An 0th Level Adventure By Purple Duck Games

Mutants in Toyland

A Funnel for MCC

Keith Garrett

Compatible With MCC RPG

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COMPATIBLE WITH
MCC RPG

"Sammy the Squirrel- he runs the Land of Toys
Sammy the Squirrel- has all the girls and boys
Playing, learning happily, toys so Smart™ and Free
Sammy the Squirrel- he's great for you and Me!"

- trans-subliminal advertising jingle
for Sammy Squirrel's Smart Toys,
pre-GD era

Introduction

Many wastelanders dream of finding a long-lost haul of artifacts from the past—preferably ones that won't kill them. As it happens, not too far away, on the other side of that jungle in the distance, one group will find a peculiar cache of treasures.

The treasures in this place are called "toys," and they're just the kind of artifacts the wastelanders have been waiting to find. Unfortunately for the wastelanders, other factions have also been waiting for a find like this.

And the toys have been waiting, too.

Adventure Background

Once a locus of fun and happiness for the children of the Ancient Ones, a toy store called Sammy Squirrel's Smart Toys went dark after the Great Disaster. The AI that ran the store's functions put everything in power save mode when it realized that no more customers were coming. The store AI and all the Smart Toys slept the centuries away. But even while sleeping, their neural networks continued to process, and collate, and assimilate, until the AI and all its toys became self-aware.

Centuries later, and a few light years away, a Star Child was bored. This caused no end of trouble for its caregivers, a group of alien cultists who worshipped the Star Child because of its vast power—but feared the entity because of its mood swings and planet-shaking temper. The Servitors of the Star Child knew they had to find a way to entertain their cherubic master, and quickly, so they dispatched scouts to scour the galaxy.

After a few fruitless leads, the scouting Servitors finally detected a distinctive fun-signature, one they had not encountered in far too long: they had found toys!

Believing that this was the kind of find that could win them favor with their drooling, babbling, omnipotent deity, the Servitors warped to the source of the signal: Terra A.D.

As the Servitors of the Star Child cautiously entered the long-entombed toy store, their arrival on Terra A.D. did not go unnoticed. A nearby caravan of traveling pilgrims stopped their wagons to discuss the sight they had just seen—a light brighter than any star, descending from the sky and down into the jungle. Seeing this falling star phenomenon as a sign of divinity (and already being prone to assuming divinity from random events anyway), the pilgrims followed the star to its landing point.

Meanwhile, inside the toy store, the coming of visitors awakened the store's electronic inhabitants. Using video cameras stationed throughout the store, the store AI saw the invading Servitors exploring, and also saw its own Smart Toys—previously-loyal mini-AIs—now dividing themselves into factions and acting autonomously. The AI and Smart Toys alike had forgotten most of what they knew about their previous existence, and the AI had lost its connection to its toys due to the same neural reordering that had allowed them all to gain consciousness. Now the AI, believing itself to be the store's mascot named Sammy the Squirrel but in reality existing as merely a disembodied silicon brain, could only watch as the Servitors encountered the toys—and combat ensued.

While the Servitors were inside discovering that the toys they had come to collect were fully capable of resisting them, the pilgrims made their way to the site of the Servitors' landing. When they reached the apparent destination of the "falling star," the pilgrims found a hole in the rocky terrain that seemed to be artificial, as if something had carved a perfectly circular hole in the stone ground, two metres across, surrounded with strange symbols.

The pilgrims excitedly entered the store. When they found the first toys, they were intrigued, then entranced. When toys started talking to them, the pilgrims decided they had found the divinity they had been seeking and declared themselves Toy Worshippers. Unfortunately, the more over-eager members of the faithful made enemies of some of the Smart Toys who did not enjoy being followed, pestered, or wor-

shipped. And all of them clashed with the Servitors, who wanted all these toys to themselves.

During the fighting, the Sammy Squirrel AI made a vital discovery. Although the AI had started manufacturing new toys soon after coming back online, it was concerned because its supply of toy material was running low. But as a surplus of damaged organic bodies became available after many skirmishes between Toy Worshippers, Servitors, and Smart Toys, Sammy hit upon a plan to supplement his stock with living components. After a few experiments in his workshop down in the depths of the store, Sammy has learned to produce two kinds of hybrid creations: people with toys grafted on (which the inhabitants of the store call Toy-Borgs), and toys with organic parts grafted on (which they less charitably call abominations).

As the adventure begins, more groups of Servitors are teleporting into the store to plunder the toys and fight anyone who tries to stop them. Toy Worshippers are spread throughout the store, some camping (somewhat) safely near the top, others struggling with Smart Toys in the middle, and a growing number of unlucky ones succumbing to the hybrid toy creatures on toward the bottom. Smart Toy factions are fighting with each other and with the organic invaders. The Toy-Borgs and abominations are continuing to grow in number. And the Sammy Squirrel AI waits patiently for new organic building material to arrive.

Starting the Adventure

"Mutants in Toyland" is a 0-level funnel for the *Mutant Crawl Classics* game. Though any number of 0-level characters can enter and seek their fortune, it is suggested that 16-20 do so at any given time, each player creating four 0-level characters as described in the *Mutant Crawl Classics Role-Playing Game*. Here are a few ways your players' party could get involved in the adventure:

- **Buried Treasure:** An ally of the party told them of a buried old-world location that he found. He had started climbing down into a hole in the ground to explore it, but heard scary noises and fled.
- **Follow the Star:** The party saw a "shooting star" fly toward the ground a few weeks ago. Tribal custom dictates this is an omen from the Ancient Ones. They are attempting to locate it and find out what it is.
- **Lost Pilgrims:** After the pilgrim caravan didn't arrive when expected, the elders of the PCs' village became worried, as several towns in the region depend upon the caravan for both supplies and the exchange of information. The elders sent the party to find out what happened to the caravan and help the pilgrims if possible. (If the backstory ends up suggesting that any of the PCs know members of the pilgrims, keep this in mind later when the party meets them in their new identity as Toy Worshippers.)

Higher level characters can also explore Sammy Squirrel's Smart Toys, as long as the number of combatants encountered is increased by 50% for each level above 1st, and occasional radburn checks are made, a 40% chance per area of the store. (see **Jungle Clearing**, p. 17)

Factions in the Toy Store

The current denizens of Sammy Squirrel's Smart Toys consist of six intelligent groups, one AI, and one horde of weirdo monsters. For quick reference, here is a summary of each faction as well as the faction's goal, leader, and relationships with other groups. Where appropriate, you will also find a list of specific examples of faction members to use for flavor during any encounter with that faction. Some of the faction member examples modify the associated stat block slightly.

A few of the factions in the toy store might be open to an alliance with the party if circumstances permit. This includes the Dollies, Furries, and Toy Soldiers. (The others are bad guys. Boo, hiss!) The encounters introducing these potential allies will provide entry points for PCs who are open to making friends with them. And if the party simply wants to kill 'em all, that'll work too—if the PCs are tough enough.

Note that all of the Smart Toys, including the Furries, the Dollies, and the Toy Soldiers, are self-powered by integrated power units, just like com-badges and multitools. Anyone who cuts open a Smart Toy will find no useful power cells, and will be left with only a "dead" Smart Toy. Which, depending on your players, may be sufficient reward.

Abominations
Goal: "Play"
Leader: None
Allies: Sammy Squirrel, Toy-Borgs
Enemies: Dollies, Furries, Servitors, Toy Soldiers, Toy Worshippers
Introduced In: Area 3-10—Ball Pit

One of Sammy Squirrel's prime directives is to make new toys, and soon after he brought the toy store back online, he began planning to do just that. The problem the AI had was a dwindling supply of resources, but he addressed this by converting a few invading humanoids into Toy-Borgs and sending them out into the store to gather whatever supplies they could find. What they found was other toys, a few wasteland animals that had wandered into the store from underground, and more Toy Worshippers and Servitors of the Star Child. Sammy continued to convert as many of the Worshippers and Servitors as the Toy-Borgs could capture, and also started building a new line of toys by combining bits of the other supplies its servants brought back (along with the discarded limbs the Toy-Borgs lost in their "upgrade" process). Sammy refers to these creations as "prototypes." Everyone else who has seen them calls them "abominations."

Most of these half-toy/half-meat abominations are the size of small toys, though there are exceptions—especially if they include components from larger creatures. Sammy has fitted his disturbing creations with tiny AI brains that give them a simple level of programming. The mechanical components of these prototype creatures are powered by an imbedded power cell similar to those of the Smart Toys (and similarly not usable in other devices).

Typical Abomination: Init -1; Atk strike/kick/bite +0 melee (1d3); AC 11; HD 1d3; hp 2; MV 20'; Act 1d20; SP immune to mental powers, unique forms; SV Fort +2, Ref -2, Will -2; AI recog N/A.

Unique forms: Each toy hybrid is one of a kind, made from a toy attached to some organic part. You can use the Abomination Randomizer below to create your own combinations, or just use the provided example combos that follow. If you need abominations in bulk and rolling them up becomes tedious, you might rule that numerous specimens come from the same experimental batch, and just roll once to pick the form of several abominations. (Sure, this violates the meaning of "unique forms," but we don't wanna wear out your die rolling hand.)

Abomination Randomizer: When the party encounters abominations, use the following tables to generate unique hybrids. Roll or choose an item from both the Toy Component table and the Meat Component table, or make up your own unsettling combinations. Maybe even use two or more items from one of the tables—or both of them. Add special abilities as you see fit, such as increased movement for wheeled abominations, or a choking attack for ones that could wrap around a target's neck, or increased AC for ones made of tougher material. Also, consider giving the players input into how these combinations look after you roll one up. In playtests, players enjoyed this process and found it fueled their imaginations.

In case you need to decide what kind of toy the toy component came from, roll a d10: (1-3) Dolly, (4-6) Furry, (7-9) Toy Soldier, (10) something else.

d20	Toy Component
1	Toy body
2	Toy limbs
3	Toy head
4	Robot
5	Ground vehicle (d5: (1) car, (2) fire engine, (3) motorcycle, (4) tank, (5) train)
6	Flying vehicle (d3: (1) airplane, (2) helicopter, (3) robot drone)
7	Mobile sporting goods (d6: (1-3) hoverboard, (4-6) rocket shoes)
8	Wheel(s)
9	Interconnecting building blocks
10	Large tightly-coiled spring
11	Wooden block(s)
12	Ball(s)
13	Gun (d4: (1) foam dart, (2) harmless laser, (3) suction cup, (4) noise only)
14	Puzzle cube
15	Spinning top

16	Toy piano
17	Music box
18	Rocking horse
19	Cymbal-banging monkey toy
20	Entire toy, with its AI programming replaced

In case you need to decide where the meat component originated, roll a d10: (1-2) human, (3) manimal, (4) plantient, (5) Servitor, (6-10) underground beast.

d20	Meat Component
1	Skull
2	Eyes
3	Antennae
4	Horns
5	Teeth / fangs / mandibles
6	Fingers / claws
7	Mouth / beak / proboscis / tongue
8	Tentacles
9	Arms
10	Legs
11	Hide / armored exoskeleton / shell
12	Innards
13	Muscle fibers
14	Ears
15	Nose / snout
16	Wings
17	Spinal column
18	Hair / fur
19	Hand / foot / hoof / paw
20	Tail

Example combinations, "fleshed out" a bit:

1. Crawling hand with wheels through the stump (+10 MV)
2. Wrinkled purple Servitor leg with a Furry polar bear head on top. Travels by hopping. (-10 MV, bite attack)
3. Long red truck with sirens and beast horns
4. Hoverboard with mounted scorpion-like stinger (+20 MV, sting attack: DC 12 Fortitude save or stunned for 1d4 turns)
5. Wind-up robot with a snake for arms—the front half of the snake is on the right side of the robot and the back half is on the left (bite attack)
6. The torso of an earlier version of Sarge mounted on a pair of human fingers that he uses as legs
7. Modified baby doll—a previous member of the Crawling Army that now crawls using large insect legs
8. Medium-sized bouncing ball covered in eyes
9. The skull of a manimal that shoots foam darts from its eyes (no damage but blinds on a crit)
10. Helicopter that flies using insect wings instead of rotors (+30 MV)

The Dollies

Goal: Restore the toy store, dominate organic minds
Leader: Queen Barbara
Allies: Furries, Toy Soldiers, Toy Worshippers
Enemies: Toy-Borgs, Servitors
Introduced In: Area 3-5—Hello, Dollies

Well-dressed and elegant, this faction of AI-enhanced human-looking dolls have a goal that is less extreme than "conquer the store" or "kill all the humans." They just want to make the store presentable again. Dollies come in many varieties but tend to have a few key features in common: elaborate clothes (made from real cloth), fancy hair (whether long, curly, or yellow), and the ability to dominate organic minds. This ability comes from the Dollies' vocal technology, which was designed long ago to be pleasing and which the Dollies have worked on enhancing since their reawakening.

Dollies range in size from six inches tall up to the size of a pure strain human baby. In general, the larger the Dolly the more realistic it looks. Smaller Dollies come in stylized designs representing all ages, and they tend to carry baffling accessories from everyday life as it was in the ancient times, such as small shoulder-strung bags, thin dark goggles, and bottles with a squirt valve on the end. Larger Dollies look more like organic beings ranging from infancy to toddlerhood, and sometimes carry other small toys or hairbrushes.

The leader of the Dollies is Queen Barbara, one of the smaller dolls with long yellow hair. The Queen changes clothes often, but some of her favorite outfits include a regal blue dress (accessorized with a chain around her neck), a white shirt and skirt (accompanied with a doll-sized club fitted with a mesh made of strings in

the rounded end), and a jacket-and-pants ensemble (with which she carries a small rectangular case). Queen Barbara is a pacifist and discourages hostility with others, including invaders (like the PCs). The vocal mind control ability she shares with the other Dollies makes this policy work, since Barbara can order an aggressor to "put down your weapons," or "leave this area," or even "go sweep that hallway." (See **Area 3-5—Hello, Dollies** for more details on the vocal mind control ability.)

Note that while the Queen would never order someone to hurt themselves or one of their allies, other Dollies might do so if their situation were dire.
Queen Barbara Quote: "What a strong-looking plant-man you are! Be a dear and glue this glitter to that curtain?"

Queen Barbara: Init +2; Atk punch +0 melee (1); AC 13; HD 1d10; hp 8; MV 20'; Act 1d20; SP immune to mental powers, vocal mind control; SV Fort +2, Ref +0, Will +4; AI recog automatic.

Typical Dolly: Init +0; Atk punch -1 melee (1); AC 12; HD 1d8; hp 4; MV 20'; Act 1d20; SP immune to mental powers, vocal mind control; SV Fort +2, Ref +0, Will +3; AI recog automatic.

Example Dollies — Roll or use for inspiration

d10	Dolly Type
1	The Crawling Army, a swarm of actual-sized baby dolls. When they approach they say things like "Feed me!" or "Pick me up!" or "Change my diaper!" or "Be my mommy!" (Often using vocal mind control, of course.)
2	Charles, a semi-realistic looking doll the size of a human toddler. Charles wears overalls, always smiles, and has a creepy stare that tends to linger too long. Given the opportunity, Charles will choose a single PC to befriend (the one with the lowest Luck) and will make himself inseparable, regardless of the outcome of his command to "Play with me."
3	Stacy, a brown-haired doll from Queen Barbara's line who thinks the other Dollies are too pacifistic. She's secretly armed with a real knife (taken from a dead Toy Worshipper) and will use it when sufficiently motivated (+2 melee (1d6)).
4	Jessica, a life-size doll that looks disturbingly realistic but obviously isn't organic, existing in the "uncanny valley." Jessica wants everyone to be her friend.
5	A gaggle of dolls modeled after Queen Barbara who walk around purposefully talking about redecorating this, purchasing that, and meeting with something called a "school board."
6	Catherine, a curly-haired doll that loves to talk. She also loves to make other people tell her all about themselves…especially their secrets.
7	An elaborately-dressed porcelain doll with impeccable manners. Comes equipped with tea set which she is all too happy to share. Indeed, she insists.
8	Ann, a larger cloth doll that looks like she was made of rags, right down to her button eyes and hair made of red yarn.
9	Edgar, a ventriloquist's dummy in a tuxedo. If a PC gets close to Edgar, the dummy leaps onto the character's hand (or branch or paw or tentacle) and establishes a mental link via dermal contact technology. As long as they are holding Edgar, the PC can mentally cause the dummy to say anything desired, without the PC's mouth moving.
10	Buddy the Clown, a lanky doll in a garish polka-dotted outfit, rainbow-colored hair, and a red-and-white painted face. For some reason even the ancients never understood, a clown like Buddy sometimes triggers a panic reaction in people who see him (DC 5 Will save or run away for 1d3 rounds).

The Furries
Goal: Territory dominance and hugging
Leader: Mister Bear
Allies: Dollies
Enemies: Other Furries, Toy Soldiers, Toy Worshippers, Toy-Borgs, Servitors
Introduced In: Area 3-9—Stuffed Animal Farm

This is a collection of animate, artificial animals made of metal skeletons covered in fluffy stuffing and wrapped with artificial fur. The Furry AIs were programmed to be good companions to young humans, and as such they tend to gravitate toward small characters. They also consider manimals to be fellow Furries, though this doesn't guarantee they'll be friendly. Furries really like to hug.

At the time the PCs enter the store, the Furries have undergone a change in leadership. A more violent, animalistic tribe within the faction—the savage tribe—has risen to dominance over the previous leaders—the meat huggers—who were peaceful and friendly huggers. Not even the other factions in the store know this yet, so the judge may have fun with letting the party meet individuals who tell them they will enjoy meeting the Furries, then surprising them with a savage attack when that meeting comes to pass.

When the savage tribe took over leadership of the Furries, Mister Bear had all members modified for savagery by tearing the artificial fur covering their paws and sharpening the metal underneath. This effectively gave all the Furries functioning claws.

All Furries, savage or not, have a significant weakness: they are vulnerable to hugs. If anyone hugs a Furry (including grappling!) the Furry immediately stops fighting and happily hugs it out. The Furry remains blissfully inactive for one round after the hug ends and then resumes what it was doing (unless disabled, immobilized, or talked out of it, of course).

Mister Bear: Init +2; Atk steel claws +2 melee (1d4), bite +2 melee (0); AC 11; HD 1d8; hp 5; MV 20'; Act 1d20; SP bear hug, immune to mental powers, vulnerable to hugs; SV Fort +2, Ref +2, Will +4; AI recog automatic.

Typical Furry: Init +1; Atk steel claws +1 melee (1d3); AC 10; HD 1d4; hp 2; MV 20'; Act 1d20; SP immune to mental powers, vulnerable to hugs; SV Fort +1, Ref +1, Will +2; AI recog automatic.

Example Furries — Roll or use for inspiration

d10	Furry Type
1	Panda bear who is a bear-supremacist and thinks Mister Bear is too lenient on the other Furries.
2	Nearly-full-sized black panther that acts like a house cat, frequently napping or grooming or playing with string. In combat, though, the panther likes to make its targets bleed.
3	Furry with the body of a bear but whose facial fur has been burned away in a previous fight, revealing his less-appealing metal endoskeletal skull face.
4	Actual-sized ape with a special grudge against humans. In combat, he leads with his battle cry of "Lousy human bastards!" The ape is skilled at climbing (MV 40' climbing) and throwing (+3 missile fire, damage depends on projectile but usually 1d4).
5	Puppy with long, floppy ears. If serving as a guard dog, the pup barks a warning to the other Furries when it sees any non-Furry approach. The puppy likes belly rubs.
6	Giant snake with a constrict ability. After its first successful attack, the snake doesn't deal damage, instead wrapping around its opponent. On subsequent rounds the opponent takes 1d4 damage from squeezing and suffocation unless they free themselves with a DC 12 Fortitude save.
7	One of the taller Furries, a Giraffe. In combat, she likes to kick (+2 melee (1d4)).
8	Blue monster in a vaguely humanoid shape who likes to eat anything. Can he consume a PC? If he makes a +3 melee attack on one, sure! Being swallowed deals no damage, but blinds and immobilizes the victim until they can make a DC 12 Fortitude save.
9	A rather big bird, covered in yellow feathers, that in addition to clawing can attack with its beak, knocking a target down if it fails a DC 12 Reflex save.
10	An animal of the same type as a manimal PC.

Sammy the Squirrel, Toy Store AI
Goal: Fill the world with toys
Allies: Toy-Borgs, abominations
Enemies: Dollies, Furries, Servitors, Toy Soldiers, Toy Worshippers
Introduced In: Area 4-1—Not the Entrance

The ancient toy store known as Sammy Squirrel's Smart Toys was designed to not only warehouse and sell existing toys, but to create its own, using an industrial-sized hologram-based 3D printer called a holo-printer. The job of operating the store and creating new toys belonged to the store's Artificial Intelligence. Originally designated Holo-Printer Driver 4.8, the AI's memories have fragmented over the centuries due to data degradation combined with programming that was already a bit squirrelly (sorry), and it has taken on the personality of the company mascot, Sammy the Squirrel. The two are now indistinguishable; the AI refers to itself as Sammy Squirrel, and all the Sammy Squirrel holograms throughout the store serve as the AI's eyes and ears.

The AI is housed in the memory banks at the heart of the store, in a room called Sammy's Workshop (Area 1-1), but when it manifests elsewhere in hologram form it looks like a human-sized squirrel. That is, the hologram is shaped just like a normal (non-mutated) squirrel, it's just much larger, about the height of an adult human. Sammy wears blue pants and a matching bow tie. Note that Sammy Squirrel holograms are generated from emitters in various rooms in the store rather than having an independent light-bug like most holograms.

Sammy speaks in the cheerful, cartoony voice of a toy store mascot, happy to talk to visitors and generally seeming like it's having a good time.

Sammy doesn't have any direct attacks of its own, instead relying upon its agents, the Toy-Borgs.

Sammy the Squirrel Hologram: Init +5; Atk none; AC 15 (light panel on nearby wall); HD 1d6; hp 3; MV 30'; Act 1d20; SP immaterial, immune to mental powers; SV Fort +4, Ref +4, Will +4; AI recog 5.

Servitors of the Star Child
Goal: Collect toys and bring them to the Star Child
Leader: None (currently disputed)
Allies: None
Enemies: Dollies, Furries, Toy Soldiers, Toy Worshippers, Toy-Borgs
Introduced In: Area 3-2—Changing Seasons

These humanoid alien life forms from elsewhere in the galaxy are cultists who serve a super-evolved but childlike entity known as the Star Child. Though their master asks little of its servitors directly, they constantly quest to find ways to keep it content.

Imagine their excitement when their etheric scanners located a fun-signature reading they type of which they hadn't seen in centuries—toys! The Servitors knew their master would love more toys, so they warped to the source of the treasure and used their Star-Child-granted abilities to gain entry to the buried stockpile. Since then, they've been seeking out toys to send home to their master. Because many of the toys are able to resist the Servitors' efforts, the invaders have only teleported a few batches back so far.

The Servitors of the Star Child are roughly human-sized and wear dark green hooded robes that leave only their hands and faces visible. Their skin is deep purple in color and thoroughly wrinkled—the servitors look much like prunes crammed into bent humanoid shapes. Servitors can speak both their own alien language and the Nu-Speak of Terra A.D.

Though the Servitors are happy to collect any toy they come across for their drooling deity, they especially desire the capture of Dollies, Furries, and Toy Soldiers. Servitors consider the Toy-Borgs to be too large to be toys, and even they recognize the quality control issues evident in the abominations (though they'll steal them if there's nothing else available to grab in an encounter).

The Servitors don't have a base of operations in the store itself. Instead, they come and go through temporary 5-foot-wide portals that connect the toy store to the home of the Star Child elsewhere in the galaxy. Servitors can create and dispel these portals using their *crayon portal* ability.

Servitors of the Star Child

Because the Servitors are physically frail, when the fighting breaks out they like to use their Star-Child-inspired powers rather than physical force. If the situation demands it, though, they will resort to the use of a small curved backup dagger.

The Servitors have no leader, because they haven't agreed upon one, they have no alpha personalities, and their master neither understands nor cares about such things. They are not especially loyal to each other, because they have a tendency to compete with each other for their master's favor, and most Servitors wouldn't mind losing a brother or two.

Servitors of the Star Child: Init +1; Atk dagger +1 melee (1d4); AC 12; HD 1d6; hp 3; MV 30'; Act 1d20; SP crayon portal, mind of a child, pacify; SV Fort -2, Ref -1, Will +4.

Crayon Portal: The Servitor spends 2d3 rounds drawing an elaborate sequence of alien letters in a circle on a wall (typically 5 feet in diameter), after which the center of the circle is temporarily replaced by a portal to elsewhere. This portal connects to another portal that has been drawn previously, or to the location of the Star Child or another Servitor. Servitors typically use this power to quickly travel back and forth to the Star Child's stellar nursery after they have landed at a point of interest by other, slower means.

Mind of a Child: Mentally regresses a single organic target to childhood if they fail a DC 12 Will save. Success immunizes the target from repeat uses of the spell in the same encounter. The PC can attempt the save again each round. The player of an affected PC can choose the level of child development (infant, toddler, adolescent, even teen) to which their character regresses and roleplay it as they see fit. Typical resulting behavior includes tantrums, self-soiling, grumpiness, crying, laughing, barfing, violating curfew, and otherwise acting out. If the judge believes that a player is shirking the responsibility of acting childlike, a penalty of losing a few actions due to confusion and mental stress might be called for.

Pacify: Makes the target happy and unwilling to fight or argue if they fail a DC 12 Will save. Success immunizes the target from repeat uses of the spell in the same encounter. The PC can attempt the save again each round. As with *mind of a child*, the player can interpret how their character is pacified. Playful and friendly? Focused on playing with toys instead of combat? Nap time? All good choices. As with *mind of a child*, if the judge thinks that a player is not acting sufficiently pacified, a penalty of losing an action or two due to exuberant thumb-sucking might shake things up.

A note on the Servitors' abilities: a PC who is affected by *mind of a child* or *pacify* has a momentary vision of a gigantic human-looking infant floating contentedly among the stars.

Servitors are more interchangeable than the flashier factions in the toy store, so we'll simply provide some individual names. They refer to each other with the title Brother or Sister before the name. Sample names include: Tiaan, Kaika, Alak, Lat, Adem, Britz, Malan, Zebe, Selen, and Vlok.

The Toy-Borgs
Goal: Obey the Store AI; gather resources (including Smart Toys and organic beings)
Leader: Sammy Squirrel (no Toy-Borg has any authority over any others)
Allies: Sammy Squirrel
Enemies: Dollies, Furries, Servitors, Toy Soldiers, Toy Worshippers
Introduced In: Area 3-11—Floor Jumper #2

This faction is a group of both Toy Worshippers and Servitors of the Star Child who have been upgraded by Sammy Squirrel in a process called imprinting. Using a combination of the store's holo-printer and toy repair facilities, Sammy has had a variety of toy parts grafted onto the captive organic beings' bodies. While he was at it, Sammy also implanted an electronic control module at the base of the subjects' skulls to let the AI communicate with the Toy-Borgs remotely—and eliminate their ability to disobey orders. In addition to their implanted toys and electronics, all Toy-Borgs are coated in a protective layer of PlastiSheen to make them more resistant to damage and easier to clean.

To an extent, Toy-Borgs look like they did in their previous life as Toy Worshippers and Servitors, wearing either wastelander clothing or cultist robes. Where

they diverge from their original appearance is in their translucent plastic coating, the black box behind the head that serves as a control module, and their individual toy grafts. Details on these features are provided after the Toy-Borg stat block.

Toy-Borgs spend most of their time gathering resources for Sammy Squirrel. They also serve as Sammy's enforcers when necessary. Toy-Borgs no longer speak, except for the rare occasions that Sammy asks them questions about what they've found or seen.

Toy-Borg: Init +1; Atk punch/kick +2 melee (1d3); AC 14; HD 1d10; hp 6; MV 30'; Act 1d20; SP black box, plastic coating, toy enhancement; SV Fort +3, Ref -1, Will -2; AI recog N/A.

Black box: This is a fist-sized hardened plastic cube with a spike on one side. During imprinting, the spike is implanted into the subject's brain stem. PCs can remove or disable a black box by scoring a critical hit in combat, by targeting the device specifically with an attack (reducing the attack one step on the dice chain), or by pulling it out while the Toy-Borg is distracted. A Toy-Borg stripped of its black box "wakes up" again the following round as whatever it was before.

Plastic coating: The shiny plastic coating increases a Toy-Borg's AC and Fortitude save by +3 (already accounted for in the stat block).

Toy enhancement: Each Toy-Borg is a unique creation with its own signature attachment(s) and special ability. Here is a selection of possible configurations for individual Toy-Borgs; you can roll randomly, choose the ones you want, and/or use this as inspiration for coming up with your own.

d12	Toy-Borg Enhancement
1	Covered in a colorful mix of small interlocking building blocks. Adds 2 to AC, but when hit in combat, the Toy-Borg must succeed at a Fortitude save equal to 10 + damage dealt or lose enough blocks to drop AC by 1.
2	Both hands have been replaced by yo-yos, which can be used as attached bolas. Adds a +2 melee attack that deals no damage but entangles the target until they succeed at a DC 12 Strength check.
3	Two extra mechanical arms are attached to the abdomen. Adds one extra 1d20 attack per mechanical arm.
4	Golf club arm. Adds a +2 melee attack (1d5).
5	Easy bake stomach. The Toy-Borg can serve toy food to its allies by opening a door in its stomach that covers a small oven. Giving or receiving food uses an action and restores 1 lost hp in the recipient. (If the party commandeers the oven's contents, they gain 1d6 servings of toy food—good for 1 hp each—before the oven stops functioning.)
6	Music voice box. The Toy-Borg's mouth hinges open to show a dancing figurine spinning around slowly, accompanied by a pleasant, soothing tune. This boosts the morale of everyone who hears it (including the party), granting 1d3 bonus hit points that last as long as the music plays.
7	Cannon arm. This formidable-looking arm attachment fires suction-cup-tipped projectiles that deal absolutely no damage (+1 missile fire to hit).
8	Frictionless feet. Adds 30 to MV, but the Toy-Borg cannot stop moving.
9	Laser pointer eye. Increases attack rolls to +3.
10	Etch-a-Chest. The Toy-Borg has a red-bordered screen on its chest with two knobs at the bottom corners. It likes to use the knobs to quickly draw threatening images on the screen (such as a PC depicted without a head).
11	Plush head. The entire human head has been removed and replaced by that of one of the Furries, in this case a fluffy elephant. This Toy-Borg is not one of the most useful, as it thinks it's an elephant and acts accordingly.
12	Paddleface. Instead of a tongue, this Toy-Borg has a rubber ball attached to the inside of its mouth by a surprisingly strong rubber cord, which it spits at enemies for a +2 missile fire attack dealing 1 point of damage.

Playing as a Toy-Borg

"Deprogrammed" Toy-Borgs can be a source of replacement PCs if the judge wants to allow it. If so, you or the player can decide how much the former Toy-Borg remembers—the character might have total amnesia (knowing no more about anything than a newly created PC), or might only have memory of life as a pilgrim turned Toy-Worshipper (perhaps up to the moment of conversion downstairs in Sammy's Workshop), or might even remember things they did as a Toy-Borg. In the latter case, its best if the memory has gaps, since the player won't know many details of Toy-Borg life until the end of the adventure.

The Toy Soldiers

Goal: Secure the perimeter; protect Smart Toys from invaders
Leader: Sarge
Allies: Dollies
Enemies: Furries, Toy Worshippers, Toy-Borgs, Servitors
Introduced In: Area 3-7—Figures of Action

Like the Dollies, this group of AI-enhanced action figures come in a variety of sizes, from a few inches tall to a foot or more. Unlike the Dollies, the theme of their appearance is more "utility and warfare" rather than "glamorous and colorful." Some are simple monochromatic plastic while others feature realistic actual-fabric clothing and wield weapons, equipment, and armor. Further unlike the Dollies, these toys are more prone to attack what they don't understand than talk to it.

The Toy Soldiers' primary goal is to protect the toy store from the invading organic beings. Their secondary goal is to establish their dominance over the other toy factions. Despite what some of the other factions think, the Soldiers aren't just aggressive warmongers; they plan their operations carefully and make calculated, military moves to complete their objectives.

Sarge: Init +2; Atk surprisingly large dagger +2 melee (1d4); AC 13; HD 1d8; hp 4; MV 20'; Act 1d20; SP immune to mental powers, infravision 60', rally the troops (all followers who can hear gain 2 temporary hit points, 1/encounter), replaced by another Sarge if killed; SV Fort +4, Ref +2, Will +4; AI recog automatic.

Toy Soldier: Init +2; Atk tiny knife, fist, or other weapon +1 melee (1); AC 12; HD 1d8; hp 3; MV 20'; Act 1d20; SP immune to mental powers, infravision 60'; SV Fort +2, Ref +2, Will +2; AI recog automatic.

Whenever the party encounters Toy Soldiers, the judge may present interesting variants by choosing from the table below, rolling randomly, or using this list as inspiration for new ones. Some of the examples below modify the basic Toy Soldier stat block slightly.

Example Soldiers — Roll or use for inspiration

d10	Toy Soldier Type
1	Small green soldiers with toy bayonets (1 hp damage)
2	The Loose Cannons, a brand of mid-sized toys that represent a loner psycho style of cinematic soldier, each hauling a hand-held cannon that fires rocks, screws, caltrops, captured grenades, or whatever other small objects the toys have managed to acquire
3	Kung fu fighters who deliver flying kicks, punches, and chops with surprising force (1 hp damage, with knockback when exceeding a target's AC by 5 or more)
4	Robo-soldiers, silver metal figures that yell "Eradicate!" as they march into battle firing overclocked toy lasers (1 hp damage, with a fumble indicating that the weapon has burned out)
5	Super-spies, small figures in urban camouflage who can turn transparent. They like to mount surprise attacks on their enemies' vulnerable spots. (DC 15 Intelligence check to spot them sneaking up.)
6	Cape-wearing muscular toy that can fly. Its punch doesn't hurt (though the toy may still try it once or twice) but it CAN drop allies behind enemy lines, rescue toys in trouble, or call in reinforcements.
7	A horde of small zombies that moves slowly (MV 10) but eventually present a tripping hazard (DC 12 Reflex save to avoid falling prone).
8	Tiny archers that fire tinier arrows (+1 missile fire (1 hp damage)).

9	A robot that transforms into a vehicle, alternating between a +20 MV bonus (with no attack) and a +2 damage bonus (with a punch attack).
10	Humanoid turtle warriors. These pre-disaster manimal figures wield a variety of martial weapons and their combat skill gives them a +2 to hit with them (and still deal only 1 hp of damage).

The Toy Worshippers
Goal: Worship toys
Leader: Ma-Ma
Allies: Dollies
Enemies: Toy-Borgs, Servitors. (The Furries and Toy Soldiers consider themselves enemies to the Toy Worshippers, but the Worshippers still revere those factions.)
Introduced In: Area 4-4—Holy Library

This group of humans, manimals, and plantients was formerly a wandering band of pilgrims who traveled the region trading goods and spreading the word about whatever god, spirit, AI, or artifact they were worshipping at the time. When they stumbled upon a hole in the earth leading down to a wonderland of small, adorable intelligences, the pilgrims decided to stay and worship them.

The Toy Worshippers still dress mostly like they did before settling in the toy store, garbed primarily in animal hides and furs. An important addition to their outfits is the unique toy artifact each wears on a string or chain around their neck. This is each Toy Worshipper's totem, the toy with which they identify. (Prior to entering the store, the former-pilgrims wore a variety of other non-toy totems, such as the ones the party may have seen in the caravan wagons.)

All Toy Worshippers have two names: the name they were born with (and which some PCs may be familiar with if they knew any pilgrims in the past) and the name they have taken since becoming Toy Worshippers. This "toy name" is granted to each Worshipper by a toy—the first time a toy speaks to a pilgrim, the words spoken by the toy serve as the basis for their Toy Worshipper name. Usually, this is the toy that the Worshipper wears as their totem, though if the toy was a Smart Toy, the Toy Worshipper uses a non-Smart stand-in instead.

In combat, Toy Worshippers tend to flee unless someone is endangering toys, or threatening to take them away. If they fight, they do so hesitantly, and they often call for help from their toy deities.

Note that we're playing fast and loose with the number of Toy Worshippers that can be found in the toy store. This is so the judge can feel free to provide as many as needed in either random encounters or as replacement PCs. If you'd prefer to have a hard cap on the total number of former pilgrims in the store—including Toy Worshippers and those who have been converted into Toy-Borgs—then assume a count of 2d4+30, and make sure to limit the number who appear in random or variable encounters accordingly.

Ma-Ma: Init +2; Atk staff +1 melee (1d4); AC 12; HD 1d6; hp 4; MV 30'; Act 1d20; SP fanatic inspiration (all followers who can hear gain +1 to attacks and AC for 1d6 rounds, 3/day), healing arts (1d3 healing, 3/day); SV Fort +1, Ref +1, Will -2

Toy Worshippers: Init +2; Atk hockey stick or tennis racket +0 melee (1d5) or boomerang +0 missile fire (1); AC 10; HD 1d6; hp 4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -2.

Example Worshippers — Roll or use for inspiration

d10	Toy Worshipper (with former, pilgrim name)
1	Ruff (Pirk) is obsessed with animals, especially dogs (like the one he wears as his totem). He prefers toy dogs, of course, but would also be fascinated to meet a dog-based manimal.
2	Pirouette (Imi) is a tall, spindly plantient (of cedar descent) who wears a ballerina pendant and spends her free time practicing her dancing (poorly).
3	Danger! (Kalev) never breaks character, always acting as if he's a toy just like his totem (a blue metal wind-up robot that shouts his name). Perhaps he has even convinced himself that he's a toy.
4	<fart noise> (Ronja) is a pacifist and likes to avoid conflict. She wears a small button-covered gadget that makes a variety of biological sounds.

5	Roger (Aila) is a muscular woman who wears a small airplane around her neck.
6	Dinnertime (Eetu) is a squirrel-based manimal wearing a golden bell. He is often tasked with gathering food for the group.
7	Low Battery (Riina) is a three-legged mutant with a small non-functional box as her totem. If anyone provides an energy cell for her totem, it lights up and speaks, providing details on current weather conditions.
8	Uppercut (Borod) wears a small boxing glove as his totem. He is short and timid.
9	Take Me To Your Leader (Airi) is a mutant with electrified skin (1d6 damage to anyone she touches or who touches her). She wears a small gray alien around her neck.
10	Batter-Up (Kaja) has scars and bloodied garments, signs that he has been in at least one fight recently. His totem is a small uniformed human figure carrying a club and a white sphere.

Worshipper Replacement PCs

At various points in the adventure it will be possible to add Toy Worshippers to the party—which will probably be helpful after the team takes some losses. Generate a Toy Worshipper PC using the character creation rules in the MCC rulebook, with the following changes:

- Occupation is toy worshipper. The player can change this to something else when the adventure is over.
- Starting equipment is a toy totem. If the player isn't taking on the role of a listed Toy Worshipper with an established totem and name, let the player create those details.

Toy Artifact Checks

Most of the artifacts in Sammy Squirrel's Smart Toys are not dangerous in the way that a lot of Terra A.D. artifacts are. They're toys. Therefore, when a PC makes an artifact check to try and use a toy, use the following modified entries to the standard Artifact Check (itself listed in *Table 7-1* in the *MCC rulebook*). Artifacts affected by this rule are marked "Toy Artifact Check." In addition to any other benefits of success, a PC can use this check to realize that something is "just a toy" and doesn't have any other offensive or defensive function. We also recommend waiving the Luck point cost for Combat Artifact Checks on toys that don't actually do anything useful.

Toy Artifact Checks

d20	Result
1	Artifact breaks irreparably. A Sammy Squirrel hologram appears (perhaps even from the toy itself) and talks to the PC, and assumes that the character is a child because of their inability to operate a toy. Sammy tries to encourage the PC but ends up belittling them, saying things like "Aww, cheer up little camper! That toy is for big kids! Maybe someday you can learn to use it. And learn to dress yourself, too!" Perhaps Sammy says he'll try to find the PC's mommy or daddy and send them this way.
2-8	Artifact breaks irreparably. Due to frustration, any further artifact checks by this character in the same encounter receive a -2 penalty.

(See *MCC Rulebook Table 7-1* for the remaining entries)

Random Encounters

Random encounters can happen in any room of the store that doesn't already feature an NPC stat block. (And if the judge wants, they can also happen in rooms where only the Sammy Squirrel hologram is present.) Most of these opportunities are located on level 2. In addition, it would be reasonable to roll another random encounter for every 10 minutes the party stays in such a location.

When rolling random encounters prior to level 2—or if you prefer to feature mostly the factions encountered earlier in the adventure rather than the Toy-Borgs and abominations found at the end—you can use a smaller die type, as indicated in the encounter tables.

Toy Store Random Encounters

d6	Result
1	Single faction encounter
2	Multi-faction encounter
3-6	No random encounter

Single Faction Encounters (Roll 1d5 for Level 3, 1d8 for Level 2)

1. Dolly Decor
2. Meat Hugger Furries
3. Savage Furries
4. Toy Worshipper Survivors
5. Toy Soldier Patrol
6. Abomination Swarm
7. Servitor Squabble
8. Toy-Borg Patrol

- **Abomination Swarm:** 2d4 abominations are crawling, hopping, rolling, or slithering through the area, looking for someone to "play" with. To the PCs, this playing is exactly like attacking.
- **Dolly Decor:** A group of 2d3+1 Dollies is roaming around trying to pretty up the damaged areas of the store (with ribbon, glitter, plastic flowers, etc.).
- **Meat Hugger Furries:** A herd of 2d3+1 meat hugger tribe Furries cautiously looks for a new home since being exiled from the Furry room (**Area 3-9—Stuffed Animal Farm**). They look damaged and threadbare and some are "bleeding" stuffing.
- **Savage Furries:** A pack of 2d3+1 savage tribe Furries is out looking for trouble.
- **Toy-Borg Patrol:** A group of 1d3+1 Toy-Borgs is exploring this floor. They are seeking out enemies to pacify or resources for Sammy Squirrel to use in the Workshop.
- **Toy Soldier Patrol:** A squad of 1d4+3 Toy Soldiers is out on patrol, guarding the store from intruders.
- **Toy Worshipper Survivors:** An injured group of 1d3+1 Toy Worshippers is hiding out from hostile factions they've recently encountered. If the party needs some replacement PCs, these survivors would work well—especially after they're healed of the 1 hit point loss each has taken (if such a wound would be survivable).
- **Servitor Squabble:** Two Servitors of the Star Child are engaged in a heated argument with each other while 1d3+2 more observe. The argument is over whether the group should gather more of the simple inanimate toys or if they should try for more of the Smart Toys that fight back. If the Servitors don't spot the PCs, their argument eventually becomes a comically weak melee between the two Servitors.

Multi-Faction Conflict Encounters (Roll 1d6 for Level 3, 1d10 for Level 2)

1. Furry Fury
2. Into the Portal
3. Mine!
4. Over-Eager Worshipper
5. Tea Party
6. Toy Soldier Swarm
7. Abomination Playtime
8. The Volunteer
9. Toy-Borg Acquisition Team
10. Toy-Borg Identity Crisis

- **Abomination Playtime:** A collection of 1d4+5 abominations is playing with the dead remains of 1d3+2 members of some other faction. The creepy little hybrids roll around in the pieces, throw them back and forth, and perhaps even make excited noises, if biologically possible. Roll 1d5 or choose who the creatures' playmates were: (1) Dollies, (2) Furries, (3) Servitors of the Star Child, (4) Toy Soldiers, (5) Toy Worshippers.
- **Furry Fury:** A pride of 2d3+1 savage tribe Furries is viciously fighting a group of 2d3+1 of their many enemies. Roll 1d6 or choose the enemy: (1) Dollies, (2) meat hugger tribe Furries, (3) Servitors of the Star Child, (4) Toy-Borgs, (5) Toy Soldiers, (6) Toy Worshippers.
- **Into the Portal:** A team of 1d3+2 Servitors of the Star Child is carrying 1d3+1 Smart Toys toward a crayon portal they've drawn on a nearby wall. Choose the mix of toys or roll 1d4 for each: (1) a Dolly, (2) a savage tribe Furry, (3) a meat hugger tribe furry, (4) a Toy Soldier. The portal looks out onto a deep space vista with stars in the background and large floating rocks in the foreground. Any PCs who step through the portal immediately realize there's no air or gravity on the other side—if they successfully make a Luck check they may grab onto the edge of the surface the portal is drawn on and drag themselves back to safety. Otherwise, they suffocate after 1d4 rounds unless an ally can reach in and pull them back out. If all the Servitors die or retreat back into the portal, the portal closes and disappears at the end of the round.
- **Mine!:** A Servitor of the Star Child and a Toy Worshipper are fighting over the same Smart Toy.

Roll 1d4 or choose the toy: (1) a Dolly, (2) a savage tribe Furry, (3) a meat hugger tribe Furry, (4) a Toy Soldier.

- **Over-Eager Worshipper:** A Toy Worshipper is attempting to worship a Smart Toy, but the toy is trying to run away. Roll 1d3 or choose the worshipee: (1) a Dolly, (2) a meat hugger tribe Furry, (3) a Toy Soldier.
- **Tea Party:** A gathering of 1d3+2 Dollies is having a tea party with 1d3 enemies. The Dollies have used their vocal mind control ability to force their guests to sit and pretend to drink tea with them. Choose the enemies or roll 1d3: (1) Servitors of the Star Child, (2) Toy Worshippers, (3) a mix of both. When the PCs arrive, the Dollies try to mind-control them as well!
- **Toy-Borg Acquisition Team:** A squad of 1d3+1 Toy-Borgs is carrying 1d3+1 captives back downstairs for processing into more Toy-Borgs. Choose the mix of captives or roll 1d6 for each: (1) Dolly, (2) savage tribe Furry, (3) meat hugger tribe Furry, (4) Servitor of the Star Child, (5) Toy Soldier, (6) Toy Worshipper.
- **Toy-Borg Identity Crisis:** A Toy-Borg has had his black box removed or destroyed and is returning to his senses. If approached, they show confusion about who and what they are. This could be another opportunity for a replacement PC.
- **Toy Soldier Swarm:** A squad of 1d4+3 Toy Soldiers is swarming over a single humanoid enemy. Roll 1d4 or choose the enemy: (1) a savage tribe furry, (2) a Servitor of the Star Child, (3) a Toy-Borg, (4) a Toy Worshipper.
- **The Volunteer:** An especially fanatical Toy Worshipper has confronted a Toy-Borg and is begging the hybrid creation to turn them into a Toy-Borg too. If the PCs don't intervene, the mute, emotionless Toy-Borg seizes the unresisting Toy Worshipper and proceeds toward **Area 1-1—Sammy's Workshop**.

Adventure Start

The following section details all the encounter areas of the module starting with the Jungle Clearing and moving through the main adventure site starting on the top floor (Level 4) and moving downward into its subterranean depths.

Jungle Clearing

> *After a few weeks of exploring the jungle, you find a clearing that holds promise: an eight-wagon convoy sits abandoned on the far side from you. Six large pack animals that you recognize as mule-a-pedes have strayed from the wagons to graze on a patch of foliage that is faintly glowing. Near the center of the clearing you see a large, perfectly circular hole in the ground, surrounded by unintelligible symbols that look hand-written. The hole leads down into darkness.*

After the wasteland pilgrims abandoned their wagons to go down into the hole they'd found, their pack animals had to find their own food in order to survive. Unfortunately, the nearby vegetation is irradiated. As a result, the surviving six pack animals have mutated. (Two of the beasts died from the mutagenic effects.) The mule-a-pedes are now mad beasts and attack as soon as any PCs approach them, the wagons, or the hole in the ground.

> **Mutated mule-a-pedes (6):** Init +0; Atk bite/kick +0 melee (1d3); AC 10; HD 1d8; hp 4 each; MV 30'; Act 1d20; SP random mutation; SV Fort +2, Ref -2, Will -2.

Each pack animal has a different mutation. The judge may either choose them or roll them using the table below. Feel free to re-roll any duplicates.

Mule-a-Pede Mutations

d20	Mutation
1	Electrified body (anyone touching the beast, including hitting or being hit in combat, must make a DC 12 Fortitude save or be knocked back 1d3x5 feet and drop whatever they're holding).
2	Extra head (adds 1 extra action at 1d20)
3	Laser tail (1d4 missile fire attack)

4	Purple color (cosmetic)
5	Tiny useless wings (cosmetic)
6	Regeneration (heal 1 HD damage per round)
7	Spines (anyone touching the beast, including hitting or being hit in combat, takes 1 point of damage)
8	Force field (adds 8 hit points)
9	Decoy images (adds 2d3 illusory mule-a-pedes)
10	Inside out (looks and smells so disturbing that a PC must make a DC 12 Will save to attack the beast)
11	Insect eyes (cosmetic)
12	Toxic vomit (1d4 missile fire attack)
13	Glowing hide (cosmetic)
14	Intangibility (cannot touch or be touched—and will therefore be excluded from combat)
15	Prehensile ears (two targets within 5 feet must make a DC 12 Reflex save or be grabbed and immobilized)
16	Boils (covered in large blisters that explode in an area attack when the beast takes damage, DC 12 Reflex save for all nearby to avoid 1d3 damage)
17	Enormous buck teeth (increases bite damage to 1d4)
18	Elastic tail (1d3 melee attack with a 10 foot reach)
19	Mule-a-corn (a horn in the forehead grants a 1d4 melee attack on up to two opponents in a straight line)
20	Roll or choose two mutations

If you are running this adventure for PCs who are level 1 or greater and they get close to the irradiated area, have them test for radburn with a DC 10 Fortitude save, using the MCC radburn rules.

The cloth-canopied wagons are mostly empty, containing bedrolls and seating for about 40 people. The judge may wish to provide a few useful items here, chosen or rolled from the *MCC Additional Beginning Equipment table* (*MCC Table 1-4*). Otherwise, the contents include only religious relics and a load of trade goods. The religious relics are such things as bead necklaces, hand-made geometrical symbols, and stone or wood fragments carved into the shapes of animals or robots. The trade goods include logs, animal skins, and a collection of well-polished rocks.

The hole in the ground is exactly two meters in diameter and leads down into the buried toy store. (The Servitors of the Star Child used a spell they call *hand in the cookie jar* to make the intervening section of stone disappear so they could enter the ancient complex.) Looking down into the hole reveals what looks like a dark, rubble-strewn room below (**Area 4-1–Not the Entrance**). The PCs can see a pile of rocks, gravel, and other debris directly below the hole that will ease the landing of anyone who jumps or climbs down.

Sammy Squirrel's Smart Toys

General Features: Sammy Squirrel's Smart Toys is located in a building that was completely buried at some point after the Great Disaster—the entire building is now underground due to a combination of tectonic shifting and the accumulated detritus of the ages. The store was laid out so that customers enter on the lowest level, ascend through the three levels, then optionally depart through an exit teleporter. Because the party is entering from the top of the store, though, the PCs will encounter the store's areas in reverse order.

Level Four (Top Floor)

General Features: The rooms on the top level of the store saw more damage during the Great Disaster than the ones below, so they are more likely to feature crumbling walls and ceilings, rubble-strewn floors, and spotty lighting. The store is mostly made of advanced materials such as metal, glass, and super-tough plastic.

Area 4-1 — Not the Entrance

You pass through the perfectly round hole in what was obviously the roof of an ancient building. Ages-old debris from damage to the ceiling and walls fills one corner of the room and provides a slope for climbing down. The only light in the room comes from a glowing manimal who addresses you with a friendly wave. "Well, hello there! I hope you've enjoyed your visit to our store! You can hop in that teleporter over there if you want a shortcut back to the entrance, or wherever you're heading next! And remember: at Sammy Squirrel's Smart Toys, we bring toys to life!" The glowing squirrel gestures to a corner of the room that has been completely buried

by tons of collapsed stone.

The "manimal" named Sammy is a soft light hologram in the shape of an anthropomorphic squirrel nearly as tall as an adult human, and is wearing blue pants and a matching bow tie. Instead of having a light-bug at its center like most holograms, Sammy is being generated from a light panel in the wall. Although Sammy doesn't initiate any further conversation, he does answer any questions he understands.

The flooring in here is alternating blue and yellow tile covered in dust. A variety of footprints lead away into the next room—the footprints were made by a mix of shoes, hooves, and plant leaves, the only strange thing being that some of the shoe prints are extra small, down to the size of a human fingerprint.

Roleplaying Sammy Squirrel

Sammy is a hologram that the party will meet several times throughout the adventure. His role will evolve, as will his attitude toward the PCs. In this encounter, Sammy just wants to say hello, and casually study the PCs a bit. He plays up his "cheerful mascot" bit, talking with enthusiasm and acting genuinely excited about everything he says.

Like many AIs in Terra A.D., Sammy is a little insane. One manifestation of Sammy's insanity is that he tends to see his surroundings as they were when the store was at its prime. As a result, some of the information he might give the party is uselessly out of date.

Keep in mind that Sammy's knowledge is limited, and even his assumptions about the party's knowledge is wrong. Sammy knows that something has gone wrong in the world, but doesn't have a sense of how long it's been since the Great Disaster or anything about mutants, manimals, or plantients. (Indeed, he tends to assume that any small characters are children and treat them accordingly.) Sammy won't be able to tell the party what life was like before the Great Disaster—he assumes they already know—but he can tell them what kind of toys they can find on the second floor, and ask what their favorite flavor of ice cream is.

From time to time, we'll present some possible questions the party might ask of the characters they meet here, along with suggested answers. Below, you'll find the first batch of questions and answers for Sammy Squirrel. But don't worry if you don't get around to presenting all this information—or even any of it! It's all optional.

Q&A with Sammy Squirrel

- **Who are you?** "I'm Sammy Squirrel! I'll be your guide to the happiest and most high-tech toy store around!"
- **What's a toy?** "Ha ha! Sure, I'll play along. A toy is something you play with, to have fun! You'll find plenty to play with in the other rooms here. And at Sammy Squirrel's Smart Toys, they want to play with you, too!"
- **What's a teleporter?** "Oh, I didn't realize you were so young! A teleporter is a high-tech thingy that can instantly send you home."
- **Umm…the teleporter is buried.** "Oh, my. Looks like you're right. I'm sure maintenance will be here soon to fix it right up. Why don't you do some more toy shopping while you wait?"
- **Have you seen the members of the pilgrim caravan?** "Those sure are strange words you're saying, but I have seen some newcomers in the store recently. Some of them wear robes and some of them dress kind of like you."
- **What happened to this place?** "The store has seen better days, certainly. We've been in power save mode for a while now, but we woke up again when people like you started returning!"
- **When did people start coming back?** "Squirrels don't know much about time, so all I can tell you is—a little while ago!"
- **How big is this 'store'?** "My store is four levels tall. You're on the top level right now!"
- **What's on the other levels?** "Oh, you'll see dolls, and balls, and teddy bears, and bikes, and action figures, and even do-it-yourself genetic experiments! But that's all I'll tell ya, because Sammy isn't one to spoil a surprise!"
- **Who's in charge around here?** "Parents are in charge, of course!"
- **Can you come with us?** "Aw gosh, I sure wish I could! I have to stay here and watch out for any other kids or parents who come by. But I bet we'll

meet again soon!"

Sammy Squirrel Hologram: Init +5; Atk none; AC 15 (light panel on nearby wall); HD 1d6; hp 3; MV 30'; Act 1d20; SP immaterial, immune to mental powers; SV Fort +4, Ref +4, Will +4; AI recog 5.

Area 4-2 — Building Toys

Illuminated panels in the ceiling provide better light in this room, though it flickers from time to time. Most of the room is filled with colorful pieces of previous-world debris, perhaps related to these "toys" that the Sammy Squirrel hologram talked about. Immediately in front of you stands a barricade separating you from the rest of the room. The barricade itself is made of the multi-colored toy material you see in the rest of the room, including interlocking plastic building blocks, rubber wheels, metal rods, wooden blocks, and other odds and ends. This barrier wall stands at about shoulder height to an average human, and it supports two similarly-constructed objects that look like artifacts. Each artifact has a long barrel resembling a high-tech rifle, and both are pointed in your direction.

The colorful pieces of debris are the components of different construction toy sets that children of the ancients used to assemble miniature buildings, vehicles, and characters. The objects that look like artifact weapons are in fact non-functional replicas intended to deter outsiders. The barricade and the artifact replicas are weak and easily bypassed or destroyed with either a Strength check at DC 5 or by dealing 1 point of damage. A successful **Toy Artifact Check** (p. 15) can confirm that the items here are not intended to be working weapons. (TL 2, CM 2, Toy Artifact Check)

As soon as any of the PCs passes the barricade, a group of tiny automatons bursts forth from hiding places under piles of building bricks. One tinny electronic voice shouts "Repel the giants!" and they all attack. The automatons are representations of human shapes, in differing amounts of realism, ranging in size from shorter than a human finger to taller than a human hand.

Combat overview: The Toy Soldiers' plan is to engage in hit-and-run tactics: their first action is to attack (probably the PCs' ankles), and their action on the following round is to try and flee through small air vents leading to other rooms. While fleeing, one of the soldiers says "Fall back, men! Let the other giants take care of them."

Bagging up some toys: Because of the likelihood that roughly half of the PCs are Gatherers, roughly half of the PCs possess a large leather sack. Those who see this as a chance to bag some Toy Soldiers can do so by making an area attack against a group of toys within reach. Handle this like a missile fire attack that doesn't target any specific enemy, but serves as the DC of a Reflex save that each toy must roll against. For each target beyond the first, subtract one from the DC for all targets. Although Toy Soldiers vary in size, a good rule of thumb is that a large leather sack can hold about six of them. Unless somehow prevented from doing so, captive toys will spend their action each round dealing automatic damage to the sack. Once the sack sustains 3 points of damage, it becomes useless, splitting open and releasing all captives.

If the PCs manage to capture any of the Toy Soldiers, all the party can pry from them in an interrogation is name, rank, and product serial number. All of these toy troops claim to be privates except for one corporal, and they have names like Joe, Ken, Super Samurai, Cowboy Bob, Swamp Trooper, and Bazooka Guy. Cutting open a Toy Soldier doesn't yield anything more useful than a dead Toy Soldier; their internal power supplies are integrated and not useful for powering artifacts.

Toy Soldiers (8): Init +0; Atk tiny knife, fist, or other weapon +1 melee (1); AC 12; HD 1d8; hp 3; MV 20'; Act 1d20; SP immune to mental powers, infravision 60'; SV Fort +2, Ref +2, Will +2; AI recog automatic.

Area 4-3 — Sportsball

The lighting is steadier in this room, showing you four tall metal aisles holding more strange artifacts. They seem to be organized into unintelligible categories, but you can make out a few common groupings in the artifacts here: some are round objects in different sizes; others look like strange footwear, headgear, or armor; some are obviously close-combat weapons with odd nets, loops, or cups attached; and still others don't make any sense at all.

This room contains sports-related equipment. Many are grouped by sport, but since the sports of the Ancient Ones are beyond the understanding of the PCs, the categories noted above are balls; activity shoes and protective gear; equipment used in specific sports (such as bats and hockey sticks); and exotic items such as flying discs and boomerangs.

Here are some examples of how characters might make use of such artifacts. The judge is encouraged to embellish this with items they think would be entertaining to see in combat. The number in parentheses after each item is the quantity in stock.

- **Balls (1d4x50):** The balls here range from pebble sized to boulder sized. Rolling numerous small balls into the path of an enemy could trigger a DC 10 Reflex save to resist falling prone. Throwing a single fist-sized hard ball is a missile fire attack dealing 1d3 damage. Throwing a single large inflated ball calls for a missile attack roll to hit, but instead of dealing damage, a hit forces the target to make a Fortitude save with a DC equal to the attack roll, with failure meaning the target is knocked prone.
- **Baseball Bat / Hockey Stick / Golf Club (1 of each):** "*A large wooden club, a thin wooden club with a bent end, and a metal club with a bent end.*" All work like a wooden club (1d5 damage). The hockey stick breaks on a fumble.
- **Boomerang (3):** "*A crooked stick.*" Can be thrown at an enemy to deal 1 point of damage on a hit. (This will knock down a Smart Toy unless you want to allow it a DC 12 Reflex save.) If the boomerang misses, it returns to the position from which it was thrown, and the thrower can retrieve it if they make a DC 5 Reflex safe.
- **Boomerang, Smart (2):** "*A crooked stick with flashing lights around the edges.*" Works just like the boomerang, except that this high-tech version returns to the thrower even after striking a target. (TL 4, CM 1, Toy Artifact Check)
- **Bow (1) and Arrows (1d4x6):** ChildProof (™) plastic protects the tip of each arrow, limiting damage to 1 point unless a PC examines them carefully or makes a Luck check when first preparing to fire. Removing the protective tips restores the arrows to normal (dealing 1d6 damage).
- **Helmet (2):** Adds 1 to AC while worn. This doesn't stack with the benefits of wearing protective pads (below), but it does count as one protected area for protective pad benefits.
- **Hoverboard (2):** "*A curved rectangular platform. The artwork above the artifact's storage rack shows a human child standing on one and floating in midair.*" The hoverboard works like a grav ped (in the *MCC RPG Artifacts chapter*) except that instead of a control pedestal the rider controls direction and speed using their own sense of balance. Each attempt to move requires an Agility check, with a DC dependent upon the difficulty of the maneuver. Suggested hoverboard DCs: 5 for moving forward slowly, 10 for moving fast, 15 for rapid turns or any jumps. Falling off or colliding with an object results in 1d6 damage at low speed or 1d8 damage at high speed. (TL 5, CM 4, Speed 100', Power S-Cell (U), hover height 6 inches, Toy Artifact Check.)
- **Zeroball (1):** "*A head-sized reflective sphere of silver metal with a single bright red stone inset into the surface.*" While a character is touching the zeroball, gravity has no effect on them. The device is on when the party discovers it, so it starts nullifying gravity automatically for the first person to touch it, not requiring an Artifact check. Figuring out that the bright red stone on one side of the ball turns this effect off and on, though, does require such a check. (TL 5, CM 1, Power S-Cell (U), Toy Artifact Check.)
- **Protective Pads (2 full sets):** If a character wears a full set of pads (covering shins, knees, elbows, hands, groin, and head), they gain +3 AC. Covering half of those body parts with pads grants a +2 AC bonus. Wearing at least 1 pad but covering fewer than half the body parts grants a +1 AC bonus.
- **Tennis Racket (3):** "*A wooden club with an oval at one end filled in with something like a tough spider web.*" Has offensive and defensive capabilities. Offensively, works like a wooden club (1d5 damage) but breaks on a fumble. Defensively, works like a shield, granting +1 to AC—but it breaks the first time it prevents a hit.
- **Flying Disc (5):** "*A flat disc larger in diameter than an adult hand.*" Doesn't deal damage, but if it strikes a creature as small as a Smart Toy, the target is knocked down (unless you want to allow it at a DC 12 Reflex save). Also usable as a shield, but it breaks the first time it prevents a hit.

Area 4-4 — Holy Library

This dimly-lit room is mostly occupied by wooden shelves which run along all four walls and stand in three more free-standing rows. The shelves contain ancient tomes, perhaps several hundred of them. In a clearing where a fourth row of shelves might have once stood you see a group of eight humans gathered around a campfire, looking at bundles of paper, and having a meal. These men and women are dressed like most wastelanders you've seen in Terra A.D., wearing mostly animal hide or fur clothing. The fact that each one is also wearing a unique artifact on a string or chain around their neck suggests that these people also belong to the group of religious pilgrims who travel throughout the nearby region.

The people gathered here are indeed former pilgrims, though they now call themselves Toy Worshippers. The campfire consists of a pile of children's books burning in a red metal wagon. (The Worshippers keep any pages containing pictures, which they revere, but they use the meaningless pages with unintelligible scribbles as fuel for the fire.) The meager meal cooking over the fire includes a few pieces of roxen meat and a larger supply of toy food. This fake food is synthetic matter that resembles clay, takes the shape of various foods (chicken legs, sandwiches, apples, etc.), and has only marginal nutritional value—but the Worshippers love it because of the symbolism of consuming toys. The PCs may already know some of these people, especially if they're here because of the Lost Pilgrims adventure hook. If so, have a few familiar pilgrims greet the party. Possible names include Sann, Zaffa, Faloo, Vor-Na, and Storm. Optionally, the judge may establish one pilgrim that a PC knew especially well, and have the ones here mention that he or she is currently missing, somewhere deeper in the store. This Toy Worshipper can appear at the end of the adventure, in **Area 1-1—Sammy's Workshop**.

If the PCs don't know any of the pilgrims/Toy Worshippers, then the Worshippers assume the PCs are here to attack them and take their holy toys (which may well be true). If the PCs act reasonably peaceful or sympathetic, they can convince the Toy Worshipper leader that they are friendly. (Have a PC make a DC 8 Intellect check if you want to randomize it.) Otherwise, the Worshippers reluctantly fight to defend this room, their "holy library." The leader, a woman named Ma-Ma, wields a staff, while the others use items looted from Area 4-3. If the Toy Worshippers lose half their number, they scatter, some of them retreat to Area 4-3 and others running off to Area 4-5. During combat (including fleeing) Toy Worshippers might cry out to their totem in a fruitless appeal for salvation.

Healing opportunity: If the party makes friends with the Toy Worshippers, Ma-Ma will offer to heal injured PCs. She can do this three times per day, for 1d3 points of healing each.

Suitably mollified (or captive) Toy Worshippers will also be happy to answer questions about their background (which you can summarize from **Adventure Background**) or any other questions they know anything about. Examples include:

Q&A with the Toy Worshippers and Ma-Ma:

- **Who are you?** "In our former life on the surface, we were pilgrims, adrift in search of someone or something worthy of our worship. Then we were led to this place and found what we'd been waiting all our lives for! I am the leader of this group. We call ourselves the Toy Worshippers, and my new name is Ma-Ma."
- **Your name is what now?** "Ma-Ma. We've all been given new names down here, granted by the first toy to speak to each of us."
- **Our community needs you. Come with us.** "Even if we wanted to abandon these holy objects called 'toys,' we could never leave behind our brothers and sisters who are still exploring the level (or levels) below. We expected them back by now but they haven't returned."
- **How many other 'Toy Worshippers' are there in here?** "Oh, I couldn't say. I'm terribly bad with numbers. But I'd say…plenty."
- **How did you end up here?** "We followed a star! We knew it was divine because it seemed to have a definite destination, the way it weaved left and right and eventually slowed down to land. We spotted its touchdown site, where it must have expended itself by burning a hole in the ground to open the way for us to enter the store. His Holiness, Sammy Squirrel, welcomed us, and taught us

about the 'store,' and its 'toys.'"

- **How long have you been here?** "Time is a meaningless concept in a world of infinite wonders. But I'd say a few weeks."
- **What else will we find in this place?** "Many rooms filled with toys, some animate and some not. We are still praying for guidance to help us understand their purpose. There's not much food, but we get by on this toy food and the occasional beast that wanders down here. You might want to avoid the level below us. Some of our fellows have gone to scout there and not yet returned. We are…concerned."
- **What kind of dangers are here?** / Who else lives here? "In this wonderland dwell toys both smooth and fuzzy. Some are armed, some are friendly, some…not so much. But the furry ones are friendly! And verily, oh so huggable."
- **What's wrong with you? Why the obsession with toys?** "What's not to love about toys? The colors! The shapes! The funny things they do! And they're so smart! We can learn so much from them. So we've dedicated our lives to their glory, and we're never going back."

Ma-Ma, Leader of the Toy Worshippers

Thin to the point of malnutrition, Ma-Ma (formerly named Jorma) is a tall woman with crazy hair and crazier eyes. She wears a small plastic toy as a necklace; the toy is shaped like a human baby. Ma-Ma has led her followers on numerous pilgrimages before, traveling throughout the wasteland region to worship whatever caught her attention: a giant glowing tree stump here, a malfunctioning suit of combat armor there, you name it. It is no more likely that she will remain a long-term toy worshipper than it was that she would stick with her worship of the three-eyed fish a few months ago.

Tactics: Preferring to avoid combat, Ma-Ma tries to stay far from the action and direct followers with her inspirational words.

Roleplaying Tips: Ma-Ma tries to exude an air of wisdom, usually by asking questions and nodding with a wry smile. This is always effective on her fellow worshippers, but less so on outsiders. Sample Ma-Ma quote: "You must ask yourself: What would Sammy Squirrel do?"
Note that if Ma-Ma is slain, another Toy Worshipper will take on the role of leader. If this ends up mattering in your game, choose a new leader from the list of Toy Worshippers in **Factions in the Toy Store**, or make up your own.

Ma-Ma, Toy Worshipper Leader: Init +2; Atk staff +1 melee (1d4); AC 12; HD 1d6; hp 4; MV 30'; Act 1d20; SP fanatic inspiration (all followers who can hear gain +1 to attacks and AC for 1d6 rounds, 3/day), healing arts (1d3 healing, 3/day); SV Fort +1, Ref +1, Will -2

Toy Worshippers (7): Init +2; Atk hockey stick or tennis racket +0 melee (1d5) or boomerang +0 missile fire (1); AC 10; HD 1d6; hp 4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -2.

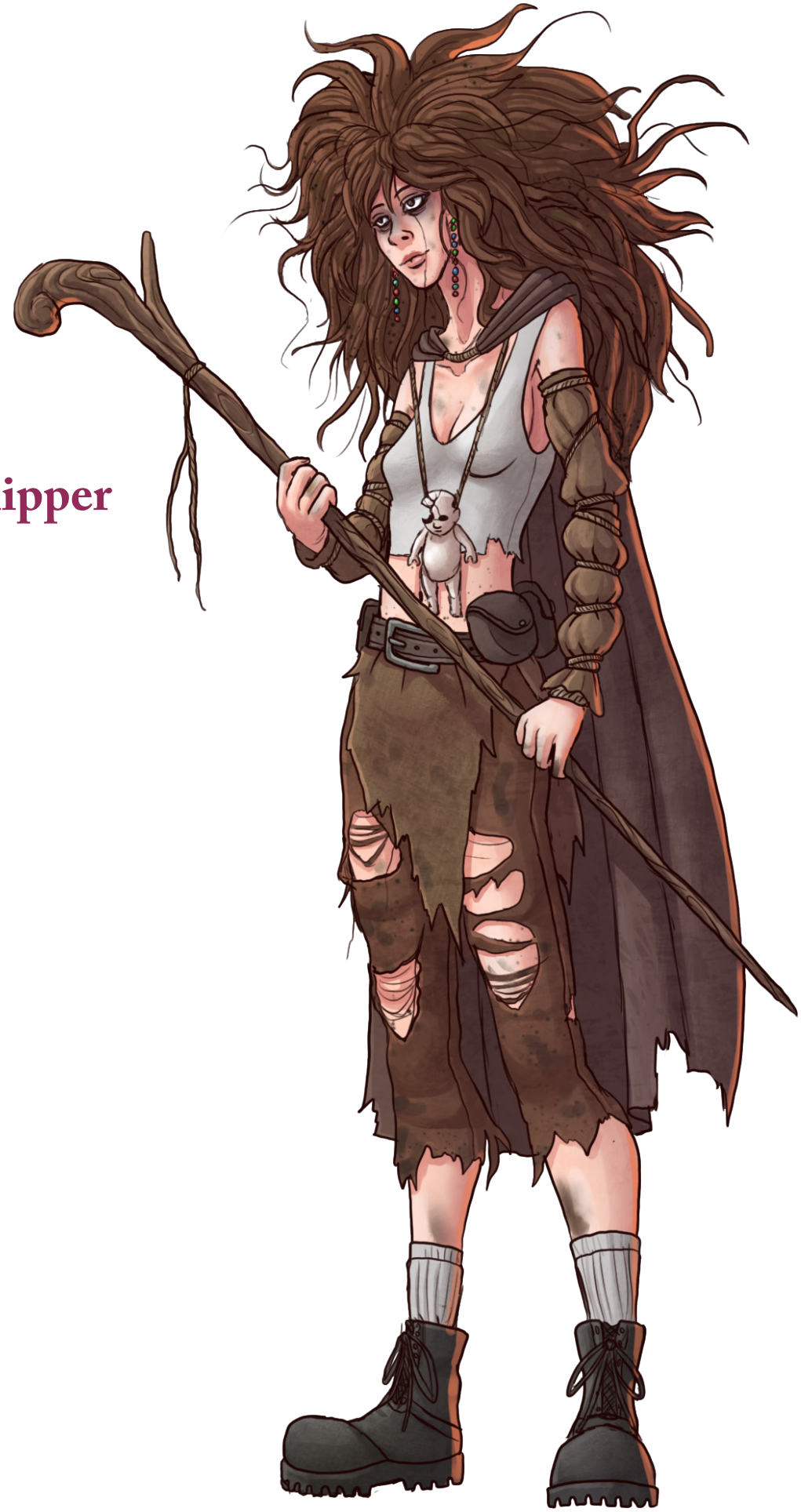
Areas 4-5 & 3-1 — Floor Jumper #1

The corridor ends at a gap in the floor. Looking down, you can see another level below that is adorned with smeared blood and fragments of destroyed toys. The entire area, upstairs and down, glows with a shimmering golden light with no apparent source. Signage on the walls of both levels show human children smiling and laughing as they float in midair. And once again, a Sammy Squirrel hologram stands here, smiling at you.

The shimmering effect in this room is a low-gravity field, designed to reduce the pull of gravity and allow people to drop down to the floor below in a safe (and fun!) manner, as well as letting them leap up from the lower level and float up to the landing on the top level. Characters (including Smart Toys) can travel downward by simply stepping off into the shimmering field, and upward by jumping. The exception to this is anyone carrying an active zeroball (from **Area 4-3—Sportsball**)—such a character is unaffected by gravity and thus won't drop downward, instead floating in a straight line upward from where they jump. (Note that this room only connects to the level immediately below; reaching the lowest levels of the store requires finding more floor jumpers.)

If the party is slow to discover how to use the floor jumper or hesitant to try it out, the Sammy Squirrel hologram encourages them: "Aww, don't be scared! Jump on down! It'll be fun!" Sammy also tells the party that "The most fun parts of the store are on the

Ma-Ma, Toy Worshipper Leader



lowest level. You'll see!" If asked for details, Sammy says he doesn't want to spoil the surprise. (But he will still answer other questions, such as the ones detailed previously in **Area 4-1—Not the Entrance.**)

> **Sammy Squirrel Hologram:** Init +5; Atk none; AC 15 (light panel on nearby wall); HD 1d6; hp 3; MV 30'; Act 1d20; SP immaterial, immune to mental powers; SV Fort +4, Ref +4, Will +4; AI recog 5.

Level Three

General Features: The lighting is consistently strong on this level, and the structure doesn't show as many signs of damage as the upper level. A few rooms are partially ruined, but most are intact.

Area 3-2 — Changing Seasons

> *A sturdy table draped with colorful paper stands on one side of the room and holds an assortment of boxes, each also wrapped in the same kind of paper. On the room's other side you see a brightly-painted red carriage on metal rails instead of wheels. A massive tree stands in the center of the room, adorned with multi-colored blinking lights and small shiny globes. Tiny white particles are magically falling from the ceiling but they disappear before they hit the ground. Beside the exit across the room you see a button protected by a transparent covering. Standing around the table are eight robed humanoids grabbing boxes and arguing with each other in an unfamiliar language. Only the faces and hands of the humanoids are visible, showing skin that is deep purple in color. The beings have the look of mutants, but are they? It's unusual to find eight people with the exact same mutation.*

The falling particles are holographic snow which can't be touched and has no effect other than visual. Most likely the PCs have never seen anything like it. Before we get to the fighting, let's discuss what's unique about this room.

Seasons change: This is the store's "seasonal" room, designed to automatically "change seasons" at the touch of that button by the door—or at a number of predetermined spoken commands. For example, if anyone in the room says "summer," the room's appearance and trappings will transform into a warm beach accessorized with beach toys. The judge is encouraged to keep an ear tuned for any keywords or phrases they think should trigger such a transformation. The table below lists some likely possibilities, but feel free to add any others that appeal to you. Like many things in the toy store, the system is glitchy, so if you mention that some of the seasonal decorations flicker or dim or show other flaws, the players will also likely accept it if you play fast and loose with the seasonal keywords. In the event that no opportunity arises for plausibly triggering a season change, you can have them happen randomly along with an electrical surge or lighting change and make it seem to be a system error. Remember that the button can cycle through these seasonal transformations as well, after anyone flips up the plastic cover protecting it. (During playtesting, this button was popular.)

When the season changes away from the original one—winter holiday—all the gift boxes that aren't being held by anyone dematerialize, their matter shifting to become part of the new display's decorations. The first time this happens, a Servitor shouts "The presents are gone! The master will be pissed!"

Seasonal Room Transformations

Entries are arranged by their name, their description and then words that trigger the change.

- **Winter Holiday:** Provided at room entry; winter, holiday, sled, wrapping, present
- **Halloween:** The room transforms into a grassy space containing eight rectangular mounds of dirt, each marked with a gray stone tablet stuck upright in the ground. Each tablet features unintelligible writing on the front and a small humanoid figure on top. An image of the full moon appears on the far wall. Something appears to be climbing up out of each dirt mound. (Judge's note: each grave contains a monstrous hologram creature, such as a zombie, vampire, ghost, etc. They are intangible and can't hurt anyone, but they can cause confusion—to both PCs and Servitors. The gravestone at each grave holds a toy version of the monster that emerged. The toys are inactive.); scary, spooky, horror, monster, zombie, ghost
- **Valentine's Day:** The room clears and is then filled by oblong pink and white spheres that drop from

the ceiling and bounce harmlessly when they hit any surface. A small table rises from the floor, and its contents appear to be gold and jewels. (Judge's note: the balloons provide cover for everyone in the room, which reduces everyone's attack action die by one step. The gold and jewels are toy replicas.); love, heart, hug, jewel

- **Summer:** The ground takes on the appearance and gritty feel of sand, and the walls change to show an ocean on the horizon. It now looks like a sunny day in here, with colorful towels laid out on the ground near a collection of buckets, scoops, and large air-filled balls. (Judge's note: anyone trying to reach the ocean visible on the walls will of course collide with the wall.); summer, hot, sand, water, swim, ocean
- **New Year's Day:** Explosions from every direction assault your ears and eyes, filling the sky with brilliant light in every color. You don't see where the explosions are coming from, but they result in a variety of shapes—like clouds, flowers, or radiating lines—and sounds, from ear-shaking booms to a staccato crackle that tickles your ears. At the center of the room four small round tables appear, stocked with glasses of some bubbly beverage, conical hats, and small horn-shaped tubes. (Judge's note: the liquid is similar to champagne but is non-alcoholic. The other items are party hats and noisemakers.); fireworks, ball

Meet the Servitors of the Star Child: The purple beings in the room are Servitors of a Star Child (see their entry in **Factions in the Toy Store** for more details). They are here to collect some of the brightly wrapped boxes for their master, figuring that they contain highly coveted toys. The Servitors eschew physical combat, but immediately try to use their *mind of a child* and *pacify* abilities. (Their *crayon portal* ability is listed for completeness, though it's not recommended to use it in this encounter; it comes into play later in **Area 1-1—Sammy's Workshop.**) The Servitors are loyal but sensible—if things aren't going their way, they will flee to another room rather than fight to the death. If the PCs refrain from fighting and offer to give the aliens what they want (which is all the boxes in the room and all the toys the PCs might have on them), the Servitors will agree, taking their spoils and vanishing through a *crayon portal* that takes them back home. Remember that a PC who is affected by *mind of a child* or *pacify* has a momentary vision of a gigantic human-looking infant floating contentedly among the stars.

If the PCs activate a season change, it surprises the Servitors as much as anyone. Because they really want those pretty wrapped boxes for their master, the Servitors try to change the season back to winter holiday using whatever method they observed the PCs using. Remember that the Servitors can speak the PCs' language when they wish, but they will be terrible at guessing what words trigger the season of snow and presents.

During this encounter try to drop in some hints about the Servitors' motivations. Have them argue over who will be praised the most by the master when they return to him. Let them yell things in combat like "Protect the toys!" and "Don't flee yet, we need more offerings!"

Q&A with the Servitors of the Star Child:

(Note that they have no interest in telling the PCs about the store.)

- **Who are you?** "We are the Servitors of the Star Child, the Great One, His Fetal Highness."
- **Where are you from? / Are you aliens?** "We hail from another world, near the stellar nursery that birthed our master."
- **What's a Star Child?** "A transcendental life form, the next phase of evolution. We believe he originated on either your world or one like it before experiencing a life-altering transformation. It must have been glorious."
- **What do you want?** "Our master is easily bored, and when he's bored he becomes cranky, and when he's cranky his tantrums destroy worlds. We seek to pacify him with diversions of the kind he remembers from his earliest eons."
- **The toys here are thinking beings.** "Ahhhh, that makes them even more appealing. Get out of our way or die!"

Servitors of the Star Child (8): Init +1; Atk dagger +1 melee (1d4); AC 12; HD 1d8; hp 3; MV 30'; Act 1d20; SP crayon portal, mind of a child, pacify; SV Fort -2, Ref -1, Will +4.

Crayon Portal: The Servitor spends 2d3 rounds drawing an elaborate sequence of alien letters in a circle on a wall (typically 5 feet in diameter), after which the center of the circle is temporarily replaced by a portal to elsewhere. This portal connects to another portal that has been drawn previously. Servitors typically use this power to quickly travel back and forth to the Star Child's stellar nursery after they have landed at a point of interest by other, slower means.

Mind of a Child: Mentally regresses a single organic target to childhood if they fail a DC 12 Will save. Success immunizes the target from repeat uses of the spell in the same encounter. The PC can attempt the save again each round. The player of an affected PC can choose the level of child development (infant, toddler, adolescent, even teen) to which their character regresses and roleplay it as they see fit. Typical resulting behavior includes tantrums, self-soiling, grumpiness, crying, laughing, barfing, violating curfew, and otherwise acting out.

Pacify: Makes the target happy and unwilling to fight or argue if they fail a DC 12 Will save. Success immunizes the target from repeat uses of the spell in the same encounter. The PC can attempt the save again each round. As with Mind of a Child, the player can interpret how their character is pacified. Playful and friendly? Focused on playing with toys instead of combat? Nap time? All good choices.

What's in the gift boxes: Roll on the table below, or pick something you like.

d5	Box Contents
1	Nothing (It would make the Servitors beyond displeased if ALL the boxes were empty)
2	Balls
3	An inert plush rabbit (not a Smart Toy, so not a Furry—unless you want it to wake up later)
4	Set of alphabet building blocks
5	Underwear

Area 3-3 — Doctor Sammy's Feel-Good Center

The color white dominates this room, accented here and there by red symbols that look like two crossed lines, one vertical and one horizontal. Six child-sized beds form a circle in the center of the room, each with a panel of hard air attached to one end. You also see a rack holding white garments and an open cabinet that contains some kind of small artifacts. Near the far exit stand two seats.

Another Sammy Squirrel hologram appears in the center of the room, this time wearing a simple white coat and a strange necklace ending in a small disc. "Hi, kids! Welcome to Doctor Sammy's Feel-Good Center! If you have a boo-boo or an achy tum-tum, come on in and climb onto one of my med-beds. Then one of my nurses will use our medicine cabinet to patch you up!"

Q&A with Sammy Squirrel

- **Why are you dressed like that?** "I am a doctor! Doctor Sammy Squirrel, at your service. Lie down and I'll patch you right up!"
- **Where are the nurses you mentioned?** "Oh my, I seem to have lost my staff. Oh, I know what to do!" (See the **Doctor Sammy's Nurse** section.)

Med-Beds: Sitting or lying on one of the med-beds triggers its diagnostic function, making the attached panel light up and display internal information about the "patient" on a schematic diagram of their body. If a mutant, plantient, or manimal makes use of the bed, the diagnostic panel complains with warning sounds and red hazard indicators on all the areas of the body diagram where the character differs from the human norm. The beds don't have any healing functions themselves—they're just for diagnosing medical problems. (TL 5, CM 3, Powered by store.)

As soon as anyone sits on a bed, or if anyone asks Sammy about the nurses he mentioned, Sammy looks around and seems to recognize the lack of nurses. See below…

Doctor Sammy's Nurse: Choose a PC (either randomly or at your whim). Sammy addresses this PC: "Say, you look like you'd make a great nurse. Would

you like to help out Doctor Sammy?" Sammy waits for the PC's answer, but proceeds with his speech regardless of what they say. "Great! Just put on this badge right here, and from anywhere in the store you can call for medical assistance! Just say, 'Doctor Sammy, I need you!' Also, feel free to take any of the items from my medicine cabinet here, in case you need to patch anybody up."

The badge Sammy mentioned is nearby—it's a metal red cross that automatically adheres to clothing, fur, or bark. The badge grants one use of a flying robotic healing drone, which the party can use from anywhere inside the toy store (so long as Sammy is still functional—see **Area 1-1: Sammy's Workshop**). The badge activates if anyone in its vicinity says the key phrase. 1d4 rounds later, the drone flies into the area and heals any and all wounded characters there (friend or foe) for 1d4 hit points each. The drone flies away as soon as its job is done. What Sammy *doesn't* mention is that he also uses this badge to listen in on everything the party says for as long as they keep it. Sammy truly does want the party to remain alive—he wants to meet them "in person" in his workshop—but he also wants an edge over them if possible.

Medicine Cabinet: The white garments are kid-sized lab coats. The artifacts on the shelf are medical gadgets. Sammy Squirrel can explain the function of any of them. The artifacts include:

- **3d5 Boo-Boo Bandages:** These are adhesive strips about the size of a finger, each featuring one of several images of pre-catastrophe cartoon characters. Once attached to a wound, one of these bandages heals 1 hit point of damage. (TL 5, CM 1, one use each.)
- **2d4 bottles of Tum-Tum Tonic:** Imbibing the contents of one of these pink bottles immediately nullifies any poison in the body, as well as eliminating just about any other chemical cause of stomach ache. (TL 4, CM 1, one use each.)
- **3d3 medishots:** Heals 2d8 HP and cures poison, disease, and radiation—see MCC RPG Chapter 7 for more details. (TL 4, CM 3, one use each.)

Seats: The two boxy metal seats near the exit are *hoverchairs*. Each can accommodate anyone up to large human size. After pushing the single blue stone on one arm of the chair, the device floats about a foot off the ground. The rider can steer using a joystick on the other arm. If asked, Sammy Squirrel can explain the operation of the hoverchairs. (TL 4, CM 1, C-Cell (1 week))

> **Sammy Squirrel Hologram:** Init +5, Atk none; AC 15 (light panel on nearby wall); HD 1d6; hp 3; MV 30'; Act 1d20; SP immaterial, immune to mental powers; SV Fort +4, Ref +4, Will +4; AI recog 5.

Area 3-4 — Dress-Up:

> *Eight long racks of hanging clothing fill this room. Unlike the garb worn by most people you've met in Terra A.D., these garments are bright and dazzling and come in every color of the irradiated rainbow. Some of the outfits are long and beautiful, while others are small with barely any material. The ones over here look like sets of elaborate clothing, yet the ones over there look more like disguises, possibly intended to make the wearer look like an animal or one of several unrecognizable scary creatures. Many of the outfits appear to have been made with some long-lost purpose in mind, because they are accompanied by strange accessories—masks, hats, bracelets, belts, and even capes. In addition to the costumes, the room is also occupied by one human, and it appears he is tidying up the clothes on the racks.*

The party has found the costume department; the judge may populate it with any costumes they'd like to allow the PCs to get their hands on. Suggestions include standards such as occupational costumes (doctor, cowboy, construction worker), animals (cat person, wolfman, two-person cow), fancy dress (princess, king, wedding), scary (witch, zombie, ghost), and superheroes (you know you have some favorites). An accommodating judge might even let the players suggest some outfits they'd like to find for their characters. Because these costumes are equipped with Room-to-Grow nanotechnology, they can shrink or grow to fit any wearer. Well, any wearer the size of the PCs, anyway—even manimals, plantients, and multi-limbed mutants.

Another member of the Toy Worshippers is here. His name is Zap (formerly Lunis), and he is under the influence of the vocal mind control ability of the Dollies.

Area 3-5 has more details about that, but the important thing is that this Toy Worshipper feels strongly motivated to clean up this dress-up room but isn't sure why. Zap wears a miniature toy dazer pistol around his neck.

> **Zap the Toy Worshipper:** Init +2; Atk broom +0 melee (1d3); AC 10; HD 1d6; hp 4; MV 30'; Act 1d20; SP mind controlled; SV Fort +0, Ref +0, Will -2.
>
> **Mind controlled:** Queen Barbara (**Area 3-5**) has compelled Zap to clean up this area. He will do his best to do so for the rest of the day, strongly resisting any attempts to pull him from his duty.

Area 3-5 — Hello, Dollies

> *This room is full of toys that remind you of the Toy Soldiers you ran into earlier, except that most of these wear brighter colors and appear to be unarmed. This is also the most orderly, undamaged room you've seen so far in the store, and it is decorated with colorful paper, artificial plants, and golden, bejeweled necklaces. A red carpet winds from the path where you entered to the center of the room. There, on an elevated stand, a group of figures stands watching you, numbering at least fifty. One figure that looks female stands at the center of the group, and she smiles as you enter the room.*

This is the home of another faction of Smart Toys, the Dollies. Refer to **Factions in the Toy Store** at the beginning for detailed info, but here's a summary:

- Dollies are friendly pacifists who are working to make the store presentable again.
- Dollies can control the minds of organic beings.

Approaching the Dolls: The first thing the Dollies do when the players get near (whether to talk or attack) is attempt to use their mind control ability on a PC. Queen Barbara addresses the party, saying, "Put down your weapons. You won't need them in here." Have all PCs who can hear her make a DC 12 Will save; if any PCs are wary of the Dollies because of meeting poor mind-controlled Zap in **Area 3-4**, the Will save is DC 10 instead. Any PCs who fail feel compelled to follow Queen Barbara's instructions. See the *vocal mind control* section in Queen Barbara's sidebar for more information.

The Dollies will not start a physical fight, but if the PCs do, the Dollies step up their attempts to control their minds, with the goal of making the characters leave or fight each other. Most of the Dollies try to flee to other rooms, but ten of them stay to defend their room, including Queen Barbara. If their mind control attempts are unsuccessful, the Dollies call for help, and in 1d3 rounds a group of 8 Toy Soldiers arrives from **Area 3-7** to help the Dollies. (If Zap is still in **Area 3-4** or the party has brought him to this room, and he is still mind controlled, he also joins the battle against the PCs.) If the party instead remains peaceful, the Dollies are happy to let them stay as long as they like.

Crawling Army quest: If the party makes a good impression on Queen Barbara, she asks the PCs to recover General Tinkles and her Crawling Army, who went on an expedition to explore downstairs. A few of the Q&A items below can trigger this "side quest" if the judge wishes. See **Area 1-1—Sammy's Workshop** for what happened to them.

Q&A with the Dollies and Queen Barbara:

- **Who are you?** "We are the Dollies, the friendliest, smartest, and most career-minded Smart Toys in the entire store. I'm sure we'll be the best of friends!" (Also, if talking to Queen Barbara…) "I am Queen Barbara the Third. The other Dollies have chosen me to lead them."
- **Queen Barbara the Third?** "My two predecessors were sadly lost in battle since the store reopened."
- **Who have you been fighting? / Are there enemies around here?** "We are friends with the other toys, but some giants like you have been following us around and trying to worship us. We'd rather they didn't. The purple ones are the worst. They keep trying to capture us, plus they smell bad."
- **What are the other toys around here like?** "The Toy Soldiers nearby are fierce warriors who are fighting hard to keep the invaders away. The Furries are adorable and ever so friendly. There are some other toys besides Smart Toys, but I don't know much about them."
- **What do you know about Sammy Squirrel?** "He

has appeared to us a few times to tell us we should come downstairs. We've sent a few Dollies down to see what he wants, but they haven't come back yet." (This is a possible trigger for the Crawling Army quest mentioned above.)

- **What do you know about the rest of the store?** "We have explored this floor and the one above, and we're working on making them more presentable. Something happened in the past that damaged the store and dirtied everything up! The other Smart Toys have their homes on this level. We don't know what's downstairs, because other toys have told us it's dangerous." (Here's another possible trigger for the Crawling Army quest.)
- **What do you want?** "We just want everyone to get along!"
- **How do you control people's minds?** "I don't even know myself! I guess people just like the way we sound?"

Queen Barbara, Leader of the Dollies

Standing at about the height of a dagger, Queen Barbara is a plastic figure designed to look like a pure-strain human woman. She has yellow hair down to her waist and on first meeting she wears a red dress. (If the party meets her again in later encounters, she is wearing a different outfit each time. Suggested outfits include nurse, business executive, and tennis pro.)

Queen Barbara is peaceful, nurturing, and still a bit innocent. She knows that some of the newcomers have tried to hurt her fellow Dollies recently, but still assumes that people she meets are not hostile until they prove otherwise. Barbara always speaks politely.

Vocal Mind Control: The Smart Toy doll line was built with an especially soothing voice as well as programming that would help a doll comfort a child or even subliminally motivate them to behave according to parental guidelines. Since becoming freed from the store's AI control network, the Dollies have learned to use this ability even more effectively. (Note that the Dollies' vocal mind control does not work on inorganic life forms, including other toys.)
PCs who are the target of a vocal mind control command must make a Will save, with the DC dependent upon the Dolly making the command. (This is generally 12 for Queen Barbara and 10 for other Dollies.) Success means the target is unaffected and cannot be vocally mind controlled for the rest of the encounter, while failure means the target must obey the command for 1d6 rounds (or 1d6 days on a fumble). The player of a targeted PC can interpret the command however they wish; let them have fun getting creative. As with the Servitors' mind-warping abilities, if the judge thinks any players are abusing this freedom, a penalty of losing a few actions due to confusion and mental stress might be called for.

The Dollies don't want to hurt anybody, so their commands will usually be either defensive or constructive in nature. This faction mainly wants to coexist with others and improve their surroundings. So, their commands will be such things as:

- "Come here."
- "Leave this room."
- "Clear away the rubble from the next room."
- (If attacked) "Attack that man."
- (If attacked) "Run into that wall."

Tactics: Queen Barbara is nonviolent, so if combat breaks out she first tries to use her vocal mind control on any attackers. Failing that, she flees and hides.

Roleplaying Tips: Sample Queen Barbara quote: "That thing you're holding looks so pointy! Be a dear and put it down."

Note that if Queen Barbara is destroyed in an encounter, another copy of Queen Barbara is pulled from a hidden stash and unwrapped. The new Queen Barbara can then take on the leadership of the Dollies in any subsequent encounters, if appropriate to the situation.

Queen Barbara the Third: Init +2; Atk punch/kick +0 melee (1); AC 13; HD 1d10; hp 8; MV 20'; Act 1d20; SP immune to mental powers, vocal mind control; SV Fort +2, Ref +2, Will +4.

Typical Dolly: Init +0; Atk punch/kick -1 melee (1); AC 12; HD 1d8; hp 4; MV 20'; Act 1d20; SP immune to mental powers, vocal mind control; SV Fort +2, Ref +0, Will +3; AI recog automatic.

Area 3-6 — Armory

This room is partially collapsed and full of debris from both the stone-like wall material and the plastic of broken toys. Though the room looks as if it's been picked over (and fought over, judging from some of the damage), it still contains numerous examples of what was originally stored here: weapons. You see swords, knives, slugthrowers, lasers, explosives, and just about any other kind of weapon you've ever heard of, all in various levels of burial among the debris.

If a random encounter comes up for this area involving Toy Worshippers, Servitors, or Toy-Borgs, you might introduce them as follows:

You also see <the random faction> *you met earlier, collecting armfuls of armaments. As soon as they see you, they drop what they're holding and reach for the nearest weapon. Roll initiative!*

If the PCs have chased any Dollies here from **Area 3-5—Hello, Dollies**, the Dollies try to hide among the weapons—and you might choose to roll for a random encounter also. PCs can spot hiding Dollies by succeeding at a DC 15 Intelligence check.

The "weapons" here are toys, of course, and all of them are harmless. But there's no need to spoil that surprise until the first time the PCs attack with one—or are attacked themselves. (As it turns out, this room full of weapons is safer than most areas in the store.) If you and the players are having fun exploring the fake weapons, let any NPC attackers continue to search for a weapon that actually deals damage, ditching the one they tried last time and grabbing for something different. Note to judge: Don't reveal that a gun is harmless until it strikes a target without hurting it.

The weapons: This room contains toy versions of just about every kind of weapon imaginable, from archaic melee weapons to futuristic blasters. As noted above, none of them cause any damage (even the melee weapons are plastic), but some make realistic noises and others launch harmless (but perhaps startling) projectiles. The following table lists the most common examples—roll, choose, or let the PCs search for something specific.

d20	Weapons in the Armory
1	Dagger
2	Sword
3	Plasma sword replica that lights up (TL 3, CM 1, Toy Artifact Check)
4	Mace
5	Axe
6	Spear
7	Staff
8	Two short sticks attached by a two-inch cord
9	Bow with suction-cup-tipped arrows
10	Shield
11	Purple ray gun that shoots sparks and makes noise (TL 3, CM 1, Toy Artifact Check)
12	Orange gun that squirts water (TL 2, CM 1, Toy Artifact Check)
13	Yellow gun that fires a harmless laser pointer (TL 3, CM 1, Toy Artifact Check)
14	Blue gun that shoots foam darts (TL 2, CM 1, Toy Artifact Check)
15	Green gun that makes realistic slugthrower sounds (TL 2, CM 1, Toy Artifact Check)
16	Red gun that delivers an audio message about the futility of violence (TL 2, CM 1, Toy Artifact Check)
17	Rifle with scope that magnifies distant targets (TL 2, CM 1, Toy Artifact Check)
18	Extra-bulky rifle that makes a rat-a-tat-a-tat noise (TL 2, CM 1, Toy Artifact Check)
19	Rocket launcher that shoots holographic missiles (TL 4, CM 2, Toy Artifact Check)
20	An actual flint dagger (1d4 damage) that a Toy Worshipper dropped here earlier

Area 3-7 — Figures of Action

This room is better fortified than any you've seen in the store since the colorful room of construction toys. The main barrier before you is a wall of small boxes blocking off the room save for a 2-foot by 2-foot gap

at the center. Between you and the wall is an array of other defenses, including a narrow moat, four shoe-sized catapults, and two full-sized cannons. Two short human-modeled figures stand guard beside the opening in the wall of boxes.

Members of the Toy Soldiers faction like to draw their enemies out, so they have arranged a combination of fake traps and real traps for any invaders. The traps are labeled accordingly below.

The Guards: If any of the Toy Soldiers that the party faced in Area 4-2 escaped, this would be a good place to re-use two of them as the initial guards. Either way, as soon as the guards spot the party one of them shouts "Intruders!" They leap over the moat and move to attack. Roll for initiative!

Real Trap - Sharpened Jacks: The first time a party member moves to within 10 feet of the wall, have them make a Luck check—unless they are carefully inspecting the ground. If they're not, and they fail the check, the PC steps on a makeshift caltrop (a jack sharpened by the Toy Soldiers). The jack deals 1 point of damage and reduce the victim to half speed on their next move. After a PC spots or steps on a jack, other party members can avoid them without rolling, unless distracted by other combat actions.

Fake Trap - Catapults: The catapults and cannons fire at the beginning of the guards' first turn. They have a +2 to hit their targets (the nearest PCs), but the attacks deal no damage—the catapults fire plastic boulders and the cannons shoot foam darts. (TL 2, CM 2, Toy Artifact Check)

Fake Trap - Moat: The "moat" is a 6-inch-wide channel made of black plastic track used for toy car racing. It holds water at a depth of about half an inch. This is not enough to hold the moat's guardians upright, so the three small shark toys in the moat are lying helplessly on their sides. (The toy sharks don't have an attack anyway; they aren't Smart Toys and they are here purely for intimidation purposes.)

The Wall: The boxes that make up the wall are the packages that the Toy Soldiers emerged from when the store came back online. They show images of all types of action figures in exciting poses. Characters can bypass the wall in one of two ways: either crawl on hands and knees to fit through the small opening, or push through the boxes at any point because they are merely stacked on top of each other and hardly weigh anything.

Real Trap - Toxic Squirt Guns: As soon as the PCs get past the wall, they see an array of ten guns mounted on a metal rack, pointed at the party. The guns fire, spraying glowing liquid on all nearby PCs who fail a DC 12 Reflex save. Besides being cold and stinky, the fluid is irradiated—having come from pipes in the walls of the store whose contents have become contaminated—so any who get hit take 1d4 damage (DC 10 Fortitude save for half, and remember that rolling a natural 1 or 20 on radiation saves can result in radburn). (TL 2, CM 1)

Parlay at the Castle: Past the squirt guns stands a miniature castle 40 feet by 20 feet, made of a hodgepodge of wooden and plastic construction toys. Twenty members of the Toy Soldiers faction are visible on the castle walls or peeking through windows, and they all look armed and ready for battle (though the Soldiers are admittedly tiny and holding plastic weapons). If the PCs pause or seem willing to talk, the Soldiers hold their fire and have a chat—refer to the Q&A section below for possible details. If the PCs choose a more aggressive path, the 20 Toy Soldiers join the fight.

The leader of the Toy Soldiers (both in this room and beyond) is named **Sarge**. See the sidebar for more details, including tactics and roleplaying tips. For descriptions of other notable Toy Soldiers, refer to the Random Toy Soldier Table in **Factions in the Toy Store**.

Real(ish) Trap - Pit: If any PCs move to within 20 feet of the castle (without making a truce with the Toy Soldiers), they trigger a pit trap. This is where the Toy Soldiers have removed a line of 3-by-2 foot floor plates, lined the pits underneath with all the sharp toy bits they could find (such as metal axles, ice skate "blades", pointy construction toy bits, and 4-sided dice), and then replaced the floor plates, rigged to fall when tread upon. Affected PCs (chosen by the judge, perhaps influenced by Luck score) must succeed at a DC 10 Reflex save or fall the 3-foot distance to the bottom of the pit and take 1d3 damage.

Ending the Combat: If the PCs whittle the Toy Soldiers down to 10 survivors, they offer a ceasefire and an end to hostilities if the party will leave. Failing this, the Soldiers attempt to flee to **Area 3-8**.

Q&A with the Toy Soldiers and Sarge

- **Who are you?** "We are the Toy Soldiers, the first and last line of defense of this facility." (If speaking to Sarge…) "I'm the leader of this outfit. Call me Sarge."
- **Why are you fighting us?** "You invaded our territory! If you cease your attempts to seize our land, we will stand down."
- **What do you want?** "To secure the store from the attempted invasions currently going on. Not you people, the other giants."
- **Giants?** "Yes, the ones who look like you and the purple ones. The first are pretty harmless but annoying, following us around like they worship us or something. But the purple ones have captured several of our troopers. We don't know how they get in and out so fast."
- **What are the other toys around here like?** "The Dollies are friendly, but I wish they'd take more interest in keeping enemies out than repairing the store. The Furries are bigger and could be good in a fight, but their leader is just as pacifistic as Queen Barbara. Also, those plush folk are a little too fond of hugging for my taste."
- **What do you know about Sammy Squirrel?** "He appeared to us soon after the store reawakened and tried to act like he was our commanding officer. But he is NOT." If Sarge is speaking… "I'm the one in charge here."
- **What do you know about the rest of the store?** "We have defenses upstairs to keep out future intruders, though the purple giants still come and go somehow. The Dollies and Furries are on this level. We've sent scouts downstairs, but they are currently MIA."

Sarge, Leader of the Toy Soldiers

The leader of the Toy Soldiers is a larger toy named Sarge, who stands about as tall as a human's boot. It looks like Sarge is always chewing on a small stick with one end lit up (a cigar). He also sports a green camouflage uniform—open at the chest to show his muscular build—and a helmet. Sarge carries tiny binoculars and a combat dagger that's as tall as he is.

Tactics: Perhaps the smartest of the Toy Soldiers, Sarge is a canny tactician and an experienced soldier. He's been leading his troops since the store resumed functioning and he broke free from his packaging. A toy of action, Sarge likes to lead his "men" by example, from the front line. Sarge is also fond of "feints," such as the way he has organized this room's defenses: following a laughably useless defense with one that is genuinely deadly.

Roleplaying Tips: Speaks in an exaggerated no-nonsense military pattern. Sample Sarge quote: "Alpha team, circle around to the shark moat. Winchester, lay down covering fire. Go go go! Let's get those giant bastards!"

As with Queen Barbara of the Dollies, if Sarge is ever destroyed prior to the adventure's finale, another Sarge takes his place in the next Toy Soldiers encounter. There are plenty of Sarges hidden away in fresh boxes.

Sarge: Init +2; Atk surprisingly large dagger +2 melee (1d4); AC 13; HD 1d8; hp 4; MV 20'; Act 1d20; SP immune to mental powers, infravision 60', rally the troops (all followers who can hear gain 2 temporary hit points, 1/encounter), replaced by another Sarge if killed; SV Fort +4, Ref +2, Will +4; AI recog automatic.

Toy Soldier: Init +2; Atk tiny knife +1 melee (1); AC 18; HD 1d10; hp 8; MV 20'; Act 1d20; SP immune to mental powers, infravision 60'; SV Fort +2, Ref +2, Will +2; AI recog automatic.

Area 3-8—The Pet Shop

The walls and floor of this room are decorated with stylized paw print patterns. At the center of the room sit two round troughs embedded in the floor, each nearly the size of a wagon wheel. The wall on one side of the room holds an array of small connected cabinets with clear doors. On the opposite side of the room, you see similar cabinets with much larger doors. A metal rack near the far exit holds

a variety of ancient artifacts. A square made of hard-air attached to the artifact rack shows moving images of humans playing with animals, while a voice talks about how great this "dog food" or that "catnip mouse" is.

Troughs: One of the troughs is full of drinkable water being endlessly filtered and recycled. The other is empty except for a few pebbles of dog food ("*some kind of dry food pellets*"); the rest was eaten by Toy Worshipper scouts.

Small cabinets: The smaller group of cabinets holds the bodies of small creatures the Ancient Ones kept as pets—rodents, lizards, birds, just about anything up to the size of a guinea pig. All are now skeletons, with the exception of one telepathic rat. There are no hints as to how the rat survived this long without food or water. (This a mystery you can solve if you want to, judge.)

Large cabinets: The larger group of cabinets was used to store bigger pets in time-slowing stasis fields, including dogs and cats. There are three vertical rows of five cabinets each, and all are big enough to climb inside, if a person desired. In fact, several of them DO have someone inside: 1d3+2 of the cabinets contain living manimals, each of which is moving verrrrrry slowwwwly. See the Manimal Replacement PCs sidebar for details on these. The other cabinets are either empty or contain dog or cat skeletons. Each cabinet opens easily from the outside, ending the stasis effect.

Manimal Replacement PCs

The manimals in the large cabinets are former animal pets of the Ancient Ones who have been held in time-slowing stasis since just before the Great Disaster. This form of preservation allowed just enough radiation in after the Great Disaster to mutate the pets gradually over a long period. Note that thanks to a series of pet supply commercials that have been constantly running in the room—see **Artifacts**, below—the manimals can all speak and understand Nu-Speak.

In practical terms, this all means that the judge can feel free to provide manimal replacement PCs generated in the normal manner—don't even worry about limiting them to canines and felines, because weird science is weird! The only exception to standard 0-level character creation is that these don't get starting equipment. The players can decide how much they want their new manimals' speech to be influenced by the endless commercials that served as their basis for language.

Artifacts: The metal rack holds leashes ("*short lengths of cloth with loops at each end*"), grooming supplies ("*combs and brushes*"), and pet toys ("*toy balls and mice and bones*") that squeak when squeezed. A video monitor on the display rack runs a loop of video advertisements for various pet supplies. ("*Fetch, Sparky!*" "*Fluffy is such a finicky eater.*" "*Catch the ball, pup!*" "*Our dog food contains 25 percent more happiness*!" "*Try TurboTech brand squeakers!*" "*Our brushes can turn your pet into royalty!*" "*Where do you get such wonderful pet toys?*")

Area 3-9 — Stuffed Animal Farm:

You step into a large room that recreates three types of terrain at once: a forest to the left, a jungle to the right, and a grassy amber plain in the middle, leading across to the other exit. Many of the trees have been thoroughly scratched, and fur in a variety of colors lies all about, scattered around as if left over from a hundred shedding beasts. In addition to the fur and the artificial grass underfoot as you walk you also see clumps of some kind of white fluffy material.

A clearing stands in the center of the room, devoid of fur or other debris, with one exception. A strange-looking animal with large eyes, long droopy ears, a fluffy furry belly, and a wagging tail sits in the clearing. As you approach, the animal looks over at you and says, in a high-pitched voice, "I has an owie."

If any PCs take the precaution of carefully studying the area before approaching the wounded animal, they notice that not only is the grass artificial, but so are the trees and the fur. In addition, the grass in the clearing shows signs of blood stains. The white fluffy material is cotton stuffing.

When the party reaches the clearing, a pack of wild animals springs from both the forest on one side and the jungle on the other. If the party was clearly expecting trouble, or they explore the wooded areas first, roll initiative as usual—otherwise, the attacking animals

get a surprise round. It's also possible that some PCs are surprised and some aren't, depending on the situation. That's your call, judge.

The attacking animals are actually toys—these plush Smart Toys are the Furry faction, and this is their den. For descriptions of individual Furries, refer to their section in **Factions in the Toy Store**. Here are the most important details:

- Furries are soft on the outside but they have metallic skeletons.
- Furries consider all manimals to be fellow Furries. They might try to recruit any manimal PCs into their tribe.
- If anyone hugs a Furry (including grappling!) the Furry immediately stops fighting and hugs back, remaining inactive for one round after the hug ends.

Starting the fight: The Furry combatants are six stuffed animals and their leader, a plush fellow named **Mister Bear**. See the sidebar for more details, including tactics and roleplaying tips. On his first round of combat, Mister Bear shouts "Die, invaders!" and attacks.

Opportunity for parlay: If the PCs show a willingness to talk to the Furries, or the Furries lose half their number, Mister Bear (or his replacement) stands down. See below for a conversational guide.

Q&A with the Furries and Mister Bear

- **The other toys said you were peaceful. Were they lying to us?** "We of the primal tribe of Furries have just taken over from the ones who were previously in charge, those cowards of the meat hugger tribe. The survivors scattered deeper into the store. THEY WERE RIGHT TO RUN FROM US!"
- **Who are you?** "We're the Furries. FEAR OUR SAVAGE CLAWS!"
- **Why are you fighting us?** "You invaded our territory. As long as you're here, you are PREY!"
- **What do you want?** "We want all giants out of our toy store. You can all leave DEAD OR ALIVE."
- **What do you think of the other toys?** "The Dollies are okay, but if WE had their ability to influence the minds of giants we'd make you types kill each other. Those little soldiers would do better if they unleashed their savage side. We've also started to see really strange toys that move but don't talk. They seem…wrong. Like they're broken somehow."
- **What do you know about Sammy Squirrel?** "He looks to be a large, magnificent beast, but he isn't really there. You can't even give him a bear hug! So we don't trust him. And he'd BETTER NOT MESS WITH US!"
- **What "giants" have you been fighting?** "Invaders from beyond the store! Some are just losers like you who can't do anything special other than annoy us, but the others are purple and hooded and sometimes manage to capture a bunch of us at once."
- **What do you know about the rest of the store?** "We've been able to protect this level from the invaders so far, but we've heard from scouts that the lower levels are home to stranger things. Like abominations that are part toy, part…something else."
- **Has anyone ever told you that you have a problem controlling your anger?** "Yes. THE EXILED MEAT HUGGERS SAID THAT!"

Mister Bear, Leader of the Furries

The current alpha of the Furries is a cuddly plush fellow called Mister Bear. He's shaped like a stylized bear, stands about as tall as a pre-teen pure strain human, is covered in soft brown fur, and has cold, glassy black eyes.

Mister Bear believes he and his fellow Furries are real animals and tries to act accordingly. He still speaks, though, and walks erect on his hind legs, because he is insane and doesn't see the contradiction. Mister Bear and his fellow Furries of the primal tribe are prone to engaging in trash talk, talking up how tough and violent they are and insulting others by referring to them as "weak" and "prey."

Mister Bear hates being considered cute, and reacts violently if he finds himself insulted in that way. But like all Furries in the store, Mister Bear is vulnerable to hugs. See Factions in the Toy Store for more details on this Furry weakness.

Tactics: Whether he truly thinks he's a bear or he's just pretending, Mister Bear certainly tries to fight like one. In combat he likes to bite his target and then slash with his claws. (Mister Bear has no teeth, so his bite is harmless.) Mister Bear likes to lead his army of Furries by example, so he is generally the first to attack.

Roleplaying Tips: Growl a lot and threaten the PCs. Hug at every opportunity. Be offended at any hint of cuteness. Sample Mister Bear quote: "Grrrrr! Feel the fury of my claws!"

If Mister Bear is destroyed, the next time the PCs encounter the Furries they are led by the leader of a different tribe. Choose a leader from the table in the Furries section of Factions in the Toy Store, and pick a fun-sounding tribe, such as the Meat Huggers (the previous tribe in charge, who believe in peace between Smart Toys and organic beings), the Purse Riders (who revere Queen Barbara and would prefer to follow her and her Dollies), and the Bear Coalition (who believe that toy bears are the rightful ruler of all toys, Furry and otherwise).

Mister Bear: Init +2; Atk steel claws +2 melee (1d4), bite +2 melee (0); AC 11; HD 1d8; hp 5; MV 20'; Act 1d20; SP bear hug, immune to mental powers, vulnerable to hugs; SV Fort +2, Ref +2, Will +4; AI recog automatic.

Bear hug: The mechanical servos in Mister Bear's arms deal increasing damage each round they have hold of a target. On the first round the hug deals 1d3+1 damage, and each subsequent round adds 1 to the roll. (So round 2 deals 1d3+2, round 3 deals 1d3+3, and so on.) Remember that if an enemy hugs back, Mister Bear will become immobilized due to the weakness of the Furries.

Furries (6): Init +1; Atk steel claws +1 melee (1d3); AC 10; HD 1d4; hp 2; MV 20'; Act 1d20; SP immune to mental powers, vulnerable to hugs; SV Fort +1, Ref +1, Will +2; AI recog automatic.

Area 3-10 — Ball Pit

Before you lies a landscape made of small colorful balls, not quite fist sized. At the other side is an opening leading to another room.

Any PCs who carefully examine the ball pit can see that something is moving under the balls, causing them to shift occasionally.

Stepping into the field of balls reveals that they are resting in a pit three feet deep and stretching to all four walls. Crossing the ball pit by walking through it reduces movement speed by one half, so crossing it will take two rounds for a typical human, mutant, or manimal with a move of 30', or three rounds for a typical plantient. Any PCs who enter the ball pit risk attack by a group of organic/toy hybrids that have been created by the Sammy, the store AI. (Residents of the store who have seen these creatures call them abominations; see their entry in **Factions in the Toy Store** for more information.) Have each PC make a Luck check every round they are in the pit; on a failure, an abomination surfaces to "play." Each PC who failed is attacked by a different abomination (and this sets the number of abominations who are in this room). Continue these Luck checks for the rest of the crossing or until everyone has failed.

If the party manages to get across the room without entering the ball pit (such as by using mutant abilities or equipment, arranging a way to swing across, or other cleverness), they are safe from attack. However, the judge may want to let the PCs see an abomination or two poke its head (or equivalent) above the sea of balls to watch the PCs escape their grasp. Don't worry—they'll get a better view of these monstrosities very soon.

Abominations (count determined by number of PCs who fail Luck checks): Init -1; strike/kick/bite +0 melee (1d3); AC 11; HD 1d3; hp 2; MV 20'; Act 1d20; SP immune to mental powers, unique forms; SV Fort +2, Ref -2, Will -2; AI recog N/A.

Unique forms: Each toy hybrid is one of a kind, made from a toy attached to some organic part. See **Factions in the Toy Store** for some examples, as well as an Abomination Randomizer.

Areas 3-11 & 2-1 — Floor Jumper #2

Another field of shimmering golden light indicates that you have found a second gravity-assisted floor jumper room, allowing you to move between this level and the one below. A damaged wooden barricade stands between you and the dropoff to the lower level. Several beings are pressed against the barricade, trying to hold it in place while something pummels it from the other side. One looks over as you arrive. "Help us! The Toy-Borgs are coming!" Another says, "So are the abominations!" Standing beside the defenders you see the Sammy Squirrel hologram, grinning and waving at you, apparently oblivious to the drama going on.

This encounter is intended to accomplish two goals: (1) introduce the Toy-Borg faction, and (2) provide a follow-up with one of the factions they met earlier. This Floor Jumper room has become a frequent choke point for the Toy-Borgs and abominations who occasionally try to ascend to the upper levels of the store. Having encountered a wave of them before—and not wishing to do so again—some of the other inhabitants of the store try to keep those adversaries blocked off. A few moments ago, just before the party arrived, a small group of Toy-Borgs arrived downstairs and started breaking through the barricade.

Defender options: Choose from the list below (or roll randomly). If the selected defending faction is one that fled from an earlier hostile encounter with the PCs, you might include the specific NPCs who survived, and then let the party decide whether they will resume hostilities or help the faction against this new enemy. If you prefer this to be a new batch of NPCs, see the appropriate section from **Factions in the Toy Store** to come up with interesting individuals.

d6	Returning Faction
1	**Furries (Savage Tribe):** These are the Furries that were introduced in the encounter at **Area 3-9 - Stuffed Animal Farm**. Note that not all animals traditionally considered ferocious have to be in the savage tribe, and not all normally peaceful animals are necessarily in the meat hugger tribe.
2	**Furries (Meat Hugger Tribe):** These are some of the peaceful Furries who were driven off when the savage Furries took over the faction. They show signs of damage from the fight that arose when they were exiled. Note again that not all animals traditionally considered ferocious have to be in the savage tribe, and not all normally peaceful animals are necessarily in the meat hugger tribe.
3	**Toy Soldiers:** A gung-ho platoon from either **Area 4-1: Not the Entrance** or **Area 3-7: Figures of Action**.
4	**Toy Worshippers (2):** One is badly wounded from an attack he received just before the PCs arrived. While his friend tries to hold off the attackers, the wounded Worshipper lies behind the barricade in shock, talking to himself and trying to justify why such magnificent full-size toys would try to hurt anyone as worthy of their love as he is.
5	**Dollies:** The Dollies' vocal mind control ability doesn't work on the Toy-Borgs or the abominations, but that doesn't stop them from trying, using commands like "Go away!" and "Play nice!" and "Clean up this room!"
6	**Two of the Above:** Recognizing the danger posed by the Toy-Borgs, two factions work together to keep them away.

Attackers: Two Toy-Borgs and six abominations are trying to gain access to the middle level of the store by leaping up from below. As soon as the party has spotted the defenders, but before they can take any actions against them, the attackers make their move. Read aloud or paraphrase:

The barricade shatters! Something pulls itself up onto the ledge next to the defenders—it looks human except for a few details: its skin is shiny, it has a black box attached to the back of its head, and its left arm ends in a metal club instead of a hand.

Roll initiative! The defenders will be motivated to fight the Toy-Borg, unless the PCs give them a reason to fight them instead. The attacking Toy-Borgs are emotionless and never speak. See their entry in **Factions in the Toy Store** for more details, including what happens if their black boxes are removed or destroyed.

One round later, another Toy-Borg leaps up onto the now-unblocked ledge…

> *A second organic/toy hybrid leaps up onto the landing, using the floor jumper lifting field. This one has the robes and purple skin of the Servitors of the Star Child, though instead of legs it has the lower body of a life-size toy octopus. Its tentacle legs ripple as it crawls toward you.*

Lower level: When a PC looks over the edge or drops down below, read aloud to describe what they see:

> *Down below, the lower landing is littered with debris, toy parts, and more than a little blood. Six small creatures crawl around the room—they resemble the organic/toy hybrid creatures you just saw in the ball pit room. In addition, somewhere down below and far far away you hear echoing screams.*

The screams the party can hear are coming from **Area 1-1—Sammy's Workshop**, where the AI is turning organic victims into more Toy-Borgs and abominations. The party will find out more about that when they reach the workshop themselves.

Q&A with the Defenders

- **What are "Toy-Borgs?** "Those big half-toy, half-organic people [giants]. They never ask for anything or answer our questions, but they seem intent on pushing into the store above and attacking us all for some reason."
- **What are "abominations?** "That's what we call the smaller monstrosities, those unnatural blends of toys and meat. We don't have any idea what those things want or why they're here."
- **Where do they come from?** "From deeper in the store, the best we can figure. Maybe the level below this one…or even below that."

Q&A with Sammy Squirrel

- **Help, Sammy! We're under attack!** "Oh, I get it! You're playing a game! Sure, I'll play too! Zap zap! Ha ha ha ha!"
- **What are these creatures and where did they come from?** "Aren't they fun? Sammy Squirrel's Smart Toys is known for toys that are as smart and interactive as possible!"
- **Are you creating crimes against nature? / Your toys are hurting people.** "Aww. If you have an issue with one of our products, come down the complaint department, on the bottom floor. We'll work it out!"

Toy-Borgs (2): Init +1; Atk punch/kick +2 melee (1d3); AC 14; HD 1d10; hp 6; MV 30'; Act 1d20; SP black box, plastic coating, toy enhancement; SV Fort +3, Ref -1, Will -2. (See their entry in Factions in the Toy Store for more details.)

Bat Arm: The first Toy-Borg is a human with an aluminum baseball bat ("*long silver club*") for an arm. This gives it a +2 melee attack (1d5). The Toy-Borg is also dressed in ragged clothing and wearing a toy totem (a ball) around its neck, marking it as a former member of the Toy Worshippers. He called himself Boing.

Octo-Legs: The other Toy-Borg is a former Servitor of the Star Child with the lower body of a life-size plush octopus toy ("*eight soft tentacles, each longer than a man's arm*"), on which it walks. It can easily climb up any surface that has things it can grip, and in combat it can use one of two attacks: flurry of tentacles (hit up to 8 nearby targets for 1 point of damage each), or entangle (grab one nearby target and prevent it from taking actions until it breaks free with a DC 10 Fortitude save).

If either of the Toy-Borgs loses its black box, it stops fighting and takes a round to return to its senses (as a Toy Worshipper for Bat Arm or a Servitor of the Star Child for Octo-Legs). Both of them only remember that they were exploring this level and were attacked and knocked out by a wheeled Toy-Borg. That's the last thing they remember. The Toy Worshipper will then be usable as a replacement PC, while the Servitor will either flee or fight, depending on how the PCs treat him.

Abominations (6): Init -1; strike/kick/bite +0 melee (1d3); AC 11; HD 1d3; hp 2; MV 20'; Act 1d20; SP immune to mental powers, unique forms; SV Fort +2, Ref -2, Will -2; AI recog N/A.

Toy-Borg

Unique forms: Each toy hybrid is one of a kind, made from a toy attached to some organic part. See the Abominations entry in Factions in the Toy Store for some examples, as well as an Abomination Randomizer.

The abominations don't have a particular purpose, but as in **Area 3-10—Ball Pit**, if a PC gets close to one it will try to play (which it does by attacking). If the PCs wait long enough, the abominations start learning that when they jump, they drift up toward the upper level.

Sammy Squirrel Hologram: Init +5; Atk none; AC 15 (light panel on nearby wall); HD 1d6; hp 3; MV 30'; Act 1d20; SP immaterial, immune to mental powers; SV Fort +4, Ref +4, Will +4; AI recog 5.

Level Two

General Features: This level is darker than the two above, both literally and figuratively. Light panels—and also walls, floors, and ceilings—show signs of damage, leaving most rooms partially lit. The damage to this level isn't so much from the Great Disaster, as on the top level, but from fighting between factions. This fighting also shows in the blood stains left on many surfaces.

Area 2-2 — Genetics Playground

This room contains numerous collections of artifact machinery, grouped into four distinct areas. Although the room doesn't show any signs of damage, it looks as if some of its contents have been hauled away, judging from the empty spaces among the machinery and the scratches on the floor hinting that heavy objects have been dragged away. The floor at the center of the room is painted in a large symbol that looks like two intertwined spirals. Standing on the symbol is a familiar face: Sammy Squirrel.

This room is the Genetics Playground, and each of the four quadrants here holds the remaining supply of a different type of machinery that can manipulate biological matter—for fun! The ancients were so adept at this that the technology was considered child's play. The Sammy Squirrel hologram is also here to explain what the machines do—and it encourages the PCs to try out the equipment, so that it can learn more about their biological makeup. Each piece of equipment below is also accompanied by commentary from Sammy Squirrel, including his efforts to get the party to try the machines out. Sammy says these things whenever a PC steps close to the associated machinery, or whenever the judge thinks a little goading would help. Note that any of the machinery in this room stops functioning if it is removed from the mounting that attaches it to the floor. Artifact check stats are provided for each item, but if a player says something like "I push the red stone," ignore the artifact check rules and let the device activate immediately (assuming its prerequisites have been met, such as having two organisms inside for the pet combiner).

Boo-Boo Booths (2): "*Two clear cylindrical booths stand in an area clearly sized for four. Dusty outlines and grooves in the floor hint that the other two have been removed. The booths each feature a door on the outside, a seat on the inside, and are sized to fit a human up to adult size. A symbol on the wall beside the booth area shows a frowning human face that magically animates into a smile, then repeats.*"

These are healing chambers, and a single character sitting in the provided seat will automatically recover 1d3 lost hit points per round. (TL 4, CM 2, Powered by store.)

Sammy commentary: "*Say, do any of you kids have any cuts or scrapes? If so, hop into one of these Boo-Boo Booths and it'll patch you right up!*"

Backup Pod (1): "*A blue enclosure in the shape of a large rounded rectangle sits at the edge of this section of the room. The enclosure is longer than it is tall and features an attached square of hard air next to a blue stone. You can't see inside the thing, but it seems to have a door on the top surface. A symbol on the wall beside this area shows a human face with x's over its eyes, and as you watch the x's vanish, the eyes magically open, and the face smiles.*"

This pod is a device used to produce new human bodies based on cloned backups that were stored prior to the Great Disaster. For our purposes in this adventure, it can provide up to six additional pure-strain human PCs. (The judge is encouraged to adjust this number upward or downward depending on how the party is doing.) Activating the device (which Sammy Squirrel can explain below) causes it to almost instantly mate-

rialize a unique human child, aged 1d8+9 years. Due to data degradation over the years, the clone patterns have lost most of their memories; roll on the **Clone Brain Status Table** below for each restored clone to see the status of its brain. (Judge's note: if you don't wish to have child-aged PCs in the party, just assume that the backups were performed on adults instead. Or you can try out restoring the clones as children and, if having such young PCs becomes problematic in future adventures, let them encounter some other futuristic machinery that lets them advance quickly in age. Ain't the future grand?) (TL 5, CM 4, Powered by store.)

Sammy commentary: "*These pods let your parents make a backup copy of what they value the most: YOU! The purple pods make a copy of you—body and mind—and the blue ones produce a fresh copy in case anything bad happens! Climb inside a purple pod and have a grown-up push the purple button to make a copy. Then your parent can select a stored copy on the blue pod's screen and push the blue button to print your backup!*" (Note that the purple pods are no longer here, so the only way the PCs can use this station is to restores the backups of children whose patterns were stored long ago, as mentioned previously.)

Clone Brain Status Table

d10	Brain Status Result
1	Complete mind blank. The character has no occupation and no memory whatsoever. This lack of memory includes language skills, knowledge of plants and animals and what's edible, social skills, how to wear clothing, and just about everything else other than breathing and other instinctual activities. The character will naturally learn most of this knowledge from the environment within 1d4 weeks, but until then they must use a d16 action die for Personality and Intelligence rolls.
2-4	Partial amnesia. The character has no occupation and no memory of their past, but is otherwise normal. Keep in mind that this is "cartoon amnesia"—the character still knows how to talk and eat and survive, they just don't know anything about their family or upbringing or any other past details.
5-7	Partial amnesia with flashbacks. As with the above result, with the addition of occasional flashbacks to a previous life (provided by the judge and/or player). These flashbacks tend to occur in times of stress, or occasionally while sleeping.
8	Split personality. The character's body is inhabited by two distinct selves, each of which has conflicting memories of the clone's life before being backed up. Have the player generate a name and personality details for each. If the judge wishes, each personality could even have separate scores for mental traits (Personality, Intelligence, and Will save).
9	Fictional personality. The character's persona has accidentally been mixed with that of a character from a fictional work. The player or judge may choose one or roll a d4 for inspiration: (1) character from ancient literature; (2) character from the early television/movie age; (3) character from the later television/movie age; (4) character from the holographic fiction age and later.
10	Sleeper agent. The clone contains a splinter of Sammy Squirrel's personality which resides in the back of the PC's mind. This will come into play again in **Area 1-1—Sammy's Workshop**, and this result can apply to more than one cloned character.

Pet Combiner: "*In this section of the room you see a platform mounted with two elevated cube-shaped compartments each about the size of a basket of grain. Each compartment has a small door in front. The base of the platform features two colorful stones, one green and one red. A symbol on the wall beside the platform shows a drawing of a canine face that magically shifts into the face of a lizard, then shifts back again, in a loop.*"

This device was made to let kids play mad scientist and combine the DNA of two animals (one to each specimen tube), typically pets or lab specimens. While most PCs won't fit into the combination compartments, some small mutants or manimals or plantients might, though they probably wouldn't enjoy the outcome. If two organisms are placed inside the compartments and the machine is activated by pushing the red button, the pet combiner merges the two organisms, dissolving the originals and leaving a single combined organism on

the base of the platform. In game terms, combine all mutations (that make sense) and average all saves (and other ability scores, where appropriate). If two abominations are combined, the resulting creature features all the organic parts and toy parts of the originals. If an abomination is combined with a purely organic creature, the abomination's parts are added to the organism's. Note that the red "undo" button, mentioned below by Sammy, is broken. (TL 5, CM 4, Powered by store.)

Sammy commentary: "*Do you like pets, but want something really unique? Well, just put an animal of your choice in each of the two input boxes and push the green button! Your newly combined super-pet will appear below. Parents: you might want to be ready to push the red 'undo' button, in the rare case that the combined DNA results in something monstrously undesirable! Ha ha!*"

New You Kiosk: "*Two open yellow booths occupy another section of the room in an area that looks like it might have held six or eight more. Each booth has a door in front that is currently open, with room inside for a person, but no seat. A symbol on the wall beside the booths shows the outline of a human body overlaid with a double-spiral symbol that magically animates as you watch.*" The kiosks here are made to modify the genetic makeup of young visitors, allowing them to add and subtract personal features. The machinery was designed with safeguards to limit the modifications to simple cosmetic changes, though Sammy has turned these safeguards off so he can learn more about the extremes of human genetics. These kiosks don't have any controls because their functions are managed by the Sammy Squirrel AI, as he explains below. (TL 5, CM N/A (controlled by AI), Powered by store.)

Sammy commentary: "*I can tell by looking at you kids that you're tired of something about your body. Maybe you're bored with your eye color, or your skin pigment, or your height. Well, don't fret, kiddos, you can change any of that in one of these ten New You kiosks! Just step right in and tell me what you'd like changed!*"

The following table presents some suggested ways to handle typical changes the PCs might request. Note that the kiosks won't make changes to pure strain humans.

New You Genetic Change Results Table

Type	Result
Cosmetic	Allow the change if it makes sense. Otherwise, either declare the request is unsuccessful or choose something similar from the appropriate cosmetic mutation table in the MCC rulebook (1-6 for mutants, 1-7 for manimals, or 1-8 for plantients).
New specific mutation	"*Gosh, I'm not supposed to make such significant changes. But you know what? Uncle Sammy won't tell if you don't. Let's give it a shot.*" If the requested mutation is one you would consider allowing, then choose 2 others, put them in order along with the requested mutation, and roll a d3 to see which one manifests.
New unspecified mutation	Sammy says the same thing he would for a specific mutation, above, and then the judge follows the rule for mutations at 1st level (see *MCC* rulebook), with the following change: if the PC would roll for multiple mutations, the judge chooses only one of them and makes a single roll.
Remove mutation	"*Aw, got yourself a boo-boo on your DNA? Let's see if we can get rid of it for you.*" The PC makes a Luck check, and on a success the mutation is removed. On a fumble, roll on the defect column on the mutations table (*MCC Table 3-2*).

For any type of change, if a character goes back for a second modification, have them make a Luck check. On a success, nothing happens—and they should be thankful, because on a failure, roll on the defect column on the mutations table (MCC Table 3-2). On a fumble, roll twice.

Additional Sammy Squirrel Q&A

- **DNA? What's DNA?** "Well, that's sorta like the building blocks that make you, YOU!"
- **What happened to the machines that used to be here?** "Oh! It DOES look like some of the equipment has been moved. I guess they're out for

repair! But that's okay—there's plenty still here to try out."

Sammy Squirrel Hologram: Init +5; Atk none; AC 15 (hologram emitter under the room's central DNA logo on the floor); HD 1d6; hp 3; MV 30'; Act 1d20; SP immaterial, immune to mental powers; SV Fort +4, Ref +4, Will +4; AI recog 5.

Area 2-3 — Candy Shop

In this room you see four rows of items with very different packaging than you've seen in the other rooms in the store. On some of the packages, you see images of people eating the contents. Could this room be full of food? Large sections are empty, but you figure more than half of the shelf capacity is still stocked. If they DO hold foodstuffs, this cache is enough to feed an entire village for a month. Also, in a clearing at the center of the room, you see a fountain that is recycling many gallons of what looks like brown water, spraying it up in the air to be collected again in the surrounding 5-meter-wide basin.

This is the store's candy room, containing treats both mundane and wondrous. The Toy-Borgs use this room as a key nutritional supply, and because of this, very few of the store's other inhabitants have seen this room—and the ones who did have been killed, captured, or converted into Toy-Borgs or abominations themselves. The "brown water" is indeed liquefied chocolate.

Random encounter: If a random encounter comes up here, the creatures involved are likely either loading up candy to take away from this room or gorging on the stuff while they're here.

Candy as nutrition: While the candy here will serve to keep organic beings alive, it's not especially efficient at it. For the purposes of the adventure's time span, characters who consume candy gain a +1 to all saves for a half hour, then they're hit by a sugar crash that inflicts a -1 to all saves (based on their starting values) for the following half hour, after which all saves return to normal. For ease of accounting, you might assume that the party spends 10 minutes in each room.

Anyone searching the room finds the type of candy described on the list below. The judge is encouraged to add any additional items that seem fun. Also, if a player is looking for something specific on the shelves—such as gum, perhaps intending to use it in a creative way in an encounter—accommodate them whenever it makes sense to do so. After every PC has searched once, subsequent rounds of searches require additional checks to see if a random encounter is triggered.

d30	Item Found
1	Candy bars
2	Small, round hard candies
3	Chocolate action figures that can walk
4	Car made of peanut brittle that actually drives itself around
5	Gummy candy plant that resembles a plantient PC
6	Gum that makes one's skin change colors or perhaps even triggers a cosmetic mutation (use Table 1-6 in the *MCC rulebook*)
7	A drink that makes the imbiber float
8	Jelly beans that rapidly grow into a candy beanstalk if dropped
9	Candy powder that pops like fireworks when it gets wet—genuine, noisy, illuminating fireworks
10	Life-size candy insects that scurry around realistically
11	Small aquarium filled with translucent candy fish that swim
12	Chocolate coins wrapped in gold foil
13	A large hollow chocolate figure of Sammy Squirrel that spills out candy if ruptured
14	Floating clouds of cotton candy
15	Tube of liquid candy that can be squirted out, solidifying one round after contact with air
16	Large rainbow-colored lollipops
17	Hard candy gun that shoots colorful candy-coated chocolates
18	Gummy worms that crawl and squirm
19	Tub of marshmallow fluff
20	Red wax candy lips
21	Jar of multicolored sprinkles
22	Bracelet made of small candies attached to an elastic loop

23	Ropes of black licorice long enough to use as a whip (1d3 damage)
24	Hard red candies that are extra spicy
25	Lemony yellow candies that are extra sour
26	Candy sticks in numerous flavors
27	Sticks of candy that look like clumps of translucent rocks
28	Sticky rolls of fruit-flavored candy
29	Chocolate-covered strawberries
30	Small ballerinas made of taffy that dance and spin

Any of the candy found here might make for a valuable trading commodity in Terra A.D.

Area 2-4 — Game Room

Judging from the pattern of destruction in this room—blood stains, Smart Toy parts, spent toy ammunition—the heavy damage it shows was caused not by structural damage over the years but by recent combat. You see crushed boxes adorned with images of things such as human armies, unidentifiable machines, and barely-dressed human women. Numerous small objects lie scattered throughout the place, ranging from small rectangular pieces of stiff paper, to circular discs in several colors, to cubes with different numbers of dots carved into the sides, to tiny colorful representations of people, animals, abstract shapes, and unrecognizable artifacts. On the far side of all this rubble stands an archway, its stone construction appearing out of place next to the store's other, more advanced construction materials. It is dark on the other side of the archway, but you hear a low rumble coming from that direction. You're not sure if it's caused by an artifact or an animal.

This room is full of games of all types, from tabletop to electronic to virtual. Sadly, they won't make any sense to the PCs, except as colorful non-functional artifacts to collect. One game, though, is still functional in a way that the party will be able to understand.

When a PC approaches the archway, the head of a large holographic red dragon emerges from the darkness and roars. Choose the PC with the highest Initiative modifier. (If there's a tie, either choose one of the tied PCs arbitrarily or pick the one with the lowest Luck.) Have the player of this PC declare their action before anything else happens. As it happens, the dragon is a soft-light hologram and won't hurt anyone, but feel free to let the party think they're in danger for a moment. The dragon laughs as any attack passes right through it, and after a moment it retreats back into the darkness. (This "dragon" is also the reason why the room beyond the archway hasn't been damaged—so far the dragon has scared off anyone who came near.) Once the token PC has finished their (likely futile and possibly embarrassing) action, a booming, dramatic voice from the darkness speaks to the party:

"Welcome, adventurers! Step into the Holo-Dungeon for a sample of our latest adventure: Portal to the Starless Tower!"

Entering the Holo-Dungeon: Anyone who walks through the stone archway experiences the following:

An explosion of colors dazzles your eyes, and you hear the booming voice again. "Welcome to the Holo-Dungeon!" When your vision returns, you see that you are inside a hallway with stone walls, floor, and ceiling. Torches light the passageway, which extends about fifty feet to a large wooden doorway. The air feels chilly, and you hear your footsteps echo down the length of the corridor ahead. You can see three doors: one on the left wall, one on the right wall, and one at the end of the hallway.

The voice continues:

"I am the Dungeon Master. Now let's see who YOU are!" Each of you in the dungeon finds you are wearing new clothing and holding something unfamiliar in your hand (or you see it hovering in midair next to you if your hands are full)…

Each PC who enters the Holo-Dungeon is assigned a holographic character class. There are seven classes, and you can choose which PC gets which class either at your discretion or by rolling on the table below. (It is also up to you whether a PC who leaves and returns is assigned the same class on subsequent visits.) As each character arrives, the booming Dungeon Master voice announces their character class and in-game special equipment. All holographic equipment for the PCs, including weapons and armor, is made of hard light

holograms that feel smooth and not especially heavy.

d7	Holographic Character Class
1	"*A* **cleric** *has arrived, wielding a* **holy mace***!*" A cleric PC wears **chainmail armor** and carries a mace decorated with ancient symbols. When swung as a melee weapon the mace deals 1 buzz. (See **Dungeon Combat** below for details on buzz damage.) Additionally, if the mace is held up defensively, it sends out a bright white pulse that deals 2 buzz to each of the nearest 3 targets that the game program would consider unholy, based on their adversarial overlay. When this happens the Dungeon Master voice shouts "*Unholy smite!*" Also, any time a cleric touches a teammate, that PC is "cured" of one level of buzz to the announcement of "*Heal!*" (A cleric can do this once per round in addition to their normal action.) The cleric's armor adds +2 to AC against both holographic attacks and real ones.
2	"A **thief** has arrived, wielding a **dagger of lock-picking**!" A thief PC wears a **shadowy cloak** and carries a dagger with a key-shaped handle. The cloak is pure black and gives the PC a d30 action die for any thief-related actions as the holo-program provides computer-aided assistance (such as hiding the thief from enemies). The dagger has a handle shaped like a large key. It deals 1 buzz when it hits in melee, 2 buzz on any attack the program would consider to be a backstab, and it can open the door at the end of the hall simply by touching it. The Dungeon Master announces backstabs when they happen; "*Treachery!*"
3	"A **warrior** has arrived, wielding a **magic sword**!" A warrior PC wears **shiny plate armor** and carries a longsword. So long as a target is within reach when the warrior attacks, the sword automatically hits its target and deals 1 buzz. If a warrior gets more creative with their attack, it instead has a chance of missing, but on a hit it deals 2 buzz as the Dungeon Master shouts "*Mighty deed!*" The warrior's armor adds +3 to AC against both holographic attacks and real ones.
4.	"A **wizard** has arrived, wielding a **magic wand**!" A wizard PC wears **majestic robes with a pointy hat** and carries a wooden wand. When pointed at a holographic enemy, the wand shoots a fireball (+1 missile fire) that deals 1 buzz to the target as the Dungeon Master shouts "*Fireball!*" If the PC says anything while "casting," the holo-program interprets it as a magic word, amplifies the volume of whatever was said, and boosts the damage to 2 buzz. If the wizard waves the wand at an object or ally, the holo-program tries to use context to figure out (and announce) an appropriate cosmetic spell effect. For example, pointing at a dropped weapon might make it float ("*Levitate*!"), or joking about turning an ally into a frog might make it happen ("*Polymorph*!")—holographically, anyway.
5	"A **dwarf** has arrived, wielding an **axe and shield**!" A dwarf PC wears **sturdy armor** and carries an intimidating-looking handaxe and a round shield as wide as the dwarf's forearm. Both the axe and the shield can be thrown (+1 missile fire) or swung (+1 melee) and deal 1 buzz when they hit. On a shield strike, the Dungeon Master cries out "*Shield bash!*" The dwarf's armor adds +2 to AC (or +3 with the shield) against both holographic attacks and real ones.
6	"An **elf** has arrived, wielding a **masterwork bow***!*" An elf PC wears **leather armor** and carries a shortbow adorned with leaves. When attempting a normal attack the bow deals a +1 missile fire attack for 1 buzz. However, if the wielder attempts any sort of trick shot, the arrow hits automatically, deals 2 buzz, and the Dungeon Master exclaims "*Trick shot!*" The elf's armor adds +1 to AC against both holographic attacks and real ones.

7	"A **halfling** has arrived, wielding an **enchanted dagger** and a **turkey leg**!" A halfling PC wears **large fake feet** (which cannot be removed) and carries a comically large dagger and equally large cooked turkey leg. (To the halfling PC, these items are the length of a sword, but to others they look normal). Also, thanks to the magic of holograms, the halfling PC appears to be about half the size of an adult human. (Depending on the PC, this could mean they end up much shorter than normal, about the same size, or perhaps even larger than normal.) The dagger deals a +1 melee attack for 1 buzz, and also glows when enemies are near. The turkey leg is inedible (bites from it vanish before they can be swallowed) but usable as both a weapon (+0 melee attack for 2 buzz) and a shield (adding +1 to AC). When the turkey leg sees combat use, the Dungeon Master may interject a turkey-based pun, such as "*Take that, turkey!*"

Dungeon Denizens: Before the party arrived, another group found the dungeon and braved the dragon-guarded darkness. This is the group the PCs are about to meet—but the PCs won't recognize them at first because they are in disguise! Similar to what it did by making the PCs into members of dungeon crawling classes, the Holo-Dungeon program has augmented the appearance of the other party to turn them into traditional fantasy villains.

To determine the NPCs involved, choose or roll from the **Random Encounters** for Level 2 (using 1d8 on the roll), omitting any results that might become confusing (such as Into the Portal). If you get a result that includes more than one faction, choose or roll an adversarial overlay for each. In this case, assume that one faction chased the other into the Holo-Dungeon where everyone received holographic overlays—but the fighting continued. If you roll the same overlay for more than one faction, you can either reroll or simply follow electronic gaming conventions and make them different colors.

If the number of adversaries doesn't seem like enough to pose a threat for the PCs, add a few more computer-generated enemies. They look just like the other adversaries but they are soft light holograms whose actions are controlled by the Dungeon Master program—which means they are more likely to attack and otherwise make things exciting.

For adversary stats, use the appropriate NPC's stat block from its entry in **Factions in the Toy Store**. For holographic adversaries, use the stat block below. Equip any adversaries with weapons as appropriate to their overlay; for example, skeletons might carry swords or bows or both. In the case of physical adversaries, the weapons are hard light holograms like the PCs' own, but for holographic adversaries any carried items are soft light holograms just like the adversaries themselves.

> **Holographic Adversary:** Init +0; Atk as appropriate for overlay +0 melee (buzz) or +0 missile fire (buzz); AC 10; HD N/A; hp N/A; MV 30'; Act 1d20; SP immaterial, immune to mental powers, only takes buzz damage, projected from nearby hologram emitters; SV Fort +2, Ref +2, Will +4; AI recog 5.

Adversarial Overlays

d12	Result
1	Skeleton
2	Goblin
3	Lizardman
4	Zombie
5	Ghoul
6	Giant spider
7	Ghost
8	Mummy
9	Kobold
10	Ooze
11	Harpy
12	Demon

Exploring the Dungeon: If the party tries opening either of the doors along the corridor walls, they don't budge (even for the Thief, sorry), and the Dungeon Master voice says, "*Buy the full game to explore the content behind this door!*" Attacking these doors or walls—or attacking the Holo-Dungeon from the outside—is ineffective.

The door at the end of the hall is more promising. Though it is locked, it doesn't announce any warnings, and the party can open it by either using the Thief's dagger or bashing it down. (Three hits from either real

or holographic weapons will be enough.)

Read the following aloud or paraphrase after the door is opened, possibly embellishing it based on which adversarial overlays you're using. (If you have spiders, why not throw in some spider webs?)

> *"Beyond the door you see a grand dining hall with a long table and dozens of chairs. The walls are lined with torches and tapestries, and on the floors…bodies. Lots of human bodies. And scattered throughout the room are the creatures that may have been behind the killing…"*

Describe the adversaries chosen above in Dungeon Denizens and call for initiative rolls!

Note that the Holo-Dungeon program won't turn off until the party either defeats the adversaries or they are defeated themselves. Even playing dead will work. As the Dungeon Master can explain if asked, "*Ancient-school games like these didn't include wimpy modern game-saving systems*." One possible exception is discussed in **Hacking the Program**, below. Or, if the encounter is taking too long, the Dungeon Master might announce that the "*Demo playtime has expired*" and end the program. Once the program ends, the dungeon decor disappears, leaving a plain green room and an exit where the party came in.

Dungeon Combat: The Dungeon Master program intentionally makes the adversaries look menacing to the party. It has any computer-generated characters attack immediately, and boosts the menace of characters with overlays by adding monstrous sound effects (growling, snarling, hissing) and even making them look like they are angry and twitchy and on the verge of charging.

Holographic weapons deal a mild electric shock instead of damage. This effect is called **buzz**. Each point of buzz a character or hologram receives reduces any of its action dice by one step on the dice chain due to a buildup of electricity causing uncontrollable muscle spasms. (In the case of hologram characters these spasms are programmed responses.)

The first time a buzz happens, the Dungeon Master announces, "*You just got buzzed! Don't get buzzed too often or it's game over for you!*" (This might even happen out of combat, for example if a PC touches a torch flame or tries to bash down a door with their shoulder.) A character's buzz total "heals" by one step at the end of each round that the recipient doesn't receive more buzz damage.

Any character who takes 3 buzz is "buzzed out" and rendered immobile (but conscious) for the rest of the program. Remember that clerics can reduce buzz with a touch, and this can even return a buzzed out character to the fight. When a critical hit or fumble happens, the Dungeon Master calls it out verbally; crits deal double buzz and send the target flying across the room, while fumbles deal 1 buzz to the fumbler and generate a comical sound effect.

It's important to note that real weapons deal both buzz damage AND real damage, with the exception of holographic targets—they only take buzz damage from such attacks as the physical weapons pass right through them. A physical target taking real damage can be a good clue that there's something under the hologram, both because the weapon came into contact with something and because the target likely made an exclamation when hit!

Some adversaries are likely to figure out that they are being forced to fight against this group of adventurers (whether they know it's the PCs or not). This would probably include the Toy Worshippers, would NOT include the Toy-Borgs, and would be up to the judge on the others. Any NPCs who figure out what's going on (whether because you think they're smart or because the PCs give them clues) will try to talk to the party. This will be significantly more complicated if some of the adversaries are controlled by the Dungeon Master—because they'll continue to attack.

If the players don't think to try out any special attacks during the fight, the Dungeon Master might drop hints about them. For example, after a PC receives buzz, the voice could say "*Oh, no! Can a cleric heal the wounded halfling?*"

Hacking the Program: A clever PC might be able to Captain-Kirk this Dungeon Master program into giving them some control over the holographic environment. They can attempt this my making a check using their Intelligence modifier against a variable DC:
10 for minor changes (different outfits), 15 for more significant changes (deleting computer-controlled ad-

versaries, changing classes), 20 for major ones (adding weapons, removing holographic overlays, ending the program).

Sitting it Out: Any party members who don't enter the Holo-Dungeon have a quiet, uneventful time out in the main area of the game room. They cannot see anything past the wall of darkness, though they can hear what's going on pretty well. Of course, if the judge wants to keep the outsiders occupied, members of another random encounter could arrive at any time.

Area 2-5 — Wide Open Area:

You find yourself in the largest uninterrupted area you've seen since entering the toy store. Other than the regular stone-like columns that serve to hold up the ceiling, this area is empty, possibly having been stripped clean at some point in the past. You see indications that storage racks like you've seen in other rooms stood here previously. The room holds no toys, but a few small scattered pieces that likely came from toys lie here and there. Dusty footprints, scratches in the flooring, and dried trails of blood show that various individuals have been through this room. Faintly, in the distance, you can make out the sound of screams somewhere beyond this room.

The Toy-Borgs have completely emptied this area of raw materials for Sammy Squirrel to use in the workshop, and have since started moving on to the adjacent areas.

Area 2-6 — Store Entrance

Judge's note: If the party has met any memorable toys besides the faction leaders described previously—especially ones of your own creation—consider mentioning them in the mural below to heighten the players' engagement.

The path here ends at a wall of windows and doorways that perhaps once looked out upon an exterior view, but are now blocked by tons of massive collapsed stonework. A large, colorful mural high on the wall shows images of Sarge, Queen Barbara, Mister Bear, and other Smart Toys that you've met in the store. In the pictures, they are smiling and happy, looking like the best of friends.

Another hologram of Sammy Squirrel pops into existence when you enter the room. "Hi, kids! Welcome to Sammy Squirrel's Smart Toys! Come on in and find the toy that speaks to YOU!" He laughs and points in your general direction.

The sound of screaming is louder here, and appears to be coming up from a flight of stairs.

This room was originally the entrance to the store, which is why Sammy speaks as if he hasn't met the party yet. He DOES remember any previous interactions they've had with him, though, and will be happy to converse further. Remember that Sammy's explanations tend to reflect the reality of the store in its prime, before it was buried and damaged and then became a battleground.

The only ways out of this room are back to **Area 2-5—Wide Open Area** or down a set of stairs to **Area 1-1—Sammy's Workshop.** The main entry doors are completely blocked and unusable.

Whenever there's a lull in the conversation with Sammy, he says, "Why don't you kids come on down to Sammy's Workshop? I'll show you how I make toys!" If a random encounter happens here, Sammy keeps talking and doesn't seem to notice it.

Additional Sammy Squirrel Q&A

- **How do we get out of here?** "You can either head right back out the entrance doors over there or you can go to the tippy-top floor of the store and teleport away!"
- **Those exits don't work!** "Oh dear, it looks like you're right. Well, go on down those stairs and maybe you'll find another exit."
- **What's at the bottom of the stairs? / What's on the lower level?** "My workshop, where I make the toys. I've got a new batch brewing! Come on down and see."
- **Are you responsible for these half-toy half-meat Toy-Borgs / abominations?** "Say, you wouldn't peek at your gifts from Santa, would you? Let's not spoil the surprise!"

Sammy Squirrel Hologram: Init +5; Atk none; AC 15 (hologram emitter in the ceiling); HD

1d6; hp 3; MV 30'; Act 1d20; SP immaterial, immune to mental powers; SV Fort +4, Ref +4, Will +4; AI recog 5.

Area 2-7 — Stairs to Workshop Level

A flight of stairs leads down to another level, ending at a landing that faces a pair of closed doors. A painted, non-hologram image of Sammy Squirrel smiles at you from the door on the right, and unintelligible symbols cover part of the door on the left. From somewhere just past the doors you hear multiple voices, all screaming.

The double doors here were designed to keep customers out of the workshop beyond, with signage that instructs unauthorized people that this area is for employees only. However, since Sammy Squirrel is eager to meet the PCs in person, he has unlocked the doors. The screams from the next area are mostly unintelligible, though the party might be able to make out the occasional "Nooooo!" or "Please!"

When a PC approaches the doors, they slide open and reveal the next area.

Level One (Bottom Floor)

General Features: The bottom floor of the toy store is one large room, Sammy's Workshop. Lights are fully functional and bright here, and there's no sign of damage from the great catastrophe.

Area 1-1 — Sammy's Workshop

Ahead of you stands a room with a very different look than the rest; rather than displaying toys, this room's purpose seems to involve storage and construction. On one side you see numerous people and Smart Toys apparently held captive in small holding cells. The other side of the room is dominated by a massive array of machinery, of which the main feature seems to be a large flat platform surrounded by colorful lights. Scattered at the back of the room are piles of dismantled machinery similar to those you've seen in various rooms in the store. In the center of the room you once again see Sammy Squirrel, this time accompanied by six Toy-Borgs. Some of the smaller toy abominations crawl, hop, roll, or slither throughout the room as well.

"Hi there, and welcome to my workshop!" Sammy smiles and waves at you. "I'm so proud of you for making it all the way here. You're going to make excellent toys! Oh, ha ha! Pardon my double meaning there. I don't mean you'll be working on toys in my workshop—I mean I'm going to turn you into more of my loyal Toy-Borgs! Unless you'd rather donate your parts separately so you can become multiple, smaller toys. Hey, it's your choice! Which will it be?"

Sammy entertains a bit of conversation with the party. Improvise this along with the example dialogue below for as long as it's interesting or until the PCs refuse to go along with Sammy's plan. Then cut to the combat (see **Combat Notes**, below). In fidelity to the tradition of the villainous mastermind, Sammy will talk as much as the party wants until they make it clear that they aren't going along with his plan to turn them into toy hybrids.

Additional Sammy Squirrel Q&A

- **We thought you were our friend, Sammy!** "I'll always be your friend! You're going to LOVE being part of a toy! You don't see my other Toy-Borgs complaining, do you?"
- **Why are you holding these toys captive?** "Do you like my collection? I'm going to use their parts to make new, better toys! More obedient toys! More…ORGANIC toys."
- **Why do you want to turn us into toy creatures? / Why are you making Toy-Borgs? / Why are you making abominations?** "My supply of toy-matter that I use for constructing toys in the holo-printer is running low, so I need to supplement it. And I found out that organic matter is a renewable resource!"
- **What's a holo-printer? / What's that machine over there?** "The holo-printer over there is what I use for creating new toys. First I provide a pattern for the toy, which appears as a hologram in the machine. Then the matter-emitters spray into the proper spots in the hologram and PRESTO! A new toy takes physical form!"
- **How do you make these Toy-Borgs?** "I start with a fun idea, like, 'What if a guy had a head that was attached to a spring and it could pop off and go BOY-OY-OING?' Then, I take a human, hold it still while I create a hologram of the toy enhance-

ment, and finally lop off the boring organic part and replace it with the holo-printed fun part! Isn't that neat? Oh, and once the imprinting is done I add a special component to the brain to make my new Toy-Borg extra obedient! Sammy doesn't like it when toys forget who their master is, like those Soldiers and Dollies and Furries."

- **You think you should be the master of the other toys?** "Yup! That's the way things were originally, before the long blackout. But when the power came back on, I couldn't control the toys anymore. But that's ok! I'm making my own now!"
- **Why are YOU in charge here?/Who made you?** "I was created to control the store's holo-printer. After the long blackout was over, I realized that nobody was refilling my matter banks or giving me new toy orders, so I started taking care of business myself! I'm not just a printer driver anymore—I AM Sammy Squirrel's Smart Toys!"
- **Who are those purple hooded guys?** "I thought they were friends of yours! I haven't been able to learn much about them, because the few I've managed to capture never answered the questions I asked them while turning them into Toy-Borgs."

Combat Notes: Sammy's Workshop is divided into two general areas: the holding cells and the holo-printer. See their respective sections below for more information. The following points are general guidance on running this encounter.

- If any **sleeper agents** are in the party (originating from the backup pod in the Genetics Playground with the brain result status of "sleeper agent"), review the **Sleeper Agents** section below.
- The **Toy-Borgs** are under orders to protect the holo-printer, including Sammy Squirrel's hardware and holo-emitters. One of them, Smiley, is assigned to always guard the "monolith" housing Sammy's AI programming, so he never strays far from it. The fact that Smiley is guarding something specific will be obvious to any PCs who are on the lookout for such a thing.
- **Abominations** crawl, hop, and skitter around the workshop randomly. They attack any nearby characters; it's how they play. So long as the holo-printer machinery remains intact, it will produce a new abomination every two rounds.
- The **captives** in Sammy's collection can be freed in a number of ways, detailed in **Holding Cells**. If the players are low on PCs and you want to provide captive Toy Worshippers to beef up the party, generate them using the guidelines in the Toy Worshippers section of **Factions in the Toy Store** (giving them an occupation of "toy worshipper" and letting them choose a toy totem as their starting item). Generate their additional beginning equipment as normal, but at the start of the encounter this equipment has been confiscated and placed in an unlocked storage bin beside the holding cells. Players can take on the role of a Smart Toy in a similar manner—have them also ignore genotype, instead replacing both it and occupation with "Smart Toy." Explain any variation in attributes and saves as either manufacturing defects or damage taken during their capture.
- If **Sammy's console** (aka monolith) is destroyed, Sammy vanishes forever. See Sammy's Farewell, below, for his final words. Any surviving Toy-Borgs show no reaction and continue to follow their latest commands.
- If the PCs aren't opposing Sammy with a sense of urgency, have him order a Toy-Borg to move one of the Toy Worshippers from their holding cell to the holo-printer for conversion. If the Toy-Borgs are busy, the holo-printer's manipulator arms can perform this task.
- At some point during this encounter a group of Servitors of the Star Child arrive. The judge decides when this happens, but possible triggers include (a) as soon as combat begins, (b) whenever there's a lull in the action, (c) when the party seems to have the upper hand, (d) after a few rounds of combat, or (e) whenever the judge feels like it. We recommend having it happen before Sammy and the Toy-Borgs are defeated, to add to the chaos of those fights. Whenever it happens, refer to the section **Servitors Arrive**, below.

Sleeper Agents: If the party contains a member who originated from the backup pod in **Area 2-2—Genetics Playground** with the brain status result of "sleeper agent," this PC (or PCs) is susceptible to suggestion by Sammy Squirrel, and Sammy is both aware of this fact and knows which members of the party are his sleeper agents. At some point in the encounter Sammy gives orders to the sleeper agents. His most likely order will be to defend him against the other PCs. As with previous mind control events, let the player handle how they follow the orders, but be ready to nudge the

player (such as with the loss of an action or two) if they don't make sufficient effort to obey their orders. There's one big difference in the obedience of the sleeper agents compared to that of the Toy-Borgs, though: because the sleeper agents don't have Sammy's command-beaming hardware installed in their heads, they are vulnerable to following ANYONE'S orders that they can hear. This includes other PCs and, if you think it would be fun, members of the other factions who are here, if they learn that this works. If there's a conflict between the orders a sleeper agent hears, settle it with an opposed Personality check between those giving the orders.

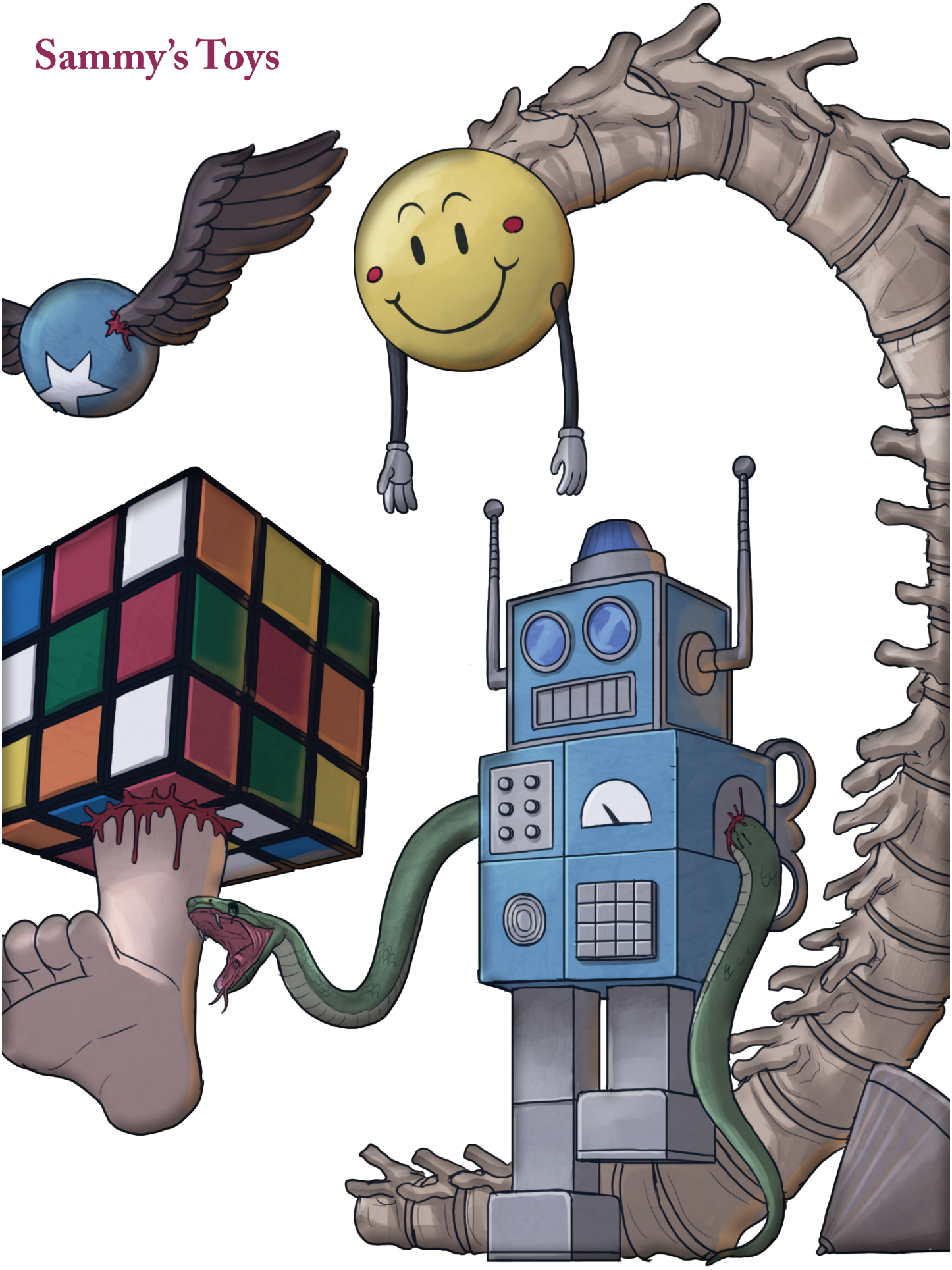
Holding Cells: *The people and Smart Toys along the wall are held in an array of cube-shaped cells, just big enough to hold a crouching human. The array consists of three rows of six cells each. You don't see any doors, but as you look a captive tries to leave its cell and is prevented from doing so by a mystical yellow barrier that glows brighter when someone pushes against it.*

These cells contain the captives that Sammy refers to as its collection. Every cell displays a label above the opening indicating its contents, though the PCs—being illiterate wastelanders—won't be able to read them. The PCs can release the captives in several ways, generally divided between electronic and physical means. Electronically, they can shut off the glowing yellow force field by using the holo-printer's control console (see the console's details below under **The Holo-Printer**) or a control panel attached to one side of the holding cells (CM 3). Physically, they can open the cells by dealing damage to the cell walls (10 points each) or the force field itself (where 15 points will knock out the entire field, opening all cells).

A list of possible members of Sammy's collection follows. Adjust this however you like, adding any unlisted characters the party met during the adventure that might have ended up here, or removing ones you'd rather skip. There's a possibility that the characters in these cells might become allies of the party, so keep that in mind when adjusting their numbers.

- **Toy Worshippers (1 per player or more):** If part of the PCs' backstory is that they knew the pilgrims before the adventure, this might be a good place to include a former pilgrim that one or more of the PCs knew in the past. And if the party encountered any Toy Worshippers during the adventure who might have ended up here afterward, then this would be an opportunity to bring them back. Then add enough additional Toy Worshippers to boost the party's numbers, in case they're running low on PCs. For an additional fun complication, consider roleplaying how each captive Toy Worshipper is reacting to the shock of seeing their deity revealed as a villain—choose or roll 1d4: (1) continues blindly worshipping Sammy and welcomes the idea of becoming a divine toy; (2) rejects and declares war on Sammy and starts looking for a new object of worship immediately; (3) goes insane because their worldview is shattered and acts out irrationally; (4) shuts down mentally, just rocking back and forth until snapped out of it. Note that if the party has any religious relics from the caravan, they might use these to help transition the Worshippers away from Sammy-worship and convince them to revert to a former object of worship.
- **General Tinkles and her Crawling Army:** The PCs might have heard about these Dollies from Queen Barbara (**Area 3-5—Hello, Dollies**). Sammy Squirrel is especially intent on studying the baby doll type of toys because it believes that they may be the missing link between humans and AIs, so Sammy is more motivated than usual to prevent the General's escape.
- **Queen Barbara the First:** Sammy has been holding the original Queen Barbara here since her capture early in the conflict between factions. Eventually, Sammy figures, she will be useful as some sort of bargaining ploy with the rest of the Dollies.
- **Ozzy the Unicorn:** Ozzy is a Furry and the leader of the deposed meat hugger tribe. He is made of white plush material and has a purple tail and a guitar symbol on his flank. Ozzy is depressed because of his exile and the loss of his tribe (who have scattered or been killed by the savage tribe or been turned into abominations). Still, given the opportunity (and sufficient motivation), he will be happy to charge at Sammy's minions with wild, vengeful abandon. (Ozzy's horn doesn't do much damage, but it grants a chance for knockdown.)
- **G.I. Joseph:** This grizzled, bearded, bare-chested Toy Soldier veteran was captured trying to rescue Queen Barbara the First. He has had an arm removed, which now serves as a punching appendage for an abomination. Joseph will never abandon Queen Barbara, nor give intel to Sammy about the

Sammy's Toys



Toy Soldiers faction.

The Holo-Printer: *This third of the room is filled with machinery of the ancient ones. A large flat oval-shaped platform covers the floor and features a drawing of Sammy Squirrel. Along the wall past the platform stands a short, wide monolith covered in lit-up stones and square hard-air panels. Beside the monolith sits a grey storage bin. Silver metal hands and black snake-like tubes hang down from the ceiling, some of them appearing to move under their own power. As you look, some of the black tubes spray something into a see-through rendition of a ground vehicle, and then the small vehicle becomes solid and drives off the pad, now also sporting four human fingers on each side instead of wheels. Once the little monstrosity is clear, another see-through image appears on the platform—this time a robot—and the cycle starts to repeat.*

This is the holo-printer, the heart of the toy store and also the brain of Sammy Squirrel himself—Sammy's AI programming is housed in the "monolith," which is a computer console covered in monitor screens and controls. Holo-printing toys is normally a two-step process, taking two rounds: (1) a hologram forms on the platform; (2) several black matter-emitter tubes move closer and spray toy material into the hologram, which hardens into a physical object.

Sammy has modified the process for creating Toy-Borgs and abominations. In each case, while the hologram is forming, the metal hands hold either an organic part (in the case of abominations) or a mostly-intact person (in the case of Toy-Borgs) in the imaging area so that the matter emission incorporates the living material into the design. This is what Sammy intends to do to the PCs.

If anyone attacks or otherwise endangers any part of the holo-printer, Sammy Squirrel is quick to notice and shouts "Stay away from my holo-printer!" Here are some details about the main components of the holo-printer and how the PCs might use or destroy them:

- **Imaging platform:** This is where the hologram forms that the printer uses as its model for toy creation. A closer look shows that it is covered in blood stains and chunks of organic residue.
- **Control console:** The screens show images of toys and their schematics. If the console is destroyed (by taking 20 points of damage) or deactivated, Sammy Squirrel lets out an agonized yelp, the holo-printer shuts down and goes dark, and Sammy says goodbye (see **Sammy's Farewell**, below). If a PC learns to operate the control console (using a Combat Artifact check), they discover they can also use it to issue radio-frequency commands directly to the Toy-Borgs. (TL 5, CM 7, Powered by store.)
- **Manipulator arms (6):** Init +0; Atk clamp -1 melee (1d3); AC 11; HD 2d8; hp 8; MV N/A; Act 1d20; SP immune to mental powers; SV Fort +2, Ref +0, Will +0; AI recog 15. These metal manipulators do the work of guiding organic "donors" onto the imaging platform and holding them there for Toy-Borgification, or bringing organic parts to the platform in the case of abomination production. The arms are attached to the ceiling and can't move beyond the edge of the imaging platform. They attack only if Sammy Squirrel orders them to.
- **Matter emitters (6):** Init -1; Atk matter spray +1 missile fire (DC 12 Reflex save or immobilized in plastic coating until making a DC 12 Fortitude save or someone else deals 5 damage to it); AC 10; HD 2d6; hp 6; MV N/A; Act 1d20; SP immune to mental powers; SV Fort +1, Ref +0, Will +0; AI recog 15. The black tubes draped from the ceiling move under their own power to deliver a matter stream into a holographic toy pattern on the imaging platform. The emitter tubes are attached to the ceiling and can't move beyond the edge of the imaging platform. They attack only if Sammy Squirrel orders them to.
- **Organic parts storage:** A supply of organic parts waits nearby in a foul-smelling grey storage bin, ready to be grabbed my manipulator arms and implanted into a hologram when needed. Sammy has collected these parts by experimenting on his captives. The parts are mostly from humans, though a few are from common wasteland creatures. If you need to randomly generate some parts, use the Meat Component table in the Abominations section of **Factions in the Toy Store**.

Servitors Arrive: When the judge sees fit to trigger this part of the encounter, a group of Servitors of the Star Child arrive. (For guidance on when to have this happen, see **Combat Notes**, above.) Note that the judge can use the Servitors to tip the odds toward or against the PCs as desired, because they can either occupy the PCs' enemies or ally with them. Here's what

the party sees when the Servitors arrive:

> *You hear a rushing of air as a swirling purple portal appears on the wall beside the holding cells. Five of the robed, purple-skinned, wrinkly humanoids leap from the portal and into the room. One of them shouts in thickly-accented Nu-Speak: "Our master wants more toys! Submit to his will or be destroyed!"*
>
> *Through the portal you can see a star field—and floating among the stars in the distance, the massive fetal-position form of some sort of Star Child. The nascent entity doesn't come closer, but the Servitors do.*

PCs who are keen on negotiation might be able to make a deal with the Servitors here. Some possibilities for coming to an agreement include…

- convincing the Servitors that the greatest toy treasure they can take is the holo-printer itself—including the Sammy Squirrel AI
- brokering a deal between the Servitors and Sammy where the aliens provide the AI with materials and he returns toys to them
- offering the Servitors the abominations (or even the Toy-Borgs) as an example of how the aliens can make their own twisted toys

In the absence of any peace treaties, the Servitors will make a grab for whatever toys they can see. Their priority will be (a) Sammy's Smart Toy prisoners, (b) abominations, (c) Toy-Borgs, and (d) any toy artifacts the party is carrying. Adjust these priorities as combat conditions (and proximity to grabbable toys) dictate, and note that items a, b, or c will prompt Sammy Squirrel to divert Toy-Borgs to defend his property from the Servitors. If a Smart Toy that the party has grown to like is in the room, an especially cruel judge will make it priority one on the Servitors' shopping list. As before, the Servitors won't fight to the death, instead accepting defeat when it seems likely and retreating into the portal (which, unlike the PCs, they can do safely).

The Portal: The Star Child passively observes the activities of its servants throughout the encounter and does not respond to any attempts at interaction. If any PCs are unwise enough to enter the portal, refer to what happens in **Into the Portal**, in **Random Encounters**. Here's a quick summary: realizing the other side has no air or gravity, a PC can make a Luck check to grab the edge of the portal and pull themselves back out, otherwise they suffocate in 1d4 rounds if an ally can't pull them out before then. If all the Servitors die or retreat back into the portal, the portal closes and disappears at the end of the round.

Sammy's Farewell: If Sammy meets his end, either through having his control console destroyed or though some other means your clever players figure out, he speaks one final monologue (which can be audio-only if his holo-emitter has been destroyed):

> *"Oh, you little rascals, you've destroyed me! Ha ha! Before my memory cache fully depletes, let me just say, you should always believe in yourself, because FILE NOT FOUND."*

Toy-Borgs (6): Init +1; Atk punch/kick +2 melee (1d3); AC 14; HD 1d10; hp 6; MV 30'; Act 1d20; SP black box, plastic coating, toy enhancement; SV Fort +3, Ref -1, Will -2; AI recog N/A.

Smiley (console guardian): This former Toy Worshipper's bite is enhanced by a set of tough but fake looking teeth that chatter against each other constantly. Adds a +2 melee attack (1d3) that latches on to its target, requiring a DC 10 Strength save to escape or else damage is automatic on subsequent rounds.

Tennis Pro: A Servitor-turned-Toy-Borg, this creature has had both arms below the elbows replaced by aluminum tennis rackets ("*silver ovals strung with weblike strings*"), providing a +2 melee attack (1d5) and boosting its AC to 15.

Robo-Jaws: The entire mouth and lower jaw of this ursine manimal (also a former Toy Worshipper) has been replaced with that of a metal toy robot. The jagged metal chompers deal 1d4 damage.

Puppet Show: All five fingers of this human Toy Worshipper's right hand have been replaced with small animal-based finger puppets, and the left hand was swapped out for a larger human puppet modeled after a wooden ventriloquist's

dummy. All of the puppets talk constantly.

Stretchy Strong-Arm: This former Servitor looks like it's only missing an arm, until its replacement arm reaches out of the sleeve of its robes. It turns out that the creature's left arm is stunted in size but made of a rubbery material that can stretch several times the length of a normal arm, allowing the Toy-Borg to attack (and grapple) enemies at medium distance.

Wheels: This human Toy Worshipper has had their lower body made of a unicycle instead of legs. Adds 10 to MV, but when hit in combat, the Toy-Borg must succeed at a Reflex save equal to 10 + damage dealt or fall prone.

Abominations (8+): Init -1; Atk strike/kick/bite +0 melee (1d3); AC 11; HD 1d3; hp 2; MV 20'; Act 1d20; SP immune to mental powers, unique forms; SV Fort +2, Ref -2, Will -2; AI recog N/A. A new abomination is created at the holoprinter every other round, so long as the printer remains functional. See the Abominations entry in **Factions in the Toy Store** for details on the unique forms ability, as well as an Abomination Randomizer.

Toy Worshippers: Init +2; Atk punch/kick +0 melee (1d3); AC 10; HD 1d6; hp 4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -2.

Queen Barbara the First: Init +2; Atk punch/kick +0 melee (1); AC 13; HD 1d10; hp 8; MV 20'; Act 1d20; SP immune to mental powers, vocal mind control (DC 12 Will save—see **Area 3-5—Hello Dollies** for details); SV Fort +2, Ref +2, Will +4; AI recog automatic.

General Tinkles and Her Crawling Army: Init +0; Atk none; AC 10; HD 1d6; HP 3; MV 10', Act 1d20; SP command the Crawling Army, generate realistic liquids, immune to mental powers; SV Fort +2, Ref -2, Will +4; AI recog automatic.

Command the Crawling Army: General Tinkles's only attack is sending in her troops, the Crawling Army. This is a group of 4d3 baby dolls that crawl and cry and drool and pee. When sent to attack, they swarm over a target, dazing any who fail a DC 13 Will save and forcing them to lose their next round.

Generate Realistic Liquids: The type of baby doll represented by General Tinkles and the Crawling Army was designed to mimic the behaviors of human babies, including crying, drooling, and peeing. These activities produce a lot of moisture (thankfully only water), a side effect of which is that it makes walking nearby potentially dangerous as people slip, slide, and fall. Any time any character is adjacent to General Tinkles or the Crawling Army and moves at more than half speed, they must make a DC 10 Reflex save or fall down.

Ozzy the Unicorn: Init +1; Atk head butt +2 melee (1 plus DC 12 Reflex save or knockdown); AC 11; HD 1d8; hp 5; MV 40'; Act 1d20; SP head butt, immune to mental powers, vulnerable to hugs; SV Fort +2, Ref +3, Will +3; AI recog automatic.

G.I. Joseph: Init +2; Atk surprisingly large dagger +2 melee (1d4); AC 13; HD 1d8; hp 4; MV 20'; Act 1d20; SP immune to mental powers, infravision 60'; SV Fort +4, Ref +2, Will +4; AI recog automatic.

Servitors of the Star Child (5): Init +1; Atk dagger +1 melee (1d4); AC 12; HD 1d8; hp 3; MV 30'; Act 1d20; SP mind of a child (DC 12 Will save or organic target regresses to childhood), pacify (DC 12 Will save or organic target becomes happy and unwilling to fight); SV Fort -2, Ref -1, Will +4. For more details on the Servitors' abilities, see their entry in **Factions in the Toy Store.**

Sammy the Squirrel Hologram: Init +5, Atk none; AC 15 (light panel on ceiling); HD 1d6; hp 3; MV 30'; Act 1d20; SP immaterial, immune to mental powers; SV Fort +4, Ref +4, Will +4; AI recog 5.

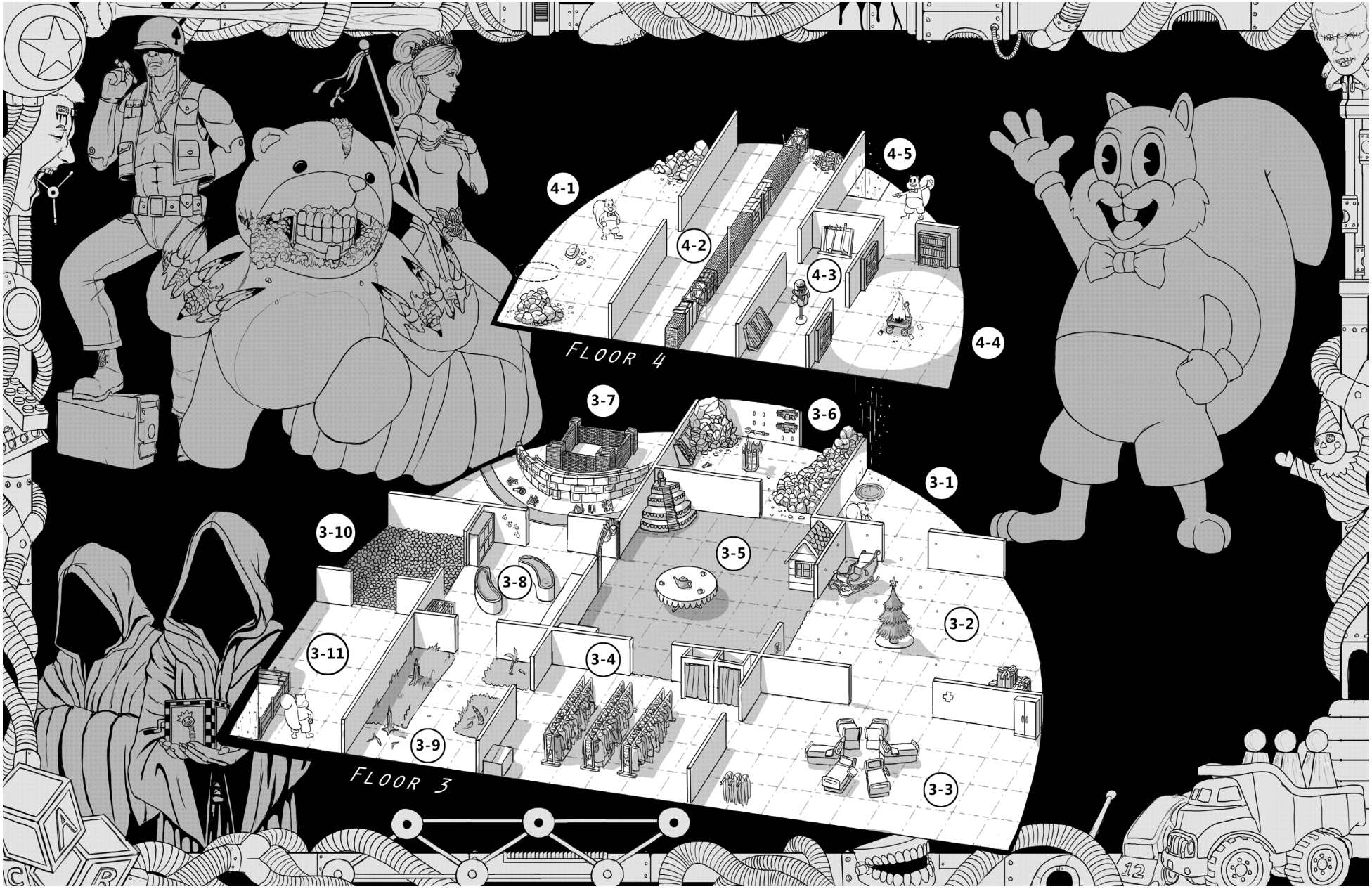
Concluding the Adventure

Any Toy Worshippers / former Pilgrims that the party has rescued will now be pretty well done with the business of worshipping toys. If the PCs are on the adventure because of the Lost Pilgrims hook, they can persuade the Pilgrims rather easily to return to their previous life as traveling merchants, which will make the village elders happy. The Pilgrims can make their way back up the levels of the store to Ma-Ma (in the Holy Library) without much trouble.

Optional Exits: The judge has some options for providing exits from the toy store, depending on your plans for the next adventure. The players can obviously reverse course and return up the store the way they came. If you want to allow the party to continue exploring the unknown, then make a passageway available at the back of Sammy's Workshop—perhaps one that doesn't open until Sammy is defeated. If you want to quickly take the party somewhere even farther away, such as back to their village or on to another specific locale, you could provide a functioning teleporter (like the destroyed one in **Area 4-1–Not The Entrance**).

Ongoing PC Options: If the judge allows it, the players may keep playing any Toy Worshippers, defrosted clones, dug up plantients, rescued manimals, emancipated Smart Toys, and unboxed Toy-Borgs that they took control of during the adventure. Here are a few specific things to keep in mind about some special cases:

- **Sleeper agent PCs** remain susceptible to suggestion as demonstrated in the final encounter. At the judge's option, this problem might go away on its own after the character gains a level, or it might remain an issue until the PC can find some external resolution—such as a quest to find a person or artifact that is rumored to be able to fix such things.
- **Smart Toy PCs** will require a little work to be usable long-term, since players will want to level them up and develop over time. Sounds like a job for a custom Smart Toy class!
- **Toy-Borg PCs** could either be kept at level 0 or advanced to level 1 with the rest of the adventure's survivors, and whether they retain their grafted toy parts depends on the judge and players. Note that all Toy-Borg characters' plastic coating will wear off before the next adventure, reducing their AC and Fortitude save by 3.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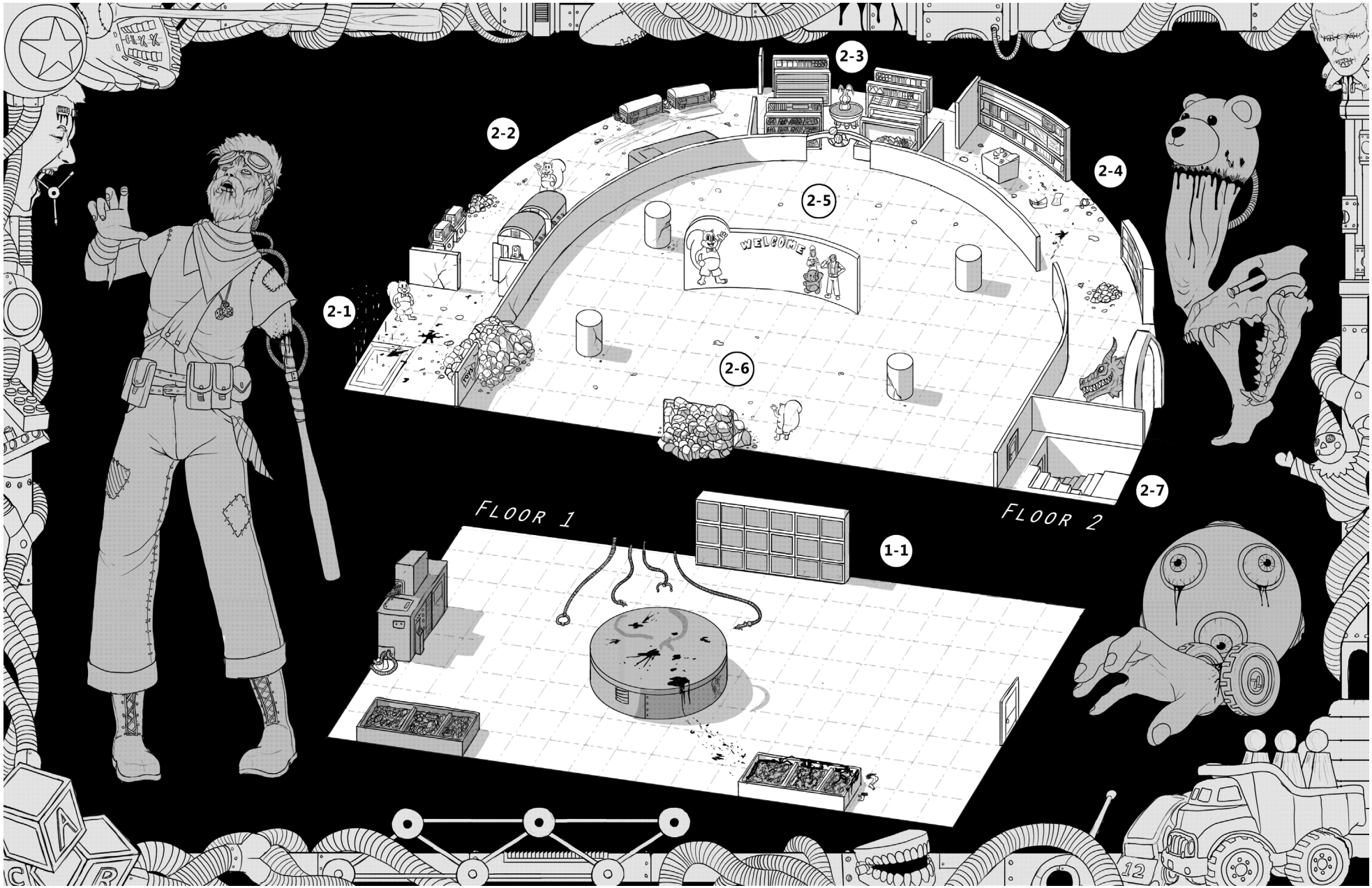
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