

BACKGROUND

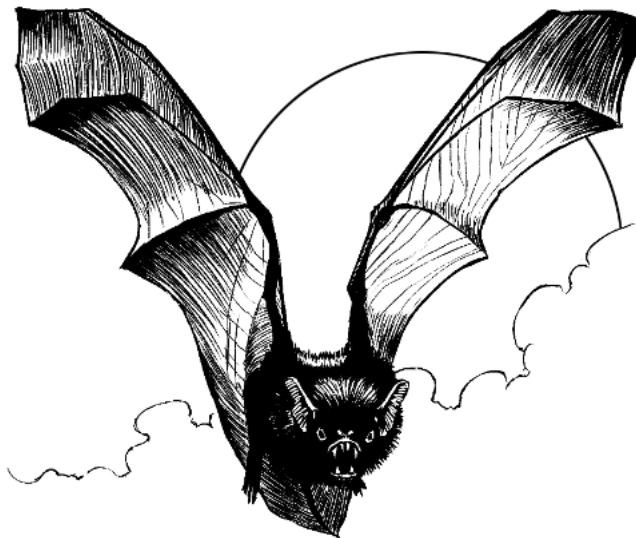
One of the few sources of generosity in Terra A.D. is a flying upside-down pyramid, broadcasting the Holy Medicinal Order's message of peace, only ever dipping low to give succor to the needy. It has been considered defacto "neutral ground" due to the medical needs of every ilk of man, mutant, manimal, and plantient. However, an upstart team of Technorabble raiders saw the strange airship as a method to gain themselves power and notoriety. They procured a flying car and crashed themselves into a weak spot in the side of the pyramid, creating a "backdoor" into the heart of the pyramid. The Technorabble agents hoped to usurp control from the monks, but now they, and most of the monks, lie dead. The partially-powered pyramid broadcasts a automated mayday message as it dips low near the surface, attracting many towards such an attractive prize.

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. Phnor wants to broadcast profish propaganda. The Dreamer wants the dying dreams of the last monk. Padhi wants to start a radio station. But what do the PCs want?

Possible Endings

- 1 Power to the pyramid is restored, Lix is saved, and control return of the pyramid to her. She will heal any PCs and can be convinced to change the broadcast message if the PCs are respectful. She also teaches a variation of his Order's secret sign meant for uninitiated allies.
- 2 The PCs retain control of the pyramid. They now have a truly powerful vehicle, but likely no knowledge on how to pilot it. It may be better to ally with someone who can better use it.
- 3 The pyramid is not repaired, finishes its descent to the earth, and Lix slowly dies. The structure is still a desirable and defensible structure for those inclined to put in hard work. 1d3 months later, a small group of holy monks will seek out the pyramid and request control be returned to them.



RAIDERS OF THE FLYING MONASTERY



A level 1-2 pamphlet adventure for Mutant Crawl Classics by Stefan Surratt © Dragon Peak Publishing 2022.

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Based on a template by Diogo Nogueira

MAP AREAS

A - Locked Entrance: 50' tall ladder to a locked, metal door (DC 12 Str or Int check to open) that is embossed with a snake wrapped around a staff. Door opens suddenly (DC 8 Ref or fall 1d5x10 feet)

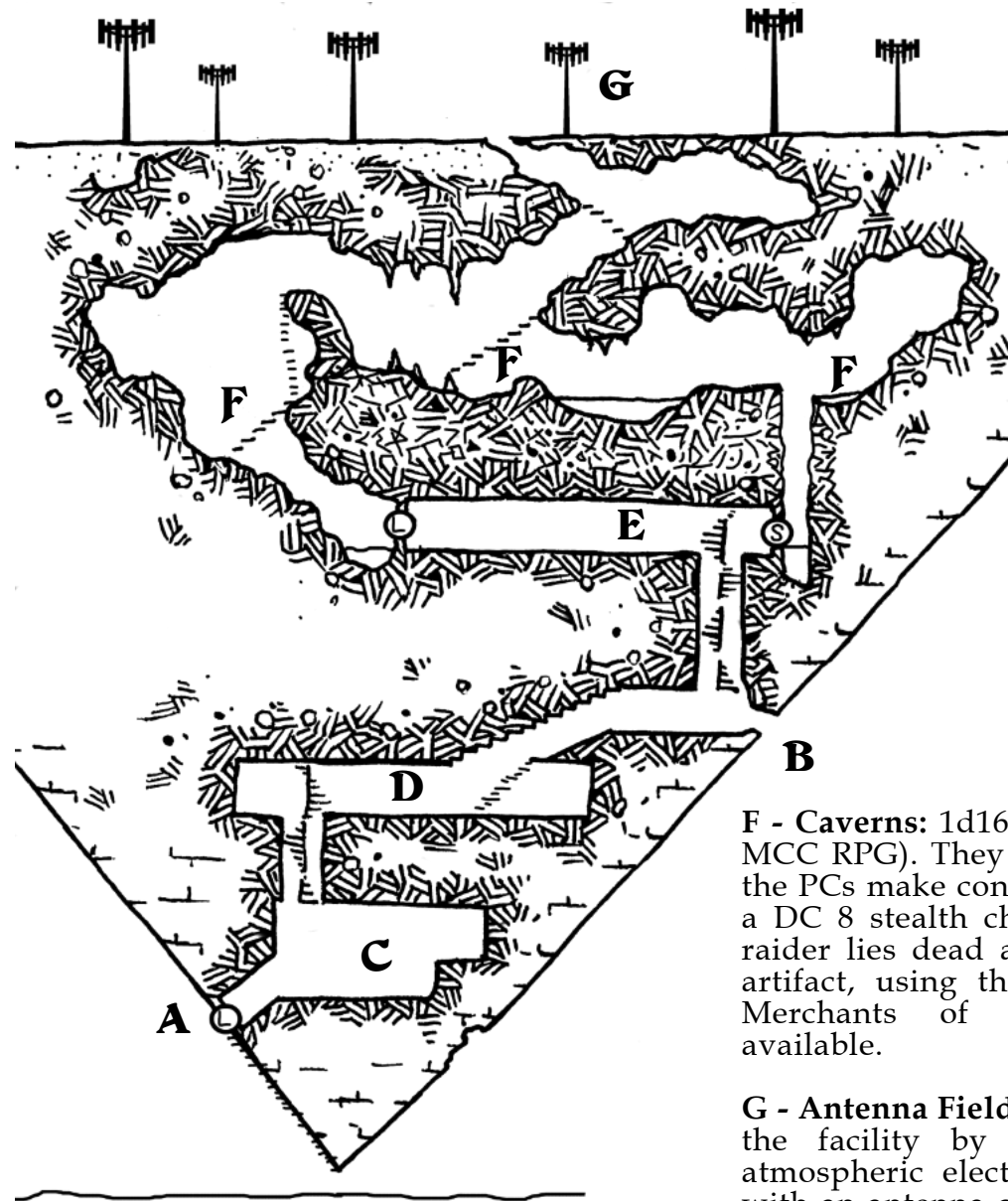
B - Crumbling Entrance: 140' climb in crumbling handholds (DC 8 Ref check or fall 1d14x10 feet) to a breached wall and destroyed flying car.

C - Visitors Lobby: A holo-greeter requests the Secret Sign by those who enter via the front door. If the sign is not given, two ceiling mounted dazer pistols begin firing (p, 172, MCC RPG, Init +5, Atk +5, AC 18, hp 8).

D - Living Halls: Bunks carved into the walls hold 3d7 dead monks. Searching results in: (1) wineskin, (2) bat jerky, or (3) rare herbs, or (4) a keycard unlocking the door to the caverns.

E - Garden of Contemplation: Meditation mats and a hanging garden give way to a partially-powered Rejuv-Chamber that houses a comatose monk: a chameleon manimal named Lix. If the PCs can communicate with the unconscious monk, she can inform them of how to fully restore power, give general information on the attack, and her Order's mission of peace.

Wires can be traced to both the locked (DC 12 to unlock) and secret door (DC 12 to find, but is unlocked).



F - Caverns: 1d16 Piranha Bats (p. 194, MCC RPG). They remain asleep unless the PCs make considerable noise or fail a DC 8 stealth check. A Technorabble raider lies dead and carries a random artifact, using the artifact table from Merchants of the Multiverse, if available.

G - Antenna Field: The antennas power the facility by passively absorbing atmospheric electricity. By interacting with an antenna control panel, PCs can identify two different points within the caverns where power cables have been damaged. Manually repair requires replacement parts (easily scavenged via Luck checks), along with time and appropriate tools. Manual repair in the caverns is typically loud and awakens nearby Piranha Bats.