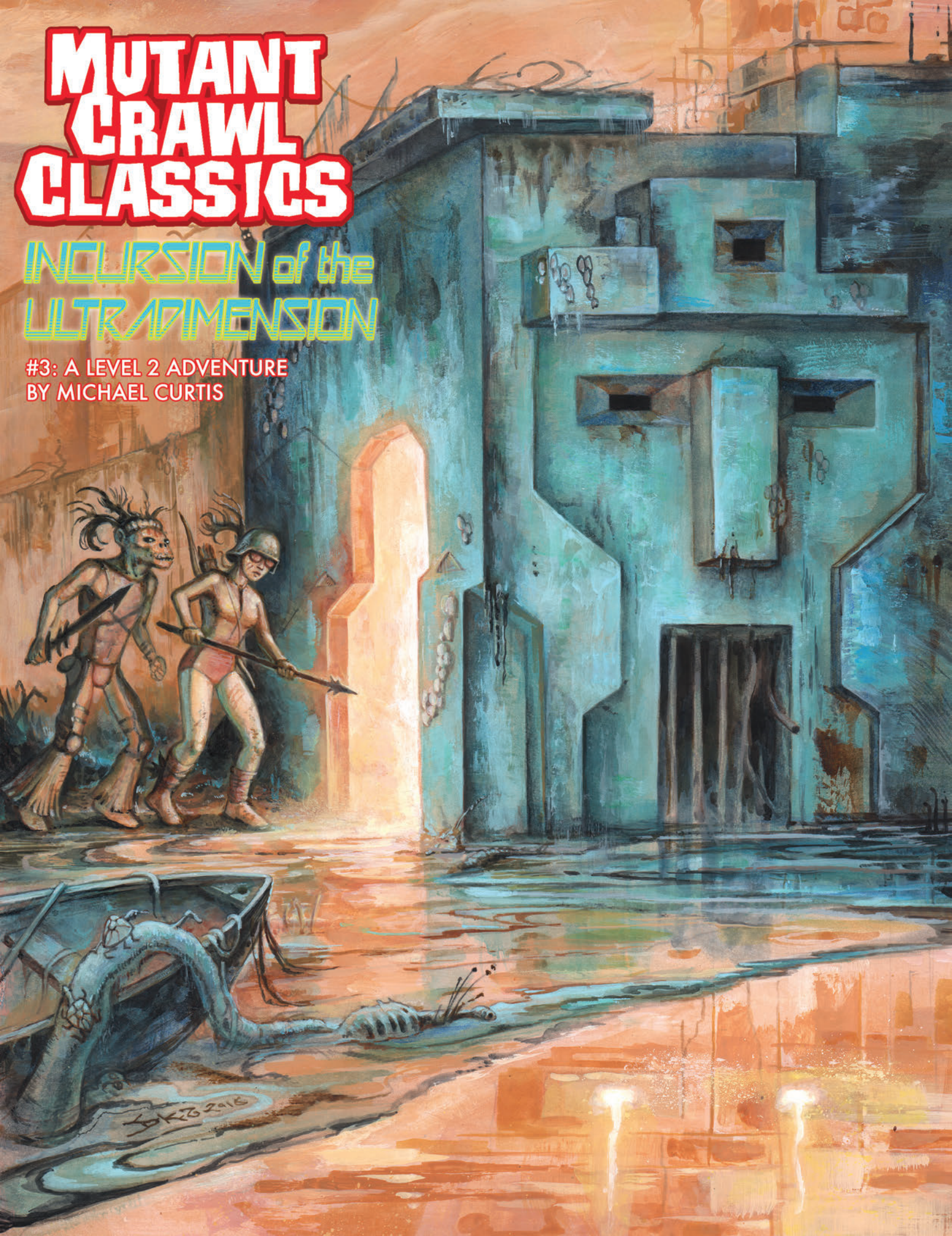


MUTANT CRAWL CLASSICS

INCURSION of the ULTRADIMENSION

#3: A LEVEL 2 ADVENTURE
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INTRODUCTION

Remember the good old days, when post-apocalyptic adventures were full of super-science, 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 your neolithic mutant tribesmen to go out into the hot house jungles and radioactive deserts of Terra A.D. (After Disaster) and collect the artifacts of the Ancient Ones in order to attain great personal power and savage glory.

Incursion of the Ultradimension is a Mutant Crawl Classics RPG adventure designed for four to six 2nd-level characters. It concerns a newly surfaced scientific research complex of the Ancient Ones arising from the waters of the Monster Sea. But it is no mere laboratory: it is a nexus of super-science that has breached dimensional walls and now hosts terrors from beyond known space! The PCs must discern the laboratory's weakness and send it back down under the ocean waves for good.

BACKGROUND

Prior to the Great Disaster, numerous research installations around the world pushed the borders of knowledge to their limits, sometimes going beyond what was once believed to be impervious universal laws. One of the organizations behind this bleeding edge research was the Athena Project. The Athena Project staff was comprised of scientists working on the fringes of their fields, each dedicated to pushing humankind's knowledge to new heights. Rigorous testing of unproven theories, were the order of the day at Athena Project sites.

The Athena Project funded several installations around the world, each dedicated to specific pursuits. One such research site, the place now known as the Retreat of Delirium, focused its research on biology, botany, and physics, specifically research in Loop Quantum Gravity, Entropic Gravity, and quantifiable experimentation with strangelets. Little did they suspect that their research would spell the downfall of the installation and herald the birth of something terrible into the world of Terra A.D.

In the months just prior to the Great Disaster, a breakthrough occurred at the Retreat. It happened during the early morning hours as Athena Project researchers ran a series of supposedly insignificant experiments intended to collect control data for more aggressive research in the weeks ahead. The experiment's results were anything but insignificant or controlled. Somehow, the physicists scratched the universe, tearing a nearly infinitesimal hole in the cosmic fabric. Shockwaves from the tear rippled across the building, even extending to other Athena Project installations. These reverberations opened more, albeit smaller breaches between worlds. And what lay beyond the breach was the realm of the Ultradimension. This hole allowed catastrophic realities to infect those of Terra A.D.,

warping the laws of science and ferrying unearthly entities across cosmic walls. The Athena Project installation was compromised and quarantine protocols implemented, temporarily confining the outbreak of alien realities to the base.

Before the problem could be addressed and steps undertaken to seal the breach, the Great Disaster plunged the world into chaos. Fearsome destructive forces tore apart the planet's surface, forever altering geography, and the Retreat was drowned beneath the expanding waters of the Monster Sea. Since that time—and time passes differently in the Retreat—the Ultradimensional invaders have become acquainted with their new outpost and are planning to extend their reach of their alien home across Terra A.D.

Shifting tectonic forces occasionally cause the sunken site to rise from the waters, unleashing waves of both oceanic waters and alien marauders across the land. Now, the Retreat of Delirium has resurfaced once more. The PCs find themselves tasked with visiting the Retreat and dealing with an alien threat ensconced within the antediluvian installation.

STARTING THE ADVENTURE

Incursion of the Ultradimension begins with the player characters resting in the quiet jungle village of Glazhaus, a collection of primitive huts arrayed around a gleaming metal and glass ruin. The PCs may be residents of Glazhaus or simply passing through on their way elsewhere.

As the party and the other villagers enjoy their morning meal, a small tsunami strikes, forcing all the residents to seek shelter or be swept away. Complicating the matter, strange beings ride the wave, slaying without remorse.

Read the following:

The morning breaks hot and sultry in the village of Glazhaus. Situated in a jungle clearing surrounded by the towering, frond-laden goliath trees, the small village is comprised of twenty simple huts surrounding a ruin of gleaming metal and unbreakable crystalline panes. A sacred fire ringed by totems burns in the heart of the ruin, tended to by the Exalted Crone of the village.

Although the massive, two hundred foot tall goliath palms prevent you from seeing the emerald expanse of the Monster Ocean, the scent of its rich waters hangs heavy in the air. The sharp but pleasant smell of curing fish dragged from the sea fills the village, making your stomachs growl. A group of villagers is already tending to the cook fires and passing out communal eating bowls.

Suddenly, as you prepare to enjoy your repast, three villagers rush into the clearing, emerging from the trees facing the Monster Ocean. Fear and panic mar their faces. With screams that carry out across the village, the fleeing trio yells, "DEATH WAVE!!! RUN!!!" The rest of the villagers immediately drop their meals and race away. Some head for their huts while others rush towards the tall trees. What do you do?

If the PCs are natives to Glazhaus, they automatically know a death wave is a rare, but catastrophic event—a tsunami striking the lands surrounding the Monster Ocean. Travelers passing through the village lack such knowledge,



but can assume from the villagers' responses, something bad is coming. A few moments after the yelling villagers arrive, the party hears a roaring noise coming from the direction of the sea, a sound which grows in volume at an alarming rate.

SURVIVING THE DEATH WAVE

If the PCs observe the villagers' actions, they see many of them are climbing the surrounding goliath trees as swiftly as possible. Some carry personal belongings gathered from their huts, but the majority are intent on clambering up the scaly palms with alacrity. The characters have 1 minute (10 rounds) before the death wave strikes.

Climbing the goliath trees is fairly easy. Although measuring more than 20' in diameter, the trees possess a scaly purple bark that makes for good climbing. A DC 5 Strength check allows an unencumbered climber to scale 50' up the tree; each additional 50' in height requires another DC 5 Strength check. If the climber is burdened with a lot of weight (personal belongings, another character, etc.) the check is made at DC 10. Some manimals or appropriate mutations may negate the need for the climbing check. A normal PC can climb half his speed each round; some manimals or mutations may allow the character to scale the tree at full speed.

Characters foolishly seeking shelter in the huts or the ruin at the village center are at risk of death. If the PCs do so, the villagers in the trees yell at them to climb! Failure to seek higher ground results in the character(s) being crushed and drowned when the death wave strikes land. A successful DC 20 Luck check indicates the character somehow survives the tsunami, but suffers broken limbs and a loss of all but 1d4 hit points.

One minute after the warning, the following occurs:

The thunderous roar reaches deafening levels and a rising wind buffets your face. Unbelievably, you glimpse the crest of a massive emerald wave rising above the goliath tree, imparting the true scale of this imminent doom.

Suddenly, the sound of shattering trees and crashing waters erupts as the death wave strikes land. You watch as shattered boles are hurled into the sky and clouds of spray obscure the pallid red sun. Floodwaters burst from the trees to overwhelm the village, obliterating the huts and drowning the sacred fire burning in the ruin. The flood waters quickly rise, inundating the tree trunks you cling to. You watch the waters creep closer and hope you've climbed high enough.

Your gaze is drawn away from the encroaching waters by an unearthly howling. Glancing up, you see four bizarre creatures burst from the hanging clouds of spray. Each of the creatures resembles a man-sized cluster of nauseating orbs flying through the air by no viable means of propulsion. The air in their wake shimmers, ripples, and darkens momentarily. A sickly brown ray streaks out from one of the creatures, striking an elderly villager clinging to a tree. You watch in horror as his flesh seems to invert upon itself before dripping away like wax. The man screams, his grip broken, and falls into the churning waters below.

The creatures are Ultradimensional entities often employed as scouts and marauders by the Ultroids. These bulbous extradimensional entities revel in violence and destruction, using alien forces to inflict damage on all other living things. Their otherworldly bodies temporarily warp the atmosphere as they fly through it, causing it to shimmer and grow dark in their wake. The BEMs fly around the goliath trees, firing their warp beams at the helpless villagers. Aggressive behavior towards them draws their wrath and the BEMs then concentrate on those threats.