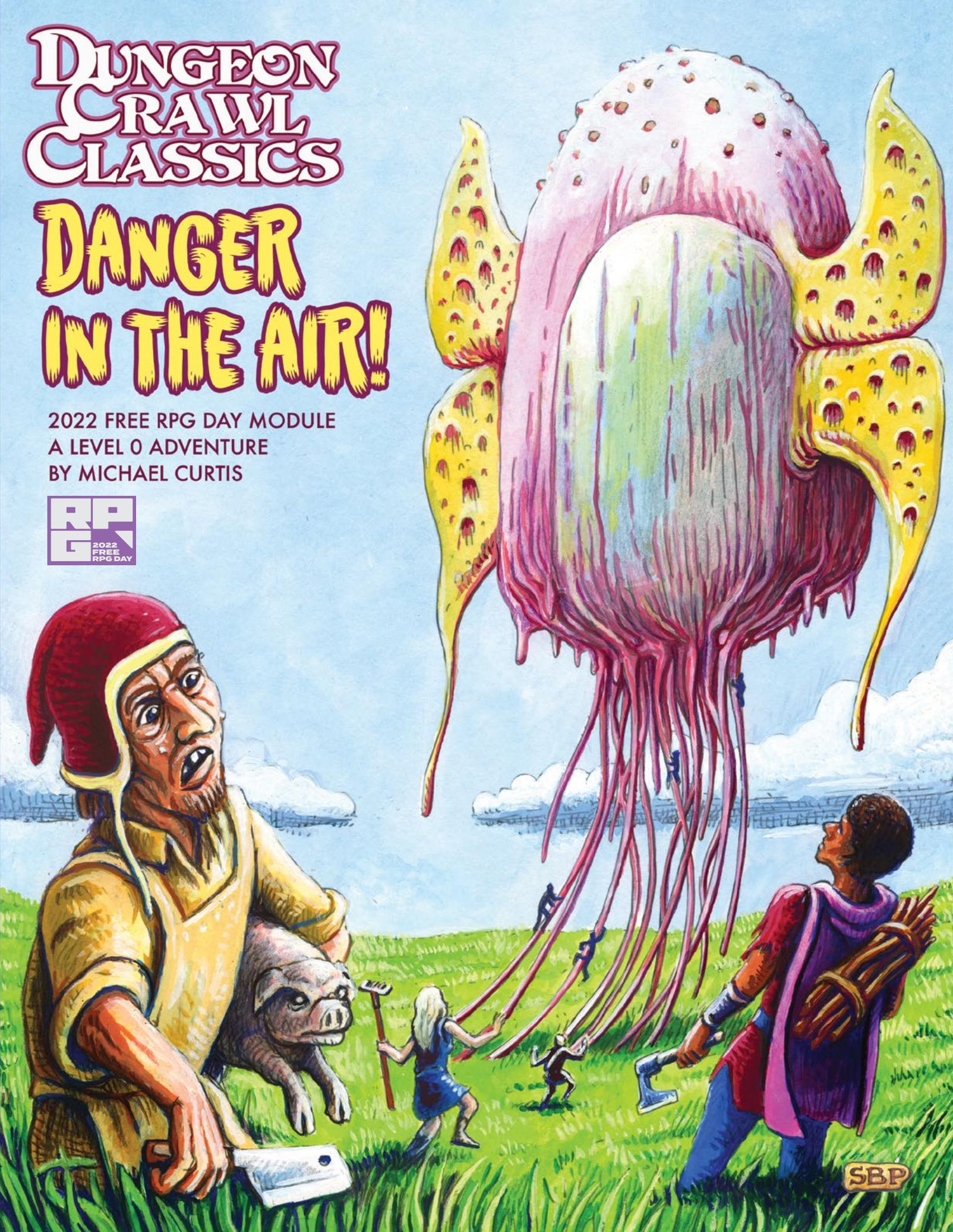


DUNGEON CRAWL CLASSICS

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. Unfortunately, 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 Qyvukl 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 Qyvukl'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-