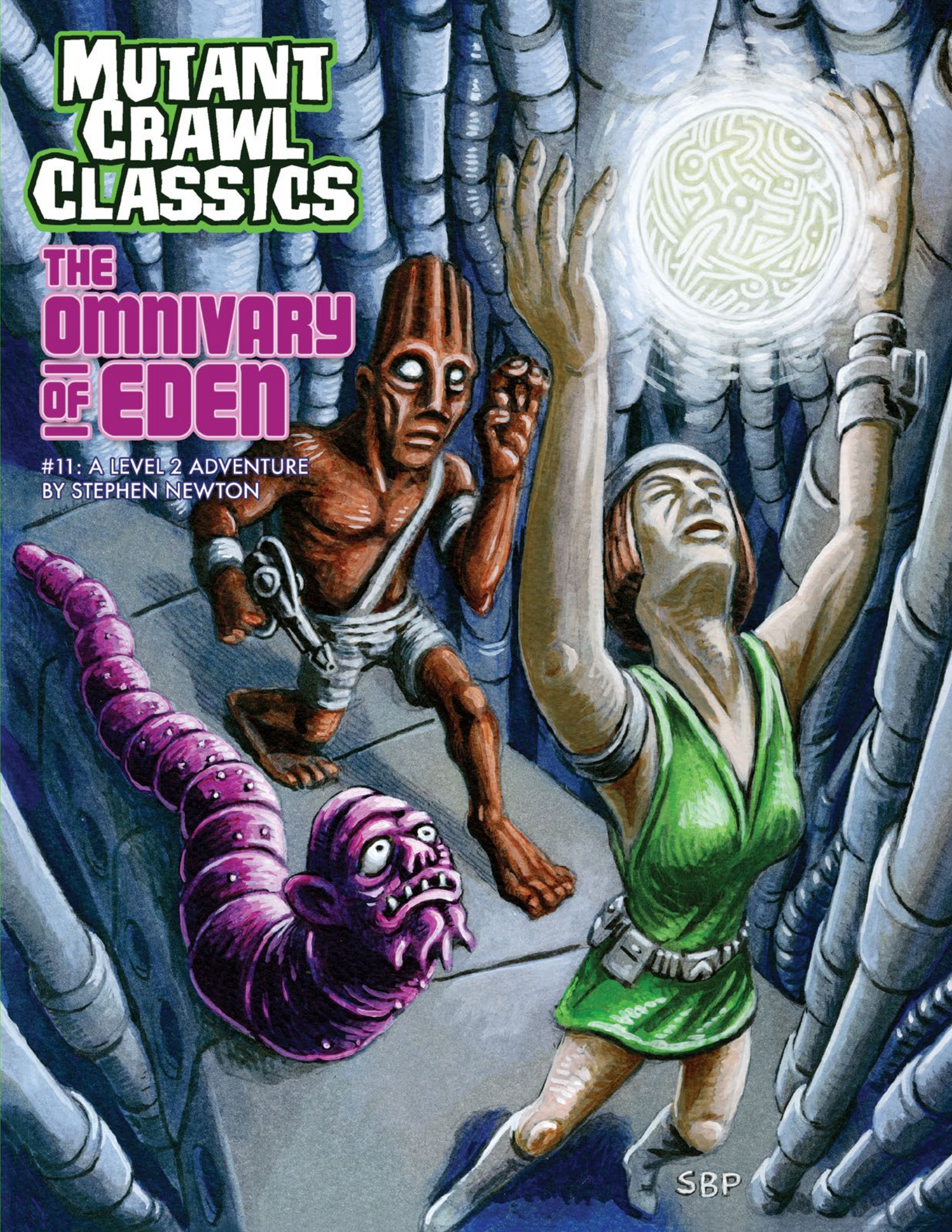


MUTANT CRAWL CLASSICS

THE OMNIVARY OF EDEN

#11: A LEVEL 2 ADVENTURE
BY STEPHEN NEWTON



THE OMNIVARY OF EDEN

A LEVEL 2 ADVENTURE

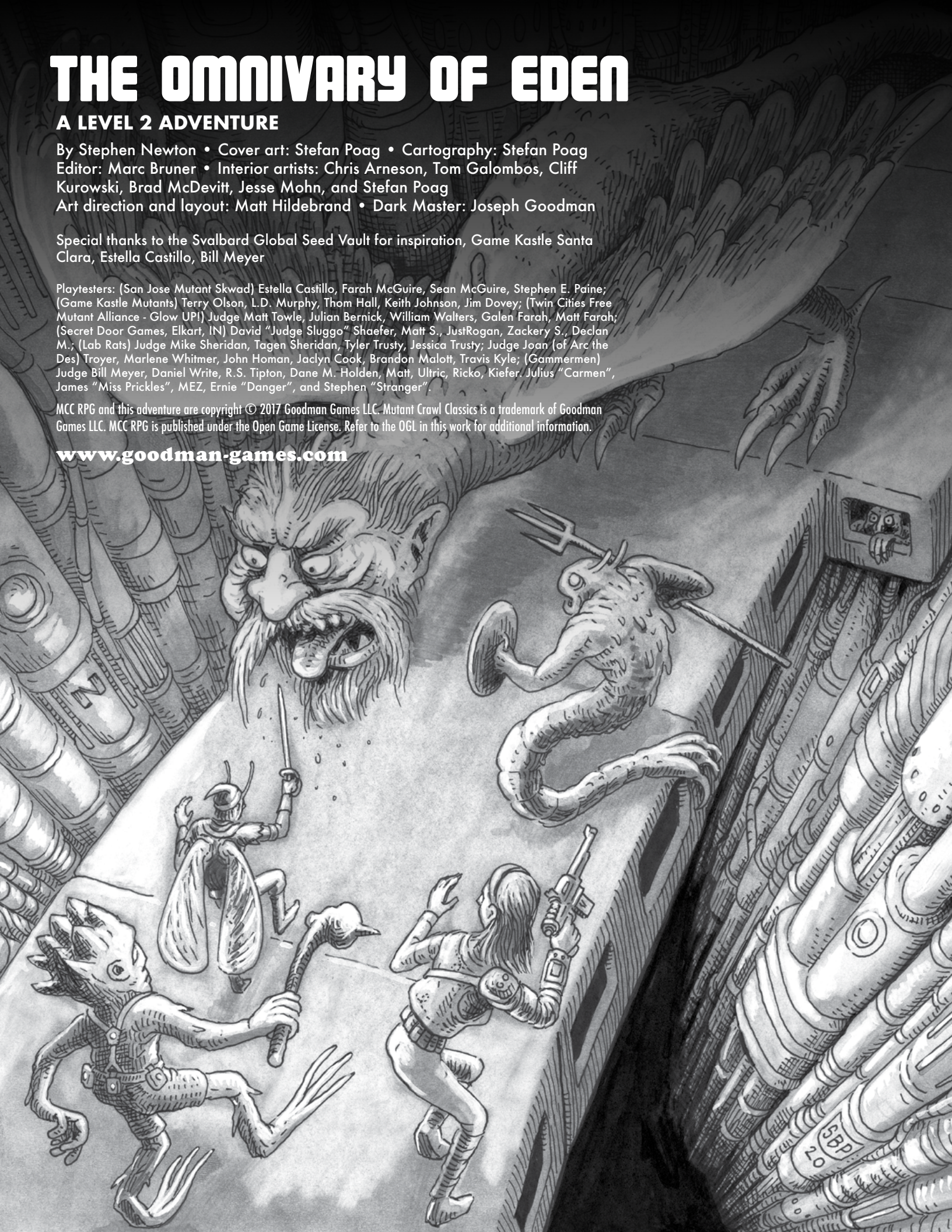
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INTRODUCTION

The Omnivary of EDEN is a Mutant Crawl Classics RPG adventure designed for four to six 2nd level characters. During playtesting, the adventure usually took at least two 4-hour sessions to complete. Sessions typically resulted in at least one or two PC deaths, and at least one session ended in a TPK. Your dice rolls may vary.

ADVENTURE BACKGROUND

The Ancient Ones suspected their civilization was doomed long before the Great Disaster actually wiped them from the face of the planet. One of the many contingency plans employed to ensure their survival was the construction of EDEN—a seed vault and genetic zoo located in a frozen, remote corner of the planet. The ancients deposited frozen plant seeds and animal embryos that could be used to re-populate the planet if ever faced with an extinction event. EDEN was a great success. So successful, in fact, that the ancients decided to improve upon the concept by adding even more precious content: themselves. A top-secret, world-government program was implemented to surreptitiously harvest the memories of every denizen of the planet on their 16th birthday. Hidden in a secret new level within EDEN, these memories were stored in a sophisticated cyber-biological storage device called the Omnivary.

The ancient's fears eventually began to materialize, and soon many realized the planet may, in fact, be imperiled. In the early days of the Great Disaster, the Omnivary's lead geneticist, Dr. Boxx Nolan, was dispatched to EDEN to wait out the crisis. He had no idea how long he would be forced to remain.

Decades passed. Once the severity of the Great Disaster became clear to Nolan, he broke protocol and retrofitted EDEN to create clones of himself, which would awaken every 500 years. This would allow Nolan to see if the planet was ready for re-population. After thousands of years passed and many clones died attempting to find life, Nolan 7 infused EDEN's nanites—nanobots responsible for preserving

the genetic tissue stored in EDEN—with his own memories and dispersed them into the planet's core. It was a risky and desperate experiment to infuse any intelligent life that may exist on the planet with his memories and the whereabouts EDEN. After several centuries his plan worked, in a sense, but with dangerous side effects. One of the inadvertent results of his experiment was the creation of new, mutated life forms, including the dreaded lacerta recordatio (see area O-8 below).

Time passed, and it was a mere two centuries ago when a simple Seeker was finally exposed to Nolan 7's nanites spewing from Terra A.D.'s geysers. The nanites implanted a vision of the "Garden of the Gods" within the Seeker, compelling him to change his name and convert his allegiance to The Curators. And, thus, the prophet Boxx the Curious spent the remainder of his life proselytizing the Garden of the Gods, and recruiting the faithful to dig to find the Earth Canoe that could lead them there.

RUNNING THE ADVENTURE

Before the Action Begins: Judges should take a few moments to ask the players to describe their characters, and subtly ask what the PCs are wearing in the hothouse jungle environment in which they have been raised. The PCs have likely never encountered the arctic conditions that await them at EDEN, and their lack of preparation for cold weather should make for interesting game play.

The Ancient Tongue and Acronyms: Any verbal messages heard by the PCs is spoken in the tongue of the ancients. The judge should determine in advance which, if any, PCs are capable of understanding this language. Any PC with an Intelligence or Luck score over 15 understands rudimentary Ancient Tongue. In addition, the ancients frequently used acronyms. If any read-aloud text is in [brackets], it means that is what the word sounds like to the PC, but it is really an acronym being spoken. For example, BEAs will sound like [bees] and BAEVR sounds like [beaver] when said aloud.

PART I: DIVERSION AT THE DIG

The adventure begins deep inside a subterranean complex of the ancients. The tribe's leader Vacado leads the tribe in a celebration of the discovery of the Earth Canoe which has been sought by the tribe for generations. Unbeknownst to her and the PCs, Gene Police saboteurs who have been posing as tribe members for months are about to disrupt the ceremony and attempt to steal the canoe for themselves.

Area Z-1 - Zoomcar Station: For years your tribe has been known as *The Ones Who Dig*. Your tribe dug during the Great Droughts. You dug through the Long Night, and you dug during the phenomenon of the Fallen Sun. Digging is all you and your ancestors have ever known. But your toil has finally paid off! For an underground complex built by the Ancient Ones was finally located and the fabled Earth Canoe found inside and intact! It is just as the ancient prophet, Boxx the Curious, promised it would be!

With the discovery of the Earth Canoe, your tribe finally has the means to travel to The Garden of the Gods – a mystical land the ancients promised held the Seeds of Creation. A great contest was held to see which of your tribe's bravest would navigate the Earth Canoe. As a result, you and your friends... were not selected. However, as first-losers, you were tasked with the all-important job of protecting those left behind once the tribe's strongest Seekers departed. You stand, teary-eyed, as the withered plantient Vacado, stands proudly with the chosen Seekers addressing your tribe.

"For generations we have dug! We have dug until our branches were raw and dripping with sap, and our talons were ground down to nubs. But now our petals open wide in anticipation of a great expedition! Boxx's vision has proven true and our tribe will at last enter the Garden of the Gods!"

You are momentarily distracted from her speech by the smell of something burning. You notice tendrils of smoke rising from the platform beneath Vacado and the others.

Roll for initiative and ask the players what their PCs are doing. The PCs have one round to take action before the upcoming calamity. Take note of any PCs who express that they approach the platform as they will likely be in range of the explosion. Once the PCs have stated their intentions, read or paraphrase the following:

Suddenly, there is a blinding flash of an explosion followed a split-second later by a deafening boom. Fire leaps from beneath the now-destroyed platform where Vacado and the Seekers were standing. The blast rips through their bodies, covering you with syrupy green sap and blood. You hear Vacado cry out in pain as her legs are torn apart.

A piercing alarm, one that the ancients frequently used to indicate danger, starts wailing all around you. It is accompanied by a sticky white foam which now drips from the ceiling.

Gene Police saboteurs have detonated a homemade explosive device constructed of coal, C-Cells, and yakk teeth. The explosion is a diversion to draw attention north and away from their efforts to steal the Earth Canoe in area Z-2.

Explosion: Any PCs that approached within 20' of the plat-



form in the round before the explosion must make a DC 12 Reflex save or take 2d4 points of damage from fire and yakk-teeth shrapnel. The resulting blast sets the entire platform ablaze. Miraculously, despite her legs and lower torso being torn asunder, Vacado barely clings to life! Vacado is beyond saving and will expire within 2 rounds. PCs who attempt to rescue Vacado not protected by natural or artificial heat resistance must make a DC 12 Fort save or suffer 1d6 points of fire damage.

Foam: The explosion has activated long-dormant fire suppressant systems, which begins filling areas Z1 and the hallway towards Z2 with FireGone Foam. The viscous foam slowly fills the chamber reducing movement by a cumulative 5' each round. The area fills completely in 5 rounds (extinguishing all flames), and then takes an additional 5 rounds to disperse.

The foam has an interesting effect on plantient PCs: plantients have unrestricted movement through the foam, but for them the infused oxygen is incredibly toxic. For each round spent in the foam, a plantient must make a DC 14 Fort save; failure results in 1d4 temporary Stamina points lost due to asphyxiation. Plantients who do not reach "fresh air" before they reach 0 Stamina die of asphyxiation. Non-plantient PCs stuck in the foam are able to breathe normally, but are considered entangled (see MCC RPG rulebook page 124).

Vacado: The plantient is mortally wounded during the explosion. If the PCs are able to reach her before she expires, she will give the following instructions with her dying breath: "The Garden of the Gods must be located and protected! Boxx foretold the Seeds of Creation could be found there." She then pulls her own Life Seed out from the gaping wound in her torso and says, "I hope this can help you one day..." It may not be immediately obvious to the PCs how to use Vacado's life seed, but it can be used to create a new NPC or replacement PC (see areas E-8 and 0-6).

Rumors & Myths: PCs that elect to spend time interacting with other dig survivors before departing receive a random rumor. Roll once per PC, rerolling any duplicates.

Roll (1d10)	Rumor
1	Boxx lived over 200 years ago, but left detailed instructions on how to find the Earth Canoe before he died.
2	100 years ago, in the middle of the dig, a suit of ancient armor was found that allowed humans to fly! The shaman Juleenbee accidentally killed himself when he attempted to fly it over the Monster Sea.
3	Boxx once said that the ancients sometimes referred to this location as Eden.
4	This project has been beset with disaster from the beginning – the ancients did not want the Garden of the Gods disturbed.
5	One of Boxx’s prophecies said the Seeds of Creation could be found at Eden.
6	Boxx would say that artists of the ancients would hide clues and secret messages within their masterpieces.
7	Boxx originally walked the land as a shaman going by the name Graz Spikeman. Once his visions began, he took the name Boxx the Curious and underwent a religious conversion to join The Curators.
8	Boxx would say “The ancients live in stars, and the moons are their memories.”
9	The Gene Police, a faction of human fanatics, has been trying to disrupt our dig for decades.
10	When the dig first started 220 years ago, the tribe was constantly ridiculed by neighboring factions. Hopefully when we find the Seeds of Creation, we can use them as weapons to punish their insolence!

SABOTAGE AFTERMATH

If the PCs successfully thwart the Gene Police’s plans (see below), then the Earth Canoe will still be at the station ready to take the players to EDEN. Otherwise, the PCs will need to locate the service Zoomcar in area Z-4 to continue the adventure.

Area Z-2: Zoomcar Platform: As the PCs approach area Z-2, they encounter the Gene Police saboteurs as they attempt to steal the Earth Canoe.

Gene Police Saboteurs: Two members of the Gene Police immediately begin an attempt to steal the Earth Canoe located in area Z-2, while three others stand watch. The three guards know they are outnumbered and will attempt to stall the PCs through subterfuge until their cohorts inside the canoe complete their objective. If the PCs attempt to flee into the Earth Canoe, the three Gene Police sentries – who the PCs know as tribe members – will attempt to stall the PC from boarding by asking questions (“What happened? Have you checked on

Vacado? We need check for survivors!”). They engage in violence only as a last resort, fighting to the death in order to allow their co-conspirators stealing the canoe to escape. It takes the hijackers three rounds to activate the canoe, and they will escape during their initiative turn on the fourth round.

Gene Police saboteurs (5): Init +2; Atk dagger +2 melee (1d4+1); AC 12; HD 2d8; hp 6 each; MV 30’; Act 1d20; SV Fort +1, Ref +1, Will +3.

If pressed into melee, the Gene Police will focus their attacks on mutants, manimals, and plantients screaming “Death to the mutant scourge!”

The hallway opens into a great temple where the ancients worshipped the Earth Canoe and Garden of the Gods. The walls are covered with depictions of giants harvesting grains with tools not dissimilar from your own. Other depictions show them reaching towards the stars with bright gems in their hands.

Apparently, either the Earth Canoe required no water or the rivers that carried it have run dry. Smooth narrow tunnels at the northern and southern ends of the chamber lead into darkness.

If the Gene Police were unsuccessful in their plans to steal the Zoomcar, then also add the following:

Despite the efforts of the saboteurs, the canoe is still here! Like many artifacts of the ancients, it is completely enclosed, like a giant land-shark with a small entry portal in its side.

This was the final Zoomcar station on the line that transported pre-disaster workers from civilization to the frozen wastes where EDEN was constructed.

The Murals: The 30-foot high murals depict humans farming wheat and playing “star match” – an ancient game where people would align gems implanted in their hands with celestial bodies. Characters inquiring about the gems notice the gems are all purple or gold (a clue to the puzzle in area E-3a) and can be pried off the wall with a DC 10 Agility check.

Zoomcar Tunnels: The tunnels have no visible tracks as the Zoomcars were powered by maglev strips infused within the walls. The north tunnel can be followed for three miles before it ends in an impassable tunnel collapse. PCs who follow the south tunnel one mile will come across a maintenance hatch (area Z-3). The south tunnel continues 47 more miles where the tunnel diverges towards further adventures.

The Zoomcar: If present, the Zoomcar can hold up to eight passengers comfortably. The Zoomcar is relatively easy to operate and auto-programmed to take passengers to EDEN unless the judge finds it expedient to include more side-treks before starting Part II of the adventure. Ornery judges may want to consider using the Artifact check results from the service Zoomcar located in area Z-4.

Area Z-3 - Service Area Entrance: *Inset into the smooth wall is a large closed portal, approximately 15-feet across. Near the portal is a small panel adorned with buttons and glyphs favored by the ancients.*

The service area hatch can be opened by a rover with a DC 12 doors check. Remember to add the rover’s level bonus for manipulating doors to the check. The door can also be forced

Part II: EDEN

E-1

F-3A

E-3B



©

**Exit to
Surface**

Z-1

Z-2

**To
Z-2**

Z-3

 $Z =$

To
Z-3

To
O-3

**To
E-10**

Part III: Omnivory Level

O-1

O-2

O-3

O-6

O-4

Q-5

Q-7

Q-8

Q-9



upon with a DC 15 Strength check. Up to two additional PCs can assist to provide a total of +2 to the check, but all participating in the check risk having their hands or extremities crushed when the door finally opens (1d4 damage, DC 10 Ref save to avoid).

Area Z-4 - Service Area: *Inside this smooth cavern you are excited to discover another Earth Canoe! This one is smaller than the original from the dig site. Hanging on the walls are mysterious gadgets and gizmos left behind by the ancients.*

Most of the tools hanging on the walls have corroded over the centuries, but the PCs can find a “sturdy 9’ pole”, a “durable rope made from mysterious ancient material”, and a “thin hammer of the ancients” (shovel, 1d3 damage).

Service Zoomcar: The service Zoomcar was used by maintenance workers and bots to sustain the integrity of the tunnels. It is much smaller—only seating three safely and comfortably—and relatively more complex to operate (CM 4, TL 5). Due to the advanced features of the service Zoomcar, the risks accompanying a failed Artifact check are dire. If there are more than 3 PCs in the Zoomcar when it is launched, the Artifact check is made with a -2 penalty.

Artifact Check	Result
1	The PC somehow managed to run over the party member with the lowest Luck! Victim takes 2d6 damage.
2-13	The PC managed to temporarily activate the Zoomcar while fumbling with the controls. Each PC must make a DC 12 Ref save or take 1d3 points of damage.
14-22	The service Zoomcar immediately departs for EDEN. PCs not in the Zoomcar when the check is made may make one last-ditch attempt to dive through the Zoomcar’s closing door (DC 10 Ref save, PCs failing the save take 1d4 damage from being slammed as the Zoomcar speeds away).
23+	The PC masters the departure controls enabling the party to enter the car and depart without risk.

PART II: EDEN

About EDEN: Unless otherwise noted, the interior walls and doors of the vault are rough and covered with a thin layer of frost. None of the doors within the vault are locked (except for the lift in area E-11), as Nolan 4 disabled all the locks long ago. Despite being unlocked, the doors are still adorned with the symbol of the access card required to unlock them, either EDEN (a pure strain human man and woman holding an apple between them) or Omnivary (a brain whose smooth grooves have been replaced with a fractal grid).

Moon Grams: Several rooms within EDEN contain small yellow crescent moon light-bugs that hover over desks. These devices were capable of recording and rendering soft-light holograms (or simply “grams” as the ancients called them) for archival purposes. The moon grams have one or

more glyphs on them to indicate which type of access card (either EDEN and/or Omnivary) is required retrieve the gram. Waving the appropriate access card within 1 meter of the moon gram triggers the retrieval of a message stored within the device. The EDEN messages were recorded for the general public, whereas the Omnivary grams were considered secret and intended only for Omnivary project insiders.

Access Card Locations: EDEN access cards can be found in the frozen dorm in area E-7 and on the frozen corpse in area E-6. An Omnivary access card can be found in the desk in the frozen dorm in area E-7.

Area E-1 - EDEN Station: Whether it is the initial Zoomcar, the service Zoomcar, or some other machination of the judge’s choosing, the players should ultimately arrive

at EDEN to continue the adventure. The journey to EDEN takes three hours by Zoomcar. During the final two minutes of the journey, the Zoomcar bursts through the frozen ground and comes to rest at the abandoned station. Given that most of Terra A.D. is covered in hothouse jungle or radioactive deserts, the PCs have likely never encountered arctic conditions and will be mystified by the blizzard conditions. Judges should describe ice or snow physically ("cold, white powder", etc.) rather than using the more common terms the PCs are unlikely to be familiar with.

After a 3-hour journey in near total darkness with only an occasional light flickering past, you feel the canoe start to decrease speed. Suddenly the vessel is violently rocked as it bursts out of its tunnel into an area of blinding white light. The canoe door opens with a WHOOSH and you are immediately pummeled with something rarely experienced back in your hothouse jungle home: extreme cold. Not just extreme cold, but skin-tearing, teeth numbing, involuntarily-quivering-from-your-core cold. The air is alive with wet, white powder that immediately starts clinging to you and piling up in the canoe.

In the distance you see the faint glow of multi-colored lights. Over the howl of the wind you hear a melodic, sonorous sound.

The ancients deliberately constructed EDEN in a remote area of the planet whose average temperature rarely rose above freezing, and the Great Disaster has only worsened those conditions. The area outside the complex is under constant blizzard conditions, blasting the PCs with freezing air, snow, and sleet. Unless the PCs previously mentioned they brought protective clothing—or have natural weather resistant fur or bark—they have only a few rounds to find shelter before freezing to death (see sidebar).

The sound and lights are coming from EDEN's art installation in area E-3a.

Quadyeti: To compound the PC's tribulations, the Zoomcar's arrival has also drawn the attention of a nearby quadyeti—a four-armed, gorilla-like beast that roams the frozen landscape feasting on ice eels and snow turtles. The slightly-malnourished quadyeti will arrive within 2d3 rounds and, having no natural predators, will attack the PCs with reckless abandon (starting with any manimals) seeking to make a meal of the soft, fleshy characters!

Quadyeti: Init +3; Atk bite +2 melee (1d6+3) or slam +1 melee (1d4+1); AC 13; HD 4d8; hp 30; MV 30' or climb 20'; Act 4d20; SP rend for additional 1d6 damage if more than two slam attacks hit the same target in one round; SV Fort +5, Ref +5, Will +1.

Zoomcar(s): The dilapidated conditions of EDEN Station has resulted in the Zoomcar being damaged upon its arrival (CM 5, TL 5). Repairing the damaged Zoomcar requires two working multitools.

Gene Police?: If the Gene Police were successful in hijacking the Zoomcar from area Z-2, their bloody and mutilated bodies will be nearby in a shallow depression of pink snow, having been eaten by the quadyeti, along with the damaged Zoomcar.

HOW LONG BEFORE I FREEZE TO DEATH?

For every round spent outside EDEN without adequate protection, the PC must make a DC 12 Fort save or lose one temporary point of Stamina. When the PC's Stamina reaches zero, the PC has frozen to death. These Fort saves must also be made during combat.

Area E-2: Outer Entrance: If the quadyeti has not yet attacked, it will do so here two rounds after the PCs initiate their attempts to open the door.

As you approach the source of the sound, you see through the haze of the white rain that you have reached the base of powdered foothills. Jutting from the base of the hills is a completely enclosed rectangular tunnel extending towards you.

From atop the tunnel's roof, a series of pencil-thin, colored lights point into the night sky. They flash briefly for a few seconds, and then disappear only to flash again a few moments later at different angles. The melodious sounds—"BOMMMMM BAAAA BOM BOM" also emit from somewhere on top of the tunnel.

At the very edge of the tunnel enclosure are two 15-foot tall double-doors and a small panel. The freezing white powder has covered the doors in a translucent, slick, glass-like substance which is painfully cold to the touch.

Light Show: The lights and music are part of an art exhibit built by the ancients to embellish the entrance of EDEN. The lights and music are mesmerizing and soothing. For each round spent watching the show, a PC will feel rejuvenated and gain 1 temporary hit point (max of 3). Of course, standing mesmerized in the snow watching a light show also increases the odds of a PC freezing to death or being eaten by a quadyeti. The PCs can reach the source of the attraction by climbing up the side of the mountain and scrambling onto the tunnel's roof (area E-3a). Any PC class except rover attempting the climb must make a DC 10 Ref save or slip and fall for 1d2 damage.

Outer Doors: The doors to the vault are not locked but have been frozen shut. They can be opened in a variety of ways, and some are faster than others. Hacking away with brute force takes six rounds, whereas a rover completely focused on opening the doors can do so in three rounds. Prying the doors open using the tools from area Z-4 takes four rounds.

Area E-3a - Roof and Light Show: From the top of the tunnel the PCs have a great view of the landscape. If the quadyeti has not yet attacked the PCs, the PCs will see it approaching and gain a surprise round and potentially height advantage.

The top of the tunnel is surprisingly warm, which melts the cold white powder before it can settle. From here, the music, which seemingly emits from everywhere, is painfully loud. Pencil-thin, multi-colored lights emerge from tiny hidden holes embedded within the structure.



While the music here is incredibly loud, it does not physically harm the PCs. It does, however, make the use of wetware and mental mutations near impossible – a successful DC 15 Will save must be made before either can be invoked. The multi-colored lasers are extremely bright, but are completely safe, inflicting no harm to either creatures or material.

Concealed Door: Naturally concealed in the slush on the roof of the tunnel is a hatch that can be found if the PCs explicitly say they are searching for any sort of entrances. The door can be opened with a DC 10 Strength check. The same artist who designed the laser show also designed the murals in area Z-2 and left behind a secret “back door”: if the PCs recovered a purple and gold gem from area Z-2, simultaneously holding a purple gem over a purple laser and a gold gem over a gold laser causes the concealed door leading to E-3b to spring open.

Area E-3b - Maintenance Closet: Moisture drips from the walls in this cold and damp area. It appears the ancients used this space for storage as the walls are lined with gadgets, but many seem to have deteriorated with time. There are a set of buttons and knobs on a console that seem to blink in time to the booming sounds emitting on the roof.

This is the service entrance to EDEN and also houses controls for the art exhibit. Searching for gadgets uncovers a “heavy blunt thing” (can be used a 1d6 club), “dark gooey stuff” (flammable unguent, 1d10 fire damage when set alight), several “small, hard, solid things” (ancient nuts and bolts), and a C-Cell battery.

Blinking Buttons: The blinking buttons on the console control the music and laser light exhibit in area E-3a. The first PC to experiment with the controls rolls a d20 and adds their Luck modifier:

Roll	Result
5 or less	The PC inadvertently turns the sound exhibit to maximum volume. The ear-splitting sound deafens any PCs still outside the vault (DC 10 Fort save to avoid; rolling a natural 1 on the save results in permanent deafness, otherwise hearing returns in 2d6 hours). In addition, the sound triggers an avalanche (see next result).
6-7	Avalanche! The volume of the music causes an avalanche down the mountainside. Anyone outside the vault must make a DC 15 Ref save or be buried alive. PCs who fail their save are buried under 20' of snow and unable to move. They will suffocate to death if they are not found within five rounds (DC 15 Luck check for each PC attempting to locate and dig out the buried victim). The Zoomcar(s) will also be irremovably buried.
8-10	The tones temporarily increase in volume and tempo before suddenly being silenced. This attracts the quadyeti's mate, which will arrive in three rounds. Unless the PCs have taken extraordinary efforts to block the entryways behind them, the quadyeti's mate will use its vivid sense of smell to track the PCs to their current location and attempt to feed upon them (use same quadyeti stats as above).
11+	The lights and sound are silenced, but no other effects.

Regardless of result, once the controls have been tampered with, the noise and lights will cease for 48 hours before resetting and starting up again. A hatch in the floor can be easily opened providing access to Area E-4.

Area E-4 - Delicious Tunnel: A long tunnel of the ancients extends deep into the mountain. The temperature inside the tunnel is not as bone-chilling as that outside, but still far colder than anything you have ever experienced back home. The walls of the long corridor are adorned with murals of pure strain humans frolicking and eating exotic fruits. The fruit looks incredibly realistic and protrudes slightly from the wall in bas-relief style.

A small puddle has formed in the middle of the hallway.

An eerie whistling “wooooo” sound – like wind blowing through a drafty hut – comes from somewhere deep down the tunnel.

The murals are an amazing exhibit designed by the ancients where EDEN's visitors could lick the walls of the synthetic fruit to get a sense of what they tasted like. (That may sound unsanitary to modern readers, but the ancients had eradicated bacteria or viruses transferred by saliva and did not worry about such things.) Some of the tastes are familiar (bitter, salty, sour, sweet, and umami) but other are strange to the PCs and will taste like moods or scents not commonly associated with flavor (mechanical, frightening, drowsy, romantic, etc.). PCs tasting the fruit roll a d20 and then add their Luck modifier (max 1 roll per PC):

Roll	Result
5 or less	Immediate nausea and vomiting. PC loses 1 temporary Stamina point (recovery in 24 hours).
6-8	Nauseous but with no other ill-effects.
9-13	Great flavor, but no bonuses or side effects.
14+	Euphoric joy! The PC gains 3 temporary hit points that expire in eight hours.

Attempting to remove one of the synthetic fruits requires a DC 8 Agility check, with success indicating the synthetic fruit was removed intact and can continue to be sampled for 30 days before losing its potency.

The puddle is caused by moisture leaking from the concealed ceiling panel leading to area E-3b.

Area E-5 - Inner Entrance: *As you continue down the hallway, you start to notice cracks in the walls and foundation. Cylinders of cold glass have formed on the ceiling, and water slowly drips from their tips onto the floor.*

At the end of the hallway is an imposing set of double doors that have jostled out of alignment with the shifting of the building. Etched onto the doors is a stylistic image of two pure strain humans – one male the other female – reaching towards each other holding an apple between them. Wind squeezing through the misaligned doors causes an unsettling howl.

Lying on the ground is the frozen, severed hand of a pure strain human.

EDEN's physical security AI originally locked the vault's doors at the onset of the Great Disaster and is programmed to only allow authorized personnel to re-open them. Fortunately for the PCs, the area became damaged during the Great Earthquake of 4547, shifting the portal's framing and creating an opportunity to enter, albeit with risk. As getting through the door is required to continue the adventure, it should not be an impassable barrier, but merely one that involves risk and/or rewards smart play. The following are some examples of how enterprising PCs might get through the door (or the judge can add their own):

- Rover DC 12 doors check. Failure results in an electrical shock for 1d3 damage.
- Squeeze through crack: there is a small 2" between the doors that allows access beyond. A PC that has the ability to become tiny, gaseous, use teleportation, or something similar can slip through that area and easily open the door from other side.
- Artist secret key: removing a synthetic apple (or similar fruit) from area E-4 and pressing to the lips of the two humans on the door will open the portal.
- Brute strength: attempting to force the door open also works, but comes with risk. It takes two strong characters (Strength 12 or above) working in conjunction to force entry. However, as the door opens, each PC making the attempt must make a DC 10 Ref save or risk

smashing themselves against the wall for 1d3 damage when the door finally opens.

Area E-6 - Breached Hall: *A grisly sight awaits on you the other side of the door. Lying in the hallway is a desiccated corpse that is missing a hand. The cold air has preserved the body and its dark brown flesh is pulled tightly over its bones. A gadget lies near the body.*

The corpse is Nolan 8, the last clone who was awakened. Centuries ago, Nolan 8 accidentally cut off his hand trying to repair the door and could not get to his medishot in time to prevent death by blood loss. The body is still wearing a warm parka and carries a working multitool, a medishot, and an EDEN access card.

Three ice eels have taken up residence in the cozy confines of the corpse and will attack anyone who touches or moves the body.

Ice eels (3): Init +2; Atk bite +3 melee (2d4 plus freezing); AC 12; HD 2d8; hp 9, 9, 8; MV 30' or climb 20'; Act 1d20; SP freezing bite (DC 11 Fort save or frostbitten limb); SV Fort +3, Ref +4, Will +0.

PCs who fail the Fort save of an ice eel bite will lose the limb due to immediate frostbite, incurring another 1d3 damage and potentially other side effects of the judge's discretion.

Area E-7 - Frozen Dormitory: *Everything in the room is covered in a thin layer of frost, including a simple desk above which hovers a small, slowly rotating crescent moon, a reading chair, and small bed upon which lies a frozen corpse.*

This was the dorm room of the original Dr. Boxx Nolan. The corpse is Nolan 7 who died of a disease resulting from his cannibalizing Nolan 6. While considerably older, the corpse looks very similar to the body found in area E-6.

In the desk are "ancient fiddly bits" as well as two access cards. One card has the EDEN symbol, and the other has Omnivary Symbol.

Moon Grams: This moon gram (see *Part II: EDEN* above) has both the EDEN symbol (a man and woman holding an apple between them) as well as an Omnivary symbol (a brain infused with fractal patterns). Waving the appropriate access card within one meter of the device triggers the playback of stored messages. The EDEN access card will trigger two messages, while the Omnivary access card will trigger multiple messages until the corrupted soft-light hologram of Nolan 5 attacks (see below).

For each message, a non-interactive soft-light version of Nolan appears and gives an update in the tongue of the ancients.

EDEN Card Messages:

- "This is Dr. Boxx Nolan. EDEN Update 1. I have secured myself in the vault. Despite my years working at EDEN, I never thought the world would be so near destruction in my generation! Xon save us all!"
- [A much older looking Nolan]: "Nolan. EDEN Update



1347. This will be my last weekly update for the EDEN project. After 26 long years, I now accept that EDEN's seeds will not be retrieved by my generation, or even my millennium."

Omnivary Card Messages:

- "This is Dr. Boxx Nolan. This message is being classified as Omnivary-Level Top Secret. As the cataclysm approaches, it appears our government's foresight in undertaking the Omnivary project was not in vain. Revivifying the memories of our populace may sadly soon become a necessity. I will begin preparations in the Undervault. Xon be with me."
- [A slightly older looking Nolan]: "Am I really the last person on this planet?"
- [A much older looking Nolan]: "Omnivary Update 1347. This will be my last transmission as myself. I have secured the [bees] and scheduled the waking sequences. I hope that I, or one of my future selves, will live to one day see humanity again."
- [Much younger looking Nolan]: "I'm back! Well, I suppose I'm not back but Nolan 2 is! Chronologically I'm 500 years older than my birth self. If the instruments are accurate, the year is 3150. The facility has weathered a bit of damage, but still holding up well."
- [Haggard looking Nolan]: "Nolan 7. I don't know why I still record these. The last three thousand years have been rough. For a month straight I have watched grams and none of my predecessors who ventured from the complex have ever returned. Six offered himself up as meat, but I'm not that desperate yet - I may use him as fertilizer though."
- "Seven. It's been almost three thousand years and I need to try something radical. I'm going to reconfigure nanites with my memories and disperse them through the [peeseeves]. If my theory is correct and human life still exists on the planet, there is a chance they could ingest the nanites once they exit a volcano or geyser. In theory, any human who ingests even a single nanite should grow my memories of this complex... or at least some version of my memories. It's worth a shot."
- "Nolan Eight. I guess Seven's experiment failed as it's been 200 years, and no one has arrived at EDEN. I'm worried as earthquakes have breached the vault in several areas resulting in numerous system malfunctions, and some of the specimens are showing unusual activity. Worse, the secret entryway to the Omnivary itself is no longer concealed nor secure. I'm going to attempt repairs to the complex."

If the PCs attempt to watch one more gram, a corrupted soft-light hologram of Nolan 5 is disrupted and attacks the party using the paring knife Nolan favored while working with seeds.

Nolan 5 (insane soft-light hologram): Init +4; Atk holoknife +4 melee (1d5); AC 18; HD 2d6; hp 9; MV 30'; Act 1d20; SP immaterial; SV Fort +4, Ref +4, Will +4; AI recog N/A.

Area E-8 - Purity Control: *In the center of this room is a pedestal that is roughly the size and shape of a small square table. The pedestal is illuminated by a shaft of warm yellow light descending from the ceiling. Slowly spinning in the center of the light is the image of a seed or perhaps a bean. As you enter the room, the light-bean starts glowing red like a fire's ember! It gives off a pleasant heat.*

EDEN only allowed the storage of pure strain seeds. This device tests any plant for genetic purity and, if approved, extracts its pure seeds. The bean is hard-light and acts as both a scanner and instructional icon.

The reaction of the purity control hard-light bean depends on what is placed on the pedestal:

- Inanimate objects, or human or mutant material: the light momentarily pulse blue but otherwise does nothing.
- Plants the PCs brought with them: on Terra A.D., there is always a moderate chance of contamination. If the PCs place any of their contemporary plant-based matter on the pedestal, the purity control bean begins its scan. Roll 1d4: (1-3) the target plant is stripped of all stems, leaves, skins, leaving only a handful of seeds; (4) the object is considered contaminated and is immediately destroyed in a fiery blast by the light-bean.
- Seeds gathered from within EDEN: the light bean begins to glow briefly and then emits a happy chirp. The bean will briefly transform into a smiley face and leaves the seeds undisturbed.
- Vacado's life seed: if Vacado's life seed (see *Sabotage Aftermath* above) is placed in the device, a miracle occurs - the seed is transformed, leaving a tiny green humanoid-shaped baby plant shoot on the pedestal. The baby is underdeveloped (effectively two months "premature"), and is incredibly fragile. It will perish if not constantly cared for by one of the PCs. Baby Vacado can be set down for no more than two rounds before it develops breathing problems and dies. If Baby Vacado dies, each PC loses one Luck point permanently. Similarly, if at the conclusion of the adventure Baby Vacado is still alive, each surviving PC gains one permanent Luck point.

Plantient Danger: The presence of a plantient overloads the light-bean sensor. If a plantient comes within 10' of the device, the light-bean starts to glow white-hot. If the plantient continues to move closer, the sensitive scanner interprets the plantient's genetic makeup as major corruption. The safety device of the scanner attempts to "cleanse" the room with a purification pulse resulting in 2d7 heat damage to any plantient in the room (Baby Vacado is excluded as it was incubated within the complex) (DC 12 Fort save for half).

Area E-9 - Tropical Seed Storage: *This frigid chamber is filled with shelves packed tightly with stacked boxes of various shapes and sizes. You estimate there could be hundreds of them. Most of the boxes are intact, but many have been taken off the shelves and opened revealing small pouches inside.*

Near the entrance is a simple desk with a moon made of light hovering

ering over it. Next to the desk are two chairs. One of the chairs is relatively simplistic but the other is exquisitely crafted, maintaining all the natural curves and features of the wood.

Boxes of Seeds: The boxes contain the seeds of tropical fruits and vegetables (papaya, mangos, pineapples, etc.) Several of the boxes have been opened and eaten by the Nolans as well as reptiles that occasionally escape from area O-3. The seeds are especially potent to plantients. Any plantient who consumes a seed rolls a d20 modified by Luck (limit of one roll per plantient). A result of 14 or more provides a +1d bonus to ability rolls for the 24 hours. A natural 20 results in acquiring a new random mutation.

Ornate Chair: PCs carefully examining the chair will not be able to see any tool marks, glue, or nails holding it together. It appears as if it were grown rather than constructed. This is because it's actually a mutated venus fly trap, which, thanks to EDEN's nanites, has adapted its camouflage. Plantients closely examining the chair and making a DC 15 Intelligence check will be able to detect it is a living creature.

Venus fly chair: Init -2; Atk crushing grasp +2 melee (1d5 plus acidic hold); AC 12; HD 2d6; hp 10; MV 5"; Act 1d20; SP acidic hold; SV Fort +1, Ref -2, Will +0.

If a PC sits in the chair, the venus fly chair attacks. If successful, the victim must make an opposed Strength check against the chair (+3 to Strength check). Failure means the victim has been trapped. Each round thereafter, the trapped victim automatically takes an additional 1d3 acid damage.

Moon Gram: Waving an EDEN access card near the moon gram releases the following messages:

- A clean-cut looking man wearing a backpack as if ready to depart on a journey appears before you. His countenance is concerned as he says, "Still no word from Two."
- The same man, who now appears haggard and sports a long beard, appears and says, "Honestly, at this point, I don't give a hovering kuff who sees these grams. After living on NutriPaste for 22 years, I'm eating some of these Xon-cursed seeds." He then rips open a package and starts munching on a mouthful of seeds. With saliva dripping from his mouth he says, "Delicious! These are...." (he looks quickly at package) "...plantains! (He scowls). They taste more like bot pellets."

Area E-10 - Breached Ecosystem: *The walls to this chamber are cracked and deteriorating in several places. A massive breach in the east wall has allowed soil and moisture from the mountain to spill into the chamber. A strange ivy with ropey vines of silver and blue grows out of the soil, snaking up the walls and weaving between the shelves.*

Almost all of the boxes here have been opened and ransacked. Small ripped packages, all empty, litter the floor. Also scattered on the floor are the withered husks of small animals and a few bones.

Lying on a table is a much larger set of bones - a human skeleton in fact.

This area originally stored temperate-area seeds, but most have been eaten by Nolan and other scavengers that have

crawled through the breach caused by the earthquake.

The animal bones are the remains of boxxbunnies that have climbed up the rift from area O-3 seeking food.

The human bones—which upon examination have clearly been gnawed upon—are the sad remains of Nolan 6 who, after much consternation, was eventually eaten by Nolan 7. Inside the skull of Nolan 6 is a set of vorpal teeth which Nolan 7 left in the body in a ceremonial sign of respect.

Vorpal teeth: TL 3; CM 1; Enable the wearer to bite victims for 1d5 damage and provides superb mouth protection.

These bright-silver dentures can be worn in the mouth by pure strain humans and other PCs with humanoid mouths.

Ivy and Breach: The ivy, while certainly peculiar, is not dangerous. PCs who dig or search the soil at the base of the plant will find a naturally concealed tunnel, which can be climbed downwards to area O-3.

Area E-11 - Lift to Omnivary Level: This secured access lift to level 2 (area O-1) requires an Omnivary access card to activate.

Area O-1 - Lift to EDEN Level: An elevator lift to the EDEN level of the complex (area E-11). No access card is required to activate from this direction.

Area O-2 - Mammals: *Opening the door to this chamber, you are overwhelmed by the feral stench of penned animals. Small creatures similar to rabbits scatter wildly at your appearance. Their fright is evident, for these creatures all have human faces, complete with a wispy beard, and their eyes are wide with fear. These animals have likely been trapped in here for some time, as the floor is covered with fur and feces, as well as broken glass.*

In addition to the human-faced rabbits, the area contains multiple rows of neatly arranged shelving. The shelves are lined with hundreds of small containers, each filled with a different animal suspended in fluid. All appear dead. Some of the animals you recognize—piglets, rodents, kittens—while others are strange and unfamiliar.

On a corner shelf, a floating light-moon lazily spins.

Jars: The jars, and there are thousands of them, all contain specimens of mammals which existed on Terra before the Great Disaster. All are in the infant phase of their lifecycle. Some of the jars have fallen off the shelves and broken on the floor scattering glass and preservative fluid. The fluid contains nanites, which repairs decaying flesh. Plantients or pure strain humans who drink the fluid are healed 1d4 hit points, but also have a 20% chance of introducing a random physical mutation.

Catching Boxxbunnies: The boxxbunnies—mutated rabbits with Nolan's face—were inadvertently spawned as a side effect of the Nolan nanite dispersion. They are harmless but incredibly quick. PCs that attempt to catch a boxxbunny by hand need to first make a DC 5 Luck check—failure indicates the PC has accidentally bumped into a shelf, starting a domino effect of shelves crashing into each other. Any PC in the room when the shelves start toppling must make a



DC 8 Ref save or take 1d8 damage as shelves and specimen jars crash down upon them. Assuming the shelves do not topple, the boxbunny-catching PC must then make a DC 12 Agility check to successfully catch their prey.

Moon Gram: This gram message can retrieve by any access card: A man appears with a grim look on his face. PCs will recognize the man as he looks similar in appearance to the other versions of Nolan. Suddenly his lips part wide in a deranged smile revealing teeth made of bright silver. He picks up an animal, which looks to be a young fetus, perhaps of a squirrel or a gopher. He then noisily bites it in half and begins to chew. Through blood-smeared teeth he cackles maniacally, "TASTES LIKE CHICKEN!"

Area O-3 - Reptiles/Amphibians: *Cold air blasts past you as you open the door. The area is crowded with long rows of shelving, each shelf containing transparent canisters. Inside each canister is an animal suspended within amber fluid. Some of the animals are familiar to you – snakes, turtles, lizards – but others are unfamiliar with thin snouts and covered with warts. All appear dead.*

A thin layer of frost covers the floor, blown in from somewhere on the east side of the room. The frost is marred in some places by animal tracks.

Jars: This section of the vault housed embryos of reptiles and amphibians. As the PCs explore, they will find that some of the jars have fallen off the shelves and broken onto the ground. The goo is a natural preservative. Any manimal who rubs the amber goo on an open wound receives 1d4 hit points of healing.

Breach: The frost has blown in from a breach in the east wall. The tunnel breach is a natural tunnel that can be navigated to area E-10.

Tracks: If the PCs attempt to identify the tracks, they can discern that the creature's clawed foot was approximately 2' across (58 cm to be precise). The lacerta recordation (see

area O-8 below) was spawned in this area when Nolan 6 tampered with the nanites, which then intermingled with reptilian DNA. The beast frequently returns here through the breach to spawn as it considers this area home.

Area O-4 - Life Seed Molding: *The chamber is dominated by a contraption filled with blinking bits and button-like protrusions. The buttons appear to be the flexible kind favored by the ancients that can be twisted or shifted into different positions. Next to the box of twisty bits is a shallow, sink-like depression.*

This device generates life seeds required to animate life into the BEAs (e.g. clones) in area O-6. It is relatively easy to operate – there is just one big green button – which generates an icosahedron 2" in diameter imprinted with a human face, which is deposited into the sink-like depression.

What is more challenging is accurately setting the machine to create the life seed of a specific individual. PCs hoping to regenerate a specific long-dead ancient they have heard about must succeed on a DC 20 Luck check. Otherwise, pressing the button generates a life seed for a random 16-year old who was born between the years 2251 and 2864.

Area O-5 - Consciousness Extraction: *Within this frigid chamber is a transparent, coffin-sized booth with an open door. The device looks as though it has been tampered with. The contraptions' complex innards have been pulled out and exposed, as if someone had been performing a mechanical autopsy.*

The booth is an early prototype of a consciousness collector, a device responsible for harvesting the target's memories and replicating them in the Omnivary for future retrieval. These devices were eventually replaced with discreet devices used surreptitiously by nefarious governments of the ancients.

The unit was tampered with by Nolan 7 who reused its parts to infuse his own consciousness into nanites and distribute them throughout Terra A.D.

PCs who clamber into the chamber and start experimenting with the controls (CM 8, TL 5) make an Artifact check (given the limitations coded into the device, only one check may be made per PC per year):

Artifact Check	Result
8 or less	Critical failure: the lights in the booth whirl briefly followed by an unpleasant buzzing sound. The PC suffers from an incredible headache. If the PC is a mutant, manimal, or plantient, they immediately lose one mental mutation. If they are a pure strain human, they incur one random defect from the MCC rulebook Table 3-2 Mutations.
9-14	Works as expected: the lights in the booth whirl and the PC feels a moment of mild dizziness before it passes. Unbeknownst to the PC, their memories and consciousness has been backed up into the Omnivary. PCs who are located near the entrance to the chamber or down the hall or near the Omnivary will see it briefly crackle with blue energy and spin randomly as the new consciousness is mapped into it before settling down again. As part of the process they will also understand (if they haven't already figured it out) that memories of ancient younglings are being stored in a hidden device called "The Omnivary" somewhere nearby and that an ancient named "Nolan" somehow distributed his own memories into the ecosystem of Terra A.D.!
15+	Transcendence: not only is the PC's consciousness harvested (as described above), but the process also improves the recipient. Mutants/manimals/plantients receive one random new mental mutation. Pure strain humans have their Intelligence and Luck permanently increased by 1.

Area O-6 - BAEs and BAEVR: *This semi-circular chamber is filled with 12 smooth, transparent tanks the size of coffins. The tanks contain pure strain humans who appear to be floating in yellow-colored goo. There are "dust silhouettes" on the walls where it appears there was once 12 additional tanks but are now missing.*

A contraption of the ancients is in the middle of the chamber. It has blinking things and twisting things and a small 2-inch depression in the center of the console, which looks like it could hold an object about the size of a plum.

BAE Pods: The bodies are fleshy vessels (technically Biological Anthropomorphic Entities) ready to receive life (e.g. become a clone) by inserting a life seed from area 0-4 into the BAEVR console. If inspected, the PCs discern the BAEs have androgynous features and are devoid of sex organs (even the ancients knew the inherent risks of allowing clones to

sexually reproduce). One of the tanks — tank 5 — is unlike the others as its preservative goo is half-frozen and slushy. The 12 missing tanks were taken by Nolan to area O-9.

The tanks can be forced open by applying 20 points of damage, at which point the BAE within, without undergoing the proper re-animation sequence spills lifelessly onto floor. If this occurs, any PC within a 15' radius must make a DC 12 Fort save or suffer 1d4 damage from the exposure to toxic cryogenic fumes. If a subsequent tank is tampered with, a security bot will be released from a hidden panel triggered by a long-forgotten "In case of sabotage" security subroutine:

Security bot: Init +2; Atk lazer ray +3 ranged (1d6 heat damage); AC 14; HD 3d6; hp 16; MV 25'; Act 1d20; SV Fort +3, Ref +3, Will +0; AI recog 18.

Tube 5/ Secret Vault Door: Unlike the others, tube 5 is covered with a thin layer of frost and radiates cold. The BAE inside floats within slushy blocks of ice. The secret vault entrance to the Omnivary has cracked open allowing cold air to escape and freeze the contents. Damaging this tube (as above) reveals the secret vault door and its access card reader. Using an Omnivary access card opens the door without incident. Prying the damaged door open without a card triggers two security bots (as above) to attack all in the chamber. Opening the secret vault door (regardless of method) alerts the lacerta recodatio in area O-8 of the PC's presence.

The BAEVR Console: The Biological Anthropomorphic Entity Vessel Rejuvenator is the mechanism for injecting memories stored in a life seed into a BAE. Given the complexity of the device's settings, combined with the damage it has sustained over the centuries, experimenting with the BAEVR is fraught with risk. The outcome of experimentation is dependent on what is inserted into the console's depression and checking below:

- **If nothing is inserted into the key:** the PC experimenting with the controls makes a Luck check. If successful, a voice from the console (along with holographic instructions written in the language of the ancients) instructs users to "Insert a life key before continuing." If the Luck check fails, a disturbing alarm sounds, and one of the BAE pods opens, spilling a lifeless humanoid onto the ground (but without the cryogenic fume risk).
- **If anything other than a life seed or Vacado's seed is inserted:** the PC experimenting with controls makes a Luck check. If successful, a voice from the console (along with holographic instructions written in the language of the ancients) instructs "PC LOAD LETTER!" If the Luck check fails, a damaged lab bot emerges from a concealed panel and attacks the PCs with its stun ray until it has either been defeated or is able collect 3 items from the PCs, at which point it will retreat back into hidden panel.

Damaged lab bot: Init +1; Atk dazer ray +2 ranged (DC 14 Fort save or unconscious for 1d8 rounds) and power grab (1d4 plus DC 12 Ref save or 1 random possession is removed from target); AC 14; HD 2d6; hp 10; MV 25'; Act 2d20; SV Fort +1, Ref +1, Will -2; AI recog 18.

- **If a life seed from area O-4 is inserted:** PC experimenting with controls (CM 8, TL 5) rolls an Artifact check:

Artifact Check	Result
8 or less	A horrific grinding sound is heard and three of the tanks open releasing what are essentially feral, violent flesh golems covered in toxic plasma: Flesh golems (3): Init +1; unarmed strike +2 melee (1d6+2, DC 12 Fort save or an additional 1d3 poison) AC 13; HD 2d8; hp 7 each; MV 20'; Act 1d20; SV Fort +0, Ref -1, Will Immune.
9-12	A clanking noise is heard followed by a sad trombone sound. A tank opens spilling a damaged BAE onto the floor with a faulty nervous system. The clone writhes and gasps "Help me..." in the tongue of the ancients before expiring within two rounds unless the PC can apply the equivalent of 4 hit points of healing from a medipac.
13+	Lights whirl and one of the booths starts to glow warmly. A soft voice that seems to come from nowhere specific states, "Biological Anthropomorphic Entity Vessel Rejuvenation successful." One of the tanks open up and a clone emerges thinking that they are a 16-year-old adolescent from the year 2250+1d200. This sexless human can be played as a very confused NPC or a replacement 1st-level mutant with two mental mutations.

- **If Vacado's life seed is inserted:** No check is required. A miracle occurs and Vacado's memories and consciousness are transported into a BAE. Vacado 2 emerges as a mutant capable of assisting the PCs as a friendly NPC (or a replacement PC). Vacado 2's time "in the great beyond" has given her great wisdom. She will warn that retrieving the Omnivary will come with great risk.

Vacado 2 (3rd level mutant): Init +2; unarmed strike +2 melee (1d4) or weapon +2 melee; AC 12; HD 4d5; hp 14; MV 30'; Act 1d20; SP heightened intelligence, empathy, time sense; SV Fort +4, Ref +1, Will +2.

Area O-7 - Omnivary Entrance: Beyond the secret entrance lies an enormous open cavern that descends into unknown darkness. Strange snake-like tubes covered in a repeating glyph line the walls. Cold and howling wind blasts upwards from the cavern below.

A narrow five-foot-wide walkway extends east towards a hovering bright orb which burns with incredible intensity.

The path east is hazardous but can be safely navigated. However, any PC that engages in melee in this area, or area O-8 must make a DC 3 Ref save after each attack or fall to their death in the chasm below (nearby PCs may use their action to attempt a DC 10 Agility check to save them).

Area O-8 - Rift of the Omnivary: The narrow walkway extends 50' over the chasm before coming to a rectangular platform. Hovering in midair above the platform, suspended by crackling energy emanating from the contraptions of the ancients, is a blazing sphere approximately one meter in diameter. Its surface is covered in strange fractal patterns which pulse and writhe as if alive.

The snake-like tubes that line the walls begin to vibrate as you approach the orb. In one section, the tubes appears to have been tampered with, allowing steam and an ochre-colored ooze to spew freely.

The thunderous growl of a great beast can be heard coming from the rift below.

Lacerta Recordatio: When Nolan 7 released the tampered-with nanites in a desperate attempt at rescue, he inadvertently created a chain reaction where the nanobots started combining Nolan's DNA with genetic material from the reptile lab, including dormant dragon DNA harvested from chickens and turtles. The monstrosity the nanites constructed resembles an achillobator (a type of dinosaur similar to a velociraptor), with chicken-like wings adorned with heat-resistant feathers. The resulting abomination is a disturbing amalgamation of dragon, chicken, and Nolan himself. It is approximately 6 feet tall and 9 feet in length from nose to tail.

The creature has been making its lair in the rift, and given the lack of fresh prey in the vault, is ravenously hungry. The PC's actions within the vault has piqued its curiosity and it has come to feed. It will scramble up the pipes from below (using its claws and beak similar to how a parrot climbs a cage) and jump onto the platform between the Omnivary platform and area O-7, madly flapping its dragon/chicken wings.



Remember that any PC engaging in melee in this area must make a DC 3 Ref save after each attack or risk falling to their death in the chasm below.

Lacerta recordatio (Nolan/dinosaur/chicken dragon): Init +4; Atk claw +3 melee (1d5+2) or bite +4 melee (1d10+3 plus DC 8 Fort save or devolution); AC 15; HD 8d8; hp 48; MV 30' or fly 15'; Act 3d20; SP devolution, immune to heat; SV Fort +5, Ref +5, Will +1; AL C.

The lacerta recordation passes Nolan's tampered-nanites in its bite which attempt to "repair" mutations. PCs who are bitten must make a DC 8 Fort save or temporarily lose 1 mutation (as per the devolution mutation MCC Rulebook page 68). PCs who roll a natural 1 on their Fort save lose their mutation permanently.

Platform of the Omnivary: The Omnivary is an incredibly powerful artifact of the ancients (see Appendix) but is also quite fragile. The orb is suspended in a bio-magnetic field generated within the PCFS tubes. To remove the Omnivary, the PCs must employ one of following: a mental mutation which allows them to move objects (magnetic control, molecular disruption, telekinesis, or something similar); two rounds effort using a sophisticated tool of the ancients (a working multitool, a sonic spanner, etc.); or 30 hit points worth of bludgeoning damage to the surrounding PCFS tubes (which can be challenging as they're not reachable from the walkway and introduces a risk of falling).

PCFS Tubes: The snake-like tubes were designed to maintain the Omnivary's delicate cyber-biological balance. The tubes descend for miles into Terra A.D. where they eventually siphon an endless amount of energy from the molten core of the planet to fuel the Omnivary. PCs who manage to cross the rift to gain access to tubes can read the glyphs which are actually labels written in the tongue of the ancients: "Planetary Core Fueling System."

Area 0-9 - Meet the Nolans: *This cold, rough chamber is disorganized and scattered with the bizarre contraptions of the ancients. Twelve see-through coffins have been placed near one wall. Seven of the coffins are empty, while the remaining five contain pure strain humans who are remarkably similar in appearance. The twelve coffins have small, bright plaques on them with glowing inscriptions which shift and reorganize themselves.*

On the table is a simple desk with a small yellow moon of made of light, slowly spinning as it hovers.

Moon Grams: This moon gram only activates with an Omnivary card. Each time the Omnivary access card is waved near the moon gram it will trigger a message:

- A man who appears to be a very old version of one of the pure strain humans appears and says, "Well, it's clear to me now that the effects of this disaster could take centuries to recover from. It's feasible humankind may never recover. I know it's a severe breach of Omnivary protocol, but I've preconfigured my own consciousness into these [bees] and programmed them to wake up every century or so to reassess the planet's situation. Xon forgive me."

- A younger version of the same man [Nolan 3] appears. "Updating project plan. Last two [bees] were never heard from after leaving EDEN. Extending [beaver] wake-up schedule."
- A middle-aged version of the man appears, "Dear Xon, it's now been 2273 years since humanity perished. I am now the 6th instantiation of myself. I have come up with an aggressive plan to see if humanity still exists, and if it does, can it use the precious seeds of EDEN to repopulate itself? Ancient man had the message in the bottle... and I have the nanites. I'm infusing my memory into these nanobots and injecting them into the planet's core through the [peeseeves] system. Hopefully they will eventually be absorbed by intelligent life who can launch a rescue expedition to EDEN."

Nolan Tubes: These are the remaining Nolan clones. The original Nolan removed 12 vessels from area O-6, impregnated them with his consciousness, and programmed them to wake up (on average) every 500 years.

PCs who are able to read the tongue of the ancient will see that the seven empty tubes have static numbers on them: 3150, 3250, 3750, 4250, 4550, 5300, and 5557. The remaining five chambers have the following: 6133, 6435, 7559, 8366, 9103 with a small countdown timer (in years:days:minutes:seconds format) until they open. (The 6133 tube is scheduled to open in 113 years, and the 9103 tube is scheduled to open in 3083 years.)

Waking Nolan(s): PCs fiddling with the tubes (CM 3, TL5) in an attempt to revive one or more Nolan BAEs make an Artifact check:

Artifact Check	Result
8 or less	An alarm sound is heard followed a hiss of air as the tube opens, spilling out all the goo within the BAE pod. As the goo spills out, all the flesh and organs of the clone liquify, leaving only a skeleton.
9-12	A warning sound is heard, and the goo inside the pod transforms from yellow to light blue. The "year to awaken" date on the tube increases by 1d5 x 600 years. All other attempts to interact with the pod are ineffective for the next two years.
13+	A Nolan BEA clone awakens.

After an initial period of confusion, an awakened Nolan clone will be ecstatic to learn that his plan worked and humanity (at least how the PCs define humanity) has found EDEN. If asked about artifacts, Nolan explains that after 4000 years, he knows every nook and cranny of EDEN and can harvest several items (a multitool, a cureshot, a medipac, an energy cloak, 3 C-Cells, and even a dazer pistol) from various storage cabinets and other hidden places in the vaults the PCs never noticed.

Two is a Crowd: If the PCs suggest reviving a second Nolan clone, Nolan will recommend against it—saying that when BEAs exists in a simultaneous timeline, there are sometimes unpredictable results, but he won't stop it from happening. If the PCs revive additional Nolans, the revived clones will chuckle and do mental tricks with each other for 2d6 rounds ("What number am I thinking? What's my favorite color?") However, once the time expires, an imperfection in the nanites will lead the Nolan's into a manic episode thinking the PCs are "demons of a fever dream!" They launch a joint attack on the PCs with a +1d attack bonus for each revived clone.

Insane Nolans (2+): Init +2; Atk handy physical object +2 melee (1d3 plus clone-mind attack); AC 11; HD 2d5; hp 7 each; MV 30'; Act 1d20; SP clone-mind attack, immune to mind control; SV Fort +5, Ref +0, Will +4.

The two (or more) Nolans know exactly what the other is thinking at all times and create devastating coordinated attacks. The Nolans will focus their attack on the same opponent, if they are both successful with the melee attack, they deliver an additional 1d8 damage (no save).

CONTINUING THE ADVENTURE

Depending on the NPCs that survived or loot recovered, the following scenarios can be used as plot hooks for future adventures:

- Nolan lives: if Nolan makes it out of EDEN with the PCs, he will be fascinated (and a bit disturbed) to learn about

how much the planet has changed. He will implore the PCs to take him to Delta Command Crater, a top-secret bunker constructed within a dormant volcano designed to withstand the most devastating cataclysm. He explains, "If there's any hope of ancient civilization surviving, it will be there!"

- The Omnivary: given the unique maintenance required to sustain the Omnivary, word of its discovery will travel quickly. Both The Clan of Cog and The Curators will send emissaries to argue as to why they need to become the keepers of the orb. They will challenge the PCs to a trial of the glow for possession of the artifact.
- Vacado 2: if the PCs emerge with either Baby Vacado or Vacado 2, emissaries of The Atomic Equinox will approach the PCs and describe how Vacado's miraculous rebirth was foretold in the epic poem "The Veins in the Leaves". It is written that only she can navigate the Great Kelp Sea and find and restore the Earth Root and will insist the PCs accompany them to fulfil the prophecy.
- The Seeds of Mutation Creation: it is entirely plausible that Nolan 7's nanite dispersion was responsible for all mutant life on the planet. Suspecting this, the Gene Police will be seeking the EDEN's nanite engine (obviously hidden in some undiscovered part of the complex) to see if it can be reversed to wipe out all mutants on Terra A.D. The PCs can either assist this effort or try to thwart it.

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APPENDIX

THE OMNIVARY

Tech Level: 5 **Complexity Modifier:** 10

Range: Touch

Effect: Special

Power: Special

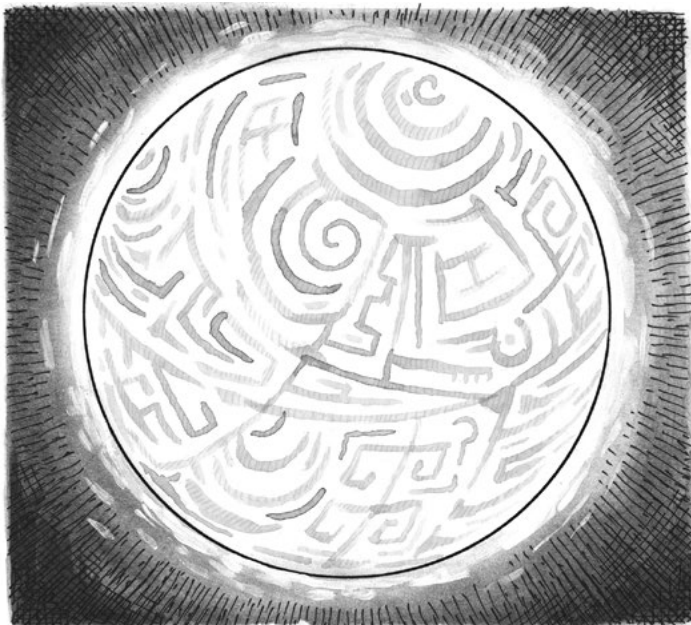
The Omnivary may look dangerous, but it is actually an incredibly fragile data storage device. Designed by multiple bio-genetic AIs, it is a cybernetic organism of such complexity that even the ancients themselves did not fully understand how it functioned. The Omnivary stores the consciousness of 90% of Terra A.D.'s population as of their 16th birthday, collected between the years 2250 and 2588. With the proper operator, these memory fragments can be extracted and exploited in ways that are similar to mental mutations, or as some even claim, magic spells.

While the artifact can be used by any class, the shaman's familiarity with the culture of the ancient's makes them particularly effective in deciphering the cryptic memory fragments which can be harvested from the orb.

While it is likely the Omnivary can never be fully understood, once an Artifact check of 25+ is made, the memories extracted from it can be exploited similar to the equivalent mental mutations. Mutations checks are +2 for all classes except shaman who receives a +4 bonus:

- Once per day one of the following: *empathy, heightened intelligence, mind control, telepathy, thought spike, time sense*
- Once per week: *Genetic Oracle*

Maintaining the Omnivary: The Omnivary requires near constant fuel. Each day, it needs to be exposed to at least 30 hit points worth of heat/fire damage or it deliquesces into a useless jelly within 24 hours.



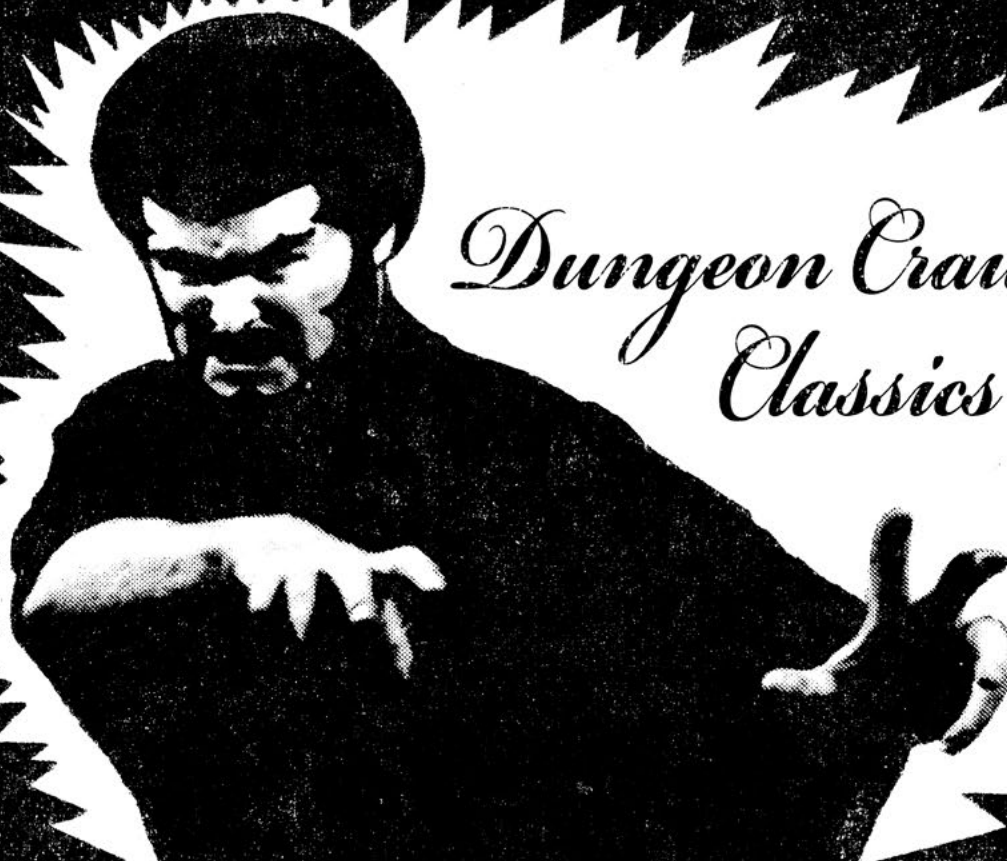
OMNIVARY TIMELINE

The following proposes a potential timeline for the events that took place on Terra B.D. (Before Disaster), the Great Disaster(s), and Terra A.D. relative to modern Earth:

- 2020 - EDEN is created
- 2050 - EDEN is expanded to collect genetic specimens in addition to seeds
- 2247 - Omnivary program initiated. Secret Omnivary level added to EDEN
- 2250-2888 - Omnivary program goes on line. Memories of civilians are collected and stored within the Omnivary
- 2888 - Terra B.D. civilization peaks - disaster(s) are trigger
- 3038 - Great Disaster. The ancients collapse as a civilization
- 4547 - The Great Earthquake; EDEN is damaged causing breaches throughout the complex
- 5775 - Terra A.D. sentinel Graz Spikeman is exposed to Nolan's 7's nanites; he changes his name to "Boxx", and converts to The Curators
- 5800 - PC's tribe begins The Great Dig
- 6020 - Present day

NOLAN TIMELINE AND FATE

1. 3050 - Original Nolan enters EDEN and goes into stasis
2. 3150 - Nolan 2 awakens; departs EDEN looking for signs of life and is never heard from again
3. 3250 - Nolan 3 awakens; departs EDEN and is never heard from again
4. 3750 - Nolan 4 awakens; departs EDEN and is never heard from again
5. 4250 - Nolan 5 awakens; lives entirely in EDEN, goes mad from isolation, starts eating seeds
6. 4550 - Nolan 6 awakens; watches grams on how Nolan 5 goes mad and begins suffering from severe depression. Sacrifices himself as meat for future Nolans
7. 5311 - Nolan 7 awakens; initiates the nanite dispersion. After much reluctance, eats the corpse of Nolan 6 and eventually dies as a result within EDEN
8. 5557 - Nolan 8 awakens; last to come online; dies when he accidentally cuts his hand off trying to repair vault entrance area E-5



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