



**MUTANT
MAYHEM
MINIS**

THE GOATS OF TRAVAIL



By
Erica Barlow

An Adventure For Characters Levels 1-2



Compatible with the **Mutant Crawl Classics** Role-Playing Game

THE GOATS OF TRAVAIL

An adventure for 4-6 Characters level 1-2

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COMPATIBLE WITH
**MCC
RPG**

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This product is compatible with the *Mutant Crawl Classics* Role-Playing Game

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Introduction

The Goats of Travail is a mini adventure designed for four to six first or second level characters, but can easily be scaled for higher or lower level characters (or even a zero-level funnel with a small amount of work). The adventure covers four encounters and a conclusion, but does have the option for the GM to open it up and make it into a larger adventure.

Players will be seekers on a mission for the Clan of the Cog, when they come upon a village in need. They will have to investigate an unknown menace and track it to some ancient subway tunnels to rescue a young manimal. They will have to get past security robots and fight a pack of goat-spiders to succeed. But in the end, only the clever can find a permanent solution to this village's newest problem.

Background

Once there was a small town called Traverse Valley. The town had always been called that; somehow the sign left over by the Ancients had survived. This small valley town was always a bit different than the rest of Terra AD. Gone were the rain forest and the mega fauna trees, and instead there was a more idyllic valley, with rolling hills and forests. This small town had another leg up on the hunter-gatherer society that the rest of Terra AD lived by: they had rediscovered herding.

All seemed well for the people of Traverse Valley: their isolated valley/village had limited predators, and they generally enjoyed a pretty good life (or as good a life as could be expected). Then one day something happened. A nearby underground maglev terminal that had previously been sealed reopened. Over time, the underground maglev's subway system had created its own vast ecosystem extending for great distances...as well as connecting with other underground ecosystems via the many subway tunnels.

One ecosystem was always just a few miles away from Traverse Valley, and at the top of its food chain was the Caprapod, better known as the spider-goat. With the maglev computer system online, the subterranean area that had contained the spider-goats was now opened and they were free to explore the world. In addition, the subways computer started service on a long extinct maglev route. Currently the maglev train runs a small circuit and stops in Traverse Valley once every few days.

This herd of spider-goats is currently headed by a Caprapod Warder. The Warder is a strange symbiotic organism that has a sort of telepathic control over the goats. It gives the herd more direction and purpose. The Caprapod Warder first realized it was no longer sealed when the maglev train showed up one day. Upon learning that it was no longer sealed, the Caprapod Warder used

the maglev train to travel to a new area, bringing along its personal pack. The first place they discovered was the idealistic Traverse Valley and the great amount of potential prey it offered. Tempting a target as the town was, the Warder wanted to explore more before it brought the full herd.

As they explored, the Warder and his pack came upon a pure strain human shepherd named Old Man Ralp and his assistant, a goat manimal named Will-Yum, tending their emoo herd. Sensing an easy meal the Warder allowed the cluster to attack.

Old Man Ralp fought bravely to protect his flock and his charge, managing to wound the Warder before he fell to the cluster. Nursing its wound, the Caprapod Warder took its alpha spider-goats and retreated to explore more of the maglev tunnels. It left behind a few weaker spider-goats to drag the bodies of the dead back to the main pack. Fortunately, Will-Yum was mistaken for a spider-goat by the undirected lesser caprapods and thus spared being killed, instead being taken back with the spider-goats. Unfortunately, once back at their lair he was unable to keep up the ruse and is now trapped --webbed to a wall as eventual food.



Traverse Valley

- It is a small quaint town built on an ancient suburb. There are small ruins scattered around the valley. Villagers tend to stay away; most ruins are dangerous.
- It has a mix of all the regular genotypes. Most manimals seem to be based around barnyard stock (pigs, chickens, goats, etc).
- A large part of the town's economy is based around herding. They currently herd a four-legged ostrich/cow animal called an *Emoo*. Shepherds are often referred to as *moofherders*.
- Most villagers speak with a quaint rural accent.



and notice you. They can easily tell you are seekers and say "we sure are lucky y'all arrived, we have a problem. You all better git down to town and speak with the Mayor".

Players Start

The players arrive in Traverse Valley just a day after the spider-goat attack. The players are seekers that are currently tasked with visiting as many villages as they can and making a map for the Clan of the Cog; and of course, helping wherever and whenever they can.

As you pass from the edge of the Mega Forest into the valley, you are surprised by the sudden difference in terrain. The air is cooler, the plants are less threatening, and you can see further than the next tree. Surely this place is blessed by GAEA herself. A small road leads to a nearby village. As you approach the town you see a perfectly preserved sign partially covered in some sort of web. The sign is written in Ancient and the part you can see says "Welcome to Tra Vail", an ominous foreboding for those who understand the language. Some people are on the road

Before the players arrived, the town got a concerning report from a local shepherd. While tending his emoo flock he noticed that part of his neighbor's flock was wandering about. When he got closer to investigate, he was chased by some weird bug varmint. When he reported what he saw, the village also figured out that Old Man Ralp, and his assistant shepherd Will-Yum were also missing.

When the players arrive, they will be approached by the town Mayor, a pig manimal named Bay-Kinz. He explains what the town knows and asks the players to find Will-Yum and Old Man Ralp, and deal with this varmint situation. When they succeed he promises to have a feast in their honor. The players will also be approached by some concerned citizens. They have heard the rumors and are terrified for Ralp and that poor orphan Will-Yum. They beg the players to do whatever they can to help save them. They offer the players a medi-shot and a c-cell, to use if needed. The players are given directions to where Old Man Ralp usually tends his flock.



Old Man Ralph's Pasture

You wander through the small foothills and glades until you come to the edge of the forest. At the edge of the forest is a small pond, nicely shaded by one gigantic mega tree that's branches stretch over the pond, making this a nice shady rest. A few other scant trees and rocks are located near the pond's edge.

You can see that there has been signs of struggle. The tall grass near the pond is trampled and it looks like the emoos have all scattered. You can see what looks to be the body of a herder slumped against the tree still clutching a very unique looking

shepherd crook. Lastly you can see what appears to be a spider-like varmint with a goat's head dragging a webbed up emoo carcass into the forest.

When the players arrive, they will see the one spider goat. One round 1, they will have a chance to notice the three other spider goats lowering themselves down on webs from the high tree branches above (DC 17 Int to not be surprised).

The obvious spider goat will try to take cover behind the emoo carcass, hoping to distract the PC's long enough for its brothers to get into position. It will spay webs at anyone who

approaches. On round 2 the other spider goats will attack PC's who are surprised. They will lead with their bite, then use a mix of their other attacks.

Upon examination, Ralp is dead: he was killed by multiple bites and then exsanguinated. He is still clutching his prize shepherd crook, which is actually an extendable rotary tree trimmer from Ancient times (see description below; it has 6 charges in its C-Cell remaining).

The players also find a bit of strange cloth. The cloth is very stringy and fibrous, and you suspect it is made from spider-goat web. The cloak was cut from the Caprapod Warder by Ralp's Crook/Chainsaw. The cloak has a Maglev Transit Authority (MTA) badge pinned to it (a clue for later).

The Spider Goats can be tracked to a nearby Maglev/Subway station.

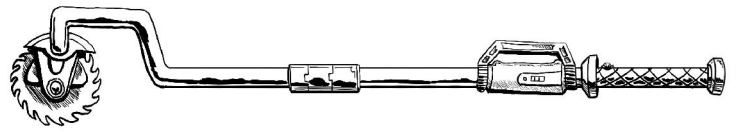


Lesser Caprapod (Spider-Goat):

Init +3; Atk gore +2 melee (2d3), bite +2 melee (1d3 plus paralytic poison,) or webs +2 missile fire (entangled, DC 14), AC 12; HD 2d6 (7hp); MV 40'; Act 1d20; SP paralytic poison DC 12; SV Fort +1, Ref +4, Will +0.

See MCC Rule Book Page 189

The webs and venom of the Lesser Caprapod are weaker; players may try to break free or shake off the paralysis at the end of their action every turn.



Rotary Tree Trimmer

(with extendable pole)

Tech Level: 3 Complexity Modifier: 3

Range: Melee

Damage: 2d4

Special: Attack +1

Power: C-Cell (10), F-Cell (20), Q-Cell (U)

The rotary tree trimmer was a simple tool of the Ancients that had a small chainsaw on an extendable pole, so people could cut high up branches on a tree. Today it most commonly used as a weapon. In melee it is a two-handed weapon deals 2d4 damage, and any roll of 4 on a die, results in another d4 of damage due to the vicious wounds it inflicts. These additional d4 are also open ended and can also generate more d4s, and so on. The shaft may be extended from 5 to 12 feet, but anything over 5 feet results in a -2 to hit. The weapon is unwieldy, and any fumbles add 1d4 to the roll. The extra d4 used during fumbles is open ended like the d4 used to roll damage. The blades use a special vibro-technology to make cutting smooth, and small set of dedicated nanites keep the blade sharp. The trimmer uses 1 charge per 10 minutes of uses, but any amount of time in combat counts as a single charge.

Com Badge:

See MCC Rule Book page 179

This com Badge has MTA authority and bears the lion logo that all maglev sub-shuttle cards have. It has certain benefits when accessing maglev controls, and a +4 bonus for AI recognition when dealing with MTA robots and AIs. Zero level characters can use it as a focus for a patron bond with UKUR. This badge is encoded with the ancient user name of Thomas T Tank.

End of Part One



Part 2: The Maglev Subway Station

The PC's can easily track the spider-goats back to the subway station. It appears that they also dragged a few emoos as well.

Examining the tracks (players can make an INT check; Hunter profession grants a +2)

DC 5: They went that way.

DC 10: You are clearly tracking spider-goats. The spider-goats were dragging something heavy.

DC 15: The spider-goats were dragging dead emoos, and something else with a weird shuffling gait and misshapen feet was traveling with them. It was wearing a cloak or a dress and used a walking stick.

DC 20: You can see all of the above, and you can distinguish one set of foot prints from the spider-goats. A small manimal that is likely a goat or some other manimal with a cloven foot.

The tracks go into some overgrown ruins. The ruins are low to the ground and little more than glorified rubble, but among them is a set of stairs descending into the darkness. The stairs are clear of plant matter and the usual debris; it looks like some sort of retractable door was previously covering this entrance.

At the bottom of the stair is a small cavern of the Ancients. the floor and ceiling are made from some smooth material of Ancient design and the ceiling is slightly arched. There is a perfectly formed wide ditch on the opposite side of the room. The ditch leads off in opposite directions to the north and south into wide tunnels.

The stairs are about 10' wide and have a low metal separator running up the middle. The chamber is about 70' wide, and 40' Across. The ditch occupies the last 15' of the west side of the room. There are numerous square pillars evenly spaced across the room, there is a door on the North East wall, and an alcove in the South East corner. There are 4 benches evenly space along the east wall.

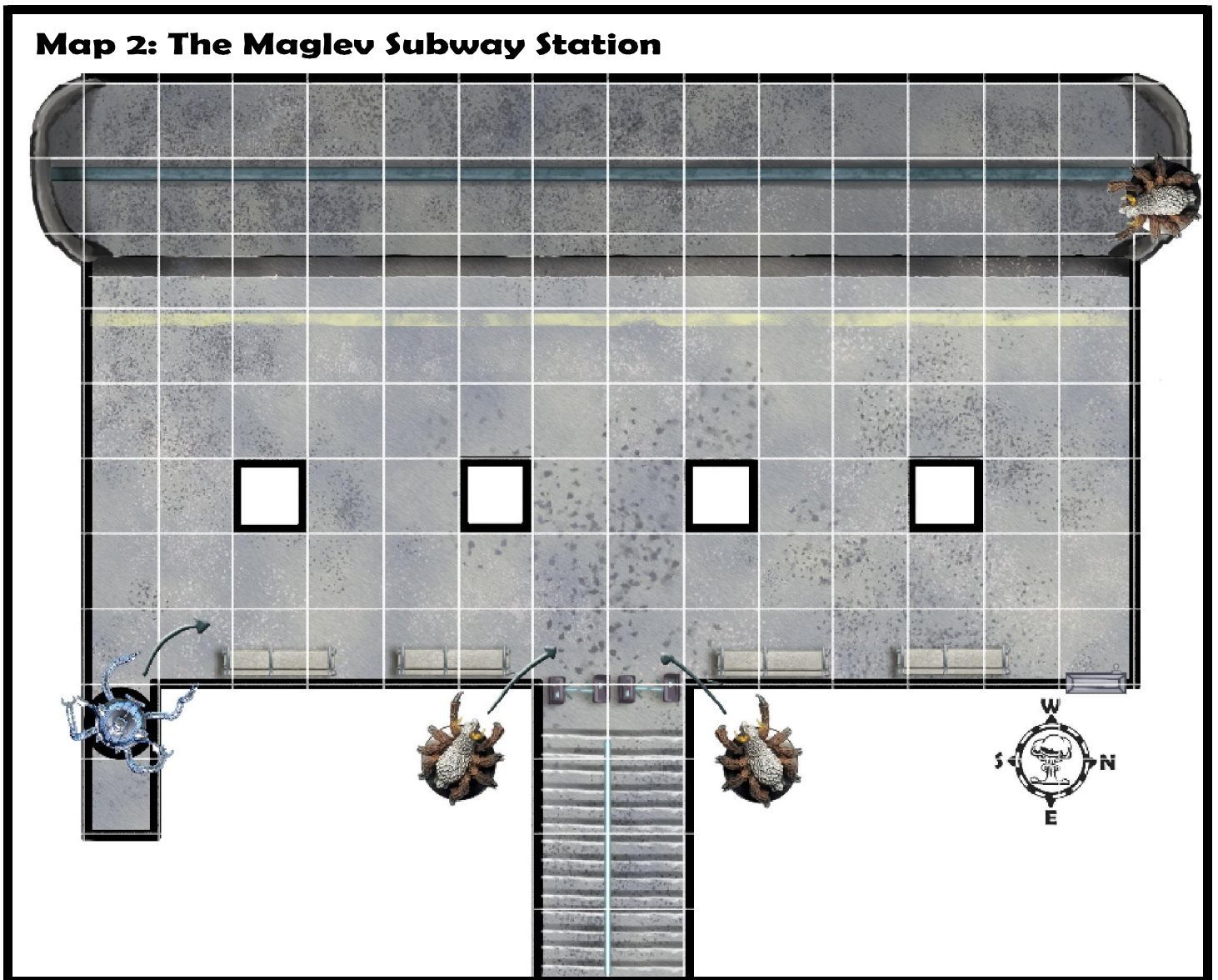
At the bottom of the stairs is plainly ineffective barrier. Stubby rounded metal arms projecting from some low pedestal block you passage.

The subway station is a simple affair, a plain room and a few benches and boarding area. The turnstiles are ornamental, since people were not charged to use public transport (or maybe their com badge or sub-shuttle card was tagged and automatically charged). Players can climb over or walk through the turnstiles, but if players climb over a security robot will come out from the South East alcove and chastise them in Ancient (see Security Robot).

The players can clearly see a trail of emoo blood leading out the north tunnel.

The door in the North East corner is locked. It has a security pad/area for players to swipe their com card. Unfortunately, the MTA is currently in a state of emergency and requires 2 cards with MTA

Map 2: The Maglev Subway Station



access to override the lockdown. Any attempts to use it will result in buzzing noises and being chastised in Ancient. A screen will also relay the same message. The office is a regional control/access area. The controls in this room could seal off the tunnels leading to the spider-goat's nest, but ideally the players will need another com card with MTA authority on it before they can access this room (see Spider Nest). If players attempt to pick the lock or violently open the door they will activate the security robot. The door's security lockdown prevents picking, but a plasma sword or fusion torch could open the door. The MTA control room is detailed later in the adventure (concluding the adventure).

The Security Robot

In the South East alcove is a security robot. It is currently just waiting in stand-by mode. If a player jumps the turnstiles, it will leap into action and chastise them for not following the posted MTA rules (it will point at a sign). It will yell at anyone with a com badge first for violating rules, and then it will yell at others for not having com badges. It only understands Ancient, and anyone interacting with it will need to make an AI Recognition Roll 8. When it yells at anyone with a com badge it will use whatever ancient name is encoded on the com badge, it will refer to others who made the AI recognition roll simply as citizen. Regardless if players are interacting with the robot or not, have all players make an AI Recognition Roll. Players who fail the roll and plantients will have certain advantages later.

If the players do not jump the turnstiles it will remain inactive until they do something wrong. Wrong is anything violent, destructive, leaving the platform, or involves pulling out a weapon (weapons are prohibited under MTA rules). In these instances, the robot will automatically activate. If players are just doing something slightly wrong such as looking like they want to go up the tunnel, have the robot come out and remind them that passengers should remain behind the yellow safety line until the train has come to a complete

stop. If attacked the robot will always defend itself.

Unfortunately for the players three *lesser spider-goats* are readying to attack (wait until players have had a chance to interact with the robot or are trying to leave the area). Two spider goats will come from the main entrance (they will climb down the walls at the top of the stairs), and one from the North tunnel. The security robot will immediately warn all citizens to stay away from the wild animals. It has contacted the animal control robot earlier in the day and is still waiting for it to arrive (it never will). The security robot is not programmed to deal with animals (including PCs it does not recognize) and will not act against them unless they attack it or draw illegal weapons. Unfortunately, any player who draws a weapon (even a plantient or manimal) will cause the robot to act against them, since weapons are not allowed. Being an especially non-violent robot, it will mostly attempt to disarm and stun/taser players who have drawn weapons.



Lesser Caprapod (Spider-Goat):

Init +3; Atk gore +2 melee (2d3), bite +2 melee (1d3 plus paralytic poison,) or webs +2 missile fire (entangled, DC 14), AC 12; HD 2d6 (7hp); MV 40'; Act 1d20; SP paralytic poison DC 12; SV Fort +1, Ref +4, Will +0.

See MCC Rulebook Page 189.

The webs and venom of the Lesser Caprapod are weaker, players may try to break free or shake off the paralysis at the end of their action every turn.



Plat-Co 1-A Security-Bot:

Init +4; Atk stun ray +4 missile fire (DC 12 Fort save or stunned for 2d4 rounds), claw +4 melee (1d6), AC 16; HD 8d6 (28hp); MV 50' flying; Act 4d20; SP immune to mind control, force shield (8hp); SV Fort+3, Ref +2, Will +0

AI recognition 8 (Security).

The Plat-Co 1-A Security Robot is a civilian crowd control robot, it is programmed to disarm and disable. It can make a disarm attempt at +6 (make an opposed d20 roll, players may add their melee to hit bonus. If it wins, it has disarmed the weapon/item).

If it uses two attacks it can attempt to grapple (make opposed rolls, the robot rolls 1d20 +8). Players who try to break free of the grapple on their turn will get tasered by the robot on its turn for 1d6 electrical damage (DC 12 Fort save to avoid being stunned for 1d4 rounds); this uses one of the robot's attacks but is automatic vs. grappled opponents.

Disarmed weapons are immediately placed on a magnetic widget holder on the back of the robot's chassis so that it can continue to use all its attacks; this is a free action. It has only two holders for non-magnetic weapons, so piles of wooden spears would conceivably drop to the ground below the robot after it takes them. It will not use the stun beam unless things are going poorly, and it can use the stun beam a maximum of one time per turn. The stun beam is powered by an internal power source and cannot be salvaged.

Robot Communications

- By order of the Maglev Transit Authority there is no running or pushing, please maintain an orderly progression.
- By order of the Maglev Transit Authority please stand behind the yellow safety line until the train comes to a complete halt.
- Maglev Transit Authority does not allow for any unauthorized weapons.
- Animal control has been contacted, please maintain a safe distance until the animal can be properly contained.
- Warning--attacking this unit is a violation of Maglev Transit Authority safety rules. You may be responsible for damages.
- Warning--the Maglev Transit Authority allows this Unit will defend itself, please desist.
- Warning--(that activity) is not allowed by order of the Maglev Transit Authority, please desist
- The Med-Bots have been contacted; they will be here shortly. Please be patient.
- The Maglev Transit Authority, is not responsible for any lost or stolen property, please maintain your belongings at all times.

Resolving Combat

During combat the robot will try to disarm or incapacitate players with weapons out or if they are attacking it. It will ignore spider-goats since they are doing neither of those things. Anyone not recognized by the robot may use mutant powers or physical attacks without incurring the robot's wrath. The robot will stop attacking unarmed PC's one round after they stop attacking it. It will keep talking, and will announce its intentions at all times. Spider-goats have already learned to ignore the robot and will focus on the players. If two of the spider-goats are defeated the third will attempt to retreat out the north tunnel.

If for some reason the players are incapacitated by the robot, it will take any drawn weapons or obvious weapons they have and secure them away safely. The unconscious players will be placed on the benches until they recover (it is waiting for the proper authorities to come collect the players, and if necessary give medical attention). Hopefully the players have killed the spider-goats, if they haven't the unconscious players will be dragged off to certain doom by angry caprapods (game over). The robot will then go back to its alcove until the players do something else to alert it.

If the players defeated the robot and the goats, they are free to do as they like. If the players defeated the spider goats but lost to the robot, they will wake up on the bench as described above. This will give them a chance to leave, regroup, and possibly heal. When they return they might want to fight the robot to get their weapons back. If they try to sneak/run down one of the tunnels without fighting the robot, it will still yell at them; however it will not pursue. If the players come back to face the robot later it will have repaired itself 1d8 (less than 10 minutes), or 2d8 hit points (greater than 10 minutes) depending on how long the players stayed away.

The robot alcove has a charging station, but it only works for robots. It has a small chest of tools/repair parts, and a security chest where it keeps confiscated items.

Both chests are made of resilient material that is impervious to normal weapons. A fusion torch or plasma sword can easily cut their way into the boxes. A rover or character with a multi-tool/sonic spanner can attempt to pick the lock. Rovers get their security systems bonus and need a DC 16 Int check. Characters with an artifact tool need the roll described under the artifact.

The tool/repair box

- Mundane tools (screw driver, wrench, etc.)
- Plat-Co brand duct tape (2 rolls)
- Various parts, worth 30 credits of trade (considerably bulky)

The security chest/confiscated item locker

- The player's weapons (if taken)
- Assorted knives (1d4)
- Hold-Out Gauzer Pistol (see below)
- Suicide Vest (see below): this item was taken from a would-be terrorist just before the Great Disaster. The Security Robot managed to hit him with a stun beam while distracted, then took the vest. It is still just as dangerous as it was when it was created. If players manage to figure out what it does without killing themselves, they may have an interesting time trying to find a situation where they can use it effectively (safely).

There is no treasure in the general area of the station, alternatively if this is being used as a zero-level funnel adventure, you could use the chart from page 267 of the MCC rule book or create your own.

Players can follow the trail out the North tunnel to the next encounter.



Hold Out Gauzer Pistol

Tech Level: 4 **Complexity Modifier:** 3
Range: 40'

Damage: 1d7

Special: Attack +1

Power: C-Cell (50), F-Cell (100), Q-Cell (U)

Ammo: Clips (6 shots)

This item is like the one in the MCC rule book page 172, in all regards except it has a maximum magazine of six shots and does not have an auto fire setting. It resembles a 20th century revolver except it has a spot for a C-Cell in the Grip.



Suicide Vest

Tech Level: 4 **Complexity Modifier:** 2
Protection: +2 AC (maybe worn over leather or hide armor for +1AC)

Special: Volatile

Power: Self Destruct (4d8 damage, 30' radius, DC 14 Reflex save for half damage).

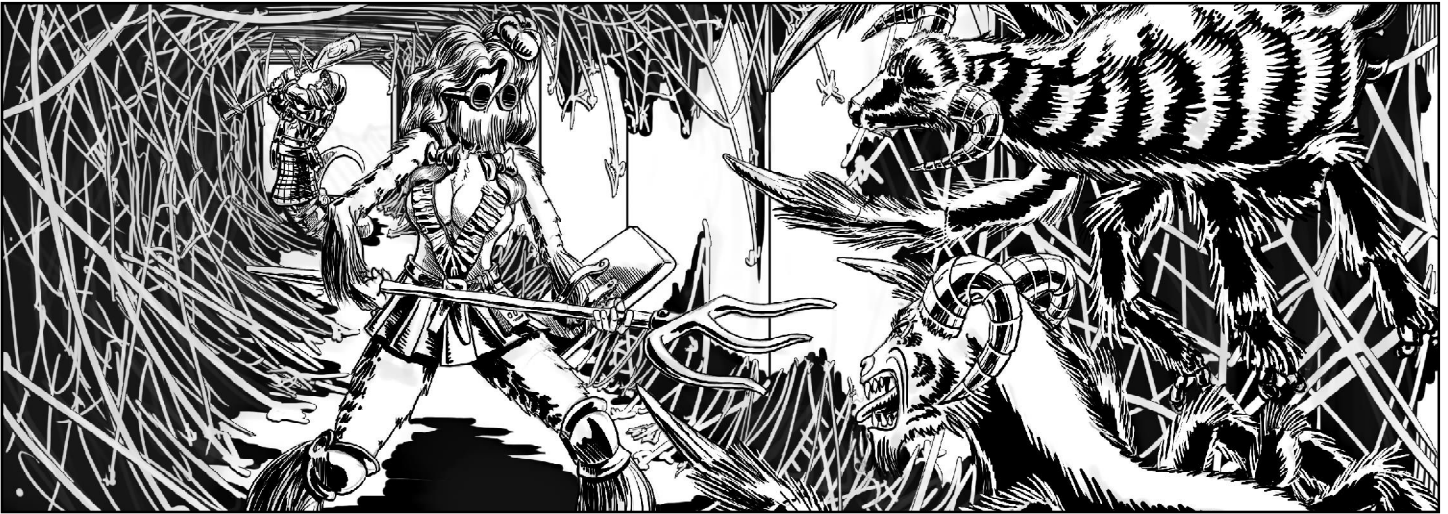
This makeshift device took a sturdy vest and strapped multiple sets of explosives inside it. It has wires running along the inside that end in small handle with two controls. One control activates the self-destruct button, the other is the self-destruct button itself. Players making an Artifact Check to understand this item, must be able to understand Tech Level 4. Players able to understand Tech Level 2 or 3 can figure out how to activate it, but not its actual purpose. Also, any player who does not have a Tech Level 4 and rolls 12-13 (Artifact activates for one use; but its operation is still not understood) will set off the vest. Any roll of 2-8 (Artifact breaks irreparably, inflicts 1d3 damage to user), will require the player to make a luck check, failure will set the device off instead of causing 1d3 damage. Lastly if worn there is always a chance of it going off. Any energy attack (electricity, fire, plasma, laser), that rolls a critical will require the player to make a luck roll. Failing this luck roll will result in it going off. GM's may require this luck roll in other instances (perhaps fumbling with an energy attack).

Players may intentionally detonate the vest by using an energy attack against it. Players who do so must make a hit roll (AC 8) and succeed a luck check to cause it to detonate.



End of Part Two

Part 3: The Subway Tunnel



The players can easily follow the trail of emoo blood down the north tunnel.

The tunnel is about 15' wide and has a single metal post running along the ground down the middle. The tunnel is cleaner than you would expect and is surprisingly well lit. Periodically spaced along the ceiling of the tunnel are patches of illuminated rock worked by the magic of the ancients.

A short distance into the tunnel, you can see what looks like it was some sort of huge retractable barrier. Based on the marking and debris on the tunnel floor, it just opened recently. The area you're about to travel to has been sealed for longer than you can possibly imagine. Who knows what horrors could come from such a place?

At several other points, you notice interesting side doors, and one or two places where the tunnel branches away. But you know that your mission lies ahead, so you continue to follow the spider goats back to their lair.

A sign on the wall identifies this as Unity Station.

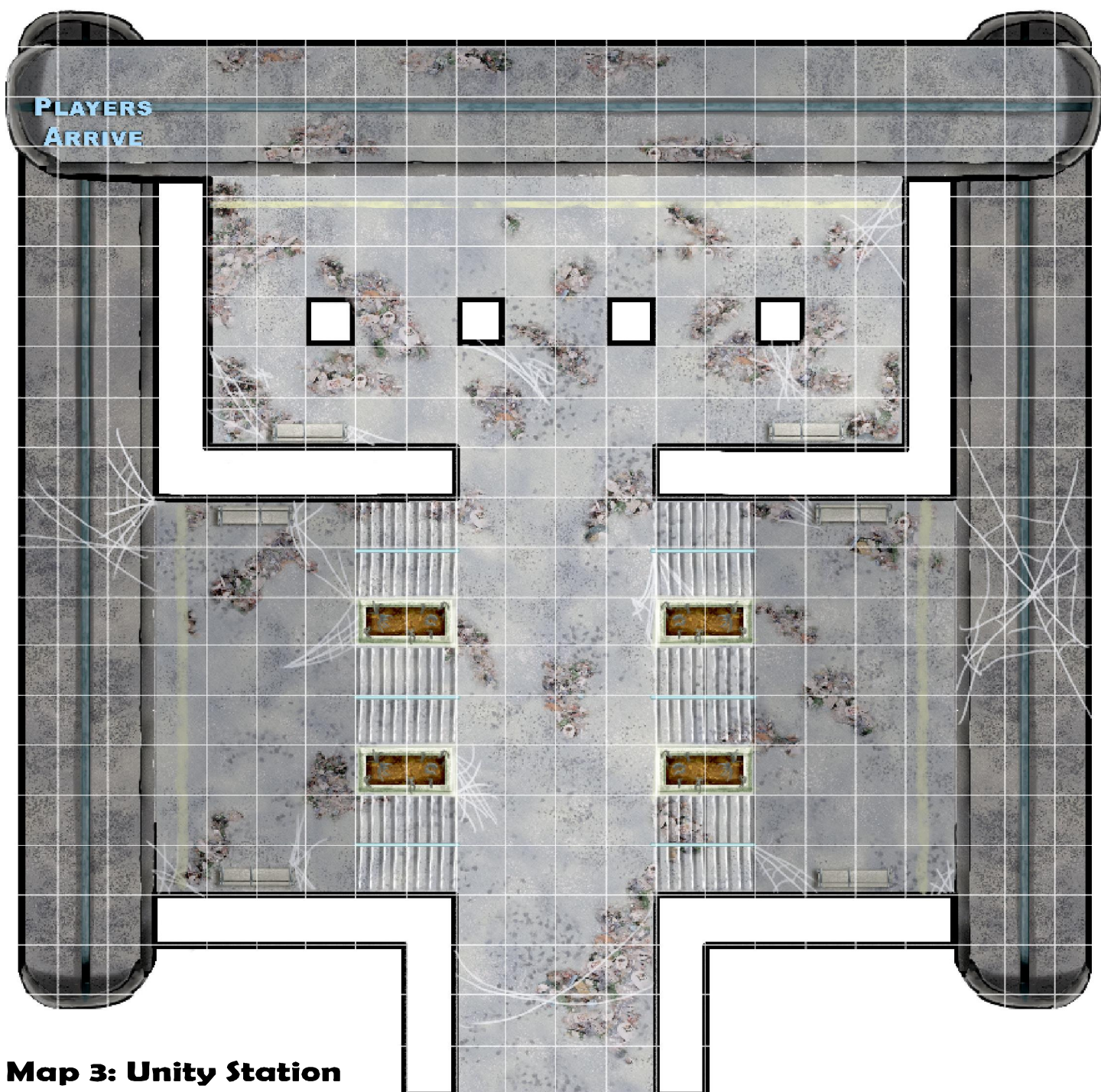
A GM who wants to expand this adventure should use this opportunity to add more encounters along the track, or down one of the side tunnels.

The next station is about 6 to 7 miles from you starting point.

The Train Station

The train station is very similar to the one you departed from. It has identical dimensions, but this one does not have the security door or the robot alcove the previous one did. This station is covered in debris, and bits of goat spider webbing occupy many corners and crevices. The station is reasonably well lit but has many shadowy corners. Lights occasionally flicker, and some are covered by spider goat webbing.

Allow the players to investigate the various debris (make an Int Check). The GM may wish to place some of these discoveries in one of the side stations. GMs may also let players rolls from the random junk chart. Let players investigate before triggering the encounter below.



Map 3: Unity Station

DC 5: Old kills bound up in spider webs, mostly weird bug things and lots of bats. You think you might have stepped in spider goat feces.

DC 10: As above (but you didn't step in feces), but you discover a small group of short mutant bodies with rock like claws (gopher men). There are 2d4 bodies webbed to a wall. A player who succeed a luck check can find a piece of mundane equipment.

One gopher man has a small case with 1d4+1 small glass animal figurines like you might find in a gift shop (worth 10 trade credits each).

DC 15: You find the things mentioned above but also find the gopher man leader. He is like the other gopher men, but has subway map, and a damaged Fazer Rifle (It has 6 charges in its C-cell). See damaged Fazer Rifle below.

DC 20: You find the body of what looks like one of the ancients. His body has mostly disintegrated, and his clothes are in tatters. The only thing that stand out is his watch. The Casio Eternity was the top of the line digital watch with a battery that lasted forever. More importantly this man made an important decision as a crucial moment during the Great Disaster that saved many lives. Because of what happened a Byte-Mon became fascinated with that person. A Byte-Mon (see below) will materialize when the player puts the watch on for the first time.

DC 0: These creatures are organized and deadly hunters. If the Spider Goats got out of this cavern and were set loose upon Traverse Valley, it could be a disaster.

More Station

A wide corridor leaves the first station. It is 20' wide, and filled with and spider goat kills. To the North and South are wide staircases that descend to other caverns like the one you just left. Wide pedestals breakup the staircase and end just above floor level. You think there might be dirt in the basin at the top of these pedestal, but they are mostly covered with web and spider goat kills.

Two side stations are at the bottom of the wide staircases. These stations are similarly constructed to the others you have seen and have identical tunnels going East and West. Clearly the lower elevation is so the tunnels don't cross. The architecture of the Ancients is as amazing as it is mind boggling.

In one of the side staircases just before the exit to the Great Room, are a few guards (detailed below). Try to let players explore before triggering this encounter. The guards are on the final staircase down, just out of sight.

Something Disturbing (roll 1d3):

- 1 You see a spider goat drinking blood from a paralyzed emoo, a small squidgy sac like creature seems to be drinking milk form the spider goat. The circle of life is pretty messed up down here (1 caprapod and 2 squidges).
- 2 Multiple squidgy sac like things squirm about on the floor. They look like someone's entrails spilled out and are still moving. It looks like they are talking with a single spider goat. The spider goat bleats back like it is having a conversation (1 caprapod and 2 squidges).
- 3 You see an emoo webbed to floor, 2 spider goats are draining its blood. The emoo is still alive and the weird chirpy bleating noise it is making is pathetic and disheartening (2 caprapods).

If the characters were successfully using stealth (DC 10) when they encounter the guards they can get a free round of attacks. Either way the goats and squidges will immediately retreat to main chamber. If the players kill the goats and squidges before they act, this will help them in the next encounter. Goats or squidges who get an action will bleat out a warning (or a squidge will send a telepathic warning), before retreating (see Surprise or Not, in next room)

The station area ends at a 20' wide, and 20' high arched corridor. The architecture is clearly older, and you suspect it opens into a much bigger room.

Lesser Caprapod (Spider-Goat):

Init +3; Atk gore +2 melee (2d3), bite +2 melee (1d3 plus paralytic poison,) or webs +2 missile fire (entangled, DC 14), AC 12; HD 2d6 (7hp); MV 40'; Act 1d20; SP paralytic poison DC 12;

SV Fort +1, Ref +4, Will +0.

See MCC Rule Book Page 189

The webs and venom of the Lesser Caprapod are weaker, players may try to break free or shake off the paralysis at the end of their action every turn.

Squidge

(Immature sac from Caprapod Warder)

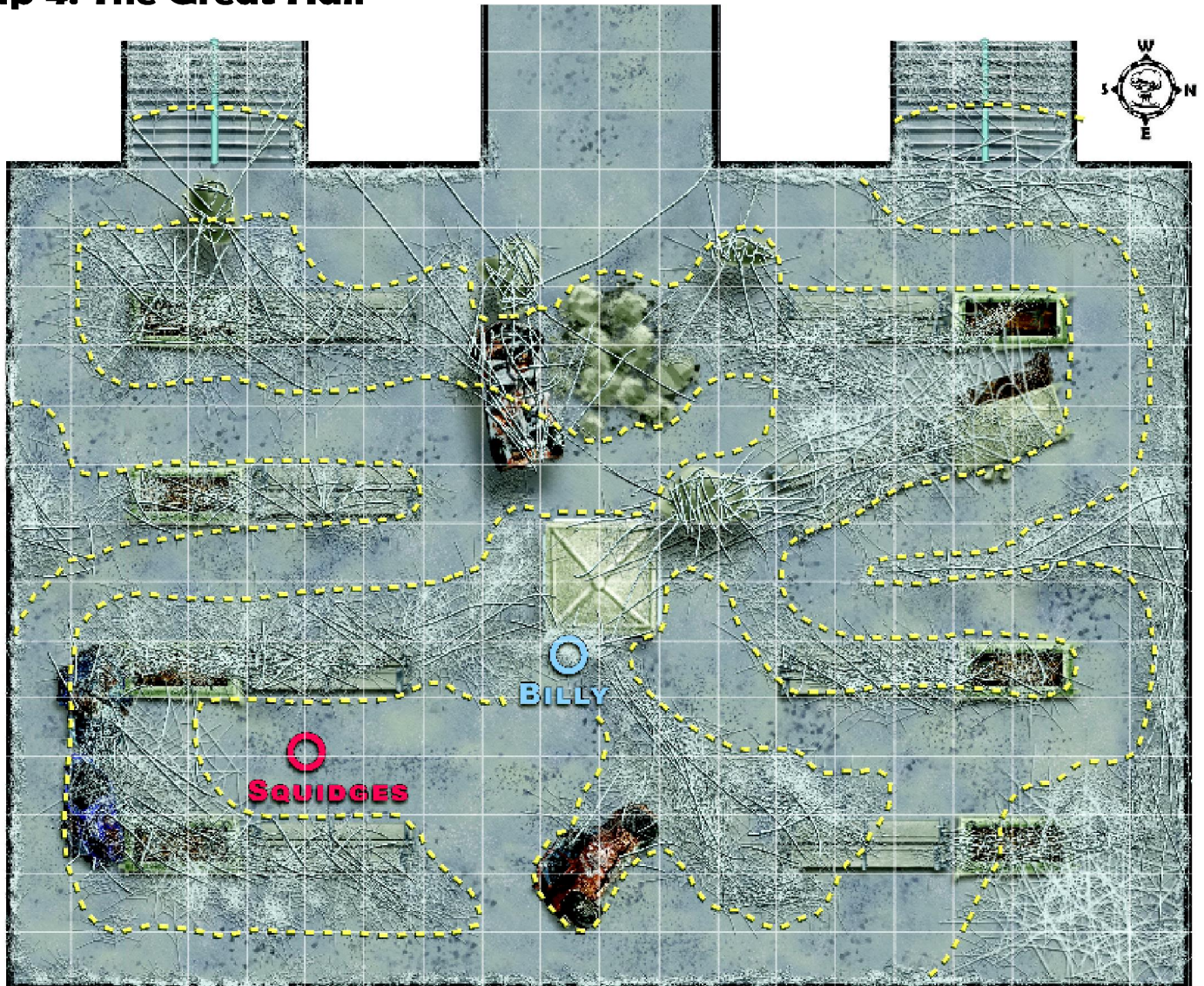
Init +1; Atk Boring Cilia +0 melee (0-1hp dmg), AC 12; HD 4hp; MV 10'; Act 1d20; SP telepathy; form Warder. SV Fort +1, Ref +1, Will +1.

See MCC Rule Book Page 189

This creature is a single sack from a Caprapod Warder.

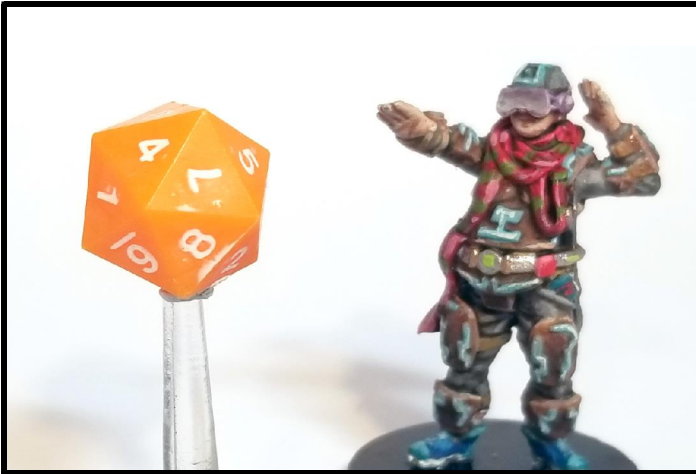


Map 4: The Great Hall



Byte-Mon

See MCC Rule Book Page 188.



Byte-Mons are bits of sentient quantum entanglement that exist at every point in their own timeline. They appear as a floating polyhedron, that pulse and vibrate as they communicate. Byte-Mons are curious creatures that can be beneficial to adventuring groups since they know their own future. Most Byte-Mons answer three questions before disappearing but this one is a bit more focused because of previous events.

This Byte-Mon became fascinated by the individual who once owned the watch, because of the important decisions he made. The Byte-Mon has been waiting for this person to start doing things again (not likely, he is dead), but will settle for the new owner of his watch.

The Byte-Mon will follow the new owner around seeing how he influences the future. This Byte-Mon is silently rooting for the new owner to do something great. He will only answer questions asked by the watch owner that are of importance. It will ignore stupid questions, or questions that will have limited impact on the watch bearer's future. Considering that the parties next actions could influence the lives of all the people in Traverse Valley is significant. It might even say out loud "YES!" if the player looks like he is about to do something good/important.

The Big Cavern (Great Hall)

Based on the entrance and what you can see as you first enter, this hall is quite large and expansive, but it is difficult to determine exactly since it is almost entirely choked with webs. You suspect it was some sort of waiting hall since you can see a few wooden benches peeking out from the webs.

Some lights from above sort of make it through the web in a filtered sort of way, making the room well enough lit, but barely.

Piles of debris and weird leftovers of the Ancients are encased in the web at many points. Some of these objects are quite large; and, more impressively, is the fact that some of these large objects are suspended above the floor.

There is no clear path through this room. There are narrow passages through the web to your left and right (North and South).

Running the Great Hall

This encounter is special because it has several "moving parts". The two biggest parts are "have the characters alerted the spider goats", and the second is "have the players done something loud". The first determines when the spider goats start attacking the players, the second determines when Will-Yum will start yelling for help and start the clock on the players having to save him. If players failed to kill the caprapods and or squidges in the previous room before they got out a warning, the spider goats will be on alert. Alerted spider goats will be ready for players and will ambush them at multiple times during the encounter.

As soon as the players make any loud actions (yell or attack) Will-Yum, who is fully webbed and cannot move except to talk, will hear them and yell out for help. The telepathic squidges in the room will infer that Will-Yum might be the reason the players are here and decide to silence him. Unfortunately, the immature squidges don't really know how to form a Warder and it will take them a while (see below). Upon seeing this Will-Yum will yell that the weird sacks are forming into something bigger and if they don't hurry it might be too late (see notes below on squidge pile). If the players haven't alerted the spider goats then give them a stealth check each round (DC 10 Dex) to remain undetected. If any player fails have the goats start acting the next round.

Once in the room players might decide to start down a passage, especially if they are being stealthy. Players could alternatively yell out for Will-Yum and he will answer or If the players become loud, they will hear Will-Yum yelling for help (as above).

Players trying to infer Will-Yum's position should make an Int Check

DC5: This room is echoing, he could be anywhere

DC10: You can tell which half of the room he is on, it's hard because of the echoes

DC 15: You can tell which half he is on, and that he is closer to the middle

DC 20: You roughly know what square he is in, within 1 or 2 squares.

Getting Through the Web

- Characters move at half speed as they move through the narrow passages of the web. Areas wider than 5' wide allow characters to move at normal speed.

- Each turn on the spider goat's initiative half of the player in narrow 5' wide area of web will be attacked at random by a lesser spider goat bite. Paralyzed or immobilized players are automatically selected. Players are allowed a DC 15 Int check to see the attack coming, and swing first. Players who fail may swing after at -2 to hit. Any player who swing will have 1 action less on his following turn. Other players may not attack this goat, it disappears right after it attacks.
- Characters in the web passages may try to move at full speed instead of half speed. These characters must make a DC 12 Dex check or become momentarily entangled after moving 1d4x5'. Players lose any remaining actions and may not continue moving until their next turn. If they are attacked by a goat, they do not get to counterattack.
- Players can hack through the web with a slashing weapon. It has AC 5, and 10 HP per square. Fusion Torches, Plasma Swords, and the Rotary Tree Trimmer automatically clear the square on a hit. Players who fumble inextricably lose their weapon in the web until that square is cleared. Torches do double damage to web squares (2d6 instead of 1d6). Only one player may attack a square during a turn.
- The Web is difficult to force through. Players who succeed a DC 15 Str check as an action can move 1 square. Players who fail this roll are entangled and require the player to spend an action to make a DC 15 Reflex save or DC 15 Str check to free yourself.
- If players cut through the middle, there are a few heavy objects suspended in the web (piano, anvil, safe, boulder, car). Each player who travels under the suspended object must make a luck check, failure means the object falls (3d6 damage to whoever is under it,

DC12 Reflex save for ½ dmg). It will take other players a full action to squeeze around the dropped object, as it now has blocked the passage.

There are 6 lesser spider Goats harassing the players, when they get to the final area, any survivors will appear on the map to help defend the squidge pile when the players make it to the central area with the squidge pile. Place the goats in such a way that they do block the path to Will-Yum. Freeing Will-Yum takes a single attack action by anyone with a knife or similar slashing weapon.

The squidge pile consists of 15 immature squidges. It will take them 2d4 +7 rounds to form into something reasonably dangerous. They will kill Will-Yum two rounds after forming unless the PC's are there to stop it. While forming, the squidge pile is vulnerable and cannot disentangle itself. It does not break apart at ½ hit points into separate squidges, it has only a single attack, and can still move at its slow rate of 10'. Will-Yum will give the players a description of what the squidge pile is doing every third round (1,3,6,9,12).

Will-Yum's comments:

Round 1 "help"

Round 3 "guys these squidgy things are combining into a pile, its creeping me out"

Round 6 "it starting to look like a person, it has arms and feet, and it's looking at me...hurry"

Round 9 "this thing is almost done, you better hurry up"

Round 12 and 15 "Help, it's going to kill me"

After the players have defeated the goats and rescued Will-Yum (or not), they can exit the Great Room. Encounter 4 happens as they move back through the station and a train arrives with the actual Caprapod Warder and his cluster of Spider

Goats. Be sure players have done their book keeping and healing before they start their return trip.

Optionally a GM may allow first level characters to level to second at this time.

Players who take time to clear bits of the Great Hall, will see a very large hall, filled with benches. There is 1d6 items off the random junk chart in this room. There are several doors leading to rooms surrounding the Great Room (bathrooms, gift shop, restaurant), but theses have all collapsed over time. There are two staircases that go up and emerge at ground level, they are extremely webbed and filled with debris, it's almost like the spiders were barricading themselves in. A GM could also expand this adventure and put some encounter in the ruined area outside the Maglev Train Station.

Lesser Caprapod (Spider-Goat):

Init +3; Atk gore +2 melee (2d3), bite +2 melee (1d3 plus paralytic poison,) or webs +2 missile fire (entangled, DC 14), AC 12; HD 2d6 (7hp); MV 40'; Act 1d20; SP paralytic poison DC 12; SV Fort +1, Ref +4, Will +0.

See MCC Rule Book Page 189

The webs and venom of the Lesser Caprapod are weaker, players may try to break free or shake off the paralysis at the end of their action every turn.

Squidge Pile

Init +2; Atk clubbing Arm +4 melee (1d6), AC 12; HD 7d8 (30hp); MV 10'; Act 1d16 + 1d16; SP telepathy; form Warder SV Fort +2, Ref +0, Will +2.

See MCC Rule Book Page 189

This creature is a several immature Caprapod Warder sacs trying to form a Warder. It will not dissolve at half hit points; the immature sacks haven't figured out how to let go.

In the Squidge Pile's lair is a Com Badge with MTA Authority, a fire extinguisher, and a small medical kit with bandages, antiseptic spray, and 2 medishots.

Com Badge

See MCC Rule Book page 179:

This com is identical to the card found in Part I except it is encoded with the name Smiley Burnette. Now with two com badges players can access the control room at the station in Part I.

Plat-Co Brand Fire Extinguisher

Tech Level: 2 **Complexity Modifier:** 2
Range: 10'

Effect: 1d6 cold damage, or extinguish fires in two adjacent squares

Special: Puts out Fires

Power: Self (10 uses before empty)

First Aid Kit/Modern Medical Supplies

Tech Level: 3 **Complexity Modifier:** 3

Effect: See Below

Power: Self (10 uses)

This simple plastic box comes with basic medical supplies. Bandages, antiseptics, stitches, medical tape, and a few medical instruments (tweezers, scissors, scalpel). When a healer uses this in conjunction with their naturopathy ability out of combat, they get +2 HP to the healing result.

Non-healers trying to use this kit can use it by making a DC 10 INT check each time they use it. If they succeed, they can heal an injured person 1 HP. Shamans who have exceeded their naturopathy limit can still heal characters for 1 HP when not in combat. Multiple non-naturopathy applications do not stack.

Damaged Fazer Rifle

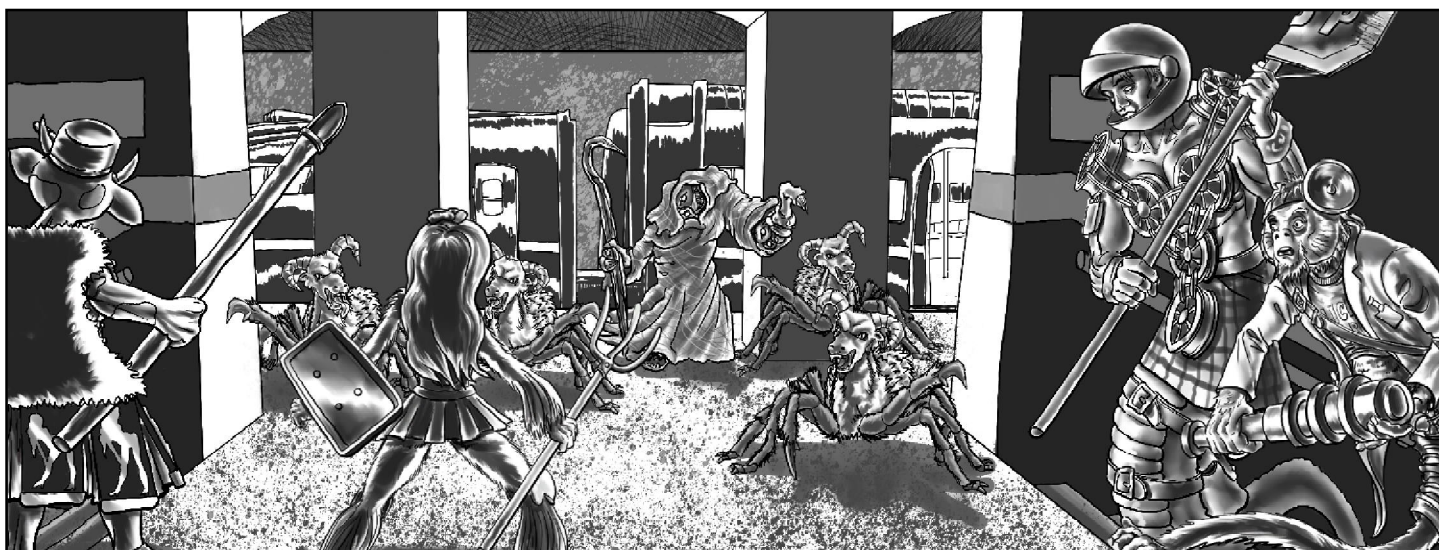
See MCC Rule Book Page 173.

This weapon has clearly seen better days. It sparks badly when fired and you get tingles when you touch it.

This item is as it appears in the book. Anytime it is used, or the battery is changed (taking a charged battery out or putting a charged battery in) the user must make a luck check. On a failure it disintegrates itself. Any failed Artifact Check roll that results in damage to the device, results in it disintegrating itself. Any fumble result when attacking with this weapon results in it disintegrating itself and inflicting whatever effect it was using on the user. Players who rolled an Artifact Check high enough to repair it will also realize that a failed repair roll could set the device off. Any failed repair roll will destroy the device, and if the repairer fails a luck check it will discharge at its highest possible setting at them. If it does not have a battery, it will still break irreparably.



End of Part Three



Part 4: The Trip Home

As you are walking back through the station with Will-Yum (or not), you feel confident that you have defeated the menace, and did a good job. About halfway through, you can see the small entry area you came in through and something is different. There is a train parked in the ditch/track area and its doors are open.

Disembarking from the train are several spider goats, these ones seem more menacing than the ones you fought previously.

Leading them is a weird creature similar to the one you just defeated. It wears a cloak made from spidery silk, but a huge part of the cloak is torn away and a you can see squidgy sac creature holding themselves together to create this mockery of a person. You suspect this is what the squidges guarding Will-Yum were trying to form, you got a feeling this one is going to be more dangerous.

The strange warder raises its arm, and the caprapods let out a terrifying battle bleat as they charge into combat.

This is the final fight for this adventure. There are 5 Spider Goats and one Caprapod Warder. The spider goats get a free move before initiative (unless the players are somehow ready for them), then roll for initiative. The spider goats will fight until defeated, the Caprapod Warder will break into separate squidges when it gets to $\frac{1}{2}$ hit points but should be pretty easy to hunt down and kill. If any lesser spider goats survived the Great Room, have them join on Turn 3.

This should be a tough battle, hopefully the players didn't glow burn themselves too hard in the previous fight. The Warder and his cluster do not have any treasure.

The train waits for about 1 hour before departing (its schedule is greatly thrown off currently). The train has clear announcements in Ancient about when it is departing and where it is going (next stop Traverse Valley), for commuter convenience. Players may ride the train back to Traverse Valley or wait until it passes. Players who go down the track in front of the train risk getting run over (be sure to mention which way it is pointing). Despite being a maglev train of the future, this route did not achieve the great speeds that some other maglevs can.

Caprapod (Spider-Goat)

see MCC Rulebook page 189 (has 15 hit points each)



Caprapod Warder

see MCC Rulebook page 189 (has 44 hit points)

Players Who Saved Will-Yum gain 3 Luck
Payers who defeated the Warder and its cluster gain 5 Luck

Back at Traverse Valley

Once back in the Traverse Valley station, players should hopefully have two Com Badges with MTA Authority so that they can access the regional control room.

Optionally players can ignore this step. The players have still dealt with the menace, and hopefully saved Will-Yum. But overtime a new menace might

come crawling up the tunnels. The spider goat cluster might recover and come for revenge, or an entirely new predator may rise to the top of the underground ecosystem, and eventually put Traverse Valley in its crosshairs.

The MTA Regional Control Room

With both MTA badges pressed to the key pad the door opens, and reveals a small office, with several active control monitors. Players might notice that many of the monitors are covering the maglev train that just left. They also focus on other things that are outside the players scope of understanding.

Players may try to get some minimal control of the system. Like the door to this area, the systems here are also on lockdown and require two MTA Com badges before players can make rolls.

Tech Level 4 Complexity Modifier 5. It takes 3 successes to get a perfect understanding of what needs to be done. Players who get one success, can kind of understand and read what is going on. Players who get a second success, can shut down the train that brought the spider goats initially. A third success can activate several tunnel seals that will close off Traverse Valley from the underground network.

Players may attempt all three artifact checks even if they fail the first or second check. Any roll of less than 8 will result in the players being locked out of that attempt, reducing the max number of successes they can achieve. Any roll of 9 to 12 will result in a temporary lockout unless a player can make a DC 12 INT check. Failing this INT check will result in a full lock out for that attempt.

Furthermore, players who have atleast 1 success with MTA controls can use their badges to activate the cover that goes over the stairs at the station entrance, effectively sealing it off.

Players gain 1 luck for each success, and one extra luck if they get all 3 successes.

Finish

The Town is glad you have saved Will-Yum and have dealt with the varmint problem. They are sad Old Man Ralp died but understand he was dead before you became involved. They let you keep old man Ralp's special crook, and the other items they lent you.

The town holds a feast in your honor where you regale them with tales of your bravery and show off the amazing artifacts you have discovered. As you dine on delicious BBQ Emoo, you think back of all the decisions that have brought you to this point and realize becoming a seeker was the best choice ever.

Random Junk Chart 1d30

- 1) Well Balanced Golf Club (9 Iron). Deals 1d7 damage
- 2) Hair Dryer
- 3) Left Sock with seasonal design
- 4) Splice Girls T-shirt
- 5) Vintage Fashion Magazine (reading off paper was a novelty, this was a reprint from 1986)
- 6) Hoodie with broken zipper
- 7) Your Little Pony (YLP) Plush Doll "Pinkie Poo"
- 8) Energy Bar (regain 2 points of glow burn or ability damage)
- 9) Duffle Bag or T-Shirt with vintage sports team logo (Go City of Domes, Team Earth Defense Force, University of Caprica, etc)
- 10) Baseball cap from a benevolent time traveler from the future. They mistimed their time jump and ended up getting eaten by spider goats. Hat is red with "Make Terra AD great again"
- 11) Music CD "My girlfriend's playlist"
- 12) Bottle of ketchup. Still good!
- 13) Gingerbread house making kit with scaling instructions
- 14) Toilet, non-functional
- 15) A set of high-quality pewter miniatures that seem to resemble the players
- 16) Mug of ale (ale not included)
- 17) Titanium tweezers
- 18) One 30 sided die. Roll again on this chart
- 19) A toy robot that is disguised as a toy car
- 20) A pair of left-handed scissors
- 21) Vacuum sealed can of coffee grounds. Restores 2d4 points of ability damage if consumed
- 22) Empty oil can (Wizard of Oz Style)
- 23) An ancient book "50 Shades of Light Black"
- 24) An inspirational poster with a picture of a donut and the phrase "Donut give up"
- 25) Toy gun. Looks real! (allow players to blow luck trying to succeed an artifact check)
- 26) A set of 8 plastic bowls with a fun fruit design
- 27) An Ancient stone idol carved with strange arcane symbols
- 28) A can of Red Cow energy drink. Consuming it causes your body to grow wings and you gain fly 50' for one minute (Actually a DC12 Will save or Hallucinate as above for 1d4 rounds)
- 29) A can of Smeat. This legendary meat-like product lasts forever. If consumed the PC gains +1 to all physical ability scores for 8 hours. But after that they are sad because they know they will never taste such deliciousness again
- 30) Cheating. The searching player may pick a number from the chart and find the item listed. They may not look at the chart to do so
- 31) Falling rocks. The searching character takes 5d14 damage

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