

BACKGROUND

A tribe of tibbars (p. 198, MCC RPG) and a herd of aquatic mammals called Bovmares are vying for control of a watery cave system. The caverns offer protection from the world above, but also are home to a huge sentient potato named Nikolas. Nikolas was once a powerful plantient, but abandoned the violence, gradually losing all his mutations except for his mastery of the *meditative state* mega mutation. It is his ability to charge a C-Cell in a week's time that makes him appealing to the tibbars. For the bovmares, this place is simply their home, for after generations of eating Nikolas's roots, this bovmare herd has gained the life force reflection mutation.

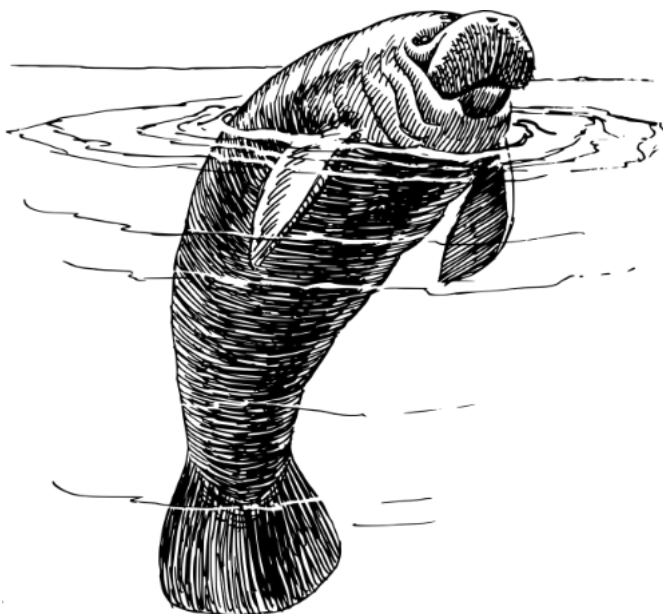
It is only recently that the tibbar have taken up residence in the caves and begun to forcing out the gentle bovmares from their ancestral grounds. They only see Nikolas as a resource to be used and want to be his sole proprietor. The poor sentient spud simply wants to be left alone. Though he gave up violence long ago, he would be hard pressed to refuse a laser rifle pressed into his spuddy hands.

INVOLVING THE PCs

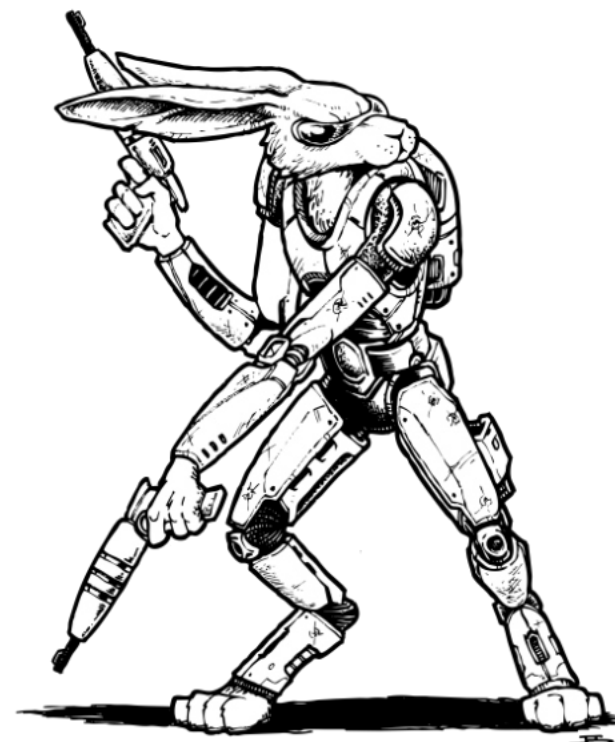
Various merchants from Merchants of the Multiverse may offer the PCs information about this situation and request that they find a particular solution. Vineman Voot wants the Nikolas saved on behalf of the Atomic Equinox. Phnor wants his aquatic kindred to be the undisputed victors. For some unknown reason, Q'quad'ya'khaff wants the Tibbar to grow strong. But what do the PCs want?

Possible Endings

- 1 If the bovmares retain control of the cavern, Phnor will later reward the PCs with 1d3 artifacts and begin to militarize the bovmare herd.
- 2 If the tibbars retain control of the cavern, they will throw a great feast and the PCs will be given guidance on how to locate other tibbar burrows so that they may hide from Freak Weather events in their future travels.
- 3 If the tibbars and bovmares are removed and Nikolas is armed, he is forever grateful to the PCs and will offer to charge their batteries.



IN THE HOUSE OF SPUD



A level 2-3 pamphlet adventure for *Mutant Crawl Classics*
by Stefan Surratt © Dragon Peak Publishing 2022.

Cover illustration © Jeshields, used with permission.
All rights reserved. Cartography by Dyson Logos, used with permission.

Based on a template by Diogo Nogueira

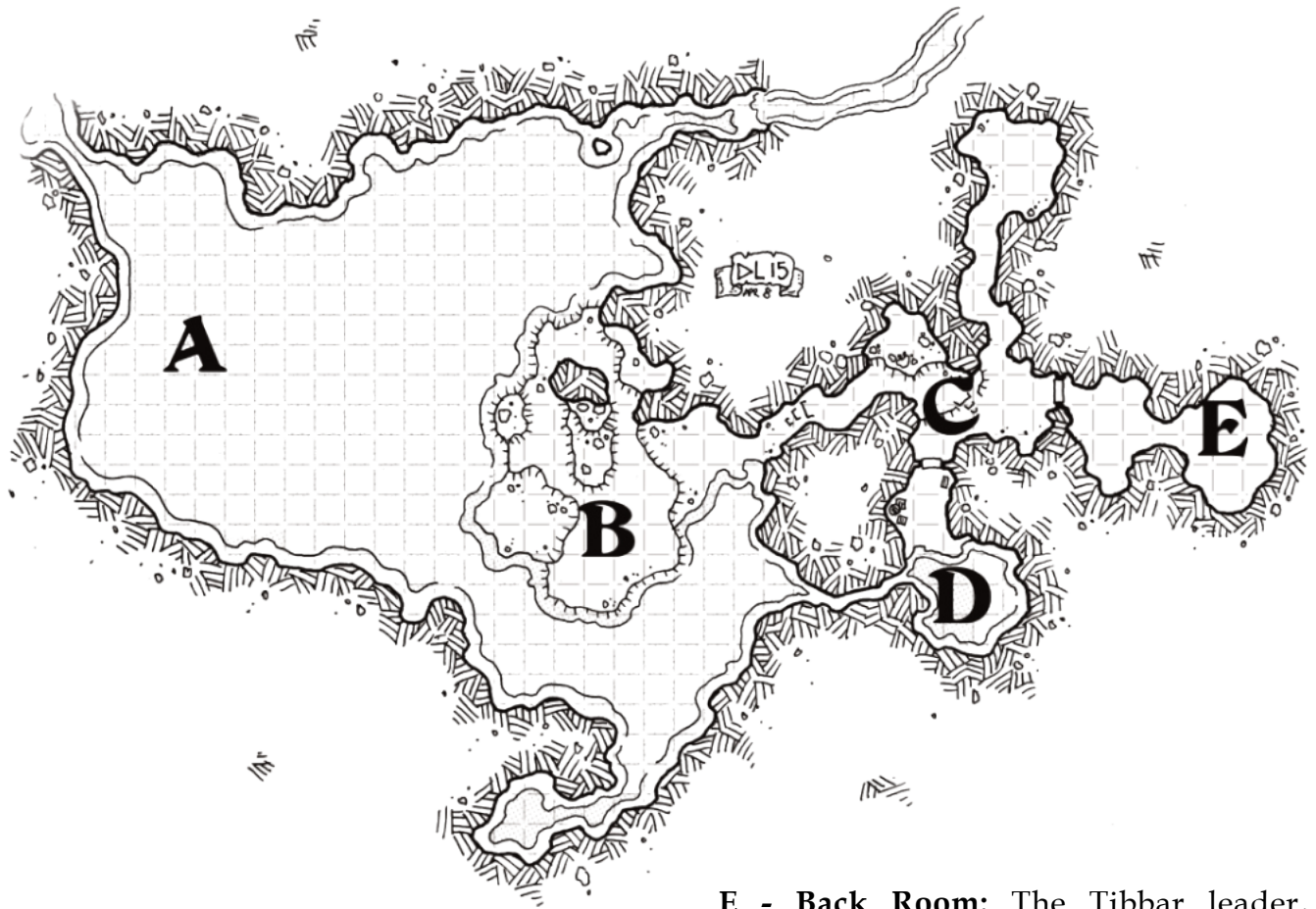
MAP AREAS

A - Lake: A herd of 2d14+10 bovmares swim in these waters. Their leader has empathy, double HD, and a +6 to mutation checks. The leader will approach the PCs and use her unique mutation to communicate the troubles of her herd, impressing upon the PCs both the intellect of Nikolas and the cruel disregard of the tibbar tribe.

Bovmares: Init +0; Atk bite +0 melee (1d4); AC 12; HD 2d10; Swim 40'; Act 1d20; SP mutation check +3 (life force reflection); SV Fort +1, Ref +0, Will -1.

B - Grove: Nikolas the ancient spud plantient has been a lone fixture for long forgotten years. While he doesn't particularly like the bovmares, he does enjoy their leader's empathy mutation and he allows himself to be made happy while they eat. However, the tibbars are entirely detestable to him. They regularly siphon his energy as they please. For every turn that the PCs spend in this area there is a 1-in-3 chance that a pair of tibbars (50-50 chance of being adults from Area C or teenagers from Area D) will come to siphon energy from Nikolas.

Nikolas, Potato Plantient: Init +0; Atk thorn +0 missile attack (1d4); AC 12; HD 5d5; hp 13; MV n/a'; Act 1d20; SP mutation (check +5: Meditative State (permanent)), slow charging (1-Cell per week), defect (body part loss: legs); SV Fort +2, Ref +2, Will +3.



C - Common Warren: 2d6 rebellious Tibbar teenagers hang out here (-2 to all modifiers from the regular stat block). They seek to make their own way in the world and leave their parents burrow, but are reluctant to discuss their fears of the world at large or the respect that they wish they could get from their parents.

D - Side Room: 2d6 Tibbar adults commune and live here, polishing and bragging about their own artifacts. Each Tibbar has a single artifact (1d4): (1) laser pistol, (2) zipper glove, (3) enviro belt, or (4) carbon nano-cord.

E - Back Room: The Tibbar leader, Grandfather Patyr, (armed with two laser pistols and plasteel mesh armor) sits atop an ancient metal chair, adorned with 5d30 credits worth of shiny nicknacks. He is entirely egotistical and will only let the PCs leave with their possessions if they agree to slay the Bovmare leader. He is accompanied by 1d3 Tibbar guards and 1d3 play bunnies.