

The Gongfarmer's Almanac



Volume #2,2019

The 2019 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

**Written, Illustrated, Edited and Produced by
the DCC RPG Communities**



DCC SURVIVE THE FUNNEL #2

VOLUME 2 OF FOURTEEN BOOKLETS

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12,000 to 0

By Daniel J. Bishop

Artwork by Todd McGowan

Introduction

This is a zero-level funnel adventure meant to be run in a four hour timeframe. The PCs awaken from stasis on a satellite whose orbit has been destabilized, and those who fail to use the station's escape pods in time are killed as the satellite strikes the planet's surface. Although the default planet is Earth, and the adventure is written for standard DCC characters, there is nothing preventing the judge from adapting this adventure to other worlds or related systems, such as *Star Crawl* or *Mutant Crawl Classics*.

The adventure also assumes four players, and, if the judge has more at their table, they should adjust the number of working escape pods accordingly. Or don't, and let the PCs fight amongst themselves to determine who lives.

Running the Clock

12,000 to 0 uses a device from Harley Stroh's excellent adventure, *Bride of the Black Manse*. Every hour of actual gameplay, on the hour, conditions in the adventure locations change. The condition changes occurring are described in each section below labeled **Adventure Start**, **Breach of the Ark**, **System Failure**, **Descent**, and **Impact**. Each of these is described in overview below.

Adventure Start: The PCs awaken on Sky Ark 079. They have a chance to explore, encountering some limited hazards, mostly in the form of unfamiliar technologies. Their awakening is a result of a karkara vessel coming into contact with the Sky Ark.

Breach of the Ark: The karkara and the scavenger bots gain access to the Sky Ark. While the robots begin to dismantle the Sky Ark for salvage, the karkara seek out living creatures to infect.

System Failure: Sabotage from the scavenger bots causes conditions to change rapidly within the structure, as various Sky Ark systems malfunction.

Descent: The crippled Sky Ark is unable to maintain its geosynchronous orbit. Although automated systems slow the vessel as it falls to Earth, it is falling nonetheless. Remaining escape pods are now unlocked.

Impact: The Sky Ark 079 strikes the planet. Anyone remaining aboard is killed. Escape pods land. The adventure is over.

Lighting and Doors

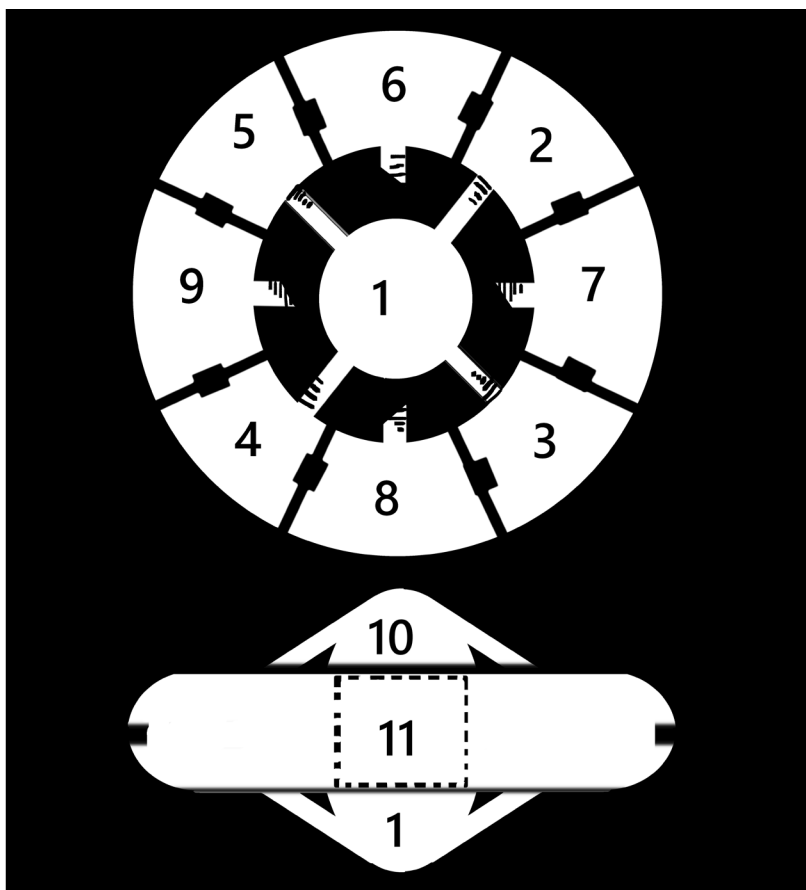
Unless otherwise stated, all areas of Sky Ark 079 are normally lit by a soft diffuse white light which has no obvious source. Doors are sealed with a submarine-style ring that must be turned in order to open a door or keep it closed. A closed door can halt a scavenger bot or a karkara for 1d5 rounds – the karkara learns how to open the door, while the scavenger bot cuts through it. See below for more on these creatures.

Adventure Start

“Rise and shine, pioneers! Past memories and misdeeds have been replaced with useful occupations for the life ahead. Rejoice! You awake with your records expunged, free to start a new path on the new world that has been selected for you!”

Characters awaken in niches set into the walls of a large octagonal room made of a white colored metal-ceramic compound. This material cannot be damaged by anything that the PCs possess. All areas of the Sky Ark are made of this same material, unless otherwise noted.

The PCs are wearing orange jumpsuits; their starting equipment is not present. In the left breast pocket of each suit is a clear yellow plastic square which reads “Equipment Voucher”. If a PC starts with an animal, there is also a similar-sized red plastic square with a stylized picture of that animal on it (Livestock Voucher).



When characters step from the alcoves, the space behind them disappears, leaving smooth walls, as though the alcoves were never present. If desired, the judge can have new replacement PCs appear in the alcoves, which appear and disappear as needed.

Areas of the Sky Ark 079

1. Recovery Area: This is where characters awaken. It is an octagonal room with five alcoves located on each alternating wall. In the center of each alternate wall without alcoves, a white metal stairway leads upward to the satellite ring. There are eight fixed benches, which appear to be marble, but are cushioned to the touch. They are difficult to damage, ignoring the first 10 points of damage from any source. The benches cannot be moved.

2. Automated Quartermaster: Hundreds of wall lockers made of impervious white metal line the walls. Each has a slot into which a character's Equipment Voucher may be inserted. When the Voucher is placed in the slot, the locker opens and the Voucher disappears. The interior of the locker is impossibly large, and contains all the non-living equipment a character begins with. It doesn't matter which locker is chosen – the same locker can contain the equipment of all PCs in sequence.

IMPORTANT: If a locker is closed without all equipment being removed, whatever equipment remained within the locker is lost. Although the red plastic squares are the same size as the yellow Equipment Vouchers, they do not activate the lockers when placed into the locker slots.



3. Automated Husbandry: This area is dominated by a blue octagonal pad 8 feet across, raised 2 inches from the floor. Machines with blinking lights line the inner wall; one of these contains a slot which will fit the red plastic square Livestock Voucher with a stylized animal picture on it. A Livestock Voucher placed in this slot is lost. However, the animal represented on the plastic square appears on the octagonal pad, reconstituted from a microcellular slide stored in the Sky Ark's database.

IMPORTANT: Although Equipment Vouchers and Livestock Vouchers are the same size, Equipment Vouchers will not fit into the slot. If any reconstituted livestock has not been removed from the octagonal pad before a new Livestock Voucher is used, have both PCs make a Luck check. If either fails, the two creatures are melded together in a horrific manner and are obviously dead. If both fail, the creature is still alive and attacks. The judge should modify the stats below to represent specific melded creatures, making them more or less powerful as desired:

Melded creature: Init -2; Atk bite or claw +0 melee (1d3); AC 10; HD 1d5; HP 3; MV 20'; Act 1d20; SV Fort +2, Ref -2, Will +0; AL C.

4. Retraining Section: This section contains a bank of six chairs which look something like hair dresser's chairs, including a piece which fits over the superior edge. Any character sitting on one of these machines causes the upper part to slide quietly over his cranium. A voice, heard only by the character, says "Welcome to retraining. We apologize that the preselected occupation did not suit your needs. Please remain still." Reroll the PC's occupation using whichever table you wish (the one in the DCC RPG core rulebook or otherwise). This can change the character's species.

IMPORTANT: A given PC can only change their occupation three times. Thereafter the voice merely says "*Training redesignation limit has been reached. Please exit chair.*"

5. Criminal Records Processing Section: There are a dozen booths in this room. If a PC enters a booth, they are asked to state their name and occupation, to look into a camera for a retinal scan, and to place their hands on a black plastic scanner for finger and palm prints. Afterwards, the same voice says "Thank you for your cooperation." If a PC attempts to leave the booth before this, they may, but the voice says "Please return to the CRP Section booth for processing."

IMPORTANT: Any PC who complies is PROCESSED. Any PC who does not is UNPROCESSED. It is possible that some PCs will remain UNPROCESSED.

6. Correctional Refusal Section: This section is dominated by a large, throne-like metal chair. The inner wall is covered with computer consoles with many blinking lights and tape banks. The outer wall has three doors which lead to escape pods. When characters enter this area, a voice says “Welcome to the Correctional Refusal Section. Every effort has been made to provide a new and meaningful existence for you. However, if you refuse these corrective measures, it is your right by Union Charter to have your erased memories restored and alternative punitive methods applied.”

A Processed PC who chooses to sit on the chair has their memories restored. Roll 1d7, or devise something equally grim: (1) You are the Butcher of Orion VI, who slaughtered billions; (2) You are the Overlord of the Spider Nebula, a brutal dictator responsible for a repressive slave regime; (3) You peddled the drug *raxoine*, a highly addictive substance that destroys entire systems; (4) You are the serial killer Vordon Kell, feared for the hideous tortures and disfigurements perpetrated upon your victims; (5) You are directly responsible for the Android Uprising on Sirius III, resulting in the death of 90% of biological life forms within a 5 light year radius around the system; (6) You failed to return overdue books to the Library of Eternity, even after notification was given and serious fines were levied; or (7) You are completely innocent; a travesty of justice has occurred!

As soon as the PC has experienced their lost memories, the chair electrifies them for 3d10 damage (DC 20 Fort save for half). It is possible that a PC may survive this. In this event, the PC gains a permanent 2d10 bonus hp.

IMPORTANT: This system does not recognize, or work on, Unprocessed PCs. Nothing happens when Unprocessed PCs sit on the chair. Escape pod doors remain locked until **Descent**. Unless the judge rules otherwise, only a Processed PC can open the escape pod doors, or cause an escape pod to launch. At judge's discretion, Unprocessed PCs may succeed in each task with a DC 10 Intelligence check. Each Intelligence check adds 1 minute of actual

play to the running clock.

7. Automated Guard Section: This area contains charging pods for a dozen androcops, robotic policemen with built-in weaponry. Only three androcops remain on the Sky Ark. Although they appear to be dormant, they are not. Androcops will act in the following priority sequence:

- (1) Protect humanoid life, unless that life has been convicted of a capital offense.
- (2) Terminate any lifeform convicted of a capital offense. This includes any PC who survives Correctional Refusal in Area 6 or any character who attacks an androcop.
- (3) Obey the orders of Processed PCs, so long as they do not violate (1) or (2), above.

Androcops (3): Init +0; Atk stun baton +2 melee (stun) or energy bolt +0 ranged (1d7); AC 15; HD 3d7; HP 12 each; MV 20'; Act 1d20; SP immune to mind- or biology affecting spells or attacks, stun (DC 10 Fort save or unable to move or act for 1d6 rounds); SV Fort +3, Ref +0, Will +0; AL L.

Three doors on the outer wall lead to escape pods. A stairway leads up to the Command Center.

IMPORTANT: Escape pod doors remain locked until **Descent**. Only a Processed PC can open the escape pod doors, or cause an escape pod to launch. At judge's discretion, Unprocessed PCs may succeed in each task with a DC 10 Intelligence check. Each Intelligence check adds 1 minute of actual play to the running clock.

8. Sickbay: Contains seven sleek-looking "marble" couches which actually have soft, semi-malleable surfaces like the benches in Area 1. Wounded creatures reclining upon a bench are healed for 1d7 hp damage, and are cured of any disease or poison after 1 round. Terminated biological creatures are entitled to a Fort save (DC 10 + # of rounds since death) to be resurrected at full health (with no associated stat loss). A character could conceivably die in Area 6, and be restored here with a DC 15 Fort save. A character failing the save has no chance of being resurrected, and no creature can be resurrected more than once.

9. Automated Guard Section: As Area 7 above, but four androcops remain.

10. Command Center: Octagonal chamber with many banks of blinking lights, seating for various stations, and a command chair. Access to Sky Ark controls are locked, as an automated voice will tell anyone trying to access them. A lift goes below to Area 11 (the door to this lift will not normally open), and a raised blue octagonal platform 8 feet across offers teleportation to the planetary surface below. Unfortunately, its controls were also locked when Correctional Personnel abandoned Sky Ark 079.

11. Power Plant: Access to the fusion reactor is normally impossible for the PCs to obtain. A malfunction may allow access, but controlling the glowing reactor core is beyond the PC's capabilities. Playing with switches does nothing more than change the color of the core if a Luck check succeeds; otherwise, it causes a System Failure (see system Failure below). It will, nonetheless, probably make an impressive explosion when the Sky Ark 079 crashes.

Initial Events

The PCs were awakened from stasis when a karkara vessel impacted the Sky Ark's hull. During the first hour of the adventure, the karkara are attempting to breach the Sky Ark. Every 10 minutes of actual play, there is some indication that this is occurring (roll on the Event Table). Events can occur more than once.

1d4	Event
1	Loud knocking, as of metal on metal, is heard somewhere in the station (roll 1d10 to determine the closest location, from Area 1 to Area 10 indicated in Areas of the Sky Ark 079).
2	Ears pop as air pressure changes due to a micro hull breach; auxiliary life support quickly compensates.
3	Something briefly occludes the stars outside a viewport; a shadow seen only out of the corner of the eye.
4	Station intercom systems briefly come on. Only static can be heard.

Breach of the Ark

After one hour of actual play, there is a drop in air pressure causing ears to pop painfully. The karkara have breached the Sky Ark. Roll 1d10 to determine the initial Area of the breach. Although it would technically be possible to use the breach to steal aboard the karkara vessel, the breach itself is permanently guarded by 4 karkara and a scavenger bot (see below). Many more swarm aboard the vessel – attempting to board is suicidal unless the judge deems otherwise.

Ten minutes after the **Breach of the Ark**, and until **Descent**, there is a chance of running into karkara or scavenger bots anywhere on the Sky Ark. Karkara are looking for victims to infect. Scavenger bots are looking for salvage. Every time the PCs enter an Area, roll two dice (see below). If the larger comes up “1”, 1d3 karkara are present in that Area. If the smaller comes up “1”, a scavenger bot is present in the Area. It is possible for both dice to come up “1”. Initially, roll 1d30 and 1d24. Every 10 minutes of actual play, reduce each die by one step on the dice chain (to a minimum of 1d6 and 1d5 before **Descent** begins).

Scavenger bot: Init -1; Atk claw +3 melee (1d4) or cutting blade +0 melee (1d6) or laser torch +0 melee (1d8); AC 18; HD 2d6; HP 8; MV 45'; Act 1d20; SP immune to mind- or biology affecting spells or attacks, travel on any surface, poor memory, nuclear power plant; SV Fort +1, Ref +3, Will +0; AL N.

Scavenger bots look like 8-foot long silverfish with clawed forward pincers and various extendible cutting tools and laser torches. They can move along any surface with a gliding motion, but if they lose contact with the surface that they are on, it requires a round for them to regain purchase. Their agility is astonishing, but they have limited memory for anything apart from their primary purpose – scavenging metal, parts, and electronics. If not attacked for 1d3 rounds, a scavenger bot returns to this function, even if potential targets are still available.

These robots are powered by tiny nuclear power plants, which have a 1 in 5 chance of flooding a 30-foot radius with radiation when a scavenger bot is reduced to 0 hp. Living creatures in this area must succeed on a DC 15 Fort save or suffer 1d5 temporary Stamina damage.

Karkara: Init +2; Atk smother +2 melee (1d3 heat) or tail grab +0 melee (1d3 heat); AC 12; HD 3d8+3; HP 15; MV 20' or fly 30'; Act 2d20; SP heat damage, ½ damage from cold or fire, charge, create spawn, plant traits; SV Fort +1, Ref +2, Will +3; AL C.

Karkara are a parasitic form of steaming hot ultramarine alien grass which grows from the flesh of both living and dead animals. The karkara in this adventure have infiltrated a race of large serpentine humanoids, which define their basic appearance and grants them an extra attack with an ophidian tail. They are able to flatten into a blanket-like mass of plant fibers, and are able to fly in this form. Because of their great heat, they cannot hide from creatures with infravision.

Karkara can make a flying charge as their first attack, moving up to twice their normal move and doing double damage if they hit. They always attack whatever creature last caused them the most damage. A creature slain by a karkara arises 1d3 turns later as a karkara zombie.

Karkara zombie: Init -4; Atk bite or claw +0 melee (1d4); AC 8; HD 2d6; HP 7; MV 20'; Act 1d20; SP plant traits, immune to mind-affecting spells or attacks; SV Fort +4, Ref -4, Will +1; AL C.

Dead bodies covered in tufts of ultramarine karkara grass, these creatures are not un-dead, but are controlled by the parasitic grass growing from (and within) them. They have a dim, cunning sort of intelligence, but are not mature enough for complex thought or to create spawn.

System Failure

After the second hour of actual play, the scavenger bots have damaged the Sky Ark enough that systems begin to fail. Every 10 minutes of actual play, including when system failure first begins, roll 1d12 and 1d4-2. The 1d12 roll indicates what systems have failed, and the 1d4-2 roll indicates how many escape pods misfire and jettison. The Sky Ark begins equipped with 12 escape pods. Kind judges may allow 1 escape pod to remain (regardless of rolls) per player, but note that two PCs can occupy the same escape pod with some risk to each (see Descent below).

1d12	Failed System	Effect
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- | | | |
|---|---------|---|
| 1 | Gravity | Androcops and scavenger bots in contact with any surface are unaffected. Karkara can fly. PCs and karkara zombies must succeed on a DC 10 Agility check to move as desired. Otherwise they fail to move or move in a random direction (50% chance of each). All attack and damage rolls for PCs, karkara, and karkara zombies are at -1d on the dice chain. |
| 2 | Heating | The air becomes noticeably colder every 10 minutes of actual play. After 30 minutes of actual play, a DC 2 Fort save is required to avoid taking 1 point of temporary Stamina damage. The Fort save must be made every 10 minutes of actual play, and the DC increases cumulatively by +2 for each Fort save. |

1d12	Failed System	Effect
3	Life Support	The air become noticeably thinner. Every 30 minutes of actual play moving forward, characters must succeed on a DC 5 Fort save or suffer -1d to all rolls. Characters who fail two consecutive saves fall unconscious. Characters who fail 3 consecutive saves die.
4	Androcop AI	Androcops no longer take orders from Processed PCs. There is a 1 in 6 chance every 10 minutes that they will turn on the PCs. Once turned, there is a 1 in 3 chance that they will turn back every 10 minutes of actual play.
5	Records	Processed characters are now treated as Unprocessed. Survivors of Correctional Refusal are treated as Unprocessed. Retraining Section removes but does not replace an occupation; species or class does not change.
6	Medical	Sickbay beds no longer work. Luck check or they cause 1d10 damage instead.
7	Lock Override	There is a 1 in 5 chance that any given escape pod door can be opened, and a 1 in 5 chance that the lift in Area 10 can be used. There is a 1 in 7 chance that a character can teleport to the planetary surface and escape. Any attempt at utilizing the command controls in Area 10 requires a Luck check. Succeed, and a random system failure is undone. Fail, and a new random system failure is added.
8	Quartermaster	Equipment Vouchers are still taken; nothing is given in return.
9	Husbandry	Livestock Vouchers are still taken; nothing is given in return.

1d12	Failed System	Effect
10	Teleportation	Any attempt to use the teleportation system in Area 1 results in the character being turned inside out before being teleported into deep space. If the Husbandry system is still working, animals arrive scrambled and dead. If the Quartermaster system is working, all metal items are made of lead.
11	Fumigation	Roll 1d10. The result matches one of the numbered Areas indicated in Areas of the Sky Ark 079; it is sprayed with an aerosol fumigant. PCs must succeed at a DC 10 Fort save or take 1 point of temporary Strength, Stamina, and Agility damage. On a natural “1”, this damage is permanent. This result can happen any number of times.
12	Reset	A random system failure is reset, causing the system to come back online. It can, of course, fail again.

Descent

After the third hour, the Sky Ark 079 is sufficiently damaged that it can no longer sustain geostationary orbit at 12,000 feet above the surface of the planet. The entire Sky Ark shudders, and creatures must make a DC 10 Reflex save or be knocked prone. Karkara and scavenger bots make their way to the breach point by the swiftest possible route; neither are interested in fighting. Karkara zombies, however, are not intelligent enough to retreat.

Every 10 minutes of actual play from now to **Impact**, the Sky Ark shudders, causing all who fail a Reflex save to fall. Initially, the Ref save is DC 12, but it increases by +2 with each subsequent event.

30 minutes to **Impact**, the Sky Ark begins to break apart. Roll 2d10. The results match one (if the identical number is rolled on both dice) or two of the numbered Areas indicated in **Areas of the Sky Ark 079**. The indicated Area(s) sheer off, and anything within them is lost. If a PC is present, a DC 15 Reflex save allows escape before emergency bulkheads seal the Areas. PCs must find a way around.

Remaining escape pods are unlocked. Access can be granted, and the escape pod can be launched by a Processed PC. At judge's discretion, Unprocessed PCs may succeed in each task with a DC 10 Intelligence check. Each Intelligence check adds 1 minute of actual play to the running clock.

Escape pods are designed for single humanoids to strap in. Two can fit, but neither is as well protected, and both must succeed in a Luck check upon landing in order to avoid taking 1d5 damage. If both fail the check, each one takes an additional 1d5 damage. If there are more survivors than the remaining escape pods can hold, it is up to the players to determine how to apportion them.

Each escape pod also has a compartment containing 2d7 days worth of freeze-dried rations and 200 gp (or equivalent) in a metal box marked "Survival Rations". The coins are archaic on the selected world; the PCs have been in stasis for a long time.

Impact

After four hours of actual play, the Sky Ark hits the planetary surface (most likely in the ocean), killing anyone left on board. Escape pods land within 1d100 miles of the impact, which might result in tidal waves, earthquakes, clouds of particulate matter that cause a global chill, or whatever else the judge deems appropriate. Escape pods should always land somewhere where the PCs have a fighting chance to start their new lives.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

CAVERNS OF THE CANNIBAL CRONE

BY V.J. WALONDE
ART BY KRIM GAUE



This adventure was written in response to the aftermath of a deadly encounter where over half the party met their end during a play through of Jobe Bittman's infamous The One Who Watches from Below. The players had grown rather fond of their characters and were sad to see them perish in the Cave of Secrets. So, being a benevolent judge, I decided the party would indeed rise from the dead and adventure once again. However, cheating death requires strong magic and there is always a heavy price to pay. The characters were reborn as half mortal demons trapped in the skull of a dying god whose head is roughly the size of Jupiter's moon Europa. The campaign went straight off the rails and was re-branded as *Postcards from Ragora*, where Frank Baum's Oz meets Clive Barker's Hellraiser. *Caverns of the Cannibal Crone* is an abridged version of the "funnel" adventure I wrote introducing the players to this wonderful, terribly horrible world. It was designed originally to be played with a mix of 10-12 0 level characters and 2-4 1st level characters. It could be played as a funnel for 12-16 0 level characters or as a early adventure for 4-6 1st level characters. I hope you enjoy the adventure as much as my friends have.

ORIGINAL BACKGROUND AND HISTORY

Malbolja the Witch Queen of Lies is the last of the Mother Crones, a demonic race of hags which gave birth to multitudes of various infernal breeds and species. The Mother Crones have been hunted down and destroyed by a bizarre coalition of demons, devils, and robots known as the Concord of Discordia lead by the nefarious Lotharius, the Demon King of Electric Bards and Murder-Suicides. Isolated and alone in the Caverns of Cartal-Lauge, Malbolja plots and schemes of ways to ruin her enemies. Quietly she lurks across the landscape of Ragora harvesting soul larvae, the blasphemous offspring of the enormous transdimensional bore leviathans, and nurses them to be her monstrous children. These half mortal, half demon creatures are known as the cambion and they are fearsome warriors imbued with infernal gifts. It is the Mother Crone's ambitions to raise an army of cambions and utterly crush the Concord of Discordia.

Unfortunately for Malbolja, she is utterly mad and consumed with crushing paranoia. She routinely raises a group of cambion, becomes completely convinced they are plotting to murder her, then slaughters and devours them. This violent cycle has been going on for years and is the reason why Malbolja cannot raise an army to match the strength of the Concord of Discordia's forces.

The players can take up several starting roles in this adventure. They can be mortal prisoners of Malbolja to serve as upcoming meals for the Crone and her children. These prisoners can be rolled up as traditional DCC characters using the core rulebook (or whatever occupations and races the Judge and players agree on). They could also be one of the cambions, a demonic half-breed with memories of a past life. These players would be allowed to reincarnate the dead characters from failed adventures into one of Malbolja's murderous children. Players could also chose to just play a cambion without any recollection of a former life. Regardless of what kind of character is chosen, the players find themselves trapped in Cartal-Lauge while Malbolja is at the peak of her paranoia and in immediate peril.

ALTERNATIVE BACKGROUND AND SETTINGS

Judges feel free to adjust the background and setting to give Malbolja a place in your ongoing campaign setting. While the cavern of Cartal-Lauge was originally intended to be a cave complex carved out of the skull of enormous dying god, any vile and hazardous place in any campaign world would make a lovely home for Malbolja and her demonic children. The plot can be tweaked slightly and the Mother Crone could just be a classic hag stalking the countryside terrorizing and devouring peasants. Players could be hired by a local lord to rescue prisoners and rid the kingdom of an infernal menace, or the players could be prisoners of Malbolja trying to escape the caverns with their lives.

The Caverns of Cartel-Lauge

The cavern is a very linear dungeon crawl with one cave leading to the next. The ivory white cave walls are not made of stone but the extremely dense bone matter that makes up Ragora's skull. Malbolja has scribbled curses and profane messages all over the walls with

charcoal. Any attempts to break the walls will fail, a critical failure will result in the tool or weapon breaking. Firefungus torches and campfires illuminate the caverns with a creepy, dark-red light.

1-1 The Court of the Crone: *You have awakened to find yourself a prisoner in a cavern filled with slaving demons and devils dancing around an eerie fire of magenta. The bone-white walls of the cave are covered in heretical scripture. The floor is caked in blood and gore. The sweltering heat of the fire is inescapable, and the reek of rotten meat and burnt corpses is dizzying to the senses.*

For endless hours the howling and screaming demons torture, cook, and devour the hapless prisoners, your friends and countrymen! The accursed fiends gorge themselves on weird bugs, fermented blood, and sentient flesh. Your minds barely cling to sanity as you desperately try to comprehend the circumstances of your present state. How did you get to this forsaken place? Are you trapped in a nightmare? Are you dead and being punished for your sins? Hope fades and your hearts fill with heavy despair.

Blessedly, the hell spawn succumb to their indulgences and settle, falling into a deep slumber. The cave becomes quiet, only filled with the sounds of sobbing prisoners and the crackling fire. All seems lost when suddenly one of the demons skulks towards you and begins loosening your bonds!

The creature is a strange mix of beasts, an upright salamander with a fish head and human hands. It has three human-like eyes, one brown, one green, and one blue in color! The beast speaks in a snake's whisper, "I am Ibitrix. My mother Malbolgja plots to murder us all, my third eye has foreseen it! She has put poison in the bloodwine. We must act quickly."

Players could use this brief moment to interact with Ibitrix, no doubt they will have many questions. Ibitrix is more interested in being quiet than informative, so it is extremely brief in his answers. The characters have only time to ask two to three questions before Malbolja arrives!

Ibitrix is asked...

Where are we?

Why are we here?

Why are you freeing us?

Ibitrix answers...

You are in Malbolja's cavern. Please be quiet.

Malbolja plans to eat you. Please be quiet.

I hope you are strong enough to slay Malbolja. Please, please be quiet.

Ibitrix suddenly falls silent, still like a child being caught by one of its parents. A long shadow crawls across the pale wall of the cavern. All three of Ibitrix's eyes grow wide from terror, its body trembling with fear. "My mother approaches! Be silent or she shall devour us all!"

As Ibitrix hides amongst the lifeless demons and broken corpses, the sound of heavy, wet breathing fills the cave as Malbolja draws near. You close your eyes and hold your breath, desperately trying to feign death or sleep. Hot, fetid breath assails your senses and you are frozen in fear as you feel a single long talon poke each of you in your bellies. A shrill voice, like that of a witch from old fairy tales, breaks the silence, "Nice and fat, delightful."

Suddenly, there is a heart piercing scream so loud that everyone not dead instinctively springs to life to flee in terror. Before you is Malbolja, a four-armed hag as tall as a house, feasting on what you can only conclude is what remains of Ibitrix. Her limbs are long, ending in large, taloned hands and feet. Thin, black oily hair sprouts from her scab covered head and drags across the cave floor. Her mouth is enormous and filled with rows of fangs, you are convinced she could swallow a child whole. What is most disturbing is her lack of eyes, just two black pits with green smoke drifting from the eye sockets. That fact that she can see you without the benefit of eyes is unsettling. As the survivors scramble to their feet, Malbolja growls in rage and strikes the cave's ceiling with a giant's strength. A portion of the roof collapses, blocking the only way to the surface!

“FOUL SCHEMING BABES!” Malbolja shrieks, “I will slaughter you like lambs and roast your bones for soup!”

The cannibal crone hurls Ibitrix’s corpse into the wall, staining it with green blood and gore. You barely have time to salvage makeshift clubs from the bones and carnage as Malbolja charges you! The fight of your lives has begun!

If any players are playing cambion characters, Malbolja will single them out first. By a stroke of good fortune, no one playing a cambion has been poisoned. Players may choose to fight alongside Malbolja, but she will attack them as soon as possible, making it crystal clear that she perceives everyone as an enemy. There is nothing that can be said or done to abate her rage. Players with prisoner characters will quickly realize that Ibitrix didn’t have enough time to untie everyone (Luck check DC 10, failed attempt means the character is bound by the wrists and ankles with leathers of unknown origins). These unlucky fellows can try to wiggle out of or break the restraints (Agility check or Strength check players choice DC 12, success will allow the character to act next round.) Any player without natural weaponry can find a bone large enough to serve as a club with one round of searching (no skill check needed, bone clubs do 1d4 damage).

Malbolja the Crone: Init +0; Atk claw +1 melee (1d4+1); AC 13; HD 4d10; hp30; MV 20’; Act 2d20; SP devour and terrifying presence; SV Fort +5, Ref +2, Will +5; AL C.

Malbolja’s appearance is terrifying to behold, all characters looking at her must make a DC 10 Will save or suffer a -2 to any actions for 1d4 rounds. Any character struck by the hag must immediately make a Strength check DC 10, failing results in the hapless character taking an additional 1d8 damage as the character is shredded by the rows of razor teeth in her giant maw.

Should the players succeed in slaying her, Malbolja will collapse in a heap melting into a thin, green glowing ooze. The ooze will drain down a sloping tunnel into the next cave, as if beckoning the party to press on. The only thing that will remain of the crone is a large mass of her black, oily hair. Clever players will recognize that the crone’s hair is long enough that if braided can provide 30 feet

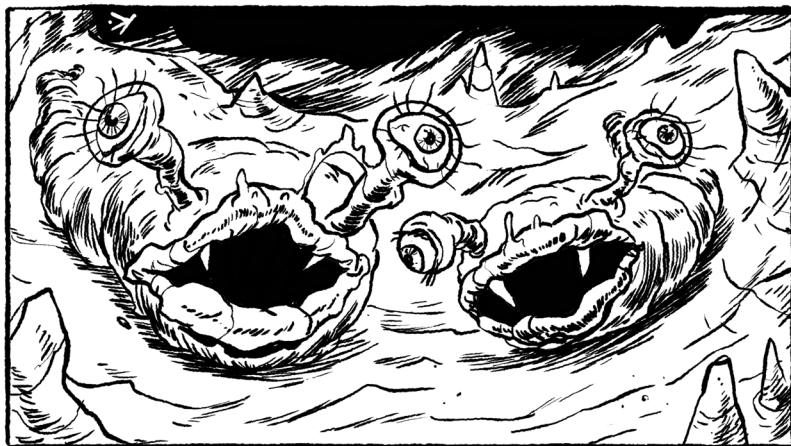
of rope. It will take roughly an hour for a skilled person to weave a rope from the hair. Near the fire is a small pile of red, branch-like fungi which serves as firewood. With a little work, 6 torches can be crafted from the fungus and cloth scraps littered throughout the cave. The torches will last for 1 hour and will cast a strange, magenta light. If the group spends some time searching the garbage in the cave, they can find their equipment. Any livestock that may have been in a character's inventory have unfortunately been eaten by the cambion.



1-2 Malbolja's Lair: *Upon quick inspection of this cave one would conclude this was Malbolja's den. A large pile of bones covered in leathers appears to have served as a crude mattress. A well tarnished, brass cauldron is slowly boiling a maroon liquid which fills the cave with a heady scent. Several bladders, filled with mysterious substances, hang from sinew nets suspended on*

a frame of tethered bones. However, your eyes are immediately drawn towards the pair of bizarre, worm-like beasts fixed upon the cave's ceiling! As thick as a person's arm, their segmented bodies burst into bioluminescent colors of neon pink, green, and yellow. Each tendril ends with two large brown eyes resembling those of an attractive female, complete with long eyelashes. The worm's eyes are separated by a pair of full lips. The lips pull back in a snarl revealing a mass of needle-like, vampiric teeth. With a hypersonic scream the monsters attack with lightning swiftness!

These creatures are lip worms, a distant cousin to the bioluminescent lung worms which carpet the inside of Ragora's dome-like skull. They have a particular craving for the proteins found in living brains. These two are Malbolja's pets, hiding in the dark shadows of the cave's ceiling. They have the element of surprise and get one free attack before initiative.



Brain-eating Lip Worms (2): Init +2; Atk bite special+1 (1d3 Intelligence loss); AC 12; HD 2d8; 4hp each; MV 0' (fixed to the ceiling); Act 1d20; SP brain sucking spring attack; SV Fort +1, Ref +3, Will +0; AL N.

These creatures attack by coiling themselves tightly then burst forth like a spring. These nasty creatures specifically target a victim's head, dealing 1d3 damage to a person's Intelligence. The Intelligence is recovered normally (1 point per day, 2 points per day of good rest). Any character reduced to zero Intelligence will collapse into a coma, resulting in a *permanent* Intelligence loss of

1d6 points. Characters suffering from a coma will awaken once their Intelligence is fully recovered. This spring attack has a range of 30 feet. The lip worms are fixed almost directly center of the cave's roof. A cautious person can evade the beast's attacks by staying close to the cavern walls.

Attacking the lip worms is problematic, as they are suspended in the peak of the cave twenty feet from the floor. Any character with missile weapons may attack the worms however it is nearly impossible to attack the worms with melee weapons. Attempting to climb the bone smooth walls of the cave is difficult (Strength or Agility check DC 23, failure results in a fall for 1d6 damage) and gets the attention of *both* lip worms. Striking at the worms while hanging from the cave walls is at a -4 penalty and requires an additional climb check for *each attack* to stay on the wall. A prudent player can declare to hold their attack and wait for the worms to strike first. The worm's spring attack leaves the beast extended and vulnerable to a melee counterattack.

There are few treasures of note in Malbolja's lair. Hidden amongst the bones of her bed is a heavy, iron ring. When the ring is worn, an invisible, weightless shield of force is created (+2 to AC, -1 check penalty). This shield remains active until the ring is removed from the owner's finger. Also hiding in the bed is a curious cube the size of a person's fist crafted from an indestructible prismatic metal of an unknown chemistry. Each facet of the cube is inscribed with arcane theories and eldritch lore. As the person holding the cube rotates it in their hands, the inscriptions change as if turning a page in a book. The *Cubic Codex* is a spellbook of alien origin which can be used as a wizard's grimoire for spell research. The *Cubic Codex* can also be used as a spell focus and if wielded when casting spells it will grant a spell caster +1 to spell checks.

The brass caldron has some value to it (25gp), but the bubbling liquid inside is the very poison Malbolja used to murder her children. Consuming the poison can be dangerous (DC 15 Fort save, success results in -1 to all actions for 1d8 hours, failure results in the PC falling into a coma for 1d8 hours; critical failure results in respiratory failure and death!). Malbolja's sleep poison doesn't keep well and it will spoil within an hour after taken off the heat of the caldron.

Finally, the bladders in the bone frame hold a curious potion of vitality. Drinking the gray, milky potion will heal 1d4 points of damage and grant the character 1 hit point permanently. Drinking a second dose of the potion requires a DC 12 Fort save, success gives the character a permanent +1 to AC, failure results in a permanent 1d3 loss of Agility as the character's joints stiffen. Drinking the potion a third time is deadly as the character's body is transmuted into bone (DC 15 Fort save, success results in 2d6 damage, failure results in death. There is also a permanent 1d3 loss in *every* ability score regardless of success or failure. The bladder holds 1d5+1 doses of the vitality potion.

The glowing green stream of ichor continues down a sloping tunnel to the final cavern. The tunnel floor is slick from a thin layer of dark crimson blood oozing from the walls. Each character must make an DC 8 Agility check or slip in the blood and go crashing down the tunnel, resulting in 1d3 damage.

1-3 Cave of the Door: *The tunnel leads to another cavern which is almost octagon in shape. The pale walls are covered in hundreds of carved faces, twisted in grimaces of pain and madness. Dark blood trickles from cracks in the walls, creating a thin slippery coating on the floor. The glowing ichor continues to flow to another tunnel descending into darkness. Three flaming hearts, floating shoulder high from the floor and orbiting the center of the room, illuminate the cave in a dull maroon light. Each heart is made of a different material: one marble, one cedar, one gold. The hearts do not burn as the strange flames engulfing them give off no heat. Set into the wall is a massive door of dark, alien metal. The door has three heart shaped sockets, arranged vertically on the door. Below the bottom socket is a silver triangle, the triangle's peak pointed towards the ground. Eldritch runes, perhaps an epitaph or a curse, are carved in a circle around the sockets and triangle.*

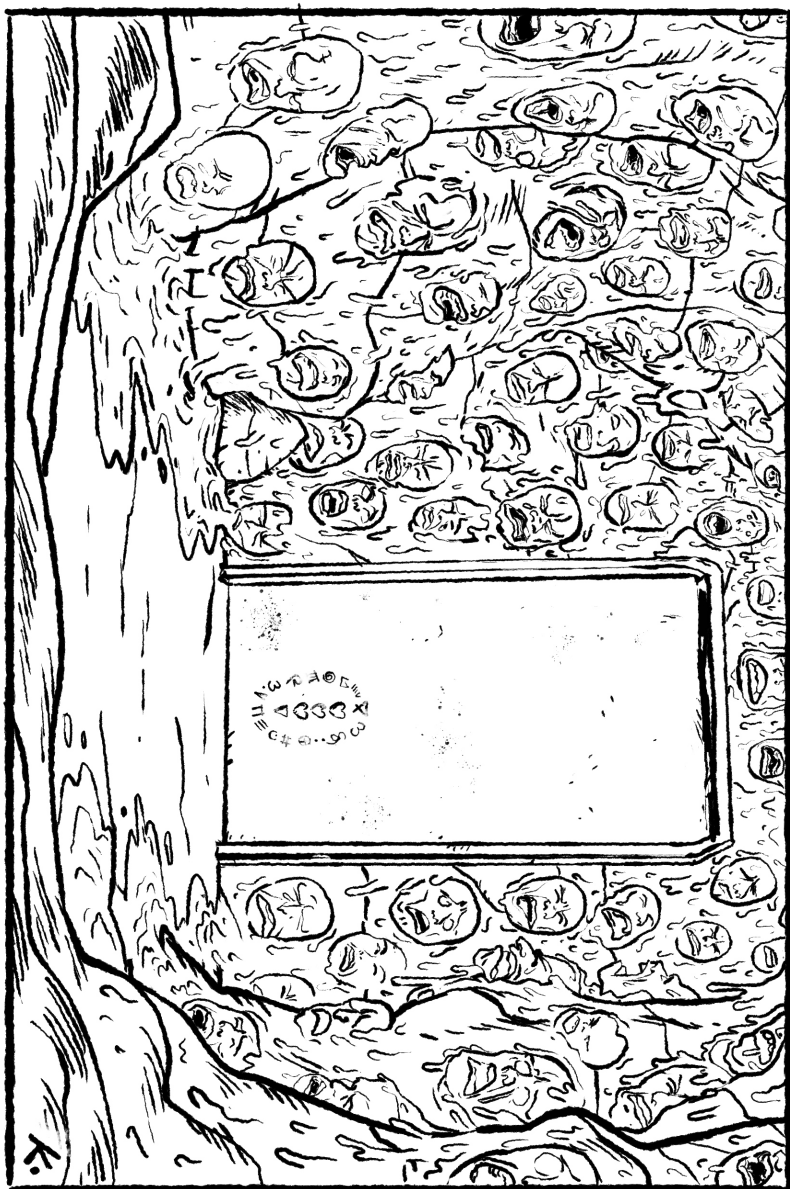


Exhibit A. on the map offers a visual of the door. The metal door is constructed of an indestructible material, attempting to break it could result in characters breaking their tools or weapons. A character with an arcane or scholarly background can decipher the runes on the door with ease, anyone else needs an DC 20 Intelligence check to translate:

Beyond lies Vespur, Patron Saint of Liars and Cheats, Consort to the Witch Queen of Lies. The heavy heart shall always rise.

The hearts serve as the keys to the metal door, but must be placed in the correct order for the door to unlock. The silver triangle is the trigger mechanism. Obtaining the hearts is simple and will cause no harm to players, the flames on the heart will die once taken out of orbit. Placing the hearts in the sockets and pressing the triangle will have different effects depending on the order the hearts are arranged:

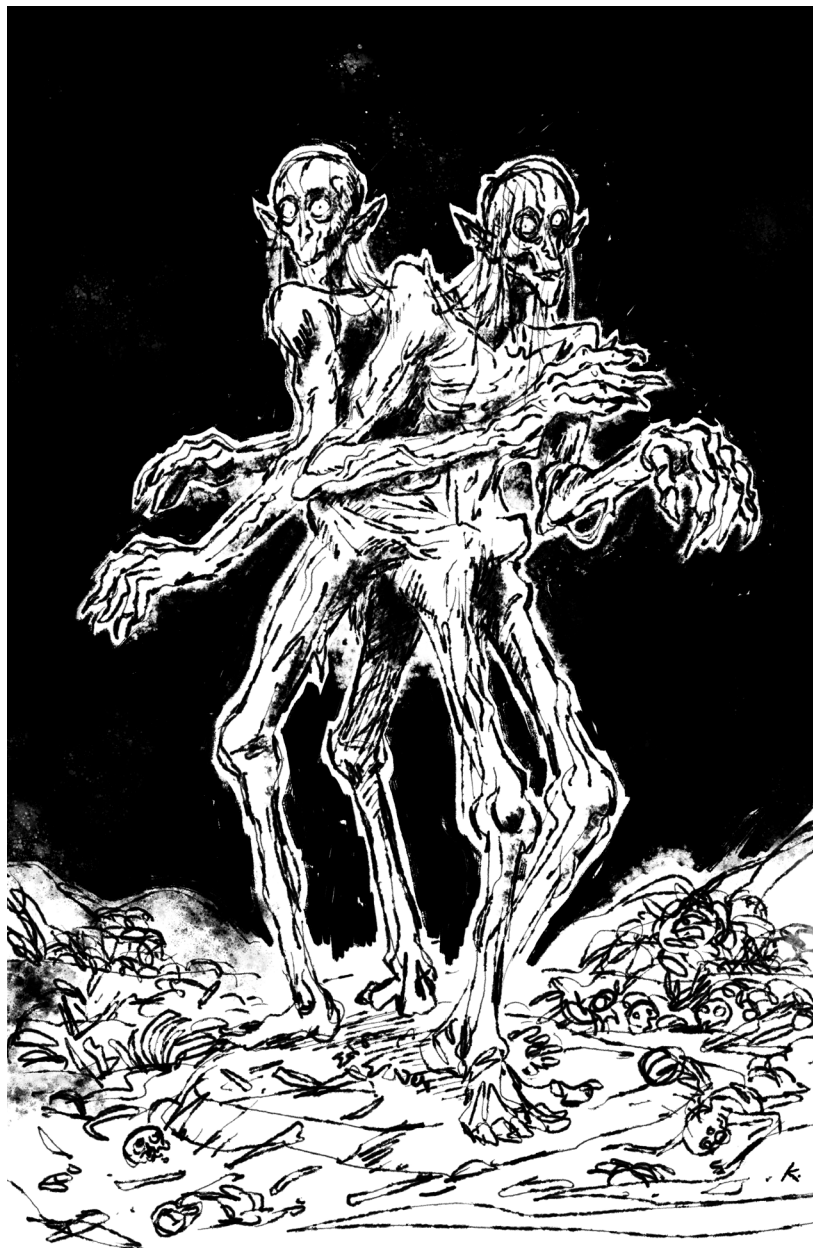
Gold top, marble middle, cedar bottom: The door glows with an intense white light, and then vanishes. Good job!

Gold top, cedar middle, marble bottom: Choking blue gas that burns the eyes and nose fills the cave (Fort save DC 12, failure results in -2 to all actions for 1d6 hours).

Marble top, gold middle, cedar bottom: Three skeletal shadows appear and attempt to clutch three characters hearts with their icy ethereal claws. (Atk +3, 1d6 damage). The shadows vanish as quickly as they appear.

Marble top, cedar middle, gold bottom: A booming, disembodied voice begins chanting bizarre phrases in an unknowable tongue. The party risks going mad (Will check DC 15, fail lose 1d6 Personality, critical fail lose 1d6 Personality permanently, critical success gain insight into the cosmos and gain 1d6 Personality permanently, maximum score 18). Any character whose Personality falls to zero becomes completely insane and collapses into a laughing, babbling heap.

Cedar top, gold middle, marble bottom: A black tendril emerges from the door and passes through the character pressing the triangle button, attacking them with necromantic energy (Atk +8, 1d8 damage). The tendril evaporates into black, rotten smelling smoke.



Cedar top, marble middle, gold bottom: Two-thirds of the room explodes into a scorching, blue spectral storm of flames (Everyone makes Reflex save DC 10, failure results in 1d6 damage). The flames burn quickly and extinguish before the next round.

In order for the triangle button to activate, there must be a heart in every socket. Travelling down the slope towards the pool is treacherous and slick from blood. Each character must make an DC 8 Agility check or slip in the blood and go crashing down the tunnel, resulting in 1d3 damage.

1-4 The Vault of Vespur the Consort: *This is a vaulted chamber carved out of the alien material which makes up the cavern. The stench of rot and filth is immediately overwhelming. Bones and mangled mummies litter the floor. In the center of the chamber is what you initially believed to be two giant corpses standing back to back from each other. To your horror you realize it is in fact one creature which resembles two large gaunt male elves fused together by a single spine. Its four eyes open wide and its two heads simultaneously turn to stare at you ravenously. The thing groans and screams, mad with rage and hunger. With its two chests heaving and its four spindly arms flailing wildly, all four of its legs begin to move in concert and it begins to charge!*

This foul wretch is Vespur, former consort of Malbolja. The two former lovers became enemies, jealous of each other's power. Malbolja was the eventual victor, and locked Vespur in the vault. Vespur has had nothing to eat for two thousand years, so he is eager to sink his teeth into the party members. He will attack the wounded first, as the scent of blood is irresistible to him. Upon his death, Vespur directs a scream so terrible at the character who dealt the death blow, they must make a DC 15 Will save or drop dead from fright.

Vespur the Starved: Init +3; Atk bite+3 (1d6); AC 11; HD 3d8;12 hp; MV 30'; Act 2d20; SP Howl of the Damned; SV Fort +3, Ref +1, Will +1; AL C.

The chamber has items that could prove useful. Amongst the broken corpses the party will find 1d3 suits of leather armor, 1d3 maces, and 1d3 shortswords. There is a cache in the center of the chamber,

buried beneath a heavy iron slab. The slab has a heavy ring in the center, which would allow two people to spend 1 round of action to attempt to lift it (DC 20 Strength check, both must succeed). Attempting to lift the slab will trigger a necromantic trap. The slab begins to grow heavy and cold. Every round the party remains in the room they must make a DC 15 Fort save or temporarily lose 1d3 Strength. Once a character reaches zero strength, they collapse and die, fading into a shadow.

There is however a much simpler way to remove the iron slab. Inscribed on the slab, written in Elvish, is the message “Knock three times”. Anyone knowing the Elvish language will recognize this upon inspection. If no one speaks Elvish, a scholarly character could attempt to translate the message with an DC 15 Intelligence check. A thief could also decipher the message with a DC 15 Read languages check. If someone knocks three times with the slab’s iron ring, the heavy lid will move itself and reveal the treasure below:

- 1 mithril shortsword worth 200gp
- 1 shortbow with 1d6 arrows
- 1 dagger, with a blade as black as pitch. This is *Everbite* and the very metal it is crafted from is poisonous. (Fort DC 13 or lose 1d3 Strength). If *Everbite* delivers the killing blow, the victim turns into a shadow which will grant the wielder a +1 to hide in shadows. The effect is cumulative, but the bonus is lost once the wielder makes a hide in shadows check. For example, if *Everbite* scores four kills, then the wielder get a one time +4 bonus to their hide in shadows check. Only characters that can handle poison can effectively wield *Everbite*.
- 1 pickled tongue in a jar. *Vespur’s Tongue* will grant a person to tell believable lies. By cutting out their own tongue (6 points of spellburn) and placing *Vespur’s Tongue* in their mouth, the tongue is fuse to the wound and become one with the character. *Vespur’s Tongue* grants its possessor a +4 persuasion roll when telling a lie. There is a catch: any critical failure results in the character unable to tell the truth for seven days.

1-5 1-5 The Pool of Secrets: *Your stalwart party cautiously descends the tunnel which opens up into a large cavern. The entire cavern is a pool of dark blood, its depths unknowable. The air is heavy with the smell of wet rust. The only stable ground this space*

has to offer is the strange pier you find yourself currently standing upon. It is made of the same strange ivory material as the cavern walls. The pier has been constructed to resemble the eight-point symbol of Chaos. The glowing green humors dripping from the caves above give the blood around the pier an unholy glow. A disembodied, androgynous voice fills the cavern, "Who shall play my game? Your secrets for mine! Who shall play?"

The terms of the game are simple: each character must give their and name and place of birth, then the spirit will reveal its secret. This is a good chance for the players to create a quick background for their surviving characters. Once the players tell the spirit the information it wants, read or paraphrase the following:

After the last of your party tells the spirit their name and homeland, the cavern grows deathly silent. Suddenly cackling laughter echoes throughout the place, and fear clutches at your heart. "The time to reveal my secret is here you worthless little prigs, now know fools THAT I STILL LIVE and will butcher you like pigs!"

You are frozen in shock and horror as a cyclone of blood forms in the center of the pool, and begins to take the form of Malbolja! To your surprise she is no longer a crone but a four-armed giantess dressed in loose black silks. Her braided, black hair hangs just above her ankles, her eyeless sockets covered with a black blindfold. Above each of her four open palms is a glowing double-bladed dagger, rotating rapidly upon an invisible axis. At the same time, mummified warriors, blood soaked and brandishing spears, rise from the pool of blood and walk across its liquid surface towards the pier!"

The combat begins with Mother Malbolja levitating above the Pool of Secrets roughly 20 feet from the Chaos pier and 1 blood soaked mummy warrior within melee range at the pier. For every round of combat that passes an additional mummy will enter the melee, to a maximum of eight (there is only so much room on the pier). Mother Malbolja can only be attacked with missile weapons, and she will attack with her spirit daggers which vanish in a puff of green smoke upon impact. Any attempt to walk across or swim in the Pool of Secrets will prove deadly (characters will find themselves sinking in a bottomless pool of blood filled with an army of undead). Every

defeated mummy will relinquish its spear, giving the characters a chance to hurl the spear at Malbolja the next round. There is an infinite amount of mummies and they will keep fighting until Malbolja is defeated. In order to succeed the players must use teamwork and coordinate their melee and missile attacks.



Mother Malbolja: Init +3; Atk spirit dagger missile +4 (1d4+1); AC 15; HD 4d10; hp 20; MV 0'; Act 1d20; SP levitation and vanishing spirit daggers; SV Fort +6, Ref +5, Will +6; AL C.

Blood Soaked Mummies (billions and billions): Init -1; Atk ancient spear melee +2 (1d6); AC 10; HD 2d5; hp 5; MV 15'; Act 1d20; SP undead traits; SV Fort +1, Ref -1, Will +0; AL C.

Once Malbolgja is defeated, read or paraphrase the following:

Malbolja's broken body floats freely in space and begins spinning. A blade of golden energy cracks the giant witch's torso in half. Your mind reels as you see a childlike form of Malbolja emerge from the corpse! This new form of the seemingly immortal witch is a spectral child, translucent in appearance with eyes of solid gold. She is dressed in a black tunic and in each of her four hands are the following: a heart, a curved dagger, a severed tongue, and a golden bolt of lightning. She speaks in a voice that shakes the cavern, "Behold children, I have ascended into my greatest form! You have done me a great service, and for your bravery and deeds I shall ruin your names and lay waste to your motherlands! Farewell for now, prattling babes, I shall call upon you another day!"

The maiden witch hoists her lightning bolt towards the heavens, and in a peel of thunder and a blinding flash the cavern's ceiling is torn asunder! Malbolgja is nowhere to be found, but your immediate concern is the imminent collapse of the cavern! To your good fortune, a large slab of stone has collapsed to form a slope that leads to what appears to be the surface! All you have to do to escape is jump across a bloody pool teeming with the living dead and scramble up the stone slope!

The players have 5 rounds to escape the cavern or be crushed in the collapse. The jump across the pool and climb up the rock requires 2 DC 8 ability checks (Players may choose either Strength or Agility for each check.) and 2 rounds to completely escape. Characters failing either roll will plunge into the pool and be torn apart by angry mummies. The slope is narrow and only 3 characters may jump across the pool at a time.

The poor character with the lowest Luck must make a Strength check at DC 20; the mummies have snagged their leg! Failing results in the character being pulled into the pool to meet a bloody demise.

Characters willing to take a risk may recover some equipment from the defeated mummies on the pier. After the battle there will be 1d3 rusty spears (1d6 damage), 1d3 battered scalemail coats (+3 AC, -4 skill checks), and 1d3 shields. Picking up 1 item requires 1 round of action.

After the time limit elapses, those who have escaped witness as the cavern completely collapses in a cloud of white dust, completely sealed until the End of Days. Forever changed, survivors will find themselves with a new enemy and a lot of unanswered questions. They have become the masters of their destiny, and the path to adventure beckons them.



Adventure Notes

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



Starting the Adventure

“The well in your village has opened up to a purple portal somewhere distant and strange. The folk of your hamlet will die of hunger and thirst the well is not restored by winter. You have prayed to the heavens and the great cosmic crab Amann Uur but he does not heed your calls for salvation. Your Lord’s castle has been damaged by a portal of mystical energy, the same type of portal in the well of your village. He has commanded you to go forth and stop this curse. Each of you gather what meager belongings you have to survive the journey, steel yourself against the horrors you are certain await you, and JUMP!”

The portal transports the PC’s to “Zeta Outpost 77.”

Background

“Many centuries ago, across the ocean of space, there waged a cosmic struggle, the origins as well as the result now lost to the stars. All that remains is the frozen corpse of a bloated monstrosity whose massive body extends beyond the limits of your sight. Amongst this decay is an abandoned space station, an outpost of some alien race built into the skull of this beast and extending down it’s decaying throat.”

Amann Uur is the name of the giant space colossus, this is the name given by the common folk on this planet. Our space faring folk are harvesting food and minerals from the dead space corpse, as it provides food for the spacefaring people and a way to construct more space stations due to the high mineral content in their bodies.

This adventure is intended for 10-14 0-level characters.

Level 1

Area 1-1 “Ramparts out of space time”

“As the glimmer of the portal fades away, a clear mucus-like fluid covers your body and your surroundings come into focus around you. You find yourselves inside a giant metal room. Along the eastern wall lies the remains of a stone rampart from your Lord’s castle. Out of place among the more sterile environment, the smell of death hangs over this room. Torn banners and a half dozen dead corpses, some with quite peculiar clothing lay strewn about. A pile of skeletons also lays in the center of the room. The western wall is alight with strange types of candlelight and items not from your world. To the north lays something akin to a set of doors with yellow handles.”

The Bay and the Eastern Rampart

The loading bay itself is 50 feet by 40 feet in size and the Rampart sits more or less flush with the floor against the Eastern wall and is 20 feet by 10 feet. There are at least 4-8 bodies in the entire bay. Each time a PC goes searching the bodies roll on the gear table. Then describe the body of the dead.

1D12 Things in the Bay

1. Nothing
2. A broken 5 foot wooden pole can be used as a club
3. A potato
4. Nothing
5. A crude metal knife (dagger)
6. Nothing
7. A bloody helm of Iron +1 AC
8. A torn banner of your Lord, 4 feet by 2 feet soaked in blood
9. A spear
10. A strange suit (space suit with oxygen tank) If player gets critcilled, 1d6 damage explosive damage in 5ft radius.
11. Nothing
12. A Laser pistol with 1d4 charges, 1d8 damage



File of skeletons

"The burnt bones of at least four souls are piled in this corner of the room. You smell the remnants of burnt leather and hair as if someone was roasting a pig alive but only faintly."

Searching the skeletons provides no loot but. If the players touch the skeletons one of them comes alive, but only the head. Roleplay the head as an janitor. Here are some prompts to yell at the players in agony; “It was supposed to be a cake job man! I just clean the toilets!” “Oh God! Why do you have a spear, who are you... (uggrrglle).” “Hey Terry have you seen my....OH MY GOD I’M A PILE OF BONES!”

The Western Wall of Candle Light

“Lights flicker and glimmer and cast a soft glow, a low hum permeates as you draw closer to the wall. The rhyme and reason of this wall is hard to make out as this display of illumination is unlike anything you have ever seen.”

The control panels here can open and close any and all doors on this level. If the players make a successful DC 12 Intelligence check the following message plays in a calm female voice and a short video plays.

“Welcome,initiate, to Zeta Outpost 77. The premier space crustacean dismantling station in this sector. We currently have over a dozen new positions to apply for and thank you for your current service. Remember opportunity awaits for those that work hard! Double credit for hazard pay on Tuesday’s! Remember to report an abnormalities in crew behavior to your direct station chief, a normal crew is a happy crew.”

The Northern Double Doors

“You pass bloody handrails and a mucus-covered grated floor to arrive at two doors each with yellow handles and two small windows. They appear to be made of iron and look as though they will require some effort to move.”

If the PC’s look out the porthole windows they will see that the one on the left leads to the vacuum of space. They can spot a floating body of a peasant turned to ice. The doors can be opened manually with a DC 10 Strength check. Or they can be opened back at the western wall control panel. If they open the one on the left before looking outside the window, each PC in the room must make a DC

15 Agility save to avoid being caught in the vacuum and dragged towards the open door.

Area 1-2 “Hexagon Hallways of Horror”

“You feel a crunch under your feet and notice a fine powder like substance on your boots. The metal floors of these hexagon hallways are smeared with what appears to be blood. Light and darkness flicker in and out as your hear a hissing sound down the hall.”

The maze-like hallways connect to several smaller areas. There is a chance of wandering animated Voidfarer ghouls. Roll 1d4 every 15 minutes of game time. Each of their bodies will have 1d6 javelins embedded in their bodies that can be recovered by making a Luck roll for each javelin.

Voidfarer Ghoul: Init +1; Atk consume +0 melee (1d4-2); AC 11; HD 1d4; hp 2; MV 10'; Act 1d20; SP on a successful hit doing 2 or less damage, the target must make a DC 5 Reflex save or they cannot move during their next action; PC's killed by Voidfarer Ghouls reanimate as ghouls themselves; SV Fort +1, Ref -2, Will -2; AL N

Randomly place the following trap at a place of the Judge's discretion.

Broken exhaust vent: *“You hear the sound of a loud clicking going on and off.”* Any PC moving to investigate finds a broken overhead vent which blasts them any anyone else within 5' with searing fumes for 1d8 damage. After this first blast, trying to climb into the vent causes a second blast of 1d8 damage to the PC attempting to enter, then turns off. After this second blast, the vent is safe and any number of PC's can use them to travel to any room in the station.

Area 1-3 “Welcome to Zeta Station”

“You hear the sound of chimes coming from the heavens above, and a soothing voice of an angel speaks to you. “All personnel.....all personnel,, please start evacuation procedures. There has been a breach of the station.....stay calm....follow your...(Static).” As the door opens and light flickers on you see people from your village and the oddfolk dead amongst the corpses of some type of crab like creatures.”

1D6 items in this room

1. A crab leg, it smells like someone microwaved fish in the breakroom
2. 20 feet of nylon rope
3. A crab shell +1 AC
4. Nothing
5. A knife
6. A club

Roll every 20 minutes of game time on the wandering monster tables from this point forth. They come through the vents in the ceiling. PC's attempting to close the vents must make a DC 12 Agility check to do so, failure results in a player getting pulled into the vents and being killed instantly.

The room itself is 45 feet wide by 20 feet long. There is a slope upwards by 10 feet into three sub rooms. Each of these sub-rooms is 15x15 feet.

Room 1

“You hear whispers around you in this otherwise empty storage room. Crates are smashed open and emptied of whatever contents they once possessed. The whispers are growing louder.”

The PC's encounter a lost soul drifting around the room. Her body was eaten by the giant crab (in room 2-4 of the adventure) and until it is killed she is trapped on the planes in between. The Judge can give away as much info as they feel is relevant. The point of this NPC is to give clues / foreshadowing. The lost soul is non violent.

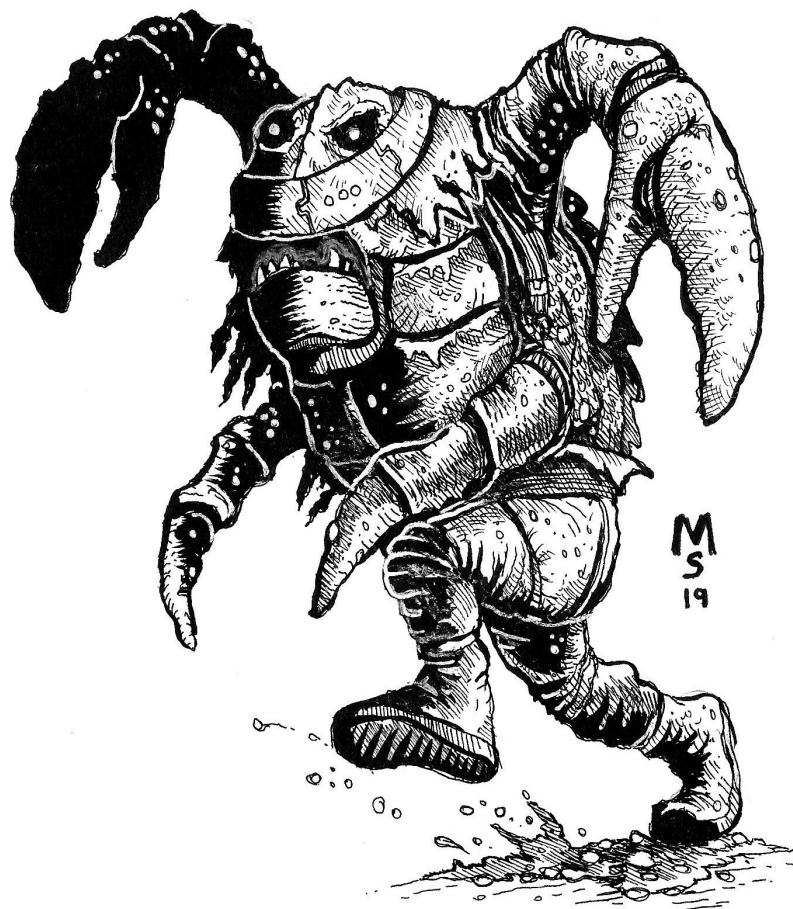
Room 2

"You hear a shout, "STAY BACK DEMON!" cowering amongst an overturned bunk bed are villagers you recognize from your hamlet."

Roll 1D4 for the number of new characters that show up. The Judge can then hand the PC's the requisite number of character sheets.

Room 3

"The stench of crustacean permeates the room, and the low hum of machinery and creaking pipes along the walls of the room are punctuated by what sounds like the snapping of bones coming from behind a series of simple stalls in the room."



The bathrooms and washrooms of the station, where hot water is pumped in from 2ft pipes in rows above this room about 6 feet up from the floor. There are enough stalls where the crabs (Roll 1d6 crabs) have taken residence and have slowly been eating people and snapping bone. The PC's can sneak and try to knock out the pipes and burn the crabs. Roll 1d4 to see how many pipes burst. If you roll a 4 the room starts to flood and they have 2 minutes to escape or drown. The hot water does 1d4 damage a round to the crabs. In the stalls are posters showing how human waste from the station is turned into building blocks of the station using the carbonator and the resonator builder tech.

Voidfarer Crab: Init +0; Atk claw +0 melee (1d6) or bite +0 melee (1d4); AC 12; HD 1d8; hp 4; MV 30'; Act 1d20; SP infravisions allows voidfarer crabs to see in absolute darkness, but they are blinded by strong lights, giving them a -4 penalty to all actions, SV Fort +1, Ref +2, Will -3; AL C

Exit Door

Exit to area 2-1. The large metal door door is jammed and requires a DC 10 Strength check or can be wedged open with any available material, wood or metal, or a dead body.

Level 2

Area 2-1 “Barracks of the Voidfarer’s”

“What was once a resting and gathering point for the station’s soldiers is now a bloody scene. You slip on the slickness of the floor, only to discover the viscous fluid is both from men and something else.”

In this room our party can search the lockers to find items according to the table below. There are also 1D6 dead bodies laying on the floor of the room. One of these is boobytrapped with a grenade trap that does 1d4 damage to any PC's within in a 10' radius, unless they are prone. The PC's can use 1d6 dead bodies as human shields, absorb 4 damage before falling apart in a bloody mess. If they make an appropriate strength check of DC8 before each round of combat.



1d12 Barracks Items

1. A fresh bloody Heart
2. Nothing
3. Nothing
4. Jetpacks with 1d4 uses, free 20 feet of movement. Rolling a 1 equals it is out of fuel
5. A mechanical saw that can cut through bone 1d4 charges
6. A diary noting the author's hatred of the smell of the dead space crab
7. A pair of headphones and a music pad that plays (a song of your choice)
8. Nothing
9. VOIDFARER CRAB
10. A flashlight (torch)
11. Nothing
12. A pulse rifle with 1d3 grenade rounds (1d10 damage, 5 foot blast radius)

1d12 Locker names table

1. Hicks	5. Yutani	9. Picard
2. Hudson	6. Asimov	10. Thrawn
3. Clarke	7. Vance	11. Ripley
4. Weyland	8. Vasquez	12. Riker

Area 2-2 “Commander Arthur Keen’s quarters”

“The overhead light flickers on, the smell of sage burning wafts through your nostrils. A large oak desk sits before you with a fresh body propped in a chair, a spear through his chest turning his blue uniform a dark crimson and a look of horror frozen on his face.”

On the desk is a diary that the PC’s can take with them. However it cannot be read until they reach first level. Its contents contain a multitude of passages dedicated to Keen’s love of multi level marketing schemes. In it he details his “inverted success pyramid.” It relies on getting just five of your friends, and in turn your friends get five of their friends. Feel free to adlib here and add in any ludicrous detail you wish.

On the walls are pictures of the commander with his favorite rug. A “Gangum rug,” of exquisite craftsmanship. There are at least 10 separate pictures of this. The ornate picture frames are worth 5cp a piece. The spear is still useable and can also be pulled from his chest, but will cover the PC in blood in the process.

Area 2-3 “GET TO MEDICAL!”

“The room is stark white, sterile, and completely alien to anything you have seen in your home village. With the exception of a few broken vials on the floor, empty of their contents. A doctor’s operating table stands in the middle of the room, and a shelf on the far wall that holds several vials of a mysterious green fluid.”

PC’s consuming or coming in contact with the fluid in the vials must roll on the Void deformation Table below. If they consume more than two vials they will turn into a Voidfarer Crab, and more than 3

vials will instantly kill the PC. The vials can be thrown as weapons, causing 1d4 damage to targets that are not voidfarer crabs with a range of 10'/20'. Voidfarer Crabs struck with the fluid heal 1d4 damage rather than taking damage.

Void Creature Deformation Table

d10 Result

- 1 Grow a pair of space gills. You can survive in space and are immune to any underwater effects.
- 2 You now have antennae. They are completely useless
- 3 All your fingers but your thumb fuse together. Your left hand is now a claw that does 1d4 piercing damage.
- 4 You now have infravision but if you are blinded you become permanently blind.
- 5 Crab legs, meaty and tasty. Increase your movement speed by 5ft.
- 6-7 Nothing happens.
- 8 You grow a shell on your back +1 AC.
- 9 You go mad and attack the nearest animate object. Inject another vial to stop the madness
- 10 A Voidfarer Crab bursts out of your neck killing you instantly.

Area 2-4 “Mommy Dearest”

“From the inky darkness you can hear a loud chattering and clicking. Something that resembles a voice is trying to call to you. You hear whispers in your head from something unnatural. This large room has stairs and gangplanks on either side leading to four glowing doors. Machinery hums in the distance and the lights in the room flicker on and off. The strong smell of a latrine permeates the room. You aren’t sure if it comes from the hulking shape near the giant rotting flesh gate.”

The PC’s are facing the Mother Void Farer Crab. Each escape pod can only hold one person. If any characters die make a luck check DC8, a natural one immediately turns them into a Void Farer Ghoul who assists the mother crab. Any PC’s that are affected by the Void

deformation table above will not be attacked unless they attack first. PC's can attempt to communicate with the crab and help release it from it's pain by injecting it with vials. If they succeed (Judge's discretion) the crab will tell them to inject her with 3 vials. This will allow her to pass a massive, human-shaped bowel movement. Read the following to the PC's:

“An ungodly stench chokes the air as a purple discharge is pushed out of the crustaceans rear vent. In the discharge is the body of what looks like a man clutching a heavy tome of some sort.”

The tome allows any character to immediately level up to a level 2 wizard. After they clean it off course.

Mother Voidfarer Crab: Init -1; Atk claw +0 melee (1d8) or bite +0 melee (1d6); AC 12; HD 4d10; hp 20; MV 20'; Act 1d20; SP infravisions allows voidfarer crabs to see in absolute darkness, but they are blinded by strong lights, giving them a -4 penalty to all actions, SV Fort +4, Ref +2, Will -2; AL C

Ending the adventure

After escaping in the pods, the PC's can set any number of destinations, including back to their home, a certain purple planet, or to continue the adventure in space with another OSR space system or DCC. When they decide where they want to go you can read or paraphrase the following.

“The cabin fills with red light and a calm voice calls out to you. Ignition in 3.....2.....1. After the initial impact of escape pod's blast, you feel strangely weightless as you drift into the cosmos. Out the small window you see the heavenly body that is your home planet. You are now drifting farther and farther from the Crab God you once worshipped, that heavenly rotting corpse among the stars. You look to the strange control panel in front of you, where do you go from here?”

Appendix A:

WANDERING MONSTER TABLE

1d4 Monster

- 1 Any NPC, dead body, 0 level PC
- 2 **VOIDFARER CRAB:** Small, C; Spd 20; Init +0
AC 12 (Crab Hide); Saves Stam +1, Agil +2, Per -3; HD 1d8
Infravision: The crab folk can see in the dark but are blinded by any strong light in their direction. -4 on all rolls.
Atk crit. Roll on 0 level table; ATK Claw: 1D6, ATK Bite: 1D4
- 3 **VOIDFARER GHOUL:** Medium, N; Spd 10; Init +1; AC 11; Saves Stam +1, Agil -2, Per -3; HD 1d4; Atk Consume: 1d4 -2, If PC dies PC spawns as Ghoul
- 4 **SKELETON:** Medium, C; Spd 30; Init +0; AC 9; Saves Stam +2, Agil +2, Per +2; HD 1d6; Atk Death Grasp: 1d6 -1



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