

BARBARIANS OF THE RUINED EARTH AND THE LAB OF DR. CHAOSTRUM!

Level 3 Adventure by Mike Evans DIY RPG Productions © 2020

THE PREMISE

The PCs come across an old man being attacked by vulturefolk. After his rescue, he explains his village, Guitar Depot, was attacked by vulturefolk and his fellow villagers were taken off to their nest, located in the remains of the Lab of Dr. Chaostрум, a Sorcerer who once terrorized the area.

The old man begs the group to clear out the vulturefolk and rescue the villagers and restore peace to the area!

NOTEABLE LOCATIONS

Field of Cindermoths: A field of gorgeous blue and yellow flowers that attract the rare and beautiful Cindermoths. See info on Cindermoths (pg 11).

The Remains Guitar Depot: Once an Ancient Earth store selling guitars and other instruments to aspiring musicians, is now home to a small settlement of humans. The village now stands in ruins after an attack by Dr. Chaostрум.

The Lab of Dr. Chaostрум: The lair of a Sorcerer bent on infusing living beings with the chaotic energies of the universe, creating new and horrible hybrids that will serve him.

NOTEABLE NPCS

Clunk- human mechanic/scavenger

- Curly, thick hair and tanned skin. Really white teeth for a person of the Ruined Earth.
- Great with machines and getting them working (treat as Scavenger, lvl 1).
- Has a carefree view of things.

Dr. Chaostрум

- Tall and lanky with an over-large head; brain exposed but protected in an unbreakable dome.
- Hands are made of unbreakable glass, chaos trapped within swirls and sparks with lightning.
- Teeth move back and forth as if they were on a conveyor belt.

Kass- Village leader's daughter

- Young. Dark-skinned with sharp chestnut-colored eyes.
- Inexperienced in the ways of leadership and not sure if she wants the job.
- Has a way with animals.

Old Man Mel

- Stooped over with long beard and bald head.
- Uses a knobby walking stick that he clacks on the ground when excited.
- Has an amulet made of a tiny Ancient Earth digital camera with bits of bone, teeth, and wire wrapped around it. “A gift from his late wife.”
 - The amulet is the Stupendous Science device, Snapshot (pg 11).

Ragged Wing- Vulturefolk Leader

- A yellow right eye shows Ragged Wing’s cruelty. Left eye is milky white (see pg 9).
- Greying frayed feathers show age and scars of a hard life.
- Clawed talons are encased in diamonds.

GM EYES ONLY: The old man is actually Dr. Chaostum himself, who was out doing horrible things to people in the area and came back to his lab to see it overrun with Vulturefolk. Rather than do the dirty work and risk injury himself, and be hit with the powers of Ragged Wing (pg 9), he is looking for a group of saps to do it for him and has disguised himself as an old man.

The razing of Guitar Depot and the imprisonment of the villagers were done by Dr. Chaostum prior to the vulturefolk’s occupation of his lab.

THE MAPS

This adventure does not use a traditional map, instead using a flow chart. The action of *Barbarians of the Ruined Earth* is inspired Saturday morning cartoons VS the realism of exploring every room, nook and cranny (however groups that want to do so should totally do what makes em happy!).

THE START

Insert this into whatever area the group has been adventuring in. They hear cries of help from Old Man Mel (pg 2). Rushing forward the group sees five Vulturefolk (*Barbarians*, 142) attacking Old Man Mel who is hiding under a rock.

After being rescued, Old Man Mel informs the group that his village was attacked by Vulturefolk and taken to their nest in the remains of the Lab of Dr. Chaostum, a terrible Sorcerer who once terrorized the area.

Old Man Mel will take the group the village of Guitar Depot (what’s left of it) or straight to the Mesa Base. He says there’s probably oodles of gizmos and gadgets up in the lab.

FIELD OF CINDERMOTHS (Adventure Start)

OUTSIDE

- Field thick with flowers of blue and yellow. Sweet almost honey-like smell wafts on the air.
- Cindermoths flutter around each flower for pollen, causing some to catch on fire and smolder.
 - Cindermoths can be caught (pg 11).
- Corpse of a vulturefolk with scorch marks on body.
 - Old Man Mel explains the vulturefolk was killed by its own kind in haste to capture him. Really Old Man Mel (Dr. Chaostrum) fired off a spell at the enemy before reinforcements arrived.

Looking Around Outside (roll 1d4 once):

1. Laser rod- Class damage (ignores 1 point of armor). UD 1d6. Once depleted it is useless.
2. A locket made of bone tangled in brush.
3. A half-buried box that has been disturbed due to the commotion. Inside is 3d8+5 ceramic coins (GMs choice on color, *Barbarians*, pg 20).
4. A small sprig with softly glowing red berries. Eating one of these heals 1 HP. There is 2d4+3 berries. These will go bad in 1 week.

REMAINS OF GUITAR DEPOT

OUTSIDE

- Burnt out ruin of a large building. Charred guitars and display cases lie strewn upon the ground.
- Small office in the back remains. Inside is a healing salve (heals 1 HD of hp) and an electric guitar with two axe blades welded to it (considered 2h weapon, *Barbarians*, pg 12).
- A watercolor picture of the villagers. Old Man Mel, Clunk, and Kass are on the picture.
 - Kass painted this.

Looking Around (roll 1d6 twice):

1. A burnt body in the rubble. Make a Luck roll- if it favors the character, they find a metal dagger on the body. Note: If a Death Priest uses the Miracle Speak with Dead (*Barbarians*, pg 36) the spirit did not see the attacker. “Only heard screams, a cackling, and then the heat of the fire around them. Then... nothing.”
2. A large metal lid charred from the fire. Will function as a small shield (*Barbarians*, pg 9).
3. A bag full of marbles and bits of copper wire.
4. A two-handed axe made of wood and stone, left on the ground.
5. A leather bag with a few bandages, stitches, herbs, and a healing salve (1 HD of HP back).
6. A metal detector (battery charged, UD 1d4- roll once per hour). Cut into the handle is “Property of Clunk.”

THE LAB OF DR. CHAOSTRUM:

There are seven areas in this map: *Mesa Base (outside)*, *Hybrid Animal Den*, *Elevator*, *The Mesa*, *The Gauntlet*, *Regurgitator* and *The Lab*. Each area is given 3 bullet points to describe the feel and what is going on in that area and potentially a few other things. There are no “rooms” like a normal dungeon, instead there is a chart to roll on to generate what is in that area on the fly.

MAP KEY

Standard- well-traveled and there may be a guard.

Secret- group has to be actively looking around in area or make a roll (GM's choice).

Active- Guards, easily spotted, traps, etc.

Hard- Rolls are needed to do something physical or an obstacle blocks the way leading to danger but allows passing by many obstacles.

Trapped- Has a T on the line.

GETTING INTO THE LAB

The group has several options available to them.

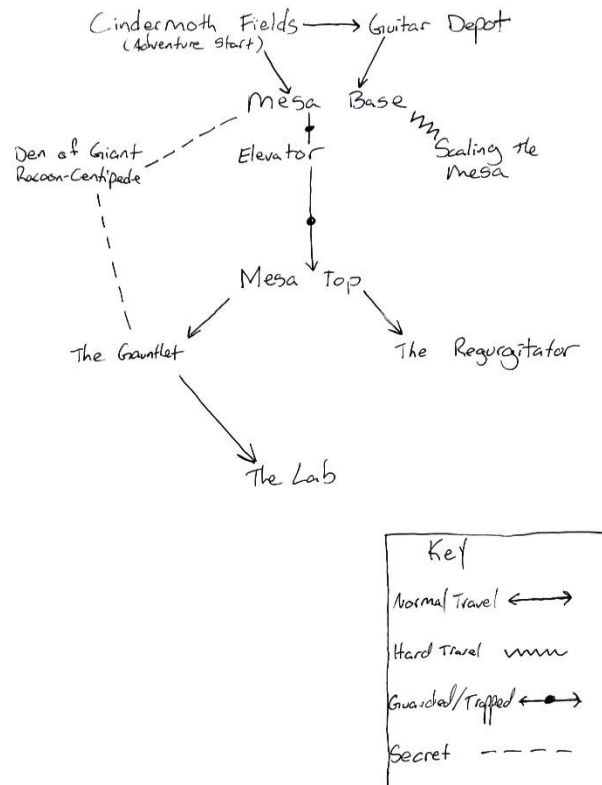
- They can take the obvious route and go up the elevator.
 - This is heavily guarded and trapped.
- They can scale the side of the bluff.
 - This is dangerous without the right equipment.
- They can explore the den of the giant racoon-centipede hybrid animal (pg 9).
 - This creature is extremely dangerous.

MESA BASE

- Massive rocky mesa dwarfs the surrounding landscape. Vultures circle in the air.
- Large opening leads to the elevator.
- Bones, bits of rubbish, and a few disabled robots litter the ground.
 - The robots can be salvaged for scrap by Robot PCs (*Barbarians*, pg 31).

Looking Around (roll 1d4 twice)

1. Find a 2d4 ceramic coins (color decided by the GM).
2. A bit of a robot buried in the sand- a hand that turns into propellor blade.
 - a. Can fly up to 10' high at Nearby rate per round or do Class damage with it.
3. A pile of three discarded short spears with stone heads.



4. A set of light armor made of acoustic guitar bodies covered in overgrowth. Has a 2-in-6 chance of catching on fire.

ELEVATOR

- Door cut into the mesa wall. Two Vulturefolk (pg 9) stand aside the door.
 - Door is trapped with Miasmic Pepper Trap.
 - One guard has a key card to the elevator door.
- Sleek and metallic with a single button.
- Elevator rides up smoothly and hums gently.

Note: The Vulturefolk will attempt to escape after being hit a single time. If one manages to get away, they will alert all Vulturefolk who will barricade themselves at the The Mesa Top (pg 6).

Miasmic Pepper Trap

HD:

Signs: Keycard slot on door has a bit of corrosive staining under it. The smell of pepper can be detected if one gets close enough to sniff it.

Deactivate: Use the key found on one of the Vulturefolk guarding the door -OR- stuff a wad of clothing (or the like) into the keyhole and trigger the trap.

Effect: The targets that tripped the trap must make a CON save or be blinded for 1 hour and smell strongly of various spicy peppers, making it impossible to remain undetected. The smell will go away after the target bathes in a mixture of water, goopy oils extracted from fragrant flowers, and lard (or maybe a Sorcerer could do something- GM's call).

Damage: 2d4

SCALING THE MESA

- Steep and impossibly high, craggy rockface.
- Vultures circle the air.
- Insects and other small birds skitter along the rock face.

Scaling the Mesa with Equipment VS No Equipment

With Equipment

- Takes 2 hours.
- Roll 1d6 per hour for an encounter. If the result is a 1, 1d2 Vulturefolk fly by.
- No rolls needed to progress upward.

Without Equipment

- Takes 3 1/2 hours (minimum).
- Roll an encounter per hour as described in With Equipment.
- Each hour, a player rolls a DEX test. If fails, increase duration by 30 minutes. If critical failure, roll another DEX check with Disadvantage to avoid falling and suffering damage related to appropriate height (GM's decision).

THE DEN OF THE GIANT RACCOON-CENTIPEDE

- Bones of humans, Vulturefolk, and other large animals and chunks of destroyed robots litter the ground.
- A large hole leads down into the ground.
 - The Raccoon-Centipede is buried in a pile of dirt and bones and will launch a surprise attack on the first target that gets near the hole.
- Thick vines can drift into the hole and look as though they can sustain weight.
 - An elevator door can be seen down inside the hole, positioned under the mesa.
 - Secret elevator takes group right to The Gauntlet.

THE MESA TOP

- Flat and open, overlooking the landscape.
- Several transistors and bits of technology dot the top.
- A large metal dome rests at the top.
 - A sliding metal door rests on the right and left side of the dome
 - Right leads to The Regurgitator
 - Left leads to The Gauntlet.
 - Two Vulturefolk and five Fledglings stand guard (pg 9).

Note: If one of the guards at The Elevator (pg 5) managed to escape, there is a much larger force out here.

- *There are five Vulturefolk and a Fledging Horde (pg 9) ready for the group as they emerge from the elevator (players must make an INT test to avoid being taken by surprise).*

THE REGURGITATOR

- Cool metal panels line the walls.
- Massive container shaped like a blender with a garage door on its front.
- A panel used to operate.
 - Dr. Chaostum used it to splice various creatures together to create new horrific monstrosities.
 - A three-headed, five-winged, four-footed Vulturefolk-horror is marauding around the room (pg 10).

Looking Around the Room (roll 1d6 twice)

1. A laser pistol (ammo pack UD1d6).
2. A set of medium armor (RP 2) constructed from cut up semi-truck tires.
3. A grappling hook made from a strange metal and rope made of vines.
4. A red and white can with the words, “cola” on the side.
5. A pile 4d10+10 ceramic coins (color GM’s choice).
6. A wicked-looking leather glove with bones and rock spikes jutting out.

THE GAUNTLET

- The floor is a red and blue checker pattern floor (visual aid, pg 12).
- Dead Vulturefolk littered on both sides of the floor.
- At the end of the hall of the room on the other side of the floor is a large cabinet.

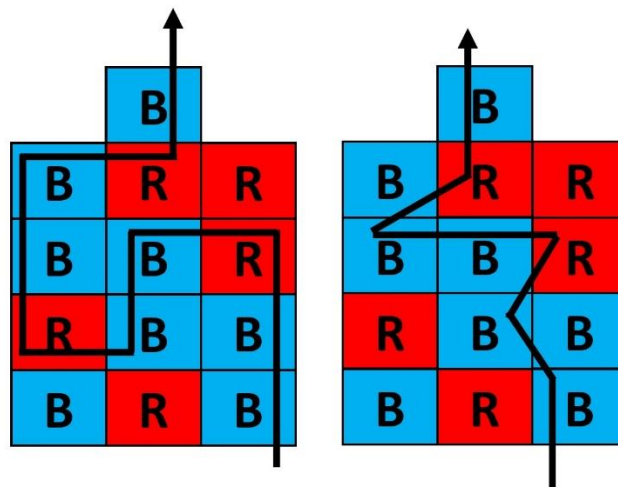
The Floor Puzzle

Characters must step on the floor tiles in the correct pattern. Stepping on the wrong one causes laser beams to shoot from the walls and large sawblades to come up from in-between the tiles dealing 2d6 damage. Targets can make a DEX test for half damage. Trying to fly over the floor causes all the laser beams to go off, dealing 3d6 damage (DEX test for half damage) and magical/Stupendous Science teleportation does not function in this room.

On the other side by the cabinet is a button that deactivates the trap.

The solution to the puzzle is pictured below

Floor Tile Puzzle Solutions



The characters must step on the tiles in the following order: blue, blue, red.

Characters must step on the floor tiles in the correct pattern. Stepping on the wrong one causes laser beams to shoot from the walls and large sawblades to come up from in-between the tiles dealing 2d6 damage. Targets can make a DEX test for half damage. Trying to fly over the floor causes all the laser beams to go off, dealing 3d6 damage (DEX test for half damage) and magical/Stupendous Science teleportation does not function in this room.

The Cabinet

The cabinet has the following:

- **Mutagen Goo:** The character that drinks this slimy goo (tastes like old carpet and mangos) gains a mutation of player's choice (*Barbarians*, pp. 71-76).
- A cybernetic arm (*Barbarians*, pg 78) hanging from rusty chain. Can be surgically installed on a PC (or through Sorcery).
- Three squeezable tubes: **Healing Salve** (heals 1 HD of HP) x2; **Invisibility Cream** (as spell but only lasts 1 hour. *Barbarians*, pg 52).
- **Orb of Life** (*Barbarians*, pg 69).

THE LAB

- Large statues of a muscular man with a staff act as columns
- A large work bench and throne are at the end of the room.
 - Several damaged/disabled robots (can be salvaged, *Barbarians*, pg 31) litter the floor.
 - Robots have (1 HD, 2 HP, 1 RP, 1d6 damage, see below).
- Villagers are held in large glass orbs.

SURPRISE!

Ragged Wing is hiding on the head of one of the statues and will attack the first PC who moves toward the slaves (Disadvantage to DEX to avoid attack), OR will attack a Sorcerer character with his Mind-blast, flying from statue to statue firing his Electric Gun and throwing Stink Bags until killed (see Ragged Wing's info, pg 9).

AFTERMATH

The group can look around for a few minutes, work on freeing the slaves, looting the room, etc. As the group frees the slaves and is rummaging around, the old man appears and reveals his true identity as Dr. Chaostrum.

Work Bench

- Flesh Weave (body cyberware, *Barbarians*, pg 78).
- There are 2d3 books (*Barbarians*, pg 91).
- **Lightning Breath Potion:** Can shoot a bolt of lightning at a target up to Far Away for Class damage on successful DEX test. *Duration:* UD 1d6- roll after every use of breath weapon.
- **Hardened Flesh Potion:** The drinker's flesh hardens granting 3 RP (does not stack with other armor) but they suffer Disadvantage to all DEX tests. *Duration:* Lasts for 1 hour.

The Reveal of Dr. Chaostrum

- Appears before the group as Old Man Mel. If villagers are freed, they look frightened. Kass says, "Mel died in the attack on our village."
 - Old Man Mel will cackle and transform into Dr. Chaostrum.
- He hired the idiots to deal with Ragged Wing and his infernal ability to mute a Sorcerer's power.
- As he speaks, he will awaken a number deactivated Robots equal to the number of PCs plus 1d4.
- Releases a blast of chaos at the start of combat.

The End of Dr. Chaostrum

Dr. Chaostrum isn't willing to lose his lab again and will fight until the very end. After he perishes sirens claxon and a voice says, "*The Master has fallen, initiating self-destruction. 5 minutes remaining.*"

The band of heroes has enough time to get back to the ground safely before the lab explodes.

ENEMIES

MOOKS

Mooks are foes that are there to be mowed through and to make the heroes feel epic and powerful! Mooks should die in one hit, as long as they take at least 1 point of damage (they may be wearing armor, have protective shielding, etc.). Give mooks HD, as it will determine their damage die against the heroes.

HORDES

When there are several mooks banding together to attack their foe (attacking as one), their overwhelming numbers make it hard to move out of harm's way. The defender rolls with Disadvantage to avoid a horde's attack. The mooks, if the attack is successful, roll damage with Advantage. A horde can have up to 20 members. For each HP of damage done to the horde, a mook is killed. When it is down to 3 HP or less, the horde is treated as individual mooks.

Vulturefolk

HD 1-3; RP 0-1; Claws (1d6-1d10)

Description: These fetid creatures live off the putrid meat of the dead, and prefer areas of decay to cleaner, drier climates. While many tribes of Vulturefolk will attack humanoid settlements outright, looking for a meal, some will attempt to barter or form an uneasy alliance. However, it doesn't take much for a Vulturefolk to rescind their promise and still attack the settlement.

Special: Fly: Vulturefolk can fly quite fast. While flying, ranged attacks against them are made with Disadvantage.

Racoon-centipede

(Hybrid Animal, *Barbarians*, pp 120-122)

HD 6; RP 3; Claws or Bite (+poison) (2d8)

Description: The head and front paws of a racoon attached the lithe and lengthy body of a centipede. This beast stretches the 14' in length. It prefers to hide underneath some form of cover, waiting for prey to get close.

Special: Poison: A bit character must succeed a CON test or become paralyzed until successful test is made.

Constrict: The centipede can forgo its attack and attempt to constrict a target. The target must succeed a DEX test to avoid. Paralyzed targets receive no save. If a target is constricted, they suffer 1d6 CON damage per round. If reduced to 0, the target is unconscious. If revived permanently loses 1 CON.

Stealthy: Targets suffer Disadvantage on tests for spotting the creature.

Massive: This creature is massive (its HD have by 2).

Fledglings

Fledglings are flightless, nearly featherless young of Vulturefolk. Treat them as 1HP Mooks (pg 9). They deal 1d6 damage with their beak.

Ragged Wing

HD 3; RP 2; Talons (1d10, ignores 2)

Description: This grizzled vulturefolk has a yellow right eye and their left is milky white. Their

greying, frayed feathers show age and the scars of a hard life. Their talons are encased in diamonds.

Special: *Mind-blast:* The target's next 1d3 rolls are made with Disadvantage (no save). A Sorcerer loses the ability to cast spells for 24 hours (no save). Ragged Wing can Mind-blast, perform another action, and move in a single round.

Diamond Talons: These jewel-encrusted talons ignore 2 points of armor.

Electric Gun: A target suffers damage and must pass a CON test or lost next action. Double damage and duration for robot characters.

Stink Bags: A target must succeed a DEX test to avoid being hit with one of these. If unsuccessful they are covered in a foul-smelling sticky substance. Any projectile weapons that was held by the target is now useless until cleaned. Additionally, the target suffers Disadvantage to CHR tests when schmoozing until washed off.

Dr. Chaostrum

HD 5; RP 1; Talons (1d6+1d8)

Description: Dr. Chaostrum is tall and lanky with an overlarge head, his exposed brain is protected in an unbreakable glass. His teeth move back and forth as if they were on a conveyor belt and his hands made of unbreakable glass. He carries a staff of glass with trapped chaos swirling within.

Special: *Chaos Wave:* Dr. Chaostrum releases a wave of chaos at the beginning of combat and as a free action every five rounds. Targets in the wave must succeed a WIS test or suffer 1d6 temporary WIS damage (recovers fully after a night's rest) are unable to act for 1 round and are knocked prone.

Chaos Shield: Dr. Chaostrum has a protective shield around him that absorbs 1d4 points of damage from all sources.

Casting Spells: Unlike PCs, enemy Sorcerers do not need to roll to see if the spell is successful. After Dr. Chaostrum casts a spell he knows (see below), roll 1d6. If the result is a 1-2 he cannot cast that spell again for 24 hours. If Dr. Chaostrum doesn't know the spell, roll 2d6 and take the lower of the two.

Known Spells (Barbarians, pp 51-54):

- Confusion, Hold Person, Plague (*Barbarians*, pg 51)
- Blast and Whirlwind (*Barbarians*, pg 52)

Vulturefolk-Horror

HD 5; RP 2; Wing Slap (1d6+1d8)

Description: Created in Dr. Chaostrum's Regurgitator, five vulturefolk were fused together to create a three-headed, five-winged, four-footed terrifying behemoth!

Special: *Bulky:* All strength tests made against the Vulturefolk-horror are made with Disadvantage. This does not affect the Beastman's Impossibly Strong ability but does reduce their Super Strong ability to a straight STR roll.

Flapping of Wings: After a successful melee attack against the Vulturefolk-horror the attacker must make a STR test or immediately be clobbered by one of the wings for 1d4+1 damage.

Gust: The Vulturefolk-horror can flap its wings instead of moving. Any target in melee must make a DEX test or be knocked prone and spend their next movement getting up.

STUPENDOUS SCIENCE DEVICES

Snapshot: An amulet made of a tiny Ancient Earth digital camera with bits of bone, teeth, and wire wrapped around it. Take a picture of a humanoid target, small to large in size, and be covered in an illusion to resemble and sound like that target. UD 1d8. When drained can only be recharged by a Sorcerer casting the Repair Technology spell (*Barbarians*, pg 54) on it.

Electric Gun: An enemy that is successfully attacked by this must roll a 1d6. If the result is a 1-2, they are stunned next round. Needs special batteries to work (1d8 UD).

Weaponized Animals

Cindermoths: These rare moths glow like embers drifting off a fire. When aggravated they let out a burst of heat, dealing 1 point of damage. Cindermoths can be captured in a bottle (with a few flowers from the field thrown in for food, UD 1d8) and will provide light like a torch through the whole night. A person can shake the jar, aggravating the moths, and then throw it at a target, dealing 2d3 damage as the moths pop in a small fiery poof. There is a 1-in-6 chance that something will catch on fire from this.

Floor Tile Puzzle Player Visual Aid

