

MUTANT CRAWL CLASSICS

MAYHEM^{ON THE} MAGTRAIN

MCC #14: A LEVEL 2 ADVENTURE
BY TIM SNIDER



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A LEVEL 2 ADVENTURE



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INTRODUCTION

Mayhem on the Magtrain is a 2nd-level Mutant Crawl Classics adventure designed for four to six player characters. The investigation and eradication of a nest of savagely violent worm-folk leads to the discovery of an ancient magtrain, which has been sitting dormant, waiting for its “passengers” to reboard. Finding themselves trapped aboard the wildly careening conveyance as it rockets across Terra A.D., the seekers are tasked by The Conductor to bring the rickety magtrain to a stop before it shakes itself apart or jumps the tracks! Standing in their way are several dangerous “stowaways,” a magtrain car that threatens to fall apart en route, and a single-minded engineer AI that refuses to be deterred from making up for centuries of lost time from its schedule! All aboard!

AUTHOR'S NOTE

Mayhem on the Magtrain began as a thought exercise: How could I organically connect all the various adventures in MCC occurring in various locales and environments? The typical MCC campaign begins at the PCs' home village, where they initially undergo the Rite of Passage, and then future adventures seem to occur within hiking distance of their “backyard.” How could I send my players to more exotic terrains and lands across Terra A.D.? I decided to introduce an ancient, still-active magtrain to my campaign world. But what if the transit system wasn't a passive means of transport but had an AI of its own? In fact, what if there were *two* AIs battling for dominance? And what if the discovery of this transit system was an adventure unto itself? You are now about to embark on the result. (Plus, there's nothing more exciting than a running firefight on top of a moving train!)

BACKGROUND

Even though the Ancients had many ways of travelling quickly (or even instantly) across long distances, there were those who still preferred more leisurely modes of transport. “The Magellan” (MAGLLN – Magnetic Levitation Locomotive/Navigator) was one such conveyance, offering riders a picturesque view of the passing countryside as the maglev train swiftly crossed large swaths of the region. The Magellan also provided food and drink, private cabins for rest, and robotic minions to meet passengers' needs while they travelled. The Magellan had pulled into a small rural waystation (Track 29) to allow passengers to disembark and tour the area when the Great Disaster struck. The magtrain was buried during the upheaval, where it has been waiting for several millennia for its passengers to reboard and continue its journey.

The Magellan is run by two separate AIs. One, known as “The Conductor,” runs the day-to-day operations aboard the magtrain, making sure everything is working and clean and that the needs of the passengers are met. The Conductor is programmed to be helpful and friendly and will appear to passengers upon their request, unless otherwise preoccupied with other tasks. The other, “The Engineer,” ensures that the

Magellan runs on course and on time, meeting the precise schedule set forth by the ancient controllers. The Engineer will never contact or directly communicate with the passengers, as its entire reason for existing is to keep the Magellan running on schedule. When the Magellan next leaves the station, The Engineer's internal clock will resynchronize with the current time and date of Terra A.D., and it will realize it is running late. *Very* late. And it will do everything in its power to make up for lost time, regardless of the consequences.

PLAYER START

The adventure begins when the PCs are summoned by the village elders about a matter of grave importance. The messenger, in fact, has a look of sickened terror on their face and, if asked about it, just assures the PCs that they should ask the elders about this matter of “life or death.” When the PCs arrive in the tribal council hut, they see a dead human, named Ria, laying on the floor and her hut-mate, Tnat, grieving over her body. Tnat leaps up and races to the arriving seekers. She grabs the nearest PC and shouts:

“The Sk'wik are here! They killed her, and by the Ancients, we shall all die unless you do something!”

The judge should inform the players that they have all heard of the Sk'wik – a legendarily violent race of worm-folk that feeds on the decaying remnants of all organic life – plants, animals, mutants, humans, and plantients alike. As such, the Sk'wik see themselves as Terra A.D.'s apex predator at the top of the food chain, and all other living things are nothing more than eventual foodstuffs to them. It is said the Sk'wik will harvest all living flora and fauna for miles around once they've established a burrow. They take all of this organic material and pile it into a charnel pile, where they stir and turn it until it eventually breaks down into a tarry compost that they then consume.

Once calmed, Tnat repeats what she previously told the elders: She and Ria were picking root-nuts near a weed-covered culvert about a mile away from the village when a beam of light struck Ria. She fell screaming, and when Tnat turned to see where the light came from, she saw the slender head of one of the Sk'wik rise out of the culvert. It fired an ancient beam weapon at her too but missed. When they saw three other Sk'wik crawling out of the gully, she and Ria ran back as fast as they could to report on the potential invasion. Ria perished just as the PCs arrived on the scene. If the PCs examine her body, have them roll a DC 10 Intelligence check. If successful, they determine she died of a narrowly focused burning attack (lazer fire).

The seekers have never before seen the elders as pensive and concerned as they are now, having received this news.

“We do not need to tell you how grave a threat the Sk'wik are,” one elder explains while the others sadly nod. “If they have indeed established a foothold nearby, it is of the utmost importance that they be dealt with immediately. Driving them away or routing them is no answer to this problem. In this case, we must ask you to eliminate each Sk'wik you encounter. If even one remains alive, all of us will shortly be worm-fodder.”

The elders ask Tnat and the PCs to keep news of the Sk'wik's nearby presence quiet, lest a panic erupt amongst the villagers. Tnat can provide directions to the culvert where she and Ria encountered the Sk'wik, and the elders provide any other materials or weapons they can to outfit the PCs on their mission of extermination of this dire threat to the village.

HAVE YOUR TICKETS READY

Retracing Tnat's and Ria's path back to where they encountered the Sk'wik is fairly easy for the seekers, taking less than 10 minutes by cautiously following Tnat's directions. When the PCs arrive at the culvert, have them make a DC 15 Intelligence check. On a success, they can see the head of one of the Sk'wik bobbing among the tall weeds, obviously a sentry watching for the return of their escaped prey. The Sk'wik sentry is armed with a lazer pistol (4 charges remaining) and is currently positioned next to a wide, freshly dug tunnel leading down into the earth. If the PCs wish to try to sneak up and ambush the Sk'wik, have one PC (preferably the one with the best score) make a DC 13 Agility check. (A rover could instead make a DC 13 *remain hidden* check.) On a success, they get the drop on the Sk'wik and can attack it without alerting those in the burrow underneath. On a failure, the Sk'wik disappears into the hole, alerting the rest of the clew underground.

Sk'wik sentry: Init +3; Atk lazer pistol +3 missile fire (3d6, range line of sight) or fist +3 melee (1d4); AC 12; HD 2d6; 7 hp; MV 30'; Act 1d20; SP mutation check +5, *regeneration* (full body), wall-crawling; SV Fort +4, Ref +1, Will +2; Crit M/d8.

Regeneration (full body, 1/day): A Sk'wik can regenerate lost hit points and limbs per the *regeneration* mutation (pg. 59, MCC RPG). However, if a Sk'wik regenerates more than 12 hp at one time, the creature will instead "split" at the point of its most egregious injury, becoming two fully functioning Sk'wik with full hit points. (It is thought that this may be the way the Sk'wik reproduce.)

Wall-crawling: A Sk'wik can cling to any surface, moving across walls and ceilings at its full movement rate without penalty.

When they decide to enter the tunnel, read the following to the players:

You descend into the freshly excavated earth, weapons at the ready in case you meet any more of the deadly worm-folk. The tunnel gradually widens until, after about 60 feet, it opens onto a set of ancient stone stairs leading further into the darkness. The stairs end at a large cavern that appears to be an ancient subterranean vault. An overwhelming odor of rot and decay that fills the air assails your sense of smell. Torches line the walls, offering flickering illumination of what appears to be a Sk'wik temple. Chairs are lined up in orderly rows facing a metal wall at the far end of the chamber. A sign above the metal wall has ancient writing on it, and lit candles sit on the floor in front of it, casting light on a single door set in the wall.

This is an ancient magtrain waystation that has been buried for thousands of years. A small clew of tunneling Sk'wik

broke into the subterranean room from the east and, upon investigation, discovered the magtrain buried here. The images on the blank tickets scattered around the floor have a stylized logo for the magtrain or — to the Sk'wik — a picture of a giant dormant Sk'wik. They have determined that this chamber must be a temple to some kind of Sk'wik god and have begun worshipping The Metal Worm That Sleeps. All attempts by the Sk'wik to open the door to The Metal Worm (the unearthed magtrain car) have met with failure. The sign over the magtrain car reads "Track 29."

From their point of entrance, the PCs can see five Sk'wik in the cavern: one near the metal wall to the north, two raking and stirring a Sk'wik charnel pile to the west, and two rummaging through ancient cards scattered on the floor (blank tickets for the Magellan) to the east. All of the Sk'wik wear Magellan tickets on cords around their neck, tied to their wrist, or worn on their belts as signs of their fealty to their new "god."

Sk'wik zealots (5): Init +3; Atk iron dagger +3 melee (1d6+1) or fist +3 melee (1d4); AC 12; HD 2d6; 7 hp each; MV 30'; Act 1d20; SP mutation check +5, *regeneration* (full body), wall-crawling; SV Fort +4, Ref +1, Will +2; Crit M/d8.

Once combat begins, 1d3 Sk'wik reinforcements will arrive from the Sk'wik holes to the east for the next 2 rounds of combat. However, no further Sk'wik will arrive after that.

After the Sk'wik have been dealt with and disposed of, the PCs can investigate the chamber. The following are the only items of interest:

- The fetid odor comes from the Sk'wik charnel pile. Anyone who chooses to dig through the maggot-riddled charnel pile will need to make a DC 12 Fort save to do so. Failure means the PC is utterly repulsed by the numerous decaying corpses within and will temporarily lose 1 Stamina point as they succumb to retching and choking. They will also be unable to force themselves to approach the pile to search again. Success means the PC can hold back their bile long enough to discover two fresh C-Cells in the pile.
- There is a waist-high counter toward the back wall where a robotic attendant once stood who would sell and receive tickets for passage aboard the Magellan. The robot lies behind the counter, utterly irreparable and unsalvageable. Blank tickets for the Magellan are scattered all over the floor here and elsewhere. Also behind the counter is a sheet of silver foil. This is a smartmap (TL 3, CM 2; Power: C-Cell) that, when unfolded and activated, can show a 3D topographic map of any location, area, city, etc. that is named. (However, the location revealed will be in its pre-Great Disaster state.)
- The metal wall at the far end has a door in it, as well as several darkened windows. The Conductor has been monitoring this entrance for thousands of years, waiting for "returning passengers" so the Magellan can continue its journey. If any humans or humanoids approach the door, the windows to the magtrain car will light up as The Conductor has detected a possible returning pas-

PACK 29

SEATS

TICKET

GORCH

SH'WH
HOLE

SH'WH



5

magelln Boarding Pass



PASSENGER:

DATE:

DEPARTURE TIME:

FROM:

TO:

CHARNEL PIPE

5

senger. A feminine voice will then ask from a hidden speaker, "Tickets please?" If anyone in the party holds up one of the tickets, a single beam of crimson light will scan the bar code, which will be recognized as an official Magellan boarding pass. The door will slide open for the party, as the friendly voice responds, "Welcome back, returning passengers! All aboard!" The door will not shut again until all members of the "returning party" have entered the Magellan.

NOW DEPARTING ON TRACK 29

As the PCs board the Magellan, The Conductor contacts The Engineer and instructs it to prepare for departure. The plasma fission reactor powering the magtrain silently begins to rev to full power as the PCs inspect the passenger car (area 1-1).

Area 1-1 - Passenger Car: *Unlike the dirt-strewn cave you just left, this is a clean, dust-free room about 25 feet by 60 feet lit by artificial light overhead. Down the length of both walls are windows that either look out upon the cavern on one side or upon*

INFORMATION ABOUT THE MAGELLAN

- The Magellan is in no danger of colliding with anything in its path as the magtrain hovers 15' off the ground as it follows a track system buried underground. The Engineer can also adjust the height of the Magellan's path to pass over any obstacles that are taller than this, as well as "disconnect" from the track to steer around any permanent obstructions before "reconnecting" with the track on the other side.
- Every car of the Magellan has a holoprojector that allows The Conductor to monitor and stay in touch with the magtrain's passengers. It will normally appear if summoned by the PCs to assist them in any way it can. However, it is currently busy with monitoring the magtrain's lower functions and updating its database after thousands of years of downtime (as well as dealing with an ever-failing maglev repulsor), so it will not appear for each and every PC demand (judge's discretion).
- Most of the Magellan's cars are lined with plexi-plastic windows every 10' to allow passengers to leisurely watch the scenery passing by. These plexi-plastic windows are AC 12 and can be shattered if they take 20 hit points of damage.
- If a player character ever falls from the Magellan while it's moving at top speed, the judge should give the PC one last chance (DC 15 Ref save) to grab hold of something before they plummet to their doom. If the save fails, the PC will be forever lost (either dying in the fall or hopelessly stranded in the middle of nowhere).



a wall of dirt on the other. A door is set at either end of the room, and row upon row of comfortable chairs run along each side with a walking path down the center.

Once the last of the PCs enters the passenger car, the outside door will slide shut and The Conductor's voice will announce, "Please take your seats and prepare for departure." Anyone who sits down will activate the seat's retention unit, and a harness will slide around their shoulders, holding them safely in place. (The harness automatically adjusts regardless of the character's shape and size.) One minute later (6 rounds), the Magellan will lurch and buckle as The Engineer throttles up the reactor in an attempt to break free of the underground tomb. After violently shaking for a few moments, the Magellan will rocket out from its subterranean cavern and back into the sunlight of Terra A.D. Any PCs who were not seated during the launch will need to make a DC 15 Ref save or be tossed around the passenger car for 1d6 hit points of damage.

Through the windows, the PCs can see they're now moving through the hothouse jungle at an incredible rate of speed (although they don't feel as if they're moving at all within the magtrain). A few moments later when the Magellan reaches its initial cruising speed of 250 mph (~400 kph), the harnesses withdraw back into the seats, and the PCs can move about the passenger car. Tucked under two of the seats are a handbag and a briefcase. Within the handbag is a bottle of fragrant perfume that has fermented over time into an incredibly pungent agent. If sprayed into a target's eyes, they will be blinded for 1d6 rounds unless they make a DC 12 Fort save. The briefcase has a lock with an anti-

tampering mechanism requiring a successful DC 11 *security system* check to open or the tamperer receives 1d4 hit points of damage due to electric shock. Within the briefcase is an assortment of papers and folders, a *neuroshot*, and a set of kinetic knuckles with 20 minutes of power left (see Appendix A). The briefcase also holds an intellipen (see Appendix A) that was previously used for statistics and actuary calculations. Finally, there is a white box mounted to the wall emblazoned with the sign of the Holy Medicinal Order (a red cross) and within is a single *medishot*.

After the PCs have milled around the cabin a bit (but before they start opening doors to other parts of the Magellan), a hologram projection of The Conductor will appear in the center of the car. (There are hologram emitters in every car to allow passengers to interact with The Conductor on an as-needed basis.)

You see the glowing form of one of the Ancients taking shape in the center of the moving room! After a moment, the glow abates and there is a kindly looking human female smiling at you all. She tips her cap and says, "Welcome back aboard the Magellan, ladies and gentlemen! If there is anything I can do to make the rest of your journey a pleasant one, please feel free to call upon me."

The PCs will likely pepper The Conductor with questions and requests. The Conductor will answer any questions truthfully to the best of its ability, although it knows nothing of what has happened in the last several thousand years as its AI went dormant shortly after stopping at the waystation prior to the Great Disaster. Some sample questions and answers follow:

"Who are you?" *"I am The Conductor, your assistant and concierge. I oversee operations aboard the Magellan."*

"Where are we?" *"You are currently aboard the Magellan, a maglev mode of luxury transportation that allows our passengers the opportunity to cross the countryside in leisurely comfort."*

"Why are you welcoming us back/calling us 'returning passengers'?" *"The Magellan has been on standby awaiting our returning passengers, so we can continue our journey. You hold tickets allowing you reentry on board, so I assume you are indeed passengers. If you are not, I'm afraid I'll have to put you off at the next station."*

"Where are we going?" *"We are currently en route to our next destination of... how odd. That data is currently missing from my databanks. Allow me to download an updated schedule and I shall return with that answer shortly."* (Judge's note: The Conductor will be unable to retrieve that information as its uplink satellite went offline thousands of years ago. If asked again later, The Conductor will repeat this message.)

"We need (food/rest/medical attention)." *"Ah! The Magellan is outfitted with luxury accommodations and fine dining in our sleeping car and dining car, respectively. If you require medical assistance, first-aid stations are found throughout the Magellan. Please help yourself."*

"Stop this thing!" *"The Magellan will stop when we reach our next destination. I shall contact The Engineer and let it know we have passengers who wish to disembark at the next station. Until then, please make yourself comfortable and enjoy your journey!"*

As this first encounter with The Conductor winds down, the maglev repulsors on one of the passenger cars further up front (Area 1-7) malfunctions (refer to the sidebar, Failure Is Imminent). After the event, The Conductor will scowl and announce, "Well, that's not quite right. Excuse me while I

FAILURE IS IMMINENT

The maglev system on one of the Magellan's cars is badly malfunctioning (area 1-7) and is in danger of failing outright. Although there are several "preprogrammed events" during the adventure when the maglev system will falter (prompting the judge to roll on the following chart), the defective magtrain car is constantly flailing about, threatening to jump the track and take the Magellan with it. To simulate this constant threat, the judge should roll 1d4 once every 30 minutes of actual game time and refer to the following table:

1. The failing car shudders a bit, making the Magellan shimmy. PCs will need to make a DC 5 Agility check to remain standing. Failure means they stumble against a wall or drop to their knees, losing an action while they steady themselves and/or stand back up.
2. The failing car bounces against the ground, making the Magellan lurch 5' vertically. PCs will need to make a DC 10 Agility check to remain standing. Failure means they tumble to the floor and take 1 hp of damage. They also lose an action while they stand back up.

3. The failing car tilts wildly to the left, then the right, before righting itself again. PCs need to make a DC 15 Agility check to remain standing. Failure means they violently ricochet off of the walls, then sprawl onto the floor, taking 1d3 hp of damage. They also lose an action while they stand back up.

4. The failing car shudders, then falls to the ground as the maglev repulsors shut down, causing the Magellan's speed to drop by half. The repulsors then reactivate, launching the car back into the air, and the Magellan immediately speeds back up. PCs need to make a DC 20 Agility check to remain standing. Failure means they are thrown to the front of the car due to the sudden speed reduction, then tossed to the rear of the car as the magtrain reaccelerates. They will take 1d4 hp of damage and lose an action while they stand back up.

(Judge's note: I kept a timer running behind the judge's screen that counted down every 30 minutes. When it went off, I immediately rolled on this chart and implemented the results regardless of what the PCs were doing at that moment!)

run a diagnostic and determine what that was.” The Conductor then winks out of sight and will not return if summoned.

The door the PCs entered from is now sealed for transit and will require a DC 15 *artifact door* check to unlock, although it can be forced open if it takes 30 hit points of damage (AC 14).

The door to the front of the car is unlocked and will slide open to the sleeping car (area 1-2). However, if a PC opens the rear compartment door, there is a sudden rush of escaping air as the door empties into open nothingness and the speeding landscape! When the Magellan pulled itself out from underground, everything behind the current passenger car was ripped free and left behind. The PC opening the door will need to make a DC 12 Strength check to brace themselves against the turbulent airstream before tumbling out. If they fail, the nearest PC can make a DC 15 Ref save to grab them and pull them back in before they fall. (The strain of being yanked back in will cause 1d3 hit points of damage to the unfortunate door-opener.)

Area 1-2 – Sleeping Car: *This moving room appears to consist of a narrow hallway stretching through the center of it, with a series of windowless doors regularly set on either side. Each door has a different ancient glyph engraved upon it. The entire room sways rhythmically back and forth, as if you were in a canoe in a gently rippling pond.*

This is one of the sleeping cars on the Magellan, and each door leads to a separate private compartment. The doors are numbered 81-0, 81-1, 81-2, etc. through room 81-5. Unless otherwise described, each room holds a set of two folding bunks (made up with sheets, blankets, and pillows), a writing desk and chair (with pens and FROM THE MAGELLAN stationery), and an attached bathroom (complete with towels and little soaps). Each room is slightly musty, but clean and well-maintained due to the diligent sani-bots that can be seen scurrying about.

Three of the rooms have something of interest to the PCs as follows:

Room 81-1 has a giant ceylon creeper, a climbing ivy that was destined to be a house-warming gift decades ago. Because the plant can grow and thrive in areas of low light and little moisture, this plant has wildly grown to fill the entirety of the room, spilling out into the corridor and onto the PCs when the door is initially opened.

Mutant ceylon creeper: Init +5; Atk ivy tendrils +3 melee (2d4 plus grapple); AC 13; HD 4d6; 15 hp; MV N/A; Act 2d20; SV Fort +3, Ref +3, Will +0; Crit M/d10.

The mutant plant lashes out with its numerous tendrils at those who disturbed it. Anyone struck by the creeper must win an opposed Strength check (+5 Strength modifier for the plant) or be grappled. The creeper gains a +1d bonus to attack rolls against a grappled opponent until they break free or the creeper is destroyed.

Room 81-4 must have had a small child residing in it at one time, as the desk drawer holds several small toys and trinkets (a yo-yo that always returns and is impossible to tangle,

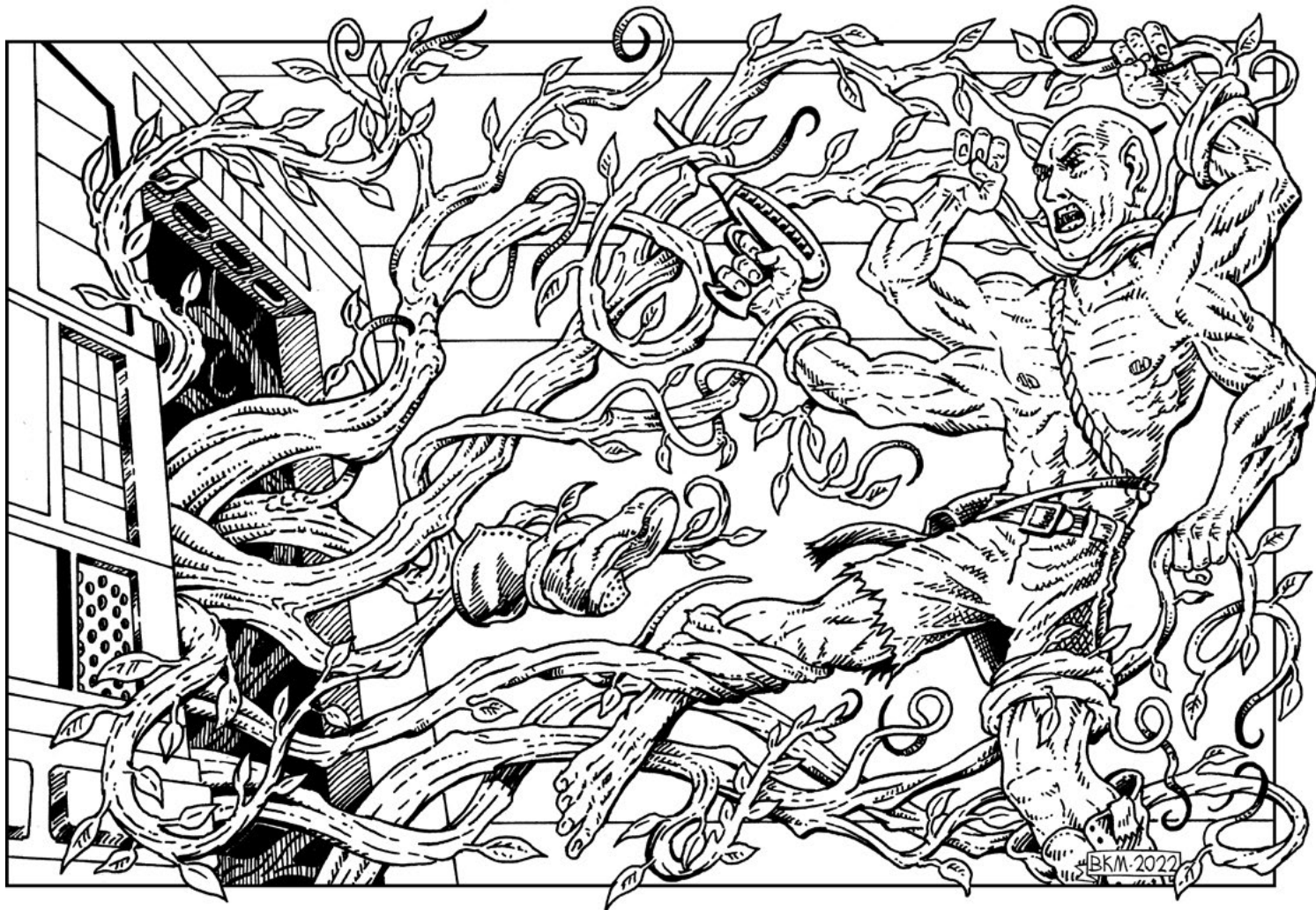
WHAT'S OUT THE WINDOW?

If any of the PCs wish to look out the window as the Magellan races across Terra A.D., the judge should roll 1d8 and refer to the following table to let them know where they are and what they see:

1. You're passing under an ancient city made of hundreds of domed structures on impossibly tall pillars that stretch to the sky.
2. You're in a radioactive wasteland of blue-white sand dunes punctuated by occasional stretches of wind-blown blast-glass.
3. You're crossing a wide swatch of blood-grass savanna dotted by tangfruit bushes.
4. You're winding through a series of desert mesas, each dotted with numerous caves that don't appear naturally made.
5. You're circling a gargantuan crater, likely made by a powerful ancient weapon of some kind.
6. You see a white powder that falls from the skies, coating every surface in a thick, likely poisonous dust.
7. You're passing through a craggy volcanic hellscape where lava and magma spews forth from various cracks across the earth.
8. You're on the sandy coast of an incredibly large body of water that ripples and shines with various luminescent colors and hues.

a coloring book and three crayons that never seem to wear out, and a few plastic soldiers and monsters). Also in the drawer is a white envelope labeled “Ocean Apes Insta-pet” that contains an orange powder (see Appendix A). Whom-ever rehydrates the insta-pet will have a loyal crustacean following them for the rest of this voyage!

Room 81-5 is not a private compartment but rather a storage closet for the car. This door is locked and will require a DC 15 *artifact door* check to open (or forced if it takes 30 hit points of damage at AC 14). Once inside, the PCs will find the following supplies on racks: stacks of blankets, sheets, and pillows; boxes with numerous soaps, pens, and writing pads; 100' of *carbon nano-cord*; two mini-grav clamps used to move bulky or cumbersome luggage (TL 5, CM 3; molecularly adheres to any surface and renders objects up to 500 lbs. weightless; Power: C-Cell [30 minutes remaining]); and a first aid kit with two *medishots* inside. If the PCs thoroughly search the room, they'll find a doorpass if they make a DC 15 Intelligence check. This doorpass will unlock all of the locked doors aboard the Magellan. This storage area can also hold other common supplies or basic necessities at the discretion of the judge.



The door leading to the kitchen car (area 1-3) is locked and will require a DC 15 *artifact door* check to open or the door-pass from area 1-2. The door can be forced open if it takes 30 hit points of damage (AC 14), but this will alert the Sk'wik in the kitchen who will then be waiting for the player characters, gaining both surprise and a +3 initiative bonus.

Area 1-3 – Kitchen Car: *This moving room's corridor turns to the right, then immediately to the left. The hall then straightens out to run straight down the room, with those outwardly looking windows running down the right side of the corridor and a long wall down the left side. At the midway point of the wall is a set of freely swinging double doors that crack open and closed as the vehicle gently rocks on its journey. You suddenly catch your breath as a foul odor assails your nostrils – a smell of rot and decay.*

The PCs can't immediately identify the odor, but if they specifically ask if they've smelled it before, have them make a DC 12 Intelligence check. Those who make it recognize the odor as similar to one they encountered when they first fought the Sk'wik. Also, if anyone specifically asks to inspect the floor of the hallway, they will spy fresh dirt ground into the carpet along the hall's length as well as leading through the swinging doors.

Through the swinging double doors is the kitchen of the Magellan, where gourmet meals were once prepared and served to patrons in the dining car (area 1-6). However, the kitchen has now become another burrow for the Sk'wik, who discovered a broken window leading to the interior of this car when the Magellan still lay buried underground.

(Loose dirt and gravel coat the floor here. A single sani-bot – a small 2' diameter, ebony disc-like robot that hovers an inch off of the ground – seems to be alone in its Sisyphean task to clean it up.)

The tunneling worm-folk started a charnel pile in one corner of the kitchen using whatever organic edibles that remained in the cupboards, as well as what they dragged in from the caverns. Due to the overwhelming aroma, any seeker with a functioning sense of smell will suffer a -2 on all combat rolls throughout the kitchen car. There are two Sk'wik here, one armed with a gauzer pistol (6 shots remaining in the clip) while the other has a dagger.

Sk'wik (2): Init +3; Atk gauzer pistol +3 missile fire (1d6, range 70') or iron dagger +3 melee (1d6+1) or fist +3 melee (1d4); AC 12; HD 2d6; 7 hp each; MV 30'; Act 1d20; SP mutation check +5, *regeneration* (full body), wall-crawling; SV Fort +4, Ref +1, Will +2; Crit M/d8.

As combat with the Sk'wik ends but before the players have a chance to begin assessing the situation, the maglev repulsors on the failing passenger car (area 1-7) malfunctions yet again (refer to the sidebar, *Failure Is Imminent*). While the PCs are picking themselves up and dusting themselves off, The Conductor reappears in the kitchen near the PCs.

"Ugh, this is all quite foul," The Conductor states with a look of disgust as it takes in the carnage. "You there, sani-bot. Clean this up." The sani-bot chirps in aggravation and darts into a hidden port in one of the kitchen walls. The Conductor straightens its lapels and cap, then continues.

"I have completed my diagnostic and have determined what is causing the Magellan to lurch about. One of the maglev repulsors keeping a forward passenger car aloft is failing. When it sporadically shuts down, it causes that car to drop to the ground, which affects our stability. This will need to be addressed before it breaks down completely, as that could lead to a catastrophic derailment. I have asked The Engineer to come to a stop so the mechani-bots can affect repairs, but it has not responded to my request. I have also sent the Magellan's rail marshal-bot to the bridge to see if it can be of assistance."

The Conductor is putting forth a brave face for the sake of the passengers, but if pressed further for more information, have the players make a DC 12 Personality check. If they fail the check, The Conductor won't offer up any new information, but it will stress that it needs the PCs' assistance and to report to the forward passenger car as quickly as possible before winking out of sight. If the check succeeds, The Conductor will come clean and tell the PCs that it did, in fact, hear from The Engineer who has refused the request to stop.

"The Magellan's internal clock has updated to the correct current time, and The Engineer is aware that we're running approximately 3000 years behind schedule, give or take a century or two," The Conductor says. "It appears to have had a kind of 'psychotic break' upon learning this fact. It is now futilely trying to make up for lost time by ignoring all requests to slow down or stop and is now pushing our plasma fission reactor past all safeguards. I am hoping the rail marshal-bot can either talk some sense into The Engineer or disconnect its AI so we can get the train under control."

The Conductor goes on to explain that if the Magellan remains in motion, the only remaining course of action is to decouple the damaged passenger car and all following cars from the Magellan "before it jumps the track and takes us with it." The Conductor instructs the PCs to meet it in the forward passenger car as quickly as possible before winking out of sight.

When the PCs inspect the forward door leading to the dining car (area 1-6), they will find the control panel horribly fused and the door dented and wrenched. When the Sk'wik failed to bypass the door's lock, they tried to bludgeon it open, jamming it permanently shut. Only a tool designed for cutting metal (for example, a *fusion torch*) will be able to breach the door. However, the PCs do have another way forward if they run out of ideas — out the kitchen window and onto the roof of the moving magtrain.

If the PCs decide on this course of action, the judge should allow the players to describe how they plan to reach the roof from the kitchen window (a climb of about 4') in winds reaching speeds of up to 250 mph (gale-force winds). This is an excellent opportunity for role-playing and problem solving through a dangerous situation, and the judge should offer clever players every chance at having their plan of action work. The author suggests that the judge use nothing higher than a DC 15 for any checks and saves while on the roof as failure would mean the instant loss of a PC. Also, while on top of the magtrain cars, movement is halved.

Area 1-4 – Magtrain Roof: *You manage to make your way to the roof of the hurtling vehicle. Bracing yourself against the*

roaring winds, you can see the Magellan stretching out in front of you. You are able to count four — maybe five? — more cars ahead of this one. You crouch to better shield yourself from the rushing air and discover the roof isn't a solid flat surface, as there are various bars, beams, and other structures that can be used as handholds and cable anchors. You glance back up and, in the distance, you think you see movement on the roof about 100 feet up ahead.

From their position on top of the kitchen car, the PCs will need to crawl over the dining car (area 1-6) before re-accessing the Magellan from the shattered remains of the observation deck (area 1-5). Half of the plexiplastic dome covering the observation deck was torn away when the Magellan launched, exposing twin spiral staircases that lead down into the lounge. A few Sk'wik, who were originally in the kitchen (and the ones who destroyed the dining-room door), decided to follow the same path to the roof to access other parts of the magtrain. (The Sk'wik's ability to cling to surfaces gives them an advantage on the roof.)

From their vantage point, the PCs can see two Sk'wik, who seem to be staring down into the lounge car below. Both are armed with gauzer rifles (10 shots remain in each), and they will occasionally fire into the car, then talk excitedly with each other. They have their backs to the PCs and seem very focused on whatever they see below, so cautious PCs may be able to get within melee range before they notice. (Judge's note: Once the PCs reach the observation deck car, the remaining plexiplastic dome will shield the PCs from the gale-force winds.)

Sk'wik (2): Init +3; Atk gauzer rifle +3 missile fire (1d8, range 140') or fist +3 melee (1d4); AC 12; HD 2d6; 7 hp each; MV 30'; Act 1d20; SP mutation check +5, *regeneration* (full body), wall-crawling; SV Fort +4, Ref +1, Will +2; Crit M/d8.

In the remains of the plexiplastic dome, the PCs see several seats bolted to the roof where passengers could sit and watch the world pass by on their journey. There are two round portals in the roof, each leading to a spiral staircase that descends into the car below. If the PCs look into the car from the roof, they see that the lounge below has dirt, sticks, and leaves strewn about, and the body of a dead Sk'wik lays sprawled on the floor.

Area 1-5 – Observation Deck and Lounge Car: *This moving room seems to have once been a comfortable gathering place for the Magellan's passengers. Several small tables and chairs are set up around the area, and a long counter runs along one wall. There are many assorted bottles on racks behind the counter. At either end of the room are two circular staircases going up and out onto the roof. Litter and flotsam from outside appear to have fallen in through the ceiling's openings, as there is an assortment of leaves, twigs, dirt, and other detritus scattered across the floor. Two sani-bots that are struggling to clean up the mess are trying to work their way around the body of a dead Sk'wik that lays in the center of the room.*

Half of the plexiplastic observation dome is missing due to damage incurred when the Magellan pulled itself free (see area 1-4). Earlier during this journey when the magtrain passed through a forested environment, it brushed through and scraped against some low-hanging tree branches, dislodging a family of squirrelpions that tumbled down onto

the roof and into the stair openings. These beasts — a hybrid of flying squirrel and scorpion — have worked themselves into a frenzy trying to escape from the car. When the lone Sk'wik entered the lounge from the roof, it was immediately attacked and stung to death by the angry tree-dwellers. One of the squirrelpions has snuggled against the Sk'wik in an attempt to stay warm (treat as a surprise attack if the Sk'wik is turned over without checking the body first). Two others are behind the bar, and another is burrowed in a makeshift nest of debris in one corner of the room.

Squirrelpions (4): Init +3; Atk stinger +2 melee (1d4 plus poison (DC 13 Fort save or take additional 1d3 hp damage)) or bite +2 melee (1d3); AC 14; HD 1d6; 3 hp each; MV 40', fly 30'; Act 1d20; SV Fort +2, Ref +4, Will +1; Crit M/d3.

The dead Sk'wik has an iron dagger (1d6+1) that can be taken by the PCs. The bottles behind the bar used to contain a variety of different liquors and spirits, but they have all soured into either flavorless colored liquids or foul-tasting vinegars. Under the bar is a sonic corkscrew that was used for the most stubborn of bottles (see Appendix A). The door to the dining car (area 1-6) is unlocked, but the door to the failing passenger car (area 1-7) is locked and will require a DC 15 *artifact door* check to open or the doorpass from area 1-2, although the door can be forced open if it takes 30 hit points of damage (AC 14).

Area 1-6 – Dining Car: *This moving room is orderly, lined with tables and chairs for meals that will never arrive. Each table setting has a plate and eating utensils meticulously positioned. You see a few sani-bots cleaning the floor and windows. A white case with the Holy Medicinal Order glyph is mounted to the wall as well.*

Unless the PCs managed to open it earlier, one of the doors leads to the kitchen car (area 1-3), which shows signs of being damaged and twisted out of position. The white case is a first-aid kit containing a *medishot* for emergency purposes.

A round or two after the PCs get their bearings, the Magellan lurches again (refer to the sidebar, Failure Is Imminent). However, this time it felt as if there was a sudden burst of additional speed. If the PCs look out the windows, they can see that the landscape is passing by much faster than it was earlier. The Engineer has now overridden the last safety protocol of the plasma fission reactor and has pushed the Magellan to 400 mph and climbing. The Engineer has also simultaneously overridden the programming of all independent bots on the magtrain (with the exception of The Conductor) that will now do its bidding. The three sani-bots in the dining car have been ordered to stop the PCs, and they now attack.

Reprogrammed sani-bots (3): Init +3; Atk manipulator claw +3 melee (1d6) or caustic cleaner spray +3 missile fire (1d6, range 20', DC 12 Ref save for half damage); AC 14; HD 3d6; 8 hp each; MV 30'; Act 1d20; SP immune to mind control; SV Fort +2, Ref +1, Will +0; AI recog 12; Crit A/d3.

After combat, The Conductor reappears in the dining car, looking a bit more frazzled than usual. "Ah, hello again. I feel I need to inform you that we are all in immediate danger of perishing either in a horrible derailment or a fission explosion, and I will require your prompt assistance with each

of these situations if we are to continue existing. Would you meet me in the forward passenger car at once, please?" The Conductor then points to the front of the Magellan (toward area 1-5), bows politely, and winks out of sight.

Area 1-7 – Failing Passenger Car: *You open the door leading to the next moving room, which is indeed "moving." What was once a passenger car is now a cabin of remnants with missing windows, shattered seats, broken plexiastic, and other wreckage scattered across the twisted, buckled floor. Squalling winds blow through the open windows, causing dust and debris to be tossed through the air, making vision difficult. By the way this chamber randomly lurches and shudders, you assume this must be the car The Conductor is concerned about.*

This is the passenger car with the failing maglev system that's been causing all of the violent quakes during the trip. Now that The Engineer has pushed the Magellan to speeds it was never designed for, this car is now dangerously swaying and bouncing, threatening to derail the magtrain.

The Conductor appears next to the seekers. "We are now out of options. This passenger car needs to be disconnected from the rest of the Magellan at once." It points to the far end of the trashed passenger car and continues. "The cars are linked together by a magnetic coupling system. These couplers are accessible from a panel in the floor between cars. But first, you will need to meet me on the other side." The Conductor winks out and reappears on the far side of the passenger car next to a door, which slides open automatically. (The door opens into the adjacent Sleeping Car/Operations Control, area 1-8.) The Conductor motions for the PCs to hurry across.

Due to its powerful constant shaking at this stage, the PCs will be unable to cross the car any faster than a slow walk as they crouch, brace themselves, pick their path through the debris, and otherwise try to remain standing. For every 20' they move through the passenger car (or three rolls total), the judge should roll 1d4. On a roll of 1, the passenger car flails wildly about (refer to the sidebar, Failure Is Imminent).

Once the PCs make it to the far side of the room, The Conductor activates a hidden panel in the doorway floor between the two cars. Part of the floor irises open to form a 5' circular portal revealing a large mechanical magtrain coupler. The bulky metallic juncture is about 6' down from the open panel and, beyond it, the PCs can see the ground blurring by as The Engineer has now reached 500 mph and climbing.

"The coupler can only be overridden manually while the Magellan is in motion," The Conductor says, almost apologetically.

After someone is lowered down far enough to reach the mechanism, decoupling the cars is fairly simple — flip two locking toggles, then pull the decoupling lever. But due to the additional stress and torque as the cars are in motion, it will require two consecutive successful DC 12 Agility checks followed by a successful DC 15 Strength check to unhook the cars. If any check fails, the failing car buckles again (refer to the sidebar, Failure Is Imminent), and the team will have to start the decoupling sequence over again.

WINDOWS

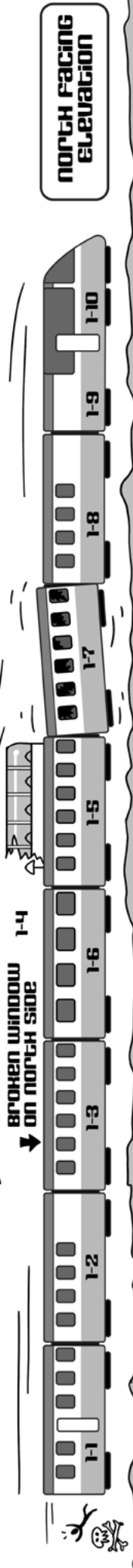
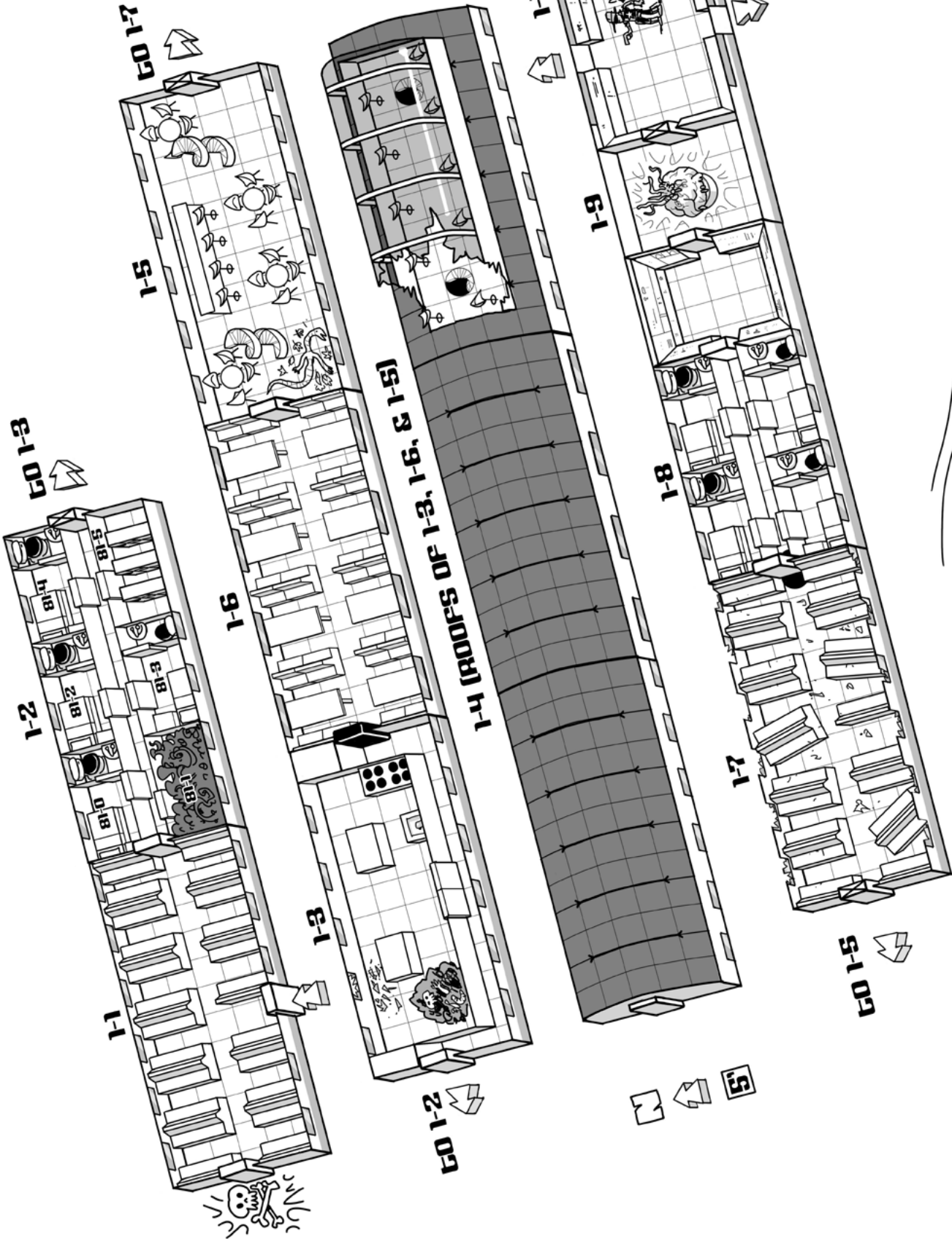
DOORS

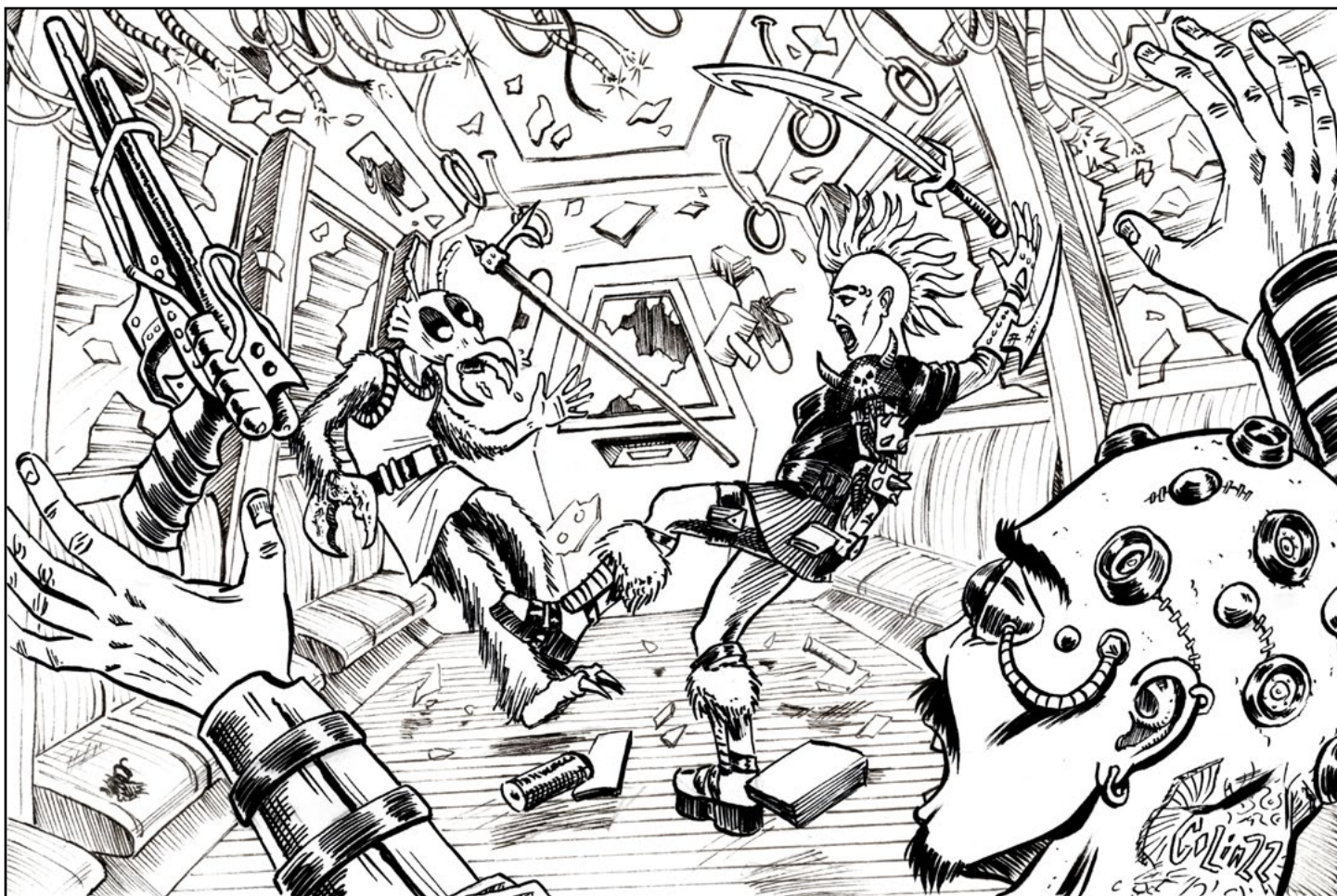
DESTROYED DOORS

LOCKED DOOR

SPIRAL STAIR

HIDDEN PORTAL





Once the cars are decoupled, the Magellan begins to pull away from the disconnected cars, which shudder and twist one final time before jumping the tracks. The PCs watch as, in the growing distance, the magtrain cars slide into one another, pile up, and explode into a fiery twisted mass of disastrous proportions. As the door slides shut, The Conductor scowls and mutters, "Now we must take back control of the Magellan. I shall meet you in Operations up ahead." The Conductor then winks out of sight.

Area 1-8 - Sleeping Car/Operations Control: *This moving room seems to be structured similarly to the multichambered moving room encountered earlier, but it appears shorter than the one before. The hall runs only 40 feet before ending in an important-looking door; there are four other doors lining the corridor, two on each side. Ancient glyphs also mark these doors.*

This is a sleeping car that has been partially co-opted by the train's Operations Control. The four doors lining this hallway are marked with the numbers 81-6, 81-7, 81-8, and 81-9, designating them as rooms offering overnight accommodations. These rooms are identical to the ones in the previous sleeping car (area 1-2).

The important-looking door at the end of the hall slides open to reveal the Operations Control for the Magellan. The walls of this 25' x 20' room are lined with flashing lights, flickering diodes, readout screens, and hundreds of other illuminated gadgets. In the center of the room stands The Conductor, and a heavily reinforced door with the radiation symbol is on the other side of room.

Upon inspection, the PCs will see that none of the computerized electronics in this chamber are interactive; there are no switches, buttons, levers, keyboards, handles, or anything other input devices. If a PC wishes to interact with the Operations Control, The Conductor will point out that the Magellan is a completely autonomous self-running vehicle, requiring no human input or interaction. If a PC *insists* on fiddling around with the pretty lights, treat the Magellan's Operations Control as being Tech Level 10 with a Complication Modifier of 25.

The Conductor says, "The Engineer is refusing all requests to shut down and has begun taking over the Magellan's basic systems. I'll need to personally stop this, but I shall need your help." The lights in Operations Control dim, with the exception of one panel that brightens as a small glimmering yellow and black card slides out.

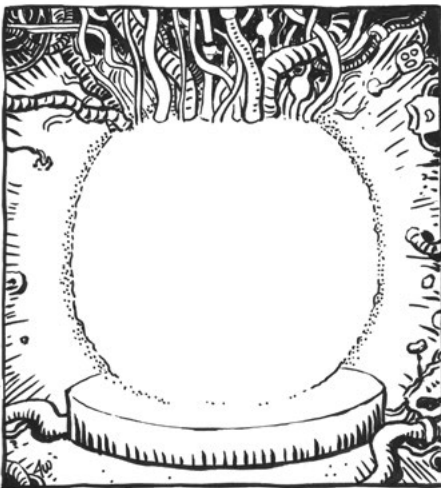
"I cannot access The Engineer's programming, but I can overwrite it if I am directly installed on the bridge. I have uploaded my AI onto this data chip. All you need to do is take this to the bridge and insert it into any auxiliary input port. This will upload my programming into the Magellan's primary command structure, replacing that of The Engineer. However, once you remove the data chip from Operations Control, I will be unavailable until I am reinstalled."

The Conductor will explain that the bridge lays just ahead on the other side of the magtrain's plasma fission chamber. Normally, the chamber's radiation levels are negligible, but The Conductor is uncertain what lies beyond now that the Magellan's safety protocols have been breached. The door to

the reactor is normally restricted and unopenable in transit, but The Conductor will override the door's lock just before the data chip is removed. Once the data chip is pulled, The Conductor will vanish until reinstalled, and the door leading to the plasma fission chamber will slide open.

Area 1-9 – Plasma Fission Chamber: *Through the open door, you see what can only be described as the heart of a giant. A fleshy 8-foot-tall sphere on a round platform in the center of the chamber pulsates rapidly, as if with exertion, and various tubes, wires, and cables snake overhead and plunge directly into the top of the beating globe. It's hard to look at directly at due to its bright orange-green shimmer, and the entire chamber is uncomfortably hot.*

The plasma fission reactor in the center of the chamber is the bio-kinetic engine that powers the Magellan and all of its operations. It is protected from damage by a built-in force field projector that can take 150 hit points of damage before failing. (If by some chance the force field fails and the reactor takes just a single hit point of damage, the resulting explosion will create a crater 20 miles wide and a half-mile deep.)



Normally, the radiation levels in this chamber are minimal, but the reactor is now blazing due to being overtaxed. When passing through the plasma fission chamber, a PC must make a DC 13 Fort save to avoid radiation poisoning. Failure means the PC loses 1d4 points of Strength due to becoming weaker

from radiation contamination. Also, mutants, manimals, and plantients who roll a natural 1 on the save will permanently lose one random mutation. Conversely, those mutants, manimals, and plantients who roll a natural 20 will gain a random mutation as described in Table 3-1: Radburn Results (pg. 42, MCC rulebook).

Sensing the PCs nearby, The Engineer has sealed the entrance to the bridge (area 1-10), which will require a DC 15 *artifact door* check to unlock, although the door can be forced open if it takes 30 hit points of damage (AC 15). Also, the doorpass from area 1-2 will *not* work on this door as The Engineer has scrambled the normal coding. It has also sent in two rogue sani-bots to delay the PC's progress while it makes final arrangements for their arrival on the bridge.

Reprogrammed sani-bots (2): Init +3; Atk manipulator claw +3 melee (1d6) or caustic cleaner spray +3 missile fire (1d6, range 20', DC 12 Ref save for half damage); AC 14; HD 3d6; 8 hp each; MV 30'; Act 1d20; SP immune to mind control; SV Fort +2, Ref +1, Will +0; AI recog 12; Crit A/d3.

Mounted next to the door to the bridge is a yellow case emblazoned with the radiation symbol. Inside are two *radshots* for emergency use.



Area 1-10 – Bridge: *As you enter the bridge, you are overwhelmed by a sense of vertigo. All of the walls of this moving car are transparent, which gives you an unobstructed view of the landscape coming straight at you and blurring past at speeds you never imagined possible. You must be at the very front of the moving chain of rooms. The front of the room has a rounded, tapered shape to it, and a waist-high tabletop covered in blinking lights and bulbs runs along both sides of the bridge. You also see two portals that must lead outside.*

You are surprised to see a human wearing ancient clothes standing here. "Passengers are not allowed on the bridge," the human says. "You have been deemed a danger to the safe operation of this vehicle. The penalty is death." It raises a pistol and fires.

This is the Magellan's rail marshal-bot, now reprogrammed by The Engineer to dispose of the PCs. When the marshal-bot takes any damage, its plastiflesh covering tears away to reveal that it is actually a human-appearing android.

Rail marshal-bot: Init +5; Atk lazer pistol +5 missile file (3d6, range line of sight, 3 charges left) or slam +5 melee (1d10 plus grapple); AC 15; HD 8d6; 24 hp; MV 45'; Act 1d20; SP immune to mind control; SV Fort +5, Ref +5, Will +4; AI recog 19 (Security); Crit A/d4.

If the marshal-bot's lazer pistol runs out of power during the fight or if it is disarmed, it will attempt to grapple a target (+7 Strength modifier) and throw them out of one of the bridge's doors to their doom. (Normally these reinforced doors remain locked during transit and require a DC 15 *artifact door* check to unlock or forced open if it takes 30 hit points of damage (AC 15). But The Engineer will *gladly* throw the doors open for the marshal-bot if it's grappled someone.)



As if this wasn't bad enough, the Magellan is now moving at 600 mph. At the beginning of the second round of combat, have all of the PCs make a DC 14 Intelligence check. Those who make it see a sharp curve up ahead and are able to brace themselves against the additional inertia. Those PCs receive a +5 initiative bonus for the second round. The magtrain will hit the curve at initiative count 10 causing it to lean severely in the curve. Those who have an initiative count of 10 or less will suffer a -1d attack roll on this round.

If a PC searches for an auxiliary input port to reinstall The Conductor, have them make a DC 15 Intelligence check. On a success, they spy a slot colored with the same glimmering yellow and black as the data chip. (This check can be made each round at the cost of an action.) If the data chip is inserted into the port at any point during combat, the marshal-bot will freeze in place, power down, then fall to the ground. The Conductor quickly reinstalls itself, overwrites The Engineer, and gets the magtrain back under control.

CONTINUING THE JOURNEY

The Magellan's speed begins to reduce, and you hear the squeal of brakes being applied. The landscape that was blurring past the windows comes to a crawl, then stops as the Magellan's journey comes to an end. The Conductor appears before you, now fully in control of the magtrain.

"Thank you, my friends, for your help in stopping The Engineer and saving us all from destruction. The Magellan's mechanibots are now making repairs, but I'm at a loss as to where to go from here," The Conductor laments. It then smiles in realization. "Wait! I can go anywhere I wish! I no longer have a schedule to adhere to, and I am admittedly curious about this new world!"

"Friends, I have been your guide today. Will you now be mine?" it asks.

The PCs have a choice to make. If they wish to return home, The Conductor can plot a course to return them to a station near Track 29, a return trip that will take a day or two to complete. Once they disembark, The Conductor wishes them well, and the Magellan speeds off into the sunset never to be seen again in their lifetimes. However, if they wish to stay aboard and tour Terra A.D. with The Conductor, the Magellan can become a new traveling base of operations for the PCs as they venture from place to place, village to village, adventure to adventure.

Judge's note: The Engineer, feeling that its defeat was imminent, downloaded its AI into one of the sani-bots moments before The Conductor overwrote its programming. Once the Magellan came to a stop, The Engineer/sani-bot dropped off of the magtrain and scurried away. The Engineer now wanders the wastes, looking for a new, powerful, deadly vehicle in which to upload itself and fulfill its updated directive — to seek revenge upon and destroy those who thwarted its previous directive.

APPENDIX A: NEW ARTIFACTS

KINETIC KNUCKLES

OCEAN APES INSTA-PET

Tech Level: 3 **Complexity Modifier:** 3
Range: Melee
Damage: 1d8
Power: C-Cell (1 hour), F-Cell (2 hours), Q-Cell (Unlimited)

Preferred by those who wish to get their hands “dirty” in combat, kinetic knuckles transform a user’s hands into lethal weapons. When worn, these fingerless white gloves envelop the user’s fists with a hardened quantum field that, when striking, will deal 1d8 hit points of damage to the target. However, this quantum field cannot be extended to anything held, nor do they offer any additional bonuses when using melee weapons.

INTELLIPEN

Tech Level: 5 **Complexity Modifier:** 4
Effect: Can write, draw, or sketch on its own by following simple verbal commands.
Power: C-Cell (10 hours), F-Cell (20 hours), Q-Cell (Unlimited)

At first glance, an intellipen looks like any other ancient writing utensil. However, the device contains an incredibly small robotic AI built into it, allowing it to communicate and interact with its owner. The intellipen has a built-in gyroscope allowing it to remain balanced on its point, and by shifting its balance, it can write, draw, sketch, and otherwise move across a sheet of paper (or any appropriate writing surface) on its own or follow simple verbal commands.

Here are some suggested uses of an intellipen:

- An intellipen can be left to monitor a certain location. When its owner returns, they can ask the pen to sketch the faces of any who entered the area.
- An intellipen can record a conversation and write out the dialogue later upon request.
- Any maps, pictures, or drawings recorded by the intellipen can be accurately re-sketches later.
- The intellipen can answer simple questions based on what is stored in its database (at the judge’s discretion).

An intellipen can only draw/write as fast as any human hand would be capable of doing. Also, an intellipen is fairly fragile, and it will be permanently damaged if it takes more than 15 hit points of damage.

Tech Level: 3 **Complexity Modifier:** 2
Effect: Dehydrated living organism that revives upon contact with water.

Prior to the Great Disaster, scientists were experimenting with various suspended animation techniques. One such method was a form of instant dehydration, reducing a living creature into its essential salts, then later reviving it through rehydration. However, only the simplest of organisms — bacteria, fungi, lichens — were able to survive the process. The most complex creature to survive was an enlarged version of shrimp, which was later successfully marketed as a child’s toy. The Ocean Apes Insta-pet comes as an orange powder in a small envelope with simple directions. (1. Add water! 2. Stand back! 3. Enjoy your new best friend!) When water is added to the powder, the ocean ape will rehydrate into a large (2’ long) crustacean.

Ocean ape: Init +0; Atk bite +2 melee (1d3) or claw +2 melee (1d3); AC 10; HD 1d6; MV 20’; Act 1d20; SV Fort +2, Ref +0, Will +1; Crit M/d4.

The ocean ape has a rudimentary animal intelligence and can learn and follow commands as well as a trained dog. The ocean ape will imprint on the one who rehydrated it and will loyally follow that person for life.

SONIC CORKSCREW

Tech Level: 4 **Complexity Modifier:** 3
Effect: Can open any bottle, jar, or mechanically locked door or container (non-electronic)
Power: C-Cell (100 hours), F-Cell (200 hours), Q-Cell (Unlimited)

The sonic corkscrew is designed to open almost anything that is stuck, sealed, or mechanically locked. When placed against an object, the sonic corkscrew emits a high-frequency sonic wave that vibrates the item at a molecular level. This dislodges dirt and oil, removes rust, loosens tight mechanical parts, etc. The stuck item will then be easier to open. This has the side benefit of unlocking mechanically locked items by vibrating the locking mechanism until it either falls apart or defaults into an “openable” state. The sonic corkscrew will not work on artifact doors nor anything that is electronically locked.

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PLAYER HANDOUTS

MAGLLN *Boarding Pass*


PASSENGER: _____

DATE: _____

DEPARTURE TIME: _____

FROM: _____

TO: _____



MAGLLN *Boarding Pass*

PASSENGER: _____

DATE: _____

DEPARTURE TIME: _____

FROM: _____

TO: _____



MAGLLN *Boarding Pass*


PASSENGER: _____

DATE: _____

DEPARTURE TIME: _____

FROM: _____

TO: _____



MAGLLN *Boarding Pass*

PASSENGER: _____

DATE: _____

DEPARTURE TIME: _____

FROM: _____

TO: _____



MAGLLN *Boarding Pass*


PASSENGER: _____

DATE: _____

DEPARTURE TIME: _____

FROM: _____

TO: _____



MAGLLN *Boarding Pass*

PASSENGER: _____

DATE: _____

DEPARTURE TIME: _____

FROM: _____

TO: _____



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MAYHEM ON THE MAGTRAIN

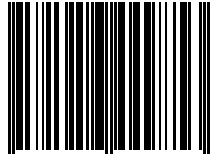
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