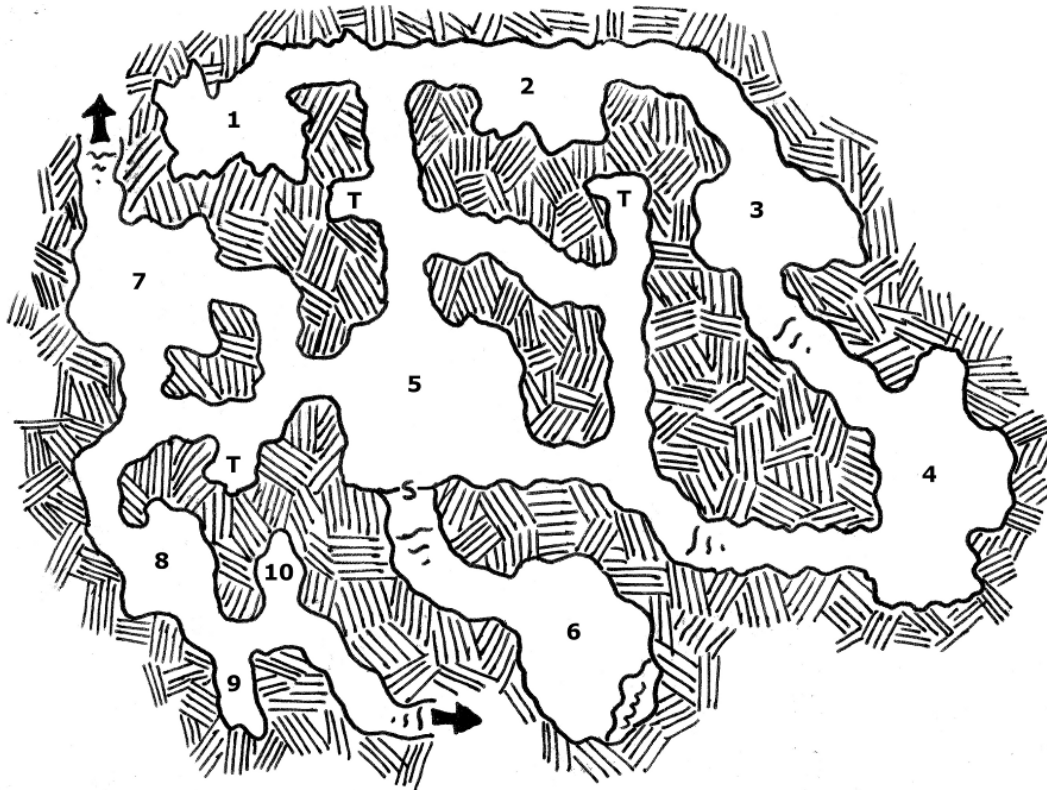


Escape From The Badder Warren

Finding themselves captured, the PCs must find a way of escape



Hook: Whether by DM fiat, or bad player decisions, the characters find themselves captured by a group of Badders, stripped of their equipment, and tied up in Area 1. The characters' objective is simple: recover their equipment, and make their escape. The exits are marked by large black arrows on the map. Their equipment is in Area 3. Escaping their bonds is a moderate Acrobatics or difficult Athletics check.

Background: The Badder clan that originally occupied this warren was killed and devoured by a band of Klickies. Several months later, a second Badder clan (that often traded with the first) discovered the infested warren and reclaimed it. The PCs have been captured by this second group of Badders, stripped of their possessions, and tied up. The Badders are awaiting the return of their clan chief to decide what to do with the characters.

General Escape Mechanics: The PCs must make group Stealth checks (Easy DC) to avoid detection. Unless otherwise indicated in a room's description, moving from a room to a hallway or from a hallway to a room requires a group Stealth check.

Three failed checks (or setting off an alarm trap) will alert the Badders to the characters' escape. At this point, the following happens:

- The group may no longer take short rests
- All Stealth checks become Moderate DC
- Any more Stealth check failures initiate the following combat: 1 Badder Slave Driver (Controller/Leader), 3 Badder Steading Guards (Artillery)
- The DM should adjust the behavior of Badders already occupying rooms to a state of high alert.

Failures:

Area 1: Commoner's Sleeping Area

The majority of the Badder clan sleeps in this room. There are a number of woven mats arranged in rows on the floor, and there is a table in the middle of the room. There is no light and there are no torches in this room.

Area 2: Elite's Sleeping Area

The Elite Badder warriors and their families sleep in this area. Lining one wall are several fine woven rugs with chests at one end. At the other end of the chamber stands a table. A Badder Steading Guard is dozing on one of the rugs. This room is brightly lit by a torch.

Special Features: Combat (Optional; 1 Artillery)

Area 3: Weapons & Treasure Storage

This chamber is where the clan's weapon and treasure hoard is kept. The characters will find their confiscated weapons and armor in this room, as well as several pieces of Omega Tech, mundane Badder weapons (shields, slings, swords, and maces), and several small wooden boxes full of domars. This room contains no light sources.

Special Features: Treasure (Domars; light one-handed weapons & shields; Omega Tech)

Area 4: Noble's Sleeping Area

Characters cannot enter this room without being detected.

This room is carpeted with a woven grass mat. There are six raised beds with stuffed mattresses in this room, as well as several tables and dressers. At one of the tables sits two young Badders and an adult female Badder, all eating out of bowls. A fourth Badder, a Slave Driver Badder male dressed in robes, sits at a small desk facing the wall. This room is brightly lit by two torches.

Special: Combat (1 Controller/Leader ; 4 non-combatant minions [use the Controller/Leader Init bonus and Defenses])

Area 5: Common Room

This is the central meeting area of the warren. It is used for eating, clan meetings, and worship. Currently, there is a single Badder tending an altar at one end of the room. Above the altar hangs a picture of the Wisconsin Badgers mascot “Bucky Badger.” There are prayer rugs arranged in front of the altar. Several low tables are arranged in the middle of the room. Two large cauldrons hang over fires, cooking some sort of stew, the aroma of which is filling the chamber.

Special Features (2): Secret door to Area 6: Supply Chamber (Perception Moderate DC); Optional Combat (1 Artillery)

Area 6: Supply Chamber

There is no light in this secret room. Sacks of grain and racks of dried meat lie on and around a large table in the middle of the room. Dried herbs hang from the ceiling. Mundane kitchen and living supplies are stacked along the walls. In the southeast corner of this chamber is a pool of water; it moves as though there is a spring bubbling beneath the surface. Though there is no obvious exit for the water, it must be flowing out somewhere.

Special Features: Treasure (Trail rations – 10 days per PC)

Area 7: Play & Learning Area

Characters cannot enter this room without being detected
Young Badders spend a large part of their day playing in this room and developing their natural ferocity. There are several Badder children playing with blocks and toy swords. They are watched over by two female Steading Guard Badders. One of the Steading Guards sits in front of the exit tunnel, watching the children. This room is brightly lit by four torches.

Special Features (2): Combat (2 Artillery; 8 non-combatant minions [use Artillery Init bonus and Defenses]); Exit

Area 8: Training Room

Characters must succeed at a Moderate DC group Stealth check to avoid being detected, unless the Badders are aware of their escape attempt.

The room is dimly lit by a single torch in the middle of the room. Four practice dummies stand in a ring around the torch, and four Badders are hacking away at them. There are several bullseye targets standing at one end of the room.

Special Features: Optional Combat (4 Artillery)

Area 9: Guard Post

Characters cannot enter this room without being detected
This chamber serves as a security post for the warren’s main entrance. The room is spare; its only furnishing is a table and chair, where the current watch officer sits doing paperwork by candlelight. Four guards are crouched in a circle on the floor playing a dice game.

Special Features: Combat (4 Artillery, 1 Controller/Leader)

Area 10: Partially Buried Artifact

At the end of this tunnel, the right front headlight, tire, grill and right front fender of a 1964 Corvette are visible. The rest of the car is buried. The Badders came across this artifact when digging out the warren, and have left it exposed to lure intruders. Approaching too closely triggers a trap. If the trap is triggered, the Badders from Area 9: Guard Post will appear immediately at the entrance to this area, and gain a surprise round.

Special Features (2): Trap (Collapsing Ceiling Trap); Potential Combat (See Area 9: Guard Post)

Area T: Dead End Traps

These side passages appear to turn a corner, but a character looking around that corner will see that they suddenly dead end. They have been designed by the Badders to trap intruders. Any PC wandering up one of these passages far enough to see that it dead ends around the corner will set off the trap and alarm.

Special Features: Trap (Collapsing Ceiling Trap)

Collapsing Ceiling Trap

Lurker

You hear a quiet snap, and suddenly a mountain of earth falls from the ceiling. Somewhere, an alarm begins buzzing.

Hazard: A pile of earth above the dead end collapses, burying anyone caught in it, and setting off an alarm.

Perception

◆ Moderate DC: The lack of air movement leads the PC to think that the tunnel may dead end around the corner.

◆ Difficult DC: The PC notices the trigger line for the trap

Trigger

When a creature enters one of the squares below the trap.

Attack

Standard Action Close burst 2

Target: Creatures in burst

Attack: Level +3 vs. Reflex

Hit: Medium damage (by level). Any flame based light sources carried by the target are extinguished.

Miss: Half damage

Effect: A buzzing alarm sounds. Enemies can no longer be surprised. Also, see Special, below.

Countermeasures

◆ A PC that notices the tripwire with a successful Perception check can automatically avoid triggering the trap.

◆ Acrobatics (Moderate DC): The PC is able to dodge out of the way somewhat, granting the PC +2 Athletics to all checks to escape from the pile of dirt.

◆ Athletics (Moderate DC): The PC escapes from the pile of dirt. Every failure confers 5/10/15 ongoing damage (escape ends). This damage stacks.

◆ Mechanics (Moderate DC): The PC can disable the alarm mechanism

◆ Mechanics (Difficult DC): The PC can disable the trap

Special

This trap includes an alarm. If the trap is triggered without disabling the alarm (see Countermeasures), the party must escape from the dirt collapse within 2 rounds, or the combat listed in **Stealth Mechanics** is triggered. Also, for the purposes of the “General Escape Mechanics,” the group has failed three group Stealth checks.



Bucky Badger