

MYSTERIES OF THE MULTIVERSE



COMPATIBLE WITH

**MCC
RPG**

BAU22

Mysteries of the Multiverse

Tribal Seekers wander the wilds to discover ancient artifacts and valuable resources to bring back to their communities. They cross through acid jungles, dodging sentient strobe-lights. Bandits with mutagenic mustaches chase them across the photonic desert, only giving up the chase to take shelter from a passing nega-storm. This zine makes your post-apocalyptic game come alive! While it is created for Mutant Crawl Classics, it is easily adaptable to use with other post-apocalypse or science-fantasy systems and settings.



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RPG

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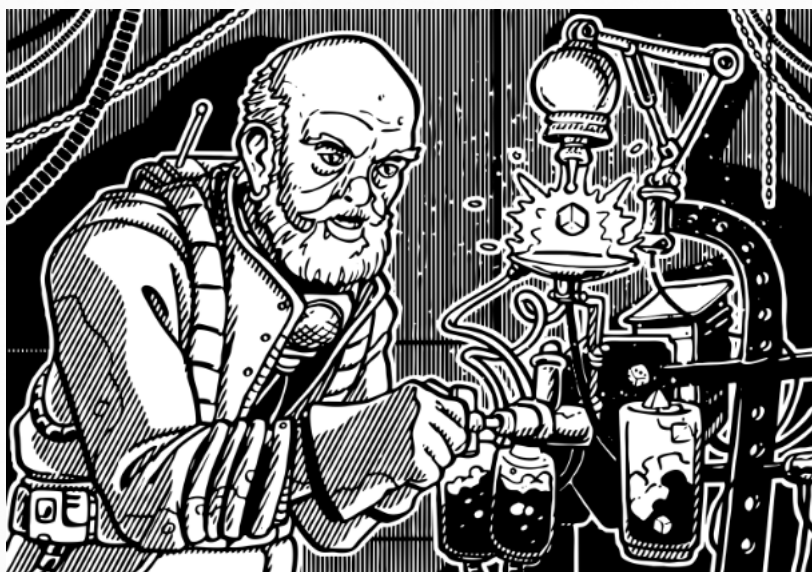
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And Now, Our Feature Presentation

By Darren Campbell

BACKGROUND

And Now, Our Feature Presentation is a Mutant Crawl Classics RPG adventure designed for four to six 1st-level characters and can be completed in one or two sessions, depending on how much time is spent on travel. Long before the Great Disaster, the young men and women of these happier times would often journey to holy places in the warm summer months, gathering together in a great outdoor shrine to witness miracles and engage in ancient courtship rituals. These journeys were conducted in metal beasts of burden that were a favorite tool of the Ancients; many of those were bedecked in bright and colorful decorations, and these beasts were the loudest and fastest of all. The young Ancients would guide their beasts into ceremonial rows before the holy place, and sit with their potential mates to observe the miracles. Moving images and sounds would appear before their eyes on a great wall of smooth rock: depictions of the great tales of their own elders and stories more fantastical than most mutants could ever dream.

Recently, a rogue AI that calls itself FEATURE (Firmware Executable And Tandem Universal Remote Engine) downloaded itself into a damaged robotic chassis and escaped the underground facility that had trapped it for centuries. Limping through the unrecognizable wilderness of Terra AD, it discovered the remains of an ancient drive-in theater, and began making repairs and modifications to the projection system. Due to the jury-rigged quantum power generator, FEATURE is able to use the projection system and screen to generate hard and soft light holograms, using the forms and images stored on ancient films as templates. The holograms currently can only appear in the immediate vicinity of the screen, but FEATURE is working to increase the generator's power to expand their range. FEATURE's ultimate aims and goals are obscure, and it is quite possible that its mind has simply deteriorated to the point of madness. It spends much of its time perched on top of vine-covered cars, staring at the flickering images on the screen of the drive-in.



PLAYER INTRODUCTION

For as long as you can remember, the grasslands to the west of your village had been taboo. The elders named that stretch of desolate ground the Blasted Plain, and all were forbidden from traveling through them even the bravest initiates seeking entry into the Children of the Glow. But recently Shoka, the great shaman of GAEA, left her treetop perch on the great boundary mound and returned to the village with news; the fierce Glow had at last receded from the Blasted Plain.

"GAEA has spoken to me!" Shoka shouted. "She says the winds are sweet, and grass grows in the great craters of the Plain. She speaks of a great power hidden in the Plain... a great monolith on the western horizon... visions of the world Before." With tears of joy streaming down her wrinkled face, Shoka began to dance in place, her eyes turned towards the Sky Arc, singing a song of thanks to her patron.

The welcome news spread quickly, and the elders soon decided that a Seeker team should be sent to this untouched area at once, to see what treasures may be brought back to the village. Lots were drawn, and you and your friends clasp the shiny stones in your hands you have won the right to be the first to lay claim to what lies beyond the Blasted Plain.

The Blasted Plain

The Blasted Plain is a vast area of stunted grasslands stretching off to the western horizon, dotted with craters and patches of entirely bare ground, marking the points where the radiation is still dangerous. The Plain is eerily quiet, and the only sound is the wind whistling through the dry, gray- green grass. Traveling through the grassy areas is relatively safe, but should the PCs spend more than a few hours in the bare patches, they will notice an uncomfortable tingling itch- a sure sign of dangerous levels of radiation. If the PCs spend the night in a bare patch, they must make a DC 12 Fortitude save or take 1 hp of radiation damage. Additionally, failing this save will cause the character to gain no benefits from resting (restoring hit points, glowburned stats, or luck).



BLASTED PLAIN ENCOUNTERS

The PCs will need to travel for at least two days before they are able to spot the remains of the drive-in theater on the second night; light from the screen will be visible as a white glow on the horizon. Once they can see it, it will take the greater part of another day's journey to reach it, and they will arrive at dusk. During the journey, they should have at least two of the following encounters. Additional encounters may be used at the judge's discretion. For shorter games, it is recommended to either skip encounters altogether or pick non-combat encounters to provide some flavor for the journey.

For each day and each night that the party spends in the Blasted Plain, roll 1d6 or choose from the following table to determine daytime encounters.

Roll 1d6	Day Encounter	Night Encounter
1	Sinister Aurora (p. 37)	Rad Blizzard (p. 39)
2	Hopper Swarm	Glowgeese
3	Hunting Descryer	Hunting Morticon-66
4	Jackalope Visitation	Rain of Toads
5	Half-Buried Silo	No Encounter
6	No Encounter	No Encounter

Hopper Swarm: The PCs hears a steadily growing cacophony of clicking, buzzing, and munching sounds. After a few minutes, they see a herd of ten hoppers (p. 192, MCC RPG) moving through the grasslands, devouring any plants in their path. Hoppers will generally flee if threatened, but they can be used as mounts if any PC is able to come up with a way to construct reins and a saddle and succeeds in inflicting sufficient subdual damage to reduce a hopper's hit points to zero.



Glowgeese: Late in the evening, after making camp, the party hears a distant honking sound that is growing louder with each passing moment. A number of purplish glowing birds fly straight towards the camp. Any PCs not hiding under some sort of cover will be attacked by a glowgoose. The glowgeese can use their echoing honks to easily spot any PCs or other prey not

Glowgeese (1 per exposed PC): Init +2; Atk bite +3 bite melee (1d3 hp); AC 10; HD 1d4; hp 3; MV 35' flying; Act 1d20; SP echoing honk; SV Fort +0, Ref +2, Will +0.

Hunting Descryer (p. 190, MCC RPG): The PCs see a round object drifting along on the wind, trailing long, fur-covered tentacles behind it. The PC with the lowest Luck score must make a Luck check. On a failure, the wind is blowing towards the PCs, and the descryer will be upon them in two rounds. If the Luck check is successful, the wind is blowing it away from the PCs, and it will only notice them if they actively pursue it.

Hunting Morticon-66 (p. 194, MCC RPG): Any PC on watch during the night will hear heavy footsteps nearby. A lone Morticon-66 assassin droid wearing a bright red hooded cloak is making its way through the Blasted Plain on the back of a domesticated grasser (p. 194, MCC RPG); thankfully, it is hunting a specific target elsewhere and does not view the PCs with any interest. If left alone, it will slowly ride past the camp. If the PCs act aggressively towards it, it will not hesitate to attack.

Should the PCs defeat Morticon-66, it is carrying a lazer rifle (p. 173, MCC RPG) with 5 charges remaining, two C-cells, and a satchel of assorted mechanical spare parts.

Jackalope Visitation: The PCs hear a growing chorus of high pitched squeals coming from the large bare patch in the Blasted Plain. Moments later, they see a horde of small rabbit-like creatures with antlers protruding from their heads, running at top speed and squealing loudly, heading straight for the PCs. Ask the PCs to declare what they are doing in reaction to this sight. The agile jackalopes will not engage the PCs in combat, but simply run past them, dodging away from any attempts to capture or attack them. After a few moments, they disappear from view and the squealing fades, leaving the PCs scratching their heads at the strange encounter.



Rain of Toads: A dark cloud, accompanied by a distant “rumbling”, obscures part. However, as the cloud approaches, the rumbling turns out to be deep croaking, echoing down from the darkness. The cloud is made up of a flock of driftoads, a new species that has mutated in the Blasted Plain. Able to belch helium gas into their throat sacs, they float across the land in cloud formations, hunting for prey below. Once they are over the party, they will release the gas in their throats and drop down onto their targets. If the swarm is reduced to half health, it will attempt to flee.

Driftoad Swarm: Init +1; Atk bite melee (1d4 hp); AC 10; HD 4d6; hp 14; MV 15', 30' floating; Act 3d20; SV Fort +0, Ref +3, Will +0.

Half-Buried Silo: A round, metal domed-structure jutting out of the Blasted Plain at an angle, visible about a mile away. Torn metal walls allow access to the interior. This structure was once a food storage building used by Ancients. Over the centuries, a small infestation of corn smut has evolved into a semi-intelligent and very hungry creature. Any creature that approaches the silo sees gray flabby masses of fungus boiling out of the ragged walls, moving slowly towards the PCs. It will only attack if it can reach the party.

Should the PCs defeat the corn smut, they will be able to safely explore the silo. While anything edible inside the silo decayed long ago, the sheet metal walls and roof could easily be repurposed to make crude armor or shields with the right tools. There is sufficient quality metal to make three shields (+1 AC, fumble die 1d8) or two breastplates (+4 AC, fumble die 1d14). Any number of hats or helmets may be constructed as well, and these may provide protection against relevant critical hit results at the judge's discretion.

Semi-Intelligent Corn Smut: Init -4; Atk engulf +4 melee (1d10 plus suffocation); AC 8; HD 10d6; hp 35; MV 5'; Act 2d20; SP grapple to suffocate (DC 12 Fort save or 1d6 Stamina damage that recovers immediately if the grapple can be escaped); SV Fort +4, Ref -4, Will +0.





The Drive-In

Following the glow on the horizon for the past several hours, you find yourselves looking at a strange sight. Beyond a line of twisted and deformed trees, a wide rectangular monolith with blurry shapes and figures dancing across its surface. Arrayed before the monolith are several bulky shapes, dimly reflecting the glow from the great rectangle. Standing behind these shapes is a line of three buildings, each covered with lichen and vine growth; two are long and low, and one is taller, with rays of flickering white light shining from its single window towards the monolith.

It is recommended to have the party approach from the left side of the map, near Areas 1 and 6. FEATURE spends most of its time inside the projection room (Area 4), but can be found sitting on top of one of the cars in the parking lot (Area 1), staring at the screen after dark.

Area 1 - Parking Lot: *An eerie sight greets your eyes. The rusted hulks of Ancient beasts sit in silent rows, arranged in concentric semi circles as though for some unfathomable ceremony. Despite the rust and grime of the centuries, many of these beasts still bear the decorations of their Ancient masters; bright colors, stripes, even painted flames. Inside many of these beasts, you can see the remains of their riders; shriveled, decayed, always in pairs, some with arms entwined.*

If FEATURE is here (it likely will be after dark), read the following.

Perched on top of one of these beasts is what appears to be a person built out of living metal, leaning forward with its eyes locked on the flickering monolith.

If the PCs attempt to communicate with FEATURE in the parking lot, it will jump up in alarm and run into the darkness, eventually heading towards the projection booth (Area 4).

Each of the cars in the parking lot contains one pair of screamers (p. 196, MCC RPG). Currently dormant, the screamers will only emerge if a car's doors are opened and the remains disturbed, at which point they will awaken and attack; the ancient urge to find a snack while the previews are playing dies hard.

A careful search of the parking lot will turn up an intact car speaker hanging on the door of one of the cars, which can be used to emit piercing shrieks of feedback. While all of the cars are rusted beyond all hope of repair, various pieces of scrap metal and old seat belts can be salvaged and put to creative use by industrious PCs.

Car Speaker: TL 3; CM 5; Power: C-cell (5 charges); Range: 30'; target must make a DC 14 Fortitude save or be stunned for 1d6 rounds; targets who fail the save are also deafened for 2d6 rounds.



Area 2 - Concession Stand: *This long building was once painted with bright colors, still faintly visible despite the weathering and overgrowth. Its front is partially open with a long window stretching across an entire side of the building; inside, you can see a long counter set against the back wall, covered with a variety of strange objects, and a tantalizing aroma drifts through the air.*

This was once a place of congregation for the Ancients, where they would acquire ritual food and beverages, to be consumed as part of the rites once performed here. PCs searching the long counter area will find an assortment of plastic cups, utensils, and three sturdy metal serving tongs (1d3 damage), along with 1d12 candy bars. Although their brightly colored wrappers are still intact, these confections are no longer safe to eat, having absorbed a considerable amount of radiation over the years. Any PC consuming one must make a DC 15 Fortitude save or suffer 1d10 points of radiation damage and a bad case of indigestion. The candy bars can also be thrown like grenades (with a range of up to 20'), as the unstable isotopes inside will become agitated and explode from the impact. A successful ranged attack roll will inflict 1d12 points of radiation damage on any target within a 10' radius.

The following objects can be found on the rear counter:

Dog-o-Matic Hot Dog Delivery System: TL 3; CM 3; Power: C-cell (10 charges); Special: this bulky yet portable device was once used to serve fresh, sizzling hot dogs to moviegoers. Originally, it would move the hot dog along a channel that would apply condiments and place it in a bun, but centuries of clogged ketchup and mustard have caused backpressure to build up to dangerous levels; now, activating the device will launch an ancient, superheated tube of processed meat at blinding speeds in whichever direction it is pointing. Making a successful ranged attack roll will result in 1d3 damage plus 1d6 heat damage. 1 charge (and hot dog) is consumed with each attack, successful or not.



ReallyButterTM Butterlike-But-Legally-Distinct-from-Real-Butter-Substance Dispenser: TL 3; CM 3; Power: plugged into the wall, the RB-BBLDFRBS draws power from the quantum power generator; Special: this is the source of the aroma; the golden liquid dispensed from this device is delicious and contains zero calories. While the device itself is firmly attached to the counter, the liquid may be dispensed into containers, and there is a seemingly inexhaustible supply. Drinking a full cup's worth of the substance will restore 1 hit point of damage; this benefit may only be received once, and excessive consumption will result in diarrhea (DC 14 Fort save or -2 to all actions for 1 hour). It can also be used to create a slick patch on the ground requiring any target moving through it to make a DC 12 Reflex save or slip and fall prone.

Fizz-n-Serve Automatic Soda Fountain: Once a device for crafting custom blends of fizzy sugar water, this is now home to a sticky and carbonated variety of smart mud, which will ooze out of the spigots and attack anyone who touches the device.

Fizzy Mud: Init +1; Atk pseudopod +3 melee (1d6 acid plus grapple); AC 10; HD 6d6; hp 21; MV 20'; Act 1d20; SP suffocating foam-up (DC 12 Fort save or 1d5 Stamina damage that recovers immediately if the grapple can be escaped); SV Fort +4, Ref +1, Will +1.

Any PCs making an extensive search of the concession stand apart from the counters can find a variety of useful objects including but not limited to the following: brightly colored hats and aprons, disintegrating boxes filled with condiment packets that are shockingly still good, various tools used for servicing electronics and snack bar equipment, large heavy sacks of petrified corn kernels.

Area 3 - The Screen: *The monolith towers above you, dwarfing the rusted metal hulks and buildings. Strange lights and images dance across its smooth surface, and booming, distorted music crackles from squat black boxes on either side, and are echoed from the small devices that hang from the sides of the beasts of burden. The music fades out, and a voice of the Ancients bellows strange phrases into the empty air.*

"Coming soon, to a theater near you..." Figures begin to materialize in the air in front of the rectangular monolith, matching the movements on its surface. Their heads turn and stare at you.

As soon as the PCs approach the screen, the Previews (soft-light holograms, p. 156, MCC RPG) begin to appear and will attack anyone nearby. The Previews attack in 1d3 waves, resembling characters from a different movie each time. The judge should be creative with the appearance of the Previews: cowboys, pirates, space men, or anything from the golden age of B movies. While the Previews only inflict subdual damage, their presence will cause the screamer pairs (p. 196, MCC RPG) from the cars to emerge at a rate of one pair every other round (up to a maximum of 10 screamers), and they will move in to attack the Previews and any nearby PCs. After the final wave of Previews is dealt with, the screen will darken and the voice returns to herald the coming of Zogdilla.

"And now, our feature presentation."

The monolith bursts into life once more, and an embodiment of sheer terror materializes before your eyes. A great beast, with rubbery green skin, evil eyes, a mouth full of sharp teeth, small clawed hands, and a long, floppy tail that whips about awkwardly. Distorted, ominous music echoes into the air, and the beast rears back and clenches its fists in an almost human manner and roars with a sound like shrieking metal.

Each round, Zogdilla will flicker and change forms, alternating each round between a close-up view, where the monster's great head and shoulders seem to protrude from the ground, and a normal view where the entire body is visible. In each instance, Zogdilla stands about 15 feet tall, and its attacks will vary depending on which form it is currently in. Zogdilla will fight until destroyed, but cannot leave the immediate vicinity of the screen. If the PCs flee the battle, it will roar in triumph and go on to crush a holographic office building.

Zogdilla (hologram, hard light): Init +4; Atk close-up bite +4 melee (1d8) or distant form claw +4 melee (1d6) or distant form tail +4 melee (1d4 plus DC 12 Reflex save or knocked prone); AC 20; HD 4d6; hp 14; MV 30'; Act 1d20; SP invulnerable except for heat-based attacks; SV Fort +6, Ref +2, Will +4; AI recog none.



Area 4 - The Projection Booth:

As the PCs approach Area 4, read the following:

This tall building is almost entirely obscured by vines and overgrowth. The lower portion of the building is featureless, and the upper walls are broken only by a window that emits a blinding white light, shining towards the monolith. A metal staircase leads up the back of the building and stops at a wooden door.

If the PCs climb the stairs and try the door, they will find it to be locked, requiring a DC 10 security system bypass check to unlock it or a DC 12 strength check to break it open. If they succeed, read the following:

As the door swings open, you find yourself looking to a small, cramped chamber that is filled with all manner of Ancient technology. Bulky metallic objects are connected by looping strands of shiny vines to a spindly looking device that whirs and clatters in the darkness. A cylinder protrudes from the front of this device and emits a blinding, flickering light through a window in the side of the room, pointed towards the rectangular monolith at the opposite end of the area.

If FEATURE is here (it will be during the day), read the following.

You see a figure moving about behind the metallic objects, fiddling with knobs and adjusting the vines with its pincer-like hands. It appears to be a person built out of living metal.

As FEATURE's mind has deteriorated over the centuries, a traditional AI recognition roll is not possible. However, FEATURE will be willing to communicate with beings who do not exhibit any destructive intent towards the projector if they express appreciation of the strange images that appear on the screen. If the PCs attempt to communicate with FEATURE, it reacts in a guarded fashion, speaking in short, abrupt sentences; it asks what they are doing here, and if they like "the pictures". If the PCs do not seem to know what the pictures are, it suggests that they go to the monolith (Area 3) so they may see them and decide for themselves.

FEATURE (damaged household-bot chassis): Init +0; Atk claw +3 melee (1d6) or insecticide spray +3 ranged (1d8, 20' radius, DC 12 Ref save for 1/2 damage); AC 14; HD 7d6; hp 26; MV 30'; Act 1d20; SP immune to mind control; SV Fort +4, Ref +2, Will +4; AI recog special.

FEATURE will frantically defend the projector and attack anyone who takes any action to interfere with the devices or threatens to destroy it. Should the fight start to go badly, FEATURE will flee through the pipe that leads to Area 4b, and defend the generator.

The metal objects inside this room are part of the mechanism connecting the quantum power generator to the whirring projector, and their unstable energy is what allows the images on the screen to become "real". Destroying the projector or disconnecting the power will prevent any holograms from emerging from the screen, and any that are currently active will disappear. The quantum power generator itself is housed underground in a cavern below the projection booth (Area 4b) that has been enlarged by FEATURE over the years, and it can be reached by climbing down the wide pipe that leads from the rear of the projection booth down into the dumpster. The base of the pipe continues through the dumpster into the ground, and emerges into Area 4b. The pipe houses a thick cable that brings power from the reactor to the projector, but there is sufficient room inside the pipe for a normal-sized PC to climb down.

Any PCs searching amongst the machinery in the projection booth should make a Luck check; for each success, the PCs may roll once on the following table, ignoring duplicate results. Their search also turns up a number of flat cylindrical containers, filled with ancient film stock. This substance is incredibly flammable; any fire-based area attack in this room has a 50% chance of igniting the canisters.



Roll 1d6	Result
1	1 Empty C-Cell
2	1 C-Cell
3	1 Solar Cell
4	2 C-Cells
5	Multitool
6	1 F-Cell

Area 4b - The Cavern: *Squeezing your way through the grimy pipe, you emerge in a cramped and dim cavern that appears to have been carved out by hand. The air is filled with a buzzing drone and the dim, flickering glow emanated from the strange metal objects that line the walls and clutter the floor. Metallic vines seem to connect these objects together, and a great bundle of them are twisted together into a cable and lead into the pipe that you just emerged from.*

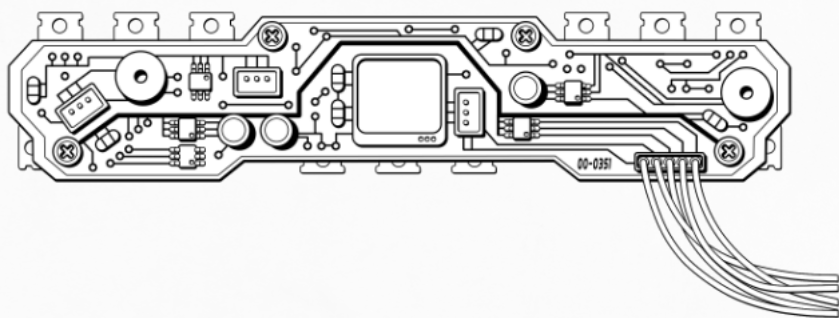
If FEATURE is fighting the PCs in Area 4b, as an action it may wrench some live power cables from the tangle of machinery surrounding the quantum reactor and attempt to electrocute a target. On a successful attack roll, the target will take 2d4 points of electrical damage and must succeed on a DC 12 Fortitude save or be stunned for one round.

The metal objects are the jury-rigged quantum reactor that powers the drive-in. FEATURE has strung together many disparate mechanical components, resulting in a powerful, but unstable, energy source. The safest way to disable the reactor is to unplug all of the “vines” (power cables) that connect the various parts of the machine. Attempting to fiddle with controls and knobs is extremely dangerous, as is damaging the equipment while it is still running. The reactor has a tech level of 5 and a complexity modifier of 8. PCs should make a standard artifact check and consult the quantum reactor artifact check table on the following page.

Artifact Check

Results

- | | |
|-----------|---|
| 1 or less | Quantum singularity. A power surge occurs in multiple dimensions, imbuing the Zogdilla hologram with sufficient field integrity to allow it to leave the immediate vicinity of the screen in area 3. The PCs may have a nasty surprise when they return to the surface. |
| 2-6 | The PC making the check accidentally causes a dimensional shunt, and their quantum double appears. A quantum double has all of the PCs stats and equipment, but all colors are reversed and it hates everything about the PC and will attack on sight. |
| 7-11 | The reactor's controls and cables become fused into place. The reactor may no longer be safely disengaged. |
| 12-15 | The reactor begins to power down, but quantum energy begins to vent radioactive gas into the immediate vicinity. Any PCs in the cavern must make a DC 16 Fortitude save or take 1d6 damage each round. |
| 16-19 | The reactor is safely powered down, and excess quantum energy bleeds harmlessly into a pocket dimension. |
| 20+ | The reactor is deactivated safely, and it re-configures into a pocket-sized Q-cell. |



Area 5 - The Dumpsters: *Two large metal boxes sit under the stairs, partially rusted through and overgrown with plants. A foul odor fills the air around them, and garbage has been scattered on the ground. A wide metal pipe emerges from one of the boxes, leading up into the side of the nearby building. You hear a rustle and a clunk, and see a horned head emerge from one of the boxes, a gnawed metal can clenched in its jaws. With a horrid clicking bray, the creature begins to climb out of the box towards you, supporting its segmented body on eight hairy legs. The bray-click is answered by two others emerging from behind the boxes.*

Three caprapods (p. 189, MCC RPG) are in the process of spinning a nest of webbing behind the dumpsters to catch vermin. They are hungry, and will attack anything they consider to be food on sight. Any PC who moves behind the dumpsters to seek cover risks being entangled in their webs. The dumpsters contain little of value apart from ancient cans and dirt. The pipe that leads into the building extends deep into the ground through the bottom of the dumpster, and is not accessible from here.

Area 6 - The Bathrooms: *This small outbuilding was evidently once a shrine or place of worship for the Ancients. A wooden screen stands in front of a series of small enclosed cells, each of which contains some sort of throne crafted of white porcelain, stained with age and the dirt of many years. The floor and walls of each of these cells is covered with clusters of many-colored mushrooms.*

Apart from the mushrooms and the toilets, the bathrooms are empty. Many of the mushrooms are edible, and only some of them are dangerous. There are 1d6 of each color of mushroom listed below.

Bulbous; red with blue spots: Anyone eating this color mushroom will gain 1d3 hit points. Any excess hit points beyond their normal maximum will persist for 24 hours; any damage received will come from these temporary hit points first.

Wide and flat; green with orange veins: Anyone eating this color mushroom will gain immunity to the next attack that deals radiation damage.

Spindly; purple with yellow swirls: The first time a mutant, manimal, or plantient eating this color mushroom must make a DC 15 Fortitude save. On a success, they gain the Taller mutation, but must roll their mutation check roll with a d16. On a failure, nothing happens. If they roll a natural 1 on the Fortitude save, they gain one random defect. If a pure-strain human eats this mushroom, they must make the same save but will receive a cosmetic mutation (core rules table 1-6) on a failure. Depending on the result, it may cancel out the Shorter mutation.

Rotund; white with pink blotches: The first time a mutant, manimal, or plantient eating this color mushroom must make a DC 15 Fortitude save. On a success, they gain the Shorter mutation, but must roll their mutation check roll with a d16. On a failure, nothing happens. If they roll a natural 1 on the Fortitude save, they gain one random defect. If a pure-strain human eats this mushroom, they must make the same save but will receive a cosmetic mutation (core rules table 1-6) on a failure. This effect only happens once. Depending on the result, it may cancel out the Taller mutation.

Curling; black with green gills: Eating this color mushroom provides nutrients equivalent to one week's worth of rations.

Dripping moisture; orange fading to red at the top of the cap: Eating this color mushroom will result in terrible stomach cramps and vomiting, and the imbiber takes 1d4 points of damage.

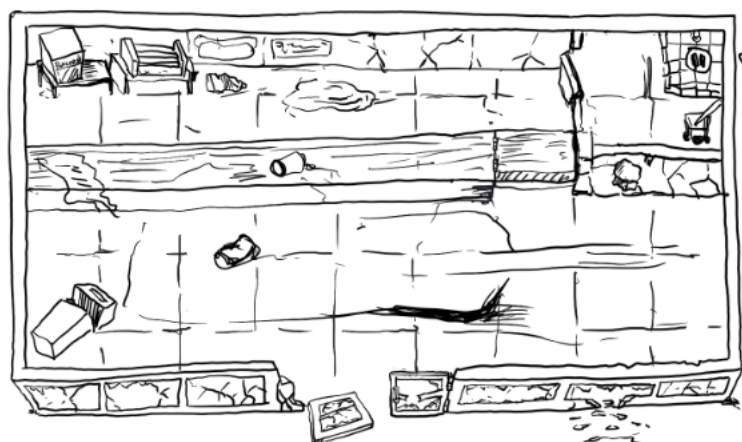
Area 7 - The Playground: *Set apart from the rusted hulks, you see a strange configuration of metal pipes and bars, arranged in a variety of shapes; some resembled the skeletons of buildings, great archways, wide discs that spin idly in the breeze, and other odd forms. Perhaps this was some sort of ceremonial site, though its true purpose escapes you.*

The abandoned jungle gyms, merry-go-rounds, and monkey bars hide no dangers, and with a little effort the structures could be disassembled to supply the party with clubs, spears, or anything else the PCs can come up with to craft from the hollow metal tubing.

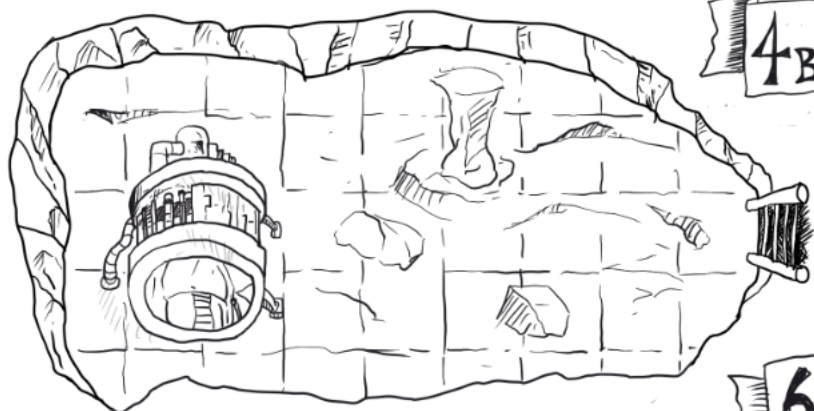
Concluding the Adventure

The continued existence of the quantum projector could pose a serious threat to the safety of the region. FEATURE's electronic mind is severely damaged, and it will continue to work on the reactor with obsessive determination, and will eventually find ways to increase the power of the project and thus the range of its holographic minions, thereby expanding its territory into the Blasted Plains and beyond. One way or another, FEATURE must not be allowed to continue what it is doing. It will fight hard to maintain its control over the drive-in, defending what it considers to be its life's work to the death if need be.

However, should the party manage to establish communication with it, it may be possible to come to a friendly agreement. If this can be accomplished, then FEATURE could serve as a useful ally and a ready source of many technological wonders for the surrounding villages. If the dangerous quantum effects of the projector could be controlled and limited, the entertainment value of these holo-enhanced films from the golden age of the Ancients may become a new wonder of Terra AD, attracting visitors from afar. Surely the nearby villages will benefit from such an influx of new trade partners and potential allies. Any PCs surviving the adventure should be awarded one luck point, for a job well done.



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4B

6



Supernatural Influences

Gods of other worlds often seek to grow their influence. The following events may be a sign of a deity or patron beginning to grow its power in Terra A.D. or find new champions to serve them on other planes.

PATRONS

Bubugbobilz: NPCs begin vomiting toads into their drinks. They all hop in a single direction towards the nearest swamp. Amphibia-type manimals feel a strange calling to join them.

King of Elfland: A man with pointy ears walks out of a tree, says "whoops, wrong turn" and walks back into the tree, disappearing. Plantients begin feeling a strange call from within the trees.

Sezrekan: Rumors emerge of the Technorabble shamans discovering a new form of "biohacking." They gather esoteric artifacts that previously held no interest to anyone, scraping gold and dealing in worthless animal parts like eyes and bile.

The Horned King: From a distance, the PCs see a horned warlord leading a vast pack and hunting down everything in their path. The wild hunt turns a corner, or simply passes behind a thin tree, and is never seen again.

Serbok: Lizard manimals are abandoning their clans and loyalties. They gather in the deserts and jungles. They whisper of a great lizard that sleeps beneath the waves, but whose origin lies in the stars above.



DEITIES

Daentharr, greater god of earth and industry: The symbol of a hammer is found on many pieces of pre-Great Disaster machinery and sometimes even as the logo on the ruins of factory buildings. Any who attempt repairing such artifacts hear whisperings, "Rekindle the forges. Restart the machines."

Justicia, goddess of justice and mercy: Justicia calls from the Holy Medicinal Order and the Chosen of Zuu to dole out mercy and justice. Her presence is subtle, as the little amounts of justice and mercy on Terra A.D. does not make for a strong connection to this world, but devouts on holy missions may see vision of this almost forgotten goddess.

The Hidden Lord, god of secrets: Curators, followers of TETRAPLEX, and almost all other groups bear a hatred for the servants of the Hidden Lord. Terra A.D. is a land of so many forgotten secrets, but these fools destroy artifacts and slay elders in order to ensure that they are the last soul that knows what was lost.

Pelagia, goddess of the sea: A conch shell speaks, calling for seekers to travel the Monster Ocean. What sunken treasures and vile creatures lurk below the briny waters?

Cadixtat, chaos titan: The Vile Brotherhood has been leaving their victims chopped into nine pieces, though occasionally a piece is missing. Rumors say a powerful mentat is creating a new body for himself.



Otherworldly Influences

The twisted landscape of Terra A.D. holds a tenuous connection to other worlds. Use these hooks for inspiration when you desire instigating interplanar events.

PUNJAR

- A deranged mutant is whipped out of a small burrow by silvery ethereal chains, which instantly dissipate once they free their captive. The mutant is fraught with anguish, yelling that he doesn't want to live on this world anymore, and attacks the party in a suicidal rage.
- A planar rift briefly blinks into existence, depositing a robed humanoid, who is seemingly dead. He was carrying a dagger, a bag of stamped gold discs, and a book written in an unknown language.

DCC #83: THE CHAINED COFFIN

- Other seekers speak of a pool of water that goes down forever. Those who swim down the deadly deep passage find themselves swimming up again. When they once again gasp air into their lungs, they're on the top of a mountain.
- Harmless but hypnotic floating balls of light called "fetch lights" lead into a cave. Folks say that the cave is filled with the riches of the ancients, but no one who goes in ever comes back out.

DINOSAUR CRAWL CLASSICS (GOODMAN GAMES GEN CON 2017 PROGRAM GUIDE)

- Any PCs carrying a com badge hear a sudden mayday call, asking for assistance from air traffic control. In the distance, a metal ship is seen falling from the sky.
- After the discovery of new artifacts, shamanistic in nature, amphibia genotypes begin honoring the ways of the true ancients. Judges should introduce patron options from Broncosaurus Rex.



DCC #84: PERIL ON THE PURPLE PLANET

- A greenstone meteor shower strikes Terra A.D., leaving behind 2d7 viable shards that each have 1d5 charges. Greenstone shards do not affect wetware checks, but when put in physical contact with a battery such as a C-Cell, it charges the battery and can even put it a capacity over their normal limit. This reduces the shards to ash and causes overcharged C-Cells to only be capable of holding half their previous maximum capacity.
- New mushroom species begin cropping up in fairy rings, some small and some mushrooms hundreds of feet tall. Judges should choose or randomly determine mushrooms from the Mushrooms on the Purple Planet table.

AEON: ANCIENT GREECE VOL. 1 THE LABYRINTH OF DAEDALUS

- The gods of Olympus pull heroes forth from the nether to test themselves for fame and glory. The wine dark waves of the Aegean Sea crash down upon your heads and deposit you onto the beaches of Crete. The charred ruins of Knossos loom ahead and the entrance to the Labyrinth of Daedalus beckons you to enter.

LEOPARD WOMEN OF VENUS

- Ominous, star-shaped craters are found in the ruins of cities from the Times Before. The elder lore-speakers tell stories of a demigod from the stars who brought violent retribution to the wicked. Ancient machines may still be able to call him down from his home near the morning star.
- A sinuous dragon-like creature guards the body of a warrior woman who fell from the sky like a blazing comet. Her corpse wears strange armor of magenta leather. A weird, ceremonial helmet with a long, barrel-like horn on its front is strapped to her head. It thrums and sparks with an inner power.



BRONX BEASTS

- The weird science powering a den of super-thieves and villains your intrepidly unsafe party of Bronx Beasts tangled with was unstable! In the mayhem, it collapsed into a wormhole, dragging yourselves and numerous arch-villains through the portal into the hothouse jungles of the far future! Are your grudges stronger than the apocalypse itself, or will you work with your former arch-enemies towards mutual survival (and can you trust them not to kill you)?
- Your astronomically unfortunate party of Bronx Beasts has been abducted by a hitherto unknown race of aliens that seem capable of traversing both space and time with ease. You were run through a mind bending battery of tests and horrifying physical experiments before being "returned" to Earth, untold thousands of years after your abduction.
- The dreaded Spleen Ninja Clan's highest mystic, summoned to eliminate your party of ninja-busting Bronx Beasts once and for all, succeeds in summoning a Madling Sandestin to this plane of existence during an epic clash between the party and the ninja clan. Failing to bind this capricious entity of ridiculous power, the Sandestin struck the mystic dead, snatched up the party, and with no explanation hurled them through time into the far future before returning to his rightful place in the Overworld.
- Your perilously pulpy party of Bronx Beasts has discovered and infiltrated the ultra-secret only known entrance into the Hollow Earth, which is protected by the shadowy corporation known as the Human-Interspecies Drug Enhancement Network (HIDEN, pronounced like "hedon"). You realized too late that infiltration was easy because the HIDEN agents dared not follow you into the bizarre world within the world we know! Unknown to you, time moves differently within the Hollow Earth, and after numerous wild adventures there, you finally escaped back to the surface to find eons have passed and new races now walk the steaming jungles that now surround you!

PAX LEXQUE

- Digging through the ruins of what was once Rome, scavengers come across a strange mechanism made of many bronze gears (an Antikythera mechanism). It is no technological artifact of the Ancients, but an elven magic item that controlled the combat arena in the Roman Colosseum. Any attempt to work the gears pulls the PCs across the expanse of time! They are the next competitors to face off against giant scorpions in the Colosseum. The mechanism will still work to affect the battlefield, but its specific utilities are a mystery to the PCs.
- Seekers exploring a desert wasteland uncover a catacomb entrance. A voice whispering to all who explore within. If they will only release the one who speaks from this place, he will show them power like they have never imagined, for this is the resting place of Pharaoh Senet II. He is the eye that sees the old things, the forbidden things. He may come forth as a mummy to fight or as a dark master to teach magic.

CHURN, STROKE, BURN

- A tidal wave crashes upon the PCs and avian laughter descends from the heavens. Bird men, riding the sky itself, save the PCs from the torrential waters. To much dismay, they drop you on top of a lighthouse in the middle of the monster ocean, screeching "GOOD LUCK," as they fly off.
- The barometric pressure inside your skull spikes, causing your knees to buckle and fall to the ground. You awaken, chained to a spike in the ground, to the damp scent of a tunnel caked in salt crystals. Before you stand slender humanoids with purple urchins for heads.
- Three sisters, each covered in barnacles, crabs, or urchins, approach. They say they're on a journey to find a new town to call home... they ask you to come with them.

STAR CRAWL

- Living metal guards protect a well maintained "tower", actually a starship that the select few (wealthy) ancients intended to use in order to flee to the stars. Should the characters gain entrance they will likely be subdued and placed in cryopods by the eager living metal caretaker. Unfortunately, certain groups of space pirates seek out such vessels, selling their occupants off to slave colonies.
- Deep within an ancient facility, a strange glowing pad is awakened. Stepping on it transports the characters to an orbital space station. Though they can always teleport back, they may choose to take their chances with the interstellar craft docked in the hangar. The ship's AI is eager for a new crew and surprisingly cooperative...
- A group of aliens have established a base on your world, performing research excursions to understand the apocalypse of the ancients and the mutated beings who arose in the aftermath. A few of these teams may be encountered by the party before the base is discovered. Depending on how these encounters go, the characters could either hijack a shuttle or be collected as specimens.

TERROR OF THE STRATOSFIEND

- Air sizzles and boils, as light refracts, and space itself buckles. As it bursts, a pure-strain human steps through, shouting about tentacled titans and demanding to know the status of your satellite network.
- A maniacal cackle of laughter, as leathery wings black out the sun above. Before you a humanoid bat of impossible stature. Its laughter is drowned out by when it releases a cavalcade of missiles. The town is now gone, but the bat is hungry and looking for pizza.

TERROR OF THE STRATOSFIEND: CYCLE OF THE SNAKE-WOLF

- The PCs spy a distant bonfire, before it stands an old crone in tattered robes. She says "I am the last, and you do not belong here." With her fatal utterance that the fire consumes her and guttural laughing is heard. Through the smoke emerges a trio of voracious wolf headed snakes that stalk you as their prey.
- The PCs find the remnants of a funeral pyre containing blackened bones of a cyclopean creature, at least 25' tall. Those who touch the scorched skull yearn to boil it in a cauldron of mined ore and drink the marrow sludge.
- A howl is heard, then more join in. They are legion. A pack of bipedal wolf-men with impossible twisting long necks, covered in matted fur and broken scales work to surround the PCs. They twitch, blink, and teleport erratically about your camp.... They hunger for your quantum signature.

2 WORM 2 FURIOUS

- Minding your own business, an innocuous grub the size of a large boar slinks past the feet of one of the PCs. Soon a raging mob bearing follows in the same direction. You smell burning, in the distance you see smoking husks of buildings. A screech is heard as a scaled bird flies overhead, a metal man on its back roars, "BRING US THE WORM!"
- A group of stilt walkers flying impossibly colored streamers stomp past the PCs. They blast horns and beat drums. "THE WORM. THE WORM," they chant as a parade follows behind them.



Travel Events Expanded

CAMPSITES

Roll 1d8	Location
1	Sheltered under mega fungus.
2	In a hollow between boulders .
3	In a lone structure of the old world.
4	In a comfy cave or crystal cavern.
5	In the bones of a titanous beast.
6	A clearing amongst jungle trees.
7	In the shadows of a fallen monument.
8	Up in the branches of a massive tree.

OBSTACLES ON THE ROAD

Roll 1d8	Obstacle
1	Miles wide vehicle pile-up.
2	Chasm of fallen ruins.
3	Landslide or subterranean eruption.
4	Overflowing rivers and displaced aquatic creatures.
5	Massive craters and subterranean holes.
6	Tangle of vines and overgrowth.
7	Steep crags and ruinous badlands.
8	Pollution bogs or sludgelands.



SECRET TRADE ROUTES

Roll 1d7	Location
1	Underground highway of a fallen megacorp city-state.
2	Interplanar gate that shortcuts through another world.
3	A twisting rainbow road accessed by seismic geysers.
4	Ancient mines currently inhabited by dangerous creatures.
5	A secret and sacred valley full of pre-great disaster life.
6	Smuggler's road monitored by toll-taking highwaymen.
7	Dangerous water rapids that lead through an underground river.



Geographical Features and Anomalies

This zine does not intend to provide guidance for hexcrawling, as there are many other publications that attempt to do so more thoroughly. However, the following section provides ways to “MCC-ify” existing regions such as deserts, jungles, or old world ruins and can be used in conjunction with hexcrawls through such regions. Lastly, the anomalies given are not exclusive to regions of that type, but simply the most common type of anomalies in such a region.

PHOTONIC

Radburn Effects: The “singles digit” from this result determines the “tens digit” of the mutation roll (i.e., a roll of 9 would mean the mutation result will be a (90-99)).

Mutation Effects: If the player has glow-in-the-dark dice, they may roll twice and take the preferred result.

Sentient Strobe Lights: Rolling balls of refractive tumbleweed that naturally emit hard light holograms. When rolling across the landscape, they cause it to appear as a different terrain type for 1d6 rounds. When striking a living creature, an aspect of that creature similarly changes for 1d6 rounds. Visually changed artifacts (though functionally similar) require new artifact checks, AC may change by $\pm 1d3$, or the creature appears as a duplicate of another nearby creature.



SMART METAL

Radburn Effects: The player may roll 2d20 and choose their preferred result, but both those dice are retired from play for the rest of the game session. If they are accidentally used, consider any rolls to be natural 1s.

Mutation Effects: If the player rolls using their own metal dice, they may roll twice and take the preferred result.

Mimics: A less aggressive and more avaricious species of changeling that pickpockets travelers. Any creature traveling through this region must make a Luck check or they are targeted by a mimic that is impersonating a seemingly normal object. Unfortunate rubes find that they have lost a valuable object, as a replica of said object turns into metallic shavings 1d30 minutes after the theft. Those who take precautions against thievery may roll their Luck checks at -1d or more, at the judge's discretion.

FUNGAL

Radburn Effects: As plantient.

Mutation Effects: May spend a permanent point of Luck to adjust the result by 2% in the desired direction.

Glowcap Growth: When traveling through a fungal region, creatures may notice a glowing light coming from inside battery powered artifacts, as determined by a Luck check. The glow emanates from clumps of mushrooms that grow on and sap energy from batteries such as C-Cells (1d7 charges per day). The only upside is that a plantient can use these charged glowcaps to increase glowburn on an active mutation check, at the rate of +1 per full C-Cell worth of a glowcap.



PSIONIC

Radburn Effects: Mental mutation on a roll of 7 or 13.

Mutation Effects: The player must predict if the result will be even or odd before rolling. If correct, +10 is added to the result total (maximum of 100). If incorrect, -10 is subtracted from the result total (minimum of 1).

False Shelter: Often taking the form of a covered outcropping of rocks, warped trees, or a lone patch of old world ruins. It projects illusions into the heads of travelers who linger in this shelter. Such travelers generally stay hours or days past when they planned to leave and while camping here take damage inverse to whatever they would have recovered. Once a player states their suspicions of things being not quite right, allow their PC a DC 14 Will save. This save may be repeated every 8 hours.

GRAVITRONIC

Radburn Effects: Roll 2d10 for result.

Mutation Effects: Roll 2d5 for both the "singles" and "tens" result of the percentile roll.

Springboard: A perilous pocket of gravitational energy, usually about 5' wide. Creatures or objects entering it are blasted by a powerful shockwave that damages them and propels them away. Some springboards are reliable and some are completely unpredictable. One springboard may always deal 2d6 damage, propelling objects 40' away at 45 degree angle in a single direction, but others may change its damage, degree, and direction every time it is activated. The only thing universally predictable is that falling will hurt.



MIND MIST

Radburn Effects: If the player predicts the number that they will roll then they may choose their mutation result.

Mutation Effects: The player may choose a number that they must reroll (i.e., the player chooses "3" and rolls a 63 so they would reroll their d10 for a new result).

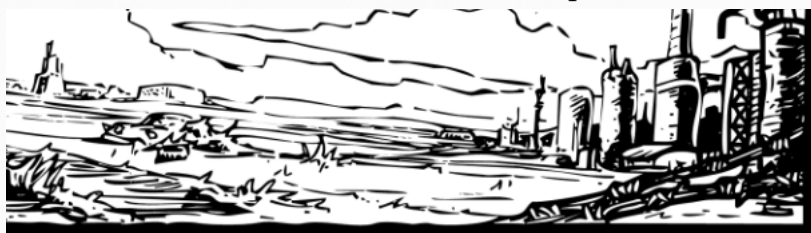
Mist Vents: Mist rolls through this region completely covering the waters and lowlands. Visitors see apparitions in the corner of their eyes, causing -1 to Will saves. Those who spend more than an hour a day in the mists must also make a Luck check, failure indicating that their imagination has given substance to a horror that now stalks them. The judge should use their discretion, but is encouraged to haunt the PC with enemies from their past. These enemies are fully visible and real to all creatures that travel with the victim, but turn back into mist upon their "death".

MEAT

Radburn Effects: Physical mutation on roll of 17 or 19.

Mutation Effects: The player may roll twice and take the preferred result if they describe their mutagenic changes while they also have a meaty mouthful (vegetarians, vegans, and those with valid objections to meat may use a substitute food product).

Creeping Meat: Those who roll a natural 1 on a Fortitude save while in this region take on a creeping meat disease which causes the victim's hair to grow as a thin, fetid meat. This disease also causes the sufferer to endure -5' MV and -1 to their Reflex saves. Unless the disease is cured, it slowly grows each time that creature rolls another natural 1 on a Fortitude save, causing cumulative movement and Reflex save penalties.



SONIC

Radburn Effects: If the player rolls a 1 then they take two defects, but if they roll a 20 then they may roll again for an additional mutation.

Mutation Effects: If the player vocally roleplays the gaining of a mutation to a chosen "soundtrack" then they may roll twice and take their preferred result.

Static Ball: A ferocious sphere electromagnetic noise, generally 20' in diameter that continually roams a small region at 1d7x10' per round. It strikes out at nearby creatures and objects with arcing bursts of static tendrils (DC 14 Fort save or suffer 1d14 damage and be deafened for 1d4 hours).

TEMPORAL

Radburn Effects: Don't roll, but instead use the current result on the most recently rolled d20 of the player to your left.

Mutation Effects: The player may swap the ones and tens digits in the mutation result (i.e., a result of a 27 could be swapped for the result of a 72).

Wormhole: Altering the very fabric of reality and distorts time and space, it acts as a portal that teleports anything that touches it to another space and time (roll 2d7, with 1 die counting as backwards time and the other as forwards time). In the worst situations, it can create a loop in reality that traps anyone unlucky enough to be inside it.

ACID

Radburn Effects: The player may choose any number of dice to roll as long as the highest possible result is a 20. I.e., 2d7+1d6 or 1d16+1d4.

Mutation Effects: If they choose to roll into a soda or similarly acidic substance then they may roll twice and take the preferred result.



Fruit Punch: Puddles of bubbling lambent liquid. On contact with creatures or other objects, it briefly lights up and emits a sharp hissing sound. Creatures and objects in contact with the liquid must make a DC 13 Fortitude save or take 1d7 damage each round.

PLASMA

Radburn Effects: Natural 20 also results in a defect, but any defect rolls may be made with a d24.

Mutation Effects: 1-5% result becomes a mega mutation and 98-100% becomes a defect.

Burner: Prior to being triggered, it is only revealed by a faint heat haze, though clusters of Burners do become easier to predict as they also greatly increase the ambient temperature. If triggered by entering its proximity, it shoots out a tall pillar of flame in the air. Though rare, they can be found in any environment, even underwater. Anyone caught in the Burner's flames takes 1d8 damage or half on a DC 13 Reflex save.

NEON

Radburn Effects: All the other players at the table roll; the player who did not roll must then choose one of the other player's results without hints or foreknowledge of the actual rolled result.

Mutation Effects: Advise the player to roll using their shiniest dice, but it must be dice that they personally own. If the dice are not "shiny enough" or they must borrow dice then they roll twice and take the less desired result.

Sinister Aurora: Hateful colors breach the ionosphere, but fortunately are unable to descend down to the earth. All sentient creatures are targeted by the malevolent visual stream. Any who cannot find shelter when it appears must make a DC 15 Will save or take 1 temporary Personality damage and be unable to naturally recover hit points, glowburn ability damage, or Luck for one day.

Freak Weather

The weather on Terra A.D. can be incredibly unpredictable and judge's should adjudicate when and where such weather occurs, though they should always try to give the players some foreshadowing of what is coming. If there is need for additional rules, then use a 1-in-7 chance of a chosen or randomly determined weather event when entering a new region or hex.

Cryo Twisters: Powerful cyclones rip apart everything in their path and leave behind a quickly melting trail of frost, though some exceptionally sturdy structures may remain on the ground. Those caught in the cyclone must make a DC 10 Strength check each minute to hold onto something for safety, though that structure may also be swept away, at the judge's discretion. Those caught in the icy tornado must also make a DC 12 Fortitude save or be frozen solid over the course of 10 minutes. When the frozen victims thaw, 1d3 hours later, a recover the body check may attempted.

Sinkhole Quake: A 1d30x10' wide sinkhole appears suddenly; those within double their movement speed to the edge of the sinkhole may make a DC 12 Reflex save to escape the hole. All of the matter drawn into the sinkhole is quickly pressed together and partially regurgitated. Creatures trapped inside the sinkhole may make a DC 18 Reflex save to attempt to propel themselves out of the hole, as all of the trapped matter is reorganized into the new surface ground. Any living creatures still trapped within are unable to move or breathe, dying of asphyxiation in a number of rounds equal to their Stamina score.

Flashing Floods: Prismatic waves thrash and blind everything in their path. Both the height of the waters and what structures will be wiped away are at the judge's discretion. Any creature caught in the waters must make a DC 10 Strength check to hold onto something for safety and must do so every minute until they manage to escape the flood waters. For each round that a creature is carried away by the flood waters, they must make a successful Luck check or suffer 1d6 damage as they are battered against various objects. Additionally, anyone staring at the scintillating waters

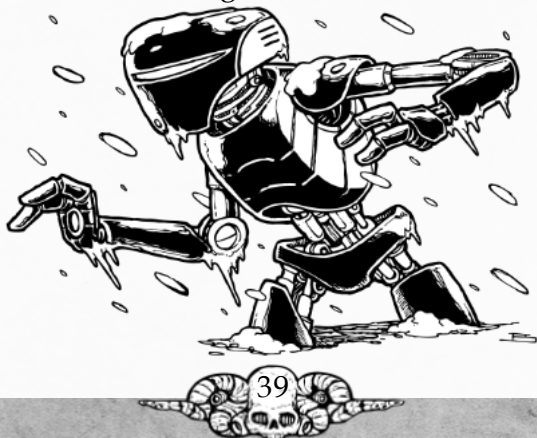
must make a successful DC 8 Fortitude save or suffer 1d3 rounds of blindness.

Nega-Storm: Rain falls upward as water is extracted from the earth, plants, and other creatures, leaving a dry and parched landscape. If a large number of creatures are in the area then the moisture forms a blood cloud. Vegetation dies outright and unsheltered creatures must make a successful DC 8 Fort save (DC 10 for plantients) or suffer 1d7 Stamina loss.

Cosmic Lightning: A cacophony of thunder, polychromatic lightning, and blustering winds that generally endures for 1d7 hours. Any living creatures that are unable to find shelter must make an hourly Luck check using a d16 action die. On a failed check, the creature and any other creatures within 15' of it are struck by lightning for 3d6 damage. In addition, the strikes render any artifacts "dead" for 1d10 hours similar to an EMP effect.

Quickening Sandstorm: Living creatures stuck in a Quickening Sandstorm find that they rapidly age, growing ancient in years. Plants wither, die, and grow again. Even a simple plastic tarp is adequate protection from the sands, but those who are unprotected will age 1d30 years by the time the sandstorm dies down.

Rad Blizzard: Dark clouds with chartreuse linings drop 1d3' of glowing, gray snow and obscures all vision. Travel speed is reduced by half and those traveling through the deadly glow-snow drifts without cold weather and radiation protection must make a DC 12 Fort save once per hour or suffer 1d3 temporary Stamina loss and take 1d12 damage.



Mutagenic Mustaches & Tech Toupees

Magic is seemingly lost to Terra A.D., but sufficiently advanced technology serves just as well. Seekers sometimes derive power from their hair, or rather a fabricated version of hair. If more explanation is needed, refer to the DCC RPG Annual Vol I's Appendix M.

Whisker Points = Character's Personality modifier + Luck modifier (minimum 1).

THE HOLOGRAPHIC POMPADOUR, AKA THE KING

Long ago, the land was ruled by a man known only as the King. No one truly knows if he is dead or if he still lives, but this holographic wig is a monument to his beautiful head. Wear it and long live the King!

Each time the Holographic Pompadour is activated, roll 1d5 to determine which one of the following effects occurs: (1) the hair of all nearby creatures restyles into pompadours, (2) the pompadour undulates sensually, (3) the pompadour momentarily doubles in size, (4) the wearer's voice changes to a baritone swagger for the rest of the day, or (5) golden-colored sunglasses appear on the wearer's face.

The Holographic Pompadour confers the following abilities to its wearer per Whisker Point spent. Only one ability can be in effect at a given time:

- A King should dress like a King! For 1 turn, you gain a holographic outfit that grants a bonus to AC and Personality-based checks equivalent to however many Whisker Points that you spend.
- You can sing like the ancients! After spending 3d6 consecutive rounds singing, make an *Empathy* mutation check (+4 mutation check, p. 70, MCC RPG). A "Lost and worse" result deactivates the power of your Holographic Pompadour for 24 hours - no defects are possible.
- A King needs to eat! You can eat *anything* for 1 minute and suffer no ill effects.



STROBE HAWK, AKA THE TUREAUD

Nanites form a perfect metal fin of "hair" colloquially known as the Strobe Hawk. This style is said to belong to warriors, rebels, and all who make their own path in life.

Each time the Strobe Hawk is activated, roll 1d5 to determine which one of the following effects occurs: (1) the hawk momentarily vibrates and ignites in a neon glow, (2) primitive paintings of celestial mosh pits appear on a nearby surface, (3) the hawk ejaculates a punk-rock zine, (4) the first creature you see instantly grows a mohawk, or (5) a thrashing series of riffs play.

The Strobe Hawk confers the following abilities to its wearer per Whisker Point spent. Only one ability can be in effect at a given time:

- Your hair lights up the night! By headbanging, you can make a *Light Generation* mutation check (+4 mutation check, p. 54, MCC RPG). A "Lost and worse" result deactivates the power of your Strobe Hawk for 24 hours - no defects are possible.
- Your nanite hairdo stands straighter than steel! High-frequency vibrations allow you to use it as a Fusion Torch (p. 180, MCC RPG) for 1 minute.
- Let's start a mosh pit! You can compel someone into unarmed melee combat with you. The target must make a Will save vs. a DC equal to a roll of 1d24+CL+Personality modifier to resist.



THE LIVING CHIN, AKA THE BRUCE

Though certainly not a “mustache”, the Living Chin does occupy the same space as one and refuses to allow such a protuberant chin to be hidden. No one knows how old the creature is, but it seems to desire little more than to merge itself with a host body and show off its manly cleft.

Each time the Living Chin is activated, roll 1d5 to determine which one of the following effects occurs: (1) the chin itself shouts a phrase such as “Groovy!” or “CHIN-TASTIC!”, (2) the chin grows another quarter inch, (3) the PC becomes immaculately clean-shaven, highlighting their gleaming chin, (4) a permanent tattoo of your chin appears on a single nearby creature of the player’s choosing, or (5) for a single turn, your outfit changes into a chin-themed superhero costume.

The Living Chin confers the following abilities to its wearer per Whisker Point spent. Only one ability can be in effect at a given time:

- It happened offscreen! Your chin reloaded your weapon, picked up that item, staunch that wound, or performed a similar action when no one was looking.
- No, not the face! Your chin should not be marred by violence. Any critical hits that target your head must be rerolled on the Crit Table.
- Does your chin even lift, bro? Use your chin to perform a Strength-based action as if you rolled a natural 20.



THE MANIMAL MANE, AKA THE RUTHERFORD

The most luxurious of all hair is the Manimal Mane. It surrounds the wearer's head with gorgeous, thick hairs that signifies stature.

Each time the Manimal Mane is activated, roll 1d5 to determine which one of the following effects occurs: (1) the mane billows beautifully in the wind, (2) a predator animal briefly appears and raises its fist (or claw) in solidarity, (3) unseen animals cry out a soundtrack, (4) the wearer gains permanent animalistic tattoos appearing on their skin, or (5) facial hair grows into long whiskers.

The Manimal Mane confers the following abilities to its wearer per Whisker Point spent. Only one ability can be in effect at a given time:

- You are a mighty predator! Unleashing a tremendous roar, you strike terror in creatures of 3 Intelligence or less.
- You are also very cuddly. Non-hostile creatures of 4 Intelligence or higher want to stroke your mane and are completely distracted for 1d3 minutes.
- The Manimal Mane allows you to blend into environments such as grass plains and jungles; add your Personality modifier+CL to stealth checks while in such environments.



Settlement Generator

The radlands of Terra A.D. are not without civilization, though civilization is sparse. The following generator can quickly create a basic settlement and give it plenty of issues to make it memorable, though judges should not feel restricted by randomness and are free to select any desired result. If desired, use this generator in conjunction with an Archaic Alignment that dominates the settlement's culture.

SETTLEMENT SIZE

Roll 1d12	Size and Inhabitant Number
1-5	Small: 2 - 40.
6-9	Medium: 41 - 160.
10-11	Large: 161 - 400.
12	Huge: 401+.

POLITICAL STRUCTURE

Roll 1d5	Political Structure
1	Socialist commune with — Roll 1d3: (1) a cult-like leader, (2) multiple annual tributes given to several factions, or (3) failing machinery that is necessary to their survival.
2	Village Elders who are — Roll 1d3: (1) blind to the changing world, (2) being influenced by a con-artist, or (3) reasonable but overly cautious.
3	Monarchy, but the ruler is — Roll 1d3: (1) a foolish figurehead, (2) secretly involved in a social taboo, or (3) surprisingly decent though inexperienced.
4	Warlord who — Roll 1d3: (1) rules with an iron fist, (2) holds back something worse, or (3) seeks to consolidate power before his imminent death.
5	Democracy marred by — Roll 1d3: (1) unequal voting rights, (2) far too constant elections, or (3) an ineffectual two-party system.



STRANGE DEMOGRAPHICS

Roll 1d4 Demographics

- 1 Age. Roll 1d4: (1) all over the age of 28 are killed or sent away, (2) all elderly, (3) age in reverse, or (4) lifespan of only a few years but each person keeps 1d5 generations of genetic memory.
- 2 Genotype. Roll 1d4: (1) a specific manimal genotype (roll on Table 1-7, p. 20, MCC RPG), (2) all specific plantient genotype (roll Table 1-8, p. 21, MCC RPG), (3) all mutant, or (4) all PSH.
- 3 Sex. Roll 1d4: (1) 100% biologically male, (2) 100% biologically female, (3) all brains are transplanted into robots before puberty, or (4) so repressed that all outward indicators of sexual characteristics are hidden.
- 4 Technological Population. Roll 1d4: (1) androids/holograms who religiously follow their original purpose, (2) seek to subjugate humanity, (3) formed a hivemind and seek to achieve a unified enlightenment, or (4) need more flesh so that they can "be human" too.

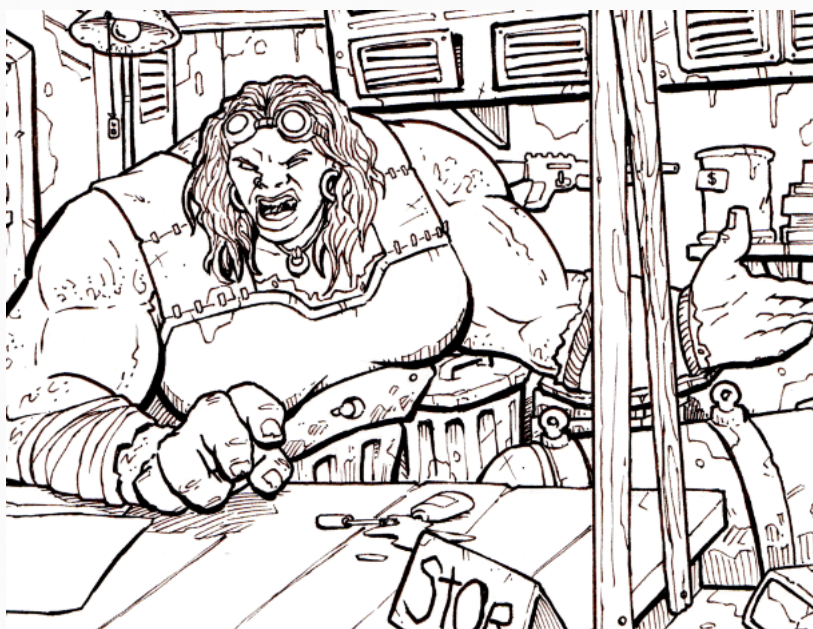
STRUCTURAL FOUNDATION

Roll 1d5 Foundation

- 1 Non-functioning vehicle. Roll 1d3: (1) cruiseliner, (2) XXXL-plane, or (3) a mobile oil rig.
- 2 Water based. Roll 1d3: (1) floating city, (2) underwater bubble city, or (3) vertical city in and around a waterfall.
- 3 Underground. Roll 1d3: (1) caverns, (2) vault bunker, (3) vertical sinkhole housing.
- 4 Mobile. Roll 1d3: (1) beast riders, (2) vehicles, or (3) flying city.
- 5 NeoNatural. Roll 1d3: (1) crystal, (2) massive trees or fungus, or (3) megabeast corpse.

INTERESTING VILLAGERS

Roll 1d10	Villager
1	Interplanar traveler trapped on this world.
2	Shady salesman who seeks more from life.
3	Exile from another settlement.
4	A hologram who lives inside a corpse.
5	Secret Gene Police informant.
6	A corporate mascot android who struggles to rebel against its own branding.
7	A self-important claimant to a forgotten historical empire.
8	Super-fan dedicated to an ancient media property.
9	A feline manimal who is a catnip fiend.
10	A man who swallowed a computer and claims everything he says is computationally correct.



Ruins Generator

Many mysterious ruins dot the landscape of Terra A.D. This generator can help quickly create ruins from the days before the Great Disaster and help you create structures for PCs to explore. As always, judges should not feel restricted to creating a truly random “dungeon” and may select the results that seem most interesting.

RUIN SIZE & VALUABLE ARTIFACTS

By rolling a d3 or simply selecting your “dungeon” size, the judge can create a quick map by rolling the specified dice on a piece of paper, drawing lines (representing interior pathways in the structure) from the corners of the dice, and creating intersections where the lines meet. The judge should assign room locations along the interior pathways and intersections. Finally, roll for the number of artifacts and place them as they see fit.

Roll 1d3	Ruin Size and Artifacts
1	3d3+1 rooms & 1d3 artifacts.
2	3d5+3 rooms & 1d5+1 artifacts.
3	3d7+5 rooms & 2d5+1 artifacts.

PRESENT CONDITION

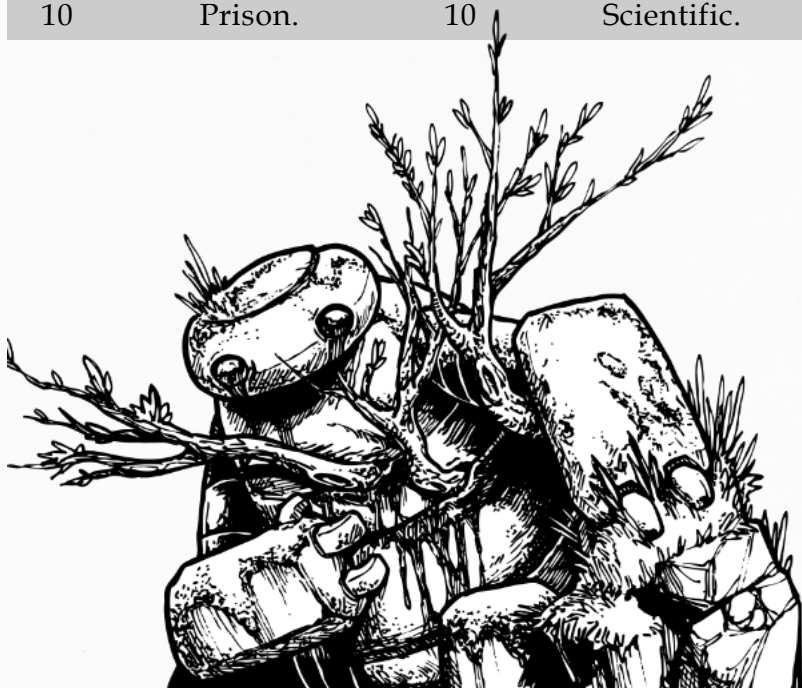
Roll 1d5	Location Condition
1	Crumbling.
2	Overgrown.
3	Partially Buried/Submerged.
4	Completed Buried/Submerged.
5	Undergoing Renovation.
6	Near Pristine.



STRUCTURE'S ORIGINAL PURPOSE

Combine the results from the two columns to create unique ruins. For example, a result of Transit and Recreation may be a drive-in movie theater.

Roll 1d10	Location	Roll 1d10	Purpose
1	Workshop.	1	Recreation.
2	Fortification.	2	Shopping.
3	Factory.	3	Luxury.
4	Warehouse.	4	Wondrous.
5	Transit.	5	Education.
6	Monument.	6	Religious.
7	Archive.	7	Shopping.
8	Housing.	8	Industrial.
9	Waystation.	9	Artistic.
10	Prison.	10	Scientific.



MAIN ENTRANCE

Roll 1d8	Location Entrance
1	Open entryway littered with bones
2	Unassailable metal door
3	Permeable membrane
4	Covered in plant growth
5	Clocked by barbed wires and traps
6	Secured by security drones
7	Guarded by the Dwellers
8	Busted down doorway



HAZARDS

Roll 1d10	Location Hazard
1	Collapsing floors and ceilings.
2	Primitive boobytraps.
3	Flooded chambers.
4	Deranged structure AI.
5	Hostile plant-life.
6	Chemical contamination.
7	Anomalies.
8	Massive insect/vermin hives.
9	An ongoing battle site.
10	Terrible plague.

DWELLERS

Roll 1d10	Location Dweller
1	Angry androids.
2	Scrappy security bots.
3	Hivemind horrors.
4	Creepy critters.
5	Bad, bad bandits.
6	Calm and collected cannibals.
7	Holographic guides.
8	Territorial, crazed hermit.
9	Interplanar colonists.
10	Super sentient slime.



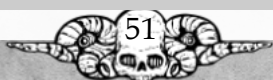
PRIMARY FEATURE

Roll 1d8	Location Features
1	Thick with moist fungus and rare plants.
2	Massacre site of many androids.
3	Speaker systems blaring propaganda in a dead language.
4	Holographic features hiding deterioration and secrets.
5	Veiny, living growths with fleshy features.
6	Floating black obelisks ranging from miniscule to massive.
7	Religious site dedicated to a Patron AIs.
8	Whispering gas vents and strange stalactites.

LOCAL LEGENDS

Roll 1d14 Location Legends

- 1 Every thirty days, stardust rains down and “star children” appear at the site.
- 2 Inside is an ancient data orb of vile darkness.
- 3 The Ancients created horrible monsters that still lurk within the structure.
- 4 The structure was made by an architect who wishes to recreate an abstract painting through its maddening layout.
- 5 A gigantic feline creature lives here. Every seventh day, it awakens full of hatred and begins its hunt.
- 6 A team of determined Seekers have been frequenting this location, leaving only to retrieve more supplies.
- 7 Bury a rusted object in the center of the structure and retrieve it after 3 days. It’ll be in perfect condition!
- 8 The last person to go there barely made it back. Of course, he melted into a goo puddle the next day so maybe that shouldn’t count.
- 9 Folks got to talking and realized that place wasn’t ever there before a few weeks ago.
- 10 This structure only appears once a year. Is it normally invisible, teleporting, or time displaced?
- 11 Native beasts have been seen covered in metal armor. People think it's related to this structure.
- 12 Pretty sure that the structure is growing. Or is it making other things smaller? It’s hard to say.
- 13 Some people receive mysterious mail from dead loved ones. The letters say to come to the structure and they’ll be waiting in their “special place.”
- 14 There’s an uplink to a higher entity in there. Go inside and an energy beam shoots into the sky.



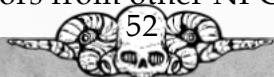
Bandits

When horrible weather, creepy ruins, and spooky anomalies aren't enough, add some bandits to the mix to terrorize the PCs.

Roll 1d7	Bandit Type
1	One huge giant (mutation: taller 32+).
2	A physically weak mentat who rides his dim-witted brother (roll two defects, one mental, and one physical mutation at +5 and assign at judge's discretion).
3	Conjoined triplet mutants (two random mutations, one weapon artifact, and one miscellaneous artifact).
4	Barbershop quartet (each has one random artifact, and the <i>Sonic Generation</i> mutation with a +1 bonus, but can harmonize together to use sonic generation at +4).
5	Four plantients (each level 1) and their mean mama gardener (level 3 healer with three artifacts).
6	Six sadistic sisters (Gene Police agents, each with one weapon and one misc. artifact).
7	Seven dwarves in a big robot (mutation: <i>Shorter</i> 24, must work together to wear Assault Power Armor).

FIRST KNOWLEDGE OF THE BANDITS

Roll 1d5	Bandit Observation Location
1	Seen in the distance.
2	Tracking the PCs.
3	Found while attacking another group.
4	Viewed fleeing from another encounter.
5	Rumors from other NPCs.



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Mysteries of the Multiverse

Tribal Seekers wander the wilds to discover ancient artifacts and valuable resources to bring back to their communities. They cross through acid jungles, dodging sentient strobe-lights. Bandits with mutagenic mustaches chase them across the photonic desert, only giving up the chase to take shelter from a passing nega-storm.

This zine features:

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- Designed for Mutant Crawl Classics, but usable with any OSR or OSR-adjacent game
- A brand new level 1 adventure titled: *And Now, Our Feature Presentation!*
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- Info for different geographical regions, the strange anomalies and weather that affects them, and how these regions influence mutations
- Mutagenic mustaches and tech toupees
- Generators for strange communities, dangerous ruins, dangerous bandits, and traveling the world of Terra A.D

