



In this year's module:

DUNGEON
CRAWL
CLASSICS
LANKHMAR

**MUTANT
CRAWL
CLASSICS**



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Welcome to Free RPG Day 2016, a grand tradition inaugurated by Goodman Games in 2007. Goodman Games was one of the creators of the concept and the very first publisher to sign up for the very first Free RPG Day. We are proud to take part on the *tenth anniversary* of this great event supporting RPGs in general and brick-and-mortar game stores in particular.

This year's Free RPG Day adventure introduces *two* new adventures for DCC RPG. Each of these adventures expands the direction of DCC RPG for two exciting settings: the world of Fritz Leiber's Lankhmar, and Mutant Crawl Classics!

If you enjoy these adventures, be sure to look for the Kickstarters that will launch these settings later in the year!



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Cover art by Doug Kovacs

DUNGEON CRAWL CLASSICS LANKHMAR

MUTANT CRAWL CLASSICS



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DUNGEON CRAWL CLASSICS LANKHMAR

THE MADHOUSE MEET

A LEVEL 1 ADVENTURE

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The Madhouse Meet is a special adventure for Free RPG Day and is designed to introduce players and judges alike to the world of DCC Lankhmar, an exciting new setting for Dungeon Crawl Classics based on the works of Fritz Leiber. This adventure is intended as an introductory adventure for DCC Lankhmar, a short scenario serving as a “Meet” adventure for 1st level characters to kick off a campaign set in Nehwon.

Although *The Madhouse Meet* is designed for use with the new rules found in DCC Lankhmar, it may be enjoyed with the core DCC RPG rules without difficulty. Simply ignore any references to unfamiliar rules and play as normal.

The Madhouse Meet throws a group of beginning adventurers together, requiring them to work in concert to escape the clutches of a bizarre sorcerer from lands far beyond Lankhmar. The adventure is designed for groups of four to six 1st level PCs, but can be easily adapted to accommodate as few as two PCs.

BACKGROUND

Tulmakiz the sorcerer came to Lankhmar from the half-legendary Empire of Eevamarensee, a place known to be “so decadent and far-grown into the future” that all the men and beasts there are hairless. Tulmakiz left his home in pursuit of ancient tomes said to reside in the City of the Black Toga, bringing a cadre of loyal servants to assist him.

Tulmakiz has searched fruitlessly for the lost tomes for several weeks while keeping himself occupied with the arcane experiments he practiced in Eevamarensee—horrible tortures intended to utilize the dying screams of living creatures to fuel his sorcery. His servants acquire experimental subjects from Lankhmar’s underbelly, drugging and abducting persons they believe will not be missed. Rumors of the abrupt vanishing of beggars, street walkers, the mad, and other lost souls have spread through the city’s demi-monde.

The abducted are brought to Tulmakiz’s temporary home, a crumbling former asylum for the insane erected long ago by one of Lankhmar’s more progressive Overlords. In the wake of that potentate’s death, the asylum fell into disuse and now lies crumbling, surrounded by one of the city’s many slums near the Marsh Gate. These victims are held in the asylum’s cellar, imprisoned there until Tulmakiz’s subjects them to his vile experiments.

The evening before the adventure begins, Tulmakiz’s men scoured the city for a batch of new experimental subjects, choosing the PCs as candidates. When the player characters were not looking, subtle drugs were administered to the heroes and, once incapacitated, they were spirited away to the asylum’s cells to await their fate. Through a mixture of luck and cooperation, these disparate heroes may escape their doom and form a strong bond that will see them through many future adventures in DCC Lankhmar.

STARTING THE ADVENTURE

The PCs awaken in the cellar of the abandoned madhouse, imprisoned in one of the barred cells. They are each manacled to the stone walls of the cell, their arms pinioned above their heads on short rusty, yet sturdy, chains. Read the following:

You climb slowly out of blackness, the darkness giving way to a dim gloom and the stink of damp stone. Faintly, you sniff out the stench of the Great Salt Marsh somewhere far off in the distance. Your head is fuzzy and throbbing, your arms sore and aching.

Startled, you find yourselves shackled to the damp stone walls of a dim cell lit only by a flickering torch set into a wall beyond the cell’s metal bars. One of the cell’s walls is a barrier of bars with a single gate, the remaining walls are old, wet stone.

You are not alone in the cell: a handful of other prisoners are shackled, their arms pinioned above their heads like yours. Aside from these other unfortunates, you see no one else in the immediate vicinity of your cell.

The cell is dimly-lit by a single torch burning at area 1-2. The air smells of old masonry and the lingering stench of the Salt Marsh, hinting the PCs are imprisoned somewhere in the eastern end of Lankhmar.

The PCs awaken with nothing but the clothes they were wearing at the time of their abduction and bear no weapons, armor, money, or useful objects. At the judge’s discretion, PCs who previously noted they carried concealed items on their bodies may still have the object with them if they succeed in a Luck check. Otherwise, assume the PC was well-searched by his captors and the item is locked in area 1-5 with the rest of their possessions.

Obvious spellcasters are gagged and their fingers wrapped with tight bandages to prevent intricate motion. PCs who possess spellcasting abilities but are not readily identified as wizards (such as those with the *Former Wizard’s Pupil* benison) can make a Luck check. If successful, they are not gagged nor are their fingers bound. However, the manacles imposed a -1 die penalty on any spell checks made while chained.

EVENT ONE: MAKING ACQUAINTANCES

Allow the players time to roleplay their characters and learn a bit about each other. PCs attempting to recall the circumstance leading to their current situation have little to go on. Their memories are foggy, as if dulled by sorcery or drugs, but each can recall being in familiar surroundings such as outside a favorite tavern, in their bedroom, aboard their ship, or similar locale before a wave of light-headedness overcame them. Each PC was alone when this occurred and they awakened in chains wherever they currently may be. Characters native to Lankhmar or who have connections to the city’s underworld and/or lower class might remember rumors of street people vanishing mysteriously over the past few weeks with a successful DC 8

Intelligence check. Aside from these bits of data, the party is clueless as to where they are or who captured them.

Remember to award fleeting Luck points to the players for roleplaying or for further complicating matters by invoking any appropriate dooms.

EVENT TWO: VISITORS

After the PCs have had a chance to familiarize themselves with each other, the sound of a key turning in a lock is heard. The door at area 1-2 swings open on newly-oiled hinges and a hulking, misshapen figure enters the area.

A monstrous figure emerges into the dim light of the torch set by the door, throwing a grotesque shadow onto the wall beside him. This creature stands nearly 7' tall and is dressed in a well-worn smock stained with blood and other filth. Its head is covered by a black cloth hood, obscuring any signs of humanity. The creature pulls a lever set in the wall by the door and a loud click is heard from the cell's closed door. The hulking figure approaches your cell, a sack in one hand and a pail in the other.

Jailor (1): Init -1; Atk cudgel +2 melee (1d6+1); AC 10; HD 3d8; hp 18; MV 30'; Act 1d20; SP none; SV Fort +3, Ref +0, Will -2; AL C.

An utterly loyal brute bred in the servant pits of Eevamarensee, the jailor stands 6' 10" tall and is hairless beneath his black hood and blood-stained smock. His physique is one of gnarled muscles, broad but hunched shoulders, and spade-like hands and feet. He wears a broad leather belt beneath his smock that hold a sheathed dagger, a knobbed cudgel, and a key ring with keys to the doors at area 1-2, 1-3, and 1-5. Like all Eevamarensee bred servant, the jailor's tongue was removed as a youth and he can only communicate with grunts and watery, guttural sighs.

The jailor's sack contains stale, crusty bread and the pail holds a dipper and slightly stagnant water. He ignores any questions from the PCs and his long arms and legs allows him to stay out of range of the PCs kicks or other feeble attacks possible while shackled. After feeding and watering each PC, he departs, closing the cell door behind him, throwing the lever back in place to seal it, and exiting the area.

Midway through the jailor's ministrations, each PC can make a DC 13 Intelligence check. If successful, they notice a second figure has entered the room and stands at the edge of the torchlight, its features obscured by a hooded cloak

thrown over a shapeless robe. This is Tulmakiz come to evaluate his next batch of test subjects. The wizard does not speak and departs soon after being noticed. His brief appearance hints at larger forces at work in the PCs' predicament.

EVENT THREE: ESCAPE!

Escape is obviously the PCs first priority. There are several means to escape the cell, and the most likely methods are covered below. Players, however, may concoct unforeseen escape plans and the judge must adapt to their schemes accordingly.

- **The Manacles:** The locks on the manacles are simple, but given the PCs lack of tools to pick them, they pose a severe obstacle. Picking them is a DC 25 pick locks check without any tools; attempting to open them with even an improvised tool reduces the DC to 10. Feroocious PCs can break the shackles free from the wall with a DC 16 Strength check, but the feat only yanks the chains loose from the old masonry, leaving their hands still bound in chains. Breaking the manacles requires a DC 20 Strength check.
- **The Cell Door:** The cell was designed to hold dangerous madmen and features a remote locking mechanism to impede escape. A lever at area 1-2 operates the door; it lacks any accessible lock to be picked. The door can be forced with a DC 18 Strength check however. The locking lever is 15' away from the closest point of the cell. If the PCs attempt to lasso the lever using a make-shift rope, the lever is AC 15. Lassoing the lever allows it to be pulled, opening the cell door.
- **Unnoticed Assistance:** Lying in a mortared groove of the flagstones floor is a bronze hairpin measuring 4" long. The ornament was worn by a now-deceased captured courtesan pulled from Lankhmar's streets. The pin came free when she was placed in the cell and has so far been overlooked. The pin is noticed with either a Luck check by the PC with the best Luck score if the party thinks to examine the floor or is automatically detected if the jailor visits the cell more than twice and the PCs remain imprisoned. The exact location of the pin is left to the judge, but if a PCs hasn't had the opportunity to contribute to the escape efforts, it's suggested the pin be just barely within reach of that character, allowing him to aid the party's escape.

STEALTH OVER STEEL

The PCs are under-equipped and outnumbered in this adventure and the potential for calamity is high, especially early on. As was the case with Fafhrd's and the Gray Mouser's initial foray into the Thieves' House in "Ill Met in Lankhmar," guile will get the PCs further than violence.

The judge should encourage the PCs attempts at subtlety and stealth, rewarding each of them with a point of fleeting Luck every time they overcome an enemy by employing stealth or cunning rather than simply drawing swords and hewing away at their enemies. Not every encounter can be overcome through stealth, but when they can be, the party should be rewarded.

- **Overpowering the Jailor:** The mute man visits the PCs twice each day to ensure they remain chained and to feed them hunks of stale bread and a dipperful of water. He has become complacent with his charges (none have managed more than a token escape attempt) and is neglectful. PCs freed from their manacles can conceal this fact from the jailor with even moderate trickery, allowing them to ambush their guardian when he approaches them with their daily rations. They automatically surprise the jailor.

The most likely course of events is that the PCs will escape their manacles, then either lasso the lever to activate the door lock or ambush the jailor when he enters the cell.

LEVEL 1: THE UNDERCELLS

The lowest level of the asylum was built to contain the maddest inmates and is the most secure area in the crumbling madhouse. Tulmakiz chose it to hold his captives for this very reason. The air stinks of the Salt Marsh, old stone, mildew, fear, and madness.

Area 1-1—Cells: *Bare cells lie behind stout bars kissed with rust. The doors are open, but hardly inviting.*

These cells are empty but functional. The PCs begin the adventure in the cell indicated on the map. The door locks are operated via the levers at 1-2 and details on escaping the cells are provided in Event Three above.

Area 1-2—Guard Post: *A stout banded door stands in the south wall, apparently recently repaired and reinforced. A metal plate with three levers protruding from it is set into the east wall. An old table and chair, dry-rotted and aged, stand beneath a smoky-burning torch.*

The levers each control one of the cell doors in this section of the asylum. The one furthest from the door operates the PCs' cell door. The remaining two open the other cell doors in this space.

The torch is the sole source of illumination in this area. The southern door is locked (DC 10 pick locks check) and is opened with the jailor's keyring.

Area 1-3—Average Cells: *Open, empty cells bearing the tattered remains of padding line the passageway of this area. They appear unused and cold and are more like animal cages than prison cells.*

These cells housed the less dangerous inmates and were padded for their protection. Unlike the cells in area 1-1, these doors have inset key locks on their doors. If a PC was slain during the party's escape attempt, one of these cells contains any replacement character(s) to fill out the group's ranks. Their cell door is locked, but can be picked with a DC 10 pick locks check or with the jailer's keyring.

Area 1-4—Impromptu Mortuary: The smell of decaying flesh is noticeable from behind this door. PCs examining the door notice blood and other fluid stains on the floor. If opened, read the following:

This former storeroom is now a nightmare of rotting bodies mangled beyond recognition. Heaped about haphazardly, the corpses are nearly naked and their flesh gashed, seared, and boiled. The few inches of unmarred skin remaining on each corpse bear strange symbols branded into the flesh.

There are fifteen corpses here. A DC 10 Intelligence check identifies the bodies as bearing signs of hard living, making them likely to be members of Lankhmar's lower classes. A character with training in the magical arts recognizes the symbols as sorcerous in nature mixed in with uncommon letters in an esoteric language. A DC 15 Intelligence check identifies the letters as those of the Eevamareensee alphabet.

A 4' long piece of timber, gore-streaked but solid, leans against the wall. The jailor uses it to lever bodies into position when loading his wheelbarrow. The timber can be used as an improvised weapon (1d6 damage)

Area 1-5—Jailor's Quarters: This door is locked and requires either the jailor's keyring or a DC 10 pick locks check to open.

A simple 20' square room walled and floored with stone slabs and lit by a flickering oil lamp awaits you beyond the door. A plain wooden table and chair, a crude pallet bed, and two worn packing crates comprise the room's furnishing. A worn wheelbarrow leans against the east wall. Doors stand in both the west and south walls.

If the jailor hasn't been dealt with previously, he is present here, eating a simple supper of bread, gruel, and watered wine. See Event Two above for stats. If he is clearly out-matched, he attempts to flee to area 2-6 for help.

One of the packing crates serves as the jailor's wardrobe and holds worn and dirty trousers, tunics, aprons, and jerkins. A small purse containing 15 iron tiki, 19 copper pennies, 2 silver smerduks, and a single coin of green stone is hidden at the bottom. The green coin is an Eevamareensee curiosity worth 20 gold rilk to numismatists.

The second crate contains useful items taken from abducted test subjects, destined to be sold or redistributed amongst Tulmakiz's men. The crate contains the PCs' personal effects (any object, weapon, or armor listed on their character sheets).

In addition to the characters' personal effects, it also holds six sets of worn, dirty clothing, a silver Thieves' Guild dagger (10 gold rilk value but worth far more to the right people), two crutches, a small tray holding crude handmade cloth dolls, and a brass ring with a secret compartment behind its non-precious stone ornament. The compartment (DC 12 Intelligence check to locate) holds a small folded piece of parchment. The parchment is a message written to the Overlord's Chief of Spies and details the movements of a minor Lankhmarian noble. The contents of the letter can be used by the judge to introduce new adventure potentials as desired.

LEVEL TWO: THE UPPER CELLAR

This floor contained support facilities for the asylum, but now serves as Tulmakiz's base of operations. The PCs will need to confront or avoid its inhabitants to achieve their freedom.

Active Patrol: A trio of guardsmen patrols this level at all times, walking in unpredictable routes throughout the Upper Cellar. Each time the PCs enter a new area, roll 1d6. On a 1 or a 2, the patrol will walk through/investigate that area shortly after the PCs' arrival. The judge can roll 1d4+1 to determine how many rounds pass before the guards arrive or simply choose an appropriately dramatic time for the guards to patrol the room.

If the PCs are being alert, allow the PC with the best Luck to make a Luck check to hear the guardsmen's approach. If the party isn't demonstrating caution, however, the PC with the worst current Luck makes the check. A successful Luck check indicates the party hears the guardsmen just before they arrive, and can take appropriate steps to hide or ambush the patrol. A failed Luck check means both the PCs and guardsmen are potentially surprised (2 in 6 chance; roll for both groups) when the patrol stumbles upon them.

Guardsmen (3): Init +0; Atk short sword +1 melee (1d6); AC 12; HD 1d8; hp 5; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +0; AL N.

If the patrol is overcome, they will not be encountered again.

Area 2-1—Tulmakiz's Quarters: The door to this room is locked with a higher quality padlock. It is DC 15 pick lock to open and DC 20 to break.

This unassuming room of bare stone contains only a few furnishings: a poster bed with drawn curtains, a wardrobe decorated with carvings of monstrous faces, and a large cloth rug splayed out across the flagstones.

The sorcerer's personal chambers, he seldom visits it aside from a few hours in between his relentless experimentation. Tulmakiz is paranoid about his personal space and protects his chambers via an ensorcelled rug. Anyone stepping onto the rug with shoes, boots, or other footwear, triggers the rug's magic – wisps of purple vapor rise up to

entwine around the interloper's body. A DC 12 Reflex save allows the trespasser to escape the smoky grasp; otherwise they are ensnared. The entrapped PC loses 1 hit point each round as the wisps drain his vital essence. The bonds can be broken with a DC 15 Strength check or cut automatically with a silver blade (such as the Thieves' Guild membership dagger). Warriors can perform a mighty deed to break the bonds, rolling their deed die in addition to their action die when making the Strength check and totaling the dice results.

The wardrobe contains a number of silk robes, trousers, shirts, and slippers, all of pale pastel coloration. A hidden compartment (DC 13 Intelligence check to locate) in the base of the wardrobe's interior hides a number of scrolls and a small brass coffer. Most of the scrolls (scribed in the Eevamarensee tongue) describe an arcane process of amplifying sorcery via physical pain (see sidebar). One other scroll contains the spell *Mouse's painful suffering* (or another of the judge's choosing). The coffer holds 326 copper pennies, 125 silver smerduks, and 76 gold rilks. A small key (unlocks cabinet in area 2-4) is also present in the coffer.

The poster bed is comfortable and decadent, but is otherwise normal.

Area 2-2—Dining Hall: *Two long trestle tables flanked by benches occupy this room. Standing candelabras, coated in dripped wax, stand unlit about the area. The tables are littered with pewter plates and wooden goblets. Barrels, small boxes, and modest sacks are stacked in the southeast corner. Doors exit the room to the south and the west.*

Tulmakiz's henchmen dine here, treated to meals of native Eevamarensee cuisine cooked by the wizard's personal chef. The room is currently empty of occupants.

The collection of containers hold a mixture of dried fruits, grains, smoked meats and fish, and other culinary ingredients purchased in Lankhmar. There is one small wine barrel that contains Eevamarensee Emerald wine, named for its brilliant green coloration. It is a dry, crisp wine that enervates the body. PCs consuming Eevamarensee Emerald wine when recuperating automatically regain maximum hit points for their hit die (e.g. a warrior would regain 12 hit points adjusted for his Stamina modifier). There is a total of two gallons (32 8 oz. drafts) in the barrel.

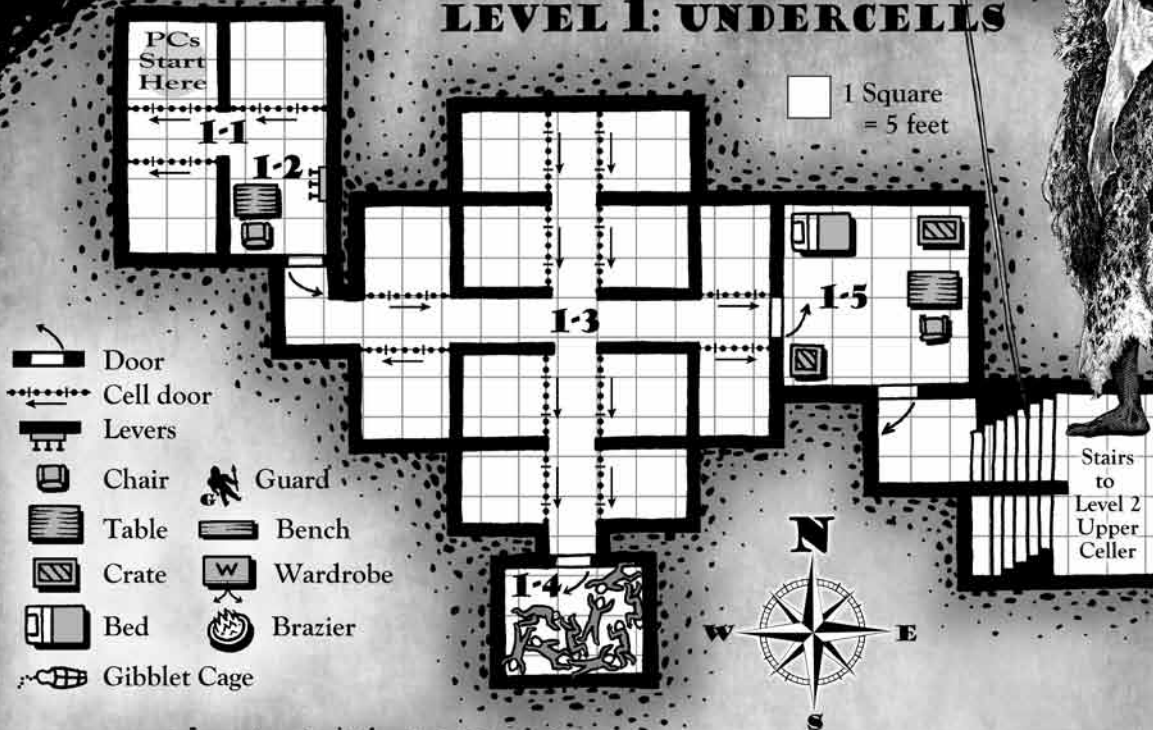
EEVAMARENSEE PAIN SORCERY

The writings in area 2-1 detail an esoteric process that allows a wizard to utilize another for the purposes of spell-burning. If the writings are deciphered and studied for one month, the wizard can harm another living creature when performing ritual magic to amplify his spellcasting. The creature must be brutally injured or even killed during the ritual, but doing so add a bonus to the spell check equal to the creature's hit dice.

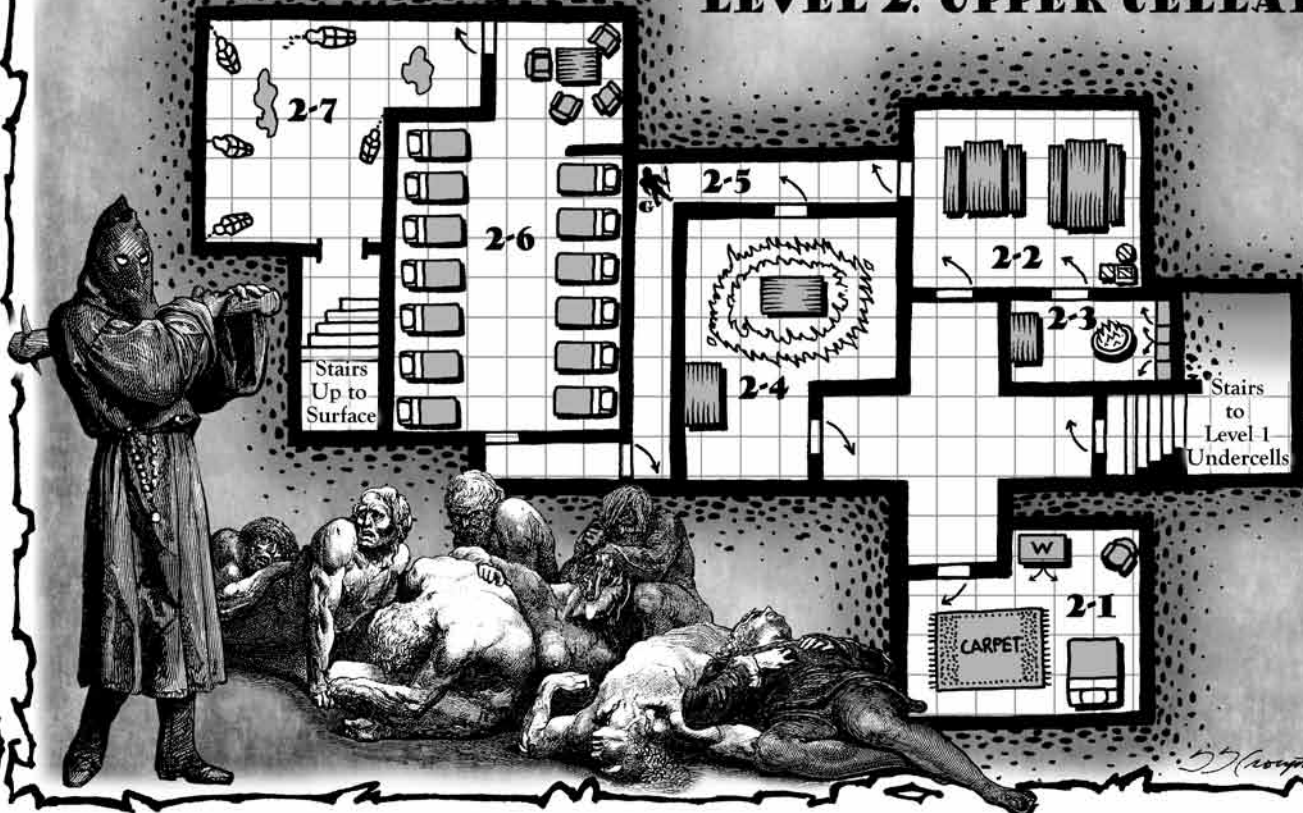
Harming another for the purposes of spellcasting is extremely dark magic. If the spellcaster ever acquires corruption when casting a spell with Eevamarensee pain sorcery, the judge always rolls on the Nehwonian Greater Corruption Table when determining the type of corruption gained. In cases where this table would normally be used in any event, the caster rolls twice on the table, acquiring both forms of corruption.

MADHOUSE

LEVEL 1: UNDERCELLS



LEVEL 2: UPPER CELLAR



The cook in area 2-3 is busy preparing the next meal, but is used to guards coming into the dining hall and foraging for snacks among the barrels, boxes, and sacks. He only emerges from the kitchen to investigate if the PCs make an unusual amount of racket or otherwise draw attention to themselves.

Area 2-3—Kitchen: *A burning brazier of glowing coals both illuminates this small room and slowly broils skewers of succulent meats. A worktable littered with kitchen utensils, cutlery, and bowls, stands to one side. Travel-battered strongboxes are stored beneath it. A whip-thin, hairless man dresses in tight leather garments, tends to the two-foot-long skewers.*

The cook is Tulumakiz's faithful servant and a master of the culinary arts. His curious leather clothing is a sign of his cooking mastery in an esteemed brotherhood of Eevamarensee chefs. He is sworn to ensure no harm comes to his master via his meals and members of the brotherhood whose employers perish from poison or similar assassination techniques delivered via meals suffer horrible torment before execution. He fights to the death to protect the kitchen and its contents, wielding the two skewers as weapons.

Eevamarensee Cook (1): Init +1; Atk skewer +1 melee (1d5); AC 13; HD 2d6; hp 10; MV 30'; Act 2d20; SP attacks twice per round with skewers at no penalty to dice chain; SV Fort +1, Ref +2, Will +1; AL N.

If captured alive, the cook stubbornly refuses to reveal information about his master. Magical or aggressive interrogation can break his will, but even then he can offer no information other than the fact he works for a wizard from Eevamarensee named Tulumakiz who has come to Lankhmar for magical research and that he cooks meals for both the sorcerer and his sixteen henchmen.

The strongboxes beneath the work bench contain an array of rare Eevamarensee spices, smoked meats, preserved fruits, and other delicacies. These rare groceries would fetch up to 200 gold rilks if sold to epicureans or dealers in rare foodstuffs. A DC 12 Intelligence check identifies them as luxury items.

Area 2-4—Sorcerous Workshop: *Liquid blue fire churns in the air of this room, illuminating the space with cerulean light. The eldritch glow reveals a broad wooden slab with rusty iron restraints at each corner. Its face is discolored with dried gore and other fluids. A worktable bearing perfectly and precisely arranged arcane tools stands nearby, a closed cabinet above it. The smell of fear, sweat, and blood is heavy in the air.*

There is a 50% chance Tulumakiz is present in this room when the PCs enter. If so, he engages the party with spells while shouting for reinforcements in area 2-6. Those guards arrive in 2d4 rounds. Should he not be present, he will be encountered in area 2-7 as the party leaves the madhouse.

Tulumakiz, Eevamarensee Sorcerer: Init +1; Atk spear +1 melee (1d6); AC 13; HD 3d4+3; hp 12; MV 30'; Act 1d20; SP lashing tendril (DC 10 Reflex save or 1d4+1 damage), *ray of enfeeblement* and *magic missile* (spell check +3), smoke form; SV Fort +1, Ref +2, Will +1; AL C.

Tulumakiz is a hairless human male possessing a gaunt build and long-fingered hands. His eyes are pale amber and seem to reflect light like mirrors. He dresses in soft pastel colors and typically goes about barefoot. When confronted by enemies, he snarls in Eevamarensee, cursing his foes for their meddling, and then transforms his left arm into a lashing fleshy tendril capable of reaching foes up to 15' away. Those who fail a DC 10 Reflex save are caught by the tendril and suffer 1d4+1 damage each round until the sorcerer is slain or forced into his smoke form. Tulumakiz can cast spells with his other hand, using *ray of enfeeblement*, *magic missile* (which manifests as ghostly crows that tear the victim's flesh), or his spear against enemies. If brought to 4 hit points or less without being slain, he transforms into a wisp of smoke and flees to area 2-7 for reinforcements. Tulumakiz carries a pouch containing 56 gold rilks, 10 curious green Eevamarensee coins (as described in area 1-5), and a key to area 2-1.

The liquid fire is a form of Eevamarensee magic detailed below. It produces no heat and is harmless.

The dozen tools are ancient Eevamarensee arcane implements and necessary to utilize the magical lore found in Tulumakiz's library. They are worth 50 gold rilks if sold for their material value, but will fetch up to 200 gold rilks to members of Lankhmar's Sorcerers' Guild.

The cabinet above the worktable is locked (opens with the key in area 2-1 or a DC 12 pick locks check). It holds eight small vials, three of which are glowing electric blue. The four normal vials contain green powder—doses of Eevamarensee slumber poison (contact or ingested; DC 15 Fortitude save or sleep for 2d6 hours). One vial contains a healing unguent that restores 1d4 hp (or 1d6 hp if administered by someone with the *Healer* benison). The glowing vials hold Eevamarensee liquid fire.

Area 2-5—Guard: A guardsman stands in the corner keeping watch over the corridor. He automatically notices a party if they make no attempt at stealth. If the party is moving stealthily, allow the PC with the worst Luck to make a Luck check. If successful, the guard is looking down the other corridor from the way the PCs enter and the party has one round to act before they are noticed. If the check fails, the guard notices the group and reacts immediately (roll initiative as normal).

EEVAMARENSEE LIQUID FIRE

This substance becomes an 8' diameter ribbon of cool floating fire that produces light equal to a lantern when exposed to air. The liquid fire floats to a point 8' above the ground directly above the user and remains in place until it burns out in 1d24+12 hours. Each vial can be used once.

Guardman (1): Init +0; Atk short sword +1 melee (1d6); AC 12; HD 1d8; hp 5; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +0; AL N.

Area 2-6—Guard Quarters: *Several pallets covered with simple bedclothes line the walls of this dank, chill room, leaving a central aisle leading to the opposite door. Cloaks and other clothing hang from the walls and an octagonal table flanked by chairs stands in the northwest corner. A pair of hairless men dressed in mail cast dice at the table, while the air rings with the sonorous sounds of snoring coming from motionless forms in the beds.*

There are sixteen cots present, four of which hold dozing guards. The two guards playing dice are concentrating on their wagering and only notice a stealthy party entering on a 2 in 6 chance. They holler to awaken their comrades if they spot the PC and the dozing guards join the battle two rounds later.

Guardsmen (6): Init +0; Atk short sword +1 melee (1d6); AC 12; HD 1d8; hp 4; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +0; AL N.

Each guard has 2d12 iron tiks and 2d10 silver smerduks.

Areas 2-7—Exit: *Barrel arches support the roof of this wide, low-ceilinged chamber. Puddles of stagnant water collect on the dingy stone floor. Several gibbet-style cages lie in a rusting pile against the western wall. A staircase, its length illuminated by diffused sunlight shining from outside, is visible beyond an archway in the far walls. Several hairless men stand between you and the exit.*

Four guardsmen are always on duty here to prevent the curious from entering the asylum's cellars. If Tulmakiz wasn't encountered in area 2-4 or he fled from combat in the workshop, he is found here with his men, either preparing to engage the PCs or discussing plans for the evening abductions.

Guardsmen (4): Init +0; Atk short sword +1 melee (1d6); AC 12; HD 1d8; hp 4; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +0; AL N.

Tulmakiz: See area 2-4 above.

Both the guards and Tulmakiz fight to the death to prevent the PCs from escaping: the guards out of loyalty, Tulmakiz because he is confident his adeprty will save him (see below). Each guard has 2d12 iron tiks and 2d10 silver smerduks.

The rusting gibbet cages once held inmates, but are now rusting relics. The stairs lead to the overgrown grounds of the asylum and freedom. The PCs need only ascend the crumbling stairs to escape their captivity and successfully complete the adventure.

THE END?

"She said that, if an adept chances to die, his soul is reincarnated in a mouse. If, as a mouse, he managed to kill a rat, his soul passes over into a rat. As a rat, he must kill a cat; as a cat, a wolf; as a wolf, a panther; and, as a panther, a man. Then he can recommence his adeprty. Of course, it seldom happens that anyone gets all the way through the sequence and in any case it takes a very long time." – Adept's Gambit

The adventure likely ends with the death of Tulmakiz, slain by the PCs for daring to imprison them. However, this needn't be the end of Tulmakiz if the judge desires. The Eevamarenssee sorcerer could prove an excellent ongoing enemy of the party, serving as a regular foe and a reminder of why the PCs need to continue their acquaintance. Luckily, Tulmakiz mastered odd magics in his time, one of which is known only to adepts, and can be invoked to prolong his menace in the party's lives.

Should the judge wish to make Tulmakiz a reoccurring enemy, read the following at some point after the PCs have slain the wizard, preferably at a time when they are otherwise occupied such as when looting his lair.

You catch a subtle motion out of the corner of you eye, turning your attention to the corpse of the dead wizard. Perched on the corpse's chin is the strange sight of a hairless mouse, motionless and staring in your direction. The tiny vermin almost appears to gaze at you with hatred, before leaping off the body and scurrying swiftly away.

The PC with the worst Luck can make a Luck check. If successful, a random character is in position to make a single attack against the hairless mouse (AC 15, 1 hp). If the attack kills the mouse, the soul of Tulmakiz is cast into whatever realm awaits it, putting an end to his existence. However, if the mouse survives the attack, it scurries into a crevice, mouse hole, or other escape route that the PCs cannot pursue. At some point, Tulmakiz will return...

This concludes the DCC Lankhmar Free RPG Day adventure, *The Madhouse Meet*. By the end of this scenario, a new band of questionable heroes has arisen in the fog-shrouded streets of the City of the Black Toga, ready to take on a host of new adventures. Will they follow up on the mysterious communique discovered in a seemingly ordinary ring, seek out specialized merchants to turn their unusual treasures into coin, or rally together to track down Tulmakiz before he begins his experiments anew?

These are just some of the potential adventures awaiting judges and players alike in the fantastic world of Nehwon and DCC Lankhmar. Keep an eye on Kickstarter for details on the forthcoming DCC Lankhmar boxed set and the opportunity be one of the first to experience Fritz Leiber's fabulous creation first-hand in *Dungeon Crawl Classics*!

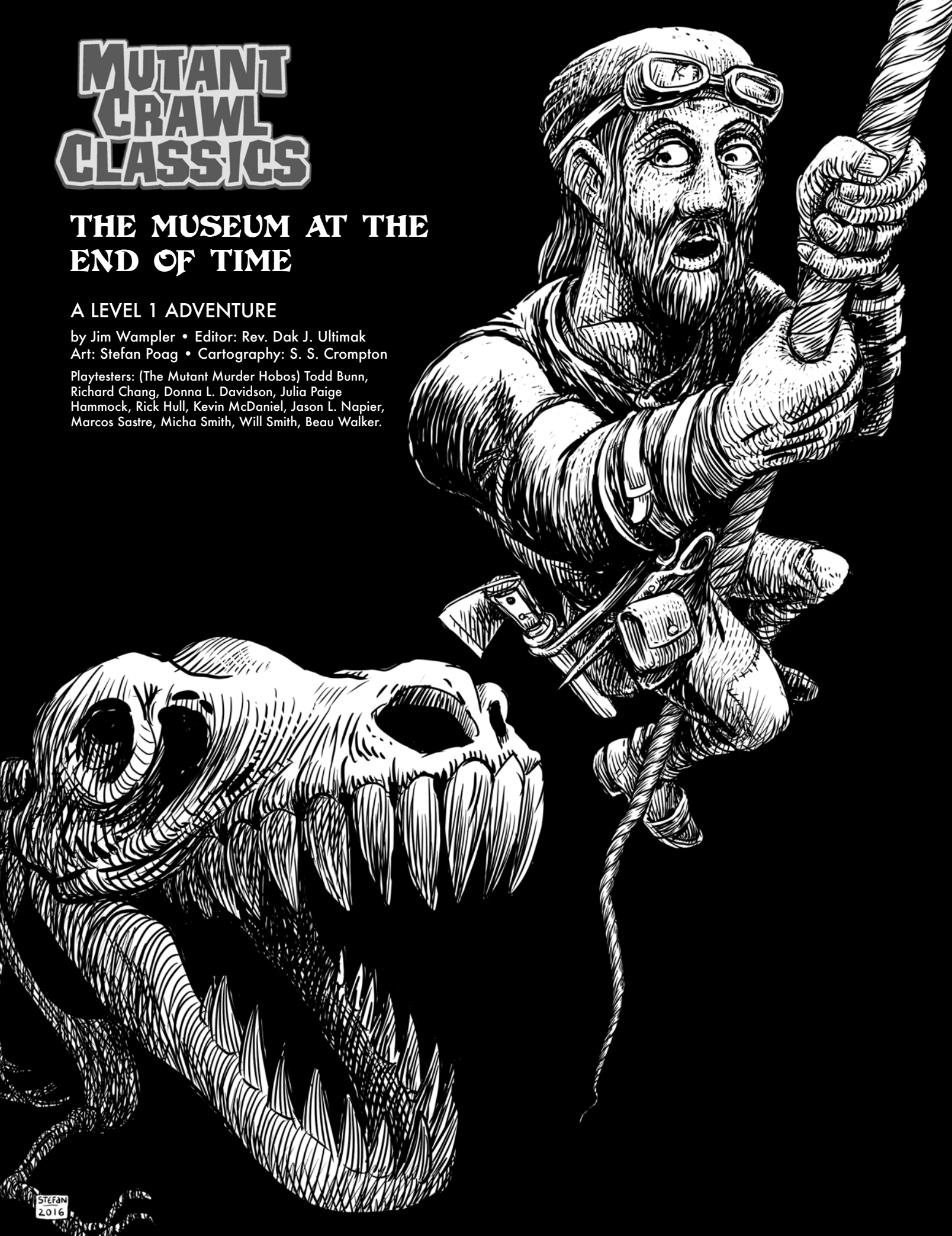
MUTANT CRAWL CLASSICS

THE MUSEUM AT THE END OF TIME

A LEVEL 1 ADVENTURE

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Remember the good old days, when post-apocalyptic adventures were full of super-science, murderous robots that were there to be mastered, and the finale of every underground adventure was setting the fusion power plant to overload? Those days are back. Mutant Crawl Classics adventures take place in an ambiguous time period after a great disaster has ravaged the world, and it's up to you and your mutant tribesmen to go out into the hothouse jungles and radioactive deserts of Terra A.D. and collect the artifacts of the Ancient Ones in order to attain great power and savage glory.

This adventure is a Mutant Crawl Classics RPG character funnel designed for 15-20 level-0 characters, with each player having 2-4 characters each. These numbers can be adjusted for larger or smaller groups, but remember to allow each player a minimum of 2 level-0 characters. This adventure can also easily be run as a character funnel for the Dungeon Crawl Classics RPG.

BACKGROUND



With each new generation of younglings, the Tribe of Cog tests their youths' fitness to serve their neolithic society as adults by sending them out on The Rite of Passage. The purpose of the Rite is two-fold. First and foremost, the younglings are tasked with going out into the untamed wilderness, surviving on their own for over one week, and with bringing back to the tribe one functioning artifact of the ancients per participant. Secondly, it is to be hoped that the stresses of the Rite will trigger the "Metagenesis." For mutants, manimals, and plantients, the Metagenesis is the sudden full-flowering of their mutated genetic code and its attendant mutations.

The Rite of Passage is a generational custom, and the PCs' future position and rank within their society is largely determined by the quality of artifacts brought back to the tribe. While there is no shame in returning with a "working" ancient beverage container or a simple, stout length of duralloy, those doing so tend to end up being assigned the mundane adult tasks of simple hunting or gathering for the tribe. Conversely, those bringing back especially useful items — say a working dazer pistol — may find themselves quickly promoted to the ranks of a Seeker team. Seeker teams are those who's job it is to explore the wilderness in hopes of discovering even more ancient artifacts in the ruins and taboo lands of Terra A.D.

INTRODUCTION

With an unsettling combination of eager anticipation and uneasy courage, you and the friends of your youth face the portentous prospect of setting out upon your Rite of Passage. Your parents and extended families embrace you for what may be the last time. You pat your slung leather pouch full of jerked roxen meat and your overfull waterskin, making sure it's all there, as you cradle the flint dagger carried in a thigh-bound sheath.

Your youthful exuberance and untested sense of immortality would greatly distress your families if they knew of your cunning plan. You and your friends have decided to gamble everything on the chance to become full-fledged Seekers for the tribe. There will be no wandering around in the hothouse jungles of Terra A.D. only to return with a few dusty but ultimately useless trinkets for you. The ambitions of you and your childhood friends is greater than that. You have decided to chance the taboo lands. You have decided to trek out into the forbidden Glow Desert, the better to find and return with a potent and mighty device of the Ancient Ones, as legend says your ancestors once did.

An uneventful three-day journey to the northwest by foot brings you to the edge of your tribe's territory and to the edge of the mile-high trees of the jungle itself. Before you lies several yards of gradually dying brush, beyond which stretches an endless waste of blue-white sand dunes against a cloudless turquoise firmament. Your only navigation marker going forward will be the ever-present "Sky Arc," the banded and gently-curved celestial beltway that stretches from east to west in both day and nighttime skies.

THE GLOW DESERT



The Glow Desert is a radioactive wasteland of endless blue-white sand dunes punctuated by occasional stretches of wind-blown blast-glass. After a half-day's travel on foot, the desert is also interrupted by jagged and slanted buttes of mantle rock, as though subterranean spikes of mottled marble were thrust upwards by a tremendous ancient force. The jagged spikes of rock are 10' - 30' high and have been weathered by the frequent dust storms. These angled buttes are located a mile or two apart on average — just close enough to each other that from any one butte, at least 2-3 more can be seen on the far horizon.

The Glow - PCs spending more than a couple of hours in the Glow Desert will notice that their skin tingles and that they feel mildly nauseous. After nightfall, they will even notice that the desert sand is slightly phosphorescent, and that the nighttime sky fades to an eerie blue glow at the horizon. For each 24 hours spent in the radioactive desert, each PC must make a DC 12 Fortitude save or take 1 hp of radiation damage. This may kill level-0 characters with only 1 hp, but assuming that the PCs choose to rest for at least 8 hours each day (and thereby heal 1 hp), this effect largely balances out.

GLOW DESERT ENCOUNTERS

It is a 2-day trek across the Glow Desert before the PCs will discover the museum. The dilemma faced by the PCs is that the Glow Desert is a dangerous place both at night and during the day, with the only relatively safe haven being the infrequent rock outcroppings that dot the desert.

During the PCs' two-day journey, they should encounter the following creatures at least once. The additional Glow Desert encounters may be used at the judge's discretion, though it is assumed the Glow Storm will occur early morning before they discover the Museum.



DAYTIME GLOW DESERT ENCOUNTER

Silane Serpent — A monstrous roving silane serpent begins to stalk the party. Initially, the PCs begin to hear a low, musical sound like glass tubes being vibrated. Alert PCs (DC 15 Intelligence check) may notice ripples in the surface of the sand nearby that run counter to the wind direction, as the large creature circles its intended prey. The silane serpent is attracted to vibrations, so if the PCs cease all movement and make no sounds louder than a whisper, the creature will merely circle the party for an hour or so and eventually lose interest.

Any other movement or sound will precipitate an attack within 1d3 rounds. Because the creature feeds on minerals instead of carbon-based organic matter, it will target anyone carrying metals on their person, and failing that, stone implements. When this happens, the PCs witness an awe-inspiring sight.

An enormous serpentine creature comprised entirely of faceted, translucent crystals bursts up through the sand and attempts to swallow your childhood friend whole. Its head is featureless except for a crested spiked carapace and a giant maw lined with glistening glass teeth. It greedily gulps your companion down as you see the flayed body slowly passing down into its gullet through its semi-opaque form. The creature immediately turns and attacks the next nearest of you.

Any attack by the silane serpent that exceeds the target's hit point total indicates that the prey has been swallowed whole. The silane serpent's crystalline armor is extraordinarily tough, except against any attacks involving moisture, as its silicon-based biology breaks down rapidly in the presence of water.

Non-suicidal PCs will flee to the nearest rock outcropping. The silane serpent will randomly pick off 1d3 of the PCs before the safety of a rock outcropping is obtained. Climbing to the top of a rock outcropping provides shelter from the serpent, but the creature will continue to circle and wait until sunset, at which point it will return to its underground lair.

Silane Serpent: Init +5; Atk bite +5 melee (5d6); AC 18; HD 10d6; hp 35; MV 40' burrowing; Act 1d20; SP swallow victims whole, takes 1d12 damage per pint of water splashed on it; SV Fort +4, Ref +2, Will -4.

NIGHTTIME GLOW DESERT ENCOUNTER

Screamers — A roving band of screamers — glowing desiccated corpses animated by a semi-intelligent fungi possessing a primitive hive consciousness — find and attack the party at night. The party cannot be surprised by these creatures, as the screamers are both brightly lit and vocal. The fungi animation process causes a constant air flow through the empty chests of the screamers and back out their withered vocal chords, creating an unnerving and near-constant keening. Anyone killed by a screamer will arise the following evening as a newly-born screamer. Judges should also note that any surviving PCs who combat the screamers are then 50% likely to track traces of the screamer fungi into area A-1 of the museum, thereby possibly animating the two fossilized skeletons or any other available corpses into new screamers.

Screamers (6): Init -4; Atk claw strike +3 melee (1d4, plus DC 12 Fort save or take 1d3 radiation burn damage); AC 9; HD 1d6; hp 4 ea; MV 20'; Act 1d20; SP undead, radiation burn; SV Fort +4, Ref -4, Will +2.

Any skin contact with a screamer (alive or dead) causes a 1d3 radiation burn. Weapons used against a screamer likewise glow a bright blue on the surfaces that came into contact with the creature, and will cause the same 1d3 radiation damage as additional weapon damage until cleaned. If handled carefully and sheathed in any non-porous material, a glow-enhanced weapon could be effectively employed by a PC.

ADDITIONAL GLOW DESERT ENCOUNTERS

Blast Glass — The PCs discover a 20' x 30' sheet of fractured blue-green blast glass exposed in the desert sands. The blast glass is mildly radioactive and anyone stepping onto or handling the blast glass in such a way that causes skin-to-surface contact must make a DC 10 Fortitude save or take 1d3 damage from radiation burns. The blast glass is cracked and fractured, so that industrious and cautious PCs could attempt to wrap a length of leather around a likely shard and create a "blast glass dagger" that would inflict 1d4 damage +1d3 radiation burns (DC 10 Fortitude save versus radiation damage).

Glow Storm — The PCs witness a glow storm of terrible ferocity. Writhing snakes of polychromatic light and hundreds of shooting stars blanket the sky, while 50-75 mph winds whip clouds of the white-blue sand into their eyes. Visibility is reduced to 30' for 4-6 hours until sunrise.



THE MUSEUM AT THE END OF TIME

As you set out on the morning after the glow storm, you immediately spot something new to your eyes in the trackless wastes. On the far horizon, you see a new kind of rock outcropping – straight and shining with a reflective green light.

The recent glow storm has exposed the upper spire of a green porcelain structure, a long buried and well preserved museum of the Ancient Ones. The museum is a short 1-2 mile trek from the PCs' location.

As you near the green rock, its strangeness to your eyes only increases. It stands about 15' tall, and seems to be of an odd, too-smooth shape – like a gigantic roxen horn that was impossibly straightened out so that it did not curl. Its surface is a crazy-quilt of shiny green sections in which you can see yourselves, as though you were staring down into a perfectly calm pond of emerald water. One of the oddly shaped sections of green hard-water near the ground is missing, allowing white-blue sand to

spill inwards over its bottom lip. As you peer into the opening, only a great darkness greets your sun-struck eyes.

The missing section of perma-glass has already been removed by a party of beast things that found and entered the museum earlier in the morning (see area A-2 for their current location). The desert winds have removed any tracks or sign of their passing.

This new entrance into the museum leads directly to a 50' drop to the floor below. Incautious PCs who brazenly announce that they go directly inside immediately fall to their deaths below. More cautious players looking inside will see utter darkness (the perma-glass is polarized and does not admit light inside) except for a 10' patch of the floor below that is lit by the shaft of sunlight coming in through the hole in the upper spire.

LEVEL ONE

Area A-1 — Atrium of the Ancients: The room below the spire is the main atrium of the ancient museum. Assuming that the PCs use enough hemp rope, perhaps 75' or more, they can easily anchor the rope by encircling the spire and then begin their descent. As the walls of the atrium fan outwards from the spire, there is no purchase offered for the climb down. While shimmying down the rope, only dark, shadowy shapes can be dimly made out in the pitch-black darkness.

As you expertly shimmy down the hemp rope the first 20', you are surprised to see a reptilian head the size of a small hut, with teeth like flint daggers and dark black eyes nearly the size of your head, hovering in the darkness right next to you.

Allow the PC only a few seconds to quickly react, then adjudicate the results as appropriate. The fossilized T-Rex skeleton does not pose any immediate threat to the PCs. The use of torches or other improvised light sources, will of course reveal its true nature.

In any event, should a living PC manage to make contact with the atrium floor below, the room's interior lighting will automatically activate, brightly illuminating the space for all to see.

The entire room is suddenly lit by a strange all-white light, as a banded section of its curved walls glow brightly like a noon-day sun. The large semi-circular chamber is over 75' wide and its floor, walls, and ceiling are made up of a smooth, pearlescent substance like the interior of clam shells. The space is dominated by two large skeletons of mutations that you are unfamiliar with – one a 40' tall bipedal reptile, and the other a 30' long lizard-fish creature with a long, pointed nose and massive fins. Above the lighted band about 15' up the curving walls are depictions of the Ancient Ones performing incomprehensible feats of magic and industry. Unknowable holy symbols of the ancients cover nearly every other available surface of the too-smooth walls. Everything in the room is covered in a thick layer of dust.

There are several doors that lead out of the atrium, though the primitive PCs will not immediately recognize them as such. Each set of doors is a barely-noticeable rectangular seam in the plasteel walls. Any PC alert enough to ask if the dust on the floor has been disturbed prior to their entrance will note that mixed in with the party's own footprints seem to be tracks that resemble elongated primate feet, along with tiny rodent tracks.

While the many doors in this room (and throughout the museum) require a com-badge to open correctly, it is possible for the PCs to force a door to slide open with a combined Strength check of 30. Doors opened in this fashion will always shut again unless the door is spiked open by jamming a fairly sturdy pointed object in the door tracks – say a flint dagger or fossilized T-Rex tooth.

Alert PCs will also note that the T-rex and Ichthyosaurus skeletons are not comprised of bone but of stone. Their various teeth and rib bones could be fashioned into 1d4 stone daggers and 1d8 stone clubs.

If opened, the southern double-door opens into a collapsed section of the museum, and a wall of sand will immediately spill into the room. Note that if the vibratorium machine in area B-2 is deactivated for any reason, silane serpents may enter the museum through this breach from the outside desert sands.

If the room is thoroughly searched, a skeletonized corpse of an ancient security guard will be discovered in the easternmost corner of the room hidden behind a small podium. Two artifacts can be recovered from the body. In order for the PCs to understand and use these artifacts, use the artifact rules in Appendix A of this adventure.

Com-Badge (blue/security): TL 4; CM 3; Special: Audio and holographic communication (100 mile range), security clearance identification (varies by type and former owner); AI recog: +4.

A com-badge is a small metallic disk that automatically adheres to any surface on which it is placed. While its primary function is as an audio-holo communication device, each com-badge is programmed to identify its user for purposes of security access and clearance, as well as AI recognition.

Dazer Pistol: TL 4; CM 4; Power: C-Cell (10 charges); Range: 50'; Damage: Stun DC 14/16/20 for 2d6 rounds (1/2/3 charges). Dazer pistols fire thin pink beams of compact electro-magnetic energy that stun the neural systems of living beings as well as the CPUs of robots, androids, or AIs. The dazer pistol has three settings which consume increasing amounts of power; light: 1 unit of power, medium: 2 units of power, and heavy: 3 units of power.

LEAVING THE ATRIUM AND RETURNING

After the PCs exit the museum atrium for the first time and return, a soft-light hologram of the museum curator materializes in the atrium, accompanied by 4 floating security bots.

A bald-pated human in sparkling, flowing robes appears in front of you with four floating chunks of smart metal hovering at his side. He speaks to you in your language, but many of his words are unknown to you. In a seemingly friendly tone, he says "I regret to inform you that the Museum is currently closed due to technical difficulties beyond our control. While it is most gratifying that your enthusiasm for science and history extends to visiting the museum after closing hours, we must now ask you to leave. Should your enthusiasm continue unabated, I would like to assure you that the four security-bots are merely provided as a courtesy escort to ensure your brisk departure."

Having run continuously several thousand years over his designed runtime, the Curator hologram is quite insane, and is prepared to use his holo-flail to further encourage the intruders to leave, all while politely explaining museum attendance policies and apologizing for any inconvenience. The Curator is a soft-light hologram and offensive attacks made against him normally pass harmlessly through his body. Attack rolls that overcome his relatively high armor class are considered to have struck the tiny light-bug projection unit that hovers around inside his quantum light shell. His holo-flail weapon stuns potential victims via emitted EM radiation.

The security-bots will likewise attempt to stun the intruders and to take any stunned PCs back outside through the hole in the museum roof spire. Each security-bot can carry up to two humanoid-sized bodies at a time.

AI Recognition Attempts

If a PC has discovered and activated one of the security com-badges in the museum, there is a chance that this PC can attempt an AI recognition roll and perhaps master one of the security-bots (the hologram is a fully sentient AI and cannot be mastered in this way). Since an inexperienced tribesman will not initially know to try this, a benevolent judge might provide subtle hints, such as a slight hesita-

tion exhibited by any security-bot attacking the com-badge owner as it visibly scans the com-badge. See AI recognition rules in Appendix B of this adventure for the methods of conducting an AI recognition attempt.

Curator Hologram - Soft Light: Init +2; Atk holo-flail +0 melee (DC 16 Fort save or stunned 1d6 rounds); AC 18; HD 1d6; hp 5; MV 30'; Act 1d20; SP immaterial; SV Fort +4, Ref +4, Will +4.

Museum Security-Bots (4): Init +1; Atk stun ray +1 missile fire (DC 14 Fort save or stunned 1d6 rounds); AC 15; HD 2d6; hp 10 ea; MV 40' flying; Act 1d20; SV Fort +2, Ref +2, Will -4; AI recog 18 (Security).

Area A-2 — Holographic History Gallery: *The door opens into a curved hallway which features 6 large 10'-wide open doorways. Beyond each doorway only complete darkness can be seen. As you enter the hallway you hear the odd squeak of a small rodent that sounds like it came from one of the southern doorways.*

This gallery contains an array of darkened doorways, three on the curved northern wall, and three more on the curved southern wall. If any of these doorways are approached, the darkness beyond vanishes and a blurred kaleidoscope of colors and shapes appears beyond. The view is hazy until a character steps through a doorway. Upon entering, a PC must immediately make a DC 10 Willpower save. Failing this save means the PC cannot comprehend what they are seeing and runs back out through the exit in mortal terror. Once fully activated by someone stepping inside, each doorway appears to resolve into a portal to another place and time.

Each of these rooms is a small holographic suite presenting different historical periods for the education and entertainment of ancient patrons. The holographic inhabitants and objects in each room are immaterial and cannot be touched or interacted with, but anyone venturing inside further than 10' takes a chance on becoming lost inside the artificial reality and unable to find their way back out. For each 10' distance traveled inside after the first, the PCs must succeed at a DC 10+1 per 10' traveled Intelligence check to remain oriented and aware of where the gallery exit is located.

This has already happened to a party of beast things that have become lost in Gallery D. The various holographic gallery presentations include:

Gallery A - The Dawn of Man: Primitive man-apes struggle for survival on a barren, grassy savannah. One man-ape throws a large bone up into the air in celebration of a recent kill.

Gallery B - Lost Lemuria: An advanced civilization of mutants scatter and flee as a tidal wave swamps their futuristic city.

Gallery C - Ancient Pyramid Builders: A Bronze Age culture is shown driving thousands of slaves in the construction a gigantic stone pyramid.

Gallery D - The Eternal Ones: A group of highly advanced pure strain humans in flowing robes are shown meditating, making art, levitating objects, and flying around a columned temple upon a cloudy mountain enclave. A group of beast things have become lost in this holosuite, and will be encountered as soon as a PC enters the room.

Gallery E - Medieval Period: Thousands of humans and mutants (elves, dwarves, etc.) are shown fighting a great battle in metal armor.

Gallery F - Age of Wonders: The world of the Ancient Ones is depicted at its height. Pure strain humans, some with cybernetic enhancements, are shown leading semi-intelligent animals around on leashes in a vast technological cityscape.

Beast Things: An expedition of beast things entered the museum just prior to the PCs, and became lost in the holographic simulation in Gallery D. The beast thing champion is using one of his telepathic rats to try and find the exit (which is the sound the PCs heard upon entering). The telepathic rats are otherwise harmless and will scatter if freed.

The beast things appear as blue-skinned semi-devolved humans, with shocks of snow-white body hair. The beast thing champion has a wicker cage strapped to his back which contains several small rodents, and is also carrying a working security com-badge already looted from within the museum.

If the beast things are not encountered in area A-2, they will eventually find their way out of the hologram suite and surprise the PCs from behind (by scouting ahead with the telepathic rats) further inside the museum.

Beast Things (7): Init +1; Atk spear +0 melee (1d6) or poison darts +1 missile fire (DC 13 Fort save or paralysis for 10 rounds); AC 12; HD 1d10; hp 6 ea; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -1.

Beast Thing Champion: Init +1; Atk axe +2 melee (1d8) or poison darts +1 missile fire (DC 13 Fort save or paralysis for 10 rounds) +1; AC 12; HD 1d10+2; hp 8; MV 30'; Act 1d20; SP telepathic command of rats; SV Fort +1, Ref +1, Will -1.

Area A-3 — Little Gift Shop of Horrors: *The walls of this room are dusty and lined with rows of small brightly-furred creatures with over-large eyes. On a smooth metal rock on the back wall rests an artifact of the ancients exactly like the device you discovered in the atrium on the skeleton corpse.*

This small room contains shelves overfull with dusty and useless baubles and stuffed animal toys. Sitting on the counter is what appears to be a dazer pistol. The dazer pistol and three of the stuffed dolls are all in fact changelings, which will sit and wait for the most opportune time to attack. Although the changelings are capable of imitating the appearance of any object or person touched (up to one cubic foot in volume), when frightened or attacking they most commonly assume the appearance of a small, spiky hairball that is virtually all mouth and teeth. Changelings are semi-sentient (3 Intelligence), and if more than two of them are killed, the other two will attempt to assume non-threatening shapes in order to pass unnoticed by the PCs.



Changelings (4): Init +3; Atk bite +2 melee (1d6, sever appendage on crit); AC 12; HD 1d4; hp 2 ea; MV 10'-50'; Act 1d20; SP Mutation: *Metamorph*; SV Fort +1, Ref +2, Will +1.

Area A-4 — Zero-G Experience: *You enter a room with two metal benches in the center and four translucent cabinets on both the north and south walls. As you stare into the frosted surface of a single cabinet, it appears to contain the shadowy shape of a belt and a strange helmet. Another door at the far end of the room beckons.*

The Zero-G Experience is two rooms — a prep room and the experience room itself. The prep room contains lockers with 8 sets of bubble helmets and enviro-belts total. While the cabinet doors slide open at a touch, Artifact checks will of course be required to correctly understand and use the objects within. Note that if a PC successfully activates an enviro-belt without wearing an activated bubble helm, that PC will pass out from oxygen deprivation in the same number of rounds as the PC has Stamina points.

Bubble Helmet: TL 4; CM 4 — This is a transparent, open faced round helmet, which even in a deactivated state is AC +1. Upon successful activation, the helmet will completely enclose the head of the wearer and seal itself off at the wearer's neck. When activated, the bubble helmet supplies the wearer with a 24-hour supply of oxygen (note that this will do a plantient PC no good whatsoever).

Enviro-Belt: TL 4; CM 3 — This is an automatically self-sizing belt with a small set of controls. Upon successful activation, the wearer is surrounded by a dim amber nimbus and is effectively sealed off from the ambient environment. This air-tight environmental shield is impervious to physical objects and most forms of electromagnetic radiation. It will absorb 15 points of damage before shutting down, and will require 1 hour to recharge.

When the PCs open the next door in area A-4, they see the following:

A smooth metal precipice extends out into the middle of a spherical room 50' wide. The precipice ends in a 10' wide platform on which rests a raised, gem-encrusted metal column.

The control panel for the Zero-G Experience is a CM 4 device. Upon successful activation, the door to the room will seal shut and all the air will be sucked out of the room while an anti-gravity field is established. Holo-projectors in the walls recreate the exact view one would have while in low planetary orbit. The extended metal walkway and control pedestal appear to be projecting from the side of an orbital facility of the ancients.

Suddenly you are spinning and floating as you struggle for breath and find none. As you attempt to orient yourself, you see that you have been somehow transported so high in the star-filled night-time sky that the distant ground beneath you looks like a curved blue and white ball. You notice that instead of the ever-present sky-arc, you see a big white and grey ball among the stars, which seems to have the face of an ancient one, staring down at you.

PCs equipped with both bubble helmets and enviro-belts that they can activate will have little trouble in this room. Others will begin to suffocate and/or begin to die from decompression as their blood slowly begins to boil. In 3 rounds any PC not fully protected will pass into unconsciousness, and after 6 rounds they will die.

The PC at the controls will be able to maintain a grip on them and attempt to shut down the device by making a DC 5 Agility check. Any other PC in the zero-g environment may make an attempt to “swim” through the micro-gravity only by burning 1 or more points of Luck and making a DC 18 Agility check.

Assuming that the Zero-G Experience program is successfully shut down, air is immediately pumped back into the room and gravity slowly restored so that all occupants slowly sink to the floor otherwise unharmed.

Area A-5 — Security Ops: Inside this room is the desiccated corpse of a former guard, who has the following on his body:

Com-Badge (blue/security): TL 4; CM 3; Special: Audio and holographic communication (100 mile range), security clearance identification (varies by type and former owner), AI recog: +4.

Force Baton: TL 4; CM 3; Power: C-Cell (10 charges); Range: melee; Damage: 2d8; Special: Atk +2 – When activated, this small pommel-sized device emits a 3' long cylinder of blue light. This blue light is a kinetic plasma field that delivers extra blunt force damage when striking an object or person. 1 charge is consumed with each successful strike.

Area A-6 — Genetics Research Lab: *As the door opens, you are surprised to see another party of looters staring back at you from the darkened room interior.*

Room A, Viewing Gallery – This curved gallery room's north wall is comprised of transparent perma-glass, and normally allows for easy viewing of the genetics lab beyond. Until a PC steps into the room and activates the automatic lighting, the PCs will only see their reflections in the glassy surface. Any attacks made against the perma-glass will be fruitless, as it is damage resistant to anything short

of particle beam weapons. Once the lighting is activated the PCs can see what lies beyond.

Through the “hard air” surface in front of you, you see a wonderland of ancient artifacts and devices of all sizes and shapes, any one of which would surely bring you great status when returned intact to your tribe. On the western wall of the curved room interior you see a door that is mirrored by another door on your side of the hard air.

Room B, Ante-Chamber Room – The antechamber between the two rooms is filled with translucent cabinets identical to the ones in area A-4, except that these contain 4 sterile clean-room suits. These pearly-white suits are only wearable by pure strain humans or mutants with no major body-altering mutations. The head-to-toe outfits confer no AC bonus, but do come equipped with a 4-hour oxygen supply and will absorb up 10 points of damage before becoming shredded and useless.

Room C, The Genetics Research Lab – *The treasure trove of ancient artifacts before you seem to be scattered haphazardly, with some turned over, as if the Ancient Ones left this room in a great hurry. Many of the artifacts have clearly been ruined by the passage of time and the accumulation of an odd green crystalline mold. Among the intact items are an array of opaque boxes stored on the northern wall. The surface of the boxes appears to be a swirling miasma of milky-white and silky-blue clouds. An upright table of intact artifacts lie next to the southern hard air wall. At the far end of the curved room you see a large and spectacular artifact that resembles an up-turned three-legged spider, with a flat circular central area raised slightly above floor level, and a gem-studded metal post attached to the side facing you.*

The boxes stored on shelves are stasis cubes, most of which are activated but empty. Two contain living specimens of experimental animals that have been kept in a state of suspended animation for over 10,000 years. There are 10 stasis boxes in all. If a PC successfully opens a stasis cube, have the player roll 1d10. On a result of 9 or 10, the cube contains one of the two living specimens.

Puppy X-107: This small canid puppy is semi-sentient (3 Intelligence), and has had its genome adjusted in order to give it the *Teleportation* mutation. If frightened, the puppy will randomly teleport up to 60' without error (if the teleportation destination is a solid object, the puppy will “bounce” another random 10' until it can materialize safely). The puppy imprints on whoever frees it from the stasis box and regards that person as its mother.

Puppy X-107: Init +0; Atk bite +0 melee (1d3); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SP mutation (*Teleport*, 60'); SV Fort +1, Ref +1, Will +1.

Rabbit X-241: This white-furred lupine (a species that does not exist in Terra A.D.) is semi-sentient (3 Intelligence) and has had its genetic code altered in such a way as to grant it the *Empathy* mutation. The rabbit will attempt to bond with whichever PC seems the biggest and the strongest for protection. The target PC must make an opposed Willpower save versus a 1d20 Empathy mutation check or feel an

overwhelming emotional urge to protect and care for the rabbit.

Rabbit X-241: Init -0; Atk bite +0 melee (1d3); AC 10; HD 1d4; hp 3; MV 40'; Act 1d20; SP mutation (*Empathy*); SV Fort +1, Ref +2, Will +3.

The assortment of intact artifacts on the lab table are obviously ripe for PC plunder and assorted artifact checks. The judge should hand out these artifacts randomly, resisting all attempts by players to actively meta-game by asking questions about size and shape. To the eyes of the primitive PCs, any and all ancient artifacts look equally foreign and strange.

Cortexin Cylinders (4): TL 4; CM 3; Power: Self – These small cylinders function as gas grenades, enveloping a 20' diameter area when successfully activated. Any non-sentient creature or plant affected will become fully sentient in 1d3 turns (roll 3d6 for INT), while sentient creatures are unaffected.

Multitool: TL 5; CL 5; Power: Self; Special: +5 to Artifact checks, bypass security locks on a DC 12 Intelligence check – The multitool device is a compact handheld tool combining AI-driven diagnostic software with gravitational tractor field projectors, making it highly useful for working on and repairing the technology of the Ancient Ones. The device emits a characteristic high-pitched whine when activated.

C-Cells (5) - A small locked plasteel chest containing 5 C-cells.

Medipac: TL 5; CM 6; Power: C-cell (10 charges) – This most prized of ancient artifacts is a small, handheld medical transmat device with an on-board medical diagnostic AI and database. To use the medipac, one need merely hold it against an injured living creature and activate it. This miraculous device instantly takes biomedical sensor readings and activates a specialized matter replicator to restore injured or diseased tissues to their original healthy state. NOTE: Because the medical database is programed only for humans or other pre-disaster living creatures, there is a chance (5% for each hit point healed above the creature's maximum) that the medipac will "cure" (i.e., remove) one random mutation or defect when used on a mutant, manimal, or plantient.

The large artifact at the far end of the lab is a gene resequencer. The device is comprised of a set of controls on a pedestal attached to a circular dais with three inwardly curving metal arms. While it was once used to make careful modifications to the genetic structure of test animals, the millennia have not been kind to it and it is now wholly unreliable, and any attempts to use it will have wildly unpredictable results. Note that regardless of the results of any genetic modifications performed on a living creature, that creature will also be restored to full health by the device.

As the tech level and complexity of the gene resequencer place it far beyond the limits of understanding for the tribal PCs, use the special artifact table below for this device. The controlling PC applies any natural Intelligence modifiers to the roll (and may burn Luck, of course), but critical failure

and successes (natural rolls of 1 and 20 respectively) may not be altered in this way.

Gene Resequencer: TL 6; CM 10; Power: Self.

Artifact Roll	Result
1 or less	Critical Failure: The device explodes inflicting 2d6 damage to all within a 10' radius. One random surviving character is now a non-sentient gecko.
2-3	Character is genetically regressed to a pool of primordial soup.
4-5	Character is genetically regressed to a primitive chordata, which must be placed in water in 1d3 rounds or die of asphyxiation.
6-7	Character is genetically modified into an archaeopteryx.
8-9	Character is genetically modified into a chicken that smells of curry.
10-11	Character is genetically regressed to a prior evolutionary stage (man-ape, semi-sentient genotype).
12-13	Character is genetically transformed into a different genotype; PSH to mutant, mutant to manimal, manimal to plantient, and so on.
14-15	Character is genetically modified to gain one additional physical mutation (if PSH, character becomes mutant).
16-17	Character is genetically modified to lose one additional physical mutation (if this reduces a mutant to zero mutations, then character becomes PSH).
18	Character is genetically modified to gain one additional mental mutation (if PSH, character becomes mutant).
19	Character is genetically modified to gain 1d6 additional appendages, including at least one prehensile tail and/or a pair of wings.
20+	Character is genetically modified to his or her original form and genotype.

Area A-7 – Turbo-Lift: TL 4, CM 3. This small 10' x 10' chamber grants access between levels.

Upon activation of the turbo lift, an ultraviolet decontamination ray will harmlessly scan everything within the turbo lift before ascending or descending. Any failed Artifact check will result in an alarm sounding and the summoning of a soft-light hologram and two security bots (see area A-1 for stats). A fumble on the Artifact check will drop the turbo lift one floor to the bottom of the shaft inflicting 1d4 in damage to all within.

LEVEL TWO

Area B-1 — Turbo-lift: (Same as area A-7)

Area B-2 — Vibratorium: *The vast circular chamber contains a working artifact of the ancients the size of a large boulder. The device is active and complex in a way that hurts your eyes to behold, as you watch parts of it revolve around into itself, only to remerge on the other side. You can feel a low vibration through the soles of your feet. The device is being attended by eight small mutants that look like gopher-men. The gopher-men are buzzing about the ancient machine, fiddling with parts of it using hand held tools of some kind. The tiny 3' tall mutants seem to ignore your entrance into the room. There is a broken gap in the eastern section of the curved wall through which a wall of sand has spilled into the room.*

The device is an ancient Rube Goldberg machine designed to demonstrate the principles of perpetual motion. The gopher-men have modified it over the centuries to emit a subsonic vibration that repels the silane serpents who stalk them in their underground lairs.

The gopher-men's sole focus is attending the machine, which they hover over — adjusting controls and servicing it with their tools. If the machine is approached by any of the PCs, the gopher-men will move to block any access, waving their hands excitedly at the strangers. If the players press forward, the gopher-men will attempt to grapple and shove them back away from the machine.

If the gopher-men are attacked outright, they scatter and flee, diving head-first into the earthen gap in the room's walls as they quickly burrow away. They will return in 1d5 rounds armed with a sleep grenade and attempt to subdue the party. Should they succeed, the characters wake up in 1d6 turns outside the room, and will discover that the door is now barricaded from the other side. The barricaded door requires a combined Strength check of 60 to shove back open again.

Sleep Grenade: When the gopher men hurl a sleep grenade into the room, ask the players immediately what they do, then resolve the effects of the sleep grenade according to their individual responses.

Action	Result
1.) "I run out of the room."	No effect.
2.) "I hold my breath."	No effect; Fort save on next round.
3.) Anything other response	Character sleeps for 1d6 turns.

The gopher-men will continue to attempt to protect the machine with their improvised tools until one or more of their numbers is killed, after which they permanently flee the room, screaming incomprehensible gibberish over their shoulders at the party as they leave.

Divination of the purpose of the vibratorium machine is nigh-impossible for the PCs, but that is unlikely to prevent

them from trying to tinker with it and understand it. Treat the vibratorium machine as a Complexity Modifier 10 artifact. Almost any attempt to tinker with the fragile device will break it, at which time the subsonic hum ceases.

Three rounds later the party will detect a low rumbling noise as though a minor earthquake is beginning. On the next round a silane serpent will burst through the gap in the walls and attack the party.

Gopher-Men (8): Init -0; Atk crude tool +0 melee (1d4); AC 9; HD 1d4; hp 3 ea; MV 30'; Act 1d20; SP tunnel through earth at full movement; SV Fort +1, Ref +0, Will -1.

Area B-3 — Tetrahedron Moon Anomaly 1: *This 60' wide circular room is awash in ruined and destroyed artifacts of the ancients — some burnt and blackened, others merely broken into tiny pieces. In the center of the room is an inert crystalline pyramid over 16' tall, surrounded on all sides by odd purple vines suspended from metal poles. You think that you hear a low, barely discernible hum in the room, but every time you stop to listen for it, the hum is no longer there.*

This chamber contains the laboratory used by the Ancient Ones to study a large, crystalline tetrahedron found buried on their moon. There is a plethora of technical equipment strewn haphazardly about the lab, but all of it has been rendered powerless, broken, and inert by the TMA-1. Inevitably, the PCs will examine the tetrahedron. At the slightest touch, a character finds himself mesmerized by the frictionless surface of the tetrahedron and unable to break contact with it for 1 round, after which one of the following things will happen to the character:

1st touch: PC gains 1d3 Intelligence (to a maximum of 18).

2nd touch: PC gains 1d5 Intelligence (to a maximum of 20) and ages 6d10 years.

3rd touch: PC further ages and drops to the floor in a coma, surrounded by a glowing envelope of pure white light. The brightness of the light increases over the next round until the PC can no longer be seen inside. On the third round the PC emerges from the cocoon of light transformed into a gigantic fetal version of his or her genotype — a Star Child (or Star Welp or Star Sprout, as the case may be). The transformed PC is now ostensibly under the control of the judge, though a willing player may continue to role play the character with special instruction from the judge.

STAR CHILD REACTIONS

If the newly transformed Star Child is left alone and unmolested, it will spend 1 round contemplating its new existence, then extend a hand towards the tetrahedron and cause it to begin glowing as each of its three exposed faces falls inwards into infinite corridors of star light. The Star Child will then fly onto one of these star gates and begin a journey of exploration across the multiverse.

Star Child: Init +20; Atk paralysis ray +0 missile fire (pa-

ralysis for 1d6 rounds, see below); AC 30; HD 10d12 60; MV 100'; Act 2d30; SP artifact power drain; SV Fort +10, Ref +10, Will +10.

If the Star Child is attacked or interfered with by any of the remaining PCs, it will initiate combat, always going first in initiative order. The Star Child will respond to any attack by paralyzing the attacker and draining any powered items of all charges. If the attacker has an Intelligence above 12, the paralysis will place the attacking PC into the same

type of coma as the TMA-1, eventually turning that character into another Star Child. Targets below 12 Intelligence merely remain paralyzed for 1d6 rounds.

Note that this encounter could easily escalate into a TPA (Total Party Ascension). While the entire party may be wiped out, the players can at least console themselves that their once Level-0 characters are now the equivalent of transcendent gods freely exploring the planes of existence.

CONCLUDING THE ADVENTURE

However events in area B-3 transpire, the tetrahedron's star-gate will remain open for another 2 turns. Adventurous PCs may decide to willingly enter the star-gate and be instantly transported to another location in or outside Terra

A.D. Malicious judges may wish to simply have the party swept up by the star-gate and transport them to the next adventure scenario and/or game system.

APPENDIX A: ARTIFACTS OF THE ANCIENTS

DESCRIBING ARTIFACTS FOR THE PLAYERS

Because your players are members of a 21st century society, describing the Artifacts of the Ancients to their primitive characters can become problematic. If you and your group enjoy a play style unconcerned with issues of metagaming, then no caution in this matter need be exercised.

If, however, you and your group enjoy game sessions filled with elevated levels of mystery and suspense, as well as a decided "Appendix N" flavor, then it is up to the judge to describe artifacts to the players in the most abstract terms possible. This will simulate the very real sense of the unknown that primitive tribesmen would experience when discovering lost artifacts from before the Great Disaster. When the PCs stumble upon a new item, it's best to describe it simply and in extremely general terms of size and shape, always comparing it to something within the characters' realm of experience.

TECH LEVELS AND COMPLEXITY MODIFIERS

Tech Levels (TL) are only used to generally categorize artifacts, sometimes placing an upward limit on the ability of player characters to understand and master technologies too far removed from their understanding. Even the most brilliant of tribesmen cannot learn how to pilot a star shuttle or program a heuristic quantum computer, at least not without years of experience in dealing in such arcane super devices.

The maximum Tech Level that a PC can understand is based either on Intelligence score or class level, whichever is higher.

Complexity Modifier (CM) on the other hand, represent a more specific and concrete measurement of an artifacts' inherit accessibility to the untutored user. For example, a stun grenade may only have a CM of 1 (you push a button and throw it away), whereas a dazer pistol with its multiple settings and optional power sources has a CM of 4.

ARTIFACT CHECKS

The knowledge and forces used to create the artifacts of the ancients may be forever lost, but that doesn't mean that a savage mutant tribesman can't pick up a dazer pistol and figure out how to fire it. In order to attempt to understand and use an artifact, characters make an artifact check roll of 1d20 +Intelligence modifier +class Artifact bonus -the artifact Complexity Modifier, then take the total rolled and consult the table below for the result. Each standard Artifact check requires 3 turns (30 minutes) to complete.

For example, Mangarr the Mighty, a 1st level Rover with a 16 Intelligence, finds and attempts to understand a dazer pistol. Mangarr rolls a d20, adds his Intelligence ability modifier of +2, his artifact bonus at 1st-level of +2, and subtracts the Complexity Mod of the dazer pistol (CM 3). Mangarr rolls a 12 +2 Intelligence, +2 artifact bonus, -3 CM =13. Mangarr successfully activates the dazer pistol and fires a shot, but does not yet understand how to use the artifact. He may elect to spend an additional 3 turns attempting to better understand how to use the dazer pistol and make another artifact check.

Should players attempt to collaborate and have multiple characters examine the same artifact, the Artifact check will be that of the highest Intelligence character +1 for each additional character with an Intelligence above 12 to a maximum total artifact bonus of +4.

TEACHING OTHERS

Once a character understands the basic functioning of an artifact, he can share this knowledge with any other character. In order to learn how to use an artifact when being taught by someone who already understands the device, the second character must make a successful DC 10 Intelligence check. A failure means that the character cannot learn to use that artifact for the next 24 hours. On a critical failure of 1, the artifact breaks irreparably and inflicts damage as though the mutant had rolled a fumble on the Artifact check table below.

For example, after having finally mastered the dazer pistol, Mangarr decides to instruct his comrade Canus, a manimal dog with an Intelligence of 12 (no ability bonus), in its use. Canus rolls a d20 and gets a 10 – success! Canus now also knows how to use the dazer pistol, which could be handy knowledge to have later on.

COMBAT ARTIFACT CHECKS

There will arise occasions when a player character will wish to grab an unknown artifact in the middle of combat and attempt to quickly guess its function and use it. These are called Combat Artifact checks. In order to make a Combat Artifact check, the player character must immediately burn 1 point of Luck. This earns the character a one-time Combat Artifact check that takes only 1 round to execute (as opposed to the 3 turns a standard artifact check normally requires), and to which no normal bonuses apply except further Luck expenditures, i.e., a Combat Artifact check is a straight roll that does not include any Artifact Check bonuses from genotype, level or ability modifiers.

For example, the mutant Ro-Jeck is being attacked by a hard-light hologram armed with a maser pistol. Ro-Jeck's holographic opponent rolls a 1 on his ranged attack and fumbles, dropping the maser pistol to the floor. Ro-Jeck has never seen a maser pistol before, but decides to scoop it up and attempt to fire it back at his opponent. Ro-Jeck grabs the maser pistol, burns 1 point of Luck, and spends his round attempting a Combat Artifact check on the pistol. Ro-Jeck is a 1st-level mutant, so his action die is 1d20, which he rolls for his Artifact check with no additional bonuses. The maser pistol is CM 5, and Ro-Jeck rolls very well with an 18, so 18-5 = a Combat Artifact check of 13, meaning that Ro-Jeck manages to activate and fire the maser pistol for one use, but still does not understand how it works. Fortunately for Ro-Jeck, the maser pistol was already set on high and he subsequently rolls a successful ranged missile attack against his opponent, resulting in 3d6 of heat damage to the hard-light hologram's projection device, and it dies. Because Ro-Jeck did not roll high enough on his Combat Artifact check to fully understand the maser pistol's operation, he would need to spend another point of Luck and make an additional Combat Artifact check if he wished to attempt to continue to use the maser pistol during the same combat.

Table 2-1: Artifact Checks

d20	Result
1	Artifact breaks irreparably and inflicts maximum damage possible (or 1d6, whichever is greater) to all characters within a minimum range of 10' (or greater range, if applicable).
2-8	Artifact breaks irreparably, inflicts 1d3 damage to user.
9-11	Artifact breaks – part falls off; must make a DC 12 Intelligence check to replace part.
12-13	Artifact activates for one use; but its operation is still not understood.
14-16	Artifact activates and its operation is minimally understood; DC 10 Intelligence check to first 1d3 uses; artifact operation is basically understood afterwards.
17-19	Artifact activates and its operation is basically understood; additional ammunition or power sources may be used if available.
20-22	Artifact activates and its operation is well understood; minor repairs may be attempted with successful DC 12 Intelligence check and correct tools and materials.
23-26	Artifact activates and its operation is well understood; minor repairs may be attempted with successful DC 10 Intelligence check and correct tools and materials.
27-31	Artifact activates and its operation is precisely understood; major repairs may be attempted with successful DC 8 Intelligence check and correct tools and materials.
32-33	Artifact activates and its operation is precisely understood; major repairs may be attempted with correct tools and materials.
34-35	Artifact activates and its operation is precisely understood; major repairs may be attempted with correct tools and materials. With a successful DC 10 intelligence check, proper materials, parts, and tools, a duplicate artifact may be constructed.
36+	Artifact activates and its operation is precisely understood; major repairs may be attempted with correct tools and materials. With proper materials, parts, and tools, a duplicate artifact may be constructed.



APPENDIX B: AI RECOGNITION

AI RECOGNITION ROLLS



Whenever a player character attempts to interact with an artificial intelligence, the first step is to make an AI recognition roll to determine if the artificial intelligence even regards the character as a human being — a necessary precursor to any further attempts at communication. Many factors can potentially affect the AI recognition roll, from how closely the player character physically resembles a pre-disaster human to how functionally intact the AI's programming remains after centuries of time has passed.

The AI recognition roll is accomplished by the player calculating the PC's AI recognition check roll (1d20 ± genotype modifier ± other modifiers), rolling the appropriate die, and comparing the result against the artificial intelligence's current AI recognition target number. NOTE: Plantients do not receive AI recognition rolls, and are never recognized as humans by artificial intelligences.

The following chart gives some common examples of AI recognition modifiers.

AFTER THE AI RECOGNITION ROLL



If the player character is successfully recognized as human by the AI, communication with the artificial intelligence can commence. While the diversity of role playing options is of course rightfully left to the auspices of individual judges, it should be noted that a successful AI recognition roll only makes open communication with the AI possible — it does not guarantee sufficient security clearance to exercise authority over the AI, nor does it ensure mastery over the unit. Some AIs possess full sentience and are therefore treated as NPCs and cannot be mastered at all. Judges are encouraged to use these role playing opportunities to negotiate with the player characters for any control over an AI, as such beings can become powerful allies and perform game-changing functions for the PCs.

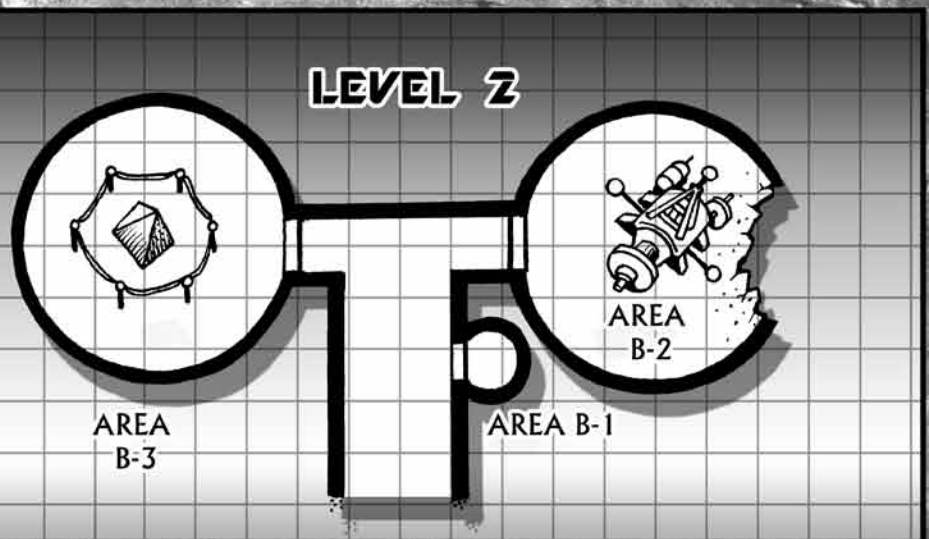
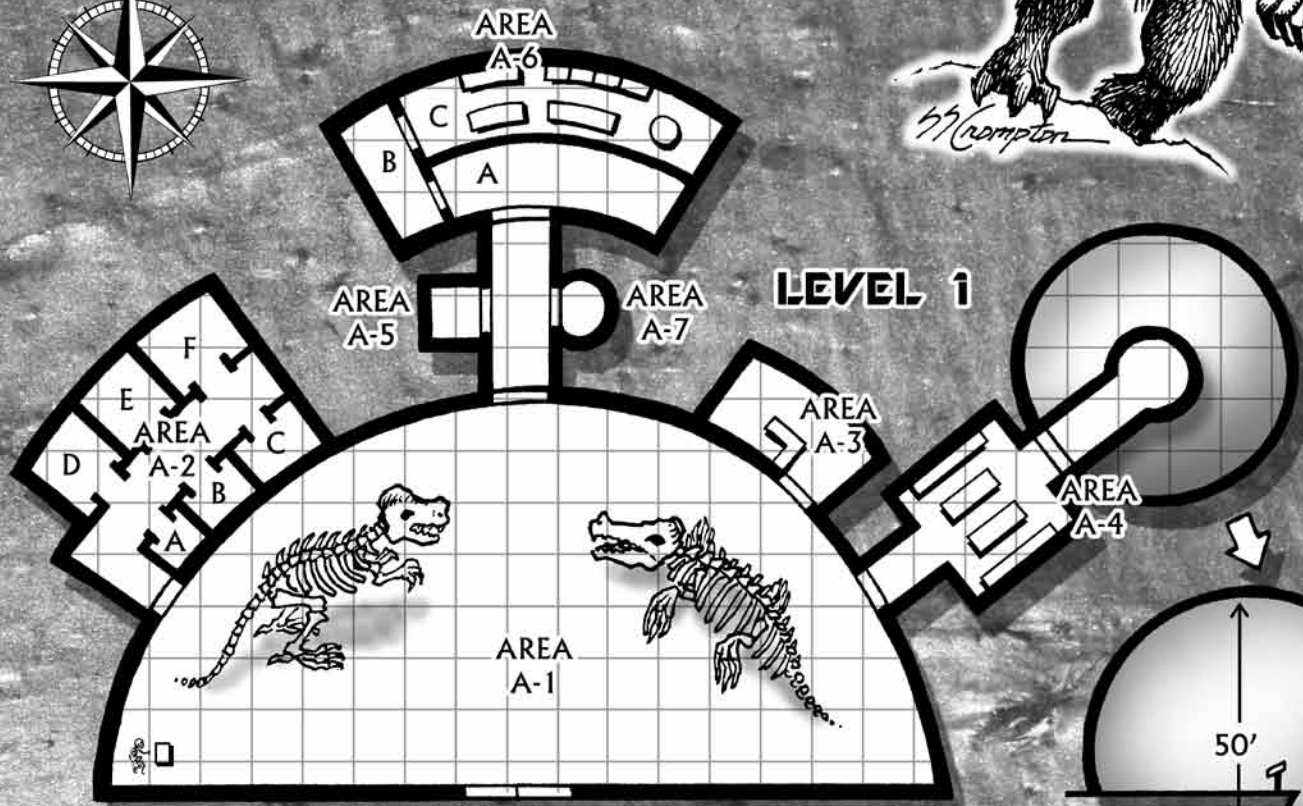
Table 2-2: AI Recognition Roll Modifiers

Condition	AI Recognition Roll Modifier
Genotype:	
Pure Strain Human	+2
Mutant	-
Manimal	-4
Plantient	No AI recognition possible
Player Character is:	
Mutant with no visible mutations	+1
Mutant with visible mutations	-1 to -4 (judge's discretion based on severity)
PSH is dressed as Ancient One	+1
PC possesses functioning com badge	+2 to +4 (depending upon type and security clearance)
Manimal is primate sub-type	+1
Artificial Intelligence is:	
Household appliance, toy, household-bot, or household hologram	+1
Civilian vehicle or personal computer	-
Governmental vehicle, Industrial robot, or governmental hologram	-1
Medical or scientific computer, robot, or hologram	-2
Military vehicle, robot, or hologram	-3
AI is damaged or insane	-4
AI is currently mastered by living being	-6

THE MUSEUM AT THE END OF TIME



1 SQUARE = 10 FT. 



You're no hero.

You're an adventurer:

a reaver,
a cutpurse,
a heathen slayer,
a tight-lipped warlock guarding long-dead secrets.

You seek gold and glory,
winning it with sword and spell,
caked in the blood and filth of the weak,
the dark, the demons, and the vanquished.

There are treasures to be won deep
underneath, and you shall have them...

This DCC RPG product contains
two complete adventures that
preview our upcoming
settings for Fritz Leiber's
Lankhmar and Mutant
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Cover E

