

# THE DESK IN ROOM 8-10

A LEVEL 1 ADVENTURE  
BY TIM SNIDER



COMPATIBLE WITH

**MCC  
RPG**

AARONSIDDALL.COM

# THE DESK IN ROOM 8-10

A LEVEL 1 ADVENTURE  
BY TIM SNIDER

COVER AND INTERIOR ART  
BY AARON SIDDALL

Copyright © 2022 Tim Snider, [gameagain@gmail.com](mailto:gameagain@gmail.com). All rights reserved.

Maps created with RPG Map Editor II, courtesy of Sebastien Benard, [deepnight.net](http://deepnight.net).

This product is based on the Mutant Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Mutant Crawl Classics and MCC RPG are trademarks of Goodman Games. All rights reserved.

For additional information, visit [www.goodman-games.com](http://www.goodman-games.com)  
or contact [info@goodman-games.com](mailto:info@goodman-games.com).

**THE SAVAGE  
AFTERWORLD**

**COMPATIBLE WITH**  
**MCC  
RPG**

## INTRODUCTION

In the world of Terra AD, there are many hazardous landscapes the players are likely to venture through: cutting their way through the sweltering hothouse jungles, traversing windswept deserts of glass, and crossing poisonous seas and lakes. However, no one has ever before encountered the wonders and dangers of the environment the players will soon find themselves in – that of the near-microscopic world. It will take creative problem-solving to make use of sparse resources and Ancient castoffs, as well as fortitude and determination to overcome creatures never before seen in the post-apocalyptic future. *The Desk in Room 8-10* is a level 1 adventure for four to six player characters.

## BACKGROUND

In the Bygone Days of the Ancients, many scientific advancements bordered on the near-magical; one such achievement was a working concept of miniaturization – decreasing an object's atomic structure and mass, proportionally reducing the target in size as well as weight. Experimentation on inanimate objects was successful at the Benes Quantum Science Institute, and testing had begun on living creatures when The Great Disaster struck, burying the research institute for generations. Over time, the building's structure was folded and crushed by geologic forces, until only two chambers remained relatively unbroken: the subbasement housing the still-functional miniaturization apparatus and a non-descript upper-floor office of a low-level tech assistant...Room 8-10. All that remains intact in the room is the technician's chair, desk, and the desk's contents.

Six weeks ago, a minor tremor shook the area, opening a chasm in the grasslands where the research facility lay buried and exposing the window to Room 8-10. Also, the vibrations of the tectonic cascade caused the miniaturization apparatus to reactivate, cycling from enlargement to reduction. For the first three weeks, the machine bathed the nearby area in an imperceptible infrared hue, causing small plants and animals to slowly grow to gargantuan sizes. The experiment cycled back to its miniaturization setting three weeks ago, and now a soft violet light encompasses the area, which is faintly visible at night. Travelers, scavengers, and curious explorers have investigated the glow, only to vanish without a trace as they are instantly miniaturized and swept into Room 8-10. A Seeker team investigating the strange glow has encountered a similar fate.

When the miniaturization apparatus reactivated, MICRON (Miniaturization Interface Command and Reintegration Ordinance Node), the AI overseeing all experiments and tests at the institute, came back online to monitor safety protocols. It immediately assessed the situation and realized that the equipment was adversely affecting the surrounding area and shrinking/enlarging creatures at random. However, due to extensive damage done to its mainframe, MICRON is powerless to stop the experiment from running unchecked and has been bringing victims of the chaos to a place where it can protect them to the best of its ability. It and those trapped in the microverse now wait for rescue from science run amok.

Today, the players are tasked with finding out what happened to the previous Seeker team

as they too are pulled into the microverse found within *The Desk in Room 8-10*.

## **THE MINIATURIZED WORLD**

When the players are first miniaturized and drawn into the desk, they will be only 1/8" (0.32 cm) in height. Anything the players are carrying, holding, wearing, or in contact with will shrink along with them proportionately. (The scientists who developed the technology implemented this to allow researchers and micro-explorers to take miniaturized research equipment, defensive weapons, etc. with them into the microverse.)

Because the miniaturization process is still ongoing during the course of the adventure, the PCs will continue to shrink in size until they reach a maximum reduction height of 1 mm, which is barely visible to the naked eye (about the size of the period at the end of this sentence). To give the players a feeling that they are continuing to shrink, the judge should occasionally mention how the "walls" of their world seem to be further away; they can no longer see the ceiling overhead; objects they passed by earlier seem to be growing in size and weight; etc. Anything they pick up during the course of the adventure, however, will "shrink" along with them, staying at its proportionate size relative to the PC.

Another side effect of the miniaturization process is that time passes much faster due to time-space distortions. Seconds in the "outside" world seem like hours to the micro-inhabitants, and days pass as years. A miniaturized creature may rapidly succumb to old age when only a few weeks have passed in the "real world". When this

adventure begins, 20 years have effectively passed for members of the original Seeker team when the PCs arrive. The judge should keep this in mind as the PCs' health and stamina could be adversely affected if they dawdle in the microverse.

## **JUDGE'S NOTES ON THE MICROVERSE**

The judge should describe the scale of everything per the PC's miniaturized perception at their current size. So a landmark would still be 20' away or an item would be 15' tall, even though it is much, much smaller in the "real" world. Also, any creatures encountered in the microverse have been statted proportionately to the PCs' current miniaturized size.

Finally, the author realizes it may be difficult for the judge to ensure every item, object, and creature is sized proportionately depending on the situation. ("Wait a second! You said we're only 1/8" tall, so that pencil would be the size of a redwood tree! So why is he wielding it like a quarterstaff?") The author's stock answer is: "Because the reduction/enlargement field affects different objects at different levels, at different speeds, and at different times, so there may be some variations in the degree of size." My behind-the-scenes answer is that the players will want to use these giant Ancient items as tools in this weird environment, so objects are whatever size that would make that possible and fun for everyone.

## **THE SEEKER RETURNS**

Six weeks ago, a minor tremor shook the players' village. Nearby scouting found nothing to explain the earthquake, and since

there was little damage done, the event was soon forgotten. However, three weeks ago, a faint violet light appeared at night emanating far to the west, unseen during the day. Because this new illumination began shortly after the quake, the village elders concluded that the two events were somehow connected, and they tasked a team of experienced Seekers to investigate: the leader Suth, a lion manimal; Ifera, a human healer; Lihp, an orange-skinned mutant with *force field generation*; Hallola, a human shaman; and Rhoro, a human rover. It has been a week since the Seeker team left, and the village has been anxiously awaiting their return

Early one morning, the village is awakened by the screams of someone running for their life and the rumble of an approaching stampede. (Give the players an action to prepare.) A moment later, Rhoro – one of the missing Seekers – races into the village, shouting a warning that she’s being chased. Seconds later, a giant bear-like creature tramples into the village in close pursuit of Rhoro.

**Giant Grassrat (1):** Init +1; Atk bite +2 melee (1d4), claw +2 melee (1d4); AC 12; HD 1d8; 4 hp; MV 40’; Act 1d20; SV Fort +2, Ref +0, Will +0; Crit M/d6.

The players and the villagers must deal with the rampaging behemoth by either fighting it or luring it away before it utterly destroys the village in its fury. (Rhoro, who has been running solidly for several miles, drops from exhaustion and is unable to join the fight.) Once the fight has ended, any player who examines the creature and succeeds at a DC 10 Intelligence check will realize the “monster” is, in fact, a common grassrat – typically, a small, mouse-like creature found

in the grasslands. Other than the fact that it’s now 1000 times bigger than its usual size, the grassrat doesn’t appear mutated or otherwise altered, which is very strange, even in Terra A.D.

After the dust settles, Rhoro is brought before the elders to explain what her team found and their whereabouts. She explains that the party tracked the violet glow to the grasslands about 12 miles from the village. There, they found a large crevasse that had split the earth wide open, likely caused by the quake. Descending to the bottom of the freshly opened gorge, they found that the light emanated from an opening in one of the canyon walls, casting an odd sickly pallor over the area. The team asked her to stand watch, then climbed a nearby tree to get a better look at the portal. As they drew closer, the team suddenly vanished. Rhoro waited for them to return, but after a week, she gave up hope and returned to the village. As she crossed the grasslands, the giant beast gave chase and, unable to shake it, she led it back to the village in hopes the PCs would be able to defeat it.

The elders, concerned about the prior team as well as still having no answers about the mysterious glow, now task the players’ less-experienced Seekers with a new expedition, with Rhoro leading the way back.

## BACK TO THE CREVASSE

Although still hesitant about returning to the location of her team’s disappearance, Rhoro agrees to lead the PCs back to the site. The freshly opened crack in the earth where the Seekers vanished is roughly 12 miles away (a 3-hour trek). Once the players are outfitted and on their way, the judge should roll for a random encounter for each hour of travel. If

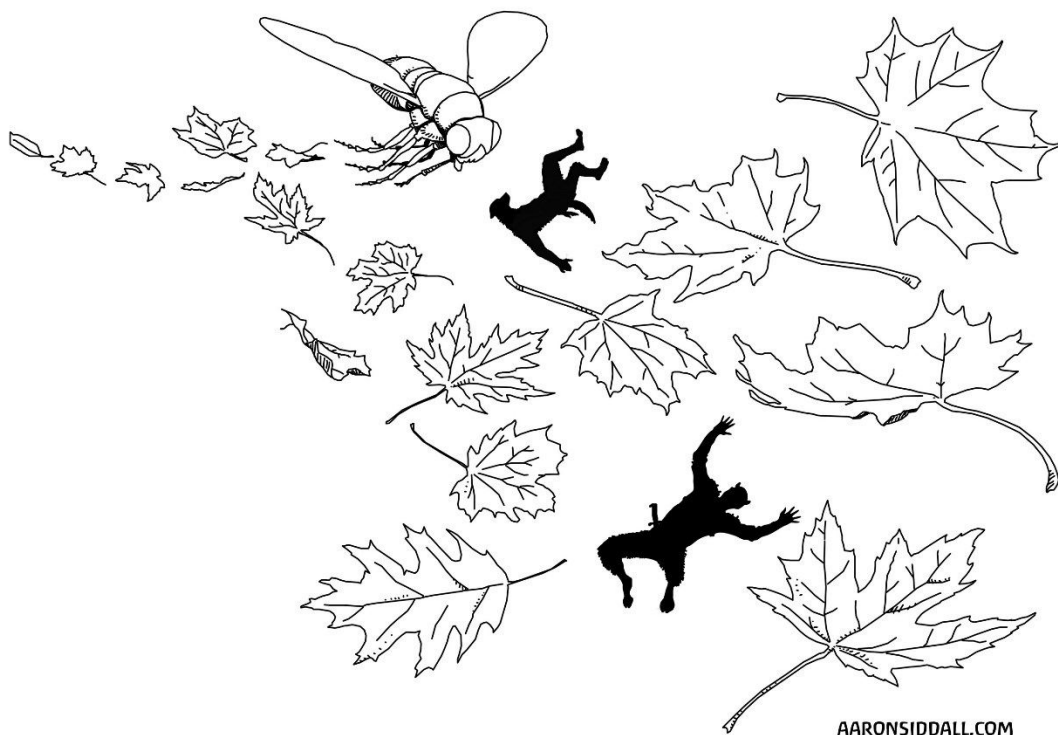


a random encounter occurs, roll 1d4 on the following table:

1. **Giant Mosquitos (2):** Init +5; Atk pierce +3 melee (1d4, DC 13 Will save to dislodge or take automatic 1d4 hp damage each consecutive round due to blood drain); AC 14; HD 1d6; 3 hp; MV 40' flying; Act 1d20; SP blood drain; SV Fort -4, Ref +4, Will -2; Crit M/d6.
2. **Giant Fire Ants (4):** Init +2; Atk bite +2 melee (1d3, DC 15 Fort save or take an additional 1d3 hp of poison damage); AC 13; HD 1d8; 4 hp; MV 30'; Act 1d20; SP poison bite; SV Fort +2, Ref +0, Will +0; Crit M/d6.

3. **Giant Millipede (1):** Init +3; Atk bite +1 melee (1d4); AC 15; HD 1d8; 4 hp; MV 40'; Act 1d20; SV Fort +3, Ref +3, Will +0; Crit M/d6.
4. **Giant Hornets (2):** Init +5; Atk sting +3 melee (1d6, DC 15 Fort save or additional 1d3 hp of poison damage); AC 15; HD 1d4; 2 hp; MV 40' flying; Act 1d20; SP poison sting; SV Fort -2, Ref +3, Will +0; Crit M/d6.

At some point during the return trip, allow each player to make a DC 12 Intelligence check. If successful, the judge should point out to the player that Rhoro seems "different" in some way. If that same player makes a second Intelligence check at DC 15, they



realize they were once the same height as Rhoro, but now they seem slightly taller than her. She will react as if the players are having a joke at her expense and will become quite aggravated if the questions continue. (While she waited for her team to return, Rhoro and her possessions were exposed to the reduction rays, causing her to slightly reduce in size; see the section titled The Miniaturized World.)

## THE CLIFFSIDE PORTAL

The Terran jungle canopy eventually opens up to reveal a recently opened broken gorge in the terrain, as if the ground cracked wide open. Large palm trees and shafts of bamboo appear to grow at the bottom of the gorge, filling the crack with greenery, and a violet glow seems to shimmer from the crevasse. The players can enter the gorge from one end and descend to the bottom without issue.

The gorge is roughly 150' deep and just as wide. Rhoro eagerly takes point as she leads the party to the last known location of her friends. She winds her way down the sloping path to the bottom, winding her way between the trees growing at the canyon's bottom. The judge should allow any plantlife or those with a natural "connection" to the wilderness a DC 12 Intelligence check. If they make the roll, they should be told that what they thought are palm trees are actually clover more than 30' high, and the shafts of bamboo are actually simple blades of grass that are 7' high. The plantlife in this new gorge has apparently grown to gargantuan size.

At the deepest point of the gorge, the violet light is at its brightest. Rhoro points to the canyon wall, and the PCs see a rectangular manmade opening in the cliffside about 80' up. The violet light seems to emanate from

that opening. Several of the "trees" grow alongside the cliff walls near enough to allow access to the opening. Rhoro explains that her party shimmied up one tree and vanished as they got close.

Allow the players to determine a course of action, but the following events will eventually occur:

- Any PC who comes within 10' of the opening will be fully exposed to the miniaturization light where the effects are strongest. They and anything they hold, wear, carry, or are attached to will also be subject to this effect. (This could lead to an amusing situation where one brave explorer has a rope around them, and anyone holding onto that same rope will also be affected!)
- The miniaturization beam instantly reduces the PC to 1/8" in size. Everything within the field (clothes, weapons, equipment, etc.) is reduced proportionately. Anything they are tethered to is also instantly reduced. To anyone outside the field, they appear to have "vanished".
- Now miniaturized, the PC will find themselves airborne. (The gentle breeze that fills the gorge is now a tornado-like maelstrom to them.) Allow every PC a DC 10 Ref save to grab something that may slow their fall. Anyone who fails will fall unabated. If they succeed, roll 1d4 to see what they clutch:
  1. The PC grabs the edges of a leaf and use it as a makeshift glider to float down unharmed.
  2. The PC grabs a dandelion seed, which acts as a parachute to slow their descent.

3. The PC grabs a bit of cottonwood fluff. Although it doesn't slow their fall, it cushions their landing enough to avoid any damage from the plummet.
  4. The PC grabs the legs of a passing housefly (about the size of a large dog to them) that keeps the two of them aloft until they land safely.
- The winds carry the PCs into the open "window" and into Room 8-10. The PCs will catch fleeting impressions of passing through the glowing yawning portal into a cavernous area and seeing various Ancient wonders: mammoth walls that reach to the sky (office walls); a flat stone plain that stretches as far as they can see (the tiled floor); the throne of a giant behemoth (desk chair); and a massive altar strewn with Ancient offerings (a desktop with assorted office equipment such as a desk lamp, pencil holder, coffee mug, etc.)
  - The upper left desk drawer is cracked open, and the PCs will tumble directly into it. The judge should describe that they can see another rectangular portal rushing up to swallow them – this one dark as pitch. A PC who plummets into the desk drawer without slowing their descent takes 1d4 damage from the fall. (Due to their reduced size, they are lighter than normal, thus they fall slower than normal, taking less damage.)
  - Give the PCs a chance to catch their breath, as their adventure now begins in earnest.

## WELCOME TO THE UPPER LEFT DRAWER

*Judge's note: The PCs are now 1/8" in height in a metal desk drawer that's 9" deep. At*

*their current size, the top of the drawer is more than 400' above them, making climbing out impossible. The drawer at their current scale is approximately 1/4 mile wide.*

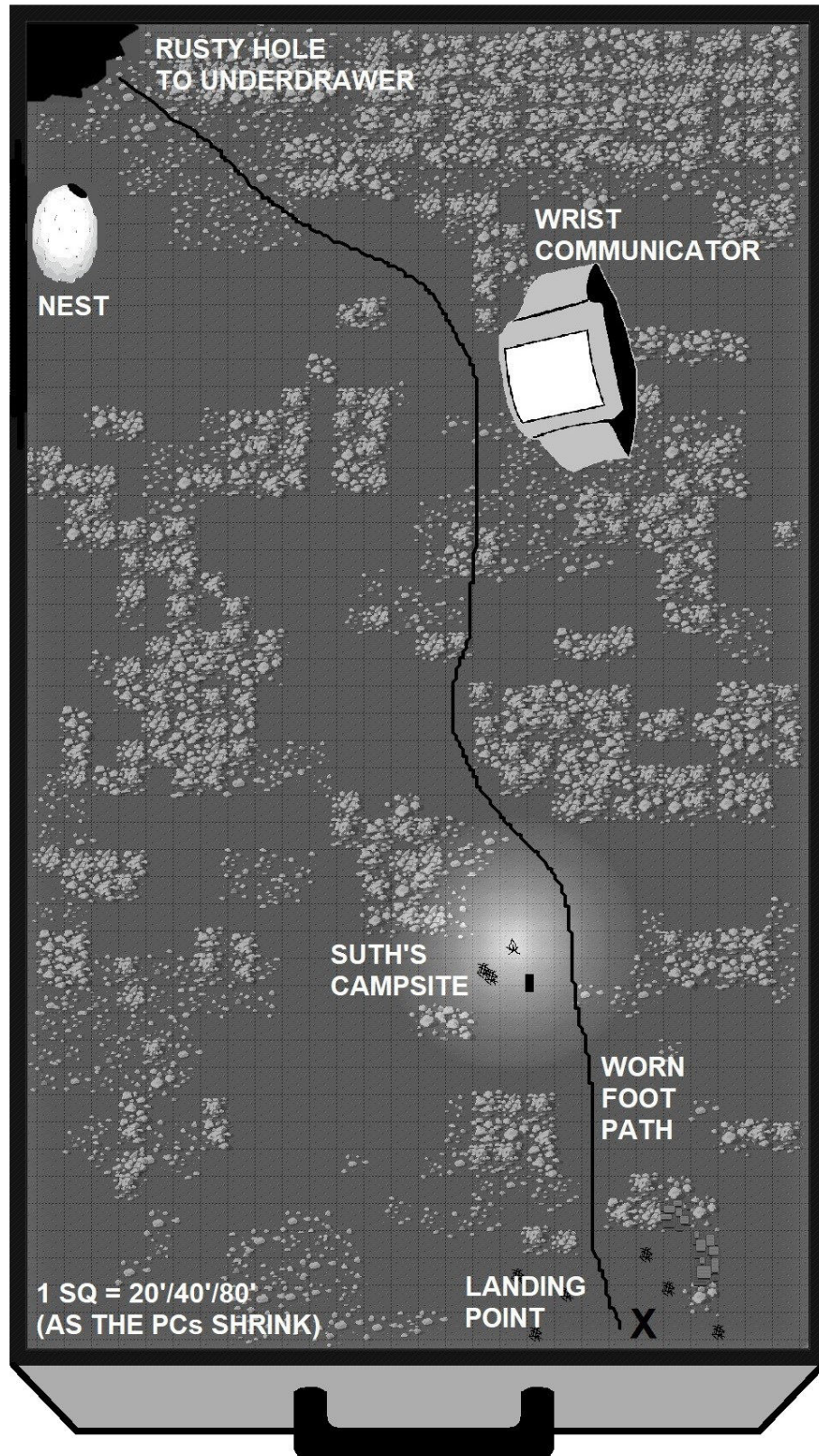
The PCs are now in a walled-in, dust-covered plain where bits of dirt, dust, and debris have blown in over time. As they examine their surroundings, they can see that they're not the first to land here. They see the remains of several campfires where others have likely landed and waited for rescue, and they see toeholds, gouges, and bits of rope where some have attempted to scale the metal wall to escape. Anything of value to scavenge has been taken long ago, and there are many sets of footprints leading deeper into the depths of the drawer – some fresher than others. The depths of the desk are as dark as a cave, so the PCs will need to provide their own light as they venture deeper within. (There is plenty of scrap here to create several torches.) Most of the footprints follow the same path, so it is likely that the PCs will want to follow suit.

After about 30 minutes of walking in the dusty, featureless darkness with nothing but echoes to keep them company, the PCs will see a flickering fire in the distance. As they approach, they'll see a still-lit campfire with plenty of scavenged firewood stacked nearby. A well-worn bedroll is laid out next to it, and the husks of many enlarged insects reveal what the camper's been dining on. The PCs will hear an animal's snarl from the darkness just as feral manimal leaps to attack!

**Suth (Manimal):** Init +2; Atk club +0 melee (1d4); AC 13; HD 1d8; 6 hp; MV 30'; Act 1d20; SP mutation check +2, *claws*; SV Fort -4, Ref -2, Will +0; Crit II/d8.



# THE UPPER DRAWER



In the flickering light, the PCs can see that it's Suth, the manimal leader of the missing Seekers. Although he was the eldest of the Seeker team, he now looks incredibly ancient as his hair is grey and outgrown in patches, and his eyes are sunken and far-staring.

"Why did the village forsake us?" he shrieks during the fight. "The others never came back! Left me here to die! I told them going deeper into this prison was death!"

Because time passes differently in the microverse, Suth has been abandoned here for nearly 20 years by his reckoning. Over time, he's convinced himself that his team and the village left him to die alone and forgotten. Suth attacks with his club and *claws* in an insane rage and will fight to the death unless stopped. If the PCs subdue him or capture him without killing him, they may be able to glean more information about how long he's been waiting, the nature of the time distortion within the microverse, and where the other Seekers went. If they calm Suth, he will not accompany them, preferring to wait until his team returns for him. The PCs can continue to follow the primary footpath deeper into the drawer.

While trudging through the upper drawer, the PCs may stumble upon some bit of Ancient desk junk that hasn't yet been discovered by previous castaways. Have each PC make a basic Luck check and, if successful, have them roll 1d14 on the following table for what they find buried in the dust. (Some suggested uses are mentioned, but the PCs are encouraged to come up with others!)

1. Wooden golf tee (usable as a club, 1d6 hp damage)

2. A length of dental floss (treat as rope, 50' length)
3. A bent paperclip (can be straightened into a spear, 1d8 hp damage)
4. The last bit of adhesive tape on a roll (can be used as permanent bonding strips)
5. Three loose staples (can be straightened into daggers, 1d6 hp damage)
6. Protein bar morsel in the wrapper (enough for six rations; wrapper is the size of a tarp)
7. Glow-in-the-dark keychain fob (casts light in a 20' radius)
8. Thumbtack (can be a spiked shield; +2 AC; 1d3 hp bash damage)
9. Small rubber band (if used as a bowstring, +1d3 hp to ranged damage)
10. Plastic toothpick (usable as a sword, 1d6 hp damage)
11. Condiment packet (enough for six rations; wrapper is the size of a blanket)
12. Cough lozenge (heals 1d4 hp; enough for four uses)
13. Staple remover (if used as a two-handed weapon, does 1d8 hp damage)
14. Small multitool pocketknife (knife blade usable as sword, 1d6 hp damage; removable toothpick usable as a dagger, 1d4 hp damage; has saw blade as well)

## ANGER AND DESCENT

*Judge's note: The PCs will continue to shrink as they venture deeper into the drawer. At this point, they are 1/16" tall, and they can no longer see the drawer's walls in the distance, nor the ceiling overhead.*

The PCs feel as if they've been walking for hours (a combination of their further decreased size as well as the microverse's time dilation) when they see a soft artificial glow nearby. As they approach the glow, they recognize the shape as that of an Ancient

bracelet if that bracelet were 20' tall. The device is actually a wrist communicator commonly used by employees of the science institute. Sensing new arrivals to the desk, MICRON uses a small bit of its remaining power to contact the PCs. The PCs watch as the image of a bald Ancient human appears on the screen that addresses them in halting, stilted language:

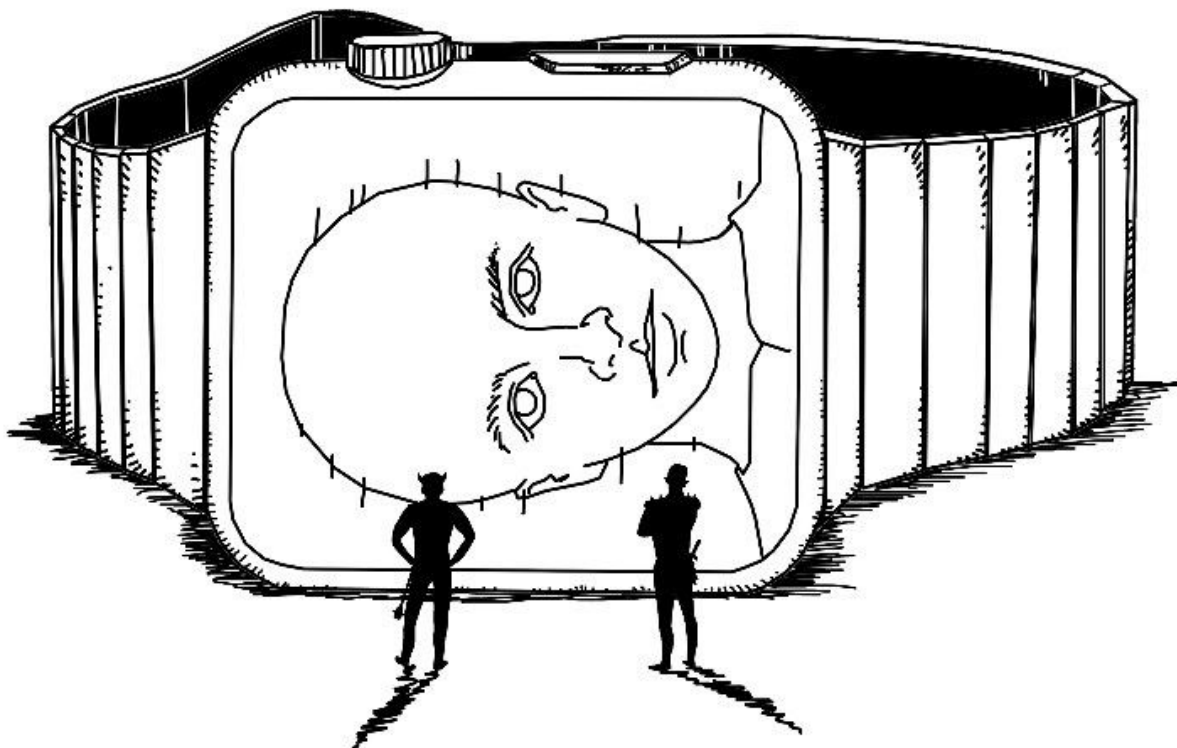
"I am...MICRON. Welcome to...Room 8-10. There is food...and shelter below...in The Underdrawer if you can...make it here safely. Once you...arrive, if you desire, I can...help you escape back...to the Outside World."

MICRON informs the PCs of the reactivated Ancient experiment that is causing the

uncontrolled enlargement and shrinking and that it feels responsible for being unable to get the effects back under control. It has guided everyone who has arrived down to The Underdrawer, where it has been watching over their well-being.

"I am...to blame for....your entrapment," it will say. "But with your...help, I may...be able to reverse all...of this and send you...and the others home."

MICRON describes the route the PCs must take to reach the opening to The Underdrawer. ("You must find...the rusted opening to...The Underdrawer. It is...in the far corner of...your current location.") MICRON asks the PCs to hurry, but before



AARONSIDDALL.COM

they can ask anything, MICRON trails off and the screen goes blank as its power ebbs.

The journey to the rear of the drawer will take another hour. As the PCs get nearer to their point of descent, they will notice that the dust is thicker and more prevalent here as well as cobwebs that seem drift on the air currents. If anyone succeeds at a DC 13 Intelligence check, they glimpse a shadow moving in the darkness, alerting them that they're not alone.

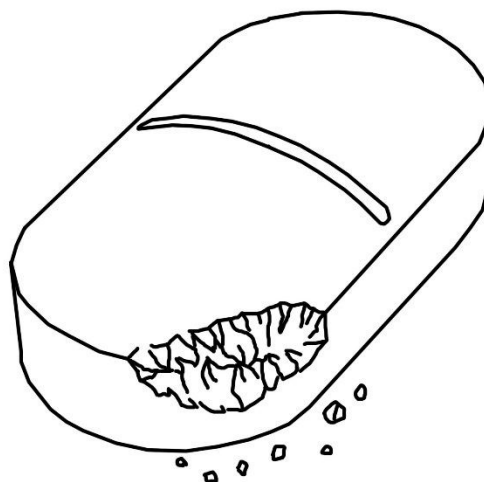
Lurking near the opening to The Underdrawer is a pseudoscorpion, normally a small dangerous insect. But at their current size, the creature is a hulking monstrous brute.

**Pseudoscorpion:** Init +3; Atk claw +3 melee (1d8), bite +3 melee (1d8); AC 15; HD 2d10; 10 hp; MV 30'; Act 1d20; SP infravision, *teleportation*; SV Fort +4, Ref +2, Will +3; Crit M/d8.

The pseudoscorpion scrambled into the drawer sometime in the past and has discovered that food continuously finds its way to its nest here. It shows signs of having been attacked before (scratches, scars, and an arrow sticking out of its shell), so it's somewhat weakened. It has the mutation to *teleport*, which it will use to grab weapons out of a PC's hand and/or to move behind a target to gain surprise from behind. If the creature kills someone, it will drag the body off to its nearby nest to settle down and feed, ignoring the other members of the party unless they continue to attack it.

If the players kill the pseudoscorpion and inspect its webbing nest, they'll find an assortment of bones and body parts, including the body of Ifera, the missing

healer, identifiable by her clothes and the Holy Medicinal Order symbol she wore. There are also 2 *medishots* in Ifera's satchel that can be retrieved. Finally in the nest is a large white medicinal tablet that the pseudoscorpion has been gnawing on. This is a leftover stimulant pill once used by the researcher to stay awake and alert during long overnight stretches. If eaten, treat the user as having used a *stimshot*, giving them a +1d4 Strength bonus for 1 hour. There is enough for three doses.



AARONSIDDALL.COM

In the far rear corner of the drawer is rusted-out hole that is the opening to The Underdrawer. There is a faint indeterminate light coming from the drawer below, but it is difficult to judge the distance to the bottom. If anyone drops a torch or otherwise tries to test the depths, they will be unsuccessful.

*Judge's note: At their current size, the floor to The Underdrawer is 1 mile below them!*

The PCs will need to find a way down, but it is unlikely that they have enough rope to reach the bottom. This encounter is an exercise in role-playing for the players, and

here are some ways previous players have found to reach the bottom:

- Any mutant with the ability to fly will be indispensable here!
- Anything they used to slow their initial descent into the drawer can be used to descend into the bottom drawer (if they remembered to bring it along with them).
- The pseudoscorpion's nest is made of bits of tissue, cloth, and paper matted together with strands of natural webbing. The webbing can be pulled apart, worked, and braided into a makeshift rope of sorts given enough time, or the nest can be rolled out, flattened, and used as a makeshift parachute for the team.
- Hand gliders! Arm wings! A trained house fly! Anything the players can imagine will likely function long enough to get them to reach the bottom.

And if anyone decides to jump and/or falls to their doom? The Underdrawer has a deep bed fungus that the unfortunate PC will land upon and, at their current size and mass of less than 1 gram, they will only take 1d6 hp damage from the fall.

## REALM OF THE UNDERDRAWER

When the players land and have assembled together, they find themselves knee deep in some kind of mossy fungus. The lichens glow with a faint purplish-green bioluminescence, illuminating the area and removing the need for torches. The PCs can also see a bright glow in the moss about a foot to the left of where they now stand. As they look down to examine this unknown light source, there is a bright flash of violet light as the miniaturization apparatus misfires again, and

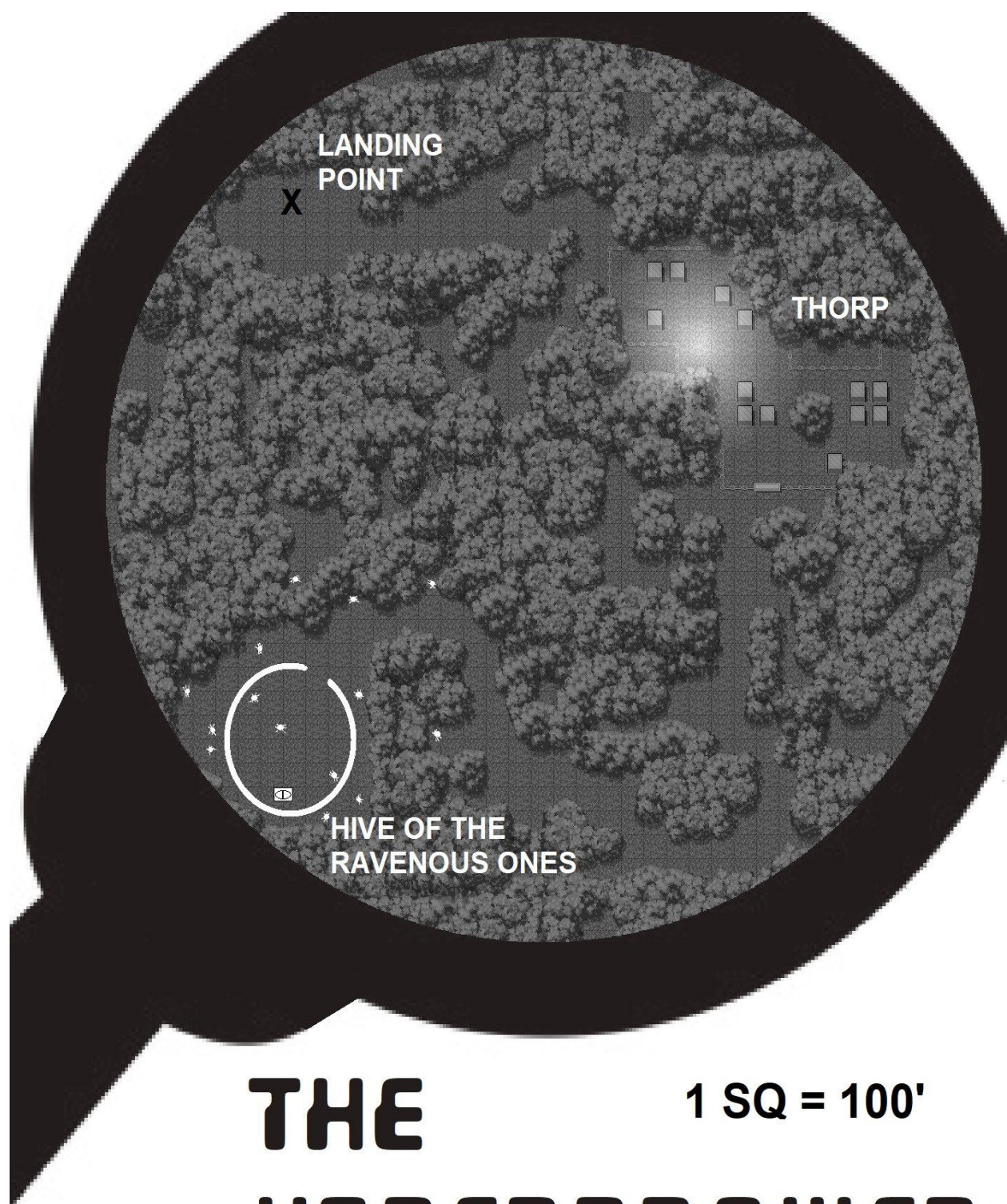
the players now find themselves at their final height of 1 mm. The knee-deep fungus field is now a towering forest they find themselves deep within.

*Judge's note: Because it's within the reduction field affecting the players, anything they brought with them from the upper drawer has also proportionally shrunk along with them and can be used as before. In fact, when they get back to the Outside World, anything they have will be enlarged along with them and can now be used in your campaign. A giant golf tee may end up as a Seeker's favorite weapon!*

The Underdrawer has developed its own environmental microcosm over several millennia. Dust and dirt has settled across the floor, becoming deep enough to form a rudimentary soil layer where moss, lichens, fungi, and other basic plant life have taken root. The lichens that make up the bulk of the "forest" glow with a soft bioluminescence, and many species of insects have made a home here.

If the PCs are at a loss as to what to do or where to go, the judge should remind them that they saw a bright glow coming from nearby before they shrank, so heading in that general direction might be the best course of action. However, the 12" length has now become a much longer distance to traverse. It will take the PCs 2 hours to reach the light source, and the judge should for a random encounter each hour. If the PCs encounter something, roll 1d4 on the following table for the encounter:





# THE UNDERDRAWER



1. **Giant Cockroaches (2):** Init +2; Atk bite +3 melee (1d6); AC 14; HD 1d8; 4 hp; MV 40'; Act 1d20; SV Fort +4, Ref +3, Will +2; Crit M/d6.
2. **Giant Spiders (2):** Init +4; Atk bite +3 melee (1d4, DC 15 Fort save or take an additional 1d3 hp of poison damage) or webs (treat as a grapple attack with +5 Strength modifier); AC 13; HD 1d8; 4 hp; MV 40'; Act 1d20; SP poison bite, webs; SV Fort +2, Ref +4, Will +0; Crit M/d6.
3. **Giant Beetle (1):** Init +2; Atk bite +1 melee (1d6); AC 15; HD 1d12; 6 hp; MV 40'; Act 1d20; SV Fort +5, Ref +1, Will +5; Crit M/d6.
4. **Ravenous Ones (3):** Init +3; Atk bite +2 melee (1d4, crit on natural 19 or 20); AC 13; HD 1d6; 3 hp; MV 30'; Act 1d20; SP crit on a natural 19 or 20; SV Fort +3, Ref +3, Will +3; Crit M/d6. (See page 16.)

As the PCs cut their way through the fungi foliage and grow closer to the light, they will happen upon a small human child. She gives them a friendly wave, then dashes off shouting, "They're here! The new ones from Outside are here!" as the PCs stumble into the village of Thorp. They are welcomed at the fenced border of the village by a small crowd of assorted humans, mutants, manimals, and plantients. And at the front stand Lihp and Hallola the remaining survivors of the original Seeker team who appear to have aged 20 years since the PC last saw them.

"We were wondering when you'd show up," Lihp says with a grin.

## THE VILLAGE OF THORP

The PCs are brought into the village and welcomed as if they were long-lost friends.

Lihp and Hallola feed the PCs and bind their wounds as they explain what happened to them and where they are now. The Seekers found themselves reduced in size just as the PCs did, and when they ventured to The Underdrawer, they found many others trapped in a similar situation. They gathered everyone together and knowing there was strength and safety in numbers managed to build a self-sufficient society over many years (or what passes for "years" in the microverse.) About 50 individuals now reside in the small farming community – some now have families and children of their own – and Lihp and Hallola act as the elder council for the village.

Thorp is made up of several structures cobbled together out of bits of plastic ID cards and circuit boards gathered around a communal fire pit (the light that first attracted the PCs' attention). They get their water from The Reservoir (an Ancient water bottle they've punctured), and they grow their own food in some nearby fields, having harvested seeds from a cast-off granola bar. The village also has a stable of tamed silverfish ("silversteeds") for transport.

**Silversteeds (6):** Init +2; Atk trample +3 melee (1d6), bite +2 (1d4); AC 11; HD 1d8; 4 hp; MV 70'; Act 1d20; SV Fort +2, Ref +2, Will +0; Crit M/d6.

Hallola explains that she is now a shaman for MICRON, who protects the village from harm and gifts them with items of use (tools, food, and minor items from elsewhere in the desk). She and the villagers escort the PCs to the largest building in the village – a temple to the AI – and says that MICRON has been awaiting their arrival.

Upon entering the temple, a cloud of golden dust (nanites under MICRON's control) filters in from every corner and crack and reforms into a golden shimmering humanoid. It appears pleased the PCs arrived safely and welcomes them to the village.

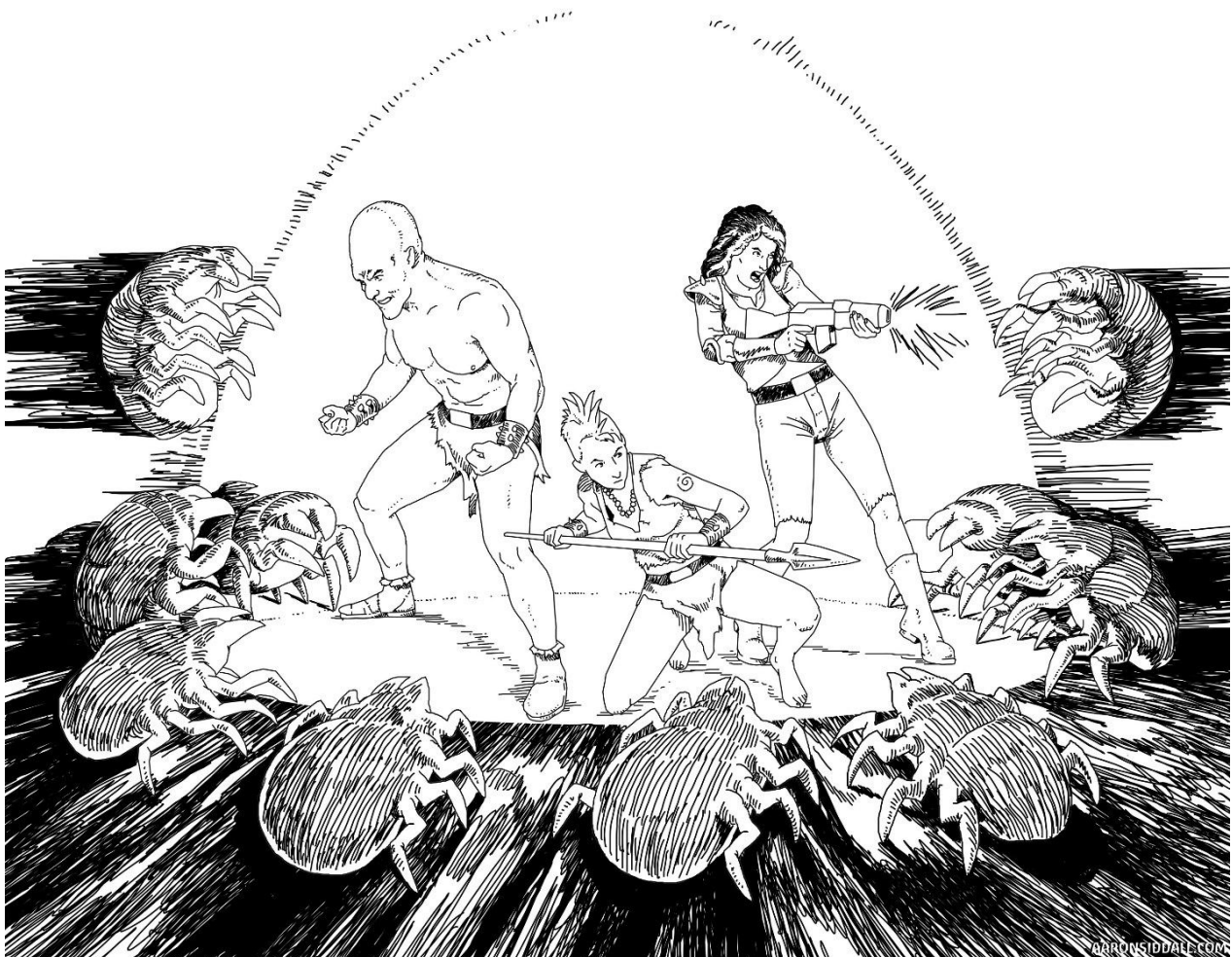
"I hope you're up...to the task I...have for you," MICRON says. "To re-enter the Outside World, you...must retrieve the...smartdust. With it, I...can reverse the process...and send everyone back home."

MICRON goes on to describe the "vial of smartdust", which is actually a small fragile glass capsule containing silver repair nanites. Once MICRON integrates its own nanites

with the repair nanites, it will regain control over the out-of-control experiment.

"However, before you...can retrieve the smartdust, you must...thwart the Ravenous Ones," MICRON says, as the villagers shudder and glance outside the temple nervously at the mention. "The Ravenous Ones...consume anyone and anything...they encounter. When they hunger, they raid...this settlement for food. We have lost...many over the years...to them. Yet the smartdust...is found in their realm."

If pressed for more information, MICRON admits he doesn't know much more as access to its memory banks is spotty due to the need



for repair. The villagers know that the Ravenous Ones are carnivorous insects but like none they've ever seen before (even those who come from the Outside World). Lihp and Hallola explain that the smartdust capsule is kept in a small chest that they tracked to the hive of the Ravenous Ones. They have also tried many times over the years to retrieve the smartdust, but no one else in the village is a trained Seeker, and the task was too much for just the two of them.

Because most of the village are attending this meeting, a small number of Ravenous Ones scramble over the town's fencing and attack the village. Lihp and Hallola will join the fight, but they spend most of the encounter trying to protect the villagers. The players will be the main source of resistance.

**Ravenous Ones (6):** Init +3; Atk bite +2 melee (1d4, crit on natural 19 or 20); AC 13; HD 1d6; 3 hp; MV 30'; Act 1d20; SP crit on a natural 19 or 20; SV Fort +3, Ref +3, Will +3; Crit M/d6.

The Ravenous Ones are actually common dust mites. But at the PCs' present size, these microscopic creatures are 2' high. They have a bulbous translucent shell, looking like a bloated white tick, with a savage-looking set of sharp rending mandibles. They typically scavenge and feed on dead skin cells and other biologic cast-offs, but in The Underdrawer, the largest source of fresh food are the Thorp villagers.

Once this small wave is beaten back, MICRON explains that the Ravenous Ones are growing braver, and they will likely overrun Thorp very soon. But with the smartdust, MICRON will be powerful enough to thwart future invasions as well as

return everyone back to the Outside World. Once the PCs have agreed to take on this last-chance retrieval mission, Lihp and Hallola describe the best route to the Ravenous Ones' hive where the smartdust capsule rests within a small chest. The villagers saddle up some of their spare silversteeds for the players to ride, as the speed of the steeds are unmatched in The Underdrawer.

## INTO THE LANDS OF THE RAVENOUS ONES

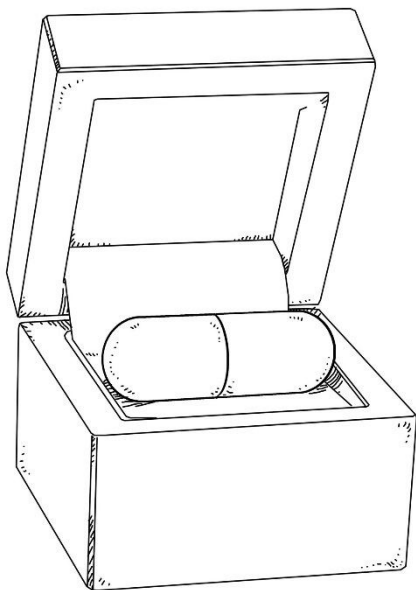
The route to the hive is fairly straightforward – except that the PCs are heading directly into the “maw of the beast”. The further they travel away from Thorp, the more dusty and cobweb-covered the lichen forest becomes. The PCs may see branches and underbrush moving as unseen dangers scurry about. At a cautious pace riding the silversteeds, the journey to the hive will take an hour. Due to the infestation in the area, the judge should roll for a random encounter for every 15 minutes of travel. If there is an encounter, 1d3+1 Ravenous Ones scuttle out of the lichens and/or drop from overhead branches to attack the party.

**Ravenous Ones (2 to 4):** Init +3; Atk bite +2 melee (1d4, crit on natural 19 or 20); AC 13; HD 1d6; 3 hp; MV 30'; Act 1d20; SP crit on a natural 19 or 20; SV Fort +3, Ref +3, Will +3; Crit M/d6.

The hive is a huge (300' tall) cotton-like “dome” the mites have created out of lint, dirt, fluff, and webbing. There is a single opening leading into the hive, and the PCs can see five Ravenous Ones crawling around on the surface of the hive and two standing near the opening. As long as the PCs don't do anything to draw attention to themselves, the

Ravenous Ones will be unaware of their presence. (Although the judge can continue to roll for a random encounter every 15 minutes if the PCs loiter too long.)

The chest containing the smartdust capsule is half-buried in webbing at the rear of the dome, easily visible from the entrance. How the Ravenous Ones react to the PCs depends on how they decide to retrieve the box. Here are a few examples, although your PCs may come up with another equally ingenious method:



AARONSIDDALL.COM

- **Fight their way in, killing everything in the way.** This is likely suicide because the seven Ravenous Ones milling around the dome will immediately race forward to attack. At the beginning of *each new round*, 2d4 more will scuttle from the darkness to join the attack. There are an infinite number of the beasties throughout the expanse of The Underdrawer, and the judge is encouraged to throw wave after wave of the flesh-eaters at the PCs for their hubris.
- **Set the dome on fire and retrieve the smartdust from the ashes.** Although the dome cocoon is highly flammable, so is the web-covered surrounding area. It is also unlikely that the chest and capsule containing the smartdust would survive such an inferno. If the players insist on setting the dome on fire, the entirety of The Underdrawer will be engulfed in flames in 1d3 turns, killing everyone and everything within.
- **While the others create a distraction, someone stealthily sneaks in and grabs the capsule.** Although tenacious, the Ravenous Ones are still just insects with no real intelligence. They will immediately chase after any potential food source (i.e., the PCs). During the chaos, a stealthy PC could creep around back and cut an opening through the rear of the dome (AC 13, 15 hp to cut through the webbing) to grab the chest. They could also sneak in through the abandoned front opening (DC 14 *Remain Hidden* check). Regardless of how they gain entry, there will be two Ravenous Ones left behind for them to contend with. Once they have the chest, they can race to join the party or try to deliver it to MICRON back at Thorp.
- **Ride in on the silversteeds and pull off a snatch-and-grab.** The silversteeds are far faster than the Ravenous Ones, so the PCs may try to race in, grab the chest, and race back out before the Ravenous Ones have a chance to react. If they do so, it will take 2 rounds riding at a full gallop to reach the chest and another 2 rounds to ride out with it. During each round within the dome, a rider will need to make a DC 12 Ref save to avoid being attacked by a Ravenous One (which will snap at their heels, drop from the ceiling overhead,

etc.). If the save fails, the creature gets an attack on either the silversteed or its rider (judge's choice). If a silversteed is ever taken to 0 hp, it falls to the ground and both it and the rider are swarmed by Ravenous Ones and immediately consumed. Any rider who wants to "scoop" up the chest as they ride by will need to make a DC 15 Strength check to tear it away from the webbing holding it in place. If they fail the save, they'll need to make a DC 13 Ref save to stay on their silversteed or they'll tumble off and will be devoured.

## RACE FOR YOUR LIFE

Regardless of how the chest is retrieved, once the PCs are on their way back to Thorp, the Ravenous Ones will sense "food" escaping and will pursue them in ever-increasing numbers.

**The Ravenous Ones (∞):** Init +3; Atk bite +2 melee (1d4, crit on natural 19 or 20); AC 13; HD 1d6; 3 hp; MV 30'; Act 1d20; SP crit on a natural 19 or 20; SV Fort +3, Ref +3, Will +3; Crit M/d6.

Due to the speed of the silversteeds, the party will be one step ahead of the ever-growing horde, but any mishap will likely mean the death of the unfortunate PC. To simulate the PCs' escape at breakneck speeds from the pursuing Ravenous Ones, the author suggests the following:

- Nearly every Ravenous One in the area is in pursuit, so if a PC falls off a silversteed or is otherwise overrun by the insects, they will be immediately consumed and should be considered lost.
- At top speed, the silversteeds will make it back to the gates of Thorp in 40 minutes.

So the maniacal pursuit will last for 4 turns.

- Each turn, the judge should roll 1d3 for the number of Ravenous Ones that suddenly appear to attack the PCs. (They'll leap out from the underbrush, drop down from overhead limbs, are standing directly in their path, etc.) For each new mite appearing, randomly choose the PC(s) under attack.
- Due to their speed on the silversteeds, the PCs will always attack first. If they choose to attack, they must do 3 hp to the mite in their attack to kill it and pass by unharmed. If they miss or do less than 3 hp, the mite gets an attack on either the PC or the silversteed as they pass by (judge's choice).
- If a PC chooses not to attack, they must make a DC 12 Ref save to successfully dodge the attacking Ravenous One. If they make the save, they pass by unharmed. If they fail, the mite gets an attack on either the PC or the silversteed as they pass by (judge's choice).
- The PC carrying the chest with the smartdust has their hands full and may NOT attack. They can only choose to attempt to dodge any attack. If they fail the dodge save, they are at risk of dropping the chest! After the mite's attack, the judge should have the PC roll an additional DC 14 Ref save to keep from dropping the chest. If they drop it, the chest will need to be somehow retrieved from the mass of carnivorous insects!
- The judge is encouraged to keep the chase fast-moving and exciting with high stakes. For example, if a silversteed goes down, have the rider make a DC 12 Ref save to leap onto the back of another. (But now that silversteed will begin to slow

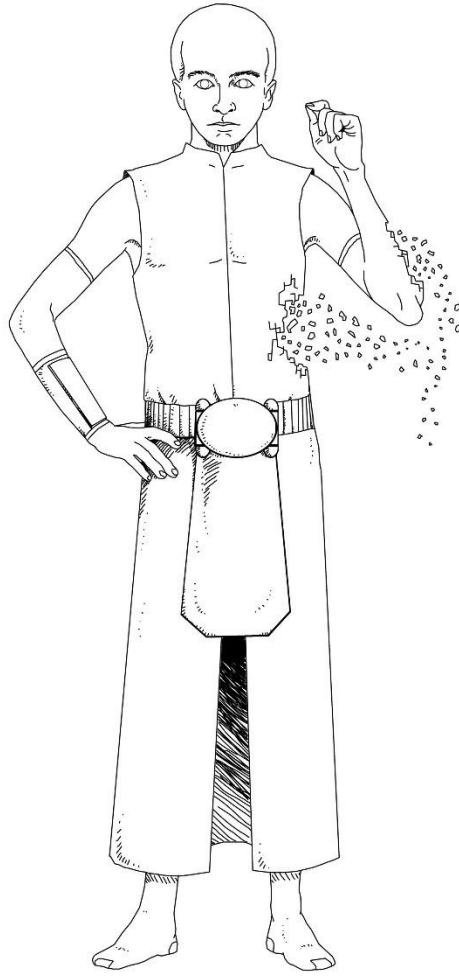
down due to the extra weight, causing the Ravenous Ones to catch up!) The PCs will likely come up with new plans and actions on the fly, and the judge is encouraged to react accordingly!

Upon reaching the outskirts of Thorp, Lihp swings the gates wide for the PCs, shouting, "The temple! Shatter the capsule in the temple!" Within the temple stands MICRON's golden image. Once the capsule is shattered, the silver smartdust within swirls and intermingles with MICRON's golden shape until it coalesces into a stable electrum form of an Ancient pure strain human wearing a labcoat.

"Ah, that's much better!" MICRON says, its voice no longer staticky and halting. Its eyes flash with a violet intensity, and any PCs who look outside see the Ravenous Ones quickly shrink in size until they vanish into nothingness as cheers erupt from the Thorp residents. "Now that I have regained control of the miniaturization apparatus, I have reduced the mites to a subatomic size where they will no longer be a danger to the Thorp people. And

now, to keep my word and send you and the citizens of Thorp back to the Outside World."

At this, the gathered villagers confer amongst themselves before talking to Lihp and Hallola, who nod in agreement. "We have grown accustomed to life here in The Underdrawer," Lihp says. "We do not want to abandon that which we have created, so we have decided to remain here under the benevolent eye of MICRON." MICRON smiles at this and nods as well. After saying their goodbyes, MICRON's eyes flare with an orange light that fills their field of vision.



AARONSIDDALL.COM

## BACK TO THE OUTSIDE WORLD

When their vision clears, the PCs find themselves standing next to Rhoro at the bottom of the gorge where their adventure began. Rhoro, surprised to see the party, demands to know what happened as they disappeared into the portal above just a few seconds earlier before reappearing next to her. Also, anything the PCs acquired in the microverse has enlarged with them and may be used as new acquired equipment.

After the PCs and Rhoro leave the chasm, they watch as the gorge fills with a bright violet light, and the canyon-like opening reduces in size until it's the size of a ditch, then a small crack in the earth, until it eventually shrinks into nothingness.



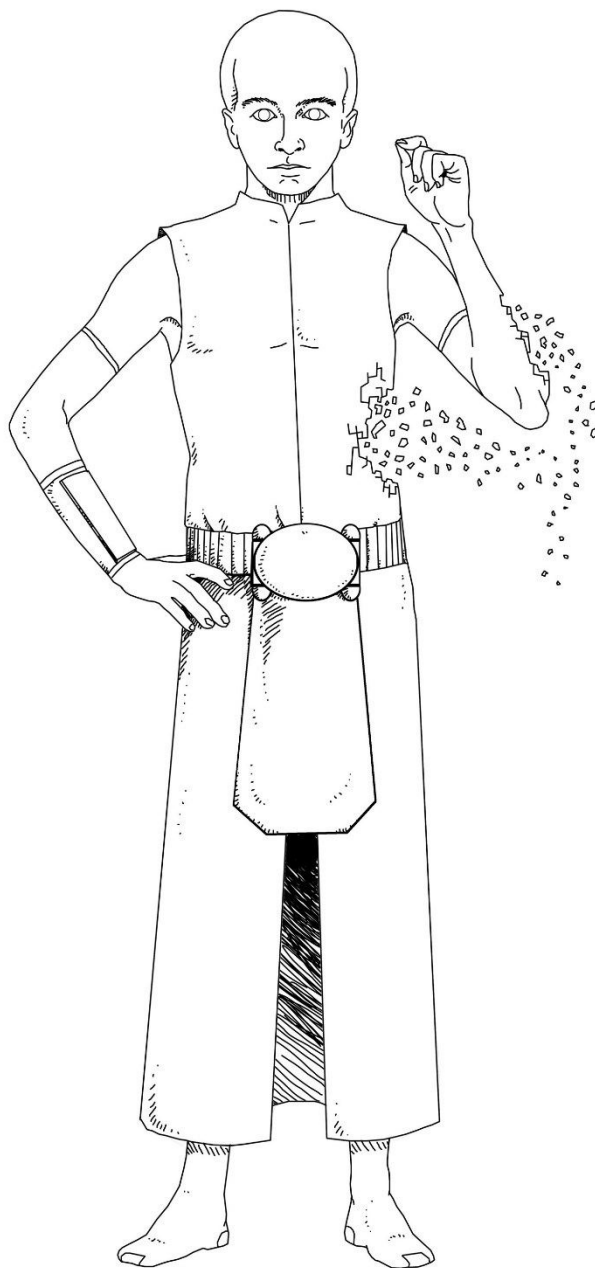
# MICRON

## (MINIATURIZATION INTERFACE COMMAND AND REINTEGRATION ORDINANCE NODE)

In the Ancient Days, MICRON was the AI responsible for calculating all variables and monitoring all results of miniaturization research at the Benes Quantum Science Institute. MICRON and the facility were buried under tons of rubble during The Great Disaster, causing the Ancient AI to remain dormant until a great earthquake restarted the experiment. MICRON reactivated and, upon monitoring the new data, was chagrined to see the experiment running amok. MICRON was too weak to stop the process of get the effects under control, so instead it focused efforts on making those trapped by the beam's rays as comfortable as possible, meeting their needs and helping as much as it could.

Over time, MICRON has come to view these miniaturized victims as its “people”, and they in turn respect, follow, and worship MICRON as their de facto god and leader. Once repaired, MICRON will again be able to fully control the miniaturization/enlargement process, as well as reconnecting with its global network of microscopic nanites. It will then ascend to patronhood, wishing to continue its benevolent mission of protecting the forgotten denizens of the microverse. MICRON will gladly bestow some of its power onto anyone who pledges themselves to assisting it in this endeavor.

When MICRON is summoned, nanites swarm from everywhere, appearing as a glistening silver-gold mist, which eventually coalesces into a 7'-tall bald human with glowing pupilless eyes dressed as an Ancient scientist. Its form constantly shimmers and shifts due to its nanite makeup.



AARONSIDDALL.COM

## PATRON AI BOND – MICRON

A shaman may choose to bond with this newly ascended patron only while within its temple in the village of Thorp. If a shaman chooses to pledge fealty later, they will need to somehow find their way back to the microverse. Upon a successful *Patron AI Bond* attempt, nanites stream from every corner of the temple, swarming over the shaman, before imbedding themselves under the character's skin. These nanites are in constant contact with MICRON, who uses them to bestow its blessings upon its followers. Favored supplicants may be granted additional wetware programs as noted in the *Patron AI Bond* results table.

## INVOKE PATRON AI (MICRON)

Level: 1    Activation time: 1 round, and the program may be run only a limited number of times, according to results of *Patron AI Bond*.

- 1        Lost, failure, and patron taint!
- 2-11    Failure. Unlike other wetware programs, *Invoke Patron AI (MICRON)* may not be lost for the day. Depending on the results of *Patron AI Bond*, the shaman may still be able to run this program.
- 12-13   The shaman's imbedded nanites have difficulty connecting with MICRON's subatomic network. They are eventually able to provide the shaman with a temporary boost in Intelligence of 1d6 (to a maximum of 24), and these additional points may be glowburned. The added Intelligence points last for only 1 hour.
- 14-17   Nanites flow from everywhere, forming 1d4 human-sized images of MICRON. These images are under the control of the shaman but have no true physical form. Additional programs run by the shaman appear to instead manifest from one of the images. The illusion lasts until the end of combat.
- 18-19   The shaman's size begins to randomly fluctuate, as they rapidly grow and shrink by up to 6 inches. This constant physical fluxing makes the shaman difficult to strike, giving them a +5 AC until the end of combat.
- 20-23   The shaman glows brightly as their imbedded nanites release a blast of energy that strikes targets within 20' of the shaman. The shaman can choose who is targeted by this explosion of energy. All hostile targets take 4d6 damage (DC 15 Ref save for half). Friendly targets are unaffected.
- 24-27   The shaman can send a target to the microverse. As an action, the shaman may attempt to physically touch any person or object (up to 10' square feet in total volume) by making a melee attack with a +10 bonus. Any object or creature successfully touched will immediately shrink away into oblivion.
- 28-29   The shaman's imbedded nanites re-encode their DNA to double the shaman's physical size. Their height is doubled, as well as their AC and Strength, Agility, and Stamina scores. The shaman's current hit points are also *tripled*. This change lasts until the end of combat.
- 30-31   A microscopic tardigrade will enlarge to the size of a terrorphant. The elephantine creature is under the shaman's control and will follow any command given to it, up to and including fighting to the death. Once combat ends or the tardigrade is killed, it will shrink back to its original microscopic size. (**Giant Tardigrade:** Init +2; Atk extensible snout bite +2 melee)

- (3d6) or trample +4 melee (6d6); AC 18; HD 10d10; 60 hp; MV 40'; Act 1d20; SP none; SV Fort +6, Ref +0, Will -3; Crit M/d16.)
- 32+ MICRON itself materializes from a swarming cloud of nanites. After a round of assessing the situation, MICRON begins banishing hostile targets to the microverse. Up to four randomly selected targets will shrink into nothingness *each round* with no saving throw to avoid this fate.

## PATRON TAINT: MICRON

When patron taint is indicated for MICRON, roll 1d6 on this table. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling on patron taint.

### Roll Patron Taint Result

- 1 MICRON feels the shaman needs to better see the microverse to understand its inhabitants. The character's eyes enlarge to twice their current size. The shaman can now see microscopically but has difficulty seeing normally. The first time this is rolled, adjust the shaman's Personality score by -1 and Agility score by -1d4. If this taint is rolled again, the shaman is effectively blinded.
- 2 One of the shaman's limbs shrinks to half its normal size. (The judge should choose one at random.) If it's a leg or other limb used for locomotion, the shaman's movement rate is halved. If it's an arm or other limb used to hold and manipulate objects, it is now too weak to hold anything weighing more than a few ounces. Each time this is rolled, another random limb is similarly affected.
- 3 Attracted to the shaman's bond with the microverse, a cloud of gnats, mites, midges, and other tiny flying insects now constantly buzzes around the shaman. Each time this is rolled, adjust the shaman's Personality score and Initiative modifier by -1 as the constant swarm increases in intensity.
- 4 The nanites imbedded in the shaman come to the surface and now crawl around on their skin, giving their flesh a slightly silver-gold sheen. Anyone or anything contacting the shaman will take 1d3 hp of electrical damage. Each time this is rolled, adjust the shaman's Personality score by -1 as they become more metallic-looking, and increase the electrical damage by one step up on the dice chain.
- 5 Every time the shaman runs a program, voices cry out from the microverse, which can be heard by all in the area as a high-pitched trilling sound in their inner ear. All within 60' (except the shaman) must make a DC 10 Will save or be deafened for 1d3 rounds. Each time this is rolled, the duration of the deafening effect increases by one step up on the dice chain.
- 6 To keep the shaman from accidentally crushing any unseen microorganisms, MICRON materializes a thin invisible forcefield (1/8 inch deep) around their hands, keeping them out of contact with the physical world. A DC 5 Ref check must be made any time the shaman wishes to pick up, grip, manipulate, or otherwise hold anything.

## WETWARE PROGRAMS: MICRON

Those committed enough to become followers of MICRON will eventually learn three new wetware programs:

Level 1: *Miniaturization Field*

Level 2: *Nanite Surge*

Level 3: *Summon Microorganism*

## GLOWBURN: MICRON

MICRON appreciates the efforts of its followers willing to sacrifice portions of themselves to aid the denizens of the microverse. When a shaman utilizes glowburn while running one of MICRON's programs, roll 1d4 and consult the following table.

### Roll    Glowburn Result

- 1      MICRON rewards those who use their own flesh to feed the inhabitants of the microverse; the shaman cuts their own flesh and lets the blood flow onto the ground where it appears to evaporate as it is consumed by microscopic organisms (expressed as Stamina, Strength, or Agility loss).
- 2      MICRON requires some the shaman's imbedded nanites elsewhere. The shaman feels their body being ripped asunder as the microscopic machines explode from every pore, duct, and orifice (expressed as Stamina, Strength, or Agility loss).
- 3      The village of Thorp is under attack again! The shaman is instantly miniaturized into the microverse and inducted into a great microscopic battle versus a horrific threat. They spend the better part of a month battling these vicious creatures (expressed as Stamina, Strength, or Agility loss). MICRON then enlarges the shaman, and because of time dilation, only a second or two has passed in the outside world.
- 4      Thousands of MICRON's nanites require reprogramming to better understand the living sentient mind. A cloud of nanites buzz around the shaman's head before flooding into their eyes, ears, and nose and burrowing directly into their brain (expressed as Stamina, Strength, or Agility loss).

## MINIATURIZATION FIELD

Level: 1    Range: Touch    Duration: 1 turn/CL    Activation time: 1 round    Save: None

General: By touching a creature or object, or targeting themselves, the shaman causes the target to shrink in size. In this manner, obstacles can be reduced so they can be bypassed, large objects can be easily hidden or carried, huge enemies can be more easily overcome, etc. Artifacts that are reduced in size do not reduce in potency, i.e., a shrunken photon grenade will still explode for 6d6 hp damage (although its blast radius may be reduced).

Manifestation Roll 1d3: (1) target visibly shrinks, stopping when it reaches its new size; (2) target explodes into millions of atoms, then reassembles at its new size; (3) parts/limbs of the target each shrink individually one at a time until the entire target is reduced in size.

- 1        Lost, failure, and patron taint!
- 2-11    Lost. Failure.
- 12-13   Failure, but the program is not lost.
- 14-15   The target reduces in size and mass by 10%. It becomes visibly smaller but not enough to affect any statistical bonuses. Anything worn or carried by the target is also reduced in size.
- 16-19   The target reduces in size by 25%. Living creatures suffer a -1 penalty to attacks, damage, and AC due to its smaller size and strength. Hit points remain unaffected.
- 20-23   The target reduces in size by 50%. Living creatures suffer a -2 penalty to attacks, damage, and AC due to its smaller size and strength. Hit point values are reduced by 10%.
- 24-27   The target reduces in size by 75%. Living creatures suffer a -4 penalty to attacks, damage, and AC due to its smaller size and strength. Hit point values are reduced by 50%.
- 28-31   The target reduces to one-tenth its normal size. Living creatures suffer a -6 penalty to attacks, damage, and AC due to its smaller size and strength. Hit point values are reduced by 75%.
- 32-33   The shaman can select up to three targets, all of which are reduced to one-tenth their normal size. Living creatures suffer a -6 penalty to attacks, damage, and AC due to their smaller size and strength. Hit point values are reduced by 75%.
- 34+     The shaman can select up to six targets, all of which are reduced to a height of 1 inch. Living creatures are too small to be considered effective in combat and cannot cause any damage to full-sized opponents. Hit point values are reduced to 1 hp each.

## **NANITE SURGE**

Level: 2    Range: See below    Duration: Varies    Activation time: 1 round    Save: Ref    save    vs. program check

General: The shaman discharges the accumulated energy from their imbedded nanites, creating a surge of raw voltaic power.

Manifestation: See below.

- 1        Lost, failure, and patron taint!
- 2-11    Lost. Failure.
- 12-13   Failure, but the program is not lost.
- 14-15   The shaman releases a pulse of energy that shocks all within 20' of the shaman for 1d6 damage.
- 16-17   The shaman releases a single bolt of energy at one target within 50' that takes 3d6 damage.
- 18-21   The shaman releases a single bolt of energy at one target to which they have line of sight that takes 4d6 damage.
- 22-23   The shaman releases a pulse of energy at any target within 100'. The target and all living targets within a 30' radius take 2d6 damage.
- 24-26   The shaman releases a single bolt of energy that races between four targets. The first target must be within 50' of the shaman, and each subsequent target must be within 30' of the prior one. The first target takes 4d6 damage, the second target takes 3d6 damage, the third target takes 2d6 damage, and the final target takes 1d6 damage.

- 27-31 The shaman releases five bolts of energy, one from each finger on one hand, each striking a separate target no more than 50' away. (A single target cannot be hit by more than one bolt.) Each struck target takes 4d6 damage.
- 32-33 The shaman releases a pulse of energy at any target within 200'. The direct target takes 8d6 damage, and all other creatures within 30' take 6d6 damage.
- 34-35 The shaman's form becomes a living creature of pure energy. The shaman races with lightning speed between six chosen targets within 500', automatically striking each target for 10d6 damage, before changing back into their original form.
- 36+ The shaman releases a single massive bolt of energy that hits up to eight targets within 1000'. The bolt does an accumulated 24d6 damage to the targets. The shaman can divide the damage between up to eight targets as they wish. For example, the first target could take 17d6, then the other seven targets could take 1d6 each.

## SUMMON MICROORGANISM

Level: 3   Range: Varies   Duration: 3 rounds/CL   Activation time: 1 action   Save: None

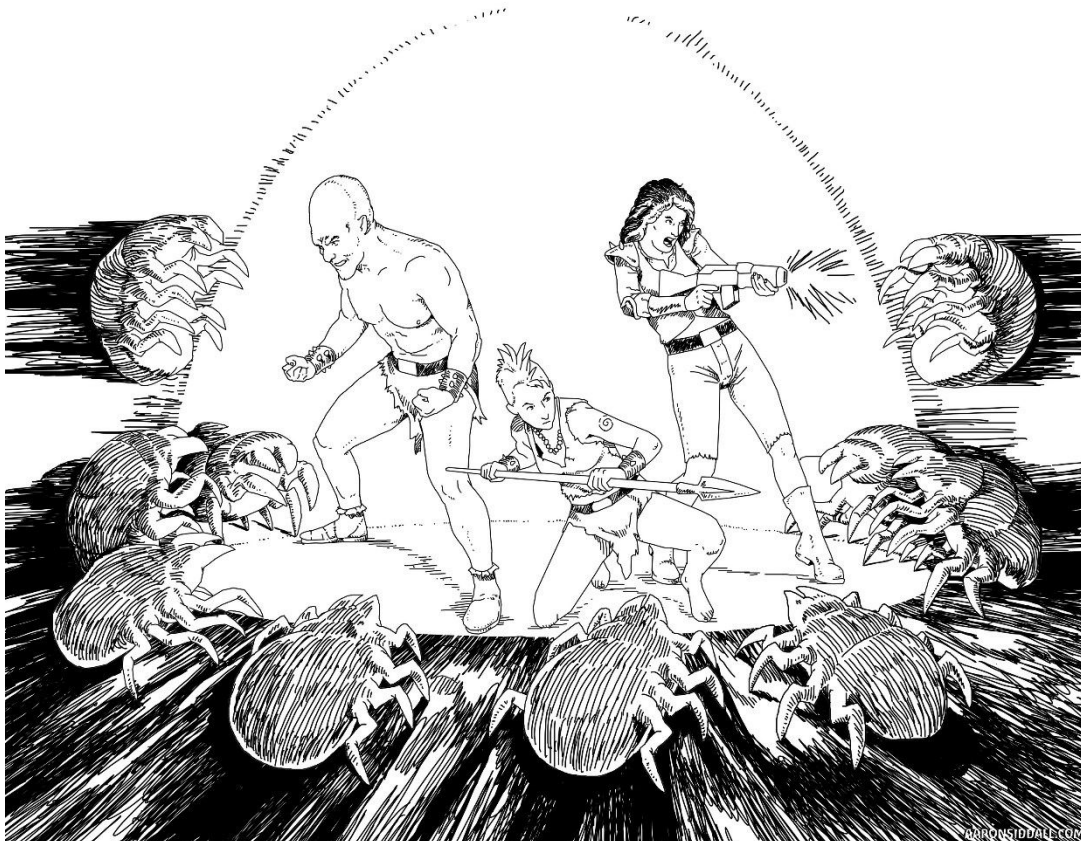
General: The shaman summons forth creatures from the microverse to do their bidding.

Manifestation: See below.

- 1      Lost, failure, and patron taint!
- 2-11   Lost. Failure.
- 12-13   Failure, but the program is not lost.
- 14-17   The shaman summons a swarm of mites, midges, gnats, and other tiny flying biting insects to fill a 20' x 20' area of the shaman's choosing within 100'. The swarm attacks *any* creatures within its area but does not move from that spot, remaining there until the program expires. (**Insert Swarm:** Init +5; Atk swarming bite +1 melee (1d4 plus sting); AC 11; HD 4d8; 20 hp; MV fly 40'; Act Special; SP bite all targets within a 20' x 20' space, half damage from non-area attacks, sting (DC 5 Fort save or additional 1d4 damage); SV Fort +0, Ref +10, Will -2; Crit N/A.)
- 18-19   The shaman summons a huge swarm of mites, midges, gnats, and other tiny flying biting insects to fill a 40' x 40' area of the shaman's choosing within 200'. The swarm attacks creatures of the shaman's choosing within its area but does not move from that spot, remaining there until the program expires. (**Huge Insert Swarm:** Init +5; Atk swarming bite +1 melee (1d6 plus sting); AC 11; HD 4d8; 20 hp; MV fly 40'; Act Special; SP bite all targets within a 40' x 40' space, half damage from non-area attacks, sting (DC 5 Fort save or additional 1d6 damage); SV Fort +0, Ref +10, Will -2; Crit N/A.)
- 20-23   The shaman summons a large colony of radioactive bacteria from the earth that coalesces into a large pool of smart mud. The smart mud will attack targets of the shaman's choosing, attempting to grapple and suffocate its prey. When the program ends, the smart mud will dissolve back into the earth. (**Smart Mud:** Init -1; Atk pseudopod +3 melee (1d12 plus suffocation); AC 10; HD 6d6; 20 hp; MV 20'; Act 2d20; SP grapple to suffocate (DC 12 Fort save or suffocate in 2d5 rounds); SV Fort +4, Ref +1, Will +1; Crit M/d12.)
- 24-27   A small herd of six Ravenous Ones emerge from the microverse and enlarge before the shaman. These creatures will attack any targets of the shaman's choosing. When the



- program ends, the Ravenous Ones will shrink back to their microscopic size. (**Ravenous Ones (6):** Init +3; Atk bite +2 melee (1d4, crit on natural 19 or 20); AC 13; HD 1d6; 3 hp; MV 30'; Act 1d20; SP crit on a natural 19 or 20; SV Fort +3, Ref +3, Will +3; Crit M/d6.)
- 28-29 A large herd of 10 Ravenous Ones emerge from the microverse and enlarge before the shaman. These creatures will attack any targets of the shaman's choosing. When the program ends, the Ravenous Ones will shrink back to their microscopic size. (**Ravenous Ones (10):** Init +3; Atk bite +2 melee (1d4, crit on natural 19 or 20); AC 13; HD 1d6; 3 hp; MV 30'; Act 1d20; SP crit on a natural 19 or 20; SV Fort +3, Ref +3, Will +3; Crit M/d6.)
- 30-31 A microscopic tardigrade will enlarge to the size of a terrorphant. The elephantine creature is under the shaman's control and will follow any command given to it, up to and including fighting to the death. When the program ends, it will shrink back to its original microscopic size. (**Giant Tardigrade:** Init +2; Atk extensible snout bite +2 melee (3d6) or trample +4 melee (6d6); AC 18; HD 10d10; 60 hp; MV 40'; Act 1d20; SP none; SV Fort +6, Ref +0, Will -3; Crit M/d16.)
- 32+ Three microscopic tardigrades will enlarge to the size of terrorphants. The elephantine creatures are under the shaman's control and will follow any command given to them, up to and including fighting to the death. When the program ends, two of them will shrink back to their original microscopic size. However, if desired by the shaman, one giant tardigrade will permanently remain behind as a mount or pack animal. (**Giant Tardigrades (3):** Init +2; Atk extensible snout bite +2 melee (3d6) or trample +4 melee (6d6); AC 18; HD 10d10; 60 hp; MV 40'; Act 1d20; SP none; SV Fort +6, Ref +0, Will -3; Crit M/d16.)



This printing of The Desk In Room 8-10 is done under version 1.0a of the Open Gaming License and the System Reference Document by permission from Wizards of the Coast, Inc. Subsequent printings will incorporate final versions of the license, guide, and document.

Designation of Product Identity: The Desk In Room 8-10, when used in any context, is product identity. All artwork, logos, author names, and presentation are product identity, with the exception of artwork used under license. The Savage AfterWorld is product identity. Designation of Open Content: All text, with the exception of material specifically excluded in the declaration of product identity, is open game content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of this book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE “The Desk In Room 8-10, copyright © 2022 Tim Snider.” Mutant Crawl Classics Role Playing Game is copyright © 2017 Goodman Games. Open game content may only be used under and in the terms of the Open Game License.

#### **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### **15. COPYRIGHT NOTICE**

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. Mutant Crawl Classics Role Playing Game, Copyright © 2017 Goodman Games, all rights reserved, visit [www.goodman-games.com](http://www.goodman-games.com) or contact [info@goodman-games.com](mailto:info@goodman-games.com). The Desk In Room 8-10, Copyright 2022, Tim Snider. Author Tim Snider.

#### **END OF LICENSE**

The Desk In Room 8-10 is Copyright 2022, Tim Snider. All artwork within is copyrighted by its respective artist who retains all rights to his respective work. All artwork is used with permission of the original artist. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means without written permission from the author, except for the inclusion of brief quotations in a review. TSAW 17

# THE DESK IN ROOM 8-10

A LEVEL 1 ADVENTURE  
BY TIM SNIDER

COMPATIBLE WITH

**MCC  
RPG**

A Seeker has returned to the village excitedly describing an Ancient structure her team discovered. She waited while they entered, yet they never returned. You've been sent to investigate the disappearance as well as the unexplained growth of surrounding flora and fauna. Also, is the Seeker...shorter?

*The Desk in Room 8-10* is a 1st-level adventure for four to six Seekers. This product is compatible with the Mutant Crawl Classics Role-Playing Game.

# THE SAVAGE AFTERWORLD

\$9.99  
GMG3P185