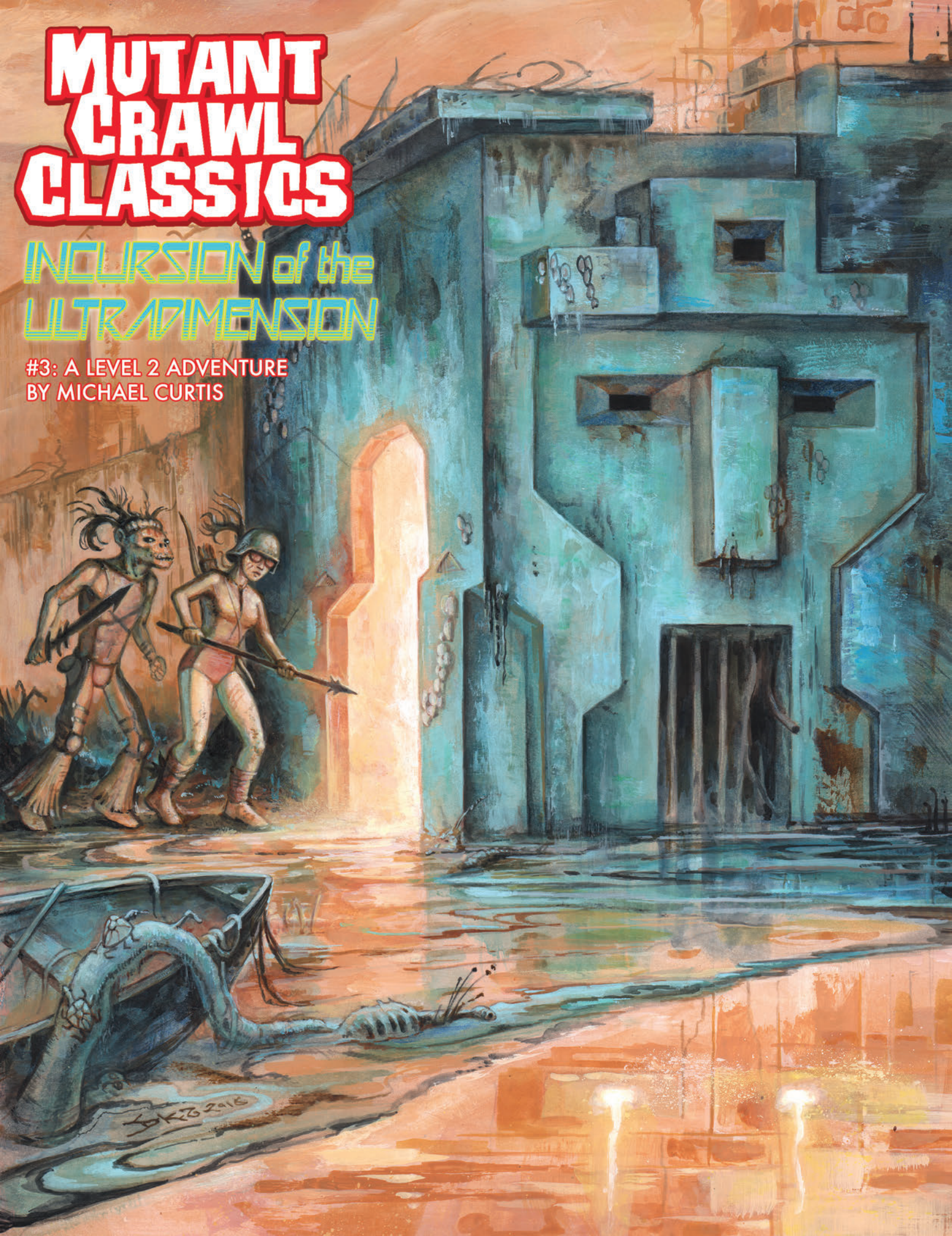


MUTANT CRAWL CLASSICS

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.

Bulbous Extradimensional Menaces (4): Init +2; Atk alien warp beam +2 ranged (1d6+1; 30' range); AC 13; HD 2d10; hp 11 each; MV 40' flying; Act 1d20; SV Fort -1, Ref +3, Will +4.

PCs fighting from the trees can only fight with one-handed weapons and any creature reduced to zero hit points automatically falls into the waters below. Unconscious characters can make a Luck check and if successful, land on floating debris, allowing their bodies to be recovered after the battle. Otherwise, they are lost beneath the waters for good.

The flood waters rise a total of 40'. Any creature lower than that can make one final Strength check to climb above the waters to safety. If failed, they are carried away and must make a DC 10 Strength check (DC 15 if heavily burdened) to grab another tree or other perch. Each round they fail this check, they incur 1d6 damage from being battered by debris and swallowing water.

The BEMs fight until destroyed, their alien minds incapable of even considering retreat.

AFTER THE FLOOD

The death wave-spawned waters linger for two hours before receding back to the Monster Ocean. The Glazhaus villagers descend from the trees to find utter destruction. Even the glass and steel ruin is bent and broken. Drowned bodies lie broken in the lower branches of trees and entangled in underbrush. Carrion scavengers fly overhead on leathery wings.

As the villagers begin to deal with their post-deluge lives, the party is approached by the Exalted Crone, an ancient female mutant with pebbly blue skin, vine-like dreadlocks of living green, and dressed in a sarong of woven palm fiber. She is assisted by two prepubescent girls who trail in her wake as mute assistants. The Exalted Crone stares at the PCs with baleful yellow eyes as if weighing their worth, then addresses them:

You have survived unscathed, I see. That is good, for I need mighty and lucky warriors for the task I now propose to you. We, as a village, are broken, but honor demands we revenge those responsible for our plight. Our surviving hunters are young and untested, while you have the bearing of those who are bedmates with peril.

This is not the first time our village has endured the death waves, although the last time was during the years of my grandsire. He spoke of a strange island that arose from the waters, unleashing destruction and beasts never before seen by even the farthest traveled villager. Those sent out to the island either returned with tales of an eerie hut found there or failed to return at all.

It is time once again to see if the island has arose from the waters and if those in the strange hut are responsible for this attack. Will you be the spear of vengeance for us and seek retribution on the island and those who dwell there?

The Exalted Crone is willing to pay the party with food and water, enough for four days travel for each PC, plus "a powerful Artifact of the Ancient Ones that will serve you

ANCIENT LORE

The PCs may wish to know more about the "strange island" and the "eerie hut." The Exalted Crone knows only the legends of her ancestors. She can provide the following information:

- The island is said to rise just offshore, visible from the beach and reachable by canoe or raft.
- A single, large hut made from grey material, "like stone, but not stone," in the words of her grandsire. The hunters who ventured out to the island saw a single doorway of glowing light leading inside.
- The one hunter who ventured inside and returned claimed to see "feathered guardians with horrible round eyes" at every turn and witnessed a "terrible arm, tipped with claws" drag one of his fellows to his doom.
- In the days of her grandsire, creatures that "crawled, slinked, scuttled, slithered, flew, and stalked, each never before seen by even our wisest hunters" came from out of the hut and took the lives of many of the Glazhaus' people. These things that came with the Death Wave must be from the hut.

well on your travels." This artifact is a medipac with 6 uses remaining in its C-cell. The Exalted Crone will instruct the PCs in its proper use if they gain this reward upon completing their quest. If the PCs attempt to drive a harder bargain, the Exalted Crone gestures to the destroyed village and asks sharply, "Do we seem to be able to provide more than I offer?"

Assuming the PCs agree to assist the villagers, two young villagers are tasked with escorting them down to the shore, situated a mile away from the village. The journey is through masses of twisted trees and underbrush disturbed by the floodwaters and the ground is marshy and sodden. The carcasses of weird beasts hang in the branches, flotsam left behind by the receding waters.

Ultimately, the party and their escorts arrive at the beach. Read the following:

You emerge from the flood-ravaged forest to find a ruined strand before you. The stony shore is littered with fallen trees, deadfalls, and even a few ruined huts dragged here by the receding waters of the Death Wave.

Beyond the beach stretches the waters of the Monster Ocean, a vast sea that reaches to the horizon. The waters are eerily calm in the wake of the wave, as if the ocean has exhausted its fury ...momentarily.

Out in the distance, visible through the mist that still hangs above the still waters, is a humped, dark shape, a mote in the eye of the sea. This grey patch of land lies motionless and ominous,

almost appearing unearthly amidst the calm waters. It is difficult to determine from this distance, but perhaps a low hill or structure appears to rise in the middle of the island.

A thorough search of the beach discovers a pair of battered but intact dugout canoes lodged among the debris. These canoes are sufficient in size to accommodate the entire party. Driftwood and flood-broken branches serve as replacement paddles.

REACHING THE ISLAND

The island lies just under four miles off shore and can be reached in an hour by canoe. The Death Wave has caused many of the Monster Ocean's horrible aquatic life to seek shelter in the depths, so the journey to the island is uneventful (unless the judge deems otherwise). Closing upon the island, the party makes out the following:

The island appears to be an expanse of smooth rock measuring roughly a mile in length and half that in width. Patches of stinking mud interrupt its stony surface like isolated meadows, and weird, colorful plant life grow in clusters on the exposed rock.

The island's center holds an angular, single-story building. The structure appears to have been built with security in mind as the walls lack windows and there seems to be but a singular entrance along the southern face. This entrance emits a glowing yellow-green light like the belly of a gigantic torch-fly. Aside from the glow, which appears to glitter with many motes of light even in the daylight, the island is still and ominous.

The risen island is a morass of mud and exposed aquatic plants that cover the bedrock beneath. The mud stinks of long submersion and the occasional simple aquatic lifeform (worms the size of one's arm, multi-legged small crabs, etc.) scuttles away from the party as they tramp through the mud. These obstacles are insufficient to prevent the party from reaching the building at the island's center, the Retreat of Delirium.

The Retreat itself is a gray, bunker-like building with an exterior decorated in outré flourishes and protrusions of unknown purpose. Under certain conditions, an observer's mind might see faces, animals, or landscapes marked out by the Retreat's exterior décor. The building measures roughly 300' square and possesses no obvious windows or doors other than the glowing entrance.



THE RETREAT OF DELIRIUM

The Ancient Ones' installation is still rife with extradimensional energy and the rift that allowed them to infiltrate this world remains open. These alien forces have warped earthly reality, transforming the Retreat into a madhouse where direction is askew and time is uncertain.

A party exploring the Retreat will soon discover the building warps back on itself and groups traveling in a straight line eventually return to where they began. Additionally, time passes at strange rates inside the Retreat. Whenever the PCs emerge from the Retreat, roll 1d6 to determine how much time has passed in the world outside the installation: 1) 30 minutes; 2) 1 hour; 3) 12 hours; 4) 1 day; 5) 1 week; 6) 1 month. This time dilation has no effect on the PCs themselves, but others may be surprised to see them again so soon (or after they've long been given up for dead!).

The Retreat can only be entered through the front doors. These doors lead to area 1-1 where it quickly becomes obvious that something is amiss in the building. Aside from this early hint, the judge should refrain from further elaborating on the Retreat's reality-bending nature and allow the group to discover it for themselves.

GENERAL FEATURES

The Retreat is constructed entirely of a strong polymer material with the strength of concrete and the malleability of plastic. It is resilient to physical damage, but high energy weapons and super mutations can blast holes through the material. Illumination throughout the building is provided by ceiling illumination panels that are largely still functional. Exceptions are noted in the text.

Doorways in the building operate via a "magic eye" style sensor that opens them automatically whenever a creature approaches within 3' of the door. Some doors are sealed with security protocols and require special com-badges to bypass. These doors and badges are noted in the area descriptions and on the installation map. Security doors can also be bypassed with a DC 15 Intelligence check by a rover PC.

Corridors are generally 10' wide and 8' high. Interior rooms have ceiling ranging from 8' to 12', while some locations such as the atrium (area 2-1) and robot maintenance (6-1) have higher ceilings.

The Athena Project logo is omnipresent about the complex. This image of a stylized owl can be found on doors, walls, clothing, and other locations.

PROWLING MUTATIONS

The Retreat is not a static place and the Ultradimensional creatures dwelling there are often on the prowl, seeking either a meal or coming and going from the newly-emerged building. Rather than roll at regular intervals for encounters with these mobile threats, the judge should have the party make a Luck check any time their actions might draw

attention to themselves (loud explorations, pitched battles with explosions, spectacular Artifact malfunctions, etc.). Depending on the circumstances, the judge should have the PC with either the best or worst Luck make a Luck check. If failed, roll 1d12 and consult Table 2-1 in Appendix A to determine what is attracted by the noise.

GENERIC ROOMS

Due to space limitations, the entirety of the Retreat of Delirium is not detailed in the following descriptions. Many areas are redundant, utilized during the Athena Project's operations for numerous ongoing experiments or day-to-day activities. These rooms (areas G-1 to G-5) are briefly described here. The judge is encouraged to either flesh out these rooms or utilize the tables found in Appendix A to stock them on the fly as the party explores the Retreat.

Area G-1 — Minor Sealed Breach: The contents of these rooms are decimated, blown to pieces when one of the smaller interdimensional rifts tore open briefly and weird gravitational and energy fields played havoc on the room's contents. Often, signs of violence (blood stains, decayed body parts, gouge marks made by otherworldly claws) are found in these rooms, hinting at their dark history. The residue of extradimensional energy draws the alien inhabitants to these areas and there is a 75% chance a random group of creatures is discovered there (roll on encounter tables in Appendix A).

Area G-2 — Dormitory: Many of the Athena Project's experiments required constant observation. Researchers would often spend the night at the installation, sleeping in these simple dormitories. Each room has 2d6 plain cots, cubbies set in the wall for storage of personal belongings, and a private lavatory space with sonic shower.

Area G-3 — Secondary Laboratories: These are smaller labs where less important research was conducted. Each room contains computer terminals, data displays, complex scientific equipment and measuring sensors, supplementary experimental equipment and other contents as determined by the judge.

Area G-4 — Lavatories: These are ordinary men's and women's restrooms. They are nonfunctional and empty of danger or interesting objects (unless the judge deems otherwise).

Area G-5 — Storage Room: These shelf-lined rooms were used for mundane storage. Each shelf contains dusty boxes containing futuristic office supplies (blank data flimsies, light pens, memo recorder buttons, etc.), laboratory supplies (glassware, lab coats and gloves, protective gear, etc.), or cleaning supplies. There is a 50% chance something useful or interesting is found in each room as determined by the judge or by a roll on loot table in Appendix A.

ENTERING THE RETREAT

There is a single entrance to the Retreat, a 10' wide, 8' tall opening that is protected by a yellow-green repulsion field. This energy screen prevents water from entering the structure when it is submerged, but any defensive properties it may have once possessed are inactive. A living creature pushing against the energy fields feels a slight resistance, but easily passes through it.

The doorway once entered into a vestibule, but the extradimensional breach and the warping effect now causes visitors to arrive in the middle of an interior chamber in Sector One. Anyone present in area 1-1 witnessing another creature enter the Retreat sees them appear to step through the shining light field into the middle of the room.

SECTOR ONE

This area was dedicated to the daily operations of the complex and attending to the personal needs of the Athena Project staff. It is the sector least affected (but by no means unaffected) by the Ultradimensional breach.

Area 1-1 — Entry Area: *The glowing light leads to the center of a filthy room measuring 25' square. The walls are encrusted with rancid mud and rotting organic growth. Pools of water cover the once-bright floor tiling. Two closed doors stand on opposite sides of the room.*

The mud is ordinary sediment that oozed down into the area over the years or tracked in by other creatures. The water is from the Monster Ocean, which leaks in on occasion. The doors are unlocked and integral biosensors open them if a living creature approaches within 3' of them.

Area 1-2 — Food Prep: *Strange, broken steel and glass boxes line some of this room's walls. Tables stand in the center of the floor, their tops covered in bulbous, fleshy matter. Clusters of sickening, spherical growth cling to the ceiling and corners of the room, dangling from umbilical-like stems affixed to the room's slimy walls. Doors stand in the west, south, and east walls.*

Once a kitchen, the room is now a nursery for infant BEMs. There are a dozen young creatures attached to the walls and ceiling, and their spherical bodies pulse slightly with life. Only six are developed enough to respond to threats. If any of the clusters are tampered with, these six detach from their umbilici and attack the interlopers.

Infant Bulbous Extradimensional Menaces (6): Init -1; Atk alien warp beam +0 ranged (1d4; 30' range); AC 10; HD 1d10; hp 6 each; MV 40' flying; Act 1d20; SP none; SV Fort -2, Ref +1, Will +4.

The steel and glass boxes are all nonfunctional ovens, broilers, refrigeration units, etc. and contain only slimy, decaying organic material. This foul matter is poisonous if consumed (DC 10 Fortitude save or 1d3 temporary Stamina loss).

Area 1-3 — Dining Area: *Gloom fills this room, making it difficult to pick out the rows of tables and adjacent chairs that fill it. The tables are bare and the smell of decaying organic matter*

and mildew is heavy in the air. Mold on the walls partially obscures the image of a stylized bird with large round eyes painted upon one of them. An eerie whine sounds to your left.

A prowling cinuhushun is passing through this room when the party enters. It begins whining as soon as it senses the explorers, then drops to all fours and charges them.

Cinuhushun (1): Init +1; Atk talons +2 melee (1d6) or bite +3 melee (1d5); AC 13; HD 3d8; hp 20; MV 30'; Act 1d20 or 2d16; SP makes two talon attacks with 2d16, phase shift; SV Fort +3, Ref +2, Will +1.

The cinuhushun have long, muscular legs covered with pale leprous flesh. Their upper bodies resemble inverted fishhooks, with their spines curling downward to connect with the tops of their eyeless heads. A cinuhushun's mouth opens in four places, expanding like a catcher's mitt filled with serrated pieces of chitin that tears flesh from bone. Instead of eyes, three ashen clusters of sensory organs resembling sea anemones grow from its face. Long, spindly arms serve as manipulators and as secondary legs when a cinuhushun runs. They speak no language, but emit an eerie whine when they hunt or detect the presence of other life forms.

Cinuhushun can temporarily shift out of phase, making them impervious to attack but also unable to attack. They become shadowy and transparent when they shift, and all attacks except fazer weaponry do no harm. Shifting out of phase or returning to normal each requires a full round, during which the cinuhushun can only move.

The cinuhushun attacks the party, rending and biting, until reduced to 5 or less hit points. It then shifts out of phase and attempts to escape.

The tables and chairs are metal and plastic, and have no intrinsic value. The bird painting beneath the harmless mold is the owl logo of the Athena Project.

Area 1-4 — Offices: *Overtaken drab furnishings, along with flimsy walls, are scattered helter-skelter around this space. The floor is covered with a thin layer of sodden debris, trash, and stinking organic matter. Faint light shines from filth-encrusted panels inset into the ceiling.*

This area housed office cubicles staffed by administrative workers at the installation. The debris is destroyed office supplies, data flimsy, and other junk mixed in with mud and water.

Workers employed a cerebral network to accomplish their menial jobs, accessing the network each morning just by entering their workspace. This cerebral network is still functioning — unless the mainframe (area 6-4) is destroyed — but safety protocols are no longer in place.

Any sentient creature entering the office space must make a DC 10 Willpower save or become connected to the cerebral network. This connection results in a jolt to the subject's nervous system, inflicting 1d6 damage and the temporary loss of 1 point of Agility. The subject then makes a Luck

CEREBRAL NETWORK CONNECTION DATA

d5 The Subject Learns

- 1 A partial map of one sector (roll 1d6 to determine which sector is revealed). This map contains the layout of 1d4+2 rooms and connecting passages as chosen by the judge.
- 2 The location of the Retreat's mainframe (area 6-4). Location is indicated from the subject's current location and facing.
- 3 The location of the Retreat's generators (area 4-2) as #2 above.
- 4 The location of the Breach Lab (area 3-5) as #2 above..
- 5 The location of the medical bay (area 5-3) as #2 above.

check. If successful, the cerebral network downloads random data into the affected creature's brain. This data contains a single useful piece of information. Roll on the table above to determine what the subject learns.

The Willpower save must be repeated each time the party enters this area. On a positive note, the Ultradimensional entities that reside in the Retreat are disturbed by the cerebral network and never come here. A party can safely recuperate here without fear of encountering the alien inhabitants of the building.

Area 1-5 — Storage: *Collapsed shelving and rotting boxes fill this room. A skeletal leg wrapped in decayed cloth protrudes from under the pile.*

When the rift occurred and the Ultradimensional infestation began, some workers panicked and barricaded themselves here. Their efforts were unsuccessful.

Clearing away the debris reveals seven skeletal bodies dressed in rotten coveralls. Each coverall has a name stitched at the left breast and a logo depicting a stylized owl perched over the words "ATHENA PROJECT." The bones of some of the bodies are unnaturally twisted, almost as if they were soft plastic rather than calcium.

Attached to the right shoulder of one skeleton is a security com-badge. The installation's security doors will open when anyone bearing this com-badge approaches within 3' of the valve.

Area 1-6 — Employee Lockers: *Many small metal squares, bearing tiny protrusions, line the walls of this room.*

Each of these two rooms contains fifty small lockers like those found in bus stations, bowling alleys, and similar venues. Athena Project employees stored personal objects here. Each locker can withstand 15 points of damage before being smashed open. PCs intent on looting the lockers can make a Luck check each time they open one of the storage spaces. If successful, the locker contains one item from the employee locker contents table:

Each time a locker is loudly bashed open, the party may attract prowling mutations (see above).

EMPLOYEE LOCKER CONTENTS

d10 Locker contains

- 1-5 A change of rotted clothes (50/50 chance of being for male or female.)
- 6 A multitool
- 7 A sonic spanner
- 8 1d4 c-cells
- 9 A household medishot (heals only 1d8 hp, but cures poison and disease. Has no effect on radiation)
- 10 A security com-badge (see Area 1-5 above.)

SECTOR TWO

This sector housed researchers' offices and a central atrium that was a popular relaxation area. The Ultradimensional infection is just beginning to creep into this area.

Area 2-1 — Atrium: *A sickly light shines down on this open area. Its origin appears to be large translucent panels set into the ceiling 30' above the floor. The center of this space contains a grove of trees. The trees' boles are albino white, their branches bare, and the ground around the grove is covered with fallen leaves. A number of tables, chairs, and benches are placed around the grove's verge. Many closed doors line the perimeter of the area, leading elsewhere.*

The trees are dying, their trunks dried from lack of care and exposure to the Ultradimensional energies that flow through the Retreat.

A knot of alien beasts resembling a cross between leech, serpent, and lizard lair in a shallow burrow within the grove. These "leech snakes" are eyeless, possess 2' long bodies propelled by a pair of small legs at their bodies' forefront and pushed by snaky tails from behind, and have sucking orifices for mouths. They are ashen grey in color and make a noise like nails on a chalkboard when excited. They emerge from the grove if the PCs approach the trees or investigate the tables and benches.

Leech Snakes (10): Init +1; Atk bite +3 melee (1d4 each round); AC 13; HD 1d6+1; hp 4 each; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +0.

The leech snakes latch onto their victims and use their saw-toothed tongues to bore down to the target's bone. They siphon off bone marrow each round they are attached and only relinquish their grips if slain or the victim dies. Tearing a leech snake free is a DC 12 Strength check.

If six or more leech snakes are killed, the remainder flee back to their den in the middle of the grove. This den is a 6' diameter burrow located 2' beneath the ground. Inside the den are the remains of former meals and incidental objects dragged back to the lair. These objects include a security com-badge and an energy cloak drained of power.

Area 2-2 — Researcher's Offices: Each of these offices shares the same contents: a work desk and chair, data projectors, holographic art and/or photos, and typical work supplies. Cerebral networks connect the office to the installation's mainframe, but none are currently accessible.

Many of the offices are bare, but some contain objects of interest or hazards to life and limb. These offices are annotated with a corresponding letter on the installation map.

2-2A: A thin rectangle of flimsy plastic lies on the work desk. This is a data storage device that displays information on its surface when activated (CM 1). If properly activated, it shows columns of meaningless mathematical equations, then a short video plays. The video shows a group of white coated men and women working at a computer console overlooking a room containing four pylons. They are obviously excited and one states, "That's the final troubleshoot. Everything is nominal for tomorrow's experiment. Good job people!" The rooms depicted are areas 3-4 and 3-5 in their original state.

2-2B: A trio of leech snakes inhabits this room. They lurk under the desks and surprise the party unless the PC with the best Luck makes a Luck check.

Leech Snakes (3): Init +1; Atk bite +3 melee (1d4 each round); AC 13; HD 1d6+1; hp 4 each; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +3, Will +0.

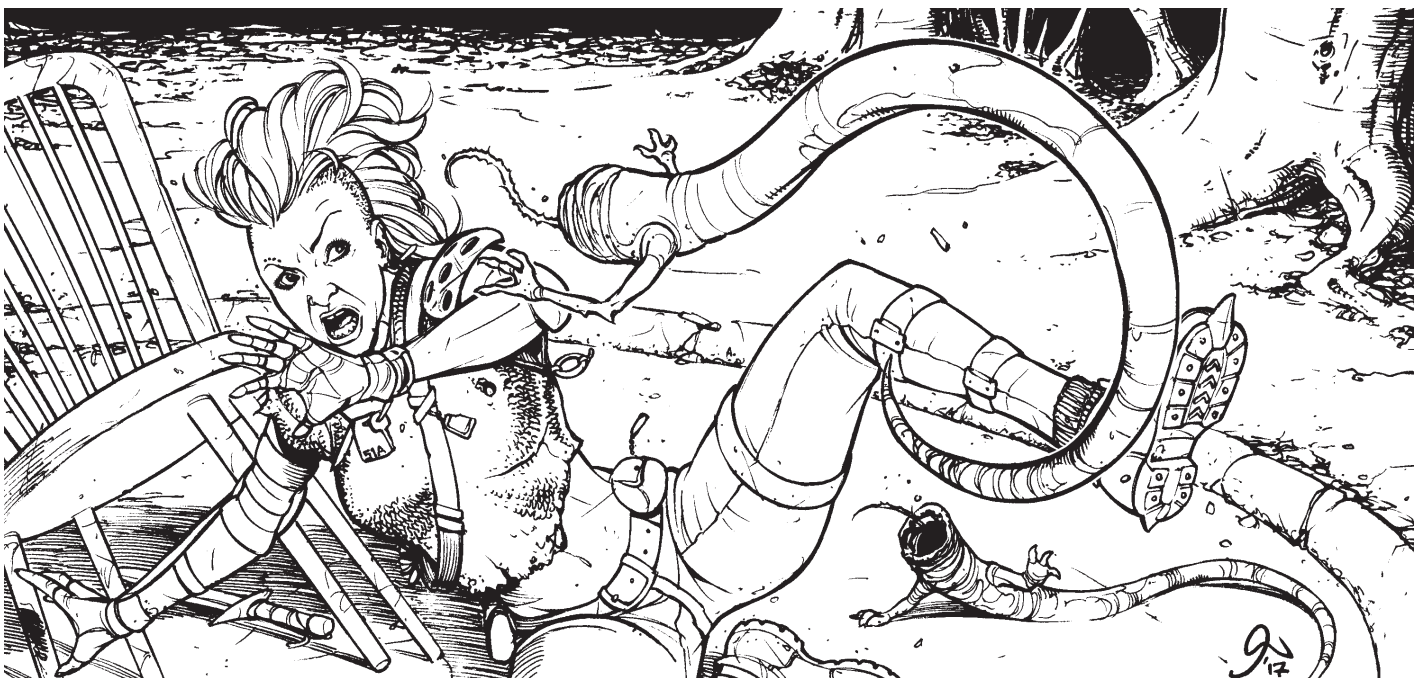
2-2C: A decaying corpse dressed in a white lab coat dangles from a crude noose made from computer cords and suspended from ceiling struts. A note written in blood is pinned to the desiccated corpse's lapel and reads "We meddled in the domain of God. Forgive us."

2-2D: This office is ransacked and the walls are stained with old blood. Dried slime coats the floor, and something that looks like a petrified jellyfish the size of a garbage can lid fills one corner of the room. The petrified thing is a dead Ultradimensional creature. It is affixed solidly to the floor with cement-strong dried slime.

2-2E: One of the data projectors in the office is still functioning. It displays a pre-disaster map of Terra A.D. There are several blinking points of light superimposed over the map, with cryptic annotations in the Ancient Tongue beside each. These lights all identify other Athena Project complexes, installations which are suffering from their own problems thanks to the dimensional breach. Further details on these affected locations will appear in a future MCC adventure by this author.

Area 2-3 — Data Library: *Columns upon columns of clear tubes run floor-to-ceiling in this room. Blue and green gels fill the majority of the tall tubes, but a handful are dirty brown in coloration. A number of cords ending in small disks are attached to the middle of each tube. A dozen padded chairs sit about the area.*

This room housed data tanks—super computers that stored information in a plasma medium—for the installation's re-



searchers. The data vats are accessed by placing the disk end of the cords against the forehead and allowing a cerebral link to occur, allowing for superfast information absorption.

The blue and green gels are still functional and require an Artifact check (CM 2) to deduce its proper function. If used correctly, the user receives near instantaneous influx of random scientific knowledge (typically physics-based, but the judge is free to expand the field to any desired scientific discipline). This influx of knowledge fades from the PC's primitive mind after 24 hours, but until such time the character enjoys a +2 bonus to any Artifact check.

The dirty brown gel is corrupted and any PC establishing a connection with a corrupted data tank must make a DC 10 Fortitude save or become infected with bio-contaminated data. This infection causes the victim's flesh to slowly transform into circuitry, losing its organic qualities. The infection causes 1 point of Stamina and Personality damage each day. The victim can attempt another DC 10 Fortitude save to recover from the infection every 24 hours. If healed via Artifact or mutation, the flesh is restored to normal. If overcome with a successful save, the disease runs its course but the affected flesh remains in its transformed state.

Area 2-4 — Ultradimensional Infection: *The filthy walls, floor, and ceiling begin a strange transformation just ahead of you. The dingy surfaces gradually become taupe in color and appear gnarled with weird whirls, knurls, and protuberances. Drifts of dark material, like sooty snowflakes, hang in the air. As you watch, more of the walls, floor, and ceiling slowly transform as the weird substance seems to advance down the hall.*

Note: This area repeats in several sectors throughout the Retreat. Consult the installation map for details on where the infection has spread.

Fragments of an alien dimension permeate this sector, imposing themselves upon the reality of the Retreat. The substance is nigh indestructible as it absorbs energy (kinetic, heat, cold, radiation, etc.) directed at it, dispersing it along its entire length. If the PCs somehow manage to obtain small hunks of the matter, it loses this property. See Appendix B for more information on this material.

SECTOR THREE

This entire sector has been infected with the alien matter, transforming its walls, ceilings, and floors into the otherworldly substance common to the Ultradimension.

Area 3-1 — Surrogates' Den: *Whatever purpose this room once served is no longer evident. It has been assimilated by the creeping infection of unknown matter seen elsewhere in the complex. The air is heavy with drifting motes of dark flakes. Tiny, grassy tendrils of purple hue that emit soft moans cover the floor. Skittering across the floor are a number of unearthly beasts. Myriad, angled legs propel their flat, segmented bodies toward you and the single multifaceted eye on each creature stares at you with ineffable intent.*

The Ultroids have a strange method of reproduction. When



natural cycles occur, they bud, producing a life form whose only purpose is to spawn a new generation. Five of these surrogates creep and crawl towards intruders, seeking to use them as hosts for their young.

Surrogates (5): Init +1; Atk bite +3 melee (1d6 subdual damage); AC 13; HD 3d6+3; hp 15 each; MV 30'; Act 1d20; SP deposit eggs; SV Fort +3, Ref +2, Will +0.

A surrogate's bite doesn't kill enemies outright, but slowly causes them to fall unconscious. Any creature reduced to zero hit points by the surrogates falls unconscious for 1d6 hours. During that time, the surrogates uses its ovipositor to insert 3d5 eggs into the victim's stomach. The victim awakens with 1 die of hit points restored, feeling full and has little appetite during the next 24 hours. After that time elapses, the eggs hatch, killing the incubating creature and spawning the next generation of Ultroids.

The grassy tendrils are an Ultradimensional form of vegetation that sustains the surrogates until they spawn. The moaning noise is unsettling, but has no physical effect on those hearing it. The grass is poisonous to Terra A.D. life (DC 12 Fortitude save or lose 1d3 hit points each round until a successful save is made or the toxin is neutralized).

Area 3-2 — Infected Chemistry Lab: *The curious gnarled, dark substance seen elsewhere has completely engulfed this room, making it appear like a single diseased organism rather than a constructed space. Tables and chairs — their original purpose in-*

decipherable – stand transformed like lonely islands in an alien sea. One section of the eastern wall appears unusually bulbous and is covered with a thin veneer of viscous matter. A number of cabinets, transformed into unearthly shapes, hang on the south wall. The scent of burning chemicals permeates the room.

The bulbous section of the room is actually an insect hive populated by Ultradimensional wasps. The slime covering the hive is caustic and the origin of the room's stench. Any organic substance touching the slime suffers 1d6 damage on contact and the affected target must make a DC 10 Fortitude save on subsequent rounds to avoid taking additional damage. Damage occurs until the save is successful. Non-sentient organic matter is destroyed by the slime in 1d4 rounds unless the acid is somehow neutralized.

Damaging the hives causes them to rupture and release a cloud of eleven-legged flying vermin resembling a cross between wasps, lobsters, and slugs and measuring 2" in length. The swarm fills a 15' cube.

The vibration and supersonic hum of the alien insects causes all within the swarm to suffer as if attacked by the sonic generation mutation. Affected creatures suffer 2d6 damage each round they are within the swarm. Fire and radiation causes the insects to instantly die, slaying 5' cubic feet of the swarm with each application, and the insects will not stray from the room.

The cabinets on the south wall are jammed shut with alien matter and require a DC 10 Strength check to bash open. A roll of a natural 1 destroys the contents inside. The cabinets contains three medishots, 1 radshot, 2 cureshots, and six vials of highly reactive chemicals. Three of the vials are marked FLAMMABLE and explode if exposed to open air, inflicting 3d6 damage in a 10' diameter. The other three are caustic and cause 1d8 damage for three rounds if the contents come into contact with flesh, Terran or Ultradimensional alike.

Area 3-3 – Information Display: A man-tall pillar of taupe, roughly textured matter rises in the center of this small foyer. A flickering glass panel is set into each of the pillar's sides, strobing intermittently.

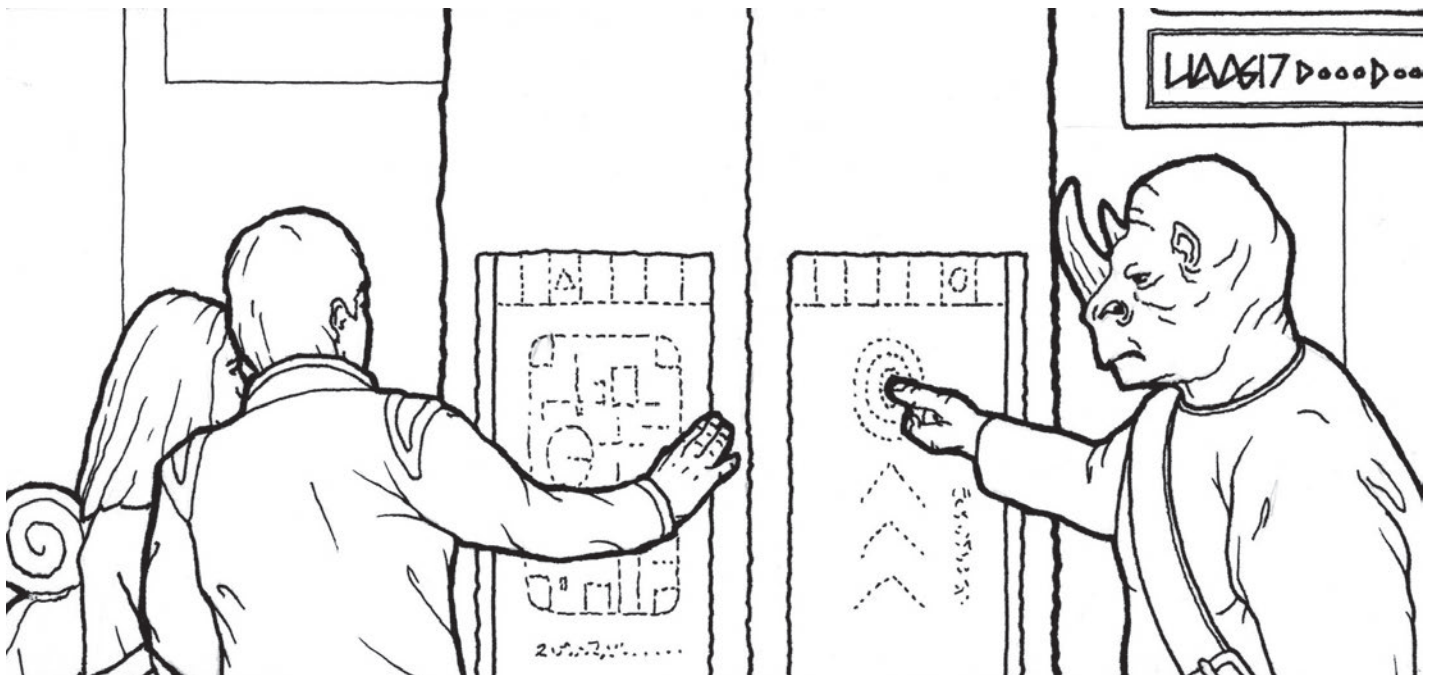
This display once guided visiting staff from other Athena Project installations, acting as a directory, map, and communication relay. It is malfunctioning due to age and the infection of the Ultradimension. If the party is capable of getting the device to work (CM 7 due to damage), a bland voice says, "Hello. Do you require directory access or directions?"

Asking for directory access is met with a request for the staff member's name. This function is useless to the party. Asking for directions results in the voice asking "Where do you wish to go?" A valid response (generator room, mainframe, robot maintenance, etc.) causes a map to appear on the screen with animated footprints leading from the information display to the requested destination. Asking for directions to an unspecific location ("the place causing all this mess," for example) gets the "I'm sorry. I don't have that information" reply.

Using the information display may attract roving mutations as detailed above.

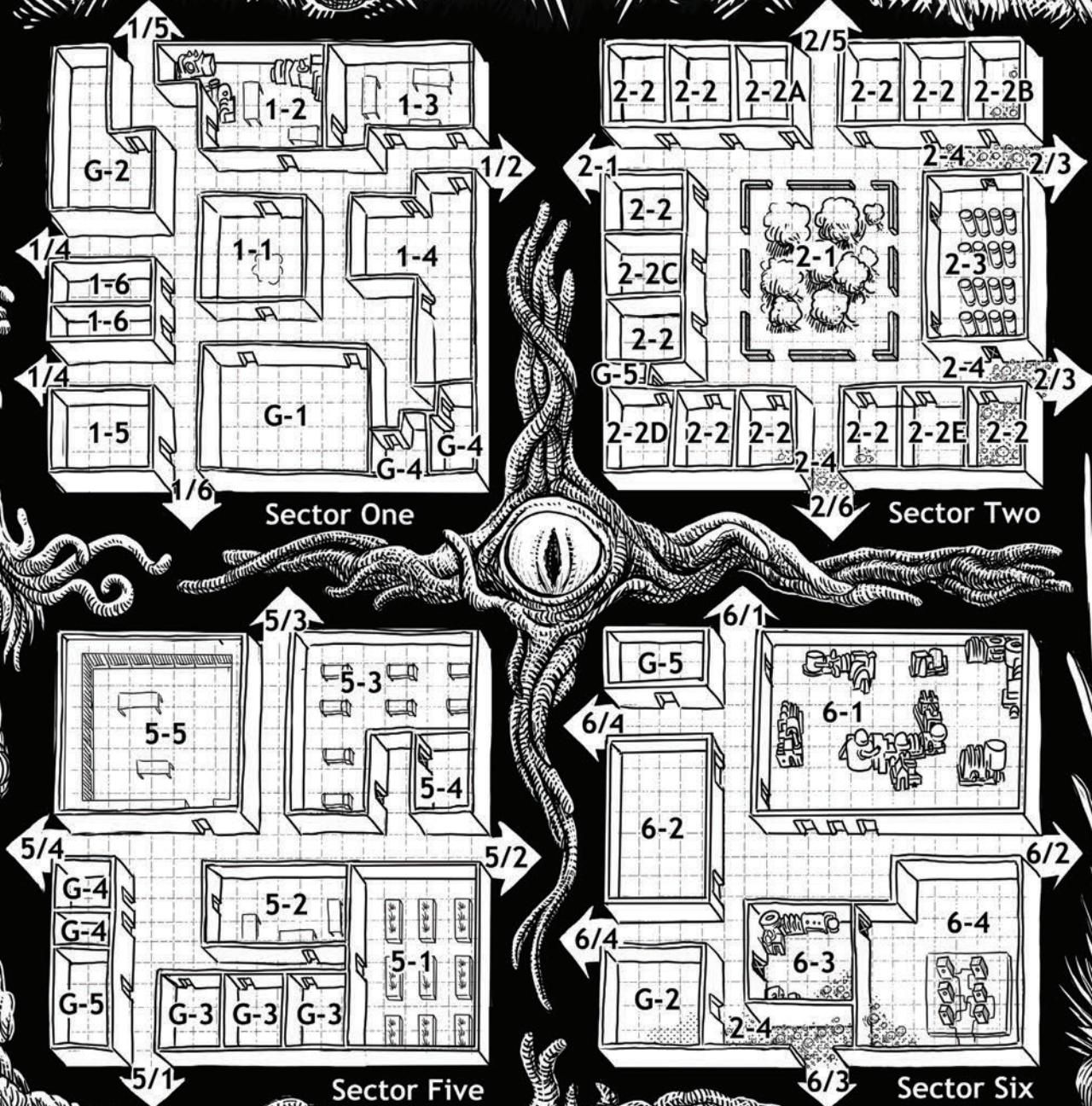
Area 3-4 – Laboratory Control Room: The interior of this room is comprised entirely of the gnarled taupe-color substance you've seen elsewhere. All the contents of the area – inclined panels, operators' chairs, equipment cases, etc. – appear to be one solid mass of that weird matter, making it appear as if a single organic growth rather than a constructed space. A transparent field of octagonal crystal panes faces the room's entrance, a chamber bathed in purple and yellow light faintly visible through the panes' distortion.

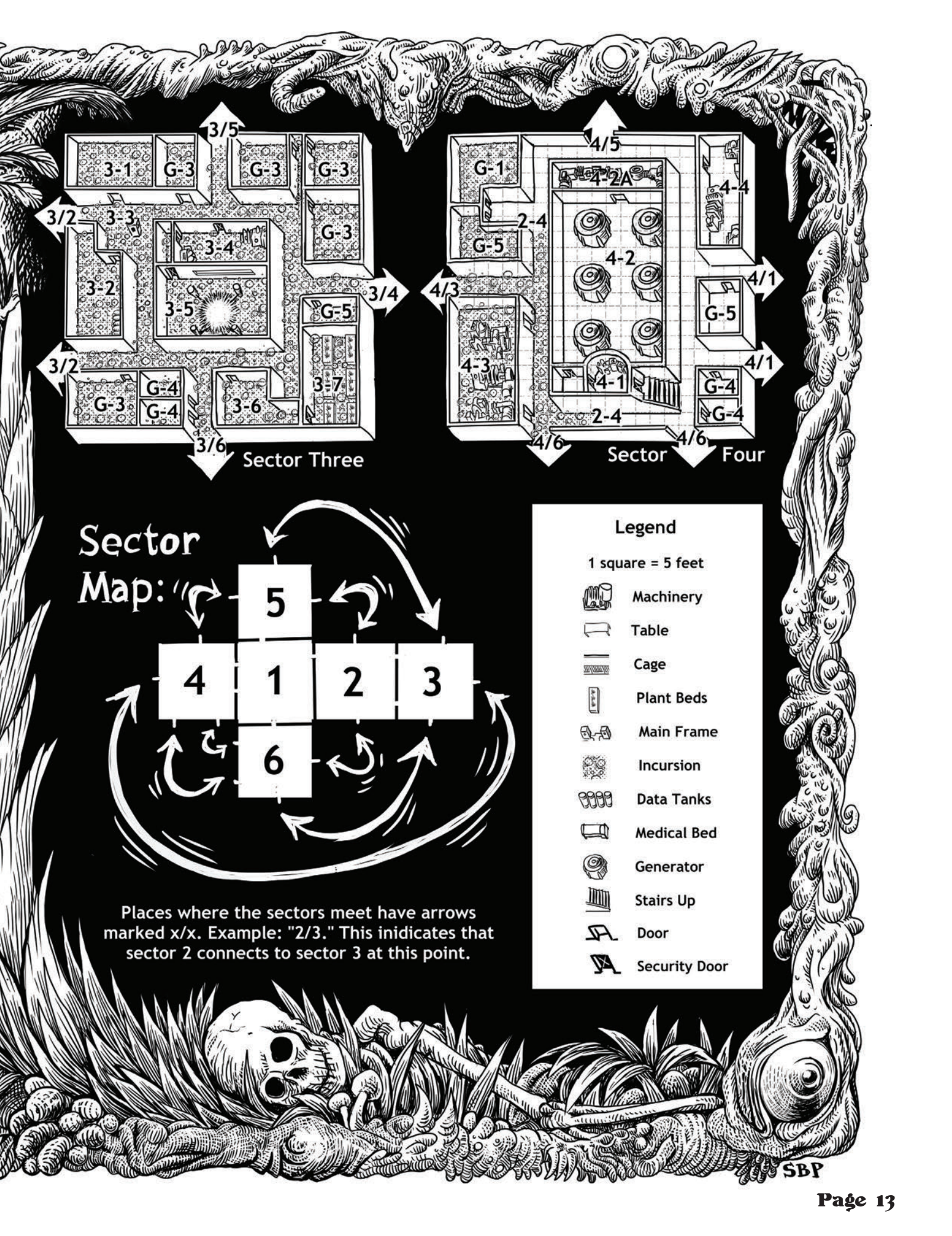
This control room once housed more prosaic control consoles and computer displays, but the Ultradimensional infection changed them into a solid mass of alien matter.



INCURSION OF THE ULTRADIMENSION

THE RETREAT OF DELIRIUM

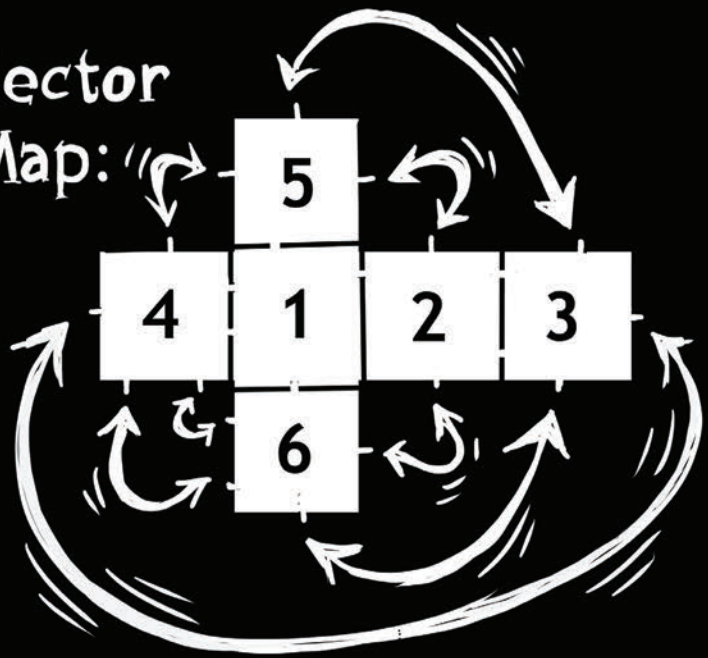




Sector Three

Sector Four

Sector Map:



Places where the sectors meet have arrows marked x/x. Example: "2/3." This indicates that sector 2 connects to sector 3 at this point.

Legend

1 square = 5 feet

- Machinery
- Table
- Cage
- Plant Beds
- Main Frame
- Incursion
- Data Tanks
- Medical Bed
- Generator
- Stairs Up
- Door
- Security Door

SBP

None of the computer consoles or equipment functions anymore. A door to the right of the entrance leads to area 3-5, but it must be forced open (DC 12 Strength check) as it is now a part of the Ultradimensional material.

The octagonal crystal panes form an observation window seeing into area 3-5. The window can be smashed by physical damage (AC 10, 30 hp).

Area 3-5 – Rift-Torn Lab: *Four pylons of fluted, taupe material rise from the floor to form an open-sided box in the center of this area. Dancing, crackling purple-yellow light shimmers in mid-air, anchored to each of the pillars. A dark oval of whirling illumination stands in the center of the space, forming an eye-shaped energy field roughly 8' in diameter.*

This lab housed the experiment that opened the rift to the Ultradimension, a breach that remains open. Although the room's once super-tech has been assimilated by the encroaching alien world, the machinery still functions.

The four pillars maintain the rift's integrity and have been transformed into the near-indestructible Ultradimensional material. Destroying the pylons by physical means is unlikely to succeed and only bringing down the installation generators and the mainframe will close the rift.

Entering the lab agitates the rift as the Ultradimensional powers sense earthly life energy (robots and similar synthetic life do not cause this reaction). Five rounds after the lab is entered, a quintet of long, segmented legs emerge from the dimensional hole and begin snapping at anyone present. The legs have a 20' reach and can even smash through the window in area 3-4 to attack creatures there. The limbs belong to an utterly incomprehensible Ultradimensional Entity dwelling in the spaces between dimensions.

Ultradimensional Entity (1): Init +6; Atk pincers +10 melee (2d12+6; 20' reach); AC 20; HD 30d10; hp 300; MV none; Act 5d20; SP immune to non-powered physical attacks, grab opponent on natural 18-20; SV Fort +20, Ref +10, Will N.A.

The Ultradimensional Entity is never clearly seen. Its five segmented legs, each tipped in a serrated three pronged pincer, emerge from the hole like the gangling limbs of a freakish spider crab. Anyone staring into the rift may glimpse a single pink and baleful eye, a gigantic maw filled with cilia, an open, star-filled wound, or other unsettling single characteristic of the judge's choosing.

Any creature grabbed by the Ultradimensional Entity is dragged towards the open portal, a process that takes two rounds. Inflicting 25 points of damage in a single blow or beating a DC 20 Strength check frees the grappled creature. A creature passing through the portal—either willingly or otherwise—finds themselves trapped in the Ultradimension. This hellish, alien place is left to the judge to detail.

The portal currently is one-way, leading into the Ultradimension but not to Terra A.D. This prevents the Ultroids and other creatures in the Retreat from returning at will. Occasionally, however, the portal's forces undergo temporary fluxations, allowing passage to and from the Ultradimension. Ultroid forces are currently gathering near the portal on the Ultradimensional side, waiting to join their comrades in Terra A.D.

Area 3-6 – Ultroid Clutch: *A quartet of dark grey, multi-legged, eyeless creatures occupy this room. Their crescent-shaped heads, each covered with weird tendril growth, swivel in your direction. They move quickly to intercept you.*

A clutch of Ultroids is charged with protecting the dispensary (area 3-7). They fight to defend the alien invaders' only stable food source with their lives.

Ultroids (5): Init +2; Atk talon rake +varies (see below) melee (1d4+1) or dissipater carbine +varies (see below) ranged (2d6); AC 13; HD 2d8; hp 10 each; MV 30', climb 30'; Act 1d20 (2d16 if raking with talons); SP clutch dependency (attack bonus dependent on number of creatures in pack), adept climbers (never need to make climb checks), mutations (check varies [see below], extra senses, infravision, ultravision); SV Fort +2, Ref +3, Will +3.

Ultroids are the dominant species of the Ultradimension. They are 6' long, nine-legged creatures with narrow, crescent moon-shaped heads that arch back over their wasp-shaped bodies. They are dark grey in coloration. Ultroids have no eyes, instead possessing sensory clusters that re-



SECTOR FOUR

semble sea anemones sprouting from their heads. Twelve 6" long manipulator appendages grow from their torsos, surrounded by their nine legs on three sides. Their many legs allow Ultrroids to scale walls and even walk across ceilings without needing to make climb checks. Despite their bestial appearance, Ultrroids are highly intelligent and capable of utilizing the Ultradimensional technology they brought through the rift.

Ultrroids live in clutches ranging from three to five members. In these social units, Ultrroids possess a gestalt mind, with each member contributing sensory information, deductive reasoning, memory, and creativity. This shared cognition means Ultrroids are most competent when all the clutch is whole. An Ultrroid gains a +1 bonus to its attack and mutation checks per clutch member present (e.g., a clutch of four Ultrroids is +4 to hit and when making mutation checks). Each time a clutch member is incapacitated or slain, the remaining Ultrroids' bonus is reduced by -1.

Ultrroids prefer to use Ultradimensional tech in battle, but can rake with their leg talons. They roll 2d16 to make two talon attacks against a single opponent. Each Ultrroid here has a dissipater carbine and one owns a dexterity stimulator (see Appendix B).

Area 3-7 — Dispensary: *Large patches of earth litter the floor of this infected room, nearly obscuring the gray-black, gnarled floor. The earth possesses a dark lavender color and alien corpses are partially visible half-buried in the loam. Strange growths, intricate matrices resembling a hybrid of crystal and climbing vine, emerge from the earth to produce spindly structures the height of a man. The air is dense with drifting motes, but here they are pinkish-purple in color rather than the usual dark grey.*

Temporarily cut off from their home dimension, the Ultrroids have created a garden of native foodstuffs here by collecting alien earth from Sector Five and enriching it with their dead. The weird animal/vegetable/mineral matrices that grow here dispense protein flakes that the Ultrroids consume. The pink-purple flakes are these alien foodstuffs.

The flakes are harmless to Terra A.D. creatures if inhaled, but consuming the alien growth directly is another matter. The alien matter is poisonous to pure strain humans (DC 12 Fortitude save or lose 1d3 hit points each round until a successful save is made or the toxin is neutralized), but has a strange effect on mutants.

Mutants who consume the protein discover that they involuntarily glowburn the next time they use one of their mutations. The judge rolls 1d4 and the mutant glowburns that number of points from either Strength, Agility, or Stamina (determined randomly).

There are a dozen dead Ultrroid bodies decaying in the soil. All show signs of death by violence. They possess no items, but a careful search of the beds uncovers a sensor pad that was inadvertently dumped here with the collected soil.

This area houses the Retreat's physical plant. Many of the various systems needed to keep the installation running are located here. Most important of them is the building's generators. Neutralizing these is necessary to shut down the breach in Sector Three. This sector is only partially infected by the Ultradimension.

Area 4-1 — Generator Control Room: *Consoles adorned with floating disks of light hovering 1" above their surfaces are placed about this room. A hemispherical window covers most of one wall, overlooking a large chamber filled with an emerald glow and large standing domes.*

The Retreat's generators were controlled from this station, operated by control consoles with holographic interface keys. Touching the approximately ½" diameter light disks allowed the user to input command like a computer keyboard.

Shutting down the power supply or destroying the generators is key to closing the Ultradimensional breach and ending the invasion threat. Shutting down the generators in area 4-2 can be accomplished here.

Operating the generator controls requires an artifact check (CM 7). Operating the consoles successfully shuts down two generators per check, and requires one minute's work. Safety protocols prevent the generators from overloading, so they cannot be sabotaged via the console panels, but a failed artifact check may cause injury to the operator or bystanders as normal.

Each time a PC attempts an artifact check, roll for prowling mutations as described above. If the check is failed, 1d4+1 Ultrroids arrive one minute later to investigate why the power is acting erratically. One of the group has a security com-badge, allowing them entrance into the control room.

If the three successful artifact checks are made, the generators go down. See area 4-2 and "Closing the Portal" below for more information.

Area 4-2 — Generators: *This huge room is filled with transparent hemispherical domes. Inside each of the six 10' high domes is a crystalline matrix that seems to grow from a thin orange liquid filling the hemisphere's base. A misty green vapor also fills the domes, partially obscuring the crystals within.*

These super tech generators supply the installation with all its power, unintentionally keeping the rift in area 3-5 open. If the party was unable to shut down the generators in the control room, less delicate measures will stop them from functioning. Each is AC 15 and has 50 hp; reducing a generator to zero hit points destroys it, shutting it down permanently. However, the creature making the final strike to destroy the generator must make a Luck check. If failed, a blast of radiation is produced by the power supply, forcing all within the room to make a DC 10 Fortitude save or suffer 3d6 damage. A mutant who fails this save with a natural 1 also acquires a new defect mutation.

If the generators are shut down or destroyed, the installation's back up power supply kicks in, illuminating the building with a dim amber glow. The quantum projectors maintaining the portal in area 3-5 lose full power and safety back-ups activate. If the mainframe in area 6-4 has been shut down as well at this point, the breach closes. See "Closing the Breach" below for further details on the consequences of this action.

4-2a — Conduit Room: *A spider's web of crystal wire encased in transparent, flexible material is located in this long, narrow room. More than a hundred of these 6" diameter conduits link complex-looking devices mounted to the floor and walls. Stylized lightning bolts are painted on nearly every bare surface in the room.*

The conduits and junction boxes in this room distribute the power generated next door. If the generators are still functioning, most everything in this room bears an electrical current. Just touching a conduit or junction box requires the inquisitive PC to make a Luck check. If failed, he's touched a live current and takes 2d6 damage (DC 10 Fortitude save for half). Striking a conduit or junction box with a weapon capable of conducting electricity automatically inflicts damage as above.

Conceivably, if enough damage is caused here (100 hp worth), the party prevents the current produced by the generators from being distributed throughout the complex (equivalent to shutting down the generators), but they may suffer fatal injuries before they reach that threshold.

4-3 — Waste Reclamation: *A dark, knurled, unearthly substance comprises the entirety of this room. Strange organic-appearing machinery formed entirely of the weird matter fills this large space, leaving narrow aisles between them. The stink of waste is thick in the air. Underneath that stink is another, sharper, less-identifiable smell.*

The machines in this room once processed all the organic waste produced by the Retreat. The entire room and its machinery is now infected by the Ultradimensional material and no longer functions. Pools of viscous waste from cracked pipes lie scattered about the room, creating the stink in the air.

A pack of cinuhushun make their lair here. They stealthily try to encircle intruders, using the hulking machinery for cover, before attacking.

Cinuhushun (3): Init +1; Atk talons +2 melee (1d6) or bite +3 melee (1d5); AC 13; HD 3d8; hp 20 each; MV 30'; Act 1d20 or 2d16; SP makes two talon attacks with 2d16, phase shift; SV Fort +3, Ref +2, Will +1.

Cinuhushun can temporarily shift out of phase, making them impervious to attack. They become shadowy and transparent when they shift, and all attacks except fazer weaponry do no harm. Shifting out of phase or returning to normal each requires a full round, during which the cinuhushun can only move.

A small cabinet near the room's uppermost door is barely discernible under the alien growth. Inside are a trio of illum-rods (flashlight devices that produce a 40' long beam of light and operate for 24 consecutive hours on a single C-cell) and an emergency cureshot.

4-4 — Workshop: *Many large tables crowded with inef-fable machines occupy this room. The smell of oil, grease, and ozone mixed with dust hangs in the air. Large storage bins stand against the far wall.*

A machinery workshop, this is where repairs to less-specialized machines and devices occurred. Most of the machinery on the worktables is mounted in place and run the gamut from simple drill presses to industrial lathes to laser cutters and diamond-bladed saws.

PCs attempting to discern the use of these machines may make an artifact check (CM 8). Due to the dangerous nature of these tools, an artifact check failing with a result of 2-8 causes 3d6 damage to the creature monkeying with it. A result of a natural 1 causes 6d6 and has a 25% chance of lopping off a random extremity.

All the room's machinery rely on the Retreat's power; if the generators are shut down, attempts to operate the workshop machines automatically fail with no ill results.

Aside from the fixed machinery, the worktables hold a fusion torch, a security com-badge, two grav clamps, two multitools, and a sonic spanner. A closed box contains a dozen C-cells and four F-cells.

The storage bins hold two dozen replacement parts for various machines and artifacts. They have no intrinsic value, but the PCs may try to use them to barter for other goods and services at the judge's discretion.

SECTOR FIVE

This area was dedicated to the organic sciences such as biology and botany. It also houses the Retreat's emergency medical bay.

Area 5-1 — Greenhouse: *Rows upon rows of plant beds fill this room. Most of the plant life has been uprooted and lies discarded in haphazard manner. The plant beds spill onto the floor, looking as if someone — or something — has disturbed the beds.*

Various species of plants were nurtured here for the botany lab next door. Most of the plants died of neglect, and the plant beds were excavated by the Ultroids to create their dispensary (area 3-7). The gipees (see area 5-5) carried off most of what they left behind.

A few hardy species of cacti survive in the beds, looking pale and bearing blue blotches across their spiny flesh. There are a total of 20 cacti, each less than 1' tall. The flesh of the cacti is highly nutritious and a single cacti provides a human-sized creature with enough food and water for a single day. Additionally, eating one of the cacti restores 1 point of temporary ability loss instantaneously. The flesh of the cacti retains these properties for up to two weeks after harvesting.

Area 5-2 — Message from the Past: *This room is in disarray. Smashed machinery litters the ground along with flimsy glossy sheets. Dead plant life rests in round planters atop work tables and the walls are scarred and gouged. The corpse of a pure strain human lies among the debris, clad in a filthy white coat. To one side of the room is a green-tinged figure that looks at you with eyes filled with horror. It speaks pleadingly in the Ancient Tongue.*

The green figure is a holographic recording made by the one of the installation's scientists prior to his demise. He sought refuge in this former botany lab before the Ultroids discovered his hiding place. The corpse is that of the same scientist, but due to decay the resemblance isn't immediately apparent. The holographic recording plays on a permanent loop. If the characters understand the Ancient Tongue (judge's decision) or have the ability to translate the recorded speech, the recording is as follows:

"An abnormality occurred in Experiment 11-25-XD today and the result is catastrophic. Somehow, the firing of the quantum stream projectors has produced some type of singularity, a hole between...I don't know. Worlds? Realities?"

"Whatever we breached, it is inhabited by life forms that we cannot comprehend. Their actions indicate they are unamicable to ourselves. Several staff members are dead. Collins, D'Andrea, Flores, and Cho all died moments after the breach opened. They were...eaten. And now there are things loose in the installation.

"The quantum stream projectors are still functioning according to my sensory data and the shutdown fail-safes aren't responding. We have no direct way of terminating the projectors and sealing the breach. To make matters worse, there is sensory evidence of secondary rifts opening throughout the installation. Our only hope is to shut down the building's generators and wipe the installation mainframe. Doing so should seal the breach and prevent it from reoccurring.

"If you are witnessing this recording, I was unable to bring down the projectors. I implore you to do what I failed to do. You can find the generators in Sector...Wait? What was that?"

"No! Get away...Ahhh!!!"

The recording ends with a dark grey, multi-limbed creature leaping on the scientist and knocking him out of the recording's frame. The message goes blank, after which it repeats every five seconds.

Most of the artifacts and technology in the room are smashed beyond repair, apparently destroyed in a fierce struggle, if the old bloodstains are any indication. The former botany specimens are all wilted, dried out, and long-dead from neglect.

The corpse is dried and remarkably well-preserved by the building's still-functioning climate control systems. The body is that of a human male of indeterminate ancestry. The body is covered with old, horrific wounds, and the lab coat is in shreds. A com-badge and sensor pad are in the coat's pockets.

Area 5-3 — Emergency Medical Bay: *Long couch-like beds are positioned about this room, some showing signs of purposely-inflicted damage. Broken machinery, shattered glass, and flickering lighting panels further convey the impression that something ran amuck here.*

The Ultroids ransacked this area looking for useful chemicals and other devices during their initial occupation of the Retreat. Later, the gipees from next door looted whatever they could find. There are ten couch beds here, but only two are still functioning. These couches are a variant of the rejuv-chamber (heals and restores physical bodies as normal, but does not slow the passage of time). One works as normal, but the other has been affected by the Ultradimensional energies at work in the retreat.

Any Terran A.D. creature attempting to use the affected couch (Artifact check as rejuv-chamber) exposes themselves to the altered transmat energies. This causes them to contract a virulent alien cancer that spreads swiftly through the body. A DC 15 Fortitude save must be made immediately or 1d4+1 Stamina points are lost (1 Stamina is lost on a successful save). The save must be repeated every 24 hours until the victim is dead or the cancer is cured.

Area 5-4 — Medical Office: *An overturned desk and chairs lie sprawled across the floor, half-buried under a drift of flimsy plastic sheets. Holographic images depicting smiling pure strain humans engaging in athletics decorate the wall. A painting of a stylized bird with large round eyes also adorns one wall, surveying the wreckage in silence.*

This was the administrative office for the medical bay. It has been ransacked and contains nothing of use. The flimsy plastic sheets are data flimsies, and the holographic art is affixed firmly to the walls.

A cerebral network is still active in this area. Any sentient creature entering the room may unwittingly access the network. See area 1-4 for details on the effects of the cerebral network on the PCs.

Area 5-5 — Gipee Lair: *The walls of this room are lined with small cubbies that were once sealed with cage doors. Those doors are now ajar, looking as if they were wrenched open violently. Tables and counters spaced about the area contain a variety of metal and plastic gewgaws and unidentifiable objects. There are several big mounds of shredded cloth, plastic, and foam covering the floor. A number of large, furry bipedal creatures are present and are busily shoveling leafy vegetation into their mouths.*

This room was formerly a biology lab, and the cages along the walls housed laboratory animals. Most are long dead, but the laboratory guinea pigs somehow survived and were forever altered by the weird Ultradimensional energies that flowed through the lab when the breach opened. These "gipees" continue to use this room as a lair.

Gipees (6): Init +1; Atk shock club +2 melee (1d6+2) or spear +1 ranged (1d8); AC 13; HD 3d6; hp 14 each; MV 30'; Act 1d20; SP mutations (check +3, holographic fur [as holographic skin], sonic generation); SV Fort +2, Ref +2, Will +3.

Gipees stand 7' tall and are now bipedal. They otherwise resemble their original animal stock. Gipees are drawn to objects made from metal and plastic, collecting them for their visual pleasure more so than the item's usefulness. They nevertheless can work technology and supplement their simple weapons with more advanced tech. Half of the gipees own shock clubs, non-lethal electrical stun batons that they discovered in the Retreat; the rest use spears.

These creatures are not immediately hostile, but do engage in threat displays if intruders enter their home. If communication is established, they can be treated with. The gipees do not remember their past; as far as they know, they've always been as they are and lived in the lab. Having no understanding of time, they cannot guess how long they've been in the Retreat other than "many meals gone by."

They know of the Ultroids in Sector Three and have encountered the cinuhushun in Sector Four, warring with both, but so far the Ultradimensional creatures haven't taken steps to eradicate the furry mutants. If treated well (and especially if bribed with plastic and metal artifacts or objects), they can be recruited as allies.

The gipees' lunch is plant life scavenged from areas 2-1 and 5-1. Most of the metal and plastic objects are worthless trinkets discovered by the gipees in their explorations, but useful artifacts may be present. Any PC searching the mass of trash can make a Luck check. If successful, he discovers a useful device as determined by a 1d8+4 roll on the Table 2-2 in Appendix A.

The mounds of shredded cloth and plastic are the gipees' sleeping beds and contain nothing of interest.

SECTOR SIX

The final sector housed the more advanced technological utilities necessary for the Retreat's daily operations. Although the Athena Project didn't require much robotic assistance, a small number of them were maintained here along with the installation's central computer—now infected by Ultradimensional energies.

Area 6-1 — Robot Maintenance: *A cavernous room stands beyond the doors, smelling of grease, oil, and hydraulic fluid. Large, many-armed machines extend from the walls and hang from overhead. Dangling tubes and hoses hang limply over the floor. There is movement deep in the room, but its source is obscured by the weird machines and gloom.*

This room was used to maintain and repair the installation's robotic population. The movement is from a pair of household-bots, now long overdue for maintenance. Their humanoid torsos are covered with small, tendril-covered moss-green growths. Tiny, feathery antennae protrude from the lumps, scenting the air.

These are Ultradimensional parasites. Lack of upkeep and the infestation of the alien lifeforms prevents the household-bots from recognizing human users and responding to orders.



The robots roll randomly about the room and are themselves not a danger (unless they inadvertently run over someone). The alien parasites, however, attack any lifeform coming within 20' of their host robots.

Alien Parasites (12): Init +1; Atk static lightning +1 ranged (1d5; 20' range); AC 10; HD 1d6; hp 4 each; MV 5' (or 30' on their robot host); Act 1d20; SP immune to electrical attacks; SV Fort -2, Ref +0, Will +0.

Household-bots (2): Init +0; Atk none AC 14; HD 7d6; hp 30 each; MV 30'; Act none; SP immune to mind control, accidental roll-over (2d12 damage); SV Fort +2, Ref +1, Will +0; AI recog 12.

The robots roll erratically around during their initiative turn. A prone creation has a 2 in 6 chance of being accidentally run over by the bot, suffering 2d12 damage.

The machinery in this room is identical to that found in area 4-4 and poses the same potential threat to the PCs. A thorough search of the room does uncover a multitool and a fusion torch.

Area 6-2 — Robot Storage: *Silent sentinels stand in ranks inside this room, metallic beings of vaguely humanoid shape. Strange tubes and hoses are connected to each and linked to dead machines placed about the room. Many of these unmoving beings show signs of damage: wrenched open panels spill wires and chips across the floor, while others are missing limbs and heads.*

This room contains twelve household-bots, inactive and unpowered. Most have been destroyed by the Ultroids or by the gipees. Two remain functional, but their batteries are drained. The recharging mechanisms and power cables are also damaged, making the occupants of this room little more than curious junk.

A careful search of space reveals a functional Q-Pack in a dusty corner of the room.

Area 6-3 — Comp-Ops Room: *Dark inclined panels and slender cylindrical towers line the walls of this room. Chairs face several of the panels, but are evidently long disused. The right-hand wall of the room is unlike the others, being a dark grey in color and covered with bumps, whirls, and knots – all utterly alien to behold. A door stands in the wall opposite you, a single red light burning above it.*

This room was the building's main computer operations room, but the consoles have been powered down, rendered inert by the AI in the mainframe to prevent meddling. Aside from the door leading to area 6-4, this room has no power.

The door to area 6-4 is a security door and the red light indicates anti-intruder systems are in place. Anyone approaching the door without a security com-badge or a rover who fails a DC 12 Agility check, triggers the defenses. Arcs of electricity shoot from the door, causing 2d6 damage to the PC approaching the valve as well as anyone else within 5' of him. A DC 10 Reflex save halves the damage to the triggering PC, and negates all damage to those standing nearby.

The AI can also trigger this defense at will once per round. It doesn't do this unless the PCs directly attack it in area 6-4 and some of the party is present in this room. When activated by the AI, the defense systems can target any creature in the comp-ops room.

This defense system runs on a separate power source and shutting down the generators in Sector Four doesn't negate the system.

Area 6-4 — Installation Mainframe: *Black, featureless columns partly immersed in a pool of blue gel occupy this room. The sunken reservoir measures 20' square and contains six of the 8' tall pillars. Beams of light occasionally flash between the columns, conveyed through the blue gel via unknown means. Weird nodules grow on the columns like barnacles. The nodules are disturbing to look at, their alien texture making your stomachs churn with nausea. Tendrils of similar unnerving growths lead from the nodules to the room's right-hand wall, which has been utterly transformed by the weird alien growth seen elsewhere.*

Even the installation's computer wasn't protected from Ultradimensional infection. Certain otherworldly life forms rode through the building's cerebral network to reach the central computer, then manifested in both electronic and physical form, attaching itself to the mainframe like a parasite to a host. And this alien parasite is determined to protect that which gives it life.

Entering the room trips the mainframe's interface projectors and a holographic image appears over the gel pool moments after the PCs enter. The image is a hardlight hologram depicting a pleasant-seeming grandmotherly pure strain human of African heritage. The hologram inquires how it might assist the PCs. No AI recognition check is required, as the mainframe's interface is thoroughly infected and intent on destroying the intruders.

Any mentioning of the open portal or the Ultradimensional infection causes the AI to respond sadly, "Yes, I'm afraid my parameters have been compromised by unforeseen consequences of the Athena Project. My efforts to clear this contamination have failed. Staff is not responding and even my custodial robots are non-functional. Perhaps you can assist?"

This is a ruse. If the PCs agree, the AI—who calls itself "Khadija"—instructs the party to remove the nodules growing on the columns, suggesting this will allow it to restore itself to proper functioning. As soon as the PCs enter the 4' deep gel reservoir—an Ancient supertech fluid that acts as both coolant and conduit—the AI strikes, her grandmotherly image pixelating, then reforming to show clear signs of Ultradimensional infection. She appears like a rotted corpse with knurled, taupe flesh and vestigial legs protruding for her torso.

Khadija begins the attack by sending an electrical charge through the gel that both damages those immersed in it and causes the nodules to crack open, revealing six Ultradimensional raptor-mantises, who begin attacking the following round.

Khadija, Infected AI (1): Init +1; Atk none; AC 14; HD 10d6; hp 10 points per tower (60 total); MV 30'; Act 1d20/1d16;



SP immune to mind control, electrify gel, control comp-ops defense system mutations (check +5, radiation generation); SV Fort +5, Ref -4, Will +10.

The Khadija AI's primary attack is to send a powerful electrical charge through the reservoir gel which inflicts 2d4+2 damage (DC 12 Fortitude save for half damage) to any creature touching or immersed in the substance. This requires an action by the AI.

It can also unleash a blast of Ultradimension-charged power that manifests like the radiation generation mutation. Khadija cannot gain a mutation from rolling a natural 1 on the mutation check. Likewise, a result of "Failure, mutation may not be used again that day" doesn't prevent the AI from blasting enemies again, but does impart a cumulative -1d penalty on subsequent mutation checks each time this result occurs. It can target any creature in the room.

Ultradimensional Raptor-Mantises (6): Init +1; Atk mandibles +2 melee (1d5); AC 12; HD 1d8; hp 5 each; MV 20', 40' flying; Act 1d20; SP immune to electrical and radiation attacks; SV Fort +2, Ref +3, Will +1.

Raptor-mantises resemble a hybrid of earthly mantis and Ultroid, possessing wasp-like bodies with serrated mandibles. Six pure white translucent wings keep them aloft. They dive-bomb their victims, stripping away flesh with their jaws, before taking flight once more.

Destroying all six of the mainframe towers (10 hp each) shuts down the mainframe and erases Khadija permanently. This may close the interdimensional portal (see below).

CLOSING THE PORTAL

Shutting down the portal is key to ending the threat the Retreat poses to the region. Only by doing so can Terra A.D. be assured the Ultroid threat is ended before the alien intruders can launch an organized invasion. To do this, the PCs must destroy or shut down the generators in area 4-2 and likewise disable the installation mainframe in area 6-4.

Without full power from the generators, the quantum projectors maintaining the breach go into standby mode, refreshing the necessary operating data from the installation's mainframe every minute. If the mainframe is disabled, the quantum projectors will not be able to reboot properly when power is interrupted and immediately shut down. Destroying the mainframe or the generators alone will not close the portal.

If both actions are completed, however, an unintended side effect occurs. A power surge occurs in various complex machinery buried beneath the Retreat, causing catastrophic failure in its super-science technology. This failure sends shockwaves through the surrounding mud and bedrock, triggering a subsidence of the earth underneath the Retreat and the building begins to swiftly sink beneath the waters of the Monster Ocean once again.

Read the following after the PCs destroy or deactivate the generators/mainframe and close the breach:

Suddenly, loud noises rock the area. Shrieking screams and flashing amber lights begin without warning. The ground beneath you shudders violently, threatening to throw you to the floor. Cracks appear in the floor and walls, and loose debris falls to the ground. A calm feminine voice speaks from unseen sources, announcing something of grave import in the Ancient Tongue.

If the PCs speak the Ancient Tongue, they decipher the message as:

"Attention! Please evacuate the building. Proceed directly to the nearest exit. This is not a drill."

The party feels the building begin to sink and, far off, the sound of water rushing into the complex from hither-to-unreachable lower levels. If the PCs can reach area 1-1 in 10 rounds or less, they escape with ease. Exits taking longer run the risk of additional danger.

Even with the portal closed, the strange Ultradimensional energies persist in the Retreat. The building's warped directions and special orientations remains unchanged as it slowly sinks back under the waves.

Escape routes requiring 11 to 20 rounds require each PC to make a Luck check every other round. A PC who fails their check must make a DC 10 Reflex save or suffer 1d3 damage from falling debris, tripping and landing hard, or other hazards.

The building fills with water on round 21. Any PC who isn't in area 1-1 by then is lost, drowned in the Retreat as it slips beneath the waters permanently.

ENDING THE ADVENTURE

Assuming the PCs successfully close the breach and send the Retreat sinking beneath the waters of the Monster Ocean, they are welcomed as heroes back at Glazhaus and rewarded as promised by the Exalted Crone. The villagers pause in their efforts to rebuild their homes and throw an honor feast in the party's name. If the PCs are just traveling through the area, the grateful citizens of Glazhaus supply them each with four days of potable water and food before they depart, off to whatever adventures await them elsewhere on Terra A.D.

If the party fails to close the breach and flee the Retreat for longer than a few days, more invaders from the Ultradimension begin arriving. Soon, regular forays of alien forces spread out from the Retreat. These otherworldly creatures begin a campaign of enslavement and conquest, carrying off captives to the Retreat for experimentation or sending them to the Ultradimension to serve as slave labor (or possibly food). Newer, stranger forms of Ultradimensional creatures enter this world (their appearance and abilities determined by the judge) and the invasion gains strength, easily pushing aside the feeble resistance offered by the average inhabitant of Terra A.D. Only heroics—and possibly even martyrdom—by formidable adventurers can stem the tide and push the invaders back. Can they succeed? The future is yet unwritten in the world of Terra A.D. and the

APPENDIX A: THE RETREAT OF DELIRIUM

post-apocalyptic land of Mutant Crawl Classics!

The former Athena Project complex is a large structure and has many rooms dedicated to a variety of purposes. Space limitations prevent in-depth descriptions of all the complex's rooms, which might be disappointing to some judges, but inspirational to others. What better way to make the adventure your own by fleshing out the unknown corners of the building?

Not all judges may have the time or desire to customize the adventure, so the following tables can be employed to quickly determine what might lurk in one of the building's many labs, storage rooms, dormitories, or similar undeveloped rooms when the party enters. Table 2-1 is also used to determine what creatures are attracted to the party's explorations of the Retreat when a roaming mutant encounter occurs.

Once the occupants are determined, roll to see what useful items may be found inside. Roll 1d12 if the room was occupied and 1d7 if the room was empty.

Bulbous Extradimensional Menaces (1d4): Init +2; Atk alien warp beam +2 ranged (1d6+1; 30' range); AC 13; HD

2d10; hp 11 each; MV 40' flying; Act 1d20; SV Fort -1, Ref +3, Will +4.

Cinuhushun (1d3): Init +1; Atk talons +2 melee (1d6) or bite +3 melee (1d5); AC 13; HD 3d8; hp 20; MV 30'; Act 1d20 or 2d16; SP makes two talon attacks with 2d16, phase shift; SV Fort +3, Ref +2, Will +1.

Gipees (1d4): Init +1; Atk shock club +2 melee (1d6+2) or spear +1 ranged (1d8); AC 13; HD 3d6; hp 14 each; MV 30'; Act 1d20; SP mutations (check +3, holographic fur [as holographic skin], sonic generation); SV Fort +2, Ref +2, Will +3.

Leech Snakes (2d4): Init +1; Atk bite +3 melee (1d4 each round); AC 13; HD 1d6+1; hp 4 each; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +0.

Ultradimensional Raptor-Mantises (1d6): Init +1; Atk mandibles +2 melee (1d5); AC 12; HD 1d8; hp 5 each; MV 20', 40' flying; Act 1d20; SP immune to electrical and radiation attacks; SV Fort +2, Ref +3, Will +1.

Ultroids (5): Init +2; Atk talon rake +varies (see below) melee (1d4+1) or dissipater carbine +varies (see below) ranged (2d6); AC 13; HD 2d8; hp 10 each; MV 30', climb 30'; Act 1d20 (2d16 if raking with talons); SP clutch dependency (attack bonus dependent on number of creatures in pack),

RANDOM ROOM OCCUPANT & ROAMING MUTANTS

d100 Room	d12 for Random Encounter	Room Contains or Mutant Encounter
01-40	—	Nothing. Room is empty of occupants.
41-50	1-2	1d4+1 Ultroids (see area 3-6)
51-60	3-4	1d3 Cinuhushun (see area 1-3)
61-70	5-6	2d4 Leech Snakes (see area 2-1)
71-80	7	1d4 Bulbous Extradimensional Menaces (see "Surviving the Death Wave")
81-90	8-9	1d6 Ultradimensional Raptor-Mantises (see area 6-4)
91-95	10-11	1d4 Gipees (see area 5-5)
96-00	12	Judges' Choice of Mutant from MCC RPG Rulebook

RANDOM ROOM LOOT ITEMS

d12 or d7	Room Contains
1-4	Nothing. Room is empty of items capable of being looted, but may possess other interesting features at the judge's discretion.
5	Security com-badge
6	1d4 c-cells or 1 solar cell (50/50 chance)
7	Neuroshot or Stimshot (50/50 chance)
8	Energy Cloak
9	Sensor Pad
10	Grav Pad
11	Cybernetic Implant (Random Type)
12	1d3 Stimulators (Random Type; see Appendix B)

adept climbers (never need to make climb checks), mutations (check varies [see below], extra senses, infravision, ultravision); SV Fort +2, Ref +3, Will +3.

Ultroids live in clutches ranging from three to five members. In these social units, Ultroids possess a gestalt mind, with each member contributing sensory information, deductive reasoning, memory, and creativity. This shared cognition means Ultroids are most competent when all the clutch is whole. An Ultroid gains a +1 bonus to its attack and mutation checks per clutch member present (e.g., a clutch of four Ultroids is +4 to hit and when making mutation checks). Each time a clutch member is incapacitated or slain, the remaining Ultroids' bonus is reduced by -1.

APPENDIX B: NOTES ON THE ULTRADIMENSION

The Athena Project's tampering with the laws of physics created a catastrophic series of accidents throughout their installations worldwide. It is possible that this meddling was the root of the Great Disaster, but that is impossible to confirm. What is certain is that the Athena Project's experiments created a tear in dimensional walls, allowing something utterly alien into post-apocalyptic Earth. This alien infestation originates in the otherworldly Ultradimension. This appendix provides further details about the Ultradimension's impact on Terra A.D.

PHYSICAL NATURE

The Ultradimension infects and transforms Terra A.D. physical matter, mutating it into alien materials and appearances. The extent of this transformation on Earthly items and materials is a good indication of the nearness to the breach between the dimensions.

Ultradimensional infection changes plastic, stone, concrete, metal, and other similar non-organic material into a dense taupe-colored matter that appears grown, rather than constructed. Glass and crystal seem immune to infection. The infected material grows weird whirls, knurls, protuberances, and similar textures, giving it an almost undersea appearance. The alien matter is hard as steel and dry to the touch. Despite its denseness and toughness, the matter flakes constantly and this flaked material drifts lazily through the air like ashy soot.

TECHNOLOGY

The intelligent inhabitants of the Ultradimension utilize light and harmonics to interact with their technology. Instead of triggers, switches, keys, or other physical activation mechanisms, Ultradimensional tech sport thumb-sized light fields of mauve, hot pink, electric yellow, and ghyorl — a color unknown to Terra A.D.'s spectrum — across its surfaces. Placing an extremity into the light field produces an effect. When tech is in a safe mode, these light fields become uniformly fire engine red and passing an extremity through the field has no effect.

Due to the alien construction and means of operation, Ultradimensional tech is always considered TL 5 (maybe even 6!) and is CM 7.

Ultradimensional technology is made from a substance similar to that created by the alien matter described above, but it tends to be paler in color and does not flake. Each item runs on an organic power source that cannot be rep-

licated outside of the Ultradimension. Once a piece of UT exhausts its intrinsic power source, it becomes useless.

Dissipater Carbine: TL 6; CM 7; 2d6 damage; range 120'; SP ignores armor and force fields, wounds cannot be healed by natural healing; power UT (10 charges). This snub rifle has an eye-dropper shape with a twisted barrel. The weapon produces no visible wounds, but instead dissolves the target's internal body, producing results similar to the Ebola virus. The energy stream passes through armor and force fields like a mazer rifle. The wounds inflicted by a dissipater weapon can only be healed with Artifacts and mutations.

Stimulator: TL 5; CM 7; Imparts a short-term advantage to the inhaler; range 2'; power 1 use.

This 4" wide convex disk produces a hologram projected in the spectrum visible by Ultradimensional creatures. The image triggers subconscious responses in the viewer's body, granting them increased physical abilities for a short duration. There are many types of stimulators, and the judge should roll on the chart below to determine the effects of a stimulator. Usable only by Ultradimensional life forms, creatures with the extra senses, infravision, or ultravision mutations, or otherwise capable of seeing beyond the normal human spectrum.

When used, and if the viewer directly facing the hologram is capable of seeing beyond the human spectrum, the user makes a mutation check against the appropriate mutation table with a +10 bonus to the roll. A roll of a natural 1 on the check inflicts 3d6 damage as the user's body goes into shock at seeing the alien image and he gains no benefit from the stimulator. This check can be modified by Luck, but not by glowburn. All creatures can use a stimulator provided they can see the holographic stimulation image. The affected ability remains stimulated for 1 hour.

STIMULATOR TYPES

d4	Locker contains
1	Dexterity (as Heightened Agility)
2	Endurance (as Heightened Stamina)
3	Prowess (as Heightened Strength)
4	Speed (as Increased Speed)



Grakk Gives His All

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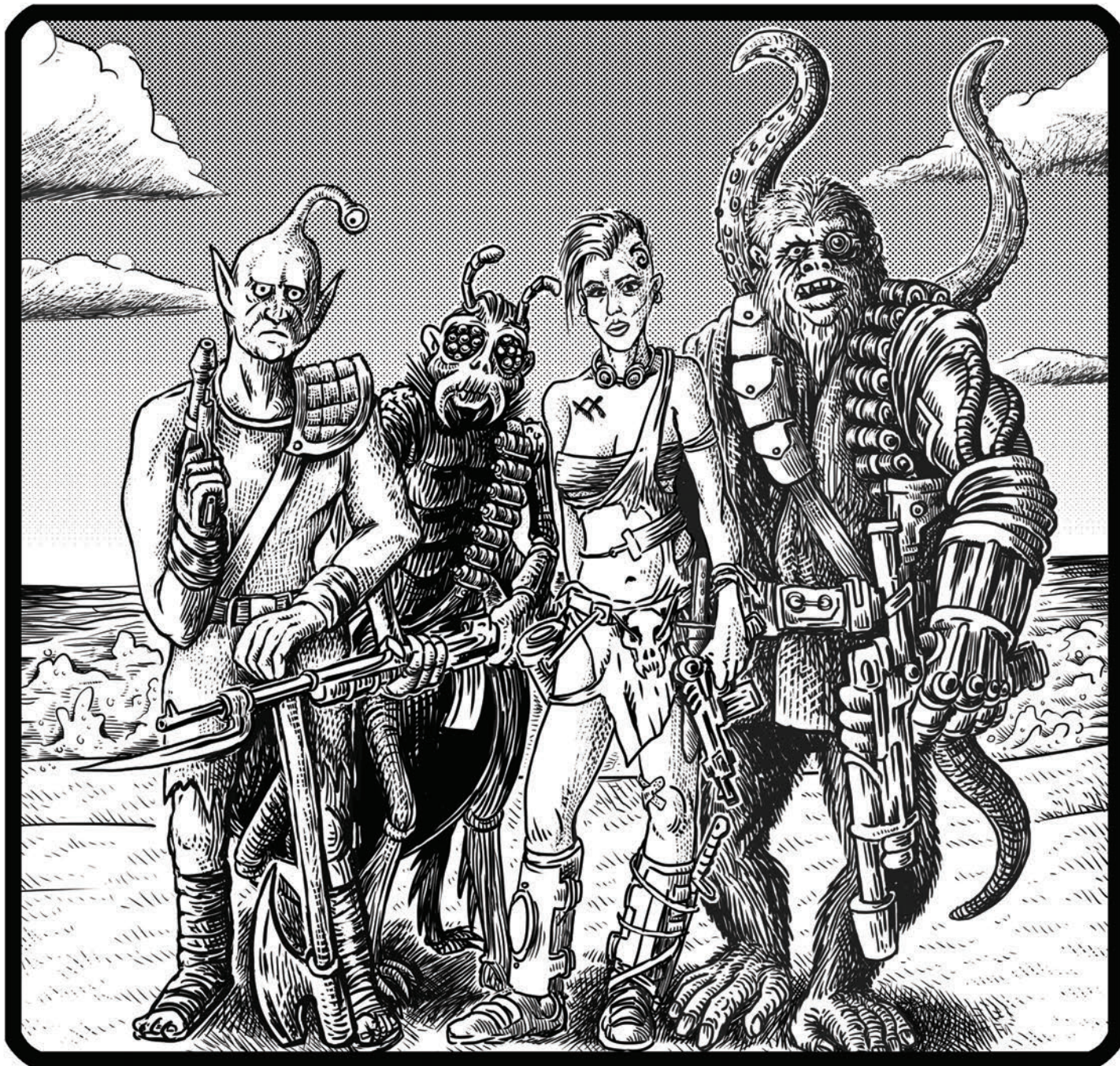
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INCURSION of the ULTRADIMENSION

#3: A LEVEL 2 ADVENTURE
BY MICHAEL CURTIS

It rises — silent, ancient, and ominous — from the depths of the Monster Sea.

A curious relic of the Ancient Ones, long forgotten beneath the waves. Then, without warning, alien creatures never before seen on Terra A.D. spill forth and ravage the land! This is the Retreat of Delirium, home to strange super-science and creatures not of this world.

What fiendish plans do they have in store for the rad-blasted world of Mutant Crawl Classics? Venture through the Retreat's glowing door and discover what awaits beyond!

