

Badder to the Bone

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I. Introduction: *Duke Many-Furs* is sending his loyal count as a diplomatic envoy to *Duke Steel-Tooth*. The count is to make contact with *Duke Steel-Tooth* and re-open diplomatic and economic relations. Having *Steel-Tooth* as an ally again would be advantageous since he is a better ally than enemy. And, *Steel-Tooth* is known for breeding the best war mounts in the region. The mounts, known as *Rampants*, are known for their brute strength and intelligence.

II. Steel-Tooth's: The trip is uneventful to *Duke Steel-Tooth's*.

- A. The Stronghold:** Has been attacked! No apparent survivors. The stronghold's doors are wide open.
- B. The Duke:** The Duke, his advisor and 5 badder-at-arms returned from raiding a matter of minutes after the PCs arrive. A TENSE moment between the two parties until the survivor is found.
- C. The Survivor:** There's only 1 survivor; a half mad old badder.
 - 1.** Rambles on about how the "beast" appeared out of nowhere in the feast hall.
 - 2.** It killed the warriors and took the women and children.
 - 3.** And, the creature is coming back again!

III. The Beast's Return: *Steel-Tooth* is sending off three of his warriors to go contact other raiding parties out in the field.

- A. The Feast Hall:** They'll wait for the creature in the feast hall.
- B. Hydragen!:** Comes through the front door.
 - 1.** Kills/injures all *Steel-Tooth's* warriors.
 - 2.** *Steel-Tooth* gravely injured
 - 3.** Repel the Hydragen so it retreats (leaving a trail).
- C: Chase:** The Advisor, *Lord Snarl-Whiskers*, needs to tend to the injured.
 - 1.** Injured duke offers the count great honor and reward if he tracks down and saves/finds the fate of his people.
 - 2.** Uses "garage door opener" to open a secret emergency stash. The count may use whatever he wants. Each may take a *rampant* as a mount too.

Stash: **Bauble:** Gears, **Curiosities:** wind up alarm clock, barometer, bike pump, joy buzzer, blank cd & shears, **Tech III:** compass, poison, 1 dose (Int. 10), 2 duralloy shields (+2 AC, ½energy dmg.), **Tech IV:** shotgun shells (8), power cells (5), sniper rounds (15), Slug B clip (1), Geiger counter & *Flame Thrower:* no to hit, 5' x 30' stream, DX DC 15 for ½dmg, 3d6 dmg + d6/rnd until extinguished, 10 shots, Tank: AC (9+ wielder's DX mod), DR 5, HP 10, Explodes when out of HP: 6d6 dmg to wielder and 5' radius (no save for wielder).

IV. Tracking: The trail is relatively easy to follow at first.

A: Color Storm: While tracking, they get caught in a color storm.

- 1.** Find safe shelter for all Survival DC 15
- 2.** If caught in the storm, 75% chance each will get zapped by colored lightning. Roll on the table below.

Roll D6

- | | |
|---|--|
| 1 | Electrical damage, 5d6 dmg. |
| 2 | Gain 1 physical mutation |
| 3 | 50/50 chance to gain Body Change (D) or
New Body Part mutations |
| 4 | Gain 1 mental mutation |
| 5 | Bad static electricity – fuzz ball |
| 6 | Totally healed + 5d6 ghost hit points |

B: After the Storm: After the storm, Survival DC 15 to find the trail again.

V. Umin Station: This is the lair of the masters of the Hydragen; A Cycloptron and his Hisser followers and their slaves.

A: What Up: The cycloptron and henchmen hissers have found an ancient ruin rich for plundering.

- 1.** The ruin is a buried shopping mall that needs its artifacts “mined”. Being too lazy to do the work themselves, they have enslaved others to do the work.
- 2.** The cycloptron gets metal to absorb and the hissers gets artifacts to play with.
- 3.** Slaves are given a venom concoction which dulls their senses but keeps them physically active.

B: Umin Station: The entrance to the caverns/ruins underground.

- 1. Entrance:** A natural limestone opening, 2m wide, 4m tall.
The Sentry: The hissers have restarted a photo-shop bot as a sentry. It is set up to send a signal to the hissers in the side cavern (4) but the connection has failed. The bot will prevent anyone not recognized from entering the cave, including dropping the iron gate (*Iron Gate: DC 30 to lift, DC 35 to break*).
The hissers have given the robot a flechette pistol and 2 clips. But the bot has no programming for it, so leaves it holstered. The bot itself, is not in very good shape. When it dies, it explodes in a cloud of pictures.
Photo-shop Bot: AC: 22, HP: 65, THAC: +11 (+15 grab), MV: 20', Tentacles (2): D6+5, Grab/Squeeze D6+5, Photo Flash: PR DC 13 or blinded for D3 rounds. (Flechette Pistol: THAC +4, Dmg 4d6, RI 30', Shots 10, 18-20/x2, 2 Clips)
- 2. Galleries:** The galleries overlook the main caverns. The darkness and angle grants anyone in them a +10 to Hide checks. The entrance caves can be found in the Entrance (1) with a Search DC 15 check.
- 3. Central Cavern:** This is the main open area for the slaves to huddle and rest. The venom concoction prevents them from even thinking of escaping or wandering off. 48 slaves will be here at night. Otherwise, they will be gone most of the day with hissers #4-6, mining.
Light: Light is provided by strung X-Mas lights mined from the mall. They (and all other power) is from tapping into the mall's still functioning reactor.

- 4. Side Cavern:** This is the hisser's work area. Hissers #1-3 can be found during the day. They are here 33% of the time at night. The light here is better and brighter than the main cavern (#3).
Currently on and about their work bench are the following baubles and curiosities: barricade flashing light, coin sorter (L), electric toothbrush, blow dryer, vacuum cleaner (L), electronic die roller, hearing aid, butane lighter (filled), small machine parts and a wringer wash bucket (wheeled).
- 5. Lower Mall:** This room plays two roles. The first is storage for supplies for the base. The other role is that of the sorting area for everything mined. This is where everything is split out and checked to see its condition and value.
- 6. Hydragen Pen/Prison:** This is the pen for the hydragen. It also serves as the holding cell for new slaves waiting to be drugged and put into service. The hydrogen is currently locked in the pen. It has fully recovered from its wounds. If it sees the badders, it will try to break out of the pen (ST DC 20 to break) and go after the badders.
If killed and cut open, the following will be found in its gullet: 320 domars, stereo speaker (junk), wall thermometer (bauble), model plane remote control (bauble), circuit board & chip set (curiosity), spy glass and a UV laser rifle w/1 power cell.
- 7. Cycloptron's Quarters:** This is the home of the cycloptron. He is here 60% of the time. Otherwise he is with the hisssers and slaves in the mines. The cycloptron has little use for most artifacts. But, it has collected some baubles and curiosities either as snack or for its own enjoyment. The baubles are: smokeless ashtray, garden sprinkler, music CD, stopwatch, dog whistle, squirt gun, earplug radio receiver, slide projector, BBQ grill (L), garage door opener, electric bath scale and an adjustable wrench. The curiosities are: Refrigerator (L), blank CD, kaleidoscope, electric toothbrush, film can w/film, an iron, earphones, electrical transformer (L).
- 8. Hisser's Quarters:** This is where all eight hisser's live. Hisser's #7 and #8 are here resting during the day. At night, they take their turn in #4 while hisssers #1-3 are resting. At night, there is a 50/50 chance to find either hisser in area room 5 sorting through the days finds or room 4 working on artifacts. Roll separately for each hisser.

VI. End: The adventure is done when all foes have been killed or driven off and the badder slaves are freed.