

MERCHANTS OF THE MULTIVERSE



COMPATIBLE WITH

**MCC
RPG**

B.AU

Merchants of The Multiverse

Scarcity and surplus, Supply and demand; whether it be need of guzzoline, water, or super-tech, the world will continue to operate off these adages after civilization falls. We've created this zine to help fill in those gaps for your post-apocalyptic game, primarily for use in Mutant Crawl Classics, but these rules can be easily adapted to use with other post-apocalypse or science-fantasy setting.



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Meet the Merchants

Vineman Voot: A mass of vegetation, Voot communes with the plants of Terra A.D. earth to discover the locations of valuable artifacts. The aging plantient travels by wrapping his wares in vines, descending into the earth, and safely traveling underground until he locates a potential source of buyers. He loves meeting people but is a poor conversationalist. He tends to charge a fair price and a good story from his customers.



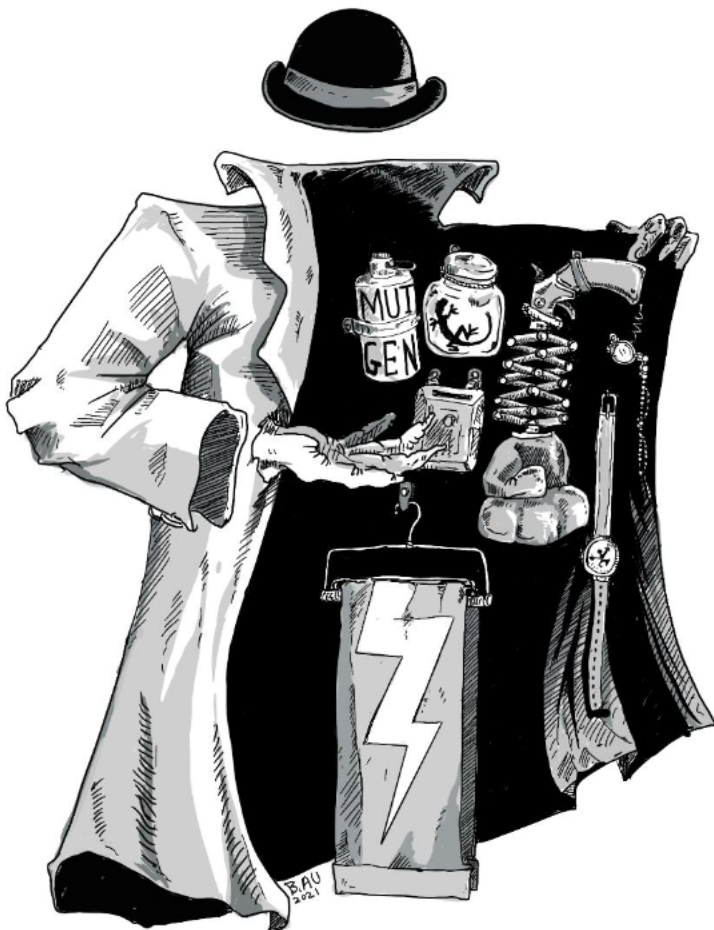
Jo'saan: He's one cool camel manimal. He always wears a fez, shades, and a leather jacket. He travels atop his Stride Bug, a 30-foot tall insect whose body resembles a giant, armored flea with stilt-like legs. Jo'saan has a knack for finding the most desperate customers and can lose even a master tracker on an open plain. He often gives out complimentary fez hats with each sale.



Baeshra Tor, Curator of the Ultima Museum: He warps throughout time and space, though claims to be a curator for the greatest museum of the 69th century, collecting historical pieces and trading duplicates of items already in the museum archives. However, he is but a simple gongfarmer from the far flung past. By mere chance, he met a time traveler and promptly drowned the poor sucker in night soil before stealing his time travel belt. He has no care for the structural integrity of time-space and is always just a step ahead of the Temporal Police. His profits are quickly spent on hookers and time-period appropriate drugs.



Q'udad'ya'khaff the Coat: Notably rational and reasonable despite its appearance, Q'udad'ya'khaff is seen as only a floating trench coat, bowler hat, and gloves. It willingly explains that it's true appearance either causes madness or death, but does have a knack for providing what is needed to the peoples of the multiverse. Often enough, such customers use their new tools in a way that benefits Q'udad'ya'khaff, though said customers would rarely be able to discern quite how that is.



Phnor the Fish: Only ever showing a hologram of itself, Phnor can appear anywhere there is a water source, whether it be the ocean, rivers, a spring, or even a cactus. This three-eyed goldfish aggressively offers artifacts lost in the waters by careless landlubbers. He demands any money or trades be thrown into the waters or buried underground so that the water sweeps them away. All his money and new acquisitions go to future trades or to fund Oceanic Freedom Front fighters that attack fishing vessels and seaside land communities.



The Dreamer: This creature is a conflation of dreams that appears as a big, bald, humanoid form with a face full of tentacles and nearly as many eyes. He wears a neon-yellow bodysuit and a furry hat that still has some creature's tail hanging from it. His single-barrel shotgun is packed with a "dream catching" slug. He sells the distilled dreams of the creatures he's killed, but he does not fear death. He'll just wake from this dream and enter another.



Pah'di Dolva: Her very voice is a song and she is sweet as a button. She knows every time and dimension is attuned to an ever-changing musical note and opens such portals with her soulful songs. She travels for the sole love of singing, whether that be in concert halls or dive-bars. Her greatest hits are *“Only the Fates Know”* and *“Leotah”*. She often tries to incorporate strange technologies in her shows but must sell them off to fund future concerts. With any polite trade deal, she includes her “business card” that allows the holder to reach out to her for a concert. It will calculate current fees, and she will show up within 1d4+1 hours to put on a concert, though she’ll never leave such a card again if she is brought to a terrible crowd.



Community Related Adventures

1. **Voot** – He’s got some cave brethren who he’d love to reach, but they’re behind solid rock and he just can’t travel through that. Heard there’s some weird stuff down there in the caves though.
2. **Baeshra**– He’s seriously angered some village elders and can’t see his special girl. He needs help making things right.
3. **Phnor** – A submarine has washed up and its crew claims to be hundreds of years old. They say they were once men, but are now all are seaweed plantients. Check them out and see if they can be good trade partners.
4. **Phnor** – The PCs find a devastated village that was attacked by menfish. The weapon fire marks are exactly like weapons the PCs either recently sold to Phnor or neglected to buy from the weapons dealer.
5. **Q’uad’ya’khaff** – There is a shining gem at the top of a remote village’s sacred totem pole. He needs that stone one way or the other, but they won’t willingly give it up.
6. **The Dreamer** – A warlord is nearing the end of his days and his people wish to save his dreams for future generations to behold. Put some of his worries and nightmares to rest so the Dreamer can extract a fear-free dream.
7. **Jo’ssan**– Jo’ssan wants to start trade with a new community, but they have protector robots that attack anyone who smokes in public. Can you either reprogram or destroy those robots?
8. **Pah’di** – There’s this whole village of people, but it’s like they can’t laugh, or love, or even listen to music. You’ll go help them, won’t you sugar?

Search and Destroy Adventures

1. **Voot** – Some overactive Gardner Bots are destroying all vegetation and traveling from region to region. This cannot stand.
2. **Baeshra**– There’s some temporal signature beacons that are triangulating his position. Go wreck them and whoever shows up to try to fix them!
3. **Phnor** – A well-armed community of fish murderers (fishermen) have set up a seaside encampment. Kill these landlubbers and you’ll always get a discount with Phnor!
4. **Q’uad’ya’khaff** – He wants you to go to take an artifact, go to a location, and let it be “stolen” from you. Make it look real though!
5. **The Dreamer** – On his last hunt, his hat got all messed up. He feels naked without a proper hat. If you can accompany him on a hunting trip he’d sure appreciate it. The beast that he wants to make a hat from is a dangerous creature to hunt.
6. **Jo’ssan**– A vape elemental named Kyle has been destroying the drones that deliver smokes to Jo’ssan. Kyle seems to have even gone crazy from a nicotine overload. Put the poor fool out of his misery.
7. **Pah’di** – There’s people bootlegging her music! Can you find out where the counterfeit records are being made and put an end to it?
8. **Pah’di** – She accidentally signed a bad contract, but it hasn’t been delivered yet. You need to stop the courier and destroy that contract!

Escort/ Protect Adventures

1. **Voot** - He's about to make a pilgrimage to an old grove in the Fungal Jungle and needs some extra protection. Last time a Gigantopithecus showed up.
2. **Baeshra**- He really needs to rest up (he's hungover), but some bandits (Temporal Police) are after him. Hide and protect him for a while and he'll make it worth your while.
3. **Baeshra** - He needs a lil' backup while he makes a deal. Accompany him into the past! Or the future! His memory is kinda hazy.
4. **Phnor** - Humbly requests the PC to serve as security for a wedding. One of the high daughters of Oceania is marrying Prince Biljut of the Frog Men. Some do not want this wedding to proceed and will stop at nothing to continue the Fish-Frog Wars.
5. **Q'uad'ya'khaff** - He needs to enter one of his rare "hibernation" phases. The region around his favorite den has gotten a little wilder since the last time he used it. His energy is waning and needs you to clear it up.
6. **The Dreamer** - Protect him while he performs a ritual to summon a dream haunter. Some other things might come through the passage during that ritual too though.
7. **Jo'ssan**- Some old rivals of Jo'ssan have kidnapped his mother. Go save Mama 'San from the clutches of Flint Frankstone, Kool Kat, Violencia Slim, and the Muskrat Man.
8. **Pah'di** - She booked a gig ages ago, but since the booking, the venue has become a sketchy place. Can you make sure everything is safe for all the fans before they arrive?

Fetch/ Deliver Adventures

1. **Voot** – Please take these seedlings to a certain region. He’s got places to be otherwise he’d do it.
2. **Voot** – He’s feeling unwell and needs some primo fertilizer. Hook a brother up.
3. **Baeshra** – He needs some mammoth moth dust real bad. He “had to take it to survive in the last dimension he was in” and is coming down real hard. He might die if you can’t get him more!
4. **Phnor** – Phnor needs your assistance with “Operation Freedom Brine”. Dr. Hann Croaker, a scientist from the Oceanic Freedom Front is defecting from a separatist faction who live in a land-locked lake. The scientist has been forced to work on a compound that could desalinate large swaths of sea. Go rescue the scientist and get him to some saltwater.
5. **Q’uad’ya’khaff** – An earthquake has revealed an ancient liquor factory. Go find the finest, rarest, most aged whiskey of all time. He knows a man in dire need of a fine drink.
6. **The Dreamer** – His dream catcher had a lil’ mishap and released a few nightmares. He’d like you to eat some dream fluff so you can catch them while you sleep.
7. **Jo’ssan** – There’s a species of spider-goat that grows tobacco fur and lactates a nicotine-infused milk. Can you wrangle a breeding pair of them and bring them to this rancher he knows?
8. **Pah’di** - She needs new inspiration. Can you search for existing music recordings from before the Great Disaster?

The Rules of Acquisition

Merchants will sell artifacts for a price, based on a multitude of factors, though it all boils down to supply and demand. The following equation is meant to assist Judges in creating prices for any artifact that may be in your game.

Merchants will buy items based on this equation at 40% of cost, though prices can be negotiated up to 60% at max. They will sell at -/+ 20% of Credit Cost depending on negotiations and other applicable factors, though it is rarely worth selling anything for less than 250 credits. Of course, merchants often meet impoverished individuals who desperately desire antiquities of the ancients and may offer heavy discounts for services rendered.

Any given merchants will generally have 1d3 thousand credits, or rather miscellaneous items worth of credits, at any given time.

Trade Value Equation

TL = Tech level

CM = Complexity Modifier

BC = Base Cost = TL x CM x 100

C = Consumable = .75

P = Permanent 1

L = Lesser = .75

G = Greater = 1.25

R = Rare = 1.5

TL x CM = Base Cost (known as BC)

BC x (C or P) x (L or G) x (1 or R) = Trade Value -/+ 100

Merchant Inventory

Roll 1d100 four times to determine a merchant's current inventory.

d100	Name and description	Power	Tech Level	Complexity Modifier	Trade Value
1-2	C-Cells (1d3)	n/a	4	2	600
3-4	F-Cell	n/a	4	2	1000
5-6	Cloning Copier: Photocopies are functional similarly to the original albeit 2-D and instantly destroyable by water. Photocopies can perform all actions that the original was capable of, but at -2d. They have ¼ the HD of the original, take 1/2 bludgeoning, but x2 slashing damage.	C-Cell (10 uses) F-Cell (20 uses) Q-Cell (U)	5	5	2500
7-8	Blue Lipstick (1d10+5uses): One application cleanses all food and water of impurities for a single meal. Grants a d30 Fort save if anything poisonous or diseased was ingested.	Self	4	1	400
9-10	Organic Armor: A pungent fungus in the form of armor. +6 AC, current AC - 1 Check penalty, absorbs ½ dmg, but for every 5 points of damage absorbed its AC is reduced by 1. Regrows 1d3 AC each day.	Self	3	3	1600

11-12 Collapsible Ladder: Retracting so to only be a 2'x2' ladder, it can extend up to 50' in length.

Self	3	2	600
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13-14 Patron Signal Whistle: Can be used to invoke a Patron AI though the device breaks in the process. Roll 1d10+11. Upon acquisition, roll 1d8 to determine with Patron AI: (1) ACHROMA, (2) GAEA, (3) HALE-E, (4) HEXACODA, (5) MANGALA, (6) ME 10, (7) TETRAPLEX, (8) UKUR

Self	5	2	1000
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15-16 General Knowledge Chip: This small implant is inserted into the ear of a creature and grants the subject enough education to roll a d12 on all untrained skill checks.

Self	4	2	1200
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17-18 Hover Boots: Stylish footwear that allows the wearer to float 3" above the ground, bypassing much difficult terrain and some traps. However, they lose momentum when floating above liquids due to the thrust force dispersion.

C-Cell (1 hour)	4	2	1000
F-Cell (24 hours)			
Q-Cell (U)			

19-20 Box of gears, servo-motors, and extra parts: Contains the exact right component to repair a single artifact in the PCs possession.

n/a	2	1	200
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21-22 Moon Boots: The soles of these stylish boots are filled with non-Newtonian fluids that allow the wearer to leap up to 2/3s their movement speed vertically or their full movement speed horizontally and take no fall damage from this action.

Self	4	2	1000
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23-24	Mega Bubble Gum (3d4 sticks): Super adhesive chewing gum. Can hold up to 100 pounds of material for 1 hour. Multiple pieces of gum can hold heavier material. Roll 1d4 for flavor: (1) Ham, (2) Wasabi, (3) Pickle, (4) Menthol	n/a	3	1	300
25-26	Sonic Vocalizer: This handheld device can be used to mimic the voice and tone of an observed subject. It must have been activated in the vocal presence of a subject for at least one minute and can remember up to 3 voices at a time.	C-Cell (30 minutes) F-Cell (6 hours) Q-Cell (U)	3	3	900
27-28	Power Scouter: Rectangular, green monacle that can be clipped on via an earpiece. Informs the wearer of the HD of any creature that is studied for 1 full round.	Self	3	2	750
29-30	Cybernetic Eye: Provides +1 to Initiative checks and Reflex saves. On-board A.I. automatically connects to an available optic nerve.	Self	4	3	1200
31-32	Go-Morpher: Init +2; Atk none; AC 12; 2d3 HD; 50' MV; SV Fort -4, Ref +2, Will immune A 1' tall robotic humanoid that can transform into a 1' long car. Operated by a controller with a 100' range.	C-Cell (24 hours) F-Cell (1 month) Q (U)	3	2	600
33-34	Nanobot Suppository: Insert this large silver pill into the dying to gain a second Roll the Body check.	Self	5	1	500

35-36 ReBreath Gland: Repurposed animal gland that allows a creature to breathe in toxic environments. Must be washed after 6 hours of usage.

Self	3	2	600
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37-38 Deathrattle Extractor: Wires connect a needle to a headset. When the needle is inserted into a creature’s brainstem, the wearer may view the last 10 minutes of the creature’s life. The wearer must make a DC 12 Personality during this and, if failed, takes 1d3 psychic damage. The dead creature must be reasonably “fresh”, and the brain must be intact.

C-Cell (10) F-Cell (20) Q (U)	5	5	3125
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39-40 Egg Salad Sandwich: Mutant tapeworms improve your physical abilities by 1d3 points, as allocated by the player. However, the tapeworms change the mind and the PC must re-roll their Personality using 3d5+1. After 24 hours the PC must make a Luck check. On a failure, ability scores revert to their previous states as the tapeworms have been expelled from the PC’s body.

n/a	4	1	750
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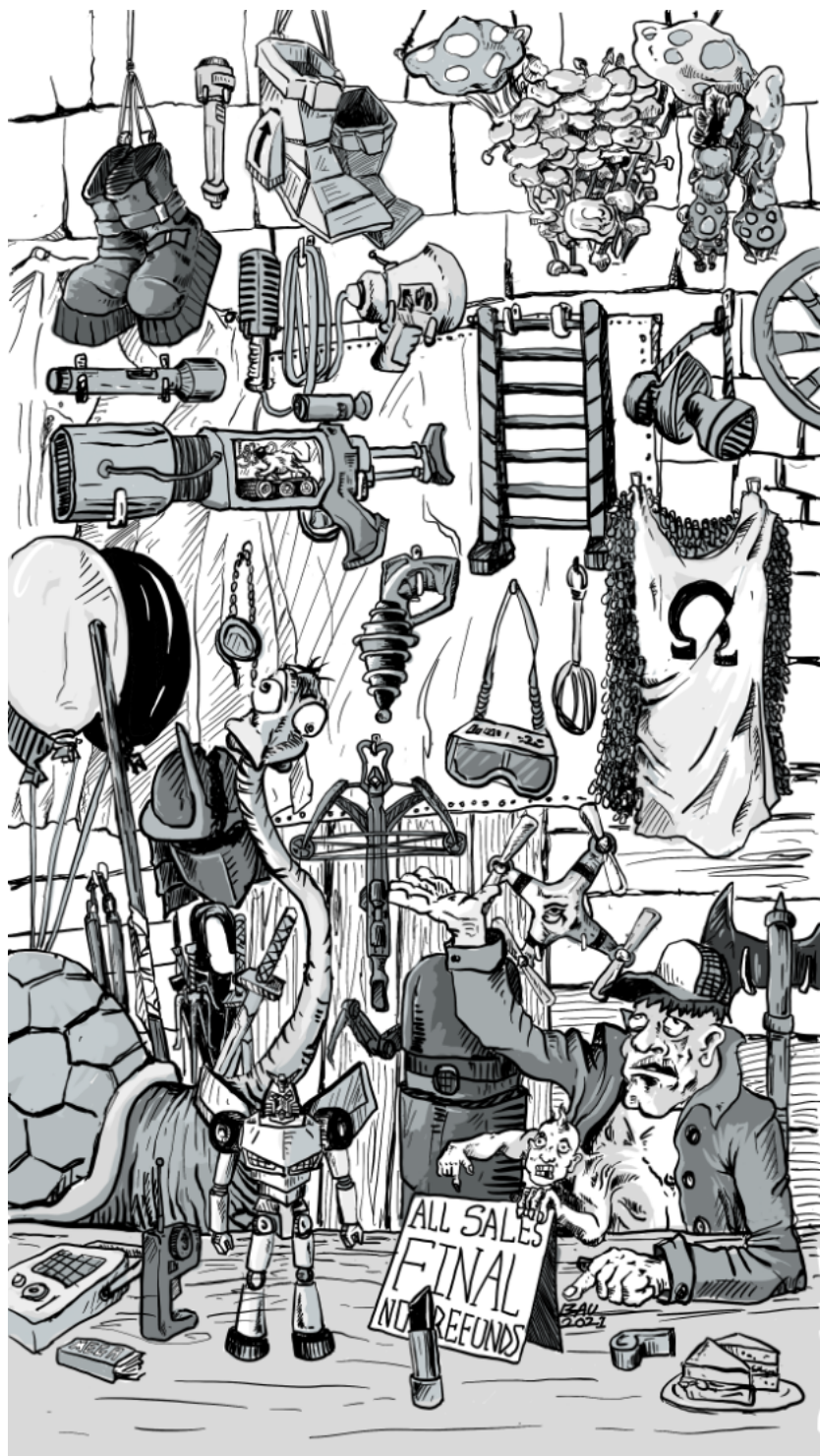
41-42 X-Light: Heavy flashlight with adjustable lens. Can be made to shine through up to 12” of any substance. Can also examine a creature’s internal organs or bones but causes sterility.

C-Cell (10 minutes) F-Cell (6 hours) Q-Cell (U)	4	2	800
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43-44 Hardlight skeleton key: A bit of metal that projects a hologram into a traditional keyhole. The on-board A.I. examines the tumblers and picks the lock, rolling 1d10+10 against the DC.

Self	4	3	1200
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45-46	Holographic Ad (1d3+1): These motion-activated stickers project corporate branded holograms that shout at potential customers. These annoying mascots are easily disabled by ripping the sticker apart.	Self	4	2	800
47-48	Heat-Wick Paste: This single-use tub of paste can cover any one humanoid or similarly large object or creature to mask heat signatures from infrared sensors.	n/a	1	1	375
49-50	Key Fob: Allow Luck check using a d30 whenever a vehicle of at least semi-operational nature is found. On a success, the vehicle beeps indicating that the keys belong to it, though it will likely need restoration work before it runs properly.	Self	2	2	750
51-52	Mirror Universe Mirror: A small hand mirror attuned to a different reality. When activated, can use to peer into another universe and pull out objects that fit through the 4"x4" mirror. For example, a broken gun may be working in another universe. For each activation of the mirror, the wielder must make a Luck check to see if they find something useful.	C-Cell (5) F-Cell (15) Q-Cell (U)	7	2	2100
53-54	Cloud Seeds: Planting these fluffy seeds causes atmospheric disturbances. Heavy rains begin after 1d7 hours and continue for another 1d7 hours.	n/a	3	1	300
55-56	Soda Can Tab Chainmail: +3 AC, -2 Check penalty, d7 Fumble die. Branded with large Omega symbol	n/a	1	1	250



57-58 Phase Translator: This belt allows the wearer to phase through solid matter at ½ their MV speed. Make a Luck check for each round that the device is in use. On a failure, parasites from the 8th dimension deal 1 Personality damage before returning to their home dimension.

C-Cell (10 uses)	5	4	2000
F-Cell (20 uses)			
Q-Cell (U)			

59-60 Hover Pedi-Cart: This 2-seat, pedal-powered vehicle has a flight speed equal to the average movement speed of its drivers, -5' for each 100 lbs. of dead weight. Each peddler must make a DC 8 Stamina check every turn. If there are no successes, then the vehicle floats down to the ground.

C-Cell (1 week)	5	3	1875
F-Cell (1 month)			
Q (U)			

61-62 HOA Bot: As Companion-Bot, per MCC Core pg 160. Patrols a designated area and informs creatures of law violations, as decreed by an HOA of the Ancients. Depending on AI Recognition rolls, it may identify creatures as citizens, animals, or plants. However, not all citizens, animals, or plants are approved by the HOA, per Luck checks. All violations are reported to the designated “Board President” and “HOA by-law enforcers” may be summoned.

Self	5	5	3125
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63-64 Data Spike: This single use device allows a PC to roll an interface check using a d30 plus their usual bonus.

Self	3	2	600
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65-66 QuikRock Spray (2d10 uses): Aerosol-can sprays concrete onto any surface and hardens within minutes. Can repair or reinforce structures or be used for other clever purposes.

Self	3	2	600
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67-68 Quin-Copter: Init +2; Atk none; AC 12; 2d3 HD; 50' Fly; SP controlled by remote viewer; SV Fort -5, Ref +2, Will immune
This aerial drone flies using five synchronous propellers and is controlled using a VR headset.

C-Cell (24 hours)	3	4	1500
F-Cell (1 week)			
Q (U)			

69-70 Static Sword: This sword hilt projects a 3' long blade of static that deals 1d8 damage. If the wielder uses a charge it causes powered technology struck with the blade to make a DC 15 Fort save or shutdown within 1d6 rounds.

C-Cell (10)	4	2	1000
F-Cell (20)			
Q-Cell (U)			

71-72 Bang Tangs: Species of tang fruit becomes volatile when fermented. When strongly hit, it deals 3d4 damage to all creatures and objects in a 10' radius. DC 12 Reflex save to take half-damage if creatures can take cover.

n/a	2	1	250
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73-74 Injector Gun: Single-shot pneumatic gun that takes 1 round to reload. Inflicts 1d3 damage, but injectors can be filled with poisons or other substances.

C-Cell (10)	3	3	1125
F-Cell (20)			
Q (U)			

75-76 Gun accessory: Roll 1d3: (1) Red dot sight (if PC stands still during round, gain +1 to attack), (2) attachable pistol stock (if PC stands still during round, long range penalty changes from -1d to -2), (3) bump stock (can make second attack with weapon at -1d)

n/a	3	1	450
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- 77-78 Gravitronic Decelerator:** This beam cannon can target a single creature or object and, for up to 1 minute, cause them to rise or descend through the air at a rate of 10 feet per round, vertically or horizontally. Complex maneuvers impossible and the target's AC is reduced by -2 while floating in the air. The target may make a DC 15 Ref save each round to break free of the weapon's beam and end the effect.

C-Cell (10)	6	6	4500
F-Cell (20)			
Q (U)			

- 79-80 Sonic Screamer:** This suped up sonic spanner produces a cone shaped blast of sound with a range and final width of 15'. All creatures in the affected area must make a DC 15 Strength check or be blown back to the edge of the cone. Unattended objects of less than 20 pounds are also blown back. If a target being blown back hits an obstruction before reaching the edge of the cone, it takes 1d6 damage. Additionally, all creatures in the affected area must make a DC 15 Fortitude save or be deafened for 1d6 rounds.

C-Cell (10)	5	4	2500
F-Cell (20)			
Q (U)			

- 81-82 Ballistic Gloves:** 1d3 x (power variable) dmg + Str mod. C-Cell = x3 dmg, F-Cell x5 dmg, Q-Cell = x8 dmg

C-Cell (10)	4	3	1500
F-Cell (20)			
Q (U)			

- 83-84 Tangle Gun:** This techno-organic blaster fires sticky vines up to 10' in diameter within a 30' range. It can entangle a creature or block a location. The vines last for 1d6 hours before dissolving. DC 15 Strength check or 10 slashing dmg to break the vines.

C-Cell (10)	3	3	1125
F-Cell (20)			
Q (U)			

85-86 Chrono Accelerator: This stubby rifle can target one creature within a 30' that immediately gains double movement speed and a d14 action die each round. Duration of 1d4+1 rounds.

C-Cell (5)	6	6	4500
F-Cell (15)			
Q (U)			

87-88 Davy Crocker Lunch Launcher: This 4' long tube gun uses organic material as ammunition and requires 1 round to reload. Each usage requires three pounds of meat or ten pounds of vegetation. Deals 2d4 dmg at 70'/140'/210' range. Ammo is thoroughly cooked though messy upon impact.

C-Cell (10)	4	3	1200
F-Cell (20)			
Q (U)			

89-90 Chrono Decelerator: This stubby rifle can target one creature within 30' that immediately loses half its movement speed and drops to the bottom of the initiative count (no save). If it has already acted this round, it does not receive another action until the next round. Duration of 1d4+1 rounds.

C-Cell (10)	6	6	4500
F-Cell (20)			
Q (U)			

91-92 Mutagen canister: Small aerosol-canister with an attached inhaler. Prompts a single mutation check with +1 to mutations due to mutagenic purity.

n/a	3	3	1700
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93-94 Cybernetic hand: A functional replacement for the dismembered. May also have a secondary attachment if a successful Luck check is made. If so, roll gain a chainsaw attachment (2d7 dmg. crit 19-20. fumble 1-2)

C-Cell (1 month)	4	5	2000
F-Cell (1 year)			
Q (U)			

- 95-96 Wyvernfly (1d3+1):** Init +3; Atk claw +1 melee (1d6); AC 13; HD 2d8; MV 10', fly 45'; Act 1d20; SV Fort +1, Ref +5, Will +2. These creatures resemble horse sized dragonflies with vicious claws. However, their claws are attached to their wings, so they attack with a d14 when flying. They can carry up to two normal sized humanoids as they fly.

Eats 10 lbs meat or graze for 4 hours each day	DC 12 Will save or flee when threatened	1500 each
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- 97-98 Lizaroo (1d3+1):** Init +0; Atk claw +1 melee (1d4+1); AC 14; HD 2d8; MV 40'; Act 1d20; SP jump (roll d24+2), hide +3; SV Fort +4, Ref +2, Will +1. These scaly marsupials can carry up to two riders in their pouches as they hop around, though some extra-large humanoids may need their own Lizaroo. Their jumping abilities make them very capable of bypassing difficult terrain.

Eats 5 lbs. meat or graze for 1 hour each day	DC 12 Will save or flee when threatened	1500 each
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- 99-100 Ostrich Turtle (2d3):** Init +1; Atk peck -2 melee (1d3); AC 14; HD 3d8; MV 45'; Act 1d20; SP retract (can hide body within shell, gaining MV 0' and AC 18); SV Fort +3, Ref +1, Will -3. These shell-backed-avians can run for hours at a time without break. If they carry more than a single rider, they are only able to run at half speed.

Eats 5 lbs. plants or graze for 3 hours each day	DC 12 Will save or retract into shell when threatened	1500 each
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Creatures From Other Worlds

Black Blood of Another Earth: Init +4; Atk grapple +5 melee (1d6 + essence drain); AC 15; HD 10d8; hp 45; MV fly 45'; Act 3d20; SP essence drain (DC 14 Will save or take 1d3 Per dmg); SV Fort +5, Ref +0, Will +6; Crit III/d16, Fumble d8.

The last vestiges of a once Living World, this dark mucal magma travels the cracks between dimensions, seeking to steal enough living essence to grow. With enough time, it may even start a new world.



Lunar Child: Init +3; Atk slam +1 melee (1d6) or moon beam +3 missile fire (1d6+1); AC 13; HD 3d6; hp 11; Fly 40'; Act 1d20; SP infravision 60', nightmare infection; SV Fort +2, Ref +1, Will +4; Crit III/d8, Fumble d8.

Lunar Children are astral drifters covered in molting, dead flesh. An ethereal umbilical cord of silver light tethers them back to their nightmare home.

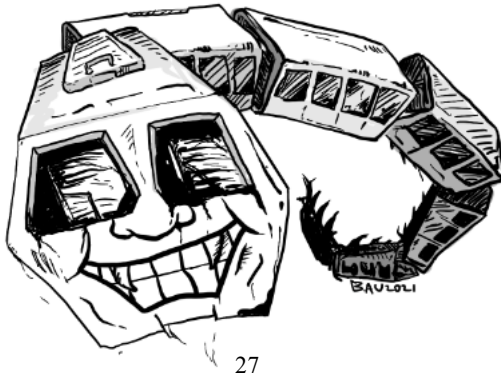
Upon a successful melee attack, they may choose to forgo damage and instead infect its victim with a nightmare parasite. The tendrils from its beard of worms will attempt to force their way into the victim's facial orifices unless the victim is able to succeed on a DC 14 Fortitude save. On a failure, the nightmare parasite is implanted. Henceforth, the victim must make a DC 14 Will save or they are unable to receive a restful night's sleep, negating any natural healing benefits related to hp or ability score damage. For each cumulative week of poor sleep, the victim also takes 1 point of Personality damage. The nightmare parasite may be overcome by three consecutive successful saves and some more esoteric methods.



Jayne the Hover Train: Init +3; Atk slam +4 melee (1d12+2) or trample (special); AC 18; HD 6d12; hp 33; MV fly 60'; Act 2d20; SP trample (see below); SV Fort +6, Ref +4, Will +4; Crit IV/d12, Fumble d8.

Jayne travels between dimensions, emerging out of clouds, dense forests, or from just out of the corner of your eye. To denizens of Terra A.D., Jayne appears to be a hovertrain, with a humanoid face embossed on the front. It promises to take any passengers to an idyllic paradise, but prospective travelers may notice specks of blood or fingernail scratched graffiti. Jayne is actually native to the demi-plane of suffering, which is the true destination of its passengers (see DCC Horror #6: The Web of All Torment). If potential passengers refuse, have either the highest or lowest Luck PC, depending on politeness, make a Luck check to see if Jayne accepts the refusal. If Jayne is reduced to 0 hp, Jayne does not "die", but collapses in on itself and returns to its home dimension.

If Jayne moves its full speed and sacrifices both action dice, Jayne may drift in a 30'x30' square, damaging all creatures and objects for 1d12 damage. Creatures who take damage also receive a critical hit unless they can make a DC 10 Reflex save.



Dimensional Miner: Init +1; Atk polygon pistol +5 missile fire (1d5+polygonic reduction) or trunk slap +2 melee (1d4+2); AC 15; HD 1d12+2; hp 9 MV 30'; Act 1d20; SP polygonic reduction (see below); SV Fort +5, Ref +0, Will +4; Crit II/d4, Fumble d8.

Polygon Pistol: TL 4; CM 4; Power Source: C-Cell (10 charges); Special: Range 50', 1d5 dmg + Polygonic Reduction (DC 14 Fort Save or -2d for 1d5 rounds. Reduces the number of a creature's sides and angles, possibly causing them to temporarily become 2-D if their action die becomes a d10 or lower).

Dimensional miners are pink elephantine men from another dimension. Using a tank-like drilling machine that they call a "Voyaging Mole" (TL 7, CM 7), they burrow through solid rock to find "thin spaces" in reality. Each Voyaging Mole carries 3 - 5 dimensional miners, one of whom is a foreman with double hit points and an extra +3 to initiative and attacks. They are all non-union scabs who do not care if a region's resources are being used by intelligent life. Anyone complaining about their taking of natural resources (and anything else not nailed to the ground) will be met with aggression that may quickly escalate to violence.



Communities of Terra A.D.

The Automan Favelas: This confounding town is comprised of shoddily crafted and repaired buildings, seemingly from a multitude of ancient eras. The robotic inhabitants of the village claim to be famous historical figures, such as Ghandi Khan, Elvis of Arc, and Queen Elizabeth Monroe the IV. These confused robots survive through scavenged replacement parts, which in turn resulted in mismatched appearances and even more mismatched personalities.

Rulership is hotly contested by a strange amalgamation of all of history's greatest rulers and businessmen. They are in constant need of power cells, repair parts, and therapy. They have a surplus of knowledge chips relating to ancient trade skills such as candle making, blacksmithing, and farming, as well as some museum pieces, such as fabric looms and butter churners.

Captain's Rock: No one knows how a crashed cruise liner came to rest atop a mesa in the glow deserts, but now a diverse community calls it home. They've turned it into a hanging garden that provides food for all its residents. A few solar panels still produce electricity for the ship and can even recharge a few C-Cells a month. A simple pulley-elevator allows travel to the desert floor and scouts use wing-gliders to search the desert for supplies.

This aerie commune is primarily concerned with not outgrowing its food supply. They desire resilient plant species and small, farmable cattle for their limited area. Its residents fear the return of the Yvox who terrorized their community long ago and nearly destroyed it all before a lone mutant sacrificed himself to save them.

The Fungal Jungle: Toxic, fungal spores prevent most creatures from surviving in these vast jungles, leaving it inhabited near exclusively by insectoid and amphibian creatures. The reptilian Nohmu and the insectoid Rodok are the two main nomadic tribes within the toxic jungles. While war rarely occurs, the territorial tribes do clash over sacred lands and hunting grounds.

Due to the toxic environment, trade with the outside world is difficult. The tribes can supply a mighty selection of plant life and items crafted from the carcasses of creatures, such as maw frogs and stagasaurus beetles. The massive jungles cover such a wide expanse that it could be a useful shortcut along a trade route if safe passage could be negotiated.

Marigold Station: This center once served a cryogenic storage facility for terminally ill ancients who feared death. Following the Great Disaster, the facility began to fail, and the human popsicles began to thaw. The meager A.I. of Marigold Station was contractually obliged to clone the defrosted residents, though the genetic material would “break down”.

One resident, Walter Granger, merged his consciousness with the station’s A.I. when he discovered imperfection in the cloning sequence. Walter makes sure that subsequent clones of “sub-standard resident” are born as mentally impaired menial servants. Marigold Station established a relationship with the Gene Police and has become more militaristic and xenophobic over time. The community holds highly advanced medical technology and is always searching for PSHs to integrate into their DNA supply. While they could reproduce naturally, they have come to find such methods repugnant.

d10 Travelers

1. Profiteering end times prophet (and followers)
2. Fugitives from the future
3. Three goatmen brothers on a quest
4. Raiders who are throwing a rager
5. Gene Police deserters
6. Sentient beetle swarm
7. Seven mariachi samurais
8. Overly imaginative archaeologists
9. Cosplayers headed to Santa Con
10. Glow Children on a pilgrimage



Issues of Supply & Demand

1. Last caravan was imprisoned
Roll 1d3: (1) legal infraction, (2) cultural misunderstanding, (3) slavers
2. Caravan was lost due to unforeseen events
Roll 1d3: (1) nega-storm, (2) skyquake, (3) dunesnake stampede
3. Complication with the exchange
Roll 1d3: (1) trade partner found massacred, (2) item quality issue, (3) raider ambush
4. Unexpected delays
Roll 1d3: (1) weeklong ceremony/ party, (2) inspections, (3) route diversion

Trade Goods

1. Beast parts
Roll 1d3: (1) maw frog breath glands, (2) zompig necro bacon, (3) dingodile scales
2. Odd fruit
Roll 1d3: (1) velvet pears, (2) coral pomegranates, (3) durians
3. Luxuries
Roll 1d3: (1) neon ivory, (2) nanite silk, (3) mushroom oil
4. Drugs
Roll 1d3: (1) mammoth moth dust, (2) prismatic snail mucus, (3) synaptic spice

Weird Regions

Roll 1d12 for each column and combine the results to create a region name, such as the following “The [descriptor] [terrain]” or “The [terrain] of [descriptor]”.

d12 Terrain:

1. Geysers
2. Swamps
3. Hives
4. Glaciers
5. Battlefield
6. Caves
7. Ruins
8. Mountains
9. Sea
10. Desert
11. Jungles
12. Craters

d12 Descriptors:

1. Photonic
2. Smart Metal
3. Fungal
4. Psionic
5. Gravitrionic
6. Mind Mist
7. Meat
8. Sonic
9. Temporal
10. Acid
11. Plasma
12. Neon

MCC-ifying Content

For quick artifact checks, find an existing artifact that has a similar effect and assign Tech and Complexity Levels to the newfound item. Potions and scrolls may become single use items such as self-powered “medical injectors” or C/F-Cells. Magical weapons or armors may become laser rifles, vibro-blades, or nanite-composed power armor. These more powerful items should need to be powered by C or F-Cells. For artifacts that provide passive bonuses, such as armor, they often have a time duration related to their battery source. For weapons, they often have battery charges used up by attacks.

Brother, Where's My Strider

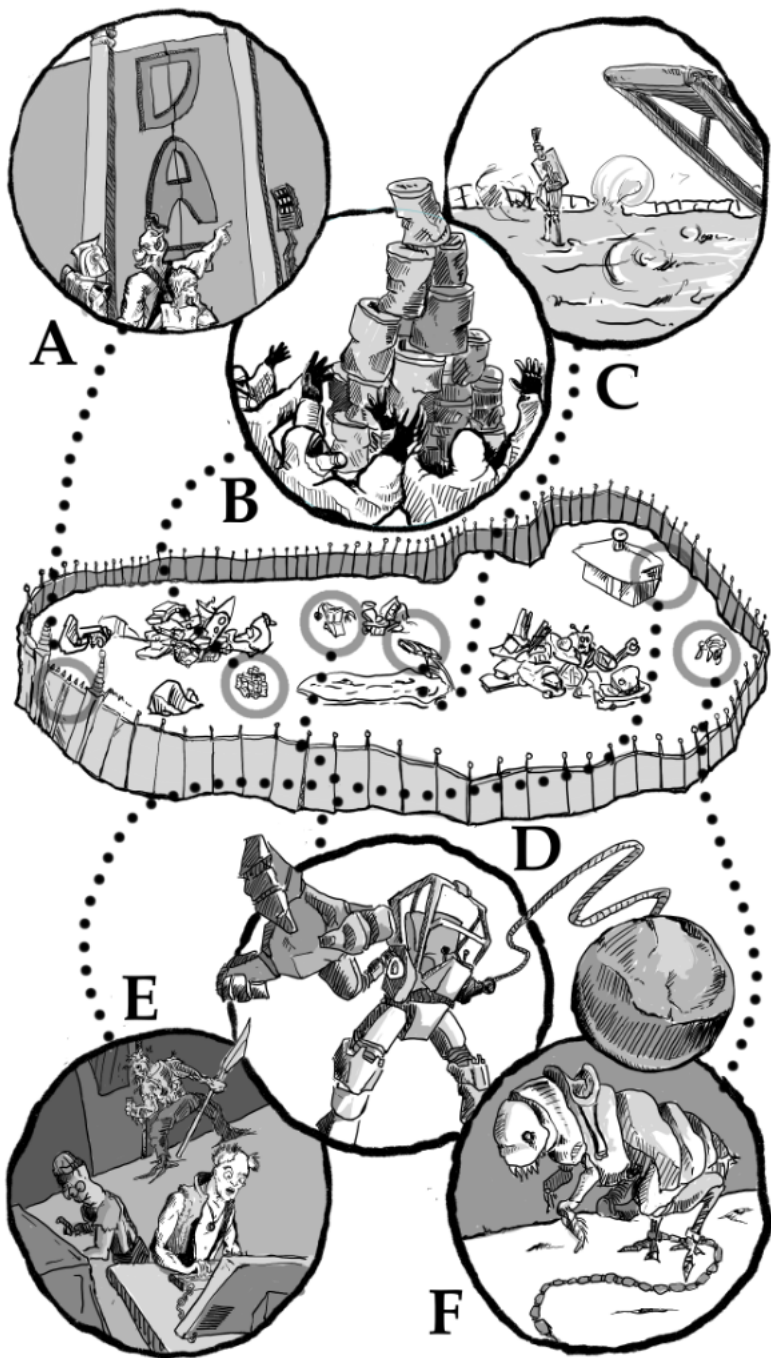
A level 1-2 Adventure for MCC RPG

By Boson Au

"I can't believe they took Apollonia! This is totally squaresville." Jo'saan is usually calm and collected but now, the famed camel-manimal (camimal?) purveyor of extraordinary artifacts paces frantically back and forth before you. He grabs you by the shoulder, his signature menthol dangling from his trembling lips.

You had not planned your weekly excursion to the local watering hole to end like this but there you are, standing outside with Jo'saan. The only proof of his companion/ mobile shop of goods is a few insectoid droppings and a discarded book of unfilled parking lot tickets. The letterhead reads: "The Centre for Decommissioned Automations and Transportation" Apollonia's reins are still wrapped around an ancient metal sign that faintly reads "No Parking Any Time"

"Look, man, hombres, my new BFFs... you gotta help me. I can't leave this totally bogus dimension without Apollonia. She's got all my stuff!" He reaches inside his leather jacket and hands you an **Auto-relay Teleporter**. (*"It takes about 20 minutes to warm up,"* he reminds you) as well as several mysterious **tchotchkes and knick-knacks**. (roll 1d3 times on artifact table) *"Consider this a sample of what I'd repay you with if you get her back!"*



Centre for Decommissioned Automats and Transportation (The DAT)

A graveyard of old cars, robots, and other machinery that has been abandoned since the Great Disaster. Due to a recent freak electrical storm, power was restored and once again hums with purpose. The M.E.T.R. Maidens, with rejuvenated agency, began ticketing and impounding various “vehicles” they found abandoned. This includes Apollonia, Jo’saan’s strider.

When traveling between areas, or when PCs linger too long in one area, roll on the following random encounter table.

D6	Encounter
1	None
2	1d3 Children of the Glow Worshipers
3	1d3 Technorabble Punks
4	1d4+2 Croachlings (pg 192 MCC core)
5	1d2 M.E.T.R. Maidens Patrolling about.
6	Roll Twice: They are in the middle of fighting each other when PCs encounter them.

A - Main Gate: (exits to B, C)

Concrete and steel gate with an electromagnetic lock. Opens by a DC 15 security bypass check or a DC 20 strength check, which triggers alarm klaxons, DC 18 security bypass check to disarm. Motion Detectors alert patrolling M.E.T.R Maidens ($\frac{1}{2}$ # of PCs, arrive in 1d6+6 rounds) of loitering humanoids or if the alarm is tripped.

If PCs are defeated, M.E.T.R. Maidens will most likely send them to the Pit of Slurry.

Mechanical Enforcer of Transportation Regulations (M.E.T.R.) Maiden: Init +4; Atk Stun Gun +4 ranged (2d6+2) (DC 15 fort save or stunned 1d6+1 rounds), manipulator arm +4 melee (2d6); AC 18; HD 7d6; hp: 35; MV 30'; Act 2d20; SP immune to mind control: SV Fort + 6; Ref + 2; Will +0; AI recog 16 (Law Enforcement)

B - The Temple of the Canned Ambrosia: (exits to A, D)

This collection of discarded canned goods has been highly radiated over the years. Recently, the Children of the Glow have been spotted making pilgrimages here. The Altar is extremely easy to knock over (aka desecrate), angering the Children. They (# of PCs + 3) are all wearing Hazmat suits pillaged from the command center. They are distrusting due to constant harassment and attacks from Technorabbles.

Mutants, manimals, and plantients eating from any of the irradiated cans or dawdling too long in the temple will roll for potential rad burn (see pg 42 of MCC book).

Children of the Glow Worshipers: Init -1; Atk Improvised Weapon +1 melee (1d4) or mutation; AC 12*; HD 1d8; MV 30'; Act 1d20; SP harmful mutation*; SV Fort +1, Ref +0, Will +2;

*give each worshiper 0-2 mutations, rolling on table 3-2 to determine exact mutation.

*hazmat suits provide +1 AC with additional +5 vs chemical/radiation attacks

C - Slurry Pit: (exits to A, E)

Experimental Method of Rapid Decomposition of organic waste developed by Ancient Ones to clean machinery of organic waste.

Conveyor belt: captured PCs will wake up or be found here tied up with 1d4+1 rounds remaining before being dumped into the pit. The slurry within the pit will decompose organic matter RAPIDLY, dealing 2d4 acid damage per round to organic materials.

A keycard to Krrushmaster 5000 is floating in the slurry (ex-operator fell in). PCs without protective suits can retrieve the keycard with a DC 20 Reflex save or use of tools.

D- Krrushmaster 5000:(exits to B, hidden exit to C)

Ancient machination that is currently disabled and turned into a roach motel. Cockpit door is unlocked. Controls can be restarted with a keycard, which also gives +1d to the artifact check (TL 5, CM 4). While piloting KM5K, PC gains the following:

Protection: +10 AC, +75 HP

Damage: Wrecking Ball (6d6), Hydraulic Claw (4d6)

Special: Hydraulic Arms give + 8 Strength, MV 40', 1d24 Action Die, d4 Crit die on Crit Table A (pg 135, MCC core).

Croachlings: A small colony (1d6+3) of Croachlings (pg 192 MCC Core) have moved into the decommissioned mecha chassis as a nest for their home. They do not like visitors.

E - M.E.T.R. Central Command Centre: (exits to C, F)

Nearby lockers previously contained *hazmat suits*, but were ransacked by Children of Glow (as robes). The ancient central computer controlling the M.E.T.R. Maidens was rebooted, and can be hacked (TL 4, CM 4) to reprogram M.E.T.R. Maidens. There is a 50% chance 1d4 Technorable Punks are poking around, attempting to access the computer.

F – Strider: (exits to E)

Apollonia is here, but she's not so sure about the PCs (DC 12 Per check or Luck for reaction). Installing the **Auto-relay Teleporter** takes 15-30 minutes, meanwhile, (1d4+2) Technorable Punks with a Technomancer Prodigy will arrive riding atop a Tesla Tank.

Technorable Punk Init 0; Atk Improvised Weapon +1 melee (1d6) or artifact; AC 10; HD 1d8; MV 30'; Act 1d20; SP low grade artifact*; SV Fort +0, Ref +1, Will +3;

*roll 1d6 on the low-grade artifact table

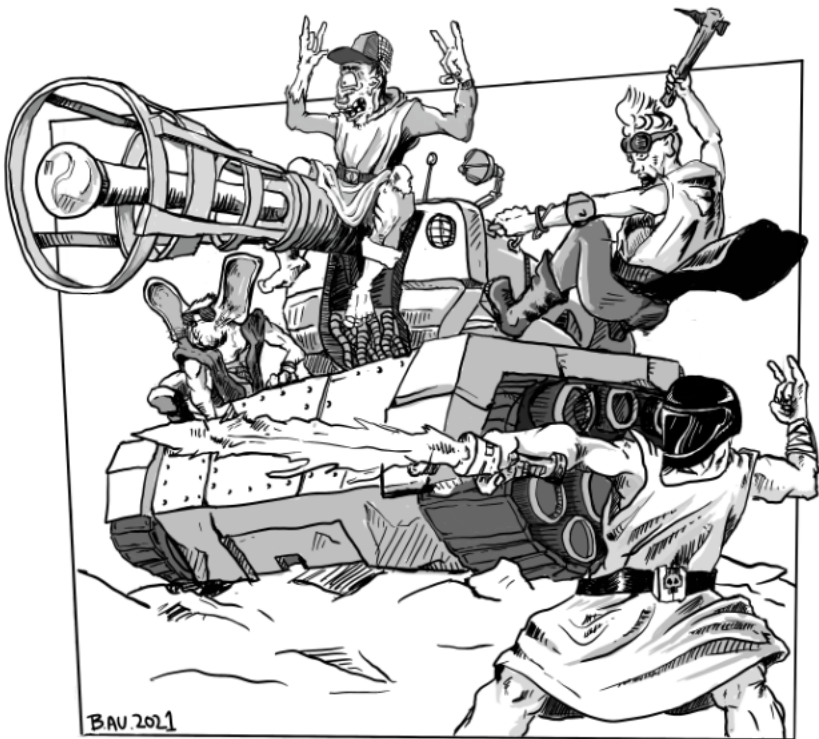
D6	Low Grade Artifact
1	none
2	Dasy Pewer: TL 4, CM 4 Stun DC 12/14/16 1d6 rds
3	Xtra Stick: TL4, CM 3 +1 melee 2d6
4	Grav Clamp (pg 180 MCC core)
5	FauxTon G'nade: TL 4, CM 5 20' radius, Stun (DC 16 Fortitude save vs. living creatures, DC 10 Fortitude save vs. AIs; 1d6 rounds)
6	A Genuine Gauzer Rifle! (pg 173 MCC core)

Technomancer Prodigy: Init +2; Atk Aftermarket Plasma Sword* +4 melee 2d12; AC 10; HD 2d8; MV 30'; Act 1d20; SP artifacts*; SV Fort +0, Ref +3, Will +4;

*The Technomancer Prodigy has the following artifacts: Enviro Belt (pg 175 MCC core), Aftermarket Plasma Sword (pg 175 MCC core, fumbles on 1-3), Hover Boots (17-18 in our artifact list below)

Tesla Tank

Init +2; Atk Lightling Cannon +2 ranged (3d6) or "run over victims for crushing damage" +4 melee (6d6); AC 18; HD 10d10; MV 40'; Act 1d20; SP none; SV Fort +6, Ref +0, Will -3.



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