

# MYSTERIES OF THE MULTIVERSE



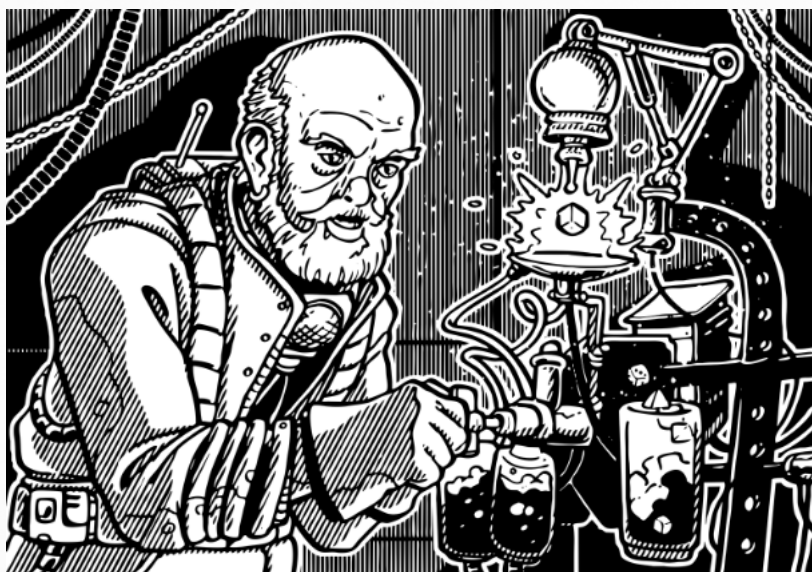
COMPATIBLE WITH

**MCC  
RPG**

BAU22

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# And Now, Our Feature Presentation

By Darren Campbell

## BACKGROUND

*And Now, Our Feature Presentation* is a Mutant Crawl Classics RPG adventure designed for four to six 1st-level characters and can be completed in one or two sessions, depending on how much time is spent on travel. Long before the Great Disaster, the young men and women of these happier times would often journey to holy places in the warm summer months, gathering together in a great outdoor shrine to witness miracles and engage in ancient courtship rituals. These journeys were conducted in metal beasts of burden that were a favorite tool of the Ancients; many of those were bedecked in bright and colorful decorations, and these beasts were the loudest and fastest of all. The young Ancients would guide their beasts into ceremonial rows before the holy place, and sit with their potential mates to observe the miracles. Moving images and sounds would appear before their eyes on a great wall of smooth rock: depictions of the great tales of their own elders and stories more fantastical than most mutants could ever dream.

Recently, a rogue AI that calls itself FEATURE (Firmware Executable And Tandem Universal Remote Engine) downloaded itself into a damaged robotic chassis and escaped the underground facility that had trapped it for centuries. Limping through the unrecognizable wilderness of Terra AD, it discovered the remains of an ancient drive-in theater, and began making repairs and modifications to the projection system. Due to the jury-rigged quantum power generator, FEATURE is able to use the projection system and screen to generate hard and soft light holograms, using the forms and images stored on ancient films as templates. The holograms currently can only appear in the immediate vicinity of the screen, but FEATURE is working to increase the generator's power to expand their range. FEATURE's ultimate aims and goals are obscure, and it is quite possible that its mind has simply deteriorated to the point of madness. It spends much of its time perched on top of vine-covered cars, staring at the flickering images on the screen of the drive-in.





## PLAYER INTRODUCTION

*For as long as you can remember, the grasslands to the west of your village had been taboo. The elders named that stretch of desolate ground the Blasted Plain, and all were forbidden from traveling through them– even the bravest initiates seeking entry into the Children of the Glow. But recently Shoka, the great shaman of GAEA, left her treetop perch on the great boundary mound and returned to the village with news; the fierce Glow had at last receded from the Blasted Plain.*

*“GAEA has spoken to me!” Shoka shouted. “She says the winds are sweet, and grass grows in the great craters of the Plain. She speaks of a great power hidden in the Plain... a great monolith on the western horizon... visions of the world Before.” With tears of joy streaming down her wrinkled face, Shoka began to dance in place, her eyes turned towards the Sky Arc, singing a song of thanks to her patron.*

*The welcome news spread quickly, and the elders soon decided that a Seeker team should be sent to this untouched area at once, to see what treasures may be brought back to the village. Lots were drawn, and you and your friends clasp the shiny stones in your hands– you have won the right to be the first to lay claim to what lies beyond the Blasted Plain.*

## The Blasted Plain

The Blasted Plain is a vast area of stunted grasslands stretching off to the western horizon, dotted with craters and patches of entirely bare ground, marking the points where the radiation is still dangerous. The Plain is eerily quiet, and the only sound is the wind whistling through the dry, gray- green grass. Traveling through the grassy areas is relatively safe, but should the PCs spend more than a few hours in the bare patches, they will notice an uncomfortable tingling itch– a sure sign of dangerous levels of radiation. If the PCs spend the night in a bare patch, they must make a DC 12 Fortitude save or take 1 hp of radiation damage. Additionally, failing this save will cause the character to gain no benefits from resting (restoring hit points, glowburned stats, or luck).



## BLASTED PLAIN ENCOUNTERS

The PCs will need to travel for at least two days before they are able to spot the remains of the drive-in theater on the second night; light from the screen will be visible as a white glow on the horizon. Once they can see it, it will take the greater part of another day's journey to reach it, and they will arrive at dusk. During the journey, they should have at least two of the following encounters. Additional encounters may be used at the judge's discretion. For shorter games, it is recommended to either skip encounters altogether or pick non-combat encounters to provide some flavor for the journey.

For each day and each night that the party spends in the Blasted Plain, roll 1d6 or choose from the following table to determine daytime encounters.

Roll 1d6	Day Encounter	Night Encounter
1	Sinister Aurora (p. 37)	Rad Blizzard (p. 39)
2	Hopper Swarm	Glowgeese
3	Hunting Descryer	Hunting Morticon-66
4	Jackalope Visitation	Rain of Toads
5	Half-Buried Silo	No Encounter
6	No Encounter	No Encounter

**Hopper Swarm:** The PCs hears a steadily growing cacophony of clicking, buzzing, and munching sounds. After a few minutes, they see a herd of ten hoppers (p. 192, MCC RPG) moving through the grasslands, devouring any plants in their path. Hoppers will generally flee if threatened, but they can be used as mounts if any PC is able to come up with a way to construct reins and a saddle and succeeds in inflicting sufficient subdual damage to reduce a hopper's hit points to zero.

