

DR. GRORDBORT'S

SCIENTIFIC ADVENTURE VIOLENCE

A ROLE-PLAYING
GAME SETTING
AND SUPPLEMENT

QUICK
START 4





COALTED FUNERAL



www.crwbr.com

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DrGrordborts.com | Dr. G collectibles available at www.wetanz.com.

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STILL HAVEN'T
HAD YOUR FILL OF
VENUS?
Capital!

*Greetings from Venus!
wish you were here.*



LONG SUSPECTED OF BEING HOME TO INTELLIGENT BEINGS, OUR MYSTERIOUS NEIGHBOUR IS BUT A BRIEF ROCKET FLIGHT AWAY – THANKS TO THE WONDERS OF ENGLISH INGENUITY AND IMPERIALISM!

A Reminder From Our Lampoonation Desk

These materials are for adults – specifically and crucially, adults not offended by satire. Subjects including colonialism, religious extremism, aristocracy, monarchies, speciesism, exoticism, genocide, out-of-control capitalism, exotic trophy hunting, propaganda, toxic masculinity, and sexism are present – and lampooned. While these elements are plentiful in the world of Dr. Grordbort (and ours, sadly), they should by no means exist at the gaming table. Game Masters and players share the responsibility of ensuring that all are welcome and have fun. Indeed, encountering in game the embodiment of most of this tommyrot, Lord Cockswain, can be highly amusing, but it's absolute hell sharing a table with him.

It also contains crude humour, foul (oft-antiquated) language, and violence. Lots of violence. Oodles, really. If you find these or any of the things above to be offensive or off-putting, we urge you calmly but sincerely to turn off your radios...er...stop reading.

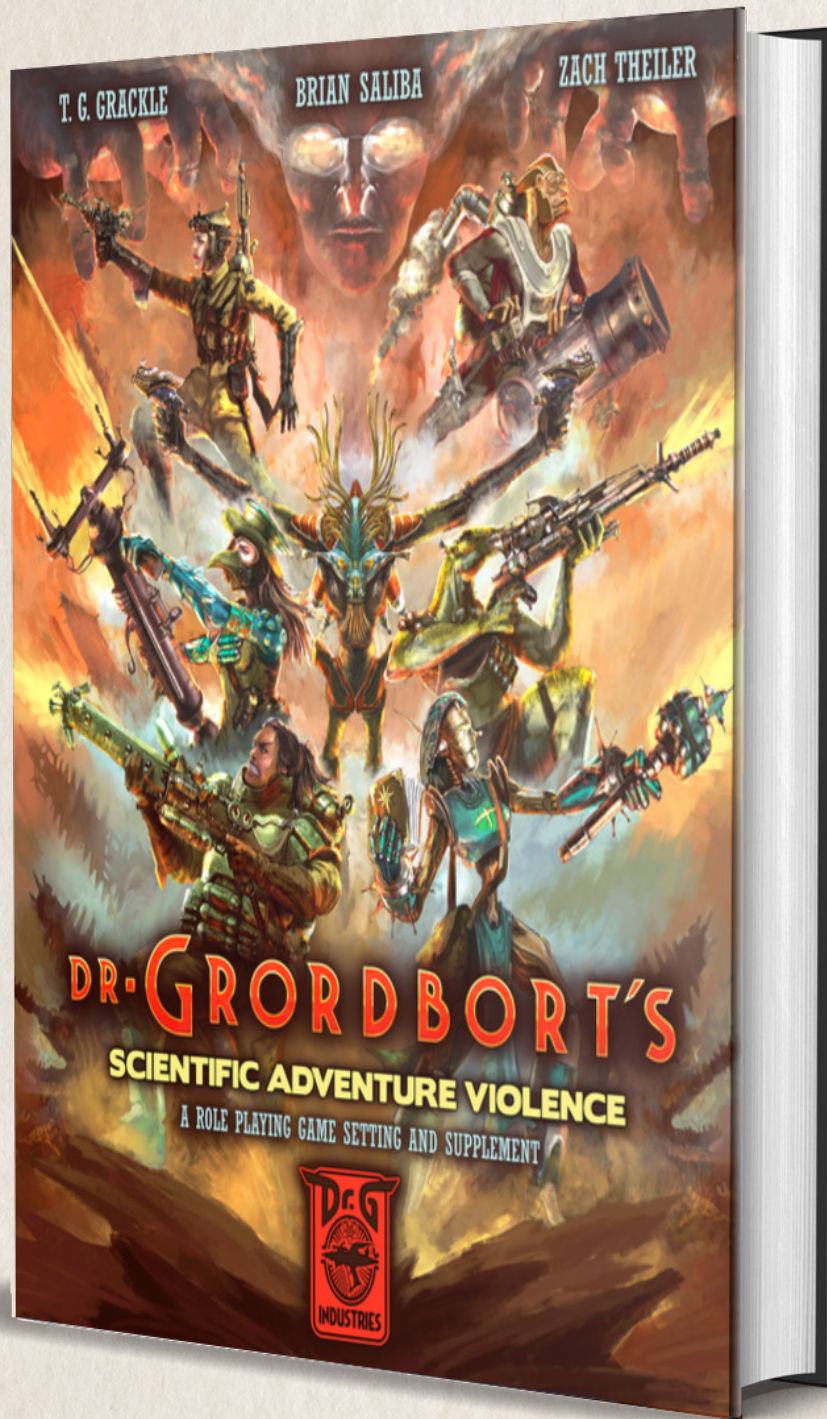
This fourth batch of Quick Start materials, which are designed for use with the fifth edition of Very Famous Dragon Game (i.e. “5e”), contains one new pre-generated character sheet, two new monsters, and the fourth of five Adventure Paths. Note that previous Quick Start releases are referred to throughout as “QS1”, “QS2”, and “QS3”, and are available for

free around the interwebs, including at [Exalted Funeral](#), [Crowbar Creative](#), [Crowbar Creative Patreon](#), [DriveThruRPG](#), and [itch.io](#). The fifth and final Quick Start expansion will be released in July, and the Kickstarter for the complete *Dr. Grordbort's Scientific Violence* book goes live in August. [Sign up here to be notified when it goes live and grab Day One backer exclusives.](#)



DR. GRORDBORT'S SCIENTIFIC ADVENTURE VIOLENCE SETTING AND SUPPLEMENT KICKSTARTER

(AUGUST 2022)



Everything you need to create and run violently fantastic and fantastically violent adventures in the Dr. Grordbort universe: character creation, rayguns, vehicles, other planets...and, did we mention – oh, we did? Well, we'll mention them again: RAYGUNS!

Adventure Summary



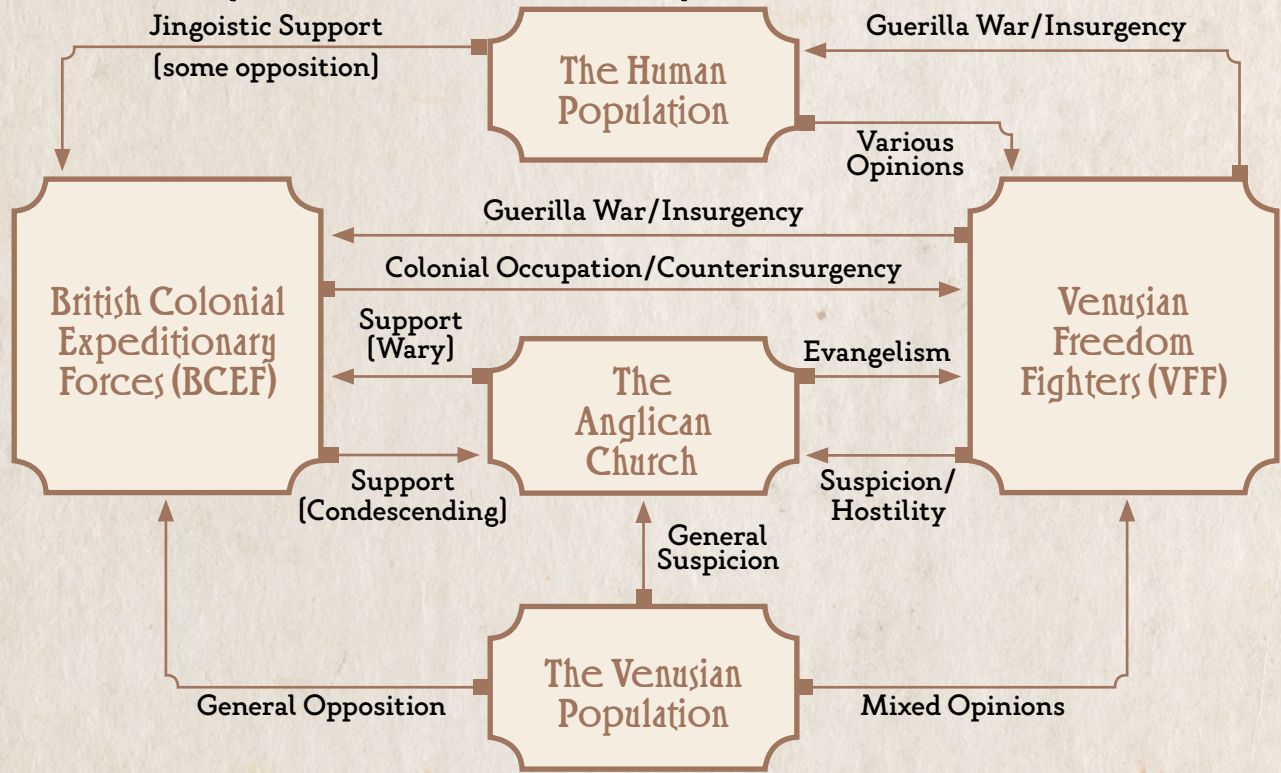
The PCs begin in a backwater frontier town. Soon after their arrival, an experimental Dr. G tank, the “Grande Damne”, is flown overhead and, supposedly by mistake, airdropped into the jungle north of town. **The PCs are invited to join a mixed-purpose caravan as it makes its way from Split Gut Gulch to Lower Goocester Outpost and points further north. The caravan consists of frontier merchants plying their trade, a Martian delegation with a hidden agenda, a Church of England mobile baptistery, and a famous explorer and his film crew. Embedded with the latter is a Venusian Freedom Fighters**

operative on a secret mission to deliver the detonators that will bring down Victoriana Dam and destroy Split Gut Gulch. Will the PCs take a side before hopping aboard the northbound ferry toward the Tank Drop Site?

When the PCs arrive at the Tank Drop Site, you’ll have options as to who, if anyone, has arrived before them – and must be dealt with. In all cases, GMs are encouraged to give the PCs a chance to get inside the tank and fire it up as a final, climactic set piece [that cannot *possibly* go awry].

But first things first: what’s new in dear old Split Gut Gulch?

Split Gut Gulch Map & Factions Chart



AHH...SPLIT GUT GULCH

GATEWAY TO FUCK ALL

Colonial Caravansary

What It Is:

- Ramshackle collection of buildings in an equipment-strewn courtyard, much like a junkyard.
- Heavy loading equipment everywhere.

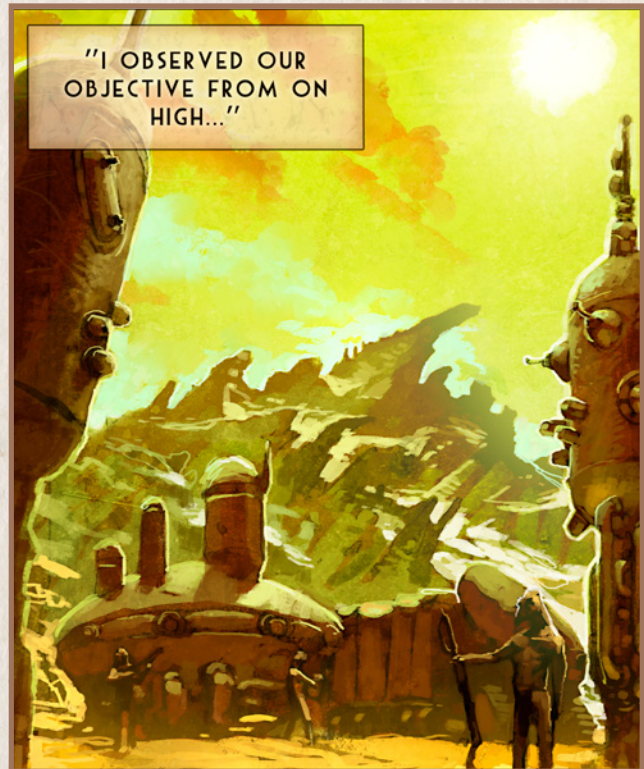
Who/What Is Here:

- Manager **L'mar-h'dy Fourthly** [Moonling **Commoner**]: VFF sympathiser, savvy and keen-eyed, but startles easily. Feigns naive innocence when they "accidentally" insult humans [as with the name of their business]. Busy prepping the caravan for departure.
- 6 **Mercenary Guards** [Venusian Robustus **VFF Guerrillas**, **QS1 p. 105**]: VFF sympathisers [not actively fighting]. Efficient and loyal to their boss.



What's Interesting About It:

- Scattered about the yard are 1d4 broken Light Weapons, bits of Armour, and Gadgetronics [Tables, **QS1 p. 63-QS1 p. 69**]. They



are salvageable but will require DC 12 Repair checks to get them working. L'mar-h'dy and guards will look the other way if scavengers are Lower Class Humans, Venusians, Moonlings, or Martians. All others will be roughed up and kicked out.

TANK FLYOVER REACTION

- Everyone drops what they're doing and runs outside to watch and chatter excitedly about how this could change everything.
- Subsequent visits find the caravansary deserted, as L'mar-h'dy and the guards have been tipped off by the VFF to get out of town before the dam attack.

CARAVANING, BOATING & JUNGLE TREKKING

VISIT AN AUTHENTIC
Colonial Farm

See the Magnificent
VICTORIANA DAM
>>>> (AND POSSIBLY BLOW IT TO SHIT)

CRUISE THE Scenic and Highly Acidic
LAKE VICTORIANA

MEET THE Local Pirate Gang

BLOOD TREK THE FAMED JUNGLE



Adventure Path Map



At a Glance

Modes of Travel: caravan, lake ferry, jungle trekking

Faction Affiliation: Church of England [CoE], VFF, mercantile and independent mercenary groups

Prerequisites: None – just show up and come along!

Events:

- Depart from Split Gut Gulch [QS1 p. 36]
- Blood Jungle Encounter [Table, QS1 p. 92]
- Rottingbottom Farm stopover [p. 19]
- Arrive at Lower Goocester Outpost [p. 21]
- Placing of dam explosives
- Dam explosives detonate; all points south of lake flooded

Events, Continued:

- Lake ferry [HMS Elocutioner] departs for north end of lake; CoE Mobile Mission departs for Red Cheddar Mountains [*Proselytising, Mountaineering & Jungle Trekking Adventure Path*, a supplement to be released in July 2022 on the Crowbar Creative Patreon]
- Venusian Pirate Encounter [p. 25]
- Venusian Pirate Base [p. 26]
- Lake ferry arrives at mouth of tributary
- Marshland Encounter [Table, QS1 p. 91]
- Debarkation; lake ferry continues north
- If necessary, Blood Jungle Encounter Table [QS1 p. 92]
- Arrive at Tank Drop Site [QS1 p. 54]

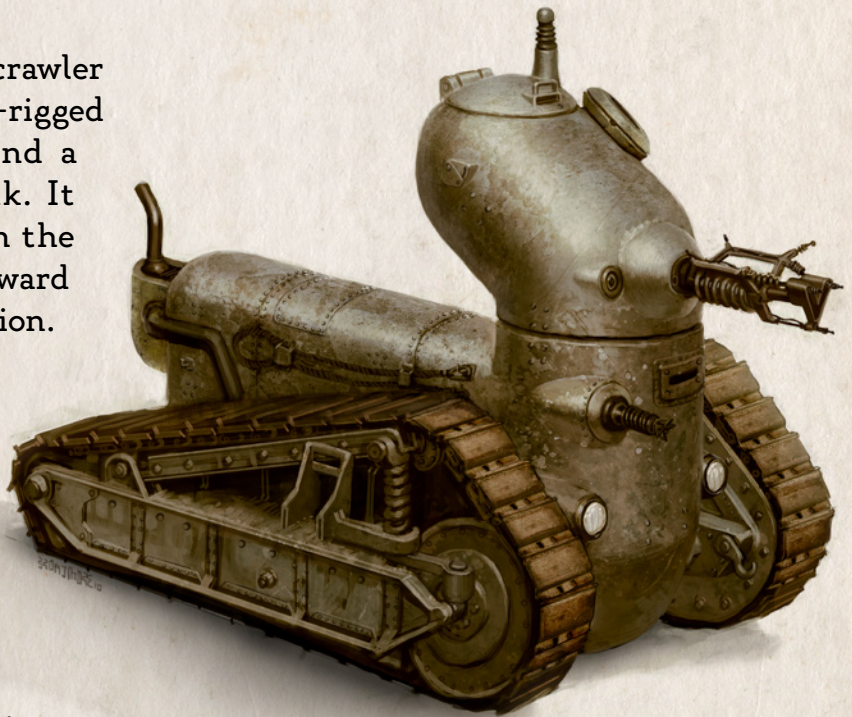
Lurtbg's Cargo Hauler

What It Is:

- Loud, rickety, steam-powered crawler dragging a container. It's a jury-rigged bit of machinery built around a salvaged Venusian Light Tank. It requires a crew of one, though the turret is gone, and only the forward ray-cannon is in working condition.

Who/What Is Here:

- **Lurtbg** [Venusian Robustus Pilot, **QS1 p. 100**]: A loud and a loud one, owing to being mostly deaf; but smart, commanding respect from all quarters. Not a VFF operative, but the guerillas like Lurtbg enough to have provided them with ample hints that regions south of the dam might soon be underwater. Lurtbg would like to talk the VFF out of whatever they're planning, for the sake of business, but if that fails, Lurtbg will get out of harm's way and ply their trade elsewhere. Takes pride in the caravaning profession and will fiercely protect the cargo.
- +1 Repair Kit [Lurtbg's personal tools].
- **Newr** and **Gago** [**Unwin's Double-Backed Shrovels**, **QS1 p. 118**]: Lurtbg's beloved pets.
- In the locked [DC 10 to pick] cargo container are:
 - 4 crates of mostly broken equipment and hardware, which Lurtbg is hoping to unload as valuable salvage. 1d8 broken Light Weapons, bits of Armour, and Gadgetronics [Tables, **QS1 p. 63-69**]. They are salvageable but will require DC 12 Repair checks.



- 6 crates of foodstuffs and field rations for the soldiers at Lower Goocester Outpost.
- 2 barrels of whisky for the officers at Lower Goocester Outpost.
- 2 locked [DC 12 to pick], trapped [DC 10 to Find/Disarm, or an alarm sounds] crates of weapons [roll twice for each crate on Light Weapons Table, **QS1 p. 65**].

What's Interesting About It:

- The modified engine generates power by reverse-compression of spent Venusian Crystals [**QS1 p. 33**], an extremely valuable technological advance that no one else has figured out yet. Lurtbg doesn't recognize the value of it; it's just a simple solution they came up with on the fly.

Gnarliosa's Mercantile Wagon



What It Is:

- Steam-powered shop-on-wheels.

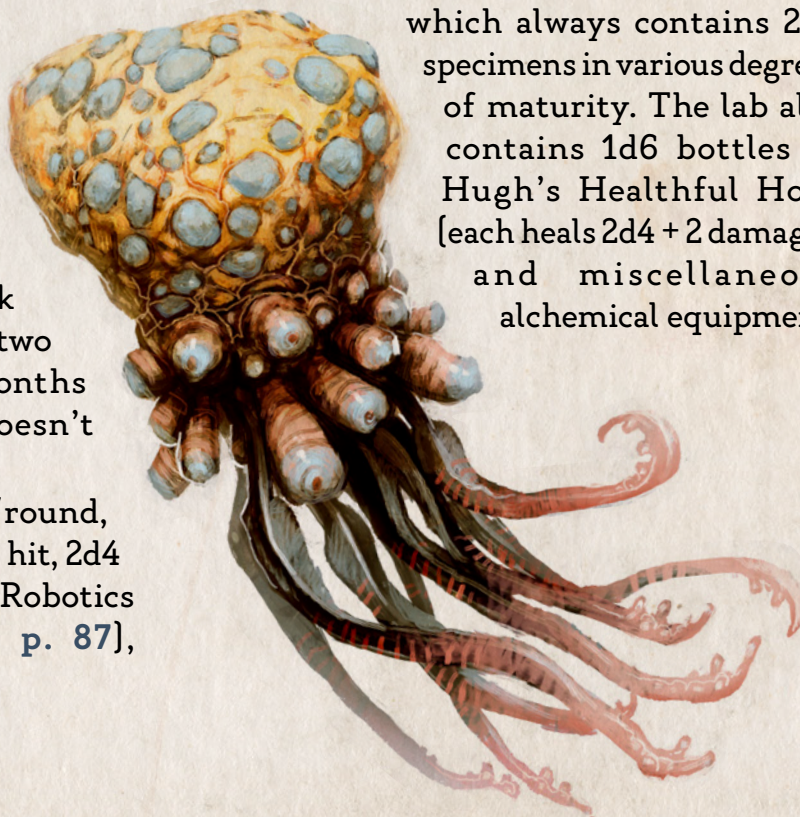
Who/What Is Here:

- **Gnarliosa** (Martian *Specialist*, **QS1 p. 103**): Young and ambitious, having taken over from their merchant parent, **Yolosious** (Martian *Twit*, **QS1 p. 104**), who is lying sick in the living quarters. The two arrived on Venus several months ago, and the atmosphere doesn't agree with Yolosious.
 - Walking War Wagon: 15'/round, AC 12, Ray Zap attack [+3 to hit, 2d4 slashing damage, **MT: 1-2**, Robotics Malfunction Table, **QS1 p. 87**], range 50'.

- Drop-panel shop front, storage area, comfy living quarters, and Venusian Gas Sac Creature breeding lab.
- **Henry Pickleton** (Human *BCEF Private*, **QS1 p. 96** – but with AC: 13, HP: 45, three attacks, Manmelter 3600zx : 45'/100', 7 [2d4 + 3] ray damage): Mercenary, shop security guard, and secretary hoping to join up with the highly progressive folks who live on the lake.
- Standard trade goods (at standard 400% markup); 1d4 on Armour, Light Weapons, and Gadgetronics Tables, [**QS1 p. 63-69**].

What's Interesting About It:

- Rigged to derive power from a pair of captive **Venusian Gas Sac Creatures** [**QS1 p. 119**]. They typically survive for a day or two, so Gnarliosa and Yolosious breed them in a lab, which always contains 2d6 specimens in various degrees of maturity. The lab also contains 1d6 bottles of Hugh's Healthful Hops [each heals 2d4 + 2 damage], and miscellaneous alchemical equipment.



Martian Delegation's Conveyance

What It Is:

- Steam-powered, armoured rust bucket carrying a delegation from Mars ostensibly on a diplomatic junket but secretly on a mission to discover a new power source for their resource-depleted home planet.



Who/What Is Here:

- **Dominu Ripeningus** (*Martian Motivator*, [QS1 p. 99](#)): Head of delegation. Feigns aloofness and disinterest but is keenly observant and fanatically devoted to the effort to re-resource Mars. Has a weakness for gambling, and particularly likes to wager on his ability to pick off fauna at great distances.
- 4 bureaucrat attachés (*Martian Twits*, [QS1 p. 104](#)) and a driver (*Martian Commoner*).
- 4 Colonial Military Guards (*BCEF Privates*, [QS1 p. 96](#)): Happy to have such a boring and relatively safe assignment.

What's Interesting About It:

- Locked (DC 16 to pick) and trapped (DC 16 to Find/Disarm, or take 3d8 lightning damage) safe under the seat that contains mission-brief dossier and 1d4 pieces of Martian Intel ([QS1 p. 94](#)).



Church of England Mobile Mission

What It Is:

- Elegant baptistery on wheels, drawn by a pair of Venusian Dimple-Backed Vroxels [p. 29].



Who/What Is Here:

- **Distant Cousin CCCIIX the Piously Programmed** [Robot Specialist, *QS1 p. 103* – but with AC: 15, HP: 100]: Leading a team of six deacons [Human *Twits*, *QS1 p. 104* – but with two attacks each]. Ostensibly, they are heading into the wilderness to convert and educate heathens; in truth, they are tasked with recovering the tank for the Church, though only CCCIIX knows this. If hacked [DC 14 Robotics check], CCCIIX will divulge its secret orders, but PCs want to dissuade it from going through with the plan, the DC is 18. It welcomes any who wish to accompany it on its mission.
- In the baptistery, a baptismal font and lots of holy water and holy symbols. In the rear, bunks for the monks, a small kitchen, and a workshop for bot-maintenance.

- At the top is a sacristy/turret equipped with a Plexington 55 Dirtmophone [*QS1 p. 70*] and a Baldwin & Fraser-Allen Chronogram [*QS1 p. 70*] charged with the following spells [level]: *Command* [1st], *Create/Destroy Water* [1st], *Shield of Faith* [1st], *Continual Flame* [2nd], and *Mass Healing Word* [3rd]. Can be used by a CoE cleric to cast each spell once per day.

What's Interesting About It:

- Following a stopover at the fort, the mission will proceed west to the mountains [***Proselytising, Mountaineering & Jungle Trekking Adventure Path***, a supplement to be released in July 2022 on the [Crowbar Creative Patreon](#)].
- It is amphibious.



Press Junket & Hunting Expedition



What It Is:

- Passenger basket dangling from the neck of a Troysk's Tardmoid [p. 28]. Carrying several members of the press, who are documenting the hunting expedition of a famed explorer and rival to Lord Cockswain.

Who/What Is Here:

- **Colonel Elijah St. John Holdstock (retired)** [Human *Leader*, QS1 p. 98 – but with AC: 15, HP: 150, three attacks, Earth Elite Forces GG33 Sniper Rifle: range 1800'/2700', 14 [2d10 + 4] force damage, **MT: 1-2**, Light Weapons Malfunction Table [QS1 p. 84]: Pretentious Upper Class hooligan who is paying members of the press to follow him around as he braves (and slays) the dangers of Venus. It's just the sort of thing Lord Cockswain would do, so naturally the two hate each other.

➤ **Robin Yellowfallow** (Human Journalist *Twit*, **QS1 p. 104**): Freelance reporter on assignment from the *Liverpool Lexicalator*, down on her luck (hence this job in this unsavoury place with these buffoons). She really wants to be on the Moon, documenting the Moon Mistress's fight for freedom; she'd be thrilled to learn there are similar things happening on Venus.

➤ **Tim John** (Human *Leader*, **QS1 p. 98**): A nice fellow, whose brother Tom John documented a similar expedition led by Lord Cockswain. Tom ended up a pile of cinders, so Tim will do whatever he can to exact revenge – in this case posing as a camera operator in the hopes of getting close enough to take a shot at Cockswain.



➤ **B'Sinta Firstly** (Moonling *Leader*, **QS1 p. 98** – but with HP: 60): Journalist on assignment for *Mag in the Moon Monthly*, but it's a cover for her real mission: make contact with VFF operatives on behalf of the Moon Mistress.

➤ **Gzubbdbbr** (“Goober”) (Venusian *Fragilis Leader*, **QS1 p. 98** – but with HP: 60): Acting as Tardmoid driver, equipment

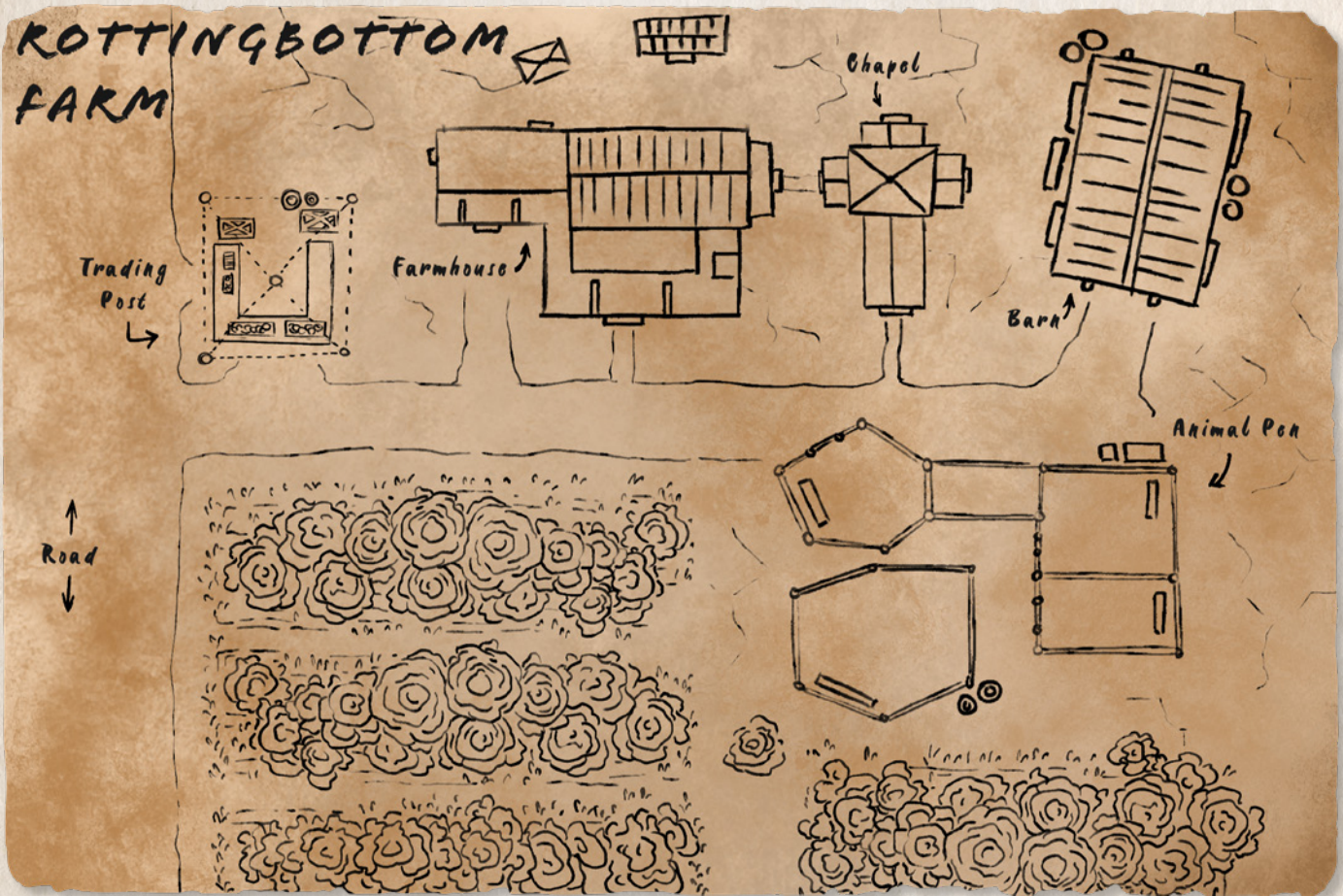
hauler, and gofer for the press junket. Secretly an undercover VFF demolitions expert with a very important job: oversee transport of explosives from town to outpost and place them on the dam under cover of night.

What's Interesting About It:

- The Troysk's Tardmoid has been neutered, so it doesn't react in the usual manner when encountering rivals of the same species. The procedure hasn't been perfected, however, so every mile or so the creature stops to micturate, producing a foul-smelling spray (treat as Stinking Cloud, save DC 14), which is why it must travel in the rear.
- Gzubbdbbr has hidden the explosives under a false floor of the passenger basket (DC 14 Perception check to notice the hollow floor upon entering the basket).



Rottingbottom Farm



What It Is:

- Venusian Cabbage farmstead.

Who/What Is Here:

- **Counter Vice-Colonel, Minor, Rottingbottom IX (retired)** (Human Farmer Twit, QS1 p. 104): Dreamer – fell in love with Venus whilst doing his bit to subjugate it. He's a bit rheumy these days, so he always needs help around the place.

“Lovely foliage, balmy weather, a charming place, what? I’ve got a severe case of Venerian Disease, and I’m not in the market for a cure!”

*-Counter Vice-Colonel, Minor,
Rottingbottom IX*



- **Roy Dell Rottingbottom** (Human *Specialist*, **QS1 p. 103** – but with AC: 12, HP: 40): The Vice-Colonel's devoted son. Has picked up quite a bit of the healing arts, though his studies leave him little time for farming.
- Roy's three children, plus 1d6 ne'er-do-well farmhands and their spouses (Human *Commoners*).
- **Underparson Erik Vest** (Human *Specialist*, **QS1 p. 103**): A missionary-turned-parson. Has established a little chapel to Her Lady St. Jetta, patron saint of cigarettes. Lacks the constitution for farm work but finds Rottingbottom Farm an ideal spot for converting folk travelling between town and outpost/dam.
- **MMIX** (Robot *Twit*, **QS1 p. 104**): Does most of the farm work and operates a small trading post. Bribes nearby VFF forces with trade goods and weapons to keep the farm safe. Keeps careful notes on BCEF and VFF troop movements and knows something big is being planned, probably involving the dam and Lower Goocester Outpost.

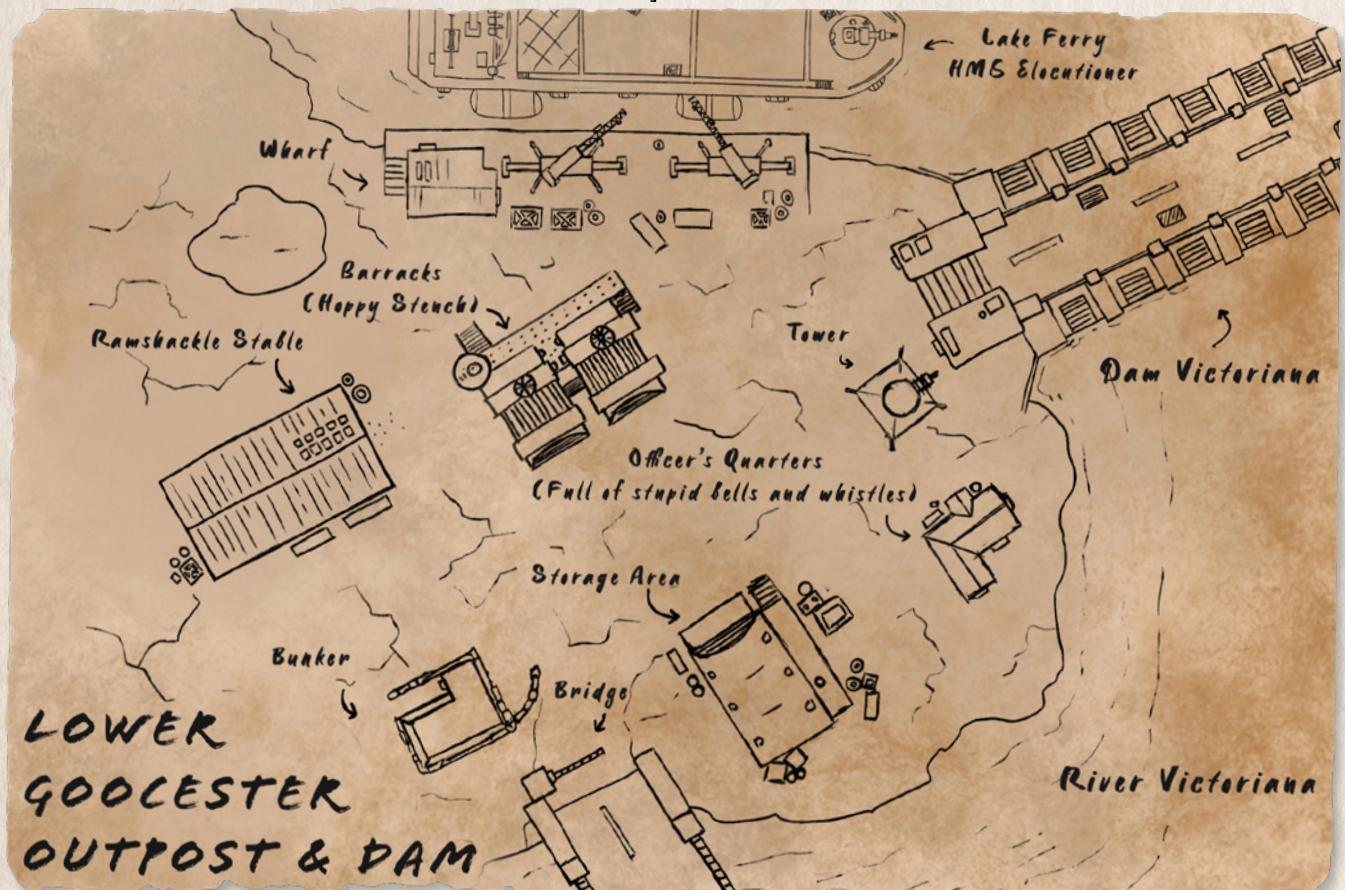


What's Interesting About It:

- It's a prefabricated model farm, plopped down at this spot to encourage further settlement and cultivation of the land. Everything looks new and shiny but is shoddily made.
- Hidden stash of weapons in MMIX's trading post, for bribing the VFF; 1d4 on Armour, Light Weapons, and Gadgetronics Tables (**QS1 p. 63-69**).
- Primary crop is Venusian Cabbage. Cultivation is going exceedingly well – to the point of being out of control. Sadly, though, no one has figured out what to do with the stuff. It is entirely inedible.
- Small herd of Barnaby's Thrusks (**QS1 p. 107**) kept for milking. Their meat is highly toxic, but their milk only mildly so.
- A Felch's Spring-Necked Oik (**QS1 p. 109**) has taken up residence in the hayloft of the barn, which is why nothing else lives there anymore. The farmers don't know what's in there, and they'd certainly appreciate some assistance in finding out. Bits of gear scatter the floor of the barn: 1d4 broken Gadgetronics (Table, **QS1 p. 69**). They are salvageable but will require DC 12 Repair checks.



Lower Goocester Outpost & Victoriana Dam



What It Is:

- A prefab BCEF minor outpost (MO-32), created by Grordbort Industries. It protects the dam, which supplies power to the town.

Who/What Is Here:

- **Captain Ernst Kurtzwattle** [Human **Leader**, QS1 p. 98]: Outpost commander and iron-fisted tyrant. An effective military leader but largely disliked by his troops and entirely dismissive of the competence of the VFF, which is why he'll be taken completely by surprise by the dam attack.
- 3d6 BCEF soldiers [Human **BCEF Privates**, QS1 p. 96]: Browbeaten, demoralised, pining for Earth – or at least some R&R in town.



- **Yuxyux** [Venusian Fragilis *VFF Guerilla*, QS1 p. 105]: Menial task-doer for the fort, and VFF operative.
- Four Venusian labourers [Venusian Robustus *VFF Guerrillas*, QS1 p. 105]: Undercover VFF operatives.

What's Interesting About It:

- The dam is a prefabricated, repurposed model once used on Earth, so it is constantly breaking down in the Venusian environs. Water power turns turbines that produce electricity, though not reliably.

Dam Attack!

- Gzubbdbr ["Goober"] sneaks to the stables and retrieves the explosives from the Tardmold basket.
- Gzubbdbr meets with four VFF operatives [Venusian Fragilis/Robustus *VFF Guerrillas*, QS1 p. 105], who have been posing as menial labourers for the outpost, and distributes the explosives among all five, including himself. Each of the sonic explosives is fitted with a pocket-watch detonator. Upon detonation, each explosive deals 3d10 thunder damage to organics and 10d10 thunder damage to structures and robots within 30' [DC 15 DEX Save to halve the damage].
- Throughout the night and early morning, the five operatives sneak through the outpost and place the explosives on the dam.
- PCs not already in on the plot and keeping an eye on Gzubbdbr, or otherwise skulking about the outpost, will notice the activity and be forced to decide what to do about it. The saboteurs will welcome the PCs' help as long as they can provide proof of their loyalty to the VFF, or succeed on a DC 13 Deception/Persuasion check. The operatives can be talked out of carrying out the plan if convinced that blowing up the dam will do more harm than good to the cause [DC 15 Persuasion check], or that it will impede their ability to cross the lake and recover the tank on the VFF's behalf [DC 13 Persuasion check]. They are seasoned and desperate, though, and therefore immune to Intimidation.
- Detonation. If the PCs do not intervene, the GM may choose from the table below or roll randomly to determine how many explosives are successfully placed and detonated.

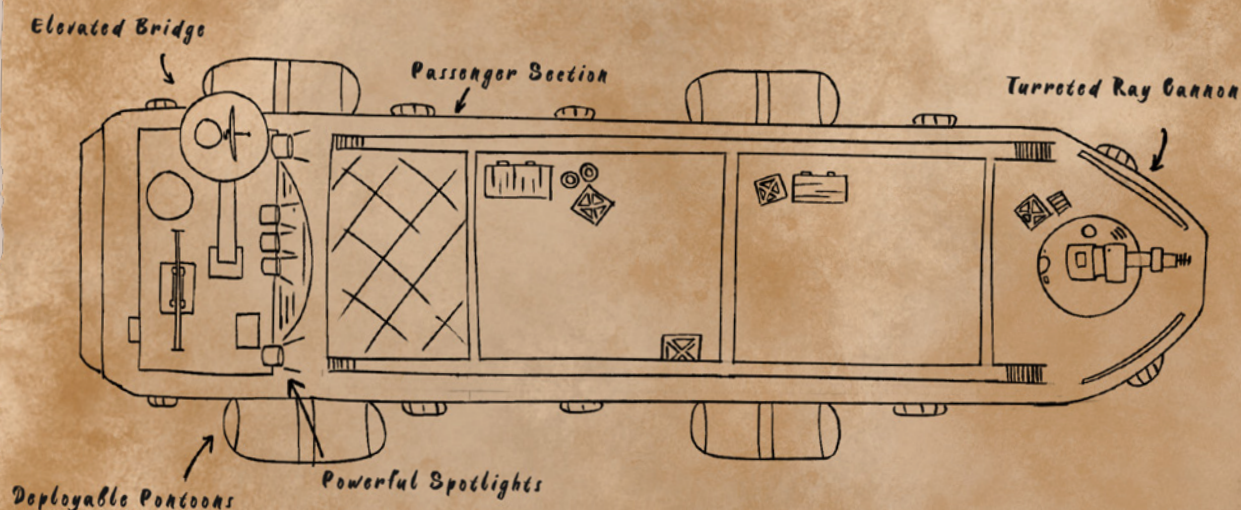




EXPLOSIVES DETONATED	DAM DAMAGE	DOWNRIVER DAMAGE
0	Nil (saboteurs captured and/or explosives malfunction).	Nil (saboteurs captured and/or explosives malfunction).
1	Narrow fissure. Lake navigable as normal.	Slight flooding of the river. Sporadic power disruption. Lots of mud.
2	Wide fissure. Lake considered difficult terrain for boats (half-speed).	Heavy flooding of the river. Outpost flooded. Full day of power disruption. Anyone within 50' of the river bank is in danger of drowning. Town buildings near the river flooded.
3	30' gap. Gushing water makes the lake treacherous for boats. Requires DC 12 Heavy Machinery check every turn. Failure means that boats are pulled back toward the dam by 30'. Fumbled check = boats capsize.	Massive flooding of the river. Outpost severely damaged. No power for a week. Anyone within 200' of the river bank is in danger of drowning. All town buildings flooded.
4	100' gap. Gushing water makes the lake all but impossible to navigate. Requires DC 18 Heavy Machinery check every turn. Failure means that boats capsize and all in the water are pulled back toward the dam by 100'. Venusian Pirate ships are unable to escape and are sucked toward the dam and through the gap.	Catastrophic flooding south of the dam. Outpost destroyed. No power for a month. Anyone within 500' of the river is in danger of drowning. Town flooded and 50% destroyed.
5	Destroyed. Gushing water makes the lake impossible to navigate. All boats capsize and are pulled back toward the dam by 200' per turn. Venusian Pirate ships and their floating base are sucked toward the dam and through the gap.	Apocalyptic flooding south of the dam. Outpost destroyed. Turbines destroyed. Anyone south of the dam is in danger of drowning. Town destroyed, except for the Grordbort office, which has emergency floatation devices. Those in the office will only admit Upper Class Humans.



Lake Ferry: HMS Elocutioner

LAKE FERRY:
HMS ELOCUTIONER

What It Is:

- 400' long, 60' wide Dr Grordbort prefabricated passenger and vehicle ferry, modified to run on compressed Venusian Crystals at a top speed of 20 mph (half-speed when fully loaded).

Who/What Is Here:

- Old NaCl (Robot Pilot, QS1 p. 100): Programmed to sing uplifting, but never bawdy, sea shanties while it operates the ferry. Convincing it to do anything other than pilot the ferry across the lake and up the northwest feeder river to Newer York requires a DC 15 Robotics check, which PCs can make with advantage if they first teach Old NaCl a new shanty.
- Releasia Houndosia (Martian Specialist, QS1 p. 103): Devoted to her engineering and her craft. Has a Repair Toolkit.

What's Interesting About It:

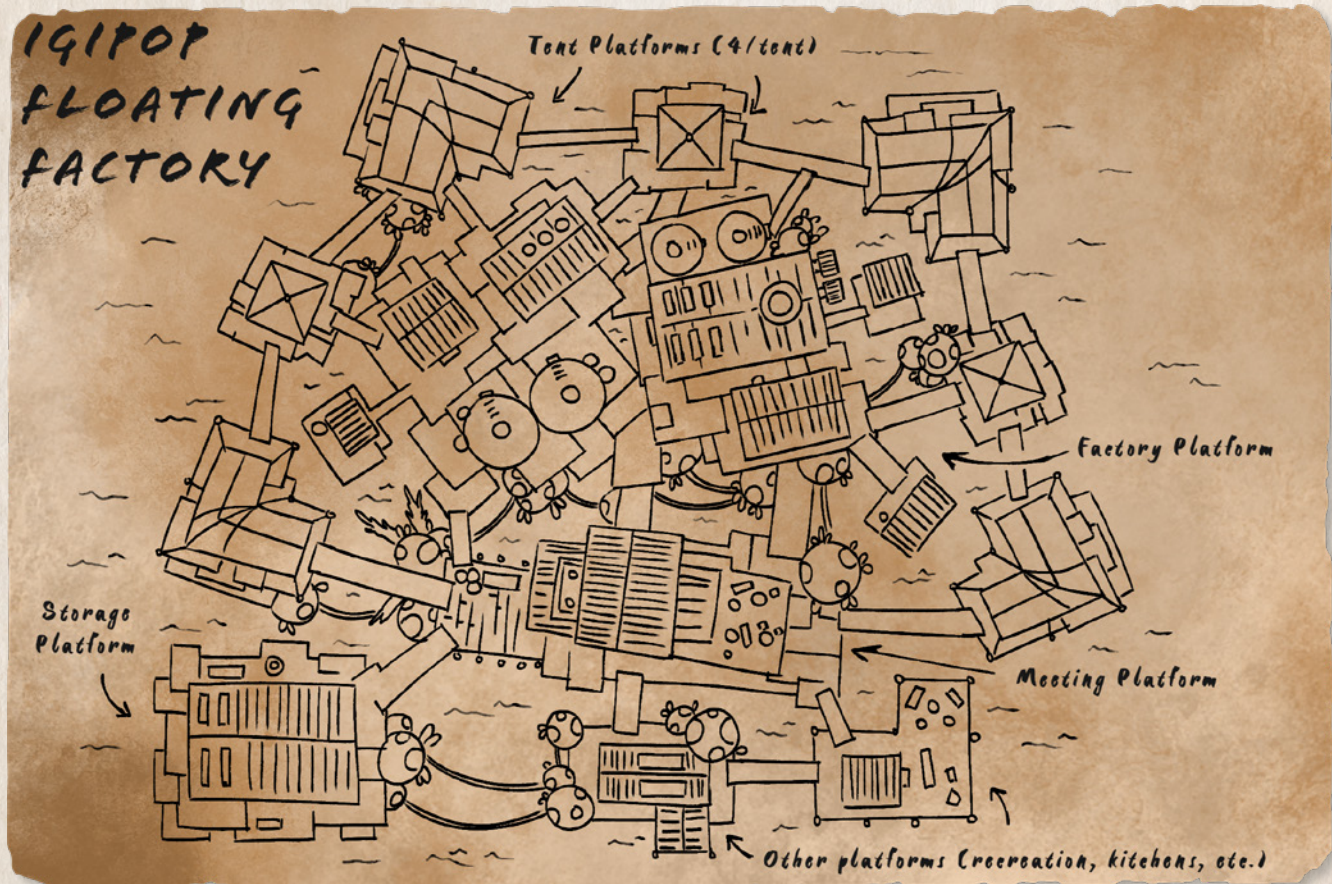
- Pooner 2000: Turreted ray-cannon that automatically targets and fires on anything designated as a threat by Old NaCl. Ray blast is 200' long, 3' wide, and does 4d8 piercing damage to all in its line of fire (DC 12 DEX Save for half damage). Recharges on 5 or 6 on a d6. Can be operated manually if a DC 14 Robotics check is made. Thereafter, operation requires a DC 12 Heavy Weapons check (MT: 1-3, Heavy Weapon Malfunction Table, QS1 p. 81).

- Powerful spotlights operated from the bridge can illuminate things up to 500' away and can blind anyone in a 200' cone for 1d6 rounds [DC 12 DEX Save to avoid].
- Defensive pontoons: Upon activation from the bridge, four large (20' diameter) cylindrical rubber tubes inflate along the perimeter of the ferry (one along each side), reducing the ferry's speed by half but providing defence against boarders. Anyone in the water within 20' of the ferry must make a DC 14 DEX Save or take 1d8 bludgeoning damage and be thrown back 20'. Once the pontoons are deployed, those attempting to board the ferry from the water must make a successful DC 14 STR (Athletics) check to scramble over them. Each pontoon has AC: 13, HP: 50, and is immune to bludgeoning and lightning damage.

Venusian Pirate Attack (Intergalactic Inclusive People's Oppositional Proletariat Meeting)

- Flotilla of four makeshift rafts propelled by jury-rigged or stolen motors. Each has an older-model turret (2d6-2 damage, **MT: 1-5**, Heavy Weapon Malfunction Table, **QS1 p. 81**) mounted in the centre and carries four Venusian Pirates (Venusian Robustus **VFF Guerrillas**, **QS1 p. 105** – but with Spear: +3, reach 5'. Range 20'/60', 1d8 + 3 piercing damage, no B N-Field Rifle).
- Lake-flora-farming socialist collective seeking true wealth distribution among the aquagricultural working class.
- Not actual pirates; they view the term as oligarchical, capitalistic, aristocratic propaganda. They prefer Intergalactic Inclusive People's Oppositional Proletariat (IGIPOP).
- The so-called pirates are all equal, and have no leaders.
- They will swarm and surround any group of sentients and conduct a wealth audit (they have the equivalent of £100 sterling each). If the auditees are found to be wealthier, the pirates will demand redistribution until both sides are equal. If the audit finds the pirates to be wealthier, they will offer compensation until both sides are equal.
- They are anti-colonial, but are no friends of the VFF and will try to subvert attempts to destroy the dam, should they learn of them.
- All members are, statistically, **VFF Guerillas** (**QS1 p. 105**). Any members who show ability beyond that rank are accused of attempting to establish an aristocracy and are given a choice: re-education (mechanically, they revert to **Twit**, **QS1 p. 104**), exile, or execution.
- Middle or Lower Class Humans and all non-Humans captured by the pirates, or who voluntarily join their ranks, are taken to the Venusian Pirate Base for re-education or execution. Upper Class Humans are held for ransom.

The Floating Factory of Freedom (IGIPOP Pirate Base)



What It Is:

- A ramshackle collection of repurposed wood, metal, and Venusian plant life lashed into a floating factory complex. The central platform is roughly 100' across and supports the sprawling, hectic factory; attached to it is the smaller community meeting centre.
- Radiating off the central platform are a series of smaller raft structures used for housing [all identical shanties], storage, kitchens, and recreational areas.

Who/What Is Here:

- 40 spear-wielding radical egalitarian collectivists [Venusian **Commoners**].

What's Interesting About It:

- The factory turns local lake flora into a multicoloured, flavourless, nutritious dietary sludge.
- Wealth totalling £200 sterling (£5 per collectivist). If any collectivists die or anyone joins their group, they re-total their wealth and distribute it evenly, caching any left over.
- Weapons cache: 2d12 refurbished B N-Field rifles [-1 to attack and damage, **MT: 1-5**, Light Weapons Malfunction Table, **QS1 p. 84**]; 1d4 broken Weapons, bits of Armour, and Gadgetronics [Tables, **QS1 p. 63-69**]. They are salvageable but will require DC 12 Repair checks.

ARRIVAL AT DROP SITE

- ▶ PCs taking this path will likely be the third party to arrive at the drop site, behind the VFF from QS1 and the BCEF Retrieval Force from QS2, respectively.
- ▶ The GM may choose which faction has control of the tank, or roll a d6: 1 = VFF has control and has the tank running; 2 = VFF has control but only has one or two tank functions working; 3 = Mexican standoff; 4 = Colonial forces have driven off the VFF but at great cost (only one Colonial soldier remains and they are holed up in the tank); 5 = Colonial forces have driven off the VFF but the tank

was damaged and is under repair; 6 = Colonial forces have driven off the VFF and the tank is fully operational.

- ▶ No matter when and with whom the PCs arrive, the GM is encouraged to provide plenty of ray-cannon fodder if the PCs gain control of the tank. A platoon or two of BCEF Privates [QS1 p. 96] arriving as reinforcements, a couple of squads of Earth Elite Forces [QS1 p. 97], a phalanx of VFF Guerrillas [QS1 p. 105] with their Venusian Tank [QS1 p. 51] in the van, a detachment of attack bots [Robot Leaders, QS1 p. 98], the airship crashing nearby and unleashing the Gilded Gristleback [QS1 p. 110], a herd of stampeding fauna [Blood Jungle Encounter Table, QS1 p. 90], or whatever combination will provide maximum fun for the PCs and give rise to an epic climax.



WILD BEASTS OF VENUS

TROYSK'S TARDMOID

Gargantuan beast, unaligned



Armour Class 10 (natural armour)

Hit Points 80

Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 [+2]	11 [0]	8 [-1]	4 [-3]	14 [+2]	7 [-2]

Skills Perception +4, advantage on Perception checks

Senses Blindsight 60' in all directions, Passive Perception 14

Languages None

Challenge 2 (450 XP)

ABILITIES

Fierce Rivalry: Normally docile creatures, but males of the species become violent in the presence of other male Tardmoids. In such circumstances, they can make three Head Bash attacks per round instead of one.

Air Filterers: Tardmoids feed by filtering microorganisms from the air and are, therefore, vulnerable to airborne pathogens and effects. They suffer disadvantage on Saves against, and take double damage from, gas-based attacks and effects.

ACTIONS

Head Bash:

Melee Weapon Attack: +5 to hit, reach 30', one target.

Hit: 18 (4d8) bludgeoning damage.

Trample: Any creatures in or adjacent to the Tardmoid's space must make a DC 11 DEX Save or take 20 (4d10) bludgeoning damage and be knocked prone.

VENUSIAN DIMPLE-BACKED VROXEL

Huge beast, unaligned



Armour Class 16 (natural armour)

Hit Points 170

Speed 30'

STR	DEX	CON	INT	WIS	CHA
16 [+3]	13 [+1]	14 [+2]	4 [-3]	12 [+1]	3 [-4]

Languages None

Challenge 5 (1,800 XP)

ABILITIES

Utterly Shameless: The vroxel feeds on shavings from the Mountain Meat Beetle butt barnacles, which requires a sturdy constitution. The vroxel has advantage on CON saves.

ACTIONS

Multiattack: The vroxel makes two Stomp and one Feeding Arm or File Down attack on its turn.

Stomp:

Melee Weapon Attack: +5 to hit, reach 5', one target.

Hit: 8 [1d10 + 3] bludgeoning damage.

Feeding Arm:

Melee Weapon Attack: +5 to hit, reach 10', one target.

Hit: 5 [1d8 + 1] piercing damage. If the target is large or smaller, the target is grappled, restrained, and lifted off the ground into the vroxel's space. The vroxel may only have one creature grappled in this way at a time.

File Down:

Melee Weapon Attack: +5 to hit, reach 5', one target that is grappled by the vroxel's feeding arm.

Hit: 16 [3d8 + 3] slashing damage. The target must make a DC 15 DEX save or have its outer layer ground down by the vroxel. If the target is wearing armour, the bonus it provides to AC is reduced by 1d4 [DC 15 repair check to restore its integrity]. If the target is not wearing armour, they take an additional 1d8 damage from the attack.

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