

Badder to the Bone II

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I. Introduction:

With the success of making Duke Steel-Tooth a valued ally (see BTTB 1); Duke Many-Furs has become impressed with Count Ass-Rash's diplomatic abilities. Since the count is so good, the duke is going to send the count on another diplomatic mission.

You're now traveling to the lands of Duke Bloody-Claws domain to secure an alliance with him. If successful, the alliance will be complete and the campaign against the Hated Nations can begin. The count must secure the alliance or die trying. There is no middle ground.

II. Duke Bloody-Claws: The 4 day ride to Bloody-Claws domain is uneventful.

A: Duke Bloody-Claws: Unlike Steel-Tooth, the Bloody-Claw lands are relatively stable and under control. The PCs arrive to suspicious guards not willing to brook any BS.

B: Gaining An Audience W/The Duke: Albeit slow, the count will gain an audience with the duke. The duke is not very interested in anything the count has to say. His lands are relatively stable, raiding is good and he sees no reason to buck the status quo for the moment. But, the duke is bored and sees potential (deadly) entertainment at the count's expense (see The Tasks below).

C: The Tasks: If the count is persistent, Bloody-Claws will agree to an alliance if the count completes two tasks set before him. These will prove the count's worthiness to have the Bloody-Claws join the alliance. (The duke doesn't expect the count to succeed or survive the tasks and finds this highly entertaining. But, if they do succeed, he will join the alliance). There are two tasks set by Bloody-Claws. There is no choosing the order. The first will be completed before the second is revealed.

III. Task 1: The Grens:

There is a village of grens located 1 1/2 days to the East from Bloody-Claw's hall. Drive them from the village and raze it. (Note: This should sound suspicious to the count. Grens are green skinned low tech PSHs. Normal punching bags for any badder community)

The Gist: The grens aren't as defenseless as the duke is letting on. The grens have somehow reactivated an old battlebot and are using it to protect their village. Though low tech, there are enough in the tribe who (heretically) believe this to be a magic boon given to them by their spirit guides.

A: The Gren Village: The village sits on the edge of a great forest.

Total Inhabitants: 30 (10 warriors, 10 women, 10 children)

Warriors: 10

Battlebots: 1

Buildings: 8 huts (5 living, 1 communal, 1 storage/battlebot)

B: Stash: Though not much, the grens have collected some trinkets that they think the robot needs. **Junk:** Typewriter, butane lighter (empty), space heater (L), remote control plane control box (L), garage door opener, electric razor, **Baubles:** spark plugs (3), globe, hand soap squirt bottle, locket, radar gun, **Curiosities:** caulk gun, **Tech III:** flasks, oil (6), matchsticks & tinder, **Tech IV:** IR goggles.

Depending on party size, there are 6 – 9 ultravores here following the original scent of the now deceased adventurer in #6.

3: Fountain: The still functioning fountain sits here quietly running as it always has. The fountain contains statuary of Greek mythological creatures such as mermaids, centaurs, satyrs and minotaurs (mutant humans and animals).

Fountain Waters: Though self-contained, over the years biochemical and other agents have seeped into the water system. The water is clean and clear with only a slight purple tint/reflection (Spot DC 20). Anyone drinking or submerged in the water must make a *Health check*. If they fail, roll on the table below. A creature can only be affected once no matter how many subsequent drinks or baths.

Drink DC: 30 Bathe DC: 25

D10

1	Body Change (D)
2-3	Gills Mutation
4	Allergy (D)
5-6	3D30 ghost hit points
7-8	Heightened Sense
9-10	Quills/Spines

4: Remains: Here are the torn and eaten remains of a small adventurer group that ran afoul of part of the roving pack of ultravores. There are a few recoverable artifacts on the body remnants and in the foliage from the ultravore carnage. A search DC 12 will find 1 item per success (seven in all).

- 1) 70 domars
- 2) 1 manual pencil sharpener (curiosity)
- 3) 1 hourglass
- 4) 33 rounds of ammunition (10 sniper, 15 slug thrower, 8 shotgun)
- 5) Communicators (3)
- 6) Energy Cloak (ad for luxury hover cars)
- 7) 3 power cells

5: Ultravore Pack: The other part of the ultravore pack is coming through this room, fresh from rest and their earlier meal of adventurer in #4. There will be 6-9 creatures depending on party size.

6: Remains: Here are the relatively intact remains of two victims of the brain eater. The bodies are missing their heads and have large bite wounds all over the bodies. Twelve items are recoverable from the bodies.

- 1) 1 rain gauge (junk)
- 2) 1 3-D promo button (junk)
- 3) 1 fishing rod (bauble)
- 4) 1 baseball glove (bauble)
- 5) 1 barricade flashing light (curiosity)
- 6) 1 spyglass
- 7) 1 flintlock rifle+ 18 shots & powder (3D8, x5, 40m/120')
- 8) 1 gas mask
- 9) 1 flashlight (permacell)
- 10) 1 Tech V tool set (+3)
- 11) Mark VII blaster rifle (5D10, +2 THAC, 50m/150', 8 shots (4 left)
- 12) 3 domars

7: Maintenance Pods: There are two of these hubs on the far end of the maze. Each is hidden under the carpet of grass that covers these two areas. When activated, a module rises from the ground and activates the necessary number of gardening robots. Each pod holds 6 robots (12 total for the maze) for

use. Any destroyed robots can be replaced in two hours. Twelve hours required to replace all six robots. These robots do the bidding of the AI in whatever form it chooses.

8: The Refuse Room: This room contains all the headless remains, their gear and any other refuse that has built up over the years. It is a gruesome sight and smell with bodies in various stages of decomposition. Several years of gear and supplies has piled up in the refuse. A 12 hour search of the room sorting through it all will turn up quite a bit of still functioning artifacts.

Baubles: holo-cube (broken), garden hose (13m), nylon fishing line (50m).

Curiosities: engraved belt buckle, metal can (protein powder mixed w/H2O will make 24 days food.), electric toothbrush (functional, no pc), stainless steel spoon (good, bent handle).

Tech III: rations (1 week), hemp rope (20m), fiber (banded) armor, fuse cord (5m), matchsticks & tinder, hourglass, compass.

Tech IV: voltmeter, bicycle, fire extinguisher,

Hypersharp Ceramic Battle Axe (THAC +2, 2D10+1, 17-20/x3)

Chain Sword (THAC +2, 3D8, 18-20/x3, 1 pc = 50 uses)

Flechette Pistol (THAC +4, 4D6, 18-20/x2 RI 30', Shots: 10/pc, 5 clips)

Power Cells (5)

Tech V: communicator (1), medkit (13 uses left)

UV Laser Rifle (THAC +5, 4D8, x2, RI 150', Shots: 6/pc)

Tech VI: Antigrav pods (4)

Smart Dart, Fission, Laser Guided (THAC +6, 2D6+Int 20 Radiation, x2 RI 40', BR 20')

9: Yee-No-Gee's Lair: When not roaming the maze or out and about, the brain eater comes back here to stew in its insanity. If here, as soon as any enter the Refuse Room (#8), it will sense them and try to find the most intelligent or psionic creature available and start its insane stalking. Most likely, this will be the Loyal Advisor.

The creature appears as per the picture except for a high number of badder heads and a few others.

VI: Conclusion:

If the count is successful and brings back the head(s) of Yee-No-Gee, the duke will hold to his word and ally with the others. This is the final piece in place. Now the alliance of badders can turn its attention on the Hated Nations.