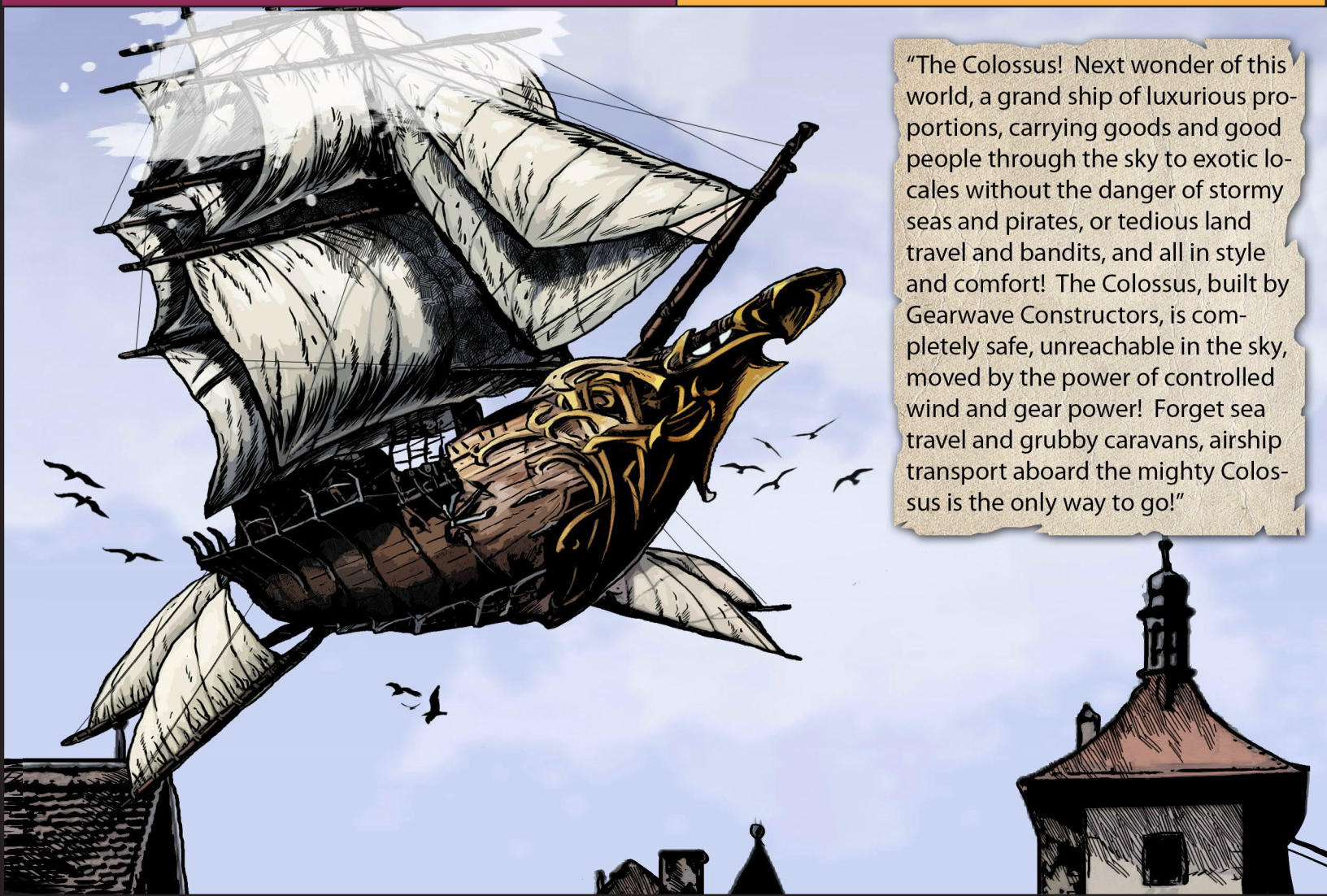


Maiden Voyage of the Colossus

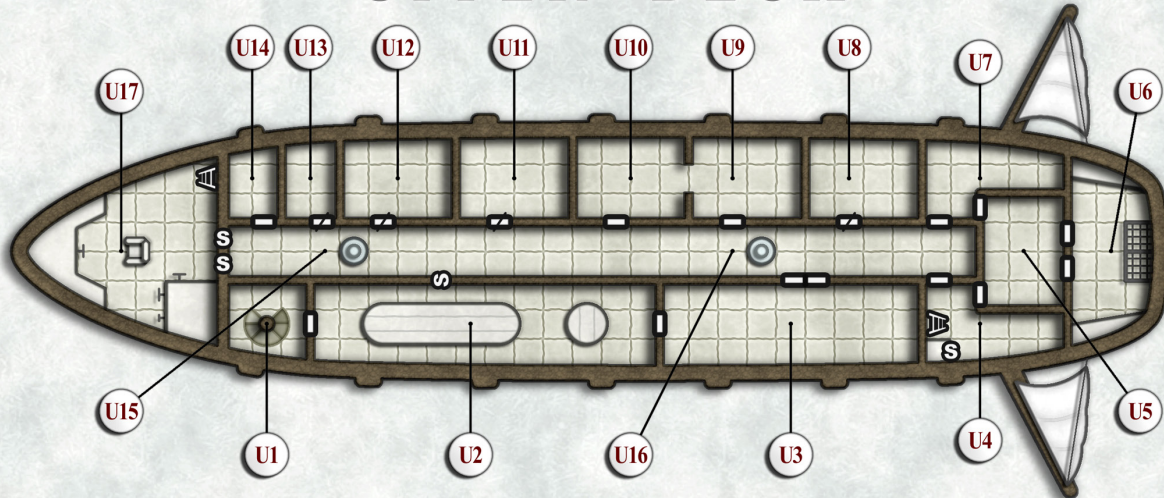
"The Colossus! Next wonder of this world, a grand ship of luxurious proportions, carrying goods and good people through the sky to exotic locales without the danger of stormy seas and pirates, or tedious land travel and bandits, and all in style and comfort! The Colossus, built by Gearwave Constructors, is completely safe, unreachable in the sky, moved by the power of controlled wind and gear power! Forget sea travel and grubby caravans, airship transport aboard the mighty Colossus is the only way to go!"



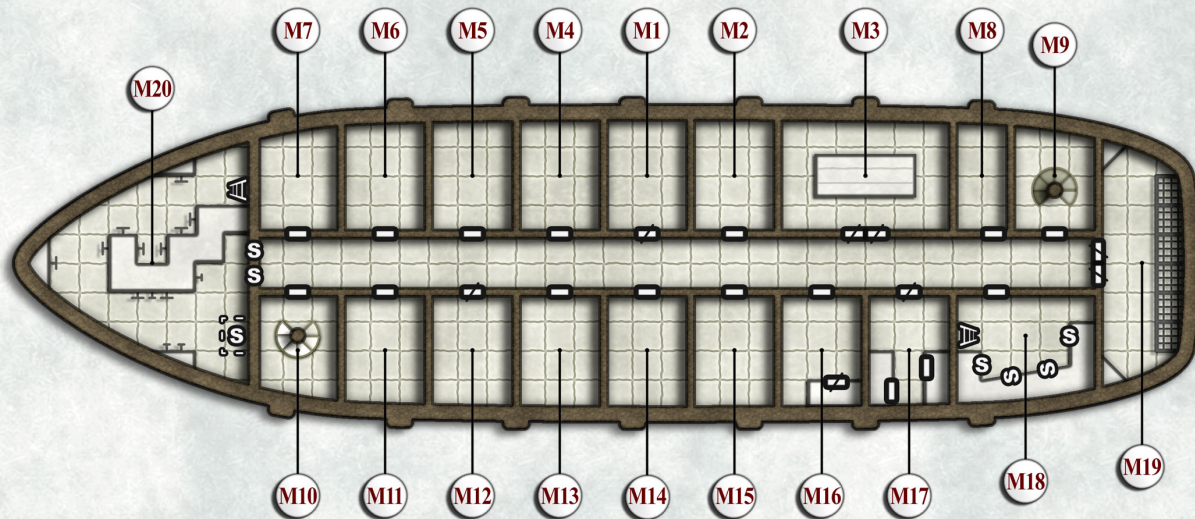
Perry Fehr

COMPATIBLE WITH
**DCC
RPG**

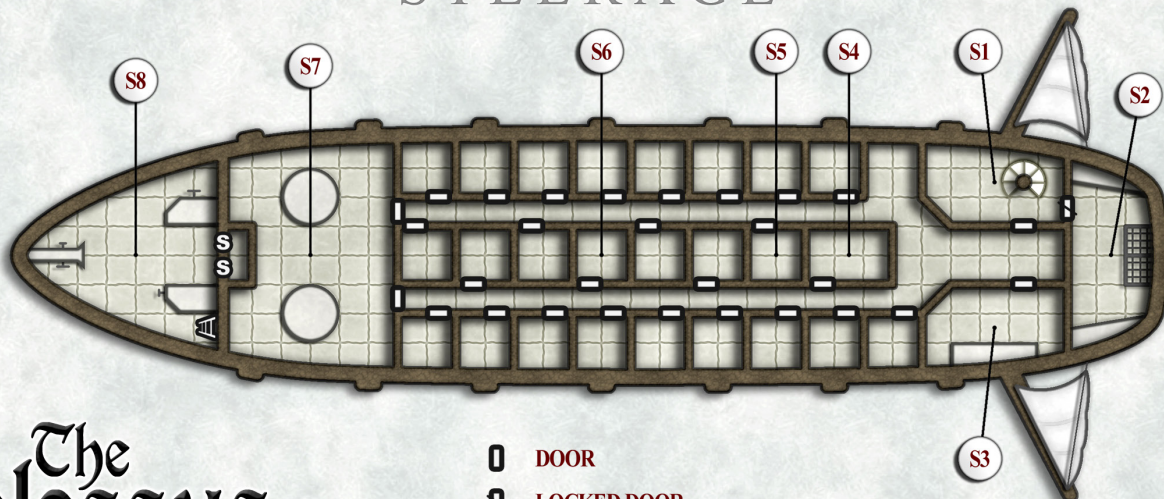
- UPPER DECK -



- MAIN DECK -



- STEERAGE -



The
Colossus

- D** DOOR
- B** LOCKED DOOR
- S** SECRET DOOR



Maiden Voyage of the Colossus

“The Colossus! Next wonder of this world, a grand ship of luxurious proportions, carrying goods and good people through the sky to exotic locales without the danger of stormy seas and pirates, or tedious land travel and bandits, and all in style and comfort! The Colossus, built by Gearswave, Inc., is completely safe, unreachable in the sky, moved by the power of controlled wind and gear power! Forget sea travel and grubby caravans, airship transport aboard the mighty Colossus is the only way to go!”

From the Writer: *Maiden Voyage of the Colossus* was written, in its first draft, in exactly one hour as part of the Iron GM competition at the *Great Falls Gaming Rendezvous* on October 9, 2015. The competitors get one hour to make their characters during this time, and all participants get to hear three theme phrases, in this case

- AIRSHIP
- HIDDEN AGENDA
- THE CLOCKMAKER

Each GM gives his randomly-selected players three guide words for character creation and play; mine were, of course “Maiden Voyage: Colossus.” The group is given 4 hours to play, and then the GMs are evaluated by their players. This adventure took 3rd place.

A dual-game adventure for *OGL adventures in Porphyra* and *Dungeon Crawl Classics*.

Maiden Voyage of the Colossus is an adventure constructed for use with either the porphyra.wikidot.com or the *Dungeon Crawl Classics* system. Division of play is simple: the map, room descriptions and contents are identical, but any dice or statistical work is separated and set out for both systems; when aspects are described, the *Porphyra data will come first in purple*, followed by the *Dungeon Crawl Classics data in black*.

The Adventurers

This adventure is for 6 players, with a recommended **level of 3rd if the party is playing by Porphyra rules**, and a recommended level of 2nd if the party is playing by *Dungeon Crawl Classics* rules. The setting is in a large cosmopolitan city on an ocean coast, but can be easily modified to fit the players’ campaign.

On Porphyra

If this adventure will be used in the *Lands of Porphyra Campaign Setting*, the most appropriate location would be the city of Solimat, in the M’Linas territory of the Clandom of the Fourlands. Those enlightened people are quite fond of airships and freedom of religion, and the Colossus’s maiden voyage would take it over the coastal mountains to the Southern Opal Sea. Agents of the Clockmaker could probably be traced east to The Enclave, super-secret test facility of the Clockwork Lands.

A Note for DCC Players: The Porphyra Campaign Setting is great for locating your **DCC adventures**, with its epic conflict of Gods and Elementals! Check out *Lands of Porphyra* and our other Porphyra game setting materials soon for lots of neutral-system game ideas today!

“Hidden Agendas” [Optional]

To create an added dimension to the adventure, the GM/Judge can issue “Hidden Agendas” to the players before they begin, randomly or selected. This is especially useful if the adventure is a “one-off”, but a canny GM/Judge can manipulate a campaign prior to play to make the agenda fit the player. Here are some suggested “Hidden Agendas”:

- The aristocratic “Council of Thrushes” insists that they not be disturbed in their revels. Make that happen and you will be rewarded/your secret will be safe.
- Why is everyone so secretive? It is business as usual for you, and you are determined to take everything at face value.
- You have been coerced/blackmailed/brainwashed into sabotaging the mission! Do everything you can to secretly bring down the Colossus, and escape!
- You have been slipped a note that informs you that one of your number is a saboteur! You cannot directly state this or act without actual proof, or nearby assassins will take you out!

- You have a gambling debt (or someone close to you has) with one of the guards or mechanics on board. Do not be seen by any of them!
- You have had a terrifying prophetic dream of a horrible monster in the lower decks. If you encounter it, you shall surely go mad!
- These agendas will need polishing to make them playable to specific players- for example, the ogre in steerage probably fits the bill for #6, or perhaps the robot eyes. Again, these are optional, and a lot of fun!

Quickly Recruited!

The city has been abuzz for the last few months (barkers shouting the opening introduction) over the construction and purpose of a gigantic “airship” by the controversial Gearswave, Inc., a guild of innovative artificers that combine mechanical and magic means to make interesting “magimechanicals”. They are known to be hated and opposed by Clock-Works, another guild of purely mechanical craftsmen, and their leader, the enigmatic Clockmaker. There have been clashes of orange-tunicked Gearswave workers and goggled Clock-Workers, and threats of violent action. This much the players know...

Skrnich. Creak... you are awoken by a none-too-subtle unlocking of your inn door. Before you can fully rise, a figure in an orange coat, with a purple gear on the breast stands before you, a tiny light on his uniform cap. He holds his gloved hands up.

“Peace, peace,” he whispers, “I mean you no harm! I have a proposition from my masters at Gearswave, Inc. that requires speed and secrecy! Will you please listen?”

If he is not run off, the intruder identifies himself as Bendo Karas, Artificer 3rd Class for Gearswave. He says he is being watched and cannot stay long- he continues:

“As you know, the Colossus launches its maiden voyage tomorrow, to great publicity- and great animosity! Our competitors, Clock-Works, has launched a massive sabotage campaign, and subsumed many of our security protocols! The Clockmaker is determined that the maiden voyage should end in disaster! All of the Gearswave personnel are being followed by assassins- only you can get on board and stop this disaster! Will you do it?”

Economically hoping the party will do it out of altruistic

obligation, Bendo will not offer payment unless it is demanded. Payment schedule is as follows, as Bendo flips through a Gearswave catalog-scroll:

Offer 1: 10% off all Gearswave, Inc. goods for life: this includes constructs, magic arms and armor, and wondrous items that are primarily made of metal.

Offer 2: [requires a **DC 13 Diplomacy** / **DC 5 Personality check**] A *bag of holding type I*. / “*extradimensional bag*” - holds 100 lbs., weighs 1.

Offer 3: [requires a **DC 18 Diplomacy** / **DC 10 Personality check**] An *iron spike of safe passage*. “*hideout peg*” - *disguises a camp as a pile of rubble or a hay bale, with an illusion.*

Offer 4: [requires a **DC 23 Diplomacy** / **DC 15 Personality check**] An *escape ladder*. / “*ladder to nowhere*” - *rope ladder climbs 10 ft. on command, hooks on to nothing; if you climb to the top, you may command it to act as a minor planar step, teleporting the commander 100 ft. away, once per day.*

A **DC 13 Sense Motive** / **DC 10 Personality check** will notice that Bendo Karas is rather cross at this point, and further negotiations will likely cause him to leave.

Or after each level of offer, whether successful or not, Bendo offers a long parchment roll with many codicils and conditions, labeled CONTRACT prominently at the top. “You can, instead of mere mechanical trifles, become charter employees of Gearswave, Inc.!” See Appendix III for details on becoming a follower/employee of Gearswave. The contract functions as: a free **Knowledge (Religion) check** (skilled, if there is no-one with the skill) at +2 for information about Gearswave, Inc. / a “scroll” of *patron bond* that can be finalized on the spot with a bonus to the check of +7 (a desperate amount of Spellburn by Bendo Karas) or taken by a wizard for later use.

Alternatively, a **DC 23 Intimidate check** / **threatening “Deed of Arms”** will cause him to accede to all demands, grumpily, and reveal the plan. In any case, once they have accepted the terms, Karas will say:

“Go right now to the east docking platform, cover up in these robes,” (Karas gives the party robes of a priestly order that typically does *purify food and water* / *food*

of the gods ceremonies) “There will be an open crate. Get in it, and cover up with the tarps that are there. They will confuse the sensing magic so you can be taken inside. From the storage room you are taken to, you should be able to access the entire ship. Good luck!”

And he runs out...

If the party makes a concerted effort to pursue Karas, they will succeed only in finding his poisoned corpse, with a dart sticking out of his neck. The poison is death-blade (**DC 20 Knowledge (alchemy) or Heal / DC 15 Intelligence**) and available only to professionals. The assassin will not be a problem until later, as he has to get to the Colossus, as well.

On Board the Colossus!

The party can proceed to the well-lit loading dock with the disguising robes without incident. They will be quickly nailed into the crate, and will wait for an hour or so before being bumpily loaded into a lift, and swung into the Colossus. Clever means during the loading process (like carving out an eyehole, **taking 20 on Perception / DC 15 Luck or Intelligence listening during loading**) can learn one or more of the following:

- The crew has been drinking heavily, from a “gift” left for them
- Passenger and Cargo access is through the walls, master-controlled in the cockpit except for the evacuation system
- Steerage (the lower deck) is all but deserted, as this is just a test flight, 2 hours out over the ocean, and 2 hours back; generally just well-to-do passengers are coming along, no lower class.

You Have Four Hours...

Once the doors to their final destination have closed, the party can finally emerge from their crate. In the light, they can see, scrawled in grease pencil inside their crate “You Have Four Hours”, and the Gearswave, Inc. logo. The crate is wood, the blanket has metal fibers and is sound-dampening. They are in a featureless storage area, containing nothing but a porthole a foot across- they can see that the Colossus is underway, at least a hundred feet in the air, and heading out to sea. The door is locked, but not on their side; it is labeled ‘Storage’ on the hallway side. On the map, this is **Area M1**.

***Note:** it adds a certain urgency of action to make the actual playing time for this adventure four hours- but see “Concluding the Adventure” for more details.

Area M2: Generic Main Deck Cabin: *The door to the cabin has a tiny one-way window in the dressed wooden door, with a brass number on it. [Within] The room is spacious and airy, with four fold-out beds that swing up into the wall, a curtained commode, a small table tastefully covered in Gearswave scrolls, and several low but comfortable chairs. A mesh grill on one wall is next to a small blue dial and a red button, and a large brass lever is placed next to a curtained porthole in the outer metal wall.*

This generic description applies to areas **M4, M5, M6, M7, M11, M12, M13, M14,** and **M15** - as well as the description for that area. The scrolls depict the outer view of Colossus, and repeat the slogan from the introduction. Other scrolls advertise Gearswave, Inc. products, mostly mechanical doodads that do things that regular people can do for themselves easily. Commodes are piped through the hull to drains at the back of the craft (emptied in flight over water) and water comes to a spigot from area **S7**. The blue dial pipes in music and entertainment from area **M20**, and the red button rings the servants’ quarters in area **M8**. The brass lever has two settings, the first opens a compartment with 4 odd harnesses in it. These are escape harnesses, equipped with a one-time *levitate* effect that is activated by pulling a golden cord. The effect lasts for 10 minutes only! Instructions for use are among the scrolls scattered on the cabin tables.

The second setting on the brass lever is common to all cabins in the Main and Upper decks; if the lever is moved from the first setting, an alarm will sound and a voice will come from the mesh grill (automated from area **M20.1**) saying “Cabin wall will open. Contact Operations to Proceed.” Since there is no one in **M20.1** to authorize the ‘abandon ship’ procedure, the only way it can be accomplished is by forcing the lever, which requires a single successful Mighty Deed of Arms in three attempts; failure means that the lever will break off! Note that general passenger loading is done through areas **U2** and **S3**, whose outer walls open with controls in area **M20**.

There are 2d3 passengers in this cabin, the GM/Judge can use the table for creating a variety of passengers in the DCC Gallery under ‘Passenger’

Passengers (2d3) use **Village Idiot** or **Farmer** / see **Passenger** in **DCC Gallery**

Main Deck Hallway

The carpeting in the main hallway is sumptuously done in gold and red; lighting seems to be provided by elemental electricity, but is fitful, and flickers frequently (-2 to **Perception** / **Look checks**). Inspecting the carpet between areas 11 and 12 will notice the carpet seems stained (with blood) and burned (as if by acid) leading to area **M10**. The secret doors to area **M20** are concealed behind a huge tin logo of Gearswave, Inc., a purple gear stylized with a blue sea wave.

Area M3: Main Deck Galley: *The door to this area has a symbol of a leg of mutton on it. [Within] This area is cool and breezy, unlit, containing two long tables and several piles of stacked stools. It seems totally deserted. A large wooden cabinet on wheels is pulled out from the wall.*

The door to this area is locked (**DC 15 Disable Device** / **DC 10 Pick Lock check**) Behind the cabinet is a very drunk steward, set to watch over this galley, which was not intended to be used for this short journey. He cannot be awoken under any circumstances! Under his body is a slim metal flask containing a small amount of potent beverage- A **DC 15 Heal** / **DC 10 Medical check** notes that it is cleverly made to intoxicate slowly, and then completely anesthetize the imbiber.

Area M4, Area M5, Area M6: Cabin: There are 2d3 passengers in this cabin, the GM/Judge can use the table of creating a variety of passengers in the **DCC Gallery** under 'Passenger'

Passengers (2d3) use **Village Idiot** or **Farmer** / see **Passenger** in **DCC Gallery**

Area M7: Strange Passengers: *The passengers in this cabin, 6 of them, all have large towels wrapped around their heads, fluffy bathrobes, and faces covered with some kind of night cream, perhaps? They are rather mean-looking otherwise, and an ungainly pile of something is under a blanket on the lone table.*

These "passengers" are con men and robbers, a pack of devilish thugs that are dead set on robbing the aristocrats upstairs (**U2**). They are muttering in a devilish language (**Infernal/Demonic**) trying to work up their courage,

and do not want to be interrupted.

If the thugs are not disturbed here, or not interfered with at this time, they will eventually get up the courage to go and rob the rich folks up in **U2**. This will happen 10 minutes after the party leaves area **U2** after encountering the aristocrats; the thugs will be found in there with them upon a second visit. If the party goes to Steerage first, the thugs will be found in **U2** upon the party's first arrival in **U2**. The thugs may be further encountered in the chaos of Colossus going down, to whatever effect the GM/Judge desires...

Each robber has 2d6 silver pieces, in addition to their gear.

Tieflings (6) / **Horned Thugs** (pg 19)

Area M8: Servant's Station: *A pair of hands are painted in this door [Within] This seems to be a cluttered work room, with cooking utensils, cleaning supplies, blankets, pillows and the like. It is also cluttered with the snoring bodies of people in Gearswave uniforms. One wall is covered with*



Horned Thugs

tiny bells, with embossed numbers underneath them. Some of them are ringing, with a tinny sound.

All of the anesthetized servants (10 of them) have flasks of liquid like that in area 3, and each carry 1d8 silver pieces. If the party wants to take cleaning, bedding, or cooking supplies, there is a practically endless supply here, at the GM/Judge's discretion. There are at least 3 ceramic jugs labeled "Lye" here, which, if poured onto the sabotaging oozes (see Areas M10, U9 and U16) will neutralize their acid ability for 1 minute.

Area M9: Down Stairwell: *A simple arrow points down, on this door. [Within] A girder-like structure leads in a spiral downward, in an open space. It seems very windy in here.*

This stairwell passes from main deck to steerage, a 30 ft. airspace. It is currently inhabited by two air spirits that are supposed to be in area 19 providing motive power for the Colossus. They were released by intoxicated technicians, and are rejoicing in their freedom, swirling around and playing. They will try to push intruders off the staircase, or grab things they are carrying. If intimidated or thrashed, they will cry for mercy and beg to be returned to their work stations.

Air Mephits (2) / **Air Power Gremlins** (pg 18)

Area M10: Up Stairwell: *A simple arrow points up, on this door. [Within] A girderlike structure leads in a spiral upward, in an open space. There is a metallic smell in the air.*

This stairwell passes from main deck to steerage, a 30 ft. airspace. Lurking in the upper support girders is a horrific menace, an oozing monstrosity meant to sabotage the Colossus and bring disaster! A **DC 15 Perception** / **DC 15 Luck check** is required to spot the threat in time, otherwise it will get a surprise attack, even before initiative is rolled.

Gray Ooze / **Shipkiller Slime** (page 19)

Area M11: Crew Lounge and Galley: *The door to this room is labeled "Crew Lounge and Galley"- but it is slightly ajar, and spotted with blood. [Within] This room is a ghastly ruin- all of the furnishings are destroyed in a welter of blood and gray eggshells.*

Shipkiller Slime



The remains of most of the main deck crew and servants lay on the floor, their chests torn open, the wounds seared with acid. The door is seared and ruined around its edges, too, and cannot be latched- though it could be spiked. These unfortunates will rise as animated corpses as soon as something living moves the door and looks at them, shambling forward to slay those who still draw breath!

The narrative of their condition is this: One of the deck stewards was a deeply embedded agent of Clock Works, a servant of the dire Clockmaker. He was also an alchemist and a fairly powerful cleric. At a gathering of the Colossus's lesser crew, he gifted them all with a crate of what was supposed to be a mildly exotic absinthe, but which was a time-delayed anaesthetic, thus the passed-out servants. Others were presented with a crate of exotic "owlbear eggs" for a pre-flight meal. The eggs contained emergent spores of **gray oozes** / **ship-killer slime**, and they were eaten by the breakfasting servants... unaware that the exotic "treat" would soon mature and burst out of their chest cavities, to be drawn out and upward to wreak havoc. Once the servants were dead and their spawn released, the saboteur cast a *dire animate dead* spell (either system) on the corpses, which have been lying in wait (see area M12).

Each of the erstwhile servants still carries 1d8 silver pieces as their first pay advance. If released, the un-dead horrors will roam about the ship, attacking anything that moves.

Zombies (10) / **Twicekilled** (see page 19)

Area M12: Locked Stateroom: *A hastily scrawled “Maid Please Clean!” sign hangs on this door. [Within] All seems normal in this room- except for the blackened horror that was once a man, seething with evil, with glowing pits of eyes emitting a thin stream of dark smoke, that is...*

This once was Baril Two-Cent, dark cleric, operative of The Clockmaker and fanatical saboteur. After distributing tainted drink to most crew, parasite-filled eggs to others, and animating their dead corpses, Baril consumed a dire elixir that transformed him into a final weapon- an un-dead monster to strike terror and transform the crew. The bottle is still on the floor, and stinks of death and evil. Apart from that, there is a flat wooden case that holds two matched, jeweled ceremonial knives that also serve as thieves’ tools, +1 to-hit only, worth 400 gp each. A chewed piece of paper holds the Clock-Works letterhead and the statement; ‘-ust after dawn, serve the gifts, drink your destiny.’

Wight / **Deathwight** (see page 18)

Area M13, Area M14: Cabin: There are 2d3 passengers in this cabin, the GM/Judge can use the table of creating a variety of passengers in the DCC Gallery under ‘Passenger’

Passengers (2d3) use **Village Idiot** or **Farmer** / see **Passenger** in DCC Gallery

Area M15: Disgraced Pilot’s Cabin: *The door to this cabin is slight ajar. You can hear crying and soft moaning within. [Within] This cabin has been trashed, brown bottles scattered all over, tool kits and their contents dumped, and a duffle emptied of its clothes. Lying in the midst of it is a fitfully sleeping man, in Gearswave tunics of close fit, a hat thrown in the corner. He moans softly, “She should have been mine...”*

This is Garee Prows, once the assistant pilot of Colossus, but removed just prior to launch for loudly criticizing the captain’s security protocols. He did not partake of the saboteur Baril’s “gifts”, but got drunk on beer in his

own stash. He is a superb mechanic as well as a pilot, and can fix most any mechanical problem on the airship with 75% efficiency. Right now, however, he is drunk and repeats the same things over and over again: “*She should have been mine.*”, “*Why did they take her away from me?*”, “*They’re after her, I know they are! They want to hurt her!*” “*Damn windy engines, am I right? Damn straight!*”. Patience and perhaps some medical attention might get Garee up and about, depending on what they want him to do, he can be a deus ex machina for the GM/Judge to put things to right on Colossus, depending on how the party is doing. Among the litter in Garee’s room is a torn-up letter of dismissal, inferring subordination for suggesting that anything could sabotage the ship; a gold pin of piloting (25 gp); a powerful flare gun (simple weapon, 1 shot, +3 ranged 30 ft., 3d6 fire damage) and more beer.

Shipmate / **Drunk Mechanic** (see page 19)

Area M16: Medical: *A symbol of the Healing Deity adorns this cabin door. [Within] This chilly room seems to be barely stocked, construction dust still covers most surfaces. Two large cabinets with glass windows dominate the space, and a low examination table.*

Deathwight



Rifling through the leftmost cabinet yields a **healer's kit** [adds +level to healing attempts 10 times] and a bottle of green pills labeled "Emerald Green". These are highly poisonous **arsenic tablets** / **jellyfish venom** tablets for killing rats and pests. The rightmost cabinet contains a single dose of **potion of cure light wounds** / **healing potion - 1 die healing**) and a jar of salve that says "Speedo" on it. Applying it to a person clears up one condition that the person has (drunkenness, paralysis, nausea, etc) at the cost of making them very jittery (1 **Dexterity** / **Agility** damage, restored in 8 hours).

Area M 17: Armory and Secured Storage: *A symbol of a sword and a gold coin adorns this cabin, which has a metal door. A large, complicated lock is prominently visible upon it. [Within] You hear a faint ticking in this drafty compartment, with two metal cabinets against the walls, both of which have securely locked drawers. A metal bucket sits on the floor.*

The lock is indeed tricky, requiring a **DC 25 Disable Device** / **DC 20 Pick Lock check** to open, short of smashing it down. The bucket contains two metal insignia, mistakenly not attached to the cabinets; a sword and a gold coin. The leftmost is the "secured goods" cabinet, and the rightmost the ships "armory". The ticking comes from mechanisms protecting the locked cabinets, a timing system that will not allow the secured goods to be accessed until the Colossus lands, 4 hours from launch. Apart from a 'perfect 20' to pick the lock on the very first try, the secured goods cannot be accessed without wholesale destruction of the cabinet, which would take a considerable amount of time (half an hour, at least) and would likely blunt edged weapons. The cabinets contain 20 sets of jewelry, worth 250 gp each... quite a haul, but trying to 'move' it anywhere within a day's ride of the city will quickly be noticed by the authorities, if one is lucky, or by the agents of the decadent aristocrats in area **U2** if they are not- it is likely that a supernatural agent of destruction (a **quasit** / **servitor** per thief) will be sent after them! The armory is more conventionally locked, (**DC 20 Disable Device** / **DC 15 Pick Lock check**) and contains an assortment of a dozen each of saps, staves, and clubs; in a hidden compartment (**DC 20 Perception** / **DC 15 Look**) are 5 flare pistols (see area **M15**).

Area M18: Guardroom and Security: *This door is marked with a large red hand, and is made out of metal. [Within] A spartan area dominated by stools and lockers*

bolted into the wall, and speakers labeled with many numbers; two small gaol cells are in the corner, [one of which is occupied.] The area is cluttered with a dozen snoring, comatose bodies of crew in Gearswave uniforms, and a scattering of metal drinking flasks.

The door to this room is not locked, but can be. Everyone here is in much the same state as in **M8**, drugged with donated celebration drink; 3 of the sleepers have keys to area **M17** and the cabinets within, 2 have keys to area **M19**, and 2 to area **M2**. The gaol is "occupied" by a paid assassin from Clock-Works, who will only be here if he has not attacked the party already, as a result of the "Hidden Agenda". He is dressed in a long leather smock and a broad-brimmed hat, not ostentatious but odd-looking. He will grin and mumbled drunkenly, but never take his eyes off the group. He has rigged the lock so that it swings open easily, if he needs to move. If seriously confronted, he will shoot the nearest foe with a dart and drop a smoke bomb, making his escape. In any case, if encountered here, he will track the party and attack at the most opportune moment. The lockers contain mundane effects, some homemade coshes, a net or two, and well-made manacles. Looting the personal effects could yield 2d10 silver pieces, as well. The speakers intermittently mutter "Hello?" as passengers call security asking for help. The pull-down ladder on the starboard wall ascends to area **U4**, but it is locked in place, along with the door and the key is lost; a **DC 15 Disable Device** / **DC 12 Pick Locks checks** will make it functional.

Clock-Works Assassin (use **Dealer [expert 1/rogue]**, replace crossbow with mwk blowgun, and replace treasure with 5 doses of black adder poison; the assassin has a prosthetic arm that negates all damage from the first critical hit that strikes him) / **Clock-Work Assassin** (see page 18).

Area M19: Main Drive Unit: *This large metal door bears a simple red circle with a line through it. It has a keyhole but no door handle. [Within] This large, rather windy area contains three rows of 6 cages, 18 in total, holding small air elemental creatures that provide motive power- though three of the cages are open! Another comatose technician lies on the floor here, in front of one of two control banks.*

The control banks regulate speed and climbing power- meddling with them is dangerous, and is far too complicated for any PC to instantly understand, unless the

GM/Judge so rules! An example result of turning dials is below, roll d6:

d6	Effect
1	Colossus Lurches! DC 15 Reflex/ Dexterity or fall prone!
2	Speed increases; subtract an hour from return time.
3	Speed slows; add an hour to return time.
4	Release 1d4 small air elementals / air-power gremlins!
5	Sparks shoot out, 1d6 fire damage.
6	Random communication with: 1-2 Area S2 , 3-4 Area U6 , 5-6 Area U16 .

Area M20: Operations: *The first impression of this large area is of the soft beeping and blinking lights that dominate the area, which is a maze of wooden cabinets dressed in light-colored woods and magical sigils. There is a comfortable-looking pile of sleeping women in smart-looking Gearswave outfits in the narrow nose of the compartment.*

Operations is where communications and detection takes place, and some of the defences of Colossus, if need be. There are 6 different singular consoles and their supporting equipment, marked with T; they will have to be experimented with to determine their purpose, though a **DC 15 Perception / DC 15 Find Trap check** will note harmful results. The crew-women imbibed the knockout drink, and the flasks of evidence are scattered about them.

Communications: A bronze helmet device, connected with the Gearswave operative at base, who keeps asking “Colossus, come in? Colossus?” A party member that tries to reply will get to say one phrase, and then the device will short-circuit, doing 1d4 electrical damage. The GM/Judge may have to act on this communication!

Illumination: Lighting on Colossus is tricky, and unless someone is at the dialed controls, it flickers and is undependable, as the adventurers can attest. Floodlights from the nose and tail can also be turned on here, and be commanded to move. Attempting to manipulate controls here has a 1 in 10 chance per round/turn of getting a shock for 1 hp.

Defenses: A joystick-like control, with a viewing reticule from the nose and tail. Hitting the button on the

stick fires a *color spray* effect (DC 13 Will save) from the switch-selected nozzle, bow or stern. This effect takes 2 rounds to recharge, if it is fired in consecutive rounds, it affects the controller and shuts down for 1 hour.

Detection: A dish of water on a swiveling stand; touching it shows a tiny vision of the three levels of Colossus, and the presence of any evil beings on board as little red lights. Evil presences are: the undead horror in M12, the ogre in S6, a huge number of evil presences in U2, 6 evil beings in M7 (infernal thugs, unless they have moved) and single presences in M18 (the Clock-Works assassin) and U17 (The Clockmaker).

Echolocation: A convex lens, which makes a light at point of finger contact. This is a *see invisibility / detect invisible* (roll d12+12 on table page 165) effect, usable every 10 minutes. Using it prematurely makes it flash, blinding the user for 10 minutes.

Magic Field Attenuation: this is the only station that is labeled, on a parchment card stuck with gum. Two silver rods emerge from the console, with a crackling line of energy between them. This station is hopelessly misaligned, and touching the stream merely causes the toucher to glow purple for the next hour; this gives him +1 on saves vs. magical effects, but also inflicts a -4 penalty on hiding or stealth of any kind

There is a ladder to area **U16**, but an upside-down table has been placed over the entry portal, a considerable obstacle of at least 200 pounds.

Steerage

Apart from Areas **S1**, **S2**, **S3** and **S8**, there is a lone elemental electrical light emitting a glow from the stern side of area **S4**; darkness and dim light prevail. All that can be heard is the haunting music of a violin, muffled as if in a room (area **S4**)

Area S1: Up Stairwell: *A simple arrow points up, on this door. [Within] A girder-like structure leads in a spiral upward, in an open space.*

This area is connected to area **M9**, and is currently the playground of a pair of **small air elementals**. There is a locked door to Area **S2** in the sternward wall (**DC 15 Disable Device / Pick Locks**).

Area S2: Lower Steering Control: *In the dim, flickering light you see a girder-lined compartment whose starboard and port walls contain a series of levers, the bow wall a network of crackling wires and flickering metallic lights, and the stern wall a small cluster of 6 cages that contain small air elemental creatures, swirling madly around. You hear a clicking noise, and a small conical... creature rolls up to you, its head a mass of blinking lights, long metal arms waving.*

This station controls the lower steering vanes of Colossus, and gives some motive power for turns and the like. It is operated by a small, semi-intelligent automaton that has been programmed to steer the Colossus in a pre-determined pattern, thus it is flying serenely on while almost the entire crew is incapacitated. The automaton responds to speech with a few pre-programmed responses:

Who/what are you?	<i>"I am Flight-Control 2!"</i>
What is your purpose?	<i>"I control flight according to programming!"</i>
What is the ship's status?	<i>"Colossus is on course, with a loss of 10% optimal speed. Notify main drive unit."</i>
Can you change the flight pattern?	<i>"Access Code required!"</i>
Can you land this craft?	<i>"Report to landing gear bay!"</i>
Interference with any controls, touching the automaton	<i>"Beep! Security has been notified!"</i>

The access code is known only to the flight crew in area **U16**, and ground control. Security is comatose, but the assassin in area **M18** will definitely hear it, if he is there, and come down to investigate, trying to lure individuals out to kill. Flight Control 2 is AC 10, a move of 30', has 5 hit points and no attacks.

Area S3 Steerage Galley: *This wooden door has the symbol of a turnip on it. [Within] This plain compartment contains wooden benches and tables. Several bins line the starboard wall, a spigot and basin are beside it.*

As it is not being used for this trial run, the steerage galley is completely empty, except for a full flask of the anesthetizing drink in one of the empty food bins. One

drink produces drunkenness for 1 hour, and a compulsion to drink the rest; after one hour, the imbiber becomes comatose for 6 hours. With serious analysis and investigation, the expensive recipe can be traced to an alchemist in the employ of Clock-Works, damning evidence to be brought to the rulers of the city.

Area S4: Music Room: *A musical note is inscribed on this cabin door, the single light from the stern wall not reaching the doorway. [Within] A few crude, round tables and stools grace this room, and one corner has been waxed as if for dancing. In the middle of the room, floating unaided in the air, is a violin and bow, playing a quiet little tune with no musician present.*

This is the 'entertainment' room for steerage passengers, woefully inadequate if there actually were any present. If the *enchanted violin* is handled, it will stop playing, and is simply a violin if removed from the room. If released, it will endlessly play tunes wherever it is let go, within the room, unless laid upon a table, whereupon it will stop.

Area S5: Generic Steerage Cabin: *The door to this cabin is wooden, with a number carved to indicate location. There is no eyehole. [Within] Four wooden-framed bolsters occupy half of the room, a small wooden table and single chair the other. There is a bucket on the floor.*

This description applies to all steerage cabins except for **S6**. Cabins are numbered 1 through 8 on the port side, 9 through 16 in the center, and 17 to 25 on the starboard side. Note the differences between main deck and steerage cabins, ie. no escape devices, water, communications, etc.

Area S6: Occupied Cabin: *The door to this cabin reads 12, [Within] Instead of bolsters, there is a single large chair made of wood and filled with straw.*

The only living occupant on this entire level is Habar, an ogre that works as a dockloader in Colossus' crew. He was ignored by Baril Two-Cent as an ignorant savage (which he is) beneath his notice- but Habar does what he is told and is a good worker. Listening at the door will hear him gnawing on a meat haunch, and muttering in his own language about the prejudices afforded him by the human crew. If intruded upon, he can have two reactions: if the intruders wear Gearswave uniforms, he will follow and do all that they ask of him, without

question. If they do not, he will bellow “Not ‘lowed!” and attack ferociously. His pay is kept under his ‘bed’, 50 gold pieces.

OGRE / **GRUMPY OGRE** (see page 19).

Note: If the GM/Judge is using “Hidden Agenda”, whoever has #6 will run screaming at this point, for at least one round/turn.

Area S7: Cargo Hold: *The door [Either] at the end of the hall bears the simple circle-and-bar sign. You hear clanking and shearing within. [Within] This vaulted space is dominated by two large metal spheres, which are connected to many pipes and tubes leading away to the walls.*

The huge spheres contain water for the operation of Colossus, which doubles as ballast, controlled from **U16**. There are a few pallets of supplies at the front of the hold, one of champagne for the return trip, another of beer (some of which has been taken by Garee Prows in **M15**) a third that is standing open (that the Clockmaster in **U17** came aboard inside) and a fourth that seems exploded from within. The contents of this box are buzzing about, scratching away at the inner hull of the cargo hold! These flying, metallic eyeball-shaped creatures, a dozen in all, are not having much effect, however, as the hold is reinforced magical iron, and there is no wood to tear away; these small menaces would barely make a hole by touchdown time. The goal of the saboteurs was for these repurposed recording devices to breach the hull, and then record the spectacular crash for posterity. They are definitely a proprietary model of Clock-Works, if one can preserve one without it self-destructing (A **DC 20 Disable Device** / **DC 15 Disable Trap**) will accomplish this. The concealed doors to **area S8** are behind the pallet-storage, and searching must be specifically designated there to be effective.

Clockwork Spy (12) / **Robot Eye** (see page 19)

Area S8: Landing Gear Bay: *Errant breezes and tiny shafts of light dance around this open area. Two massive, ski-shaped structures with metal wheels along their length stand to both sides, and a complex tubular device with glass lenses is attached to the narrow point of the triangular area, and next to it, a vat. You hear a chirping noise from somewhere.*

The chirping noise is a nest of a good-sized, nondescript



Habar

bird, up in the girder works. If molested, it will dive-bomb the intruders and make a racket! Complex levers can be pulled on the stern side of the compartment to lower the gear; if this is done, those in the compartment will be sucked out into open air! The crew that does this task uses harnesses from the crew lounge in **area M11**, and they are now destroyed... another problem to be solved. – but see the cockpit, **area U17**. The device in the nose is a powerful viewing lens, and can see minute detail on the ground from any distance in the sky. If closely examined, mechanisms for dropping a man-sized payload is part of it as well, suggesting possible wartime uses for Colossus! The vat next to the viewing device contains an alchemical solution for de-icing equipment, or possible the landing area, if poured through the payload tube before landing. As the lye in **area M8**, the deicing fluid will neutralize the acidic properties of the sabotaging ooze in **M10**, **U9**, and **U16**.

There is a ladder up to **area M20**, to an easily opened trapdoor in the floor, undetectable on that level.

Upper Deck

The light is no better than in the lower decks, though the walls and carpet are very luxurious. If the carpet

around the bow fountain is examined, it looks burned. The Gearswave logo is in gold and tin on the bow end of the hall, concealing access to the cockpit.

U1 Down Stairwell: *A simple arrow points down, on this door. [Within] A girderlike structure leads in a spiral downward, in an open space. The stairs are corroded and worn, like they have been in use for a long time. There is a cabbage-sized hole in the compartment starboard wall corroded and flaking.*

The slimy horror from area M10 lurks in the rafters of this area, though it is far more likely to have been encountered there. The hole was made by its more speedy siblings who are now in area **U9** and **U10**. The door to area **U2** is marked in overly flourished Common script: “Upper Deck Passengers and their Guests Only!” If the door is listened at, a great hubbub can be heard, of many people talking and laughing.

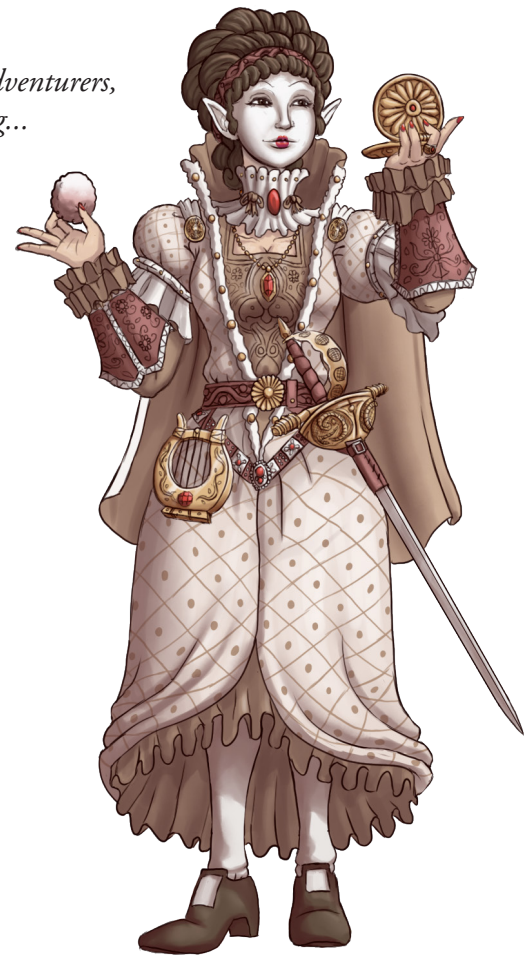
U2 Dining and Game Room: *This long room is sumptuously furnished, and has a long gaming table at its centre, filled with obscure toys, card and playing devices, another table at the back covered with rich and strange foods, pushed up against a small door. A huge bookrack fills 20 feet of the starboard wall. The room is also filled with people, at least twenty of them, all dressed in the highest, most garish and impractical outfits. They look at you with some disdain...*

Virtually all of the upper deck passengers are in here, gambling and challenging each other to various games to relieve their ennui. They are all very rich, decadent, and uncaring of anyone else’s feelings, and thus would be described as quite evil, though they rarely act directly to hurt anyone. After a second’s surprise, they will murmur to themselves “Hmmm, adventurers, how daring...” and challenge them to a game... If the GM/Judge wishes to give them a spokesman, there is a table in the ‘**Decadent Aristocrat**’ entry to generate possible names.

“I suppose you wish to explore this fine ship, but- we are bored. Play with us and we may... reward you! I offer one of these paltry scrolls as a wager against your time. The game is called... Death!” The aristocrat holds up a small deck of cards.

If the intruders refuse, they will use their magical powers to send them away, namely, *command* / *word of command*. Surprisingly for their aristocracy, they relish

*Hmmm, adventurers,
how darling...*



a bloody fight, and will fight like wildcats if physically assaulted. The spokesman explains the rules:

“There are sixteen cards, four types, knave [jack], queen, king, and ace over all. The dealer- first it is me- will put four cards to death! [He sets aside four cards] Life is so fleeting... I deal the rest to both of us... [six cards each] and now we select, each in turn, starting with you, one at a time, four cards to guess or deduce which four cards are dead... [He selects four cards from his hand of six] and then they are turned up! One gains a point for every match from his played series of cards that matched the ‘dead’ pile.”

Example Game: *Player A* has 2 aces, 2 jacks, a queen, and a king. *Player B* has 2 aces, a jack, 2 queens, and a king.

A plays a king, *B* plays a king.
A plays a queen, *B* plays an ace.
A plays an ace, *B* plays a queen.
Finally, *A* plays another ace, *B* plays a jack.

The ‘dead’ hand is jack, queen, 2 kings.

A has king, queen, 2 aces. He scores 2, for double king.

B has jack, queen, king, ace. He scores four; jack, queen, double king. B scores 2 points.

“But these cards are magical! And what is a wager without consequences! Each round, the magic in the cards will rise up, and strike!” He gestures at a card, and a phantasmal figure of a jack rises up and slaps one of his fellow gamers. *“To five points, then?”*

This means that the loser of each round will be damaged for hit points equal to the score of the winner! The bored nobles grow bright eyed at the thought of play, and of blood...

Rewards for player wins will be taken from the shelf, which wobbles slight when used, giving a hint of it being on a track to slide to the side. Rewards are selected randomly:

- *Summon monster I* / animal summoning
- *Charm person* (both)
- *Chill touch* (both)
- *Grease the gears* / ward portal
- *Comprehend languages* (both)
- *Feather fall* (both)
- *Magic missile* (both)
- *Sleep* (both)
- *Spider climb* (both)
- *Ventriloquism* (both)

A loser will be magically bid to flee, to the laughter of the room. They can return if they so choose.

U3: Ballroom: *This large room is largely empty, but for a set of instruments floating in the air, playing an out-of-fashion tune to a pair of dancers stumbling around on the floor.*

The instruments are similar to, but more “classy” than those in area **S4**. Though the dancers are decadent aristocrats, they have come to the conclusion that Colossus is malfunctioning and going down, and they want to spend its last moments in each other’s arms- and their bittersweet conversation follows that line, until they say *“And the band played on...”* and hum the tunes, ignoring all interaction.

U4: Elite Security: *The door to this room is unmarked, a muted gray. [Within] This is a simple but elegant suite, apparently for discreet security. Bottles of brandy sit here and there, a small padded booth with a grille and a lock, stand-*

ing open, a curtained port wall, and soft chairs.

The door here is unlocked, as is the door to area **U5**- though the handle is needlessly complicated and takes a round to fiddle with to open. Such are the subtleties of upper class security, all designed to just calm people down. The ‘brandy’ is a special elixir that instantly eliminates drunkenness in one shot, and makes the drinker drowsy, -1 on all rolls for 1 hour. The curtain conceals soft saps, padded manacles, and silk-fiber nets for taking care of ‘incidents’. There is no one here.

U5: Mechanic’s Room: *This room is a bewildering welter of parts, bits of metal, communication consoles, books and bits of paper- you even think you see a bag of jewels in there somewhere. Busily running around the room are a pair of short humanoids with big noses and lamps mounted on their leather caps- which bear the Gearswave logo. You cannot tell if their uniforms are Gearswave, they are far too dirty. Large security doors are on the stern wall, and another door in the bow wall.*

The frenetic humanoids are the ship’s gnomish troubleshooter mechanics, Frodokrisler and Demlerporsholvo. They are in a highly agitated state, as they can sense that



Demlerporsholvo

Colossus is not in optimal operating condition- but they are excited that something is wrong so they can fix it! The excitement is such that they don't really want to actually fix it, they want to shout out ways in which they can fix it instead! Unless physically interfered with, they will simply grab papers and shout out theories until Colossus goes down. If intimidated, hogtied, slapped around, or otherwise forced to actually take action, they will assume some ragged dignity and demand payment for out-of-contract services, 25 gold pieces each, non-negotiable. Their services, should they be acquired:

- Can advise on fighting **gray oozes** / **shipkiller slimes** “Acquire some caustic soda in cleaning supplies, or some de-icing alcohol from the landing bay!”
- Can herd **air elementals** / **air gremlins** back into their cages with a control whistle they will take some time to find
- Can open a locked door with +5 chances
- Can fight a described enemy with their crossbows

Once one of these duties is completed, they will head back to their screaming, agitated ways and ignore the party further.

Gnomish Mechanics / **Clever Gnome** (see page 18)

U6: Upper Steering Control: This area is identical in all ways to Lower Steering Control, area **S2**, except in one way. All the robot attendant there will say is abusive and foul language- 5 different sayings of the GM/Judges concoction

U7: Ship's Oracle: *This door is grimy and greasy, and a small sign is nailed upon it, “fortunes told”* [Within] *This compartment is decorated with knickknacks and doodads meant to evoke the occult and supernatural; cat skull candles, hanging herbs, shrunken heads and the like. A wizened old woman sits at a desk that bears a crystal ball, a dish with some coins in it, and a small sign, “MADAMA WOON, FORTUNES TOLD”*

Ensnared here after being hired early on in the planning stages of Colossus, the rather crazy Madama Woon has been all but forgotten by the company, though they gave her a moth-eaten shawl with the company logo. She will rattle her dish of 5 sp and tiredly recite; “Pay the coin, answer the riddle, get yer fortune told, all the mysteries of the Universe solved, bla bla bla...”

When the coin (any will do) is dropped, she will ask the riddle. If the riddle is not answered correctly, the supplicant must pay again. If they answer it correctly, they get to ask a Yes/No question, which Madama will answer with 75% accuracy. Once all the riddles are asked, she mutters “*Come back tomorra...*”

Riddles

- What comes down but never goes up? [Rain]
- What has a foot but no legs? [Snail, bed]
- If I drink, I die. If I eat, I'm fine. [Fire]
- What has hands but cannot clap? [A clock]
- What has one eye, but cannot see? [A needle, a hurricane]
- What goes up but never comes down? [Your age, smoke]

Madama Woon / **Fortune Teller** (page 433) [AL L]

U8, U11, U12: Upper Deck Cabins: *The door to the cabin has a tiny one-way window in the filigreed bronze door, with a brass number on it.* [Within] *The room is spacious and airy, with four four-poster beds with silk top-pers, a curtained commode, a small table tastefully covered in Gearswave scrolls, and several high-backed chairs. A mesh grill on one wall is next to a small blue dial and a red button, and a large brass lever is placed next to a curtained porthole in the outer metal wall. A wavering blue light hovers in one corner of the room, below a tiny sign.*

These doors are all locked, the keys are with their owners in area **U2** (**DC 15 Disable Device** / **DC 12 Open Locks**). These rooms are similar to the main deck cabins, except for size, quality and furnishings, and the ‘blue light’; the sign reads, “*What do you wish?*” This is a contained **gravity elemental** of extremely small size, and it can pick up and move things of up to 100 lbs., acting as a valet for whoever commands it to clean, hang up clothes, turn dials, etc. It cannot leave the room.

U9, U10: Violated Cabins: *The bronze door to this room has been burned away at the bottom.* [Within] *This room is a steaming ruin, and the wall dividing the two rooms has a 12-foot hole eaten completely through it. You hear a faint, discordant noise that sets your teeth on edge.*

The perpetrators of this destruction, who are now working through the inner wall of the Colossus, are three phosphorescent grayish-green, gelatinous organisms, roopy and alien eating away at the metal. Two are in area

U9, and a third in **U10**. They have come from their ‘birthplace’ in area **M11**, up the stairwell (**M10/U1**) and across the upper deck hallway. They are drawn to destroy the wall by a small device that looks like a warty egg, stuck to the wall in room **U9**, about 6 ft. up. It emits a certain pitch of sound that agitates this breed of organism to feed indiscriminately ie. destroying the hull in this section. The creatures will not attack any intruders unless the emitter device is molested, or they themselves are attacked. If left to work, they will breach the hull of Colossus 20 minutes before the scheduled landing, so as to have an audience for the spectacular failing. The ooze creatures are killed and dissolved by salt-water, so no evidence of sabotage will be present, merely a big hole caused by design flaws.

Gray Oozes (3) / Shipkiller Slime (3) (see page 19)

U13: VIP Cabin: *The door to this cabin is unmarked, but is dressed in gold filigree. [Within] The room is cozy and elegant, with a four-poster bed with a silk topper, a curtained commode, a small table tastefully covered in Gearswave scrolls, and several high-backed chairs. A mesh grill on one wall is next to a small blue dial and a red button, and a large brass lever is placed next to a curtained porthole in the outer metal wall. A wavering blue light hovers in one corner of the room, below a tiny sign.*

The door to this room is locked (**DC 15 Disable Device / DC 12 Open Locks**), and the key is in **M20**, kicked under a console. This room and its neighbor are for royalty and the extremely rich, who wish privacy and proximity to the captain. They are otherwise quite similar to the other upper deck cabins.

U14: Occupied VIP Cabin: *The door to this cabin is unmarked, but is dressed in gold filigree. [Within] The room is cozy and elegant, with a four-poster bed with a silk topper, a curtained commode, and a small bare table. A gaudily dressed woman sits in one of several high-backed chairs.*

Identical to **U13** (though unlocked) except for the discarded literature (its occupant cannot read) and the “noblewoman” sitting there. It is not a human at all, but an aberrant shape shifter, who assumes others’ identities. This one, named G’gloona, stole the identity of an old noblewoman titled Lady Ashroth Settry some time ago, and is now trying to go to another land and restart - not realizing it was just a test run for Colossus! Those with knowledge of the gentry (**DC 13 Knowledge (nobility)**

/ DC 13 Intelligence) will know that “Lady Ashroth” is known to be reclusive, rarely appearing in public and known to have lavish feasts for one. G’gloona will ask to be ‘rescued’ off the ship, and try to join along, seeming far more fit than her years. Once rescue has been assured, G’gloona will steal a party member’s identity, claim a reward, and move on.

Doppelganger / Shapestealer (see page 19)

U15: Bow Fountain: *This beautiful fountain sprays water out and over its basin, and a perpetual rainbow glistens 5 ft. above it.*

This fountain is an *illusion*, its water is not wet, all a projection of beauty for the upper deck passengers.

U16 Stern Fountain: *This beautiful fountain sprays water up in a cascading stream over its basin, jetted from the mouth of a winged, gilded gargoyle. It has a cleverly animated mechanical hand that moves constantly in a “gimme, gimme” gesture.*

Built for the amusement of the jaded upper deck guests,



Shapestealer

the gargoyle is enchanted to create random effects when a coin is placed in its hand, which slides into its interior. The type of coin is unimportant, and produces one of the following effects:

- A spray of mist intoxicates the user, -1 to attacks and skill checks, +1 to Fort saves for an hour.
- Perfume is sprayed on the user, **-2 to Stealth / Hide in Shadows** for an hour. Stacks.
- The gargoyle sings the old minstrel favorite “*The Three Bawdy Maidens*”
- The gargoyle says, “*You have won an audience with the Captain! Turn the logo at the end of the hall two turns to the right, and say the special phrase, ‘Hail, Colossus!’*”
- Healing mist is sprayed on the user, 1d6 hit points, any conditions are relieved.
- Invigorating mist is sprayed on the user, who gets an extra standard action each round/turn for the next ten minutes.

U17: The Cockpit: *This appears to be the control center for Colossus, you can see a huge carved wooden wheel at the front of the compartment, in front of a massive crystal window. A massive chair faces away from you, and it seems to be occupied. A large bank of instruments is in the port side of the compartment.*

The Colossus is on auto-control at the moment, supervised by Flight Control 2 in area **S2**. The figure in the chair appears to be a handsome middle-aged man in a Gearswave uniform, possibly recalled from cabin literature as the Captain Rhodes. If spoken to, he will turn the chair around and politely ask what the intruders want. This is **The Clockmaster**, who stowed away in the crate in the cargo hold, came to the cockpit after the crew was dealt with by his minions, and killed the bridge crew, including the Captain, taking his identity with his disguise field. The Clockworkmaster wishes to be on board when Colossus crashes, counting on his metal body to protect him. Though he cannot take over controls, he knows the sabotaging oozes will doom the craft. While pretending to be the Captain, The Clockmaster will act concerned and press the party for information, as he wants to know if the sabotage has worked. If accosted, he will call forth “*The Crew want to help, as well...*” and they will stagger forward from where they are piled, behind the instrument bank. The Clockmaster’s real identity, a grotesque humanoid automaton, will be revealed the first time he is damaged.

The instrument bank is normally capable of doing the following, typically with advice from Operations (**M20**): lower the landing gear, approve opening of Main Deck and Upper Deck wall evacuation levers, facilitate opening of Cargo Bay (**S7**) port and starboard hull walls, turning on and off the fountains (**U15** and **U16**) and basic control of speed, heading and flight level. All of these controls are locked out by Flight-Control 2, who is, ironically, unknown to the saboteurs.

The Clockmaster (see NPCs) / The Clockmaster (see page 19)

Zombies (4) / Twicekilled (4) (see page 19)



Clockmaster

Concluding the Adventure

If the adventure is abiding by a 4-hour real-life timeline, the Colossus should be coming in to land just as the adventure is concluding. Little Flight Control 2 can do everything except lower the landing gear; Flight Control 2 will get on the intercoms at this point and begin endlessly repeating, “*Report to landing gear bay!*” until the landing gear are activated. This is if the sabotaging oozes have been defeated, and The Clockmaster has not left the cockpit to wreak havoc on the object of his frustration.

If the oozes are not stopped, either by the timeline or by the end of the gaming session, Colossus will start to list and jerk, and movement will become as if every surface was difficult terrain. Klaxons will sound, and ship inhabitants that can move will start racing about, leaving their areas. Most will know enough to get to escape harnesses, which are in the main deck and upper deck cabins. Due to the malfunctioning ship, there is a 50% chance that escape harnesses will not deploy when the lever is pulled, in any given cabin!

Should the party save Colossus and bring it down safely, they will be greeted by frantic Gearswave employees and horrified city guards, out of contact for so long, and observing erratic flight behaviour. Bendo Karas is nowhere to be found, as he is long dead and disposed of-convincing Gearswave of the whole visit, mission, and reward may be difficult, requiring many skill checks and negotiations!

Good Luck!

Whether or not the Clockmaker escapes, the party has made a powerful enemy, as his “body” is but a shell housing his remote-controlled intelligence, far from here. If they can prove his attack, with evidence and testimony, his guild will be expunged and he will be less able to act in the open, irking his megalomaniac purposes. He will return at intervals to wreak havoc, increasing his HD and powers as the party increases theirs, through mechanical modification and improvement. They will soon learn to fear any sound... of ticking...

Appendix I: DCC Gallery

These are *Dungeon Crawl Classics* statistics for all monsters and Non-Player Characters found on the Colossus. Page references to the core rulebook are noted, to save

space.

Air-power Gremlin: Init +8; Atk slam +4 melee (1d6) or hurled object +4 missile fire (1d3, range 50’); AC 14; HD 4d8; MV 50’ (flight); Act 1d20; SP AC 18 to missile fire, +4 saves vs. gas; Fort +5, Ref +4, Will -2; AL L

These elemental low-lifes are used to power flying machines, as they stupidly do whatever they are told for extended periods of time. Winds that surround them blow away missiles and gas attacks.

Clever Gnome Mechanics: (2nd level thief): Init +2; Atk spanner +1 (1d6) or oil gun+2 (1 plus blind for 1 turn, range 5’) or crossbow +2 (1d8, range 60’); AC 13; HD 2d6 (hp 10); MV 20’; Act 1d20/Crit 1d12, Luck die d4, thief skills; SP spells *cantrip* 3/day +2 cast; SV Fort +1, Ref +3, Will +2; AL N

These clever humanoids enjoy nothing more than to tinker with mechanical or magical devices, they care little which. They can be very cranky if payment is withheld or their work is criticized. Each carries 20 gp.

Clockwork Assassin: (3rd level thief): Init +3; Atk poisoned dagger +2 (1d4 plus tarantula poison, page 446) or poisoned blowgun dart +5 (1d3 plus tarantula poison, range 20’); AC 15; HD 3d6 (hp 14); MV 30’; Act 1d20/Crit 1d14, Luck die d5, thief skills; SP 3 poison vials of tarantula poison, smoke bomb (*darkness*), defensive robot arm; SV Fort +1, Ref +5, Will +1; AL C

This fanatical instrument of The Clockmaker is adept at hiding and striking precisely, retreating after doing damage with poisoned weapons and letting the poison do its work. His smoke bomb duplicates a “12” on the darkness spell result table (page 258). His left arm is a clockwork prosthetic; should he be struck with a critical hit or a Mighty Deed of Arms, this arm will take the brunt of the attack, exploding in a shower of sparks and metal, negating all of the damage from the hit, and spraying all within 10’ (including the assassin) with shards of metal for 1d3 damage.

Deathwight: Init +0; Atk touch +4 melee (1d2 Per); AC 14; HD 4d6; MV 20’; Act 1d20; SP resurrect corpses, un-dead traits; SV Fort +4, Ref +2, Will +6; AL C

This horrid un-dead appears as a blackened corpse with smoking eye-sockets that give off a blue light. Any humanoid killed within 20’ of a deathwight becomes a zombie (see *twicekilled*) and those killed by Personality damage become deathwights.

Decadent aristocrats: (1st level clerics): Init +1; Atk dagger +0 (1d4); AC 11; HD 7 hp each; MV 30'; Act 1d20; SP spells +2 check: *detect magic, food of the gods, holy sanctuary, word of command*: +3 to any one spell once, turn unholy +2, lay on hands +2; SV Fort +1, Ref +1, Will +2; AL C

Each of these jaded dabblers in the dark arts can contemptuously pull off a single family jewel (50 gp) from their robes and use it to add +3 to one spell check, once. Each carries a room key to rooms **U8** to **U12**. See the Pathfinder entry for name generator.

Drunken guards/mechanic: Init +1; Atk club/hammer +2 melee (1d6+1); AC 13; HD 2d12 (hp 12); MV 30'; Act 1d20, Deed die 1d4; SP threat range 19-20, drunk; SV Fort +1, Ref +1, Will +0; AL N

These intoxicated employees have a 1 in 4 chance per round or action to merely bellow and threaten instead of doing something useful. They wear heavy leather jackets to protect themselves from cold winds and hard fists.

Grumpy Ogre: Init +2; Atk slam +5 melee (1d6+3); AC 16; HD 4d8+4 (20 hp); MV 20'; Act 1d20; SP bear hug; SV Fort +4, Ref +2, Will +1; AL C

This somewhat scrawny ogre works as a dock loader, and is forced to wear an ill-fitting uniform. He does not get to use a club, but can still crush intruders with a bear hug (see rulebook page 422).

Horned thugs: (devilish 1st level thieves) Init +2; Atk short sword +0 (1d6) or crossbow bolt; AC 12; HD 1d6 (hp 5); MV 30'; Act 1d20/Crit 1d10, Luck Die d3, thief skills; SP cast *darkness* 1/day, immune to fire; SV Fort +2, Ref +3, Will +0; AL C

These robbers have infernal ancestors, and as such have red skin, horns, and hooved feet. They are immune to fire and can cast *darkness* as a 1st level cleric (+1) without suffering disapproval.

Robot Eye: Init +4; Atk slam +0 (1d2) melee; AC 14; HD 1d8 (5 hp); MV 30' (flight); Act 1d20; SP Immune to mind-altering spells, infravision 60', record, self-destruct; SV Fort +1, Ref +4, Will +0; AL N

Shapestealer: Init +1; Atk 2 claws +3 melee (1d6+2); AC 13; HD 4d8 (hp 18); MV 30'; Act 1d20; SP read minds, steal shape; SV Fort +2, Ref +3, Will +2; AL N

These strange creatures from the forgotten depths are rubbery and vague in their natural forms, and enjoy taking over the lives of surface beings, reading the minds

of others and mimicking their shapes in a single turn. They mostly just seek comfort, but have no moral code whatsoever.

Shipkiller slime: Init (always last); Atk pseudopod +4 melee (1d4); AC 10; HD 1d8 per 5' square; MV 5', climb 5'; Act 1d20 per 5' square; SP half damage from slicing and piercing weapons, metal digestive (see page 424 of rulebook), takes double damage from fire; SV Fort +6, Ref -8, Will -6; AL N

These deadly creatures incubate in eggs until they are cracked open by metal, which they voraciously consume. They look like viscous spidery masses of fluorescent grey-green ooze.

The Clockmaster: Init +2; Atk slam +3 melee (1d6+1); or scepter +4 missile fire (range 60', 1d4+2); AC 18; HD 3d8+9 (hp 22); MV 30'; Act 1d20; SP immune to mind-altering spells, infravision 60', heal 2 hp per round; SV Fort +4, Ref -2, Will +6; AL N

This mysterious figure looks human to a superficial glance, but is completely artificial, a self-willed construct. His sceptre will work for another, but breaks forever on a roll of 1 or 20.

Twicekilled: Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; MV 20'; Act 1d20; SP chest hole, un-dead; SV Fort +4, Ref -4, Will +2; AL C

These poor wretches were killed by ooze eggs hatching from their chests, making a great hole that somehow attracts arrows, which pass right through them. They were raised by the power of the deathwight. They are otherwise immune to sleep, charm and paralysis effects, as well as mental effects and cold damage.

Passengers: (0-level characters): Init +0; Atk knife +0 (1d3); AC 10; HD 1d4; MV 30'; Act 1d20; SP see below; SV Fort +0, Ref +0, Will +0; AL L or N

These are regular passengers of mainly human race, unless noted, and are encountered in main deck cabins. To give some variety and difference in cabin occupants, the GM/Judge can roll d12 to give specific characteristics, or make up his own.

1) 2nd level warriors armed to the teeth 2) in a drugged sleep 3) an avian race that communicates by clucking 4) frightened, barely dressed courtesans 5) glaring silence from cloaked cultists 6) one passenger joins party (random 1st level) 7) 1st level warrior bodyguard 8) festooned with 100 gp of jewelry, very paranoid 9) room filled with exotic pets 10) A nanny with several

spoiled children 11) politician that demands party stay and defend him 12) jaded spiritualists that want to hold a *séance* (takes 30 minutes, +1 *augury* / *second sight* spell)

Appendix II: NPC Gallery

Most of the monster statistics for the other game system can be found on the d20pfsrd.com or the [porphyra wiki](http://porphyra.wiki) (porphyra.wikidot.com). The following statistics are for the unique NPCs found within this module.

Decadent Aristocrats (CR 1/2; XP 200)

Human aristocrat 1/witch 1

LE Medium humanoid (human)

Init +1; **Senses** Perception +1

Defense

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 11 (1d8+1d6)

Fort +0, **Ref** +1, **Will** +3

Offense

Speed 30 ft.

Melee mwk dagger +1 (1d4/19-20/x2)

Ranged mwk dagger +2 (1d4/19-20/x2)

Special Attacks evil eye hex (W-DC 12)

Spells Prepared (CL 1st, concentration +2)

1st level—*command* (W-DC 13), *sow thought* (W-DC 13)

0th level (at will)—*daze* (W-DC 12), *guidance*, *message*

Statistics

Str 10, **Dex** 13, **Con** 10, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 11

Feats Alertness^B, Persuasive, Spell Focus (enchantment)

Skills Diplomacy +12, Intimidate +9, Knowledge (nobility) +6, Knowledge (arcana) +6, Knowledge (planes) +6, Sense Motive +6, Spellcraft +6

Languages Common, Infernal

SQ thrush familiar

Gear masterwork dagger, jeweled pin (50 gp), noble's outfit

Thrush familiar: AC 17, hp 3, speaks Common

These jaded and decadent idle aristocrats dabble in the occult to relieve their boredom, and see 'common folk' as little more than animals. Thrill-seekers, they care little for others' feelings. They wear garish costumes in birdlike fashions, and style themselves "The Council of Thrushes".

Aristocrats' Names

Randomly roll or select from the table below if you need to use names for any of the many jaded aristocrats in their ballroom, or any other areas of the ship.

d20	Name
1	Lady Veruca Saltini
2	The Thane of Glauck
3	Lord Tevya Rufowski
4	Lady Caldeth
5	Duke Garak Despinia
6	Bishop Stienmel
7	Duchess Wanda Howdadu
8	Doctor Moclok
9	The Marquess of Cliaxan
10	Minister Trobleu
11	The Marchioness of Reulath
12	Count Greymark
13	The Earl of Arronac
14	General Mosth
15	The Countess DeVeyron
16	Sheik Bey Al-Azed
17	Viscount Visconti
18	Viscountess Larissa Lah
19	Baron von Douth
20	Baroness Levelia ten Baum

If more are needed, mix and match titles and names, male and female.

Gnomish Mechanics (CR 3; XP 800)

Tinker gnome expert 7

N Small humanoid (gnome)

Init +6; **Senses** low-light vision; Perception +11

Defense

AC 18, touch 13, flat-footed 16

(+5 armor, +2 Dex, +1 size)

hp 45 (7d8+14)

Fort +4, **Ref** +6, **Will** +4; +2 bonus vs. illusions

Offense

Speed 30 ft.

Melee +1 dagger +7 (1d3+1/19-20)

Statistics

Str 10, **Dex** 14, **Con** 15, **Int** 18, **Wis** 8, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 16

Feats Improved Initiative, Lightning Reflexes, Skill Fo-

cus (Craft [jewelry], craft [traps])

Skills Appraise +14, Disable Device +13, Diplomacy +10, Craft (machinery) +14, Craft (traps) +19, Knowledge (dungeoneering) +14, Knowledge (engineering) +17, Knowledge (nobility) +14, Perception +11, Sense Motive +9, Stealth +6; **Racial Modifiers** Craft (machinery) +2, Perception +2

Languages Common, Draconic, Dwarven, Elven, Gnome, Sylvan

SQ academic (engineering), master tinker, obsessive

Gear +1 chain shirt, +1 dagger, spanner, mechanic's kit

These obsessive mechanics have pledged their lives to the understanding of the Colossus's inner workings- not to be useful during its operation, just to understand it and tinker with it. The difference has not yet been understood by their employers. Each carries 20 gp.

Madama Woon, Ship's Oracle (CR 3; XP 800)

Human oracle 4

CN Medium humanoid (human)

Init+1; **Senses** Perception -1

Defense

AC 13, touch 11, flat-footed 12

(+2 armor, +1 Dex)

hp 29 (4d8+8)

Fort +6, **Ref** +3, **Will** +4

Offense

Speed 30 ft.

Melee mwk light mace +4 (1d6)

Ranged dagger +4 (1d4/19-20)

Spells Known (CL 4th; concentration +8)

2nd (4/day)—*augury*, *enthrall* (W-DC 17), *gentle repose*

1st (7/day)—*cause fear* (W-DC 15), *command* (W-DC 16), *doom* (W-DC 15), *inflict light wounds* (W-DC 15), *memory lapse* (W-DC 18)

0th (at will)—*bleed* (W-DC 14), *detect magic*, *guidance*, *light*, *read magic*, *virtue*

Mystery time

Statistics

Str 10, **Dex** 13, **Con** 14, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 14

Feats Deceitful, Great Fortitude, Spell Focus (enchantment)

Skills Bluff +10, Diplomacy +4 (+6 gather information), Disable Device +5, Disguise +6, Intimidate +8, Knowledge (history) +8, Knowledge (religion) +6, Perform (oratory) +8, Sense Motive +4 (+6 hunch in social situations), Use Magic Device +8

Languages Aklo, Common, Infernal

SQ oracle's curse (tongues), revelations (erase from time, momentary glimpse), urbanite

Combat Gear *potion of cure moderate wounds*, *scroll of augury*, *wand of shield of faith* (22 charges), smokestick, thunderstone; **Other Gear** leather armor, dagger, masterwork light mace, book of 1,000 riddles, 53 gp

Clockmaster (CR 4; XP 1,200)

N Medium construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 18, touch 14, flat-footed 12

(+2 Dex, +2 dodge, +2 natural, +2 shield)

hp 31 (2d10+20); **fast healing** 2

Fort +0, **Ref** +4, **Will** +0

Immune construct traits

Vulnerable electricity

Offense

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged pistol +4 (1d8/x4)

Spell-Like Abilities (CL 2nd; concentration +6)

Constant—*alter self*

Statistics

Str 19, **Dex** 14, **Con** —, **Int** 20, **Wis** 11, **Cha** 18

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative, Lightning ReflexesB

Skills Diplomacy +6, Disable Device +11, Intimidate +6, Knowledge (engineering) +15, Knowledge (local) +7, Sense Motive +2, Use Magic Device +8; **Racial Bonus** Disable Device +8, Knowledge (engineering) +8, Use Magic Device +8

SQ thinking machine, disguise field

Gear heavy steel shield, battered pistol, 4 bullets, *wand of animate dead* (1 charge left)

Special Abilities

Thinking Machine (Ex) The Clockmaster is a self-aware machine, a living construct, with special powers. He is proficient with any weapon or mechanical device.

The Clockworkmaster is the enigmatic leader of Clock Works, a guild of construct makers that enforces its monopoly with a literal iron hand. He is determined to see Colossus go down, and to destroy Gearswave, Inc. at all costs. It is rumored that his physical form is but a remote-controlled shell, and that he inhabits many bodies at a time, the location of his true form, and its nature, unknown...

APPENDIX III: GODS, PATRONS AND MAGIC (OGL/DCC)

Minor Deity (OGL)

The popularity, dimensional ubiquity, and corporate unity of Gearswave, Inc., The Wave of Progress, is such that it has become a minor deity, able to grant spells and powers to those who truly believe in the company's vision statement: *Gears Toward a Better Life*.

GEARSWAVE, INC

The Wave of Progress!, Gears Toward a Better Life!

Invention, Progress, Mechanical Magic

Worshippers: Inventors, Mechanics, Tradesmen

Alignment: Neutral

Domains: Artifice, Earth, Travel

Subdomains: Construct, Metal, Trade

Favored Weapon: Coat pistol

Favored Animal: Turtle

The uniform of Gearswave, Inc. is an orange jacket of treated animal hide, preferably leather, with tight cuffs; a belt of dyed purple leather or touch fabric, and fitted trousers of orange cloth and sensible boots. A cap bearing the Gearswave, Inc. logo [holy symbol] (a purple gear upon a rising wave) should be worn respectfully, not rakishly over one eye! With increased earnings, a Gearswave, Inc. employee/cleric should purchase suitable holy weaponry to defend their sample cases and their recruits in the resource acquisition field (adventuring). Gearswave, Inc., began as a subsidiary of the Church of Linium, a division of their Research Department in Beta, the Enclave. Employees and researchers there grew unsatisfied with the lack of recognition in this secluded laboratory colony, and "resigned" to take their wares and doctrine to the rest of Porphyra! Their AC 2002 *Gearswave, Inc. Catalogue* (holy book) is brought to the primitive masses in home shows, trade fairs, and low-rent feasting halls the world over, to show all sentients that The Wave of Progress allows Gears Toward a Better Life to everyone who really truly believes. And buys.

Religion Traits: The following traits may be chosen by followers of this corporate deity.

Loyal Employee: Employee benefit packages at Gearswave, Inc. are second to none! You gain +1 trait bonus on saving throws against charm and compulsion spells and effects.



Enthusiastic Innovator: Production quotas are up! Hail Gearswave, Inc. for spurring me to work smarter, and harder! You gain a +1 trait bonus on initiative, and a +1 trait bonus on Disable Device checks.

New Spell (OGL)

This spell was developed within Gearswave, Inc. both to facilitate mechanical work, and impede the sabotage of their own machinery.

Grease the Gears

School transmutation

Level cleric 1, wizard 1

Casting Time 1 standard action

Components S, M (drop of oil)

Range touch

Target one object or self

Duration 1 day/level or until discharged, or 2 hours/level

Saving Throw none (harmless); **Spell Resistance** no

By means of this spell, the caster either adds +5 to his next Disable Device check, or causes the object touched to add +5 to the Disable Device of anyone trying to interfere with it. Until the former use of the spell is discharged, the caster's fingers will appear oily. Only one casting of the spell can affect a person at a time.

New Patron (DCC)

Gearswave, Inc may act as a patron for sufficiently humble supplicants (called consumers).

GEARSWAVE, INC.

The Multiverse-wide Magimechanical Corporation of Gearswave, Inc. has grown so large, powerful and influential that it has achieved a form of corporate sentience. Its employees embody a conglomerate will that seeks to spread the good news of mechanical/magical improvement of the lives of mortals. Gearswaves' employees (ie. subjects, worshipers, etc.) must always promote research and use of gadgets and machines, and 'favours' invoked for them usually come in the form of a new widget or thingamajig that will do the trick for the task at hand. A patron bond spell to commit to Gearswave, Inc. always appears as a complicated employment contract.

Invoke Patron Check	Results
12-13	Product sample. Gearswave, Inc. teleports specifically appropriate high-end equipment to the employee for the job at hand, such as ration packages, weapon, rope and grapple, crowbar, key, mosquito net, flask of oil, what have you; approximately 10 gp x CL worth
14-17	Field samples. Gearswave, Inc. teleports appropriate high-end equipment to the employee and his allies (within 10') such as weapons, armor, disguises, healing salve (1d8 points), barrel of black powder, etc; approximately 15 gp x CL per person worth.
18-19	Prototype field trial. Gearswave, Inc. teleports an Adventurer XL1 Servitor Robot to serve the caster for CL rounds. Init +0; Atk 2 clawed arms +2 (1d6+2) or laser blast +4 (range 30', 1d6+2); AC 18; HD 2d8+6; MV 20'; Act 1d20; SP infravision 60', immune to mind-altering spells; SV Fort +5, Ref+0, Will +5; AL N.
20-23	Prototype Armor Suit. Gearswave, Inc. telekinetically assembles a metal suit powered by magic around the caster. Caster gains +4 to armor class, a laser blast eye reticule (+4, 30' range, 1d8 fire damage) and can leap 30' in the air or across a chasm. The suit remains for 1d10+CL rounds.
24-27	Extended field trial. Gearswave, Inc. teleports an Adventurer XL 1 Servitor Robot to serve the caster for CL turns 50% / Prototype Armor Suit for 1 turn/60 rounds 50%
28-29	Super Extended field Trial. As result 24-27, but for CL +1d4 turns.
30-31	Trusted Beta-Tester. The caster may choose to receive 2 Adventurer XL 1 Servitor Robots for CL turns, or 2 Prototype Armor Suits for CL turns, one of which may be assigned to an ally, or be used by remote control to move and fire its laser blast. A remote-controlled suit is AC 14 and has 1d8+6 hit points.
32+	Gearswave, Inc. Field Team. The caster receives a Prototype Armor Suit for 1d4 turns, and an Adventurer XL1 Servitor Robot for 1d4 turns.

DCC Playtesters: Daniel J. Bishop, Morgan Clayton, Heather Bishop.

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