

MUTANT FUTURE



Thundarr the Barbarian: The Wizard's Graveyard

A Mutant Future adventure for 3-6 players
using pre-gens of the TV show's characters

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Demon dogs! The evil wizard Thraxx the Ethereal has discovered an Ancient weapon that will allow him to conquer the village of Dee-See! Legends tell of a powerful artifact long-ago lost in "The Wizard's Graveyard" that could be the key to his downfall! Join Thundarr, Ookla, and Princess Ariel as they try to save the world of 3994 AD! Lords of Light!

BEFORE PLAY BEGINS...

In this adventure, it helps if the players have a passing knowledge of the Thundarr the Barbarian cartoon show from the mid-1980s. (Show them an episode or two if you can!) They will be playing the roles of Thundarr, Ookla, and Princess Ariel during the course of the game, so having an idea of the characters and their individual tropes will go a long way toward capturing the feel of a Saturday morning action cartoon show. The pre-gens have role-playing tips to help players unfamiliar with the show.

In this adventure, the players will be playing the roles of Thundarr, Ookla, and Ariel (of course) as well as their three teen "protégés:" Shara the Barbarian, Merlik the Sorcerer, and Oosoo the Mok. (Shara and Merlik were first introduced in the episode "Den of the Sleeping Demon", and Oosoo is their new Mok companion.) If you have less than 6 players, have them play the primary team of Thundarr, Ookla, and Ariel, then let the remaining players choose who amongst the "teen

team" they'd like to play. If you'd like to have your players play their own characters in this adventure, be my guest! (Although, if "magic" doesn't exist in your *Mutant Future* campaign, I suggest having Thraxx's "magic" be the result of mutations and Ancient technology.)

Before play, explain to the players that the game needs to be played as if it's a kid-friendly cartoon from the 1980s.

Primarily, no one ever dies or is horribly maimed in combat. When villains and henchmen are defeated, they are either knocked unconscious or they run off with their tails between their legs. PCs are dazed or winded when they take damage. Attacks should be made to disarm or demoralize – not to kill.

Encourage cheesy dialogue ("Demon dogs!") and acting in-character, even if the action goes against what the player would do. (Thundarr charges into a fight without thinking of the consequences; Ookla will break things that annoy or frustrate him, even if the MacGuffin is important to the plot; Ariel will joke during combat and offer asides about Ancient cultures, traditions, and technology.)

Above all else, play fast and furious, as it's an 80's action cartoon! Don't let the players catch their breath, and don't let the action wane! Have fun!

"Ookla, Ariel, riiiiide!"

SCENE 1

ARRIVING IN DEE-SEE

((Pass out character sheets and let PCs read the characters they're to play. Play the opening credits to the TV show to get them in the mood.))

Thundarr, Ookla, and Princess Ariel have been travelling the countryside with three young protégés: Shana the Barbarian, Merlik the Sorceror, and Oosoo the Mok. (The trio met Shana and Merlik when they battled the “Sleeping Demon” many moons ago. And Oosoo has joined them since then.) As their inexperience and stubbornness nearly got them all killed in their earlier adventure, you offered the teens the opportunity to tag along for a while so they could learn from your experience.

You have received word that a new wizard has been terrorizing a village in the nearby region of “Dee-See” -- the Ancient capital of these lands. The area is now a swampy region due to decades of flooding from the “Tomack River,” and twisted aquatic abominations lurk in the boggy waters. But never one to turn away from a cry for help, the six of you mounted your steeds and rode toward adventure!

After two days of riding you begin to notice large white monuments and blocks of granite dotting the

landscape, and you realize you must be getting close. It's around noon, as the trees start to thin out as you arrive at the village of “Smithson” – a post-apocalyptic shantytown built in one of the marble ruins. As you ride up, you see the villagers are in a panic as they're being rounded up by a band of Carrocs – crocodile-like humanoids armed with some kind of laser blasters.

Floating above the scene is a ghostly hooded figure who seems to be watching the carnage below.

The ghostly figure is the “new wizard” hinted at in the opening dialogue. The wizard, Thraxx, is an invisible non-corporal being who cannot be harmed or even touched in his ghostly state. He appears to be an empty hooded robe. Knowing he's untouchable, he floats silently, watching his minions (the Carrocs) as they round up the Smithson villagers. He won't speak, and attacks pass harmlessly through him during the scene.

The Carrocs have orders to clear out Smithson as there's apparently something within that Thraxx wants to get his hands on. It's up to the team to stop the Carrocs!

((Sketch out map; players enter – riding – from the edge.))

Carrocs (7) (AL C, MV 90' (30'), AC 4, HP 36, #AT 1 (claw, bite, or laser), DG 1d8, 1d10, or 3d6, SV L2, ML 9, mutations: increased strength, natural armor)

CARROCS:

1 – 36

2 – 36

3 – 36

4 – 36

5 – 36

6 – 36

7 – 36

Thraxx passively watches the battle. When the last Carroc has been defeated and the villagers freed, the village elder – Shadoan – thanks the team and steps forward, pointing an accusing finger at Thraxx.

“You have failed in your efforts to remove us, Thraxx! We now have help! We can withstand you and your lap-dogs!”

Thraxx finally moves, turning to look at the six heroes. The team can’t see a face or eyes under the hood. It’s like a blank empty hole where the head should be. He addresses the PCs directly, ignoring Shadoan. His voice is hollow and raspy.

“Your arrival is an annoyance, but your presence is inconsequential. I will have The Weapon.”

He turns to Shadoan.

“You have until the sun sets to leave. If you stay, you will be destroyed. When I return, I shall flatten this place and all within it.”

Thraxx slowly fades away and disappears. Shadoan turns to the PCs.

“I’ll wager you have questions. Come inside and I’ll tell you everything.”

((Commercial break!))

SCENE 2

SMITHSON AIRSPACE

The building Shadoan brings the team to is a ruined museum built by the Ancients. The village took its name from the sign in front of the building: "Smithson Air Space." Any PC who knows a bit of Ancient cultures or any who brushes away to clinging vines and who can read will see the full name of the place is "Smithsonian Air and Space Museum".

"The Ancients stored many of their wondrous machines and achievements here," he says. "Man once flew across the skies, and even to other worlds!" He shows the team the ruined examples of Ancient achievements. The Lunar Module, planes hanging from wires, photos of famous Ancients hanging on the walls, etc.

If the PCs have questions, allow Shadoan to answer them. They may also want to fiddle around with the exhibits. Let them if they wanna for comedy's sake...

You enter a new room that is empty except for one large exhibit. A long cylinder fills the room, pointed at one end with fins on the other. It looks like a monstrous arrow. A disheveled man in aviator's goggles wearing leather gloves is here, and he hurries over when you enter the room.

"Is Thraxx defeated?" the man asks.

"For now, Wilbur, but he threatens to return at nightfall. But the help we sent for has arrived. This is Wilbur, the curator of the artifacts here, as well as my closest advisor."

Allow folks to introduce themselves. Wilbur is a bit star-struck by the team and he asks a lot of questions. (He's particularly fascinated by the Moks.) Eventually he'll get back on track (or the team will probably tire and ask about the rocket...)

"Oh, this is what Thraxx covets. It's called a 'Rockette'," Wilbur says as he points to the object. "In peaceful times, devices like these were used to send men far into the skies and to far-away worlds. But in times of war, it could be used to send explosives and nightmarish poisons to your enemies. Thraxx wishes to take control of this Rockette, examine it, and build more like it. If he were to build more, he'd be unstoppable!"

Allow the team to ask questions about Thraxx and the Rockette. Any questions they have can be answered by either Shadoan or Wilbur.

- Thraxx only recently arrived, demanding access to the Rockette. When turned away, he returned with an army of Carrocs.
- They've been able to drive them off so far, but they are weakening under

the constant barrage.

- The Carrocs have been patrolling the area, so the village has been unable to get help. They're amazed they were able to get word to the team!
- Thraxx seems unable to interact with the physical world, as if he were trapped between the living world and the world beyond. **((BIG CLUE))**

Eventually, Shadoan will recall they only have until sundown to stop the ghostly wizard.

“Wilbur and I have a theory about Thraxx. He seems to be a creature neither living nor dead, so the answer to his defeat might be found at The Wizard’s Graveyard – a place of rest for Ancient heroes and legends. There, it’s said the Fires of Forever burn brightly. We believe if we can expose Thraxx to this magical Fire, it could somehow damage him, driving him away.”

Shadoan and Wilbur explain that The Wizard’s Graveyard is about an hour away on horseback. They give each PC a torch, instructing them to light it in the Fires and bring it back to use against Thraxx.

Shadoan leads them out to their mounts and points them toward The Wizard’s Graveyard.

“And time is of the essence. We don’t know what he’s planning for sundown, but it’s imperative you return before then!”

“Ookla, Ariel, riiiiide!”

SCENE 3

ENTERING ARLING

When the team arrives The Wizard's Graveyard, they see a sign IDing it as "Arling" (Arlington Cemetery if the PCs think to look a bit more at the sign). It's been all but overtaken by the swamps. Many bogs and damp muddy pools are scattered throughout the area, with a few old stone paths here and there. The swamp is littered with stone markers in neat orderly rows. Due to the tree canopy, it's a bit dark here, but the PCs can see a flickering in the distance. It's strangely quiet, as if nothing dares to explore this sacred ground.

While approaching the flickering light, three Surfents splash out of the swampy waters. These are huge fur-covered snakes with antenna that gives them the mutation of echolocation. The PCs need to take care of them quickly if they can.

Surfents (3) (AL C, MV 60' (20'), AC 6, HP 30, #AT 2 (bite, constrict), DG 1d4, 2d8, SV L2, ML 7, mutations: gigantism, echolocation)

SURFENTS:

1 – 30

2 – 30

3 – 30

Once the Surfents are dealt with, the PCs can approach the Fires of Forever. It is a large, flat, stone area with a

single jet of flame in the center. The engraving at the base names it The Eternal Flame.

(The Eternal Flame flickers with otherworldly power, as if this Ancient symbol has been somehow imbued with arcane power.)

After the PCs dip their torches into the flames, as they leave the cemetery, they can see the sun in the distance where it sits on the horizon. They will easily see that sunset will occur in less than 20 minutes and they'll never get back to Smithson in time. (Dun-dun-dunnnn...)

((Commercial break!))

SCENE 4

THE UNFRIENDLY SKIES

You stand at the gates of The Wizard's Graveyard, torches blazing with the magic flames. But time is nearly up, and you'll never be able to get back to Smithson before Thraxx launches his attack.

In the distance, you hear a buzzing in the air... It grows louder and closer, and in the dusk, you can see a dark shadow overhead.

Let them react somehow to the approaching menace. As it gets nearer, it looks like a bird but buzzes like a giant insect. As it gets overhead, it seems to hover and they can see it some strange Ancient flying machine. It is the Wright Brothers flyer with a helicopter blade sticking out of the top. At the controls is Wilbur, who drops a rope ladder and motions them to climb up.

"Thought you might run out of time, so I fired up this Ancient contraption I've been working on!" he shouts over the buzzing of the blades overhead. "Be careful with those torches! This thing's mostly cloth and lumber. It'll go up like tinder if it catches fire!"

Once they're on board, have the PCs mark where they will be standing. Wilbur banks the "heliplane" and begins the flight back to Smithson, shouting for them to hang on.

After a few minutes in the air (be sure to have rolls to hang on while Wilbur fights to keep it airborne), a last from a laser narrowly misses the heliplane. Glancing about, there are three Carrocs riding on the backs of Leatherwings (giant bats) closing fast. Seated behind the "pilots" are three more Carrocs with laser who are trying to shoot the heliplane down.

"Don't let them hit the plane!" Wilbur shouts. "Those lasers will tear us apart for sure!"

The Leatherwings are not statted as they are mostly here for use as "vehicles." If the players hit a Leatherwing, it will veer off, as it has low morale in combat. The Carrocs who are flying will try to fly close enough for the shooter to get a good shot or – if close enough – so the shooter can jump over onto the heliplane. Looks like we have a good old-fashioned, wing-walking dogfight at hand!

Carrocs (6 – only 3 will enter combat)
(AL C, MV 90' (30'), AC 4, HP 36, #AT 1
(claw, bite, or laser), DG 1d8, 1d10, or
3d6, SV L2, ML 9, mutations: increased
strength, natural armor)

CARROCS:

- 1 – 36
- 2 – 36
- 3 – 36
- 4 – 36
- 5 – 36
- 6 – 36

This aerial combat should be played up for excitement. The PCs and Carrocs may jump back and forth from plane to bat. Someone may get tangled up in the rope ladder and be swinging back and forth. The threat of torch or laser fire could bring the plane down. And Wilbur will be trying to shake off the attackers, causing everyone to roll DEX checks.

When the smoke clears and the Carrocs have been driven away, the players can see the Smithson coming into view just as the sun sets.

((CUTSCENE))

In a squat rectangular monument nearby, a statue of a stoic bearded man sits in a quiet vigil. In front of the statue floats Thraxx. As the last of the sun's rays shine down, Thraxx raises his arms and approaches the statue. He fades away as he passes through and

into the statue of the Ancient leader. The statue's eyes begin to glow, then flicker into twin blazes of fire. There is the groaning and grinding of stone-on-stone as the giant granite statue stands up. The front of the monument explodes as the giant stonework man breaks out of the building that held him and he begins his walk toward the Smithson.

Thraxx's final attack has begun.

((Commercial break!))

SCENE 5

MR. LINCOLN

Thraxx has taken possession of the statue of Lincoln from the Lincoln Memorial, and he intends to use the stone juggernaut to destroy the Smithsonian walls and anyone who gets in his way. Meanwhile, the PCs are approaching from the other direction on the heliplane in whatever condition it may be. And in the middle is the Smithsonian.

The PCs can take whatever tack they want. If they want to attack from the ground, Wilber can get low enough for them to jump. If they want him to buzz the statue, he can do that (while Mr. Lincoln swats at them like King Kong). Any cartoon-action attack the PCs want to attempt should be encouraged. If they attack the statue head-on, it will take 90 points of damage before it is destroyed.

MR. LINCOLN

(AL N, MV 150' (50'), AC 0, HP 90, #AT 1 (fist), DG 4d6, SV L6, ML 12, mutations: none)

LINCOLN

1 – 90

The trick is to drive Thraxx out of the statue as he cannot be attacked while he's inside. The torch flames

are the key, and the blazing flame-like eyes are the target. If the PCs can get the fires close enough to the eyes, Mr. Lincoln will try to shield his eyes from the blinding light. Whenever they do this successfully (as an attack), Thraxx loses that attack round. So the PCs will need to really pound on the statue as it slowly stomps toward Smithsonian.

Once the statue is destroyed and Thraxx is driven from the statue, he will be utterly vulnerable to the torches. Three successful attacks using the flames is all it takes to defeat him and drive his ghostly form from this dimension!

Let the battle go until all are defeated (hopefully!)

SCENE 6

WRAP UP

With the stone presidential juggernaut defeated and Thraxx driven away by the cleansing Ancient flames, the Smithson villagers have nothing to fear any longer.

The six of you are surrounded by the townsfolk and a celebration breaks out while, overhead, Wilbur dips the wings of the heliplane in a salute.

As the townsfolk cheer, the six of you jumps onto your horses:

“OOKLA, ARIEL! RIDE!”

(Play closing credits from the TV show)