to powerful wizards, astronomers, priests of the star gods, and similar types for 100 gp.

Area 1-8—Forward Passageway: A short corridor extends beyond the door for about 15' before ending in a curved wall. A ladder set against the right wall ascends to a seashell hatch in the ceiling, while a second hatch is visible in the floor near the bottom of the ladder. A stout bar seals the floor hatch tightly.

The ceiling hatch leads to Area 1-9, while the floor hatch exits to Area 1-3a. The floor hatch can be easily unlocked from this side, but doing so does not render the ladder in Area 1-3a safe to climb. Anyone touching the ladder is subject to the acid spray if the ladder is still "loaded."



Area 1-9—Vault (NOTE: The door to this room is sealed with a complex-looking padlock of impervious alien metal and will only open with either the key in Area 1-11 or a successful DC 20 *pick locks* check to open.): *This small chamber is damaged. There is a gaping crack in the right-hand wall, and the gelatinous body of the creature in which you are currently within is visible through the hole. Five wooden chests, two of them broken to flinders, are piled near the crack as if hurled there by tremendous force. Glittering pieces of gold are embedded in the translucent flesh and are spilled across the floor of the room.*

The chests contain the following:

- Chest #1 (broken): 1,465 cp and 200 sp spilled across the floor.
- Chest #2 (broken): 55 gp and 10 pp spilled across the floor.
- Chest #3: A silk purse (15 gp value) containing 6 gemstones resembling night skies filled with burning stars (skyfire gems). Each stone is worth 100 gp, but to get their full value, they must be sold at a major urban center. Otherwise, the best the PCs can get is 25% in their local village and only 1d3 of the gems will be bought.
- Chest #4: A sack containing red raw stones with magnetic properties. There are eight fist-sized nuggets. The mineral smells are utterly enticing to dwarven noses. The ore comes from a different world and may be beneficial in the creation of a magical sword. Dwarves will pay up to 100 gp per nugget to acquire this olfactory treat.
- Chest #5: A battered silver box measuring 1' long, 6" across, and 4" deep. The box is worth 15 gp. Inside the box, resting on a worn velvet bed, is a dagger made from pitted iron and having a lacquered bone crossguard. A dark leather-bound hilt extends beneath the crossguard. This weapon is the dagger "Retributor" (see Appendix A).

Area 1-10—Conscious Personality Unit Chamber: *A fluted pedestal, fashioned from bone or shell, stands near a door in the aft wall of this room. A small keyboard of wooden levers*

DESIGNER'S NOTE: SPACE ELECTRUM

When running this adventure for my home DCC campaign, I'd originally included 250 electrum pieces in the vault. I've been playing fantasy RPGs since 1980 and, as a result, I have a bunch of different versions of the original fantasy role-playing game in my head. I was recalling that electrum was worth half a gold piece each when I stocked the vault. It wasn't until after the PCs looted the place that I remembered that electrum in the DCC RPG is worth 10 gp each! I was potentially looking at a greater windfall than I'd intended for a bunch of 0-level PCs.

In a burst of creative genius, I declared the existence of "space electrum" which is only worth half a gold piece each. Space electrum has since become a running joke in the campaign (along with space mithril, space food, space everything else...). If the judge wishes to include space electrum in their games, the vault also contains 250 pieces of the stuff among the remains of chest #2.

is set into the pedestal's top. Crystal tubes once appeared to line the right-hand wall and hung from the ceiling, but these are now shattered. Near the tubes, and extending across to the aft door, is a plasmid blob of blue oozing matter. Faces appear and vanish in the goo – some making mewling sounds, other seeming to babble at one another. A dozen eyes turn to watch you as you open the hatch leading into this room.

This area contained the alchemical "brain" of the vessel, keeping the void-drifter functioning and interacting with the primitive mind of the creature inside which it was built. The attack on the vessel damaged this area, breaking the containers in which the brain (or "conscious personality unit") was confined, spilling it into the room.

The semi-sentient ooze prevents the PCs from entering Area 1-11, blocking the door with its girth. They'll have to deal with it before exploring the final room in the vessel. They can choose to fight or talk with it.

Talk to the CPU: The faces that emerge and recede from within the alchemical goo keep watch over the party as they enter but cannot speak unless first prompted. If the PCs address it, the conglomerate living computer answers in short, broken sentences, a result of the damage it sustained during the attack on the vessel. It can speak in Common, Elvish, and Bird, and will answer in that same language if questioned in it. Here are some sample responses to questions:

- **Who/what are you?** *We mind, we servants, we make.*
- **Where are you from?** *Many places, many times, many [truths]?*
- **How did you get here?** *We go through Void. We ride on [unintelligible] streams.*
- **What happened here?** *Aggression, cohesion compromised. Falling, ever falling. Not think happens. Streams of mind not talking.*
- **What's behind that door?** *Qyyvukl. Captain, master, mother.*
- **Can you be fixed?** *Dying, inoperable. Memory breaking. Silence and darkness. Numbness.*
- **Can we see the captain/Qyyvukl/go through that door?**
If the creature asking this succeeds on their Personality check, the brain agrees and moves itself so that the door to Area 1-11 can be opened. If the check fails, the brain succumbs to its degenerating state and sees the party as a threat to itself and the vessel. It attacks immediately.

The conscious personality unit is fragmenting due to the damage and is losing its higher brain functions. As such, it's becoming more animalistic and devolving into fear and anger responses. Each time the alchemical brain is asked a question, the creature asking the question must make a Personality check. The starting DC is 8, but the difficulty class increased by +1 for each additional question asked. If the inquisitive creature ever fails this Personality check, the brain's higher functions degenerate completely, and it attacks.

Fight the CPU: The alchemical brain has the following stats and fights until destroyed or the party flees.

Conscious Personality Unit: Init -5; Atk pseudopod +2 melee (1d4); AC 10; HD 3d8+3; hp 25; MV 5', climb 5'; Act 2d20; SP half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -2; AL N, Crit M/d8.

Area 1-11—Bridge: *This chamber has a hemispherical shape, and its domed ceiling is completely transparent, giving you a clear view of the sky above. A raised platform is set below this window and contains a strange chair and table. The chair is curved in design and tilted back, giving its occupant a perfect view out the window. You can see the lithe, robed form of a blue-skinned elf with silver hair lying unmoving in the chair.*

The table resting in front of the chair has a number of keys, like that of an organ, arranged along one end. Bowls containing what appears to be quicksilver are set into the table beyond the keyboard. A second table, lower and wider than the other, stands against the far wall and is filled with a granular substance resembling blue sand. Plants grow from pots and from hanging planters around the room.

The figure in the chair is Qyyvukl, dead from internal injuries. Her flesh is marked with bruises and blood blisters, and her eyes are both bloodshot with blown pupils. Her skin is a pale blue and her hair is dull silver. She is dressed in a loose-fitting robe of pale red and wears high, soft black boots. A silver chain (25 gp) around her waist has a pouch containing 10 gp and the key to Area 1-9. A mithril longsword is strapped to the chair beside her.

If anyone touches the keys on the table, the bowls of mercury respond, creating various wave patterns and forming the outline of the void-drifter. The controls are dead and experimenting with the keys doesn't affect the state of the ship. It does, however, cause the blue-sand table to respond.

The grains of sand move about, fashioning themselves into a topographical map. The map shows hills and mountains, forests, rivers, and other natural features—but not roads, towns, or other constructed landmarks. Despite this, the PCs should be able to figure out that the map represents the area in their local vicinity, to a distance of about 20 miles in all directions from the void-drifter's current location.

While no created landmarks are visible, one small point on the map glows a glacial blue. This was the site Qyyvukl was guiding the void-drifter too before they perished, and the craft was set adrift on the winds. The reason Qyyvukl was bound there died along with her. Perhaps if some newly minted 1st level PCs were to investigate, they'd find something of interest at that location?

ENDING THE ADVENTURE

With the discovery of Qyyvukl's corpse and the key to unlock the vessel's vault, the PCs have successfully explored the derelict. During their exploration, the PCs have encountered many strange things and overcome several tough opponents. They now emerge from the void-drifter with more treasure than they've ever seen in their lives and can advance to become 1st level characters. The road to a career as an adventurer lies before them. But what now?

Qyyvukl's ship contains several mysteries that easily serve as a springboard to new adventures. There's the curious map in the bridge with its glowing light, the strange gravity flow chart, and the Bowl of Visions, each of which the party might wish to investigate further. Likewise, some of the treasures found on the vessel can only be sold in large settlements, making a trip to a major city necessary. Who knows what the PCs might encounter there? Whether their future adventures remain on solid ground or lead into the Great Void, one thing can be certain: there's always danger and excitement around the next corner in a game of *Dungeon Crawl Classics*!

APPENDIX A: NEW MAGICAL ITEM

RETRIBUTOR

This magical dagger possesses a blade of meteoritic iron that is pitted and brittle. In truth, it is stronger than most steel blades. The hilt is made from wood, wrapped in dark hide strips, and the crossguard is sculpted from bone covered in thick lacquer. The weapon lacks a sheath but easily fits into one of average size.

Retributor is a +1 lawful dagger (Intelligence 3) with a special purpose of punishing murderers. It possesses no banes or powers and can only communicate by a soft thrumming of the hilt when a known murderer is present. It is believed that Retributor is incredibly old, having passed from owner to owner down the eons, traveling across different worlds in the Great Void, seeking the one that killed its creator. The endless centuries have worn away its powers and intellect until only a faded remnant of its enchantment remains. Still, Retributor is drawn to punish those who kill wantonly and, one day, it will find the murderer it seeks and bury itself in their heart. Only then can it rest.



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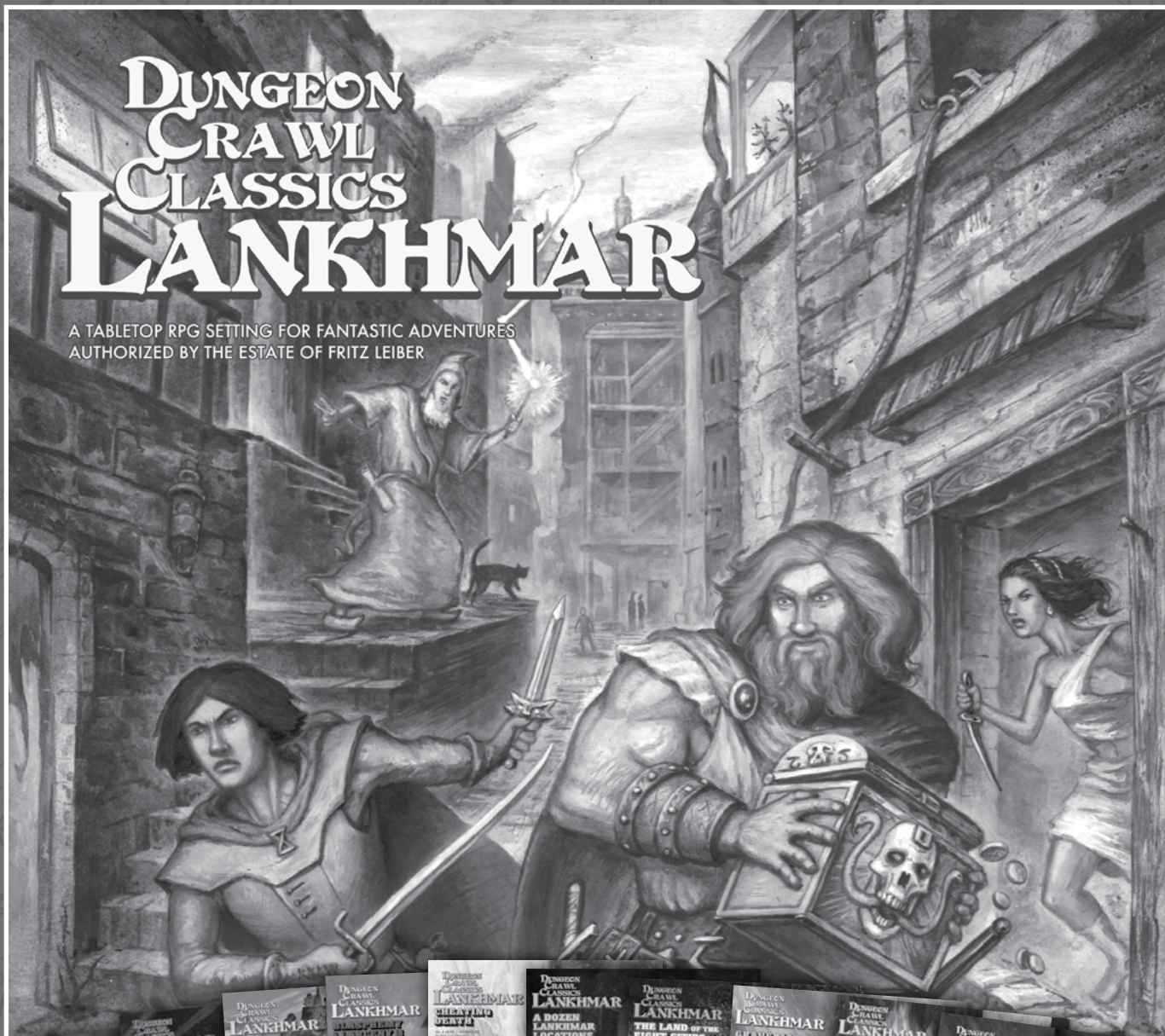


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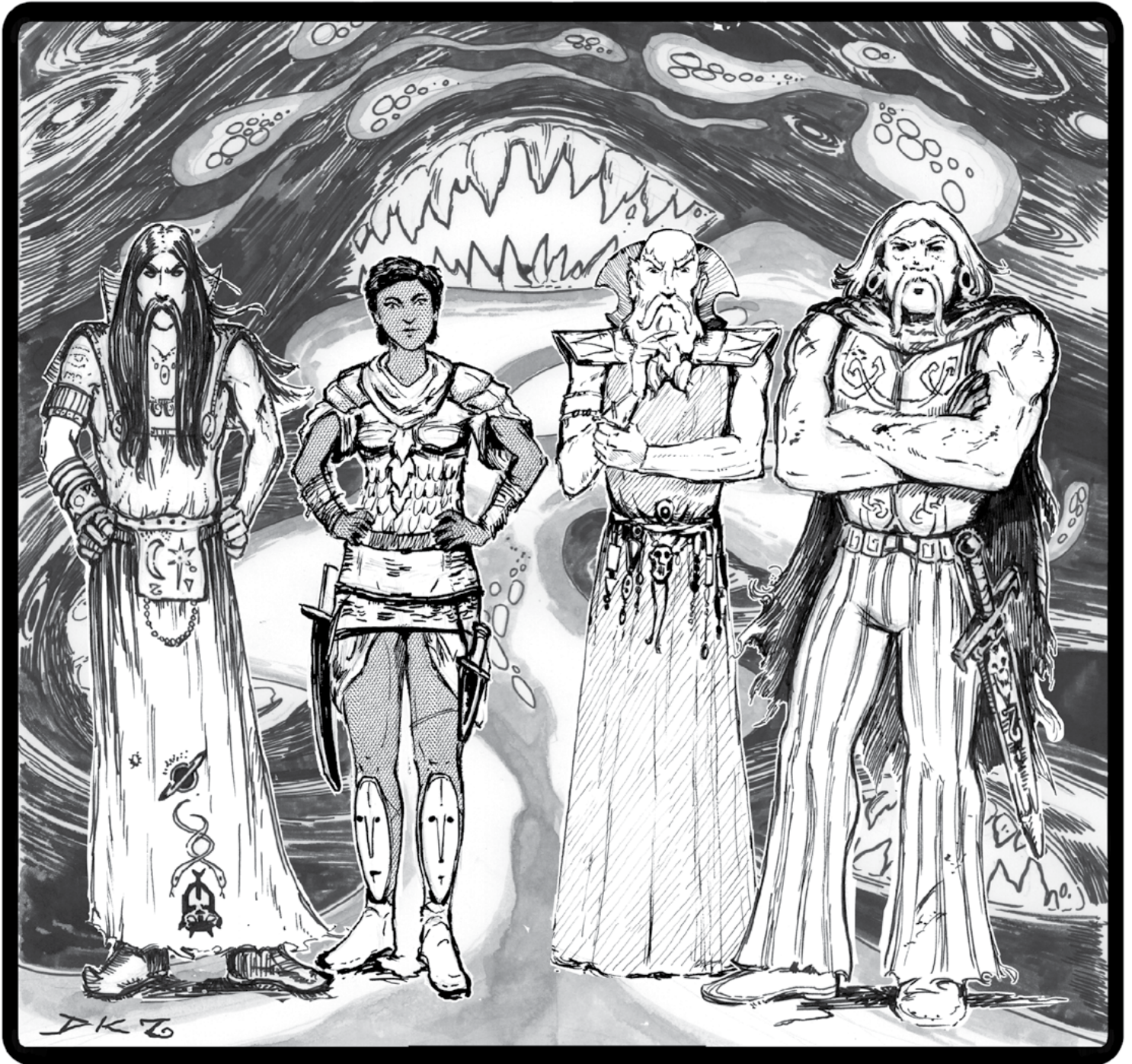
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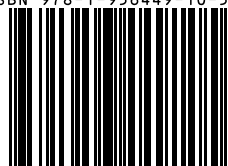
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