

# DUNGEON CRAWL CLASSICS

## SKY MASTERS OF THE PURPLE PLANET



#84.3: A LEVEL 6 ADVENTURE  
ON THE PURPLE PLANET  
BY JIM WAMPLER

DKC

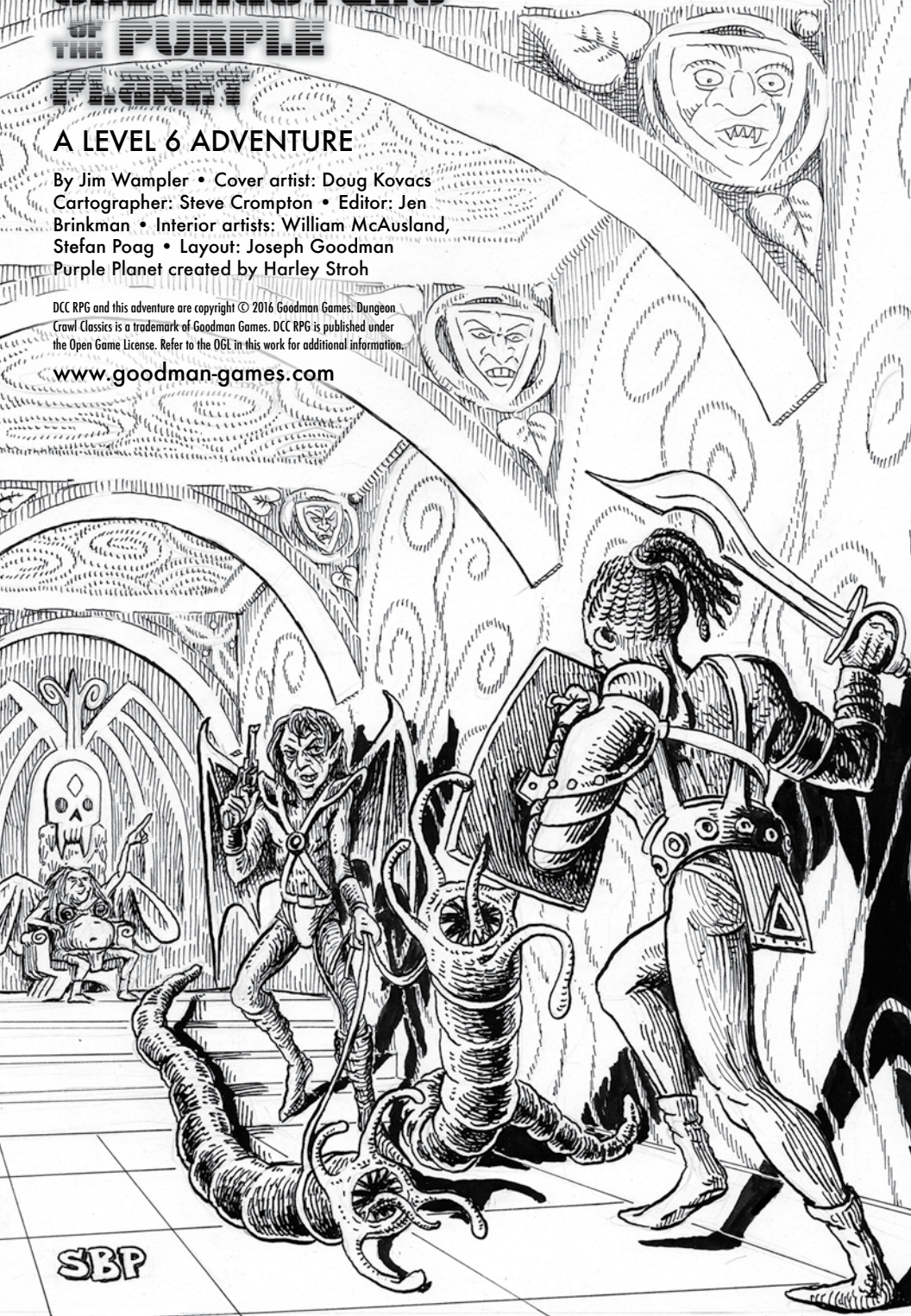
# SIB MASTERS OF THE PURPLE PLANET

## A LEVEL 6 ADVENTURE

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# INTRODUCTION



This adventure is designed for 6<sup>th</sup>-level player characters and assumes that the PCs have adventured on the Purple Planet extensively. Experienced and well-equipped characters, or appropriate pre-generated characters, should be used.

## BACKGROUND

Though long-settled on the Purple Planet, many mysteries of the searing sphere remain unsolved for the interplanetary freebooters who now call it home. Among these is one of the few stories told about camp fires that strike visible fear in the otherwise savage and stoic Kith — the Sky Masters of the Purple Planet. These enigmatic pirate-raiders are said to descend from their home on Choran, the larger of the Purple Planet's twin moons, and steal away whatever or whomever they like in savage midnight raids that leave few survivors.

Never seen clearly in their moonlit raids, the Kith tell seemingly tall tales of gigantic winged purple demons that take away their women folk, children, and meager food stocks, while slaying all of the remaining warriors. It is said that they are impervious to physical harm, and cannot be touched by mortal beings.

## ADVENTURE SUMMARY

Sky Masters of the Purple Planet begins with a midnight raid upon the PCs' encampment. Accustomed to easier prey, as soon as the battle begins to go against the violent and volacious villains, they will flee back to their sky-boats and set a course for their lair on the northern rim of the Rima-Storm — a tempest-filled, equator-spanning chasm many miles across and deep. Taking advantage of a downed sky-boat, the PCs give chase, engage in aerial ship-to-ship combat, and eventually discover the Sky-Spire base of operations for the Sky Masters of the Purple Planet.

## STARTING THE ADVENTURE

By the time this adventure takes place, the PCs are assumed to be experienced immigrants to the Purple Planet. They should possess a working knowledge of the effects of the weirdling sun radiation, how to counter it with moon-milk, possession of a selection of native artifacts, and enough green shards to power them.

**When a legendary race of demonic beings pours out of the double-mooned sky and raids the party's camp, events are set into motion that will lead them far southward to the equatorial region of the Purple Planet. Between the party and their destination lie air-ships and aerial combat, pirates and plunder, and the silver-spined Sky-Spire of the Sky Masters of the Purple Planet!**



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