

# MUTANT CRAWL CLASSICS

## A FALLEN STAR FOR ALL

#2: A LEVEL 1 ADVENTURE  
BY TIM CALLAHAN



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By Tim Callahan • Cover art: Doug Kovacs

Cartography by: Stefan Poag

Editor: Rev. Dak J. Ultimak • Proofing: Tanner Yea

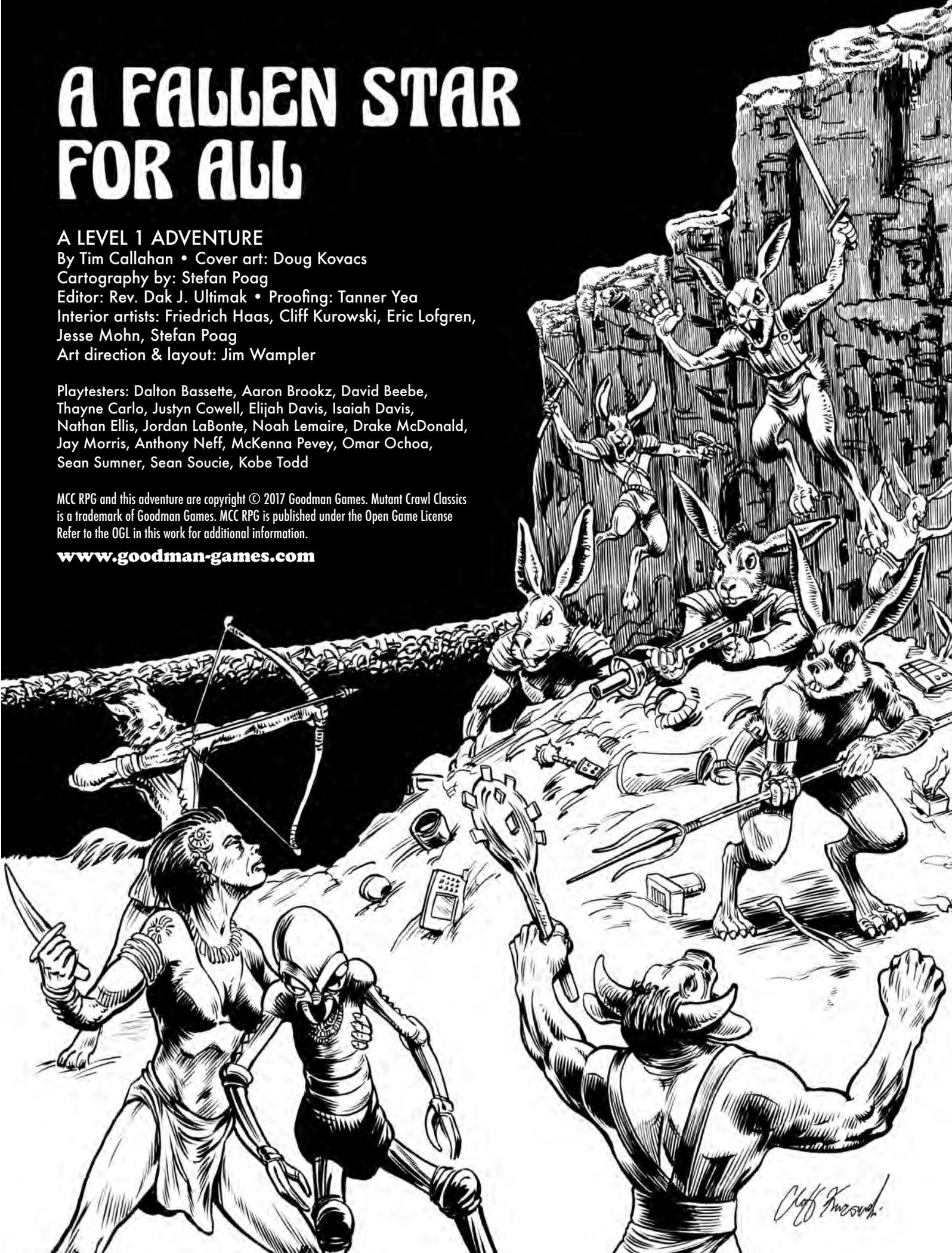
Interior artists: Friedrich Haas, Cliff Kurowski, Eric Lofgren,  
Jesse Mohn, Stefan Poag

Art direction & layout: Jim Wampler

Playtesters: Dalton Bassette, Aaron Brookz, David Beebe,  
Thayne Carlo, Justyn Cowell, Elijah Davis, Isaiah Davis,  
Nathan Ellis, Jordan LaBonte, Noah Lemaire, Drake McDonald,  
Jay Morris, Anthony Neff, McKenna Pevey, Omar Ochoa,  
Sean Sumner, Sean Soucie, Kobe Todd

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## INTRODUCTION

**R**emember 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 RPG 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, in which characters race against other seekers to bring powerful artifacts back to their tribe, is designed for four-to-six level 1 Mutant Crawl Classics PCs.

## BACKGROUND

A millennium ago, automated machines at the underground Skybreak Industries mining complex tapped into a potent bio-liquid energy source that was too unstable for bulky, clumsy equipment to properly harvest. Chief Operating Scientist Lemil Sterrson, iconoclastic thinker, designer of artificial intelligence systems and advanced robotics, took charge of the facility and continued to explore alternative avenues for harvesting the dangerously powerful fuel source. After an expensive restructuring, increasingly reclusive behavior from Sterrson, and more profitable operations elsewhere, Skybreak Industries officially abandoned Sterrson's project. Dedicated to his work, and officially written off by Skybreak leadership, Sterrson moved permanently into the shuttered mining complex, bringing his two young children with him. By the time the Great Disaster struck, no one had heard from Sterrson, his children, or this abandoned Skybreak mine again. Until...

Three days ago, when a blazing star streaked across the sky and crashed into the northeast horizon, on the edge of the volcanic Crater Country. The edges of the northern jungle burned through the night, smoke filling the sky by dawn, a gray-black plume of foreboding rising to the heavens, a harsh warning to all manner of creatures and curious tribesfolk.

After the fires died down, tribesmen and creatures of all types began to investigate this strange fresh crater at jungle's edge. Word quickly spread among the clans, both allied and enemy, that smart metal fragments could be found near the site of the crash. The rumors that followed hinted that the fallen star had unearthed a city of the Ancients, one possibly filled with wondrous artifacts of tremendous power.

Seekers from every tribe in the territory were sent to recover artifacts from this subterranean treasure horde, and the PCs are but one of many parties converging on the location. The Skybreak mining facility has been revealed for the first time in over a thousand years. And something stirs within.

## PLAYER'S INTRODUCTION

*After the star fell from the sky three days ago, the elders of your tribe spoke of prophecies and good fortune, praising the gods that had protected your people from the devastation to the northeast.*

*The smoke still looms at the edge of Crater Country, hanging to the side of the rising sun like a scar on the face of the sky, when the clan elders summon you to the sacred hut of memory. Surrounded by fragile walls built from thin sheepskin, marked with symbols you cannot understand, the chief elder speaks.*

*"Trev-gar has returned at dawn with news of the fallen star," the chief elder says, pointing to your bandaged, but still bleeding, tribesman. "The fires to the north dance no more, but the smoke points to where the star has landed."*

*"It has crushed the earth!" Trev-gar shouts as he tries to stand, his blue eyes speckled red. "Creatures move within!"*

*The chief elder calms the agitated tribesman and returns his attention to you.*

*"This brave hunter has seen a city of the Ancients, revealed. As seekers of our tribe, you know what you must do." The chief elder pauses and moves to you placing his hand atop each of your heads before moving to the next.*

*"Return with artifacts of power. Seekers from other tribes rush to this fallen star to steal what should belong to us. You must leave immediately. Bring pride to the clan."*

## JUDGE'S INFORMATION

Trev-gar has indeed seen creatures move around the edge of the crater newly-formed by the fallen star. He pursued an antlered horse but lost it in the jungle. He emerged at the charred edge to the northeast and could not help but curiously probe around the area of the crater, avoiding slender jets of molten fire bursting from the ground.

If interviewed before the PCs leave, Trev-gar will describe his experiences and speak of the white-furred bestial men with small feet and ferocious teeth. Two of them climbed up the crater wall as if led by a small pack of rats. He saw the beast things digging atop the crater's edge and pulling up small artifacts from a revealed passageway, and he lost track of time as night fell. As he snuck closer, he was grabbed from behind, attacked by a spear-wielding beast thing. Tearing through a tangle of vines, Trev-gar fled by the faint light of the Sky Arc.

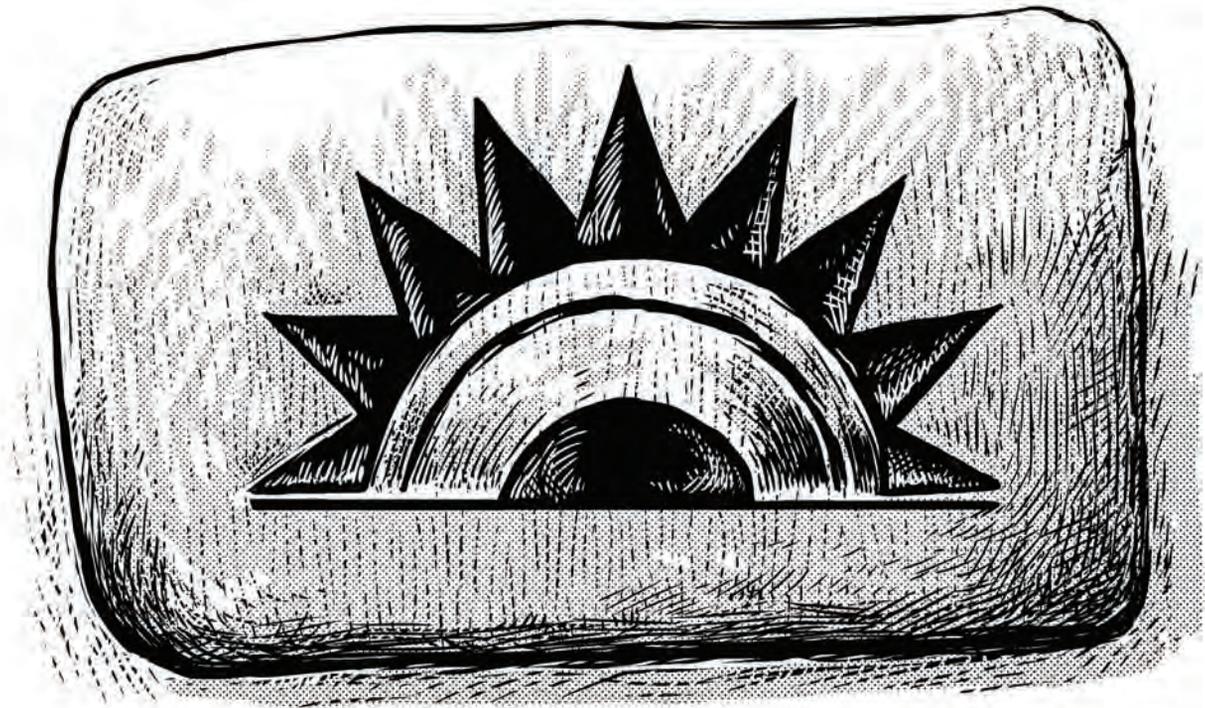
The crater of the fallen star lies 10 miles to the northeast. If the PC's leave immediately, as they have been told by the chief elder, they will arrive when the sun is at its highest point in the sky. The judge may add random encounters during the jungle trek. but with their knowledge of the area, the PCs may be reasonably able to avoid danger until they reach the charred remains at jungle's edge. That's where the encounters for this adventure begin.



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**Player Handout A**



**Player Handout B**



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