

# The Gongfarmer's Almanac





# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by  
the DCC RPG Communities



## MCC - Cataclysm Adventures

VOLUME 13 OF SIXTEEN BOOKLETS

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# Moremen

## The Mutants with More

*Written by Erica Barlow, Illustrations by Andrew Barlow*



### **Moremen (Mutated Human)**

Init +0; Atk Moremen Weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4); AC 11; HD 4d8+4; hp 20-24; MV 25; Act 1d24 (Weapon) or 2d20 (Weapon plus Unarmed); SP Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +0.

## Description

Moremen are large (7-8 feet tall), strong, thuggish, four-armed, two-headed exclusively male mutants. They are a special type of mutant that mostly breed true and have their own separate Moremen culture. Moremen are only male, and any male child born of a union with a Moremen will be a Moremen. Moremen kidnap and enslave female Pure Strain Humans (PSH) and

mutants, treating them like chattel. Even worse, the two-headed Moremen don't share and each Moremen will require at least two "flesh mates" (one for each head). Moremen don't have much use for manimals, plantients, or anything male. While not above slavery, they usually just kill off anything they can't mate with. To make matters worse Moremen are notorious cannibals, and will happily eat other sentient beings, often keeping them in cages until they need fresh meat.

Moremen have unusual philosophical views. They possess a (mostly unwarranted) superiority complex that they are the universe's chosen people and all their advantages are proof of it. As the universe's chosen, they feel it is justified to take what they want from and do as they please to lesser beings. They have adopted the Vitruvian Man as their holy symbol, and most Moremen have some variation of it on their person.

All Moremen are not exactly alike, though all have at least two heads and four arms. Many have extra vestigial arms, or additional partially formed faces on their torsos, although Moremen generally only count fully functional arms and heads for purposes of societal status. Occasionally a Moremen is born with more than two functional heads and four arms. These Much-Moremen often have mutant powers and become leaders and warlords within Moremen society. Moremen revere these Much-Moremen as being clearly superior, because they have more. A third, and rarer, caste in Moremen society is the Morelock. Morelocks are built like typical Moremen, but have mutations that make them superior. Not being strong enough to be a leader, these Morelocks fill a sort of tribal shaman role in Moremen society.

## Combat

Moremen are very strong and prefer to fight with large four-handed weapons. Because of their strength and extra leverage when wielding these four-handed weapons they roll 1d24 to hit. The Moremen weapons come in a variety of forms and regardless of whether it is a club, sword or axe, all Moremen weapons do the same 1d10 damage. Moremen will often strike for subdual damage to take prisoners, doing -1d damage (1d8 instead of 1d10).

In addition, they are brutishly strong and sometimes use one pair of their arms to grab, push over, and manhandle opponents, while still making a weapon attack with their other set of arms. In these instances, they make a regular 1d20 weapon attack, then make an additional Strength check at 1d20+5 for the manhandle maneuver (this is an opposed Strength or Agility check).

Moremen raiding parties may carry large 10'x10' nets, which two Moremen work together to throw, each using two hands. Targets must make a DC 12 Ref save or be entangled, and unable to move or effectively attack. Entangled opponents may cut themselves out with an edged weapon attack on the net (AC10, 6hp damage to cut free, daggers automatically hit), or make a DC 15 Ref save to disentangle themselves. Each entangled opponent must be freed separately from the net.

Moremen have two brains and make two saving throws against any mental attack. If either save succeeds, the effect will be halved. If the effects stuns or mind controls, the effect is reduced, and the Moremen will only get a single d20 as an action die (in the case of mind control it is possible a player might be able to control the other half of the Moremen). If a Moremen makes both saves, there is no effect.

## Manhandle Maneuver Examples

**Shove:** Push opponent back 5 to 10' and knock prone. Prone opponents must spend the move part of their next action getting to their feet.

**Disarm:** Moremen are adept at grabbing things their opponents are holding. Moremen who succeed on a disarm attack may take a weapon, shield or something obvious from the target of their attack. If successful, Moremen may keep the item or toss it 2d4x5' away as part of the action.

**Grab:** Moremen are good at grabbing people. If grabbed by a Moremen you may not move until you break the grab with a DC15 Strength check or Ref save. Attacks made while grabbed are at -1d. If multiple Moreman grabs latch onto a target (two or more Moremen or both attacks from one Moremen), then the target may not move or attack until they escape with a DC15 Strength check or Ref save.



## **The Much-Moremen**

Init +1; Atk Moremen Weapon +5 melee (2d6) or Physical Assaults +5 melee (1d6); AC 11; HD 8d8+16; hp 48-56; MV 25; Act 2d24 (Weapon) or 3d20 (Weapon and Unarmed); SP Manhandle (Shove, Grab, or Disarm with 1d20+7 opposed Strength check), Three Brains (3 separate saves vs mental attacks, as detailed in description), 1d3 Mutations (1d20+4 Mutation check); SV Fort +5, Ref +1, Will +3.

### **Description**

Much-Moremen are larger versions of the Moremen, standing up to 8-11 feet tall and having at least 3 functional heads and 6 functional arms. Much-Moremen are typically leaders and chieftains in Moremen society, due to their larger build and additional appendages. They tend to be self-righteous, pretentious louts who like to bully and brag, often having ridiculous titles as part of their name (eg. The Mighty King More-Hands The Magnificent).

### **Combat**

In combat Much-Moremen fight like regular Moremen but have an extra action die (2d24 or 3d20), often making two weapon attacks and using their third action to manhandle targets (1d20+7). Much-Moremen are very difficult to attack mentally due to their three brains, rolling 3 separate saves against any mental attack.. If any two saves succeed, the attack has no effect. If even one save succeeds, the effect from the mental attack is halved (see Moremen above).

Much-Moremen typically have 1 to 3 additional mutations (GM may decide if physical or mental). Physical mutations tend to be simple and usually have a physical manifestation, rarely manifesting as energy generation. Mental mutations vary, but defensive mutations like mental shield and mental reflection are common. Mutation checks are made at 1d20+4 and use one action die.

## Morelock

Init +0; Atk Moremen Weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4); AC 11; HD 4d8+4; hp 20-24; MV 25; Act 1d24 (Weapon) or 2d20 (Unarmed); SP 1d3 Mutations (1d20+3 mutation check), Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +3.

Morelocks are regular Moremen with 1d3 additional mutations (GM may decide if physical or mental). Physical mutations tend to be flashy powers like electrical or radiation generation, and mental mutations vary. Mutation checks are made at 1d20+3 and use 1 action die.

## Moremen Name Chart

All Moremen use the last name Moore. Roll once for the name of each head. It is possible to have the same name twice because Moremen fathers are not original and will just add a middle name.

1) Amos	16) Isaiah
2) Bartholomew	17) Jefferson
3) Bo or Bodie	18) Jeremiah
4) Buford	19) Josephus
5) Caleb	20) Levi
6) Corbet	21) Luke
7) Dalton	22) Orville
8) Enos	23) Norbert
9) Elijah	24) Rayford
10) Elvis	25) Seth
11) Ezekiel	26) Samuel
12) Ezra	27) Talbert
13) Gabriel	28) Wyatt
14) Gideon	29) Zebadiah
15) Grady	30) Zebulon or Zeb



## Moremen Treasure

All Moremen carry a large Moreman weapon, a knife/dagger, and a holy symbol showing the Vitruvian Man. Other possessions are usually a mix of practical items (roll 1d8).

- 1) Rope
- 2) Manacles/handcuffs
- 3) Zip ties or duct tape
- 4) Cooking utensils/seasoning
- 5) Large net
- 6) Something interesting they found or stole (worth 10-30 trade credits)
- 7) Rucksack with preserved meat of questionable origin
- 8) Minor artifact (no more than 1 or 2 in any raiding party)



## Moremen, More Problems

(Encounters: Lvl 1-3)

### Introduction

Moremen, More Problems is a small set of encounters for characters level 1 to 3. The encounter starts in the wilderness, so it can be easily incorporated into any campaign, or as part of another adventure, and can be easily altered to fit the needs of an individual GM.

### Background

The village of Dewey's Drop was recently raided by Moremen. Most of the hunters were out hunting, so the village had little defense. During the raid the Moremen captured many women and a few other non-hunter villagers.

Leaving with their spoils the Moremen returned to a small temporary camp they use when raiding villages in the area. While the Moremen were divvying up their spoils, a lax Moremen accidentally allowed a prisoner to escape.

The quick-footed mutant girl named Bunny, manages to flee and stumbles into the party's camp. Recognizing seekers from the Clan Of the Cog, Bunny pleads with the party to help rescue her fellow villagers.

## **Player Start**

You are travelling between villages and were camping overnight in the wilderness of Terra AD. In the early hours before dawn, a young scantily clad mutant girl with large rabbit ears crashes through the foliage, running into the middle of your camp. Her eyes are wide with terror, but as she gazes at your group, she seems to relax a bit. She makes the sign of the Clan of the Cog, and says, "Seekers, my name is Bunny and I need your help."

## **Talking with Bunny**

- Bunny is a mutant from the nearby town of Dewey's Drop. She looks like an attractive PSH, except for her prominent rabbit ears and tail. She tends to speak with a vapid airheaded intonation.
- Bunny tells you that her village was recently raided by Moremen while the hunters were gone and the village didn't have much defense.
- She says the Moremen pillaged the village and carried off several villagers.
- She explains that Moremen are big two-headed, four-armed mutants. They are "really, really" strong and aggressive. She says that her village clashes with them from time to time, but they have never raided the village before now.

- She says that the village was raided two days ago, and they were forced to travel for about a day and a half. Last night, one of the Moremen grabbed her and dragged her away from the other prisoners. She feared the worst, but she got lucky, when it started arguing with itself and she managed to escape. One Moremen head was arguing with the other saying something about “it’s a manimal, and your desires, they t’aint natural”.
- She says the Moremen grabbed a lot of the young women of the tribe, and said they were going to take them back to their village and “murry us”. She says she doesn’t know what it meant, but she didn’t like the sound of it.
- Bunny tells you that the hunters from her village were out on a long hunting trip and will probably not be back in time to be of any help. She asks if you will rescue her sister Foxy and the other kidnapped villagers.
- Bunny says that she could lead you back to the place they were holding the prisoners, but she’s not a warrior and can’t really help past that.

## **The Moremen Raiding Party**

Moremen are an aggressive strain of mutants that survives largely by raiding. During their seasonal raids Moremen often set up temporary “hunting camps” as staging areas. This particular camp is in a secluded valley within striking distance of several villages. The camp is located in an old public park which was conveniently fenced in and had an additional, smaller fenced area for children (now used as a pen for prisoners).

This Moremen raiding expedition is led by Wolfhead the Many, a Morelock who has mentally dominated a dire wolf and now indirectly commands its pack. Wolfhead normally uses his dire wolf companion “Gristle” and the wolf pack to its maximum advantage, with the keen-eyed wolves serving as scouts and guards.

After Bunny escaped, Wolfhead set out with Gristle and the pack hoping to track the missing prisoner. Somehow while tracking Bunny the wolves got mixed up (Bunny is very lucky) and ended up losing the trail for quite some time. By the time the wolves recover the scent, the trail is heading back toward the Moremen camp and Wolfhead realizes that his prisoner has joined with another group. Realizing that someone (the players), are moving toward his camp, Wolfhead turns around and heads back.

Currently the rest of the Moremen are guarding the prisoners and waiting for the Morelock to return. Once Wolfhead returns, they will break camp and head back to their village with the captives.

## **Players Arrive**

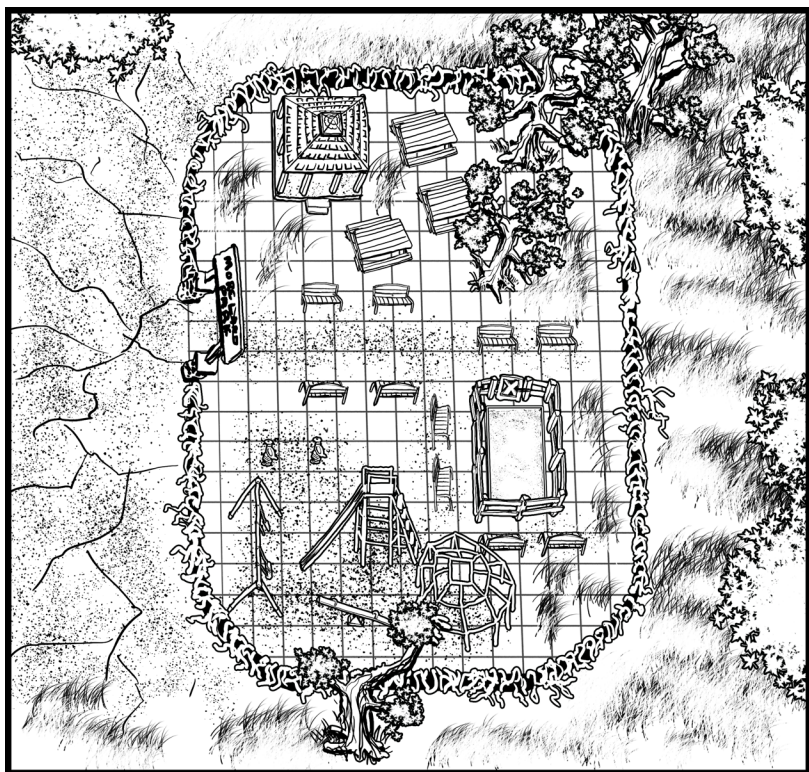
Bunny carefully leads the group to the Moremen camp. One of the PCs can climb a nearby tree and can see it in the distance. Their camp is a small semicircular enclosure about 75' x100', surrounded by what appears to be a vine covered wall/fence. The trees in and around the camp are much smaller, only 50 to 80 feet tall. There are a few curious structures in the enclosure, but an observer would have to get closer to see them more clearly. There is one obvious guard who lazily sits atop of some sort of 10' tall thin metal rock (a playground slide). You can see several other Moremen scattered around the camp. The camp has one obvious entrance, which looks guarded.

## **The Moremen Camp**

- Hunters who ask about tracks may make an Intelligence check. Any result will see many Morelock tracks going in and out of the camp, but a DC 15 result will find Bunny's tracks, and several wolf tracks directly following hers.

- The area around the park has fewer trees, all smaller than normal trees of the mega forest. Players wanting to sneak up to the gate will need a DC 12 Agility or stealth check (hunters get +2 for this check). This will put them close enough to get a free surprise attack when combat starts. Although the guards are lax, players will not be able to get through the gate without being seen, without use of some extraordinary power. A sign over the park entrance ironically says, "Moreland Park".
- The camp is surrounded by a 6-foot fence, unfortunately the fence has become the home to a very nasty thorn ivy. The fence is mostly opaque due to foliage and cannot be seen through. Anyone climbing the fence will take 2d4 hp of damage from the sharp thorns and require a luck check to avoid screaming. Players may try to slowly cut through the fence and vines, but it will require two separate DC12 Ref saves. Each failed save will cause the cutter 1d3 hp of damage and require a Luck check to avoid screaming. Anyone passing through a cut hole will also require a DC 10 Ref save to avoid taking 1d3 hp of damage and then making a Luck check to avoid screaming. An appropriate tool is required to cut the chain link fence.
- If a player asks, some of the trees near the fence are close enough to climb up, then drop down over the fence. There are two trees near the north end of the complex that have almost adjoining branches, and one near the south that hangs over the fence. The branches are not quite strong enough to carry a person and would require a DC 12 Ref save to avoid falling as you cross through the branches and over the fence. Players falling will need to make Luck checks to determine if they land on the sharp fence or not. GMs may give arboreal manimals bonuses on the Ref save  
Two Moremen guard the gate while another Moremen lazily sits on top of a nearby slide in the playground. The Moremen on the slide can be at the front gate or the captive pen the round after combat starts.

- The captives are held in a small fenced-in area within the park that was once a large sand-box. The fence is about 4 feet high with a gate at one end. The gate is tied shut with rope but can be cut open in one round with a dagger or appropriate tool. There is one Moremen standing guard outside the pen who occasionally intimidates the prisoners by swinging his club over the fence at anyone who starts looking brave. If the guard can see fighting between the seekers and the other Moremen, particularly if it is going badly for his side, he may abandon the prisoners and join the fight. There are 9 captives: 3 female PSH, 3 female mutants (including Foxy), and 3 manimals (2 females and 1 male).
- There is an open shelter (or a gazebo) in the north end of the park. There are two Moremen (adjust number by party ability), sitting around chatting about Moreman superiority. It will take them 2 rounds to grab their weapons and they will not be able to join any combat elsewhere in the park until round 4.
- There is a single wolf sitting under a bench in the middle of the park. When combat breaks out anywhere in the camp, after 1 round it lets loose a long howl and then will try to escape the park to rejoin its pack.
- In the middle of the park is a cookfire, tended by a PSH slave named Jenny, who has always lived in Moremen captivity. Currently she is cooking the body of one of the manimals the Moremen killed the previous night. The full body is next to the fire and has been skinned, and she is cutting hunks off and cooking them on a spit. On a nearby bench are two nice alpaca manimal fur handbags that she just made. Jenny will not fight under any circumstances, as she has been cowed into utter submission by her life under the violent Moremen.



## **Wolfhead Returns with the Pack**

As the players finish off the Moremen and free the captives, the rescue seems to have gone well. Then one of the women will warn them, saying “the boss guy with the creepy wolf skins and wolf pets is still out there. He went looking for Bunny. He might be back soon; we better get out of here.”

No sooner does she say those words, than a loud growl precedes the arrival at the front gate of a large Moremen (Wolfhead the Many) clad in wolf pelts and flanked by several fierce looking wolves. The largest wolf is gnarled, heavily scarred and stands close by its Morelock master. The Morelock raises his hand and the wolves charge at the party. Roll for initiative!



The GM should have the players reroll initiative. Wolfhead and his pack have just returned. Wolfhead may have 1 to 2 Moremen with him (GM decides). Wolfhead will start just inside the front gate; he has 1 dire wolf companion, and 3 regular wolves.

Once in combat Wolfhead will try to use his gas generation, opening his tunic to reveal a face on his chest that lets loose a loud, disgusting but directed belch of noxious vapours. He values his wolves and will try to not catch them with his gas attack if possible. In melee combat Wolfhead will use manhandle to knock opponents prone, allowing his wolves to attack more easily. The wolves may also try to knock opponents prone as an opposed STR check at Str+2, allowing other pack members to get an advantage.

If Wolfhead is killed, his wolves will try to escape. If Gristle the dire wolf is killed, the rest of the pack will try to escape. Wolfhead will not use his mind control if Gristle is alive, but if Gristle dies, Wolfhead may try using his mind control power if practical against a player or use it on one of the remaining wolves (which will automatically fail its saving throw).

## **Aftermath**

The captive villagers are rescued and Bunny and Foxy are reunited. You return them to the village finding worried hunters who just returned home. A celebration and feast is held in your honor and you eat, and drink way “more” than you should. All heroes regain 6 luck for saving the villagers.

## Monsters

**Moremen (6):** Init +0; Atk Moremen weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4); AC 11; HD 4d8+4; hp 20 each; MV 25'; Act 1d24 (Weapon) or 2d20 (Weapon plus Unarmed); SP Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +0.

**Moremen Guards with Wolfhead (0-2):** Init +0; Atk Moremen weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4), AC 11; HD 4d8+4; hp 22 each; MV 25'; Act 1d24 (Weapon) or 2d20 (Weapon plus Unarmed); SP Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +0.

**Wolfhead the Many (Morelock):** Init +0; Atk Moremen Weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4); AC 11; HD 4d8+4; 32 hp 4; MV 25; Act 1d24 (Weapon) or 2d20 (Unarmed); SP 1d3 Mutations (1d20+3 mutation check), Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +3.

**Gristle the Mutant Dire Wolf:** Init +5; Atk bite +6 melee (1d6+2), AC 14; HD 2d10+2; hp 14; MV 40'; Act 1d20; SP Critical Hit on 19-20 vs prone targets; SV Fort +3, Ref +2, Will +1.

**Mutant Wolf (3):** Init +3; Atk bite +2 melee (1d4+1), AC 12; HD 2d4+2; hp 7 each; MV 40'; Act 1d20; SP Critical Hit on 19-20 vs prone targets; SV Fort +4, Ref +4, Will +3.

# DEAD MAN'S HAND

(2nd-Level Adventure)

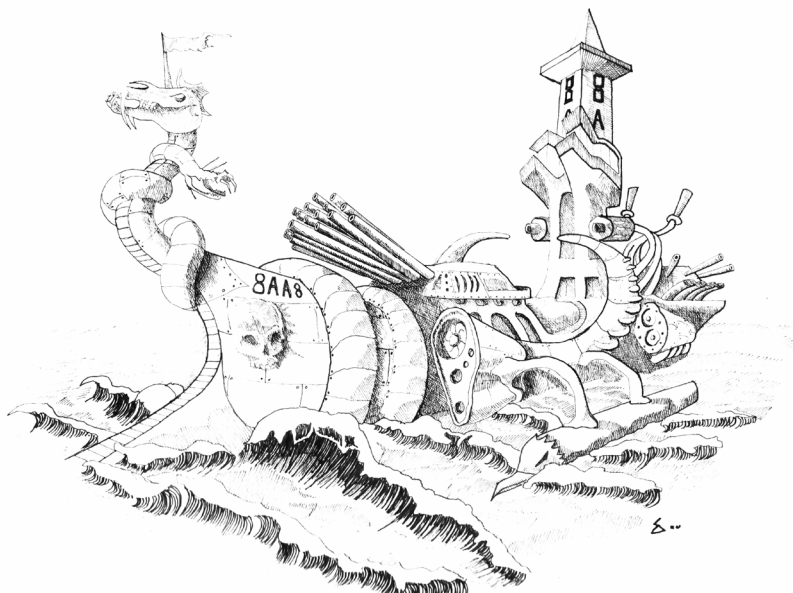
**Written By Matthew Towle**

Illustrated By Samuel Dillon

*Dead Man's Hand* is a Mutant Crawl Classics adventure for six to eight 2nd-level PCs. The Seekers' Shaman has been tasked by their patron AI to infiltrate the legendary DEATH SHIP, and to defeat KONRAD, the fledgling AI now controlling it. If successful, the Patron (assumed to be HALE-E in this scenario hereafter) will reward the Seekers after it absorbs KONRAD by granting new Wetware to the Shaman, and gifts of Luck and artifacts to the remaining Seekers. Failure will mean the Seekers die alone, entombed in the twisted remnant of a long-dead civilization.

Judges can anticipate several PC deaths during the scenario, and should be ready with the special rules for PERSONALITY UPLOAD (see MUTATION ONE) that allow the first few dead characters to keep playing, albeit with different capabilities.

In creating pre-gens for public games, salvaged weapons and repurposed ancient gear is often popular with the players, as wielding a shiny chrome baseball bat (1d8) or Mile-Marker #174 Sign Battleaxe (1d10, 2h) keeps the REAL artifacts (like Mazer Pistols) special. Likewise, a PC wearing a Murder Ball Uniform and pads (#19) or a breastplate made from a green radioactive giraffe is happier than one wearing "studded leather".



## BACKGROUND

Drifting through harsh, radioactive seas is the *DEATH SHIP*, the last great naval vessel of a bygone empire. This massive warship of the Ancients was once filled with attack and recon craft, and crewed by thousands of sailors and marines. All now long dead. The Seekers may have heard rumors of the *DEATH SHIP*, which has sailed the trackless oceans of Terra AD for centuries. The following rumors may be known to the Seekers, as the judge desires.

## ECHOES OF THE *DEATH SHIP*

1. The *DEATH SHIP* is actually one giant smart metal creature, adrift on the Rad Sea
2. Many cities of the Ancients were destroyed when the *DEATH SHIP* came and plundered them! (?)
3. The *DEATH SHIP* is made of hundreds of millions of tiny smart metal creatures! They will eat you like cockroaches! (not on Deck 7)
4. One person explored the *DEATH SHIP* and lived to tell the tale! He died only a few days later, as his body slowly vanished, particle by particle!

## THE DARK TERMINAL

Play begins as the Seekers enter the Dark Terminal-- a white, perma-stone structure atop a cliff that faces the Glowing Bay. The Dark Terminal is known as a landmark for brave wanderers, and feared for killing any that dare to enter. However, the Shaman's Patron is certain that the place is safe if its instructions are followed.

The structure presents a forbidding, jagged profile against the night sky and glowing sea. A wide archway leads inside to a chamber seemingly untouched by the ages. Once dark, the interior has lit up in anticipation of fulfilling its purpose. One of its linked vessels (indeed, the only remaining such vessel on the planet) has moved within range of its Trans-Mat.

The large chamber contains five man-high metallic boxes with buttons on their faces (lockers with keypad locks) and a curving, two meter long, waist-high panel of god-glass (touchscreen control panel). An elaborate archway with mystic devices of the Ancients interlaced all along (the Trans-Mat Relay Platform) looms over a blue disc set in the floor, three meters across.

HALE-E has decreed that its shaman (and Seekers) enter the Dark Terminal and activate the ancient Trans-Mat, without searching the chamber, or exploring the relics of the Ancient ones that might be there. Be certain that (A) the shaman is asked if they pass along these dicta to the other Seekers, and (B) the Seekers are asked if they wish to examine anything in the chamber, or comply with the AI instructions.

*Judge's note: in playtest, this opportunity has consistently attracted the larcenous among the players, providing some gear to the party, as well as killing at least one PC very early in the scenario (but see MUTATION ONE, below)*

The lockers are protected by keypad locks and an automated defense system (a hidden laser emitter that runs in a groove all the way around the wall at about 8' height). Each locker is individually locked. Rover skills apply (DC 17), otherwise the PC may attempt an Artifact check, Tech level 4, Complexity 6. Failure on this check means the Defense Laser activates. A voice booms "Unauthorized access to \*STATIC\* detected! Cautionary \*STATIC\* initiated!" Then, an angry red light whips along the groove high in the wall, and a blinding red beam lances out of the groove to burn the unfortunate PC. Damage is 2d30, DC 16 Refsave for half damage.

If a PC is killed in this manner, you may dead stamp their character sheet, but retain it, and reference "MUTATION ONE" below. The "phaser" only goes off once per hour, allowing brave Seekers to plunder the rest of the lockers at will.

#### The Lockers:

- A silver drawstring bag filled with glass spheres of multiple colors and sizes (marbles, roughly 200) If dumped out, the spheres create a hazard roughly 2m in diameter (DC 14 Ref save or fall prone). The area remains tricky terrain until someone comes along to pick the spheres up.
- A white ceramic handle/tube combo device (Gauzer Pistol, MCC p.172)
- A big, floppy red hat and long gloves to match (bright yellow trim on both). Costume items are made of an advanced fabric that is resistant to heat, cold, and water. It grants a +2 save on environmental hazards.
- A large grey canvas bag with runes of the Ancients printed on the outside ("Gators!") containing plastic shoes in multiple colors. They are cheaply made, and do not protect against anything, but do make serviceable footwear. One-size-doesn't-quite-fit-anybody, 11 pairs.

- A hard case with a handle made of a brown bone--like material (plastic). Opening it reveals a foam-lined interior and a set of amazing artifact knives! Five knives that vibrate when a button is pressed. Not really meant for combat, but for food preparation, they could be pressed into a more violent use. From smallest to largest, they do 1d3, 1d4, 1d5, 1d6, and 1d7 damage, but any fumble indicates the power unit is burnt-out. Tech 3, Complexity 1, “Flenser” Brand, “Accept No Substitutes!”

If the Seekers step onto the central disc, the archway above it lights up, and the god-glass console comes to life. The shaman may activate the ancient Trans-Mat with wet-ware installed in their mind by HALE-E. All Seekers on the platform make the transfer, but complications may arise. Make a wet-ware roll on the following table:

#### Trans-Mat Activation Table

- 1: Patron taint for the Shaman and the Seeker with the lowest luck.
- 2-8: The Seeker with the lowest Luck has gender reversed upon arrival. Clothes/gear are not so modified, and may require some adjustment. Voice changes in pitch, and DC 10 Will save or -1die type for next ten minutes as the Seeker adjusts to their new circumstances.
- 9-11: Rad-Burn (MCC p.42) for the two Seekers with the lowest Luck
- 12+ Normal Trans-Mat function

When the Trans-Mat activates, a booming voice from hidden speakers intones, “Trans-Mat Activated! Please keep hands, feet, and pets INSIDE the transfer field!” The Seekers are then blinded by a bright white light, and when their vision returns, they are in a different chamber -- now onboard the *DEATH SHIP*!

## ARRIVAL POINT

Upon arrival, the Seekers find themselves standing on a Disk not dissimilar to the one at the Dark Terminal. This chamber is smaller, and contains a console of god-glass, the Trans-Mat Relay, and a metal hatchway with keypad interface (Tech 4, Complexity 4, or DC 12 for a Rover to open) Light is provided by a strip along the wall near the ceiling three cm wide, glowing with a constant pale white light. Bulkheads and deckplates are otherwise metallic (advanced alloys, non-ferrous) and unmarked.

No dust or grime is anywhere to be found--a far cry from the filthy ruins and primitive structures the Seekers are more accustomed to exploring. The air smells fresh, with a hint of salt. The temperature is cool--definitely jacket weather.

The number “709” is stencilled on the walls near the hatch.

The Hatch itself is the same alloy as the deckplates and bulkheads. Once activated, it slides with a “WHOOSH” to the left, inside the bulkhead.

## MUTATION ONE: PERSONALITY UPLOAD

The first three Seekers to die (exception, see MEDPOD SEVEN, below) have their consciousnesses uploaded into the advanced network built into the DEATH SHIP, obeying an ancient protocol initiated during one of the colossal disasters that brought ruin to the planet in ages past. Upon upload, the psyche of the Seeker overwrites the original programming of one of three Servo-Bots. The Servo-Bot is then ejected from the service tunnels via hidden hatches just outside of whatever chamber the other (still breathing) Seekers are currently exploring.

The Servo-Bot rolls into the chamber, (a 1.5 meter tall smart metal with two arms and two rolling treads instead of legs), speaking out of a metal grill in a voice not unlike the “dead” Seeker’s. Give fleeting luck points to the Servo-Seeker if they use a robotic voice when they talk in character. They will need it.



Servo-Bot Points are located on the map, and represent a hidden cupboard out of which bots appear as needed.

**Servo-Bots:** Init: +0; Atk +2 punch/smack/chop melee (1d7) or +2 special attack form (see below); AC 12; HD: 2d6 hp 8; MV 20' (all-terrain tracks, no climbing); Act 1d20; SP mental abilities\*, special attack form\*\* SV Fort: +2, Ref +1, Will: +1\* Special: A, B, or C (q.v.)

\*Each Servo-Bot has the Personality, Intellect, and Luck of their former self (and modifies its Will save by the Personality modifier accordingly). Strength, Agility, and Stamina are all 9.

Each Servo-Bot has one special attack form from the list below (Judge's choice):

- **Gear-Flinger:** A slot in the top of the torso of this bot ejects 7cm spinning gears at high velocity, range is 20/40/80, damage is 2d4
- **Hot Lube-Spew:** A plate in the torso of this bot opens, and heated lubricating oil gushes out on up to three adjacent targets no more than 10 meters away. Damage is 1d5, and for the rest of the encounter, DC 10 Ref save or fall prone at the beginning of each round.
- **Extendo-Hand:** The left hand of the Servo-Bot shoots out on a robotic extendo-tentacle (looks like Doc Octopus but with a regular shiny metal hand on the end) and makes a punching attack up to 20' away, for 1d7. Servo-Bot must spend next round "reeling it back in" before using this attack, but may attack normally in melee while so doing

*Judge's note: in playtest the judge prepared three note cards describing the abilities of each Servo-Bot (and named them, e.g. Servo-Bot 7kom11 or Servo-Bot 006), leaving blank spots for the Per/Int/Luck stats. Of course, this meant that the judge had a NEW character sheet to stamp with the DEATH STAMP when the PC died AGAIN, which happened with some predictability. Judges must take such fun as they find.*

## FLUSH CYCLE

*“Leaves a Sheen Where You Clean!”*

This incident occurs as the Seekers explore the corridor after arrival, as desired by the Judge.

A strip along the top of the corridor wall lights up with words of the Ancients for about six seconds before hidden gratings open abruptly, swiftly pumping seawater into the corridor. PCs who do not react to the alarm and remain in the corridor will suffer

DC 15 Fort save or begin drowning (2d3 damage per round, DC 10 Fort on subsequent rounds to cease).

The water lingers for 3d3 rounds, before being rapidly pumped away through unseen ducts, leaving behind only a salty smell and the residue of bad decisions.

## HYPON AUXFAC

*“Freshness is our Middle Name!”*

The number “717” is stencilled on both sides of the door.

This chamber was an auxiliary laboratory devoted to genetically-altered genomes and hydroponic growth techniques. The research scientists are long dead, but some of their creations live on.

Several rectangular metal doors are mounted in the wall side-by-side, each with a small keypad near the handle. Once locked and secured by the scientists, they are now easily opened from outside or inside. The first door opened contains an insane, giant mutated tomato plantient, which attacks the opener or other obvious target immediately. Upon resolution of the surprise attack, the other mad plantients will launch themselves out of their walk-in coolers and join the fray. Roll for initiative!



**Crazed Killer Tomato Plantient (aka Salsa Fiend):** Init +3; Atk slam +3 melee (2d3) or bite +2 melee (1d10) or spinning razor leaves +3 ranged (1d7, range 10'/20'/30'); AC 10; HD 3d12; hp 21; MV 30'; Act 1d24+1d16; SV Fort +1, Ref +2, Will +1.

Upon death, explodes in a wet mess of juice and seeds.

**Crazed Killer Tangerine Plantient (aka Tanger-Beast):** Init +3; Atk slam +3 melee (2d4) or seed spew +3 ranged (1d7, range 10'/20'/30'); AC 15; HD 3d8; hp 14; MV 30'; Act 1d24+1d16; SV Fort +1, Ref +2, Will +1.

Upon death shudders, then splits into sections before rapidly leaking life-juices onto the deck



**Crazed Killer Artichoke Plantient (aka Arti-Choker):** Init +3; Atk grab +3 melee (1d5, target is grappled) or choke (if target is still grappled, damage is automatic each round, 2d5); AC 13; HD 3d10; hp 17; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +2.

Upon death, rapidly wilts and turns brown, losing all vitamin content.

These three barely-sentient Plantients have subsisted only on the dregs of the nutrient baths which spawned them decades ago. They are ravenous beyond reason. If some method of feeding were offered, negotiations might be fruitful, however unlikely.

In the back of the Arti-Choker's walk-in cooler is a brown wooden bin with no lid, stamped "USMC", containing 244 rubber o-rings (1cm, 0 gauge), two pairs of athletic socks rolled up into balls (one with yellow stripes, one with turtles) and a single photon grenade (MCC p.174) in a brown paper bag.

## **MEDPOD SEVEN**

Mutation Two: The Thing in the Cupboard

The number "719" is stencilled on both sides of the door.

This chamber is high-ceilinged (10m) with power conduits of multiple colors stretching from ceiling to floor all around the walls. One panel of god-glass 1.5m high rests in the middle of the chamber next to a large cylinder made of shiny metal, with an obvious hatch on one side. The cylinder, or pod, is large enough to contain one PC (even a bulky one), and access to the pod is an easy Artifact check (Tech 2, Complexity 1). Once a PC is inside the pod, the hatch seals and the machine hums and vibrates for 60 seconds.

The god-glass console is also designed to be easy to use, to a point, as it is a trap. A successful check (Tech 2, Complexity 1) produces a seemingly positive result, indicating anyone entering the pod would receive both healing and rejuvenation. In fact, the first PC to enter the active pod will be summarily disintegrated, except for a portion of their brain stem. Protoplasm and other exotic ingredients will rapidly coalesce into a reasonably accurate duplicate of the former PC.

The new doppleganger has a personality imprint allowing them to speak in the voice and manner of the former character. They have an overriding urge to betray the party at a crucial moment, ideally during the encounter with the AI at the Com Ctr, but if the duplicate can kill a party member without getting caught before then, they should be encouraged to do so.

The player should be told they feel “better than ever!”, as if they have been enhanced in some way. At a convenient break in the action, the Judge should inform the player of their new situation.

**Protoplasmic Doppelganger(1):** Init +2; Atk PC weapon +3, or heat vision +3 ranged (3d5, range 20'/40'/60'); AC 13; HD 3d10; hp 17; MV 30'; Act 1d20+1d16; SV Fort +3, Ref +3, Will +3. Refrains from using Heat Vision unless no one but the victim can observe, or until the big fight at the end of the scenario

## HANGAR 18

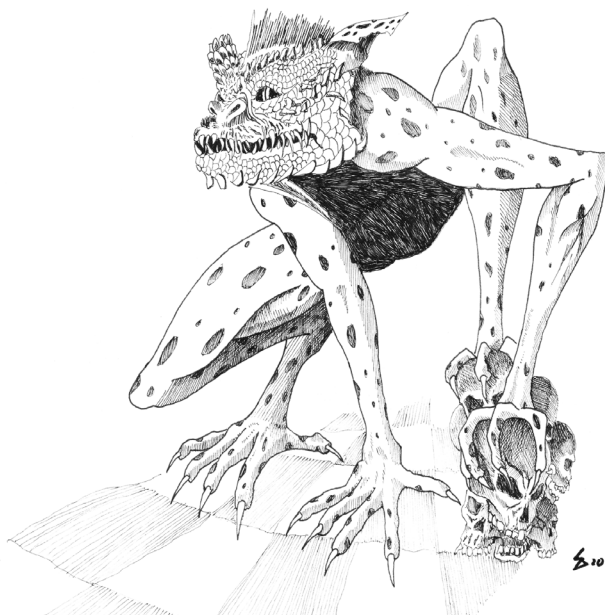
*“Now With Improved Flavor!”*

The number H18 is stencilled on both sides of the door.

This spacious chamber once held attack craft and facilities to repair them. Now three large (3m X 4m, 1.5m high) platforms remain. Two are bare, but one holds a massive block of dry ice (easily one metric ton, big as a truck)

The lighting in this chamber is dimmer than the corridor. Danger lurks in control gantries suspended 10m above the floor. The first Seeker to approach the ice block will be attacked by a Gremlin operating the gantry and its grasping tentacles.. Unless the Seekers somehow detect the Gremlins beforehand, this attack is a surprise. One set of arms shoves the dry ice block off the platform toward the largest group of Seekers, (DC 14 Ref save or 2d10 crushing damage) and another set grabs the Seeker closest to the platform (+4 Grab, Str 20 Grapple), pinning them to it. The Seekers can

make out the movement of the two Gremlins up above. However, their position does give them partial cover.



**Gremlins (2):** Init +2; AC 13; HD 4d8; hp 18; Atk +5 pounce (2d5 + DC 14 Fort or prone) or swipe(1d12) or Remote Grapple/Fusion Chainsaw, see below); MV 30' or Pouce 50'; SV Ref +2, Fort +2, Will +0.

Gremlins reproduce only by immersion in fluids. Each is 7' tall, lanky, and mutated from unknown original stock.

Following a successful grapple, three more arms lower toward the platform. These cables have FUSION POWERED CHAINSAWS attached, and will spin up to speed for one round. After warming up, they will attack anyone who is still grappled or standing on the block of dry ice.

Gantry Grapple

DC 15 Ref or Strength 20 Grapple

Fusion Powered Chainsaws (3)

DC 15 Ref save for half (3d7 damage) only usable if target is grappled.

The Gremlins keep their treasures above the room, inside the gantry:

- 3x C-cells
- 1x Vehicle Laser (mountable on a Living Metal with a successful Complexity 5 Artifact check) Stats as a Lazer Rifle (MCC p.173) but unlimited charges if connected to a Living Metal power supply
- 1x Case of Dr. Stevenson's Fantastic Miracle Cure For Everything, containing 24 vials of pills, all different, with no instructions or guide to proper usage whatsoever. A Healer who spends a week studying the pills can then make a Complexity 9 Artifact check. Use of the pills can cure any disease or counter any poison, if a DC (disease or poison level) is made by the Healer. If a Seeker attempts to use the pills without the requisite month-long study-time, the DC is increased by 10.

## SCUTTLEBUTT

This alcove was a source of refreshment, but the water fountain was harvested for parts more than a century ago. It is non-functional. In the alcove remain two built-in benches, a picture on the wall of an exotic port of antiquity (Pascagoula, MS), and a pile of refuse under a small table.

The refuse is a lurking creature, gone dormant for lack of warm-blooded food, but will awaken after 1d4 rounds of activity in the alcove, or if "searched."

**Scuttlemutt (1):** Init +1; Atk dust cloud +3 (1d7 + DC 15 Fort or -1d for 1 turn, coughing); AC 11; HD 3d8; hp 14; MV 20' or Climb 20'; Act 1d20; SV Fort +3, Ref +1, Will +1.



Composed of dust, trash, and unmentionable fluids. May ooze through tiny spaces or climb walls and ceilings. Looks like a pile of trash until animate.

## **REC ROOM**

This mostly empty chamber is lined with comfortable couches and chairs, has soothing lighting, and a quiet soundtrack of instrumental soft rock lulling any here to rest.

In a concealed cooler built in to the couches (Luck check to find) are cans, chilled, and marked with the symbols of the Ancients (DC 12 Int roll to decipher) “Cheery Littlebottom’s Scientific Beverage” in six flavors (Cherry, Orange Creme, Huckleberry, Chicken, Lemon-Lime, and Original (bubblegum)). A soda, if consumed in its entirety, will give a random buff for the next hour: d5 (1) +2 Str; (2) +2 Agi; (3) +2 Int; (4) +1 AC; (5) +3HP.

The number 749 is stencilled on the walls adjacent to the hatch, inside and out.

## **BIO-ARMORY**

Auto-Doc and Gunnery Stop

The number 744 is stencilled on either side of the door, both inside and out.

This chamber contains a 2m wide panel of god-glass, an open booth more than 2m high, and seven overhead servo-arms with tool attachments (buzz-saw, grasping claws, arc-welders, etc.) currently motionless.

If anyone is present inside the open booth, and someone attempts to interact with the god-glass console, any successful artifact check roll (tech level 4, complexity 2) will result in AUGMENTATION of the PC in the booth. Although the surgery is designed for Living Metal, living organisms will benefit from the surgery if they pass a DC 10 Fort save (failure means 1d7 damage and the weapon implant fails)

Three options are available for the weapons augmentation. If the being operating the console succeeds with a 20 or higher, they may pick from vaguely-worded descriptions of the options, otherwise roll d3:

1. Multi-rocket launchers are mounted on both shoulders, with a reinforcing roll-bar connecting them above the PC's head. Range is 15/30/50. 4d7 explosive damage and DC 13 Ref save for all within 10' of the target or knocked prone. Each time the launcher fires, make a depletion roll: a 1 on the roll indicates the last shot has been fired. The die rolled begins with a d16, and goes down one step on the die chain until it passes a d3 or a 1 is rolled, indicating depletion of ammo.
2. A Plasma Cannon is installed in place of one arm from elbow to wrist--this arm no longer has a hand. Range is 10/20/30. Damage is 3d10 heat. On a hit, target must make a DC 13 Fort save or the target ignites, taking 1d6 burning damage each round until a DC 13 Fort save is made or the target stops, drops, and rolls.
3. A Lightning Accelerator is installed in the chest of the PC. When activated, a massive arc of electricity lances from the chest unit and all targets in a straight line within 50' of the PC take 2d12 electrical damage. DC 13 Ref save halves damage.

## COM CTR

*"We Are Family"*

The number 771 is stencilled on both sides of the door.

Judge's Note: If the doppelganger player has not revealed themselves before now, this upcoming encounter is the last real chance to betray the party. The judge should pass a note or otherwise communicate this to the player/PC concerned.

This chamber is round with two god-glass consoles half-way round either side. A large alcove on the far end of the chamber

(10' wide and 20' high), and a 15' wide disc/platform on the floor in the center of the room, similar to the Transmat Relay Platform that brought the PCs here.

The AI of the DEATH SHIP, who identifies as KONRAD, manifests as a soft-light hologram in the alcove at the far end of the room. It is free to move about the chamber or, throughout the DEATH SHIP. (Although it does not often do so.) It manifests when anyone attempts to interact with the god-glass consoles, although the level of success by the pc interacting with the console determines how dangerous KONRAD is.

Any other investigation of this chamber will produce little effect, but attempting to activate the god-glass requires an artifact check, Tech 4, Complexity 4:

**1:** Colossal failure. The PC activates a self-defense mechanism. They must pass a DC 15 Fort save or be electrocuted and instantly reduced to a pile of ash. A successful save means only 1d20 electrical damage. KONRAD is awakened at full strength.

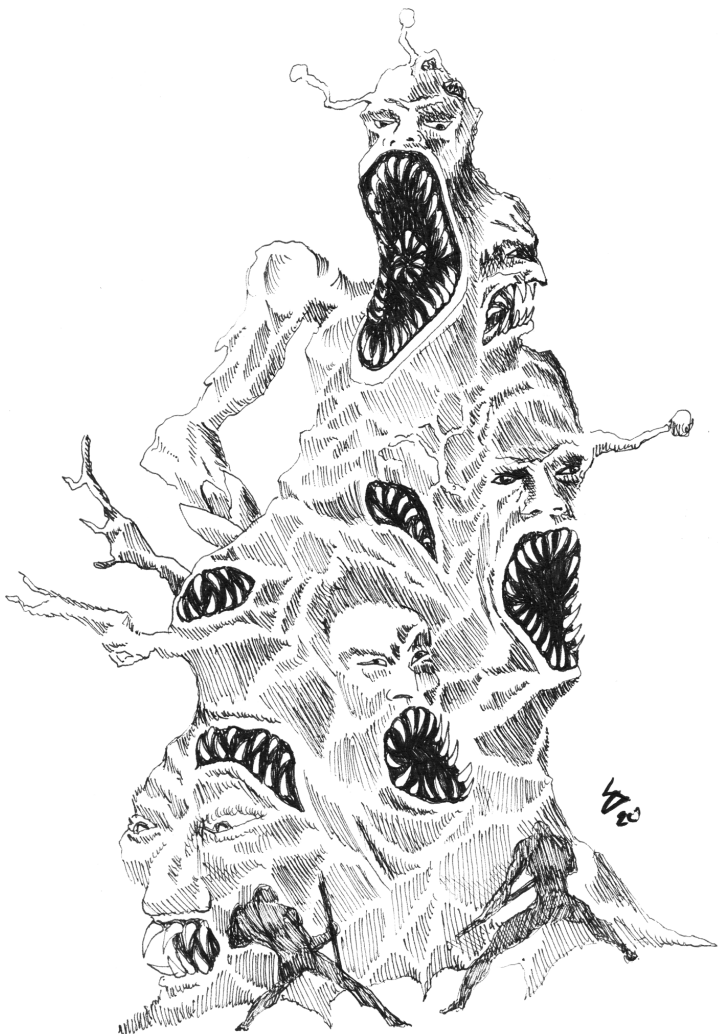
**2-9:** Amateur interference: KONRAD is awakened at full strength.

**10-14:** Failsafe Level One Engaged: KONRAD is awakened, but may not use his Tier 3 ability.

**15-19:** Failsafe Vermillion Engaged: KONRAD is awakened, but may not use his Tier 3 or 2 ability.

**20+:** Failsafe Nightmare Orange Engaged: KONRAD is awakened, but may only attempt a single Tier One attack each round. All attacks against it are at +2.

When awakened, KONRAD manifests as a massive (18' tall) conglomerate bipedal creature with multiple heads and limbs sprouting all over it. It is composed of the downloaded personas of all crew members that have ever served on the *DEATH SHIP* since the cataclysm centuries ago. The faces ripple across the massive body, submerging and emerging according to some unknown logic, exhibiting expressions of agony and ecstasy as they move, speaking in a cacophony of voices.



All PCs witnessing the appearance of the Gestalt God must pass a DC 12 Will save, or suffer -1 Die on all rolls for the duration of the encounter.

**KONRAD:** Init +3; Atk see below; AC 16 (mostly hologram, but with a core emitter floating invisibly in its midst); HD 10d8; hp 44; MV unlimited line-of-sight teleport; Act 1d24+1d20+1d16; SP serial immortality (multiple backups); SV Fort +3, Ref +3, Will +5.

Tier One attacks: (up to three per round) Force Darts +4 Ranged (2d7, 20'/40'/60')

Tier Two attacks: (once per round) Transmat Disassociation: Emitters from all around the room's ceiling shoot white hot beams of light to a single target. Target makes a DC 14 Fort save, or one half of the PC is trans-matted 20' down the hall, while the other half remains here. (Messy, instant death). A save means 1d20 damage, as the PC suffers shearing forces, but retains some structural integrity.

Tier Three attacks: (once per round) Identity Theft: The target is subjected to a violet ray beamed from the holo-emitter inside the holographic body (momentarily revealing it as a discrete object floating inside the projection). Target must make a DC 14 Will save, or their mind is uploaded forcibly to the *DEATH SHIP* Cloud, and the body falls lifeless to the deckplates. A save indicates only 1d20 psychic damage is suffered as the PC desperately clings to their mind.

If KONRAD is reduced to zero hit points, it is defeated for the time being. However, back-ups of its personality exist in the cloud here, and perhaps in satellite back-ups around Terra AD (judge's discretion). As an AI, KONRAD has been on the cusp of ascension to Patron AI status, and a defeat here will set it back a century or two in its progress.

If the shaman PC is still alive, HALE-E manifests in the room after the fall of KONRAD, and congratulates the Seekers, promising rewards and its beneficence now and in the future. (2 luck to all players still alive, 3 to the shaman.) HALE-E then vanishes and begins the task of infiltrating the massive network of the *DEATH SHIP*, assuming complete control over the course of the next several weeks. Judges at a loss for adventure seeds should provide tasks that further serve the HALE-E, as the Seekers are now favored by it. Any PC that wishes to may be given an opportunity (one time only!) to cast Patron Bond with the guidance of the PC shaman, allowing a d20+level roll.

## CONCLUSION

Who's Going to Clean Up This Mess?

The Transmat Arrival Point can be used to project the Seekers to any active site in range. The Death Ship has a long route, taking it to coastal locations throughout Terra AD. The Judge is encouraged to explore the distant future of such exotic locales as Greenland, Antarctica, and New Jersey.



**Written by Hector Cruz**

**Illustrated by Clayton Williams**

Spaced Out is a loosely based, time-traveling adventure scenario for your MCC/DCC game. Some details will need to be filled in with the imagination from the Judge and the players.

## **A LITTLE BACKSTORY**

Bleech and Blong are plantient humanoids from the far, far future of Terra A.D. Their world is more civilized with modern comforts, similar to ours. Races of inhabitants in the future are much taller, more well spoken (except for these two), and have more humanoid facial features. Bleech and Blong are custodial engineers in their current timeline. They work for one of the premiere technological research labs on the planet, thanks to Blong's dad who is the CEO.

One day, Blong and Bleech were in one of the labs doing custodial duties, when Blong picked up an experimental portal gun lying next to a strange book with an emblem embossed on it. Being curious and hearing about the gun from his dad, Blong fired the gun and accidentally shot open a portal right there in the room. At the same moment, Bleech picked up the strange book to see what was inside. Barely opening it, the book flew from Bleech's hand right into the open portal, causing it to immediately close. An ominous voice echoed throughout the building, causing it to start crashing in around them. The chanting sounded like a dire warning in an unknown, alien language. The two looked at each other, grabbed the portal gun, opened up another portal, and hopped in before the entire world collapsed into itself.

Time passed back and forth as the duo went from portal to portal trying to make sense of what had just happened, hoping to understand the technology they wielded, and trying to possibly reverse the destruction they had initially caused. After what seemed like years and countless failed timelines, the bungling duo stumbled upon a glimmer of hope that involved a small party of hunter gatherers that lived in a time long before Bleech and Blong even existed.



## MEANWHILE...

After a hunt and gather expedition, the PCs have just exited a structure with some artifacts (dazer/lazer pistols and a unique six-sided dice for each player). They can see their village far off in the distance on a hill. (about a day's walk)

Up in the sky is a bright flashing light. The party has noticed this has gotten closer over the past few days. As they make their way home, a portal suddenly opens up...

Out from the portal comes two huge plantients, seven to eight feet tall, on two floating vehicles the PCs have never seen. They're riding on space cycles that are floating two feet above the ground. The plantients look like burnouts that have seen one too many parties. They're wearing clothing much like what a hippie would be wearing from the 70's, but maybe a little more modern. They are both wearing necklaces with a small glowing cube with symbols on it, much like what the PCs found. As they pull up in front of the party, one of the plantient speaks. His eyes are half lidded, bloodshot, and he's wearing a headband. He gives off a very strong, yet pleasant, grassy scent.

"Oh wow, right on, man, we found them!" Blong says.

"Heh, yeah. Cooooool..." Bleech, the other plantient, replies. He's a little smaller than Blong and a bit more spunky. His eyes consists of two huge dark spheres, and he has a mushroom cap on top of his head.

"Hey, so... you don't know us, but you should probably, like, come with us if you want to stay alive." Blong explains.

"Yeah, stay alive." Bleech adds cheerfully.

If the PCs ask why, Blong will point at the sky. "Well, mostly because of that." Blong points to the flashing light up above.

"You don't realize it, but those little glowing cubes with symbols you found are pretty rare and important, which makes all of you pretty important. That's why we're here, man. We need to stop that from happening." (Once again, Blong points at the flashing light in the sky) "If that sucker hits this place, you and everyone you know will die. And if you die, we die." Blong says dramatically.

"I don't wanna die, man!" Bleech exclaims looking around frantically.

Blong explains they need to break an artifact that's on the flashing light. They've tried several times, but nothing has worked. Blong has read about the cubes on their necklace (six-sided dice) which led them to the PCs. He came to the conclusion that they might be able to help, since they were the ones who originally discovered them.

"Oh, and uh, by the way, I forgot to tell you something..." Blong mentions.

Suddenly another portal opens up about fifty yards away from them. Beams of light shoot past them as three similar space cycles with purple creatures rush in their direction.

Squeamishly, Blong says, "We're being chased, man..."

At this point, Blong shoots open a new portal with a special gun and suggests that they get out of here.

Ask the PCs what their actions are. They won't have much time to decide. (1 round) Three PCs can ride on each space bike. Blong & Bleech will ride close together, so the party isn't really "split". The purple pursuers will try to hit the PCs with their weapons if they don't join Bleech and Blong for 1 round as they pass by. (Vehicle combat rules below). Also, the PCs will die in 2 days from the impact of the incoming object in the sky.

When the party enters the portal with the plantients, there's a path made of multiple bands of color in front of them. Everything else around them is pitch black. A huge face made up of glowing lines flashes in the empty darkness ahead. As it grows larger when they approach, they will notice the face has a red hat with an "M" symbol and also has a mustache. There are also other objects made up of glowing lines in the distance, such as mushrooms, stars with faces, princesses, and cartoonish reptiles with long tongues.



**Galaxy Imps:** HP 1d14, AC 12, Shock pistol: 1d8 damage plus momentarily stunned.

The purple Galaxy Imps will follow them through the portal and start shooting. The mechanics while fighting on vehicles is streamlined here to make it quick and fast. If the PCs are trying an artifact check for the first time in combat, have them roll a d20 along with their unique six-sided die. The artifact check table is located on page 168 in the Mutant Crawl Classics core rulebook. This die acts like an artifact check enhancer throughout this adventure. If a 20 is rolled at any time, that PC will receive an extra six-sided die for an artifact check. If a 1 is rolled, any extra six-sided dice are taken off the table. Artifact exploration is highly encouraged in this adventure. Feel free to get creative with objects for the party to find or with objects they try to operate!

## Vehicle Combat Rules

Roll a d6 for PCs and Galaxy Imps

### **1-2: Miss**

**3-4: Vehicle Hit** - 3 hits will render a vehicle disabled unless a successful artifact check is made

**5-6: Body Hit** - 3 pts of weapon damage (or roll for weapon damage) to Imps - PCs will be shocked momentarily with 3 pts of damage and potentially float off the vehicle. DC12 STR check to hang on.

If any players float off the cycles, the space outside of the road will be bouncy and will glow in a grid around the PC. If they try to go up or down they can float in any direction. If they stand up again, there will be support beneath them, even if they are up in the air.

The Rainbow Road will go straight down shortly after the PCs and Galaxy Imps enter the portal. (2 or 3 rounds) The road takes such a sudden dip that the PCs must make a DC 10 Reflex check to hang on. If they fail, they start to float up in the air.

As the group makes their way towards the bottom of the hill, they see a portal straight ahead. As they move closer, the road suddenly branches off with two more roads leading to the left and to the right. Now there are three portals. Blong & Bleech stop the cycles, unless they're still being pursued by

## Galaxy Imps.

“Wait, wait... hold up, man... I’ve never seen this happen here before. There’s normally one portal to enter this road and one to exit to our destination. This is strange...” Blong says in an inquisitive manner.

“Wow... this is really heavy, man...” Bleech says in his most contemplative tone.

Blong will ask the PCs which portal they should enter, since he and Bleech have never seen this before now.

One portal is to the artifact realm (blinking light in the sky), the other is to a strange, future concert in Bleech and Blong’s realm, and the other is to a very bizarre food court in the future as well. It is recommended to have the PCs visit the concert and the food court before the portal that leads to the artifact. You’re the judge, so you get to choose what lies behind each portal.



## THE CONCERT REALM

As the group enters through the portal, they find themselves on top of a huge hill with thousands of creatures around them. There are plantients, manimals, and humanoids, but they look more advanced and more civilized. (like how Bleech & Blong look) The humanoids look beautiful and elegant with pointed ears.

Blong suddenly exclaims, "Oh wow, I LOVE this group, man!"

Bleech also exclaims, "These guys are my FAVORITE!! This is kinda weird though, none of this should be here."

Down the hill is a stage with large boxes floating in the air on either side. (speakers) There are 5 figures on stage. They are standing side by side with strange looking machines in front of them. Suddenly, a loud noise erupts from the stage. Have the PCs make a DC 10 Fortitude save. If they fail, the sound makes them incapacitated. Roll the unique d6 to see for how many seconds x10. The PCs hanging out with Bleech suddenly feel very euphoric and start to get into the "noise" and feel a comradery with everyone around them. Have the affected PCs make a DC 13 Will save. Failing the save will make the PCs run down the hill towards the stage.

Soon after the noise starts, it suddenly starts to take a minor notation. The crowd starts to chant in an alien language the whole party doesn't understand. A giant shadow moves over the stage and creeps towards the audience and up the hill. Everyone in the audience touched by the shadow will have their heads start to swell and grow bulbous. (Excluding PCs) The noise abruptly stops. Any affected PC will snap out of their "trance". The audience turns to look at the party and their eyes are glowing red. Dark tendrils start to burst out from their bodies.

The portal to Rainbow Road is still open. Blong suggests they should probably leave unless the party chooses otherwise or if the party is split. When the group enters back to Rainbow Road, the other two portals are still open.

**Shadow Audience Member:** HP 1d8, AC 10, Atk: 1d3 tentacle lash, grapple vs. STR check. There are thousands of people in the audience, so multiple attacks on PCs at once are possible.



## THE FOOD COURT REALM

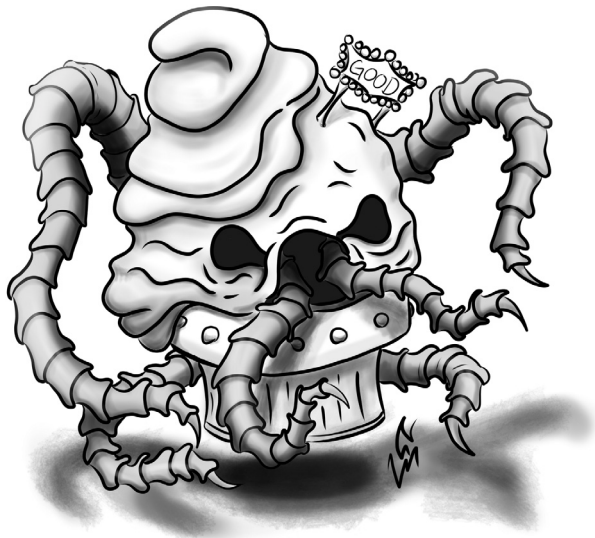
As the group enters, they notice a strange, long floating machine in front of them. A sign with strange writing floats near the top of it. A beautiful Pure Strain Human can be seen behind a counter looking at the PCs. The smells coming from it are enticing. Those who are riding with Blong (including himself) suddenly feel famished. Have the PCs make a DC 13 Will save. Those who fail will uncontrollably rush towards the open window at the floating machine. There are plates of food and bottles of liquid on a silver ledge in front of it. The PCs will start to gorge themselves.



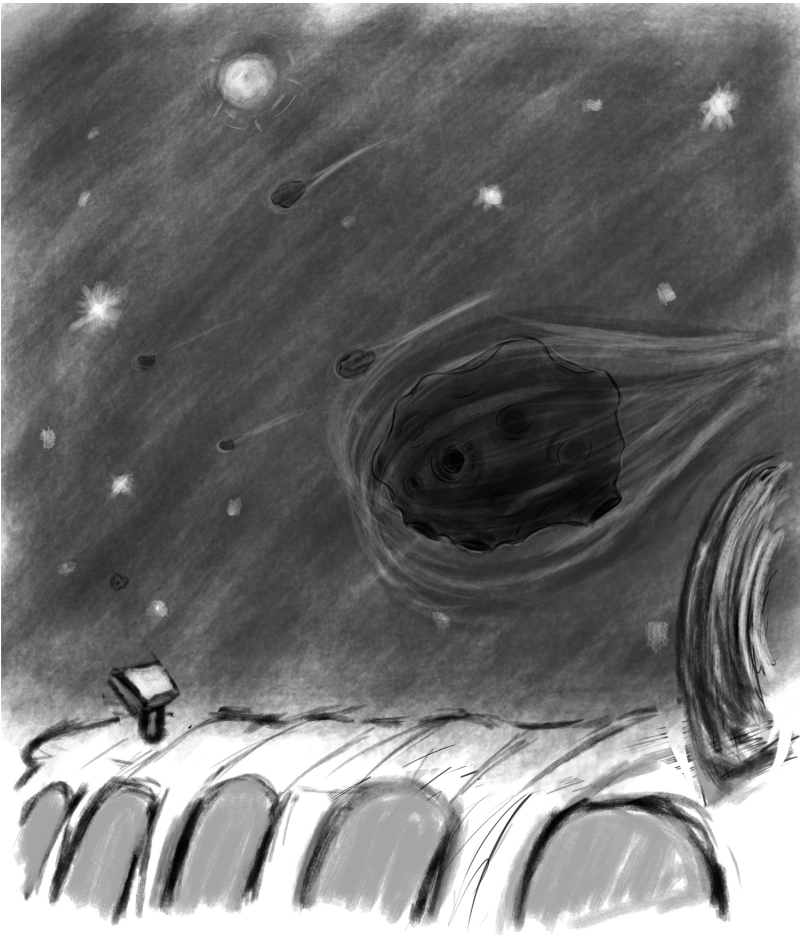
Bleech has the power to touch them and snap them out of their blind hunger with a DC 10 check. Any non affected PC can roll a d6 to see if they can break the PCs away from eating food.

**Roll 1d6: 1-3 success, 4-6 failure**

When any PC or Blong starts eating, the group notices that the person behind the counter hasn't said anything. They just look on with a creepy smile. The floating machine starts to turn black, and suddenly, long, dark tentacles start to seep out of every window in the machine. The Pure Strain Human just looks on, but its eyes turn red. If the PCs are still eating when the tentacles come out, they will be attacked by them. They cause 1 pt of damage per 1d5 tendrils for every affected or nearby PC per round. Eating food or drink will regain 1 HP per round, but gorging themselves will make all checks -1d, i.e. d16 instead of d20. More and more tentacles (an additional 1d5 per attack per round) will start to come out of the machine until the PCs escape with Bleech and Blong.



**Food Machine Tentacle:** HP 1d8, AC10, Atk: Tentacle lash 1 pt per round per tentacle



## THE ASTEROID REALM

The artifact Blong & Bleech mentioned they tried to destroy earlier is through this portal. As the group enters, they notice they are standing on a strange object and stars are flying by around them. They're out in space! Strangely, they're able to breath, but Bleech & Blong already knew they would be able to. Their cubes are vibrating like crazy and the small cubes on Blong & Bleech's necklaces glow intensely bright, as do the ones the PCs possess. The light in front of them is strobing intensely.

Any perceptive PCs (DC 14 INT check) will notice that the surface is shiny and very dark. Almost like an exoskeleton of something very alien. They will also notice an aura up above, surrounding the object they're standing on, giving them the ability to breathe.

Bleech & Blong lead them to where the artifact is. As they approach, the strobing light seems to be coming from a book with a strange emblem of a tentacled creature with wings embossed on the cover. The light emanating from the object is blinding and disorienting. The book is embedded in the strange "asteroid" the group is standing on.

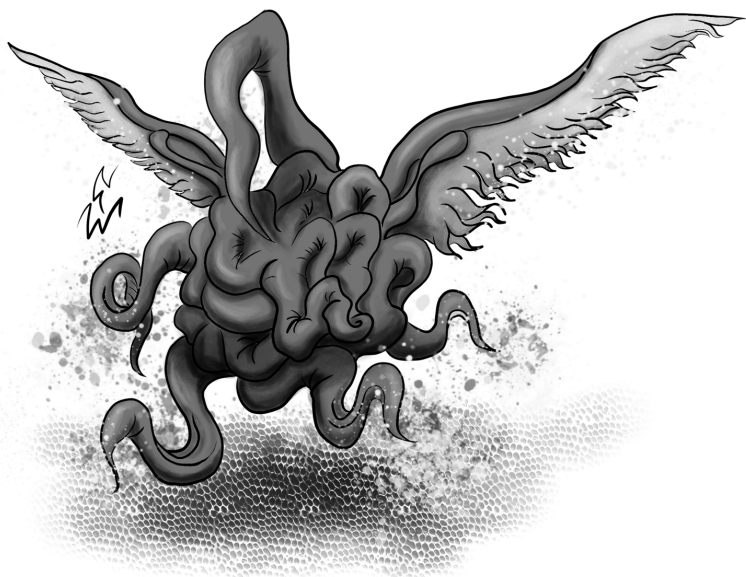


Blong explains, "Bleech & I have tried to pull this object out, tried to open it, use it, but nothing has worked at all, man. If we all try to sabotage it at the same time, we think that could destroy it."

The PCs will need to cumulatively roll within the same numerical range to sabotage the alien artifact. Have them roll the unique d6 die. A d2 would also work if one is available for the party.

Roll 1d6: Everyone needs to be within 1-3 to break the artifact. (You may also have the numerical range result in even numbers for success, if you wish)

If any PC rolls in the range of 4-6, a creature will pop out of the book and attack the PC(s) that failed.



**Ball of Tentacles:** HP 1d20, AC 12, Init +3, Atk: Tentacle lash - 1 point of damage per tentacle (1d10) per round, Tentacles will wrap on any PC who performs a melee attack against it. DC 14 STR or REF check to break free.

When/If the PCs succeed, the book glows brightly as an alien chorus of voices shout unintelligible words. DC 15 Intelligence check to understand what it could possibly mean. Any successful PC will hear "From once where we came, the Elder Ones shall remain." A flash of light knocks the group back as everything fades to dark...

They wake up at the exact spot where Bleech & Blong found the party at the beginning. They are all laying on the ground with the PCs huddled next to the tall plantient and fungi.

They slowly come to and look around. The flashing light in the sky is gone. The cycles are laying on the ground. Blong & Bleech's necklaces are no longer glowing. The cubes appear to be drained. Blong pulls out the portal gun and it looks like it took a beating. He tries to get it to work. (Consult the artifact check table and make a check for Blong.)

If it works: Bleech & Blong thanks the group profusely for saving them and saving the future of Terra A.D. If the PCs want to come with them, they explain it's very different being that it's in the far future and it will be a complete culture shock. They suggest riding to their village first to let their tribe know. They ride off in the sunset.

If it fails: Blong & Bleech are devastated. They will never see their home again and wonder how they will ever get along in this primitive timeline. Blong mentions that he remembers reading about a Pure Strain Human that might be able to help charge the cubes and possibly fix the portal gun. Bleech chimes in that there's nothing else they can really do but try to get back. They invite the PCs to come if they'd like, though they would understand if they want to get back to their village. They get on their cycles and ride off towards an unknown destination in search of a legendary PSH.

Meanwhile... somewhere far away in space... The ominous book floats in the darkness as a small ship approaches.

"Sir, we've noticed a small object is approaching our cargo bay."

"Affirmative. Go ahead and open the doors, it seems harmless..."

THE END??

## **GFA 2020 Volume 13 Credits**

### **Authors**

Erica Barlow, Hector Cruz, Matthew Towle

### **Illustrators & Cartographers**

Andrew Barlow, Samuel Dillon, Clayton Williams

---

## **GFA 2020 Credits**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

bygrinstow, Tim Deschene, Klint Finley, William Fischer,  
Cory Gahsman, Michael Harrington, Tony Hogard, David Koslow,  
Shane Liebling, Luke Martinez, Cullen McDonald, Todd McFarland,  
Jason Morgan, Keith Nelson, Robert Nelson, John Replogle,  
Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby,  
Shyloh Wideman, Ann Wycoff, Judge Yossarian, Dieter Zimmerman

### **Creative Vision, Project Management & Layout**

William Fisher, Karim Glue, Michael Harrington,  
Jon Hershberger, Davin Kluttz, Doug Kovacs, Jeff Scifert,  
Dan Steeby, Stefan Surratt, Shyloh Wideman,  
Clayton Williams, Jon Wilson, Dieter Zimmerman



# A Free and Unofficial Zine for DCC RPG

