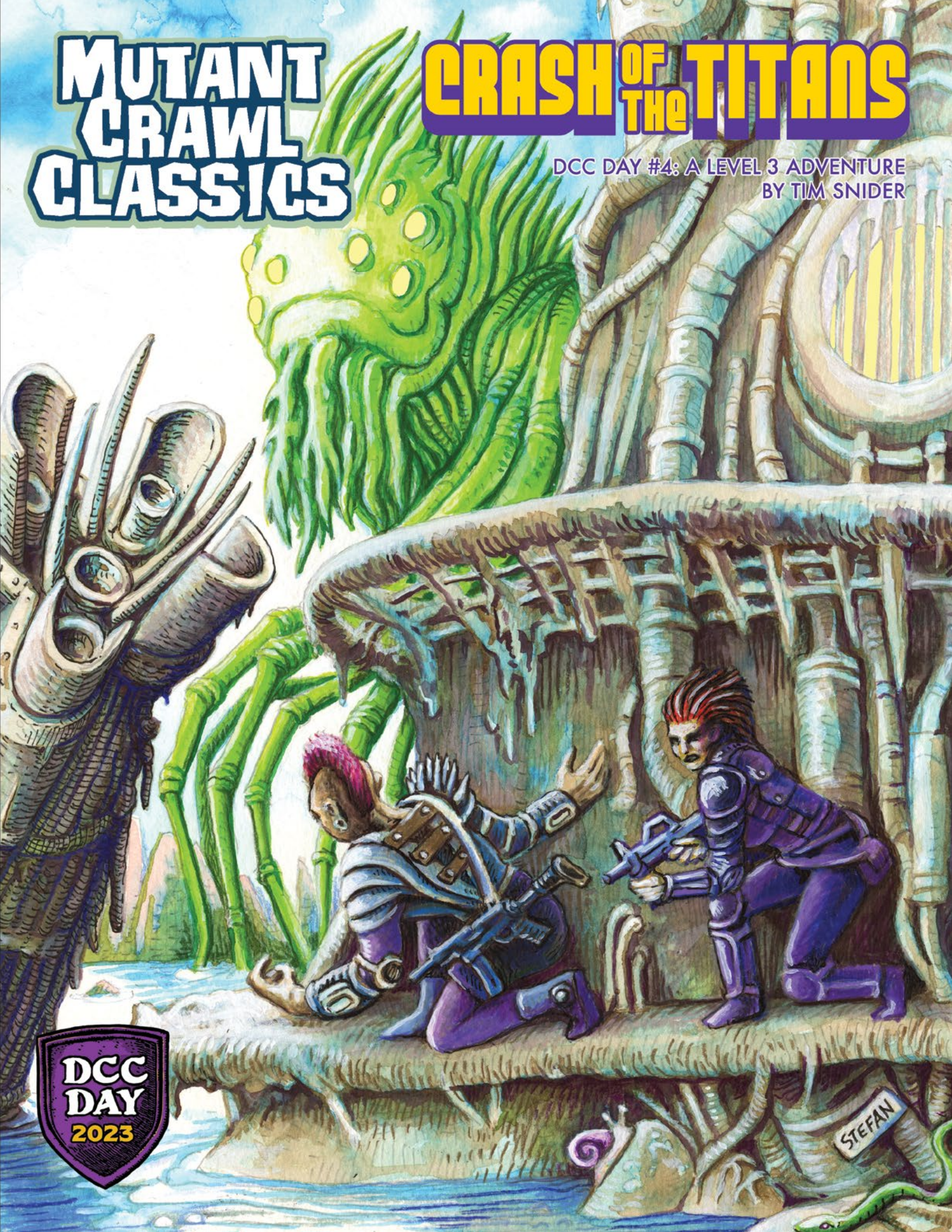


MUTANT CRAWL CLASSICS

CRASH OF THE TITANS

DCC DAY #4: A LEVEL 3 ADVENTURE
BY TIM SNIDER



STEFAN

CRASH OF THE TITANS

A LEVEL 3 MCC ADVENTURE

By Tim Snider • Cover art: Stefan Poag
Cartography: Aaron Kreader • Editor: Brian Gilkison
Interior artists: Joe Abboreno, Charles Ferguson-Avery,
Aaron Kreader, Cliff Kurowski, and Matt Sutton
Developer: Michael Curtis • Art direction and layout:
Matt Hildebrand • Publishing Titan: Joseph Goodman

Playtesters: Eric Betts, Mei-Yi Chun, Ken Joshin, Elena Karrer, Isaac S., Gordon Cooper,
Louis Hoefer, Matt 'GrapeApe' Robertson, Jeremy 'Father Goose' Shurman Jr.,
Devon Rieth, Chris Krumlauf, Louis Bouvier aka Bouvietto, and David M Jacobs.

MCC RPG and this adventure are copyright © 2023 Goodman Games LLC.
Mutant Crawl Classics is a trademark of Goodman Games LLC. MCC RPG is published under
the Open Game License. Refer to the OGL in this work for additional information.

www.goodman-games.com



INTRODUCTION

Crash of the Titans is a 3rd-level *Mutant Crawl Classics* adventure designed for 4 to 6 adventurers. Word of the PCs' exploits has reached the Holy Medicinal Order, and they have asked the team to take on a mission of the utmost importance—to restore power to their nonfunctioning rejuv-chamber, a miraculous Ancient device that can heal almost any injury or illness. The device requires a massive amount of energy for use, and the seekers must locate and retrieve the rarest of Ancient power sources: a Q-Pack. The Order knows of only one possible location where one of these powerful resources may be found—The City of Storms.

BACKGROUND

Although most Ancient devices and vehicles were powered by portable cells and packs, Ancient cities themselves were powered by wireless power transmission towers built within a city's limits. Similar to Tesla's Wardenclyffe Tower, these transmission towers transmitted energy via a powerful electromagnetic field to receivers within all structures throughout the area, eliminating the use of generators and power lines. These towers also kept any devices or vehicles that used power packs and cells perpetually recharged.

One such energy transmission tower still stands and, until recently, was continuing to broadcast power high above its Ancient ruins. Because of the occasional bolts of "lightning" seen illuminating the distant skies, it is called "The City of Storms". It is here that the Order believes a functioning Q-Pack may be found.

The electromagnetic field from the tower has an interesting side effect: it acts upon the hypothalamus of the brain, increasing delta wave activity. This effect is barely noticeable in small to human-sized creatures, but it causes sleepiness and sluggishness in larger animals (see area G-8 – The Roof for more information). Large pack animals and mounts will seem to be in a daze and difficult to motivate, and creatures of massive size will actually drop into a deep sleep resembling hibernation.

In fact, the tower's emanations have been keeping two behemoth mutant monstrosities subdued for many years, sleeping away the centuries both underground and underwater in the City of Storms. However, in recent weeks, the tower has failed, and in this time, the Titans have stirred...

Then awakened...

And they now rampage...

THE TITANS

What the Titans are and where they came from has been lost to the ages. Perhaps through mutational or evolutionary forces causing exponential growth run amok, the Titans have been, are, and will always be. The Titans should be presented as forces of nature to be respected and avoided if possible. Regardless of where the seekers are in the City of Storms, they can easily tell where the Titans are at all times.

The Land Titan is a 180'-tall insectoid land-dweller. The behemoth is armored in a thick, yellow-green, chitinous exoskeleton. Multiple yellow multifaceted eyes are arrayed above a tentacled set of mandibles, and the Titan strides on several tree-like multi-jointed legs. When it walks, the ground shakes with each step, and its shell-like plating snaps, grinds, and pops as it moves.

Land Titan: Init +9; Atk claws +11 melee (1d12) or mandibles +9 melee (1d14); AC 20; HD 20d12; hp 200; MV 60'; Act 2d20; SV Fort +10, Ref +8, Will +12; Crit M/d30.

The Aqua Titan is a 150'-high crawling water-dwelling creature. It spends most of its time in the acidic waters of the bog, leaving only to feed or mate. The Aqua Titan is covered in a rubbery, pink-purple hide that is difficult to pierce. It drags itself slowly on numerous tentacles, which it also uses to attack. The Aqua Titan can regurgitate and spit a 30'-long spray of concentrated acidic waters from the swamp, burning a victim for 2d10 points of damage.

Aqua Titan: Init +7; Atk tentacle slap +10 melee (1d10) or acid spray +8 missile fire (2d10, range 30', DC 15 Ref save for half damage); AC 18; HD 18d12; hp 180; MV 40'; Act 2d20; SP acid spray; SV Fort +12, Ref +6, Will +10; Crit M/d24.

TITAN MOVEMENT IN THE CITY

The Titans are a constantly moving threat for explorers in the city. The judge is responsible for tracking the giants' wanderings throughout the area as well as what they are doing in each section. A basic description of the Titans' activities in each area is provided for the judge, although the actions can be altered as the judge sees fit.

Each area of the city is numbered 1 through 6 on the map. When the seekers first approach, the Land Titan is resting in its burrow in area A (1), and the Aqua Titan is beneath the waters in area F (6). When a Titan decides to move, the judge should roll 1d6 for both Titans to determine their direction of movement.

If the die roll matches the area the Titan is already in, it will not move and will instead remain where it currently is.

If the die roll is 6, the Aqua Titan will reenter the acidic bog in the center of the map where it will float and observe the seekers. The Land Titan will *never* enter the acidic bog, so any roll of 6 for it should be treated as no movement.

Any other roll should be treated as moving to one adjacent area in the direction of the newly rolled area via the shortest route. For example, if a Titan were in area A (1) and the roll was "3", the Titan would move to area B (2), where it would stop. A Titan will only move one area each time.

The Titans will roll to move to a new area of the map when any of the following occurs:

When the seekers move from one area of the map to another, each Titan will also roll to move to a new area.

If a Titan is under attack for more than 2 rounds, the other Titan will move one area toward the conflict at the start of each consecutive round of combat.

If the Titans “fight” (see “Titan vs. Titan”), the brawl will last 1 turn (10 minutes) before the Titans grow weary and each moves to a new area.

If the seekers actively try to lure a Titan to a new area, the judge should have the seeker make a DC 15 Personality check to see if the Titan is curious enough to “take the bait”. The judge can adjust the DC depending on the cleverness of the PC’s ruse.

Once the transmission tower is reactivated, both Titans will move to area D (4) to attack the building to put a stop to the irritation.

The judge may also roll for Titan movement any time they feel the need to inject some excitement into the scenario!

ENCOUNTERING A TITAN

Any direct attack on a Titan by the players is borderline suicide. To the Titans, the seekers are nothing more than scampering insects to be ignored or toyed with if bored. And if one of those insects “stings” a Titan (for more than 20 hp damage on a single strike), the behemoth kaiju will swat at the annoyance until the stinging stops. As the players will discover, the Titans are in fact a mated pair, and if one comes under attack for an extended period, the other will approach the conflict to investigate and defend its mate as needed.

When entering an area containing a Titan, the judge should first read the area description to see if there are any specific actions the Titan is taking in that space. If not, the judge should feel free to describe some general activity the beast may be taking (rooting around for food, rolling on the ground to cool itself, scratching its haunches on a building, etc.). Any of these benign activities on the part of the Titan may be enough to unsettle and/or injure PCs nearby. For example, the judge may levy a -1 penalty on combat rolls and saves as the ground shudders under the characters’ feet. Or rubble inside any structures they’re exploring may fall, causing 1d6 points of damage unless the PC makes a DC 10 Reflex save. The judge is encouraged to come up with other hazards that may occur when there is a kaiju lurking right outside the doorway!

Even if not directed at a Titan, the PCs’ movements and activities might be enough to gain its attention. Any PC moving out in the open within sight of a Titan in the same area should make a DC 10 Reflex save. Success means the Titan either didn’t see the PC or is ignoring them (for now). Failure means the Titan lumbers over to investigate, perhaps accidentally stepping on and crushing the PC (1d10, DC 12 Ref save for no damage) or perhaps “playing” with its new “toy” the way a cat might play with a hapless mouse (roll for 1 round of combat with the Titan, who will grow bored and wander to a new area unless it is substantially harmed).

TITAN VS. TITAN!

When both Titans end their movement in the same area, the PCs will need to cover their ears as both monsters let loose with a piercing shriek of anger and fury (DC 10 Will save or deafened for 1d10 rounds)! After the roars of the challenge subsides, the Titans proceed to “fight”, causing the entire mapped region to shake and quake as they bite, flail, and claw at each other. As the PCs will later discover, this is actually a mating ritual of dominance. The creatures will not mate at this time (as it’s not the season), but the fight for dominance is very real and very dangerous.

While the Titans fight, *all* rolls the PCs make are -1d on the dice chain as the entire region shudders from the furious brawl. Entering the area will be impossible while the Titans attack each other. If the PCs have the misfortune of being in an area where a Titan brawl breaks out, they must first make a DC 20 Will save to remain in the area. Failure means they panic and flee to a neighboring area as quickly as they can. The fleeing PC must also make a DC 12 Reflex save; failure means one of the furious Titans makes a free attack on the retreating seeker.

PLAYER START

Three days ago, your village was abuzz when one of the physician-priests of the Holy Medicinal Order visited to speak with you personally! Father Laam explained to both you and your village council that their rejuv-chamber is in danger of failure. This holy healing relic from the Bygone Days could not be allowed to fall into disrepair, so he had come to you with a divine undertaking: to find and retrieve a Q-Pack, the rarest and most powerful energy source known in Terra A.D. His Order knows of only one possible location where one of these powerful resources may be found – the City of Storms, where it is said a monstrous tower fills the air with living energy! Knowing your village will have a valuable ally if you succeed, the council agreed to allow your team to take on this holy ordained task.

You have followed Father Laam’s meticulously detailed map through the humid jungle for days, not knowing if you were on the right trail. The path you’re following begins to widen and you find yourself staring at a huge tower stretching to the sky surrounded by Ancient ruins – the fabled City of Storms.

THE CITY OF STORMS

Rather than a “city”, this region was actually once an industrial park and residential neighborhood, the remains of which have been mostly flattened due to the actions of the Titans. Only a few buildings still stand, with the rest toppled over or crushed into rubble. The tallest structure remaining in the area is the transmission tower, now silent due to a mechanical failure several weeks ago.

The area is also slowly sinking into a sour-smelling bog. Stagnant pools of swampy water dot the landscape, all of them ringed by assorted mosses, bulrush, reeds, cattails, and water lilies. The swamp’s extremely acidic nature has