

B2

The second adventure for
the WEGS Badderlands series!

Remember the good old days of sword-n-sorcery games with dungeons and dragons and wizards and what-not? The days when all you needed was one rule book, a single-sided character sheet and some funky dice? Well, they're back with a vengeance ...

WEGS 101

OLD SKOOL

WEGS 101 Old Skool is a new look at the classic adventure game genre. It's a character driven, six-stat system that is fueled by four dice alone! Character creation is a breeze and the dice action is non-stop!

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Badderlands Adventure Module B2

MINOTAUR MEAT

by L. Willy Wickman



A stalwart band of sword-n-sorcery heroes set off to rescue a merchant's daughter from the dreaded caverns of the Minotaur! Those who dare enter become dazed and confused, so it's up to the party to pull it all together, rescue the maiden and find their way back out. Within the caverns lurk dangerous creatures, strange cultists and forbidding traps - but these are the least of the heroes' worries...

The Minotaur Lord Otkkexx awaits
and he loves uninvited guests!

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MINOTAUR MEAT

by L. Willy Wickman

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B. Wittig, and all those players who
jumped into the fray
at Ubercon, Dexcon, MEPA Con,
Origins, and Gen Con.

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Welcome to WEGS!

The Wickedly Errant Game System is a brand new, sword-n-sorcery adventure game system that uses only 2d6 and 2d10 to fuel its playing action. Not quite a full-blown rpg and far from a tactical miniatures game, WEGS is designed for speed-of-play, wicked dice action and full throttle fantasy adventure!

In WEGS, players create heroic characters called Arks and then hunker down for an awesome night of adventure gaming. The game is presided over by a game master called the Kreator (rules monger) who may double as the game's Minion Master (the person who controls the actions of all the minions).

WEGS is great for introducing new players to the fantasy game genre, and rpg veterans will get big kicks out of this retro-hybrid!

Grab your dice and jump into the fray!

Format

This adventure module has been formatted to be printed on your home printer. The landscape page layout allows you to "three hole punch" the spine and quickly insert into your favorite binder. We have avoided the use of color in this layout to optimize home printing.

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The "Stop Reading Now" Clause

This is the standard clause for adventure game modules to let readers know that if they plan on being a player in the module that it's best to read no further. This, however, is not the case in WEGS; we tend to enjoy the challenge when all sides of the gaming table are level. Where's the sport in holding all the cards? Now, if you do plan on being a player and want to be surprised by what waits in store for you, by all means, stop reading now. Feel free to take a gander at the pictures in the pages to come (consider them your coming attractions). Despite what you see and read hereafter, a wicked Kreator can (and should) add their own twists and turns to the plot! *That's WEGS, baby!*



KREATOR NOTES

Arks & Arkreation

The rules for Arkreation are fully outlined in *WEGS 101 Old Skool*. This adventure is designed for 4 - 6 Arks/players. For Arkreation, the Kreator can start the players with a 40, 30, 20, 20, 10, 10 Rank score progression. This will give the party a stronger footing for the adventure.

Multi-Arking

For those players who come to the table with some *WEGS* experience, encourage them to create multi-classed Arks from the *Old Skool* skill deck. Players can take up to 11 skills/spells from the deck for custom characters. Remind players that if they are taking spells, they also need to take the appropriate *Sense Magic* or *Sense Mystic* skills.

Chapters, Innings & Intermezzos

This adventure module is played in three chapters. Each chapter contains details on the setting, the minions found in that chapter (including their stats and skills) and other helpful hints and information for the Kreator/Minion Master to share. Trove (treasure) notes are also found within each chapter. Trove items might be possessed and used by the minions, other times they have to be found by the Arks via further exploration.

Kreators should detail the encounter first and then give the players time to ask questions and get a sense of the setting. Once everyone is comfortable with the setting, the C2O (call to order) is given and the inning action begins. Encounters should last between 8 and 16 innings. Players can be given d6 innings after an encounter for chapter resolution/healing.

In between chapters there are short interlude scenes called *Intermezzos*. These are meant to connect the chapters from one to the next. It is up to the Kreator how much of an encounter each will be.

At module's end, there is a chapter-by-chapter recap which details chapter mechanics, chapter bonuses, and stat summaries.



Chapter Jargon

Chapter Strength

Each chapter has a set level of difficulty known as the chapter strength. Chapter strength is the total accumulated levels for the chapter's minions and their powers. If the game is played with six or more Arks/players, the Kreator can increase the chapter strength by adding additional minion forces. Conversely, the Kreator can decrease the number of minions for an easier encounter. The fewer minions the party has to deal with, the quicker (and less challenging) an encounter will be.

Chapter Spoints & SPI

Each chapter has a set pool of spoints to be used by the Kreator during the encounter. Each chapter also sets a maximum spoints per inning (spi) which limits the spoints the Kreator can expend from the pool. If the chapter's spoint pool is not entirely consumed by the end of the chapter, the remaining spoints carry forward into the next. It is the Kreator's option to let these accumulate or not; sometimes it's best to save some for the final showdown!

Chapter Rewards

Each chapter has two types of Rank score rewards:

Elimination: This bonus is given to an Ark for eliminating a minion. The total is randomly diced by the player who dealt the elimination blow. If the player desires, the bonus may be shared with any player who had a hand in the minion's demise.

End Points: This bonus is awarded for the closing of a chapter. This total value is divided among the players who complete the chapter. The players should decide the split, including/excluding Arks to share in the bonus as they see fit.

Bonuses are applied immediately to one of the Ark's Rank score totals. Optionally, players may spend 6% from any bonus and purchase an additional *Phew!* point for their Ark.

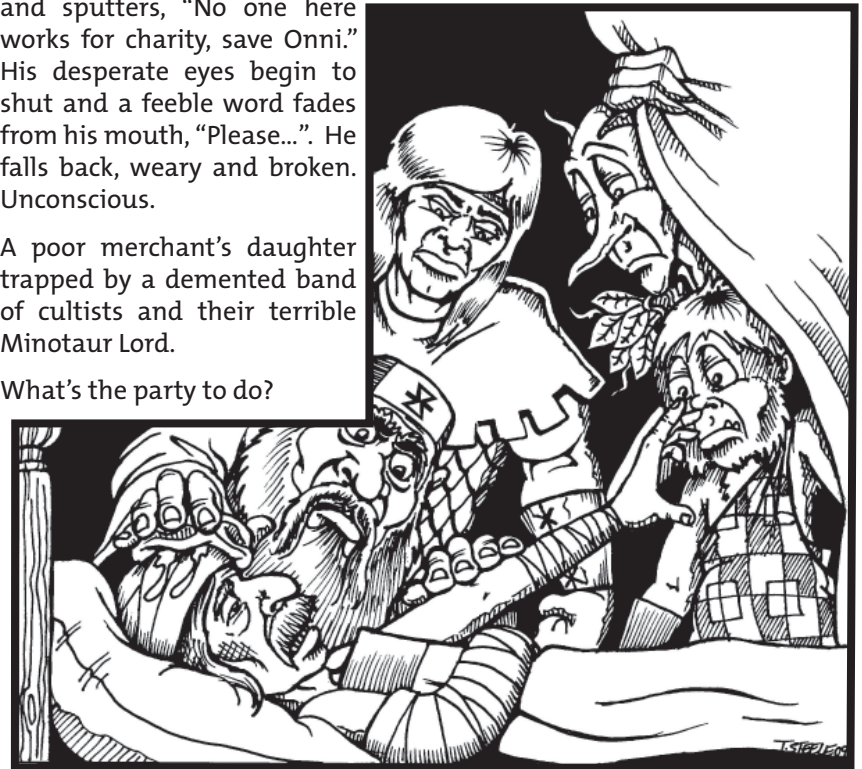
PROLOGUE: A TALE OF WOE!

The Keep on the Badderlands is a buzz with bad news! The skrowl merchant Ranz Baltusrod lies near death in the Keep's infirmary, tended to by a silent Dwarven holy man and healer, Onni Greenjaw. The merchant is one of two survivors of a caravan that was besieged by the Minotaur Ottkexx and his band of cultists. The other survivor is Bellgus Bentsword, one of the merchant's hired bodyguards. In the attack, the Minotaur made off with the merchant's daughter, Dezzy. The merchant's broken and beaten body was found the next day by a passing caravan. Bodyguard Bellgus arrived two days later with tales of tracking the Minotaur to its lair.

It is the lightly wounded Bellgus who approaches the adventurers with this woeful tale. Bringing them to the bed of Ranz, he lets the dying merchant plead with them to rescue his captured daughter, a young and beautiful maiden with long locks of auburn hair. Merchant Ranz explains he well knows the terrible danger that lies with such a mission. To make matters worse, having lost all his valuables in the raid, he has nothing to offer in the way of compensation. He looks grimly at the adventurers and sputters, "No one here works for charity, save Onni." His desperate eyes begin to shut and a feeble word fades from his mouth, "Please...". He falls back, weary and broken. Unconscious.

A poor merchant's daughter trapped by a demented band of cultists and their terrible Minotaur Lord.

What's the party to do?



Minions and Levels

In *WEGS*, minions have only eight levels. Minion Level is notated as ML 1/11 for a Level 1 minion, ML 2/22 for a Level 2 minion, and so on. The first half of the notation is the minion's strength, the second half is their stat base. Each minion has a declared Arketype (just like the player characters). An ML 5/55 Warrior has 5 Warrior Strength, 5 Move, 55 Wounds, 55% Invulnerability and 55% base for their Prowess stat rolls (that's the prime stat for Warriors). It's all 5s and 55s across the board for ML 5/55 minions. ML 6/66, 7/77 and 8/88 minions are considered Master Minions and get the associated skills of their Arketype, lesser minions do not. More detail on this can be found in the *WEGS 101 Old Skool* rule book. Note: ML = Minion Level.

Act Fast!

The Kreator should remember that each encounter begins with an *Act Fast!* test. Players roll 2d6 and must score their Move score or less. Those that succeed get one free action before the start of the inning. Those that fail the test receive no bonus and just have to wait for the normal inning to begin.

Top of the Inning

Determining who holds top of the inning is based on which side (Arks or minions) has the highest prime stat in play. If the Arks' highest prime stat is 67% and the best the Minions can do is 66%, then the Arks go first in the inning. If there is a tie, it is then determined by who has the second highest prime stat, then third, and so on.

OSPI & SFI

Remember that an Ark/minion is allowed to use only one skill per inning (OSPI). While some minions may get two actions per inning, they are still limited to a single skill use. Note also that a skill-free inning (SFI) does not mean an Ark/minion cannot act, they can (they just can't use any skills that inning). Big *WEGS* rule: don't break the OSPI!

Squares

In *WEGS*, we talk in squares for distance, movement, range, etc. This is because combat encounters are battlemat based (if you don't know what a battlemat is, it's kinda shocking that you've read this far!). An Ark/minion's Move score determines how many battlemat squares they can move per inning. A rule of thumb is that a single battlemat square is approximately one square yard for 20 mm or 25 mm miniature use.

ADVENTURE NOTES

Ranz Baltusrod

ML 7/77 Mage, (5/55 Trickster + Sage)

Ranz will be of no use to the Arks, as he will remain in recovery for quite a few weeks. Should his daughter be returned, he will be forever grateful to the Arks, offering to employ them as hired professionals for future expeditions. They have made a very powerful friend in the Merchant's Guild!

Bellgus Bentsword

ML 5/55 Warrior, (3/33 Trickster + Ranger)

Bellgus, feeling partly responsible for the merchant's state of affairs, offers to lead the party to the Minotaur's cave and fight alongside them to the bitter end to save Dezzy. The Kreator can run Bellgus as an ML 5/55 or 6/66 minion (as a 6/66 he gains the ability to Move + Act). Bellgus can be given the Warrior *Attack Forms*. Though a minion, this character is a great opportunity for a new player to be introduced to the game due to the simplicity of the minion rules. For a dastardly plot twist, the Kreator can play Bellgus as an evil cultist who is leading the heroes to their doom!

Onni Greenjaw

ML 5/55 Sage, (3/33 Trickster + Warrior)

Onni is a member of the Healers of Ogma, a religious group given to vows of silence and acts of selfless healing. Should the party accept the mission, Onni will present them with a sack containing the merchant's personal effects; possessions found on his unconscious body. The sack contains:

☉ Mighty Bag O' Copper

The merchant's purse contains 1600 copper pieces. If the Arks keep this, there is no gain but a monetary one. However, if they give the purse to Onni for his devote service, the Kreator can allow Onni to give each d6 spoints in return (as a Sage, he is allowed to surrender his spoints to allies). He may also give them a couple of non-enchanted healing potions that restore an INI roll worth of wounds when imbibed.

☉ Theft Dagger (Level 4 Magic)

Cost: 1 spoint per use. Activated after an opponent fails their *Invulnerability* roll, the wielder uses Move Strength instead of Warrior Strength for determining hand-to-hand wounds. In addition, the user may re-roll 3s on the *Damage Die* (not 1s or 2s, only 3s). If the dagger vanquishes a foe on its first strike, the wielder gains d6 spoints to their own pool (temporary effect).

☉ Skrowls (Level 4 Magic or Mystic)

Cost: 1 spoint. Roll (d6+1) to determine the number of skrowls. For each skrowl, roll d6 again to determine Realm (1-4 Magic; 5-6 Mystic). The spells may be randomly dealt from the *WEGS 101 Old Skool* spell deck or predetermined by the Kreator.



A Note on Skrowlblasting

Skrowls are the magically or mystically inscribed hides of beasts, such as trolls, hydras, basilisks and manticores. The more fabled the beast, the better the skrowl. For game play, skrowls hold one Level 4 spell and are considered to be in the cast phase. *Sense Magic/Mystic* is not needed to blast the spell. Blasting a skrowl costs the player a single spoint and the success mark is established by skrowl level x 11% (a Level 4 skrowl has a 44% success mark). Players can dump additional spoints onto this base to heighten the mark. The greater an Ark's SPS (Spell Point Strength), the more powerful their use of skrowls. The single ignition spoint is lost if the blasting is unsuccessful. Any Ark from any Realm may blast the spell, and once successfully blast the skrowl withers away.

The Maw and The Pike

Once the players have readied themselves for adventure, they can find Bellgus at *The Ogre's Maw*, the main tavern at the Keep. Crowded with weary travelers, stealthy thieves, predatory charlatans, veiled dancers and boisterous mercenaries, the tavern seeps intrigue and adventure in healthy portions. *The Maw* is the place for the party to find information, rumors and perhaps even hired hands to join them on their journey. If instead, they wish to mix with wealthy merchants, uptight guild masters and skolarly magistrates, there's always *The Peppered Pike*, a watering hole for well-to-do sword-n-sorcery types.

ADVENTURE NOTES (CONTINUED)

The Guild of Arms For Hire

The players may get it in their heads to hire one or two of the mercenaries they see hanging about *The Ogre's Maw*. A rule of thumb is that such forces cost 100 copper pieces per level per day. An ML 3/33 Warrior or Ranger would cost 300 copper per day, whereas an ML 6/66 would cost 600 copper. Skolars charge double this rate (if they can be found). Tricksters are always negotiable. Note that the max Minion Level should be 6/66 for these purposes. Such contracts for mercenaries are handled by the *Guild of Arms For Hire*, who will charge 10 copper pieces per level for negotiation services with their members. Additionally, all monies are due up front to the guild, who in turn pay their members upon their return. Should the mercenary not return, the fee is kept by the guild.

Ottkexx and the Cult of the Rusted Minotaur

Ottkexx is a Minotaur Lord worshipped by a small band of misguided mystics dwelling on the Badderlands fringe. Minotaurs are holy guardians of the Temples of Chaos and are mystically summoned to these temples via dark rites by demented worshippers. Once summoned, Minotaurs are bound to serve the temple for three years and three days. When this indenture is complete, Minotaurs become free-range agents of Chaos, bringing destruction and mayhem to the lands of the lawful living as they so choose. Recently freed, Ottkexx established himself in this region. Ottkexx's fur is rust in color, its bright sheen gives him a rich and devilish appearance.

The dark cultists who worship Ottkexx have secretly infiltrated the Keep and the surrounding village. Some are guardsmen, some are merchants and some even hold appointed positions in the Keep's upper ranks. Though small in number, they plan to establish the Keep as a haven for Chaos, installing one of their own as its lord. So far, no one at the Keep suspects their dark doings.

The cultists believe that Ottkexx was sent to them for the evil they have wrought on the lands of the lawful. As a sign of their devotion to him, the cultists presented him with a Ytthic Squid (see Intermezzo II). They also are the ones who spotted the lovely Dezzy Baltusrod in town and decided she would be another fine prize. Thus, they plotted the attack on the merchant Ranz and his caravan on the road to Kazabalanka.

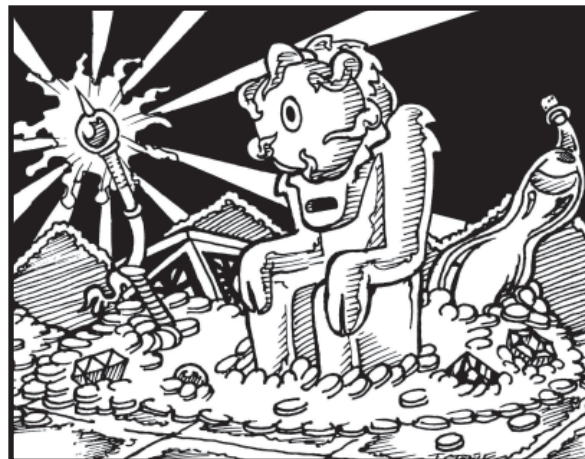
The Road to Kazabalanka

The Keep is an entry portal to the Known Wyrld, the bastion that stands between the civilized lands and those teeming with Chaos (the Badderlands). There is but one city that stands beyond the security of the walls of the Keep: Kazabalanka. Firmly outside the rule of any established kingdom, Kaz (as the merchants call it) literally exists on the edge of the unknown. One somewhat secured trade route runs between the Keep and Kaz. The route winds along the edge of the Badderlands pine forests and its craggy coastline. Great haste must be made to complete the journey before dusk.

A stronghold unto itself, Kazabalanka is the northernmost port on the Known Wyrld's eastern shore. With a constant influx of fortune-seeking adventurers, swindlers and lost souls, it is renown as a city of mystery, intrigue and danger. It is the only port that bids welcome to the ships of the Strange Izzt and their inhuman crews. Should the lands of Chaos that it flirts with open up and swallow the city whole, no one would be shocked. Some might even be glad.

The Strange Izzt

A land that no sane soul ventures to on purpose, the Strange Izzt is a sprawling continent soaked in the mists of the Ether. Ships that come from these lands have a gray sheen of perspiration dripping off their sails, and their reptilian crews are no less moist. It is said ill winds bring the Strangers into port, and the ill-advised make bargains for their cargo.



The Izztian ships are filled with unusual wares: otherworldly spices, strange pelts, mesmerizing gems, wondrous elixirs, and wyrd statuary. Enchanted items of a dubious nature are also found in the darkness of their holds. Transactions with the Strangers of the Izzt have naught to do with currency.

CHAPTER 1

TUNNEL TROUBLES

Standing at the yawning mouth of a steep ravine, the adventurers find a sloping path of loose rock and sand. Large flat rocks have been placed as stepping stones, twelve in all, leading down to an ominous cave mouth. Intermittently along this descent, four piles of boulders are stacked against the ravine walls. Dead branches have been jammed into these mounds and decorated with clumps of reddish fur. Above the cave mouth a messy message, scrawled in bloodied ichor, greets those who draw near:

“Ottkexx Never Sleeps”



1.1 GIMMICKS

Standard move only is allowed in the ravine. Arks are not allowed to run. The stepping stones are the safest way to descend; however they only hold one Ark (or two Gnobbits) at a time. Moving from stone to stone counts as 2 Move. As there are twelve stepping stones, the cave mouth can be reached in 24 move actions. An Ark with 6 MS (Move Strength) can descend the stair in 4 innings. Moving down the ravine without using these stones requires a *Stealth Rank* test (STLr%):

- ⊙ STLr% Success: the Ark's MS is reduced by 2 points.
- ⊙ STLr% Failure: the Ark tumbles 2d6 squares down the ravine, suffers a subsequent *Skill Free Inning*, and loses d6 wounds. If the player dices a *Wicked Bad Score* or *Bad Shot*, they instead suffer a *Lost Action Phase* and 2d6 wounds.

1.2 MINIONS

Anyone descending the ravine stair is in for a nasty shock. The ravine is home to a colony of cavefishers, aggressive mountain crustaceans that possess an antenna capable of a shocking zap. The lobster-like creatures await in their nests below the furry mounds.

⊙ 3 Cavefishers

(2) ML 5/55 Tricksters (3/33 Warrior). Spoints: 5. SPS: 2.

(1) ML 6/66 Trickster (4/44 Warrior). Spoints: 6. SPS: 3. *Move + Attack* allowed. Possesses all Trickster skills.

The antenna is a whipping weapon and its attacks are based on cavefishers' *Stealth* scores. These attacks cause a single d6 wounds (1 - 6 wounds total), however the antenna is capable of a shocking zap (see next section). Each creature has its own small spoint pool which represents the energy they need to charge the zap.

The cavefishers can attack with their claws, but as Warriors and at two Minion Levels lower than their prime stats (the 5/55 claw attack is at 3/33 proficiency). The claw attacks gain a *+4 Warrior Strength* bonus for damage.

The cavefishers have two special abilities. One supplements their antenna attack and requires the use of spoints. The other ability is only triggered when a player dices a successful *Bad Shot* on their attack roll.

⊙ Zapper Lapper! (Level 4 Innate)

Cost: 1 spoint to zap / 1 spoint to LAP

For one spoint, the cavefisher can add a shocking charge to any successful antenna attack. The target suffers (d6 x 4) Elemental Wounds (EW).

For one more spoint, that EW total can be used as the percent success mark to shock the victim into a *Lost Action Phase*. This ability can be powered by a cavefisher's spoint pool or chapter spoints (see *Chapter Recap* on last page).

⊙ Acid Spurt (Bad Shot Trigger)

A *Bad Shot* diced by an attacker indicates that the attack has breached the cavefisher's outer shell causing acidic juice to spurt out. All opponents touching the square of the cavefisher must *Act Fast!* If successful, the juice hits their armour/trappings, causing a (d6 + 2) reduction to their ARM%. If unsuccessful, the juice hits them directly for (d6 x 4) EW.

1.3 TROVE

Each cavefisher sports an antenna which can be removed and used as a shocking hand weapon (STL%). Even after death, the antenna maintains d3 + 1 charges.

⊙ Antenna

Effect: (d6 x 4) elemental wounds.

The wielder does not have to pay the spoint to activate this charge; it is a latent effect. There is not enough energy in the antenna to cause the LAP effect. Once totally discharged, the antenna is useless. Kreator Note: In combat, dropping a spent antenna to brandish a new one costs an Ark 3 Move. Unspent antennae can bring 60 copper pieces each in Kazabalanka.

INTERMEZZO I ~ THE BLIGHTED ARCH

One passage after another and another is what the adventurers find within the Minotaur's lair. It is not long before all are dizzied by the labyrinthine twists. The dread of being horribly lost in the never-ending mess of tunnels is lifted when a vaulted archway is discovered. The entrance, dating from the Dwarven Dark Age by the look of it, is quite lofty but unworthy of accolades. What is of note is the scrawl of bloodied ichor above the arch which simply states, "Ottkexx Sees All". An amateurish evil eye is drawn below the mess of letters.



Intermezzo I Notes

The purpose of this intermezzo is to give the players a sense of being lost deep within the Minotaur's lair. There is enough in the tunnel description to stop the game cold, especially for cautious players. It is up to the Kreator how much of an encounter this will be.

The evil eye may be played as a mystical ward that drains spoints from all who pass under it. As per the Realm of each Ark, it drains (d6+4) Magic spoints or (d10+4) Mystic spoints. The evil eye can be obliterated by suffering 20 Enchanted Wounds.

The flight of stairs mentioned in the Chapter 2 introduction can be found at the end of this tunnel.

Kreator Reminder: When stacking minions, Minion Level 5/55 round to 60 wounds (six poker chips), ML 6/66 round to 70 wounds (seven poker chips). and ML 8/88 to 90 (nine poker chips).

CHAPTER 2

DUNGEONY DOINGS

A short flight of stairs, wide enough for three fully armoured Dwarfs to walk abreast, leads down to a dimly lit chamber. From therein comes the murmur of voices, the shuffling of feet, a burst of grim-toned laughter and the loud scrooping of a rusted gate.

Kreator Note: Without entering the chamber, no further information should be gleaned by the players. Depending on how the Kreator desires to play this encounter, it is up to them how the remainder of the details are revealed.

From the bottom stair, the room beyond is revealed. A three-legged brazier burns in one corner of the room. Central to the chamber is a large stone slab that sits upon two hefty stone blocks. This ceremonial table and surrounding floor are littered with strands of auburn hair. Two ponderous, rust-ridden gates are also revealed. The left gate is securely closed with lock and chain. The right gate is slightly open and leads to an ascending flight of stairs.

2.1 GIMMICKS

Absent from the introduction is the gang of cultists who just finished preparing the lovely Dezy for her presentation to Ottkexx. Part of this preparation was the shearing of her hair. During the process, Dezy naturally fainted. Legend tells that a maiden possessing lustrous hair the same color as the Minotaur can drain it of its mystical strength (thus, the precautionary shearing). A couple of cultists have carried Dezy's body out the right gate and on to Chapter 3 and the chamber of the Minotaur.

2.2 MINIONS

Present in the dungeon are its guardsmen and their crusty Dwarf Sage master, Glindy Burstgems. This old Dwarf has seen better days and better dungeons, but the cultists pay him well for his services. Glindy is in charge of the dungeon's ceremonial activities (such as the shearings). Glindy holds the keys that unlock the gates of this chamber (only one of which is secured at the present time). During intrusions, his greatest concern is to secure the gate leading to the Chamber of the Minotaur.



◎ Glindy Burstgems, Master Sage (Dwarf)

ML 7/77 Sage, (5/55 Trickster+Warrior)
Spoints: 77. SPS: 7.

Power: *Wounds Plus* (Level 4), +20 wounds (+2 poker chips).

Trove: Hazlukk's Amulet; Blessed Sword; Keys (see *Trove* notes); (INI roll x ML) copper pieces.

As a 7/77, Glindy has the ability to *Move + Blast*. He also possesses the *Warrior Attack Forms*.

◎ Cultist Warriors (3 Humnz, 1 Dwarf)

(4) ML 6/66 Warriors (4/44 Trickster, 2/22 Ranger)

Power: Each has *Armour Plus* (Level 2), +10% Armour.

Trove: d6+2% Armour each; (2d10 x ML) copper pieces each.

The ML 6/66 minions have the ability to *Move + Attack*. They possess the *Attack Form* trio. As each has *Armour Plus*, they gain +10% to their *Invulnerability* roll, bringing them to 76% INV each.

2.3 TROVE

☉ Armour (ARM%)

Each guard possesses (d6+2) ARM%. Three sets are Humnz sized, one is Dwarf. Note: the full *Armour Plus* bonus possessed by each cultist is not given to the players.

☉ Hazlukk's Amulet (Level 4 Mystic)

Cost: 2 spoints. Effect: When using the skill *Sense Mystic*, if a caster rolls a score less than their Grace INI, they can summon twice the amount of spell energies. For two additional spoints they sense double the mystical power. Note: Glindy has a 24 Grace INI score.

☉ Blessed Sword (Mystic)

Cost: 2 spoints per effect. Effect: Sword adds +30% Prowess or +6 Warrior Strength. Effects can be played independently (2 spoints each) or combined for any attack (4 spoints).

☉ Glindy's Belt & Keys (Magic)

Four large keys on a metal ring are attached to Glindy's studded leather belt. One key opens the left gate and one opens the right. A third key opens the door to his personal quarters (deeper in the dungeon lair). The fourth key is a magically trapped key that activates when it is used to open any lock. If activated, the keyholder suffers (d10 x 4) Enchanted Wounds. Furthermore, anyone looking at the keyholder suffers (d6 + 4) EW. Lastly, the entire key ring vanishes into thin air (an *Ethereality* spell that lasts for INI innings). The keys reappear on Glindy's studded belt when the spell duration ends. Note: RR1s on all dice rolls noted above.



INTERMEZZO II ~ THE EMPTY CELL

Beyond the locked gate on the left, a dark and dank dungeon cell is revealed. One wall has a sheen of water upon it, which puddles along its base. Sitting in shadows near the rear wall is the shape of a huddled prisoner.



Intermezzo II Notes

The huddled shape is merely an outcropping of stones, meant only to draw the party into the cell. What is not revealed is the Ytthic Squid that clings tightly to the damp ceiling above those stones. Any one approaching the stones is given a Stealth INI roll to spot the shadowy shape above. The squid will also be illuminated by a *Sense Mystic* spell, for it is a mystical creature.

☉ Ytthic Squid

ML 5/55 Warrior, (3/33 Trickster+Sage)

Spoints: 30. SPS: 5.

Alien to these lands, the Ytthic Squid is a creature from the Strange Izzt. Mystically benevolent, the squid are the totem protectors of the Warriors of the Ytth. These symbiotic creatures wrap around a host's back/shoulders, strengthening their torso with their seven tentacles. The squid cannot adhere to Magic beings. The Host is drained 6 spoints per day (so their Spoints total is always six below maximum), but gains the following bonuses:

- ☉ +4 Warrior Strength (four times per day)
- ☉ +4 points for Act Fast! tests (used all at once or divided)
- ☉ Decrease opponent's Damage Die by 2 (4 times per day)

The squid can use these abilities to defend itself. The squid has the ability to *Sense Mystic*, which it will use to identify the Realm of a potential host. It can use the spell *Fervor* as a Level 4 Odd Skill (Cost: 1 spoint. 77% chance for success) to drain (d6 + ML) spoints from any target within ML squares (5 SQR). It will *Fervor* its host when it originally attaches itself (an initial painful spoint drain). The squid can use either ability twice per day.

CHAPTER 3

MESS WITH THE BULL

Atop the stairs, a large chamber lined with columns is revealed. An oblong fire pit fiercely burns in the center of this room, and the smell of a putrid, almost bullish, incense fills the air. At the far end of the chamber, four cultists in rust-stained robes kneel before a dark arch. Each holds a ceremonial spear upright. Their hooded leader stands near them, wildly chanting and holding aloft a scepter aglow with a searing light. On the floor before the dark arch, lies a young maiden, unconscious, hair all gone. As the leader's chant hits a crescendo, a bestial roar is heard from the darkness of the arch.

Ottkexx is near...

3.1 GIMMICKS

The adventurers will have their hands full should they opt to interrupt this party. At the start of this chapter, only the cultists and their leader, Illyan, are present. It is up to the Kreator when to introduce the Minotaur Lord Ottkexx (but the bestial roar indicates he has been summoned and should soon arrive).

Illyan wields a powerful scepter which allows her to Cast+Blast in one action. Her 8 Spell Point Strength allows her to pay 4 spoints to activate the weapon, then 4 spoints to blast her spell. The Kreator can use chapter spoints to further empower her actions (such as charging the scepter for its attack action effect). More details on the scepter can be found in the inset box and in the *Trove* section.

To level the playing field a bit, the Kreator can start Illyan slightly drained in her spoints. An *INI Roll* amount of lost spoints can represent those she has used for her incantations prior to the Arks' arrival. Otherwise, she starts with 88 Spoints as per her Minion Level.

3.2 MINIONS

◎ 4 Cultist Warriors (2 Humnz + 2 Dwarf)

(4) ML 5/55 Warriors, (3/33 Trickster)

Trove: Ceremonial spear (+1 Warrior Strength). This gives each Warrior a 6 WS instead of 5 WS.

Each Warrior carries (2d6 x ML) copper on their person.

◎ Illyan Brill, Master Sage (Humnz)

ML 8/88 Sage (6/66 Trickster+Warrior)

Spoints: 88. SPS: 8.

As an 8/88 minion, she has the ability to Move+Act+Act.

Trove: Scepter of Hellish Dement; jeweled armband (1500 copper); three rings (150 copper each).

Illyan is the wife of the main provisioner at the Keep. Her vocation as a herbalist allows her to venture off in the forests of the Badderlands with her guardsmen. She has managed to keep her cultist activities secret heretofore. Illyan is master of ritual incantations and dark lore. This knowledge, accompanied by her large spoints pool, allows her to wield her dismal scepter with wicked power.

SCEPTER OF HELLISH DEMENT

Mystic Trove Item

Cast+Blast Action: Cost: 4 spoints to activate, 4 spoints to blast (Level 4 spell). Test: Grace % twice (once for the cast effect, once for the spell blast).

Insanity Effect: When activated, all enemies within 4 SQR must test Sanity (this is not a *Fear!* test). Those who fail suffer (d6 + 4) Insanity points.

Prowess Attack Action: Cost: 3 spoints to activate for inking. As a PRW% striking weapon, the searing scepter causes normal wounds, but based on (d6 x SPS). In addition, it drains the d6 score in Spoints, too!

© Ottkexx the Minotaur Lord, Master Warrior

ML 8/88 Warrior, (6/66 Trickster + Sage)

Size: 4 Square base (2 x 2)

Spoints: 45. SPS: 4.

Known for its mammoth strength and ferocity in combat, this beast-made-man is a divine servant of mystical Chaos. Aside from its natural Warrior talents with which it wields its massive glaive, the horns of the Minotaur are carved with glyphs and charged with mystic powers. Lastly, the Minotaur possesses a dizzying effect on all those stand within the range of its terrible glory.



+8 Strength Plus (Innate, Level 4)

The massive size of the Minotaur adds +8 Warrior Strength. This gives the Minotaur a base of 16 WS for normal Prowess attacks. Note: The *Strength+* power adds one point per level. This is a 4 ML minor power taken twice and worth 8 ML for chapter strength purposes.

Blood Chip (Innate, Level 4)

The Minotaur has two Blood Chips, each worth $((d6+4) \times 10)$ wounds. Each chip gives the Minotaur anywhere from 50 to 100 additional wounds (that's 5 to 10 poker chips). This total is not determined until normal wounds are fully depleted. Note: *Blood Chip* is an 8 ML major power. Worth is 16 ML for chapter strength.

Badass (Innate, Level 4)

Each level decreases an opponent's Damage Die by a half point. At Level 4, an opponent's Damage Die is reduced by 2 points. Opponents of same size (those that cover four squares and carry equally badass weaponry) do not suffer this effect. No effect against enchanted Damage Die rolls. If a weapon has been banded with Dezzy's hair (found in Chapter 2), it counters this effect! Note: This is an 8 ML major power.

Disorientation (Innate, Level 4)

Cost: 2 spoints at Spante. This power is activated by paying two spoints at the Spante. Any foe within 12 SQR of Minotaur (visible or not) is struck with disorientation. An Ark must succeed a Stealth% test to move toward or away from the Minotaur. Failure yields that the Ark is too confused to move that inning. The Warrior skill *Charge!* bypasses this penalty. Failing a charge moves the Warrior 4 SQR in a random direction. Note: This is an 8 ML major power.

Enchanted Horns (Innate, Level 4)

Cost: 4 spoints per spell. Each horn maintains a single Level 4 spell that can be immediately *Cast+Blast* once per day. The Kreator should select the applicable Sage spells prior to the encounter. These spells do not require the casting of a *Sense Mystic* (that energy is inherent in the Minotaur's blood). Blasting requires a Grace% test. In addition, each horn is enchanted with a Resist Skill (also at the Kreator's discretion) and functions as normal Reaction skill use. Note: Each horn is an 4 ML minor power. Worth 8 ML.

3.3 TROVE

⊙ Ceremonial Spears of Chaos (Mystic, Level 1)

The spears add +1 Warrior Strength for those who wield it. The weapons will fetch a nice price at the dark markets at Kazabalanka (500 copper each). Carrying such weapons openly will raise suspicions from Mystics and those opposed to Chaos.

⊙ Scepter of Hellish Dement (Mystic Relic, Level 4)

A powerful instrument of Chaos, those who hope to wield the scepter must possess 8 SPS to command its power (otherwise the scepter may take command of them!). Those holding the scepter gain 20 Insanity points, and all within 4 SQR gain 10 Insanity (a temporary effect). Just being within the range of this relic is enough to make one's hair stand on end (even if it is unseen)! On the dark market, this relic will fetch 8,000 copper.

EPILOGUE

From the tips of its horns down to its cloven hooves, the Minotaur is a creature that wreaks mystical value. Even after its demise, its horns maintain their special powers. The hooves can be ground down to a fine powder for enchanted potions and ointments. The beast's blood, if properly preserved, makes a superb skrowl ink. All said and done, the beast could fetch 20,000 copper pieces at the Kazabalankan market! But first, the Arks have to get it there...

It will be quite the task hauling the Minotaur carcass out of the dungeon, through the Badderlands, and back to the Keep. Not to mention arranging their transport to Kazabalanka (should they decide to profit from their heroic adventure)! The road to Kaz is ripe for adventure, as is that dubious city.

Needless to say, due to the Arks' meddling, powerful enemies of Chaos have been stirred. Who knows to what end the cult will seek their revenge on the Arks! With agents in both the Keep and Kazabalanka, word will spread fast on the Arks heroics, and some might just want to settle the score. This tale can be the intriguing start to what is going on behind the scenes at the fabled *Keep on the Badderlands!*

CHAPTER RECAP

CHAPTER STRENGTH PROGRESSION = 28 43 92

Chapter 1, Tunnel Trouble

Spoints: +11 spoints / 1 spi

Elimination Bonus: d6+1%

End Points: 11%

2 x L5 Tricksters = 10 ML

1 x L6 Trickster = 6 ML

3 x L4 Power: Zapper Lapper = 12 ML

Total Minion Levels: 28

Chapter 2, Dungeony Doings

Spoints: +22 Spoints / 2 spi

Elimination Bonus: d6+2%

End Points: 22%

1 x L7 Sage: 7 ML

4 x L6 Warriors: 24 ML

4 x L2 Power: Armour+: 8 ML

1 x L4 Power: Wounds+: 4 ML

Total Minion Levels: 43

Chapter 3, Mess With The Bull

Spoints: +33 Spoints / 3 spi

Elimination Bonus: d6+3%

End Points: 33%

4 x L5 Warriors = 20 ML

1 x L8 Sage = 8 ML

1 x L8 Minotaur = 8 ML

Minotaur Powers = 56 ML

Total Minion Levels: 92

GRIM REAPINGS

Badderlands Adventure Module B3

Another free WEGS adventure coming soon!