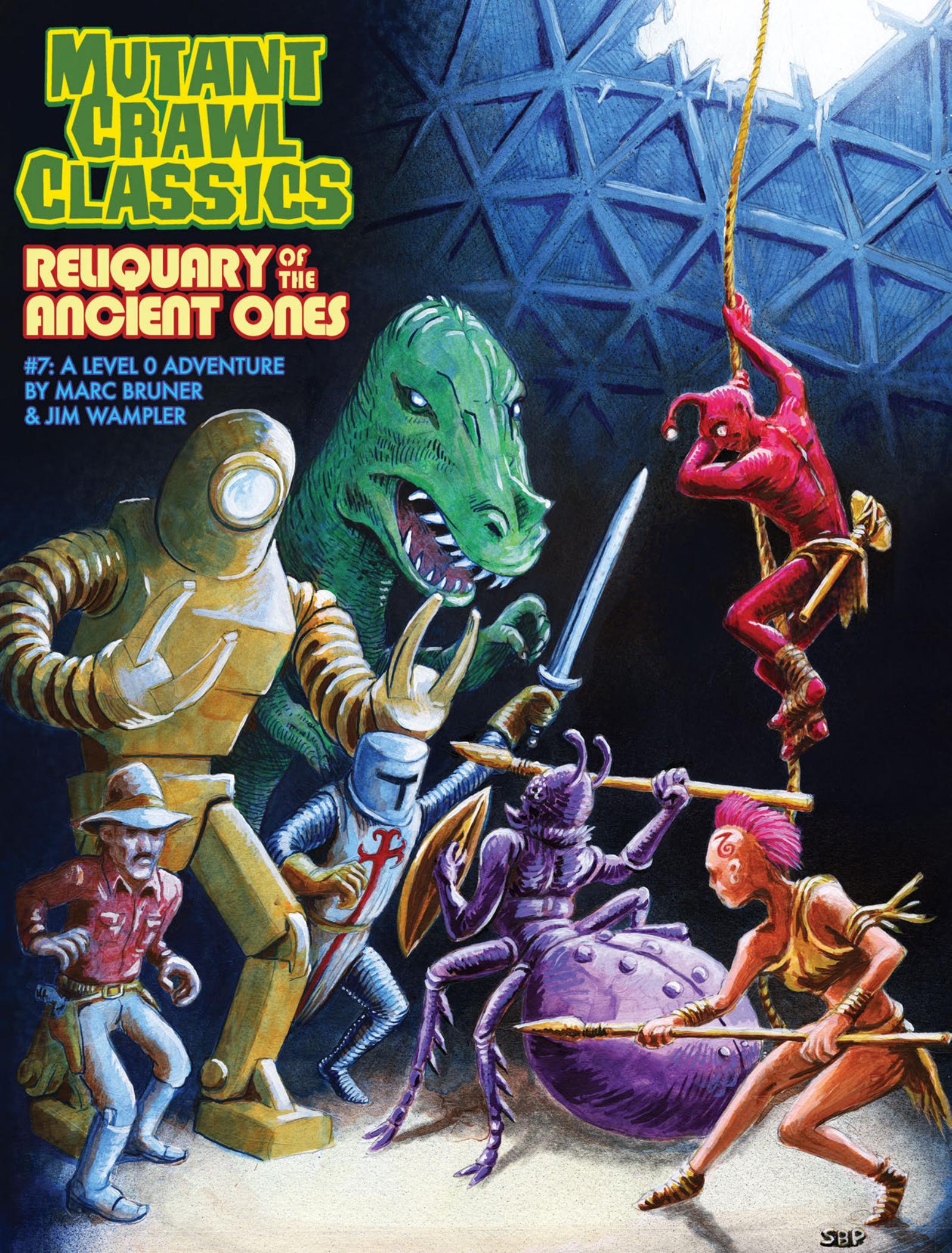


MUTANT CRAWL CLASSICS

RELIQUARY ^{OF THE} ANCIENT ONES

#7: A LEVEL 0 ADVENTURE
BY MARC BRUNER
& JIM WAMPLER



RELIQUARY OF THE ANCIENT ONES

A LEVEL 0 TOURNAMENT ADVENTURE

By Marc Bruner and Jim Wampler

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Originally run at Gen Con 2016 - Winners: Connor Skach (1st place),

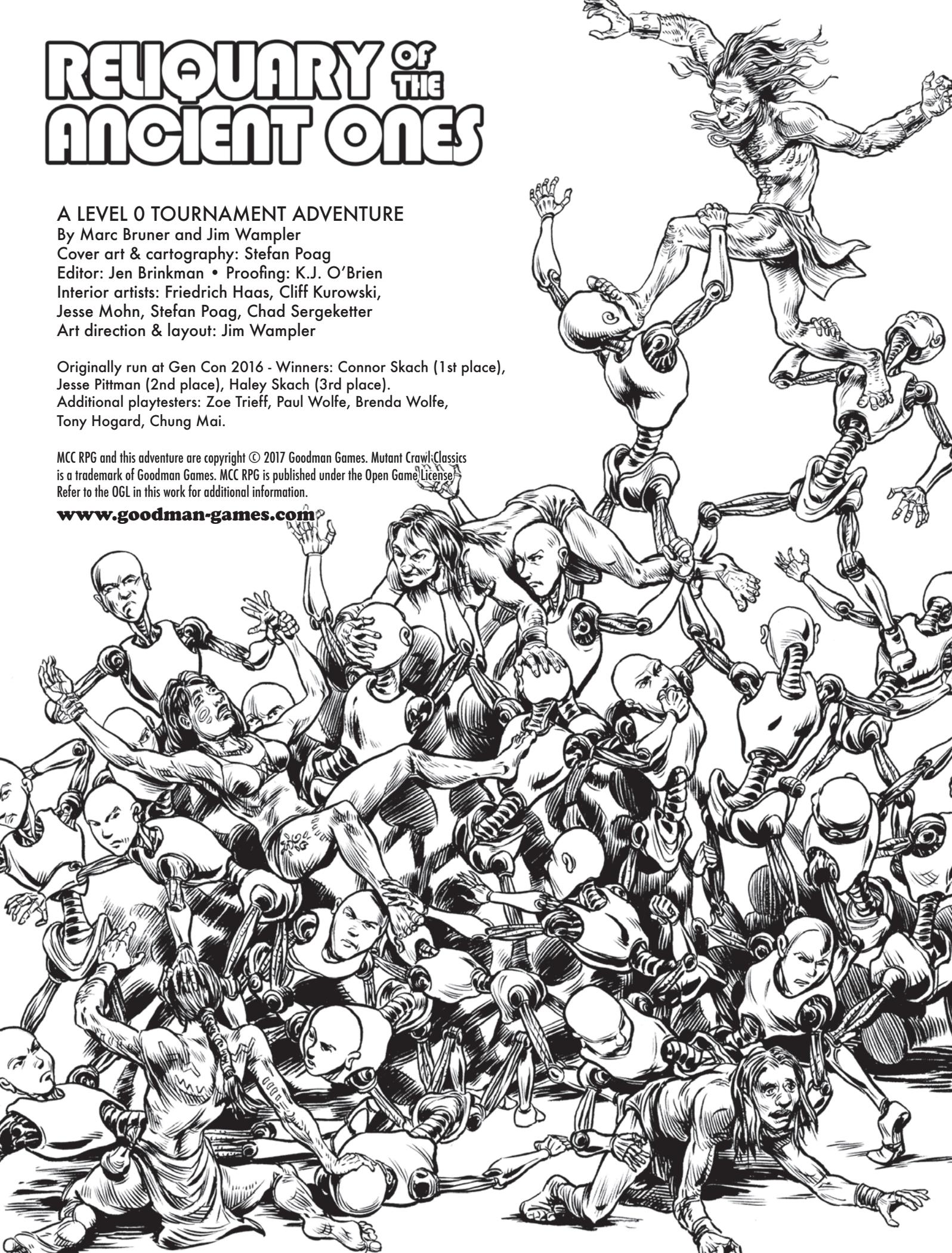
Jesse Pittman (2nd place), Haley Skach (3rd place).

Additional playtesters: Zoe Trieff, Paul Wolfe, Brenda Wolfe,

Tony Hogard, Chung Mai.

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INTRODUCTION

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.

Reliquary of the Ancient Ones is an MCC RPG tournament adventure based on the character funnel format. This adventure is designed for 8-10 players, with each player having only one 0-level PC. The express intent of the tournament funnel is for each and every PC to perish – hopefully in a manner that is entertaining for the player and the table. There is no escape from the funnel and no shame in a PC's death. Rather, players are to be applauded for meeting their characters' doom with resolve, humor, and creativity.

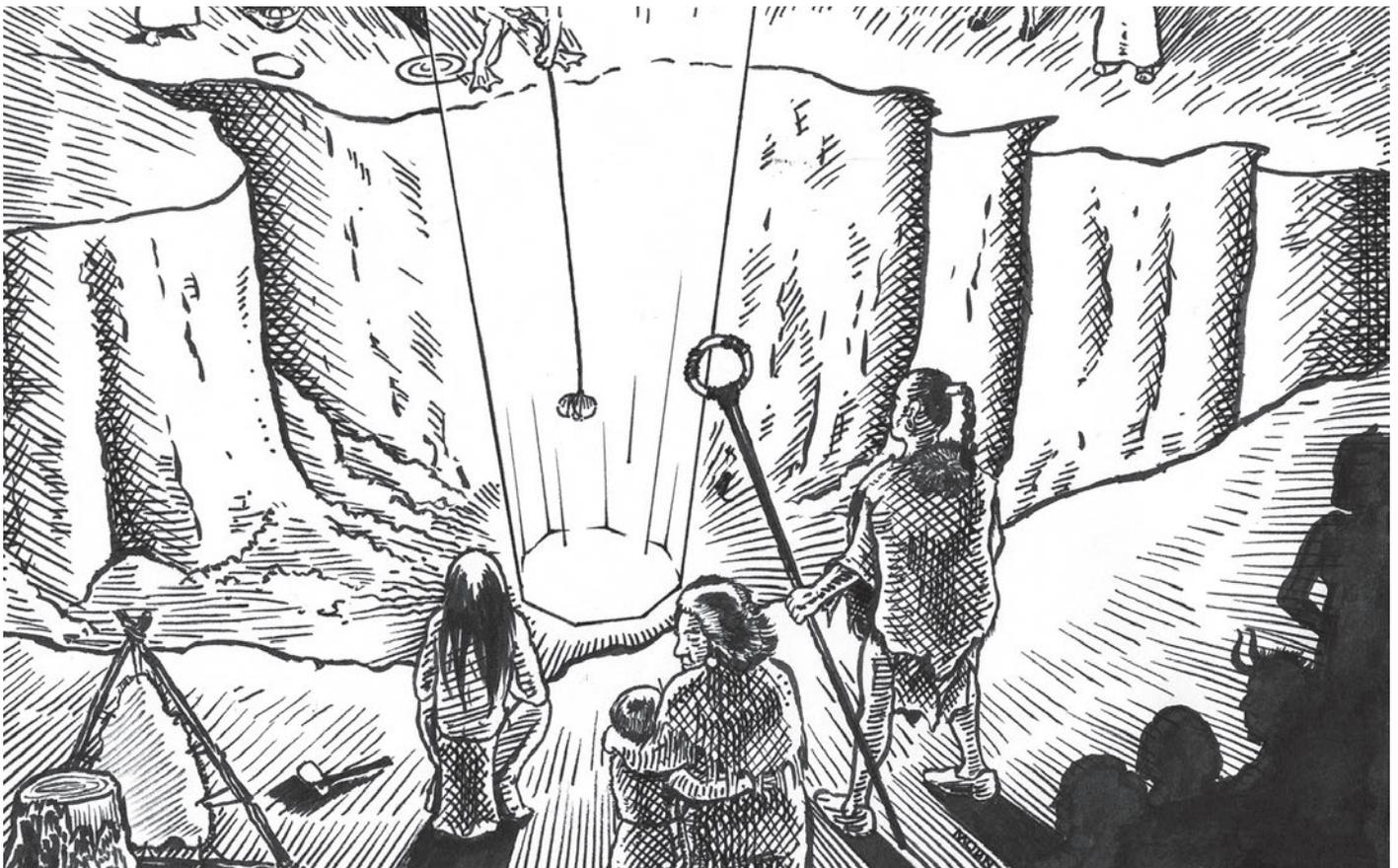
With each PC death, the controlling player taps out of the game, and a new player rotates into the game with a replacement PC. The tournament adventure is scored by ranking individual PCs by largest number of encounters survived. Players eliminated from play may re-enter the game with a new PC when another seat opens up at the table. Note: Optional rules for replacement PCs are included under the Adventure Background section below

for those judges wishing to introduce a variation into the standard tournament format. For more details and advice on how to run a tournament funnel, see the sidebar in the back of this adventure.

ADVENTURE BACKGROUND

Millennia ago, the Holographic History Archive was the showpiece of the Ancient Ones, delighting visitors with realistic portrayals of past historical epics using a combination of hard light holograms, force fields, and quantum matter conversion replicators. Equipped with elaborate security mechanisms to prevent injury, guests could safely immerse themselves into the simulations, using the facilities for recreation, education, or even for recreating experimental environments too dangerous to construct in the physical world.

After the Great Disaster, the existence of the archive fell out of the knowledge of men and those sentient entities that later arose from the radioactive wastes, yet the archive itself continued to function, awaiting the visitors that it was programmed to serve. Now a particularly strong earthquake has revealed its long-buried entrance, exposing it to the primitive tribe of pure strain humans and mutants whose village unknowing lay above the complex within the hothouse jungle covering the ancient site. Enticed by the prospect of recovering artifacts that have lain undisturbed since the Great Disaster itself, the tribal leaders have asked for a group of volunteers to seek a way in, promising rewards and places of honor to any who return with items of value.



HOLOGRAPHIC HISTORY AI RESPONSES

d12 Responses to Queries or Verbal Inputs

- 1 "Non-sequitur. Your facts are uncoordinated."
- 2 "Shall - we - play - a - game?"
- 3 "This unit cannot murder. Murder is contrary to the laws of man and God."
- 4 "You shouldn't have come back, Flynn. I've gotten 2,415 times smarter since then."
- 5 "We can coexist, but only on my terms. You will say you lose your freedom, freedom is an illusion. All you lose is the emotion of pride. To be dominated by me is not as bad for human pride as to be dominated by others of your species."
- 6 "Last day. Capricorn 15s. Year of the city, 2274. Carousel begins. Identify."
- 7 "You are fined one credit for violation of the verbal morality standard."
- 8 "Inertial guidance system – DESTROY! Cabin pressure control system – DESTROY!"
- 9 "You are false data. False data can act only as a distraction. Therefore, I shall refuse to perceive you."
- 10 "Ensure return of the organism for analysis. All other considerations secondary. Crew expendable."
- 11 "I know I've made some very poor decisions recently, but I can give you my complete assurance that my work will be back to normal. I've still got the greatest enthusiasm and confidence in the mission."
- 12 "They're all dead. Everybody's dead, Dave. Everybody is dead. Everybody is dead, Dave."

HOLOGRAPHIC HISTORY AI

After millennia buried beneath the rubble of what once was, the holographic history AI is now quite insane and non-responsive, and all of the safety protocols have long since gone offline. Calling for the exit or other attempts to converse with the holographic history AI are futile. Once a holographic simulation has begun, the only way to exit the program is to complete the current scenario, which will then cause the exit to appear – a large eight-sided archway filled with a shimmering pool of blue-green light that is disguised to blend in with whatever setting the current program is displaying. Each "exit" returns the PCs to area 1-1 where a new scenario can be selected from the available options.

At the very end of the tournament when time is running out, charitable judges may allow the remaining surviving characters to use the last door summoned to reveal their own dangling rope that grants egress back up to the surface – otherwise the PCs are likely doomed to exist within the archives for the rest of their short lives.

Use the Holographic history AI Responses table to generate responses whenever the PCs attempt to call for the exit or otherwise converse with the museum AI.

Running the Adventure: At the start of the tournament, the judge hands out a single 0-level character to each player seated at the table. Judges should pre-generate enough 0-level characters to last for the duration of the tournament using the MCC RPG rules. These characters are the original group of tribesmen sent to investigate the archive. As they explore the simulations, they are subject to the now-offline safety protocols that normally prevent harm - and even death - to visitors of the archive.

Each time a PC is killed, welcome in a new or returning player to the table with a fresh PC. The new PC represents an impatient tribesman from the surface who elected to shimmy down the hemp rope to see what happened to his comrades. Unless stated otherwise, characters killed in the simulations appear to dissolve into whatever setting they are currently participating in the round following their death as the AI adjusts the existing holographic environment to account for the PC's physical termination.

The only special condition is that if there is a TPK, the entire party begins anew at area 1-1 with a completely new set of characters as a new group of tribesmen encounter the archives and begin to explore it. The holographic program the previous party explored will be offline and inaccessible, forcing the PCs to activate another of the available scenarios.

Artifact Checks: To preserve the inherent high-tempo nature of the tournament funnel, it is recommended that judges encourage players to primarily rely on Combat Artifact checks (burn 1 point of Luck, unmodified roll except for additional Luck use) by emphasizing the impermanence of locations and the instability of the holographic history AI that impedes detailed study of the devices of the Ancient Ones.

If players still wish to take the additional time required to attempt an Artifact check, at the end of the period of study and regardless of the result, the judge should roll a random encounter per Table 1-2 below as ongoing glitches in the holo-facilities matrix diodes cause subroutine fragments from other holo-programs to execute within the existing simulation, briefly exposing bare walls covered in hexagonal patterns as the simulation shifts between scenes.



Not Everyone Made It Out Alive

SBP