

DR. GRORDBORT'S

**SCIENTIFIC
ADVENTURE
VIOLENCE**

A ROLE-PLAYING
GAME SETTING
AND SUPPLEMENT

**QUICK
START 5**





COALTED FUNERAL



www.crwbr.com

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TABLE OF CONTENTS

A REMINDER FROM OUR LAMPOONATION DESK	5
Dr. Grordbort's Scientific Adventure Violence Setting and Supplement Kickstarter	6
Adventure Summary.....	7
Split Gut Gulch Map & Factions Chart	8
AHH...SPLIT GUT GULCH	9
St. Dick's Chapel of the Holy Vassal ...	9

PROSELYTISING, MOUNTAINEERING & JUNGLE TREKKING	10
Adventure Path Map.....	11
At a Glance	12
Church of England Mobile Mission...	14
Robot Mining Camp.....	15
WILD BEASTS OF VENUS	18
Mountain Meat Beetle	18



>>> A FIFTH TRIP
TO VENUS?! <<<

One Might as Well Buy a Flat!

*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!

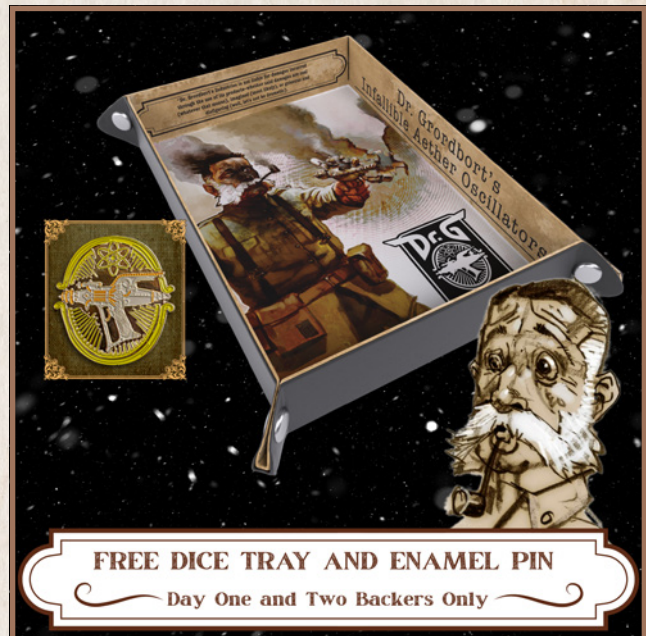
A Reminder From Our Lampoonation Desk

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.

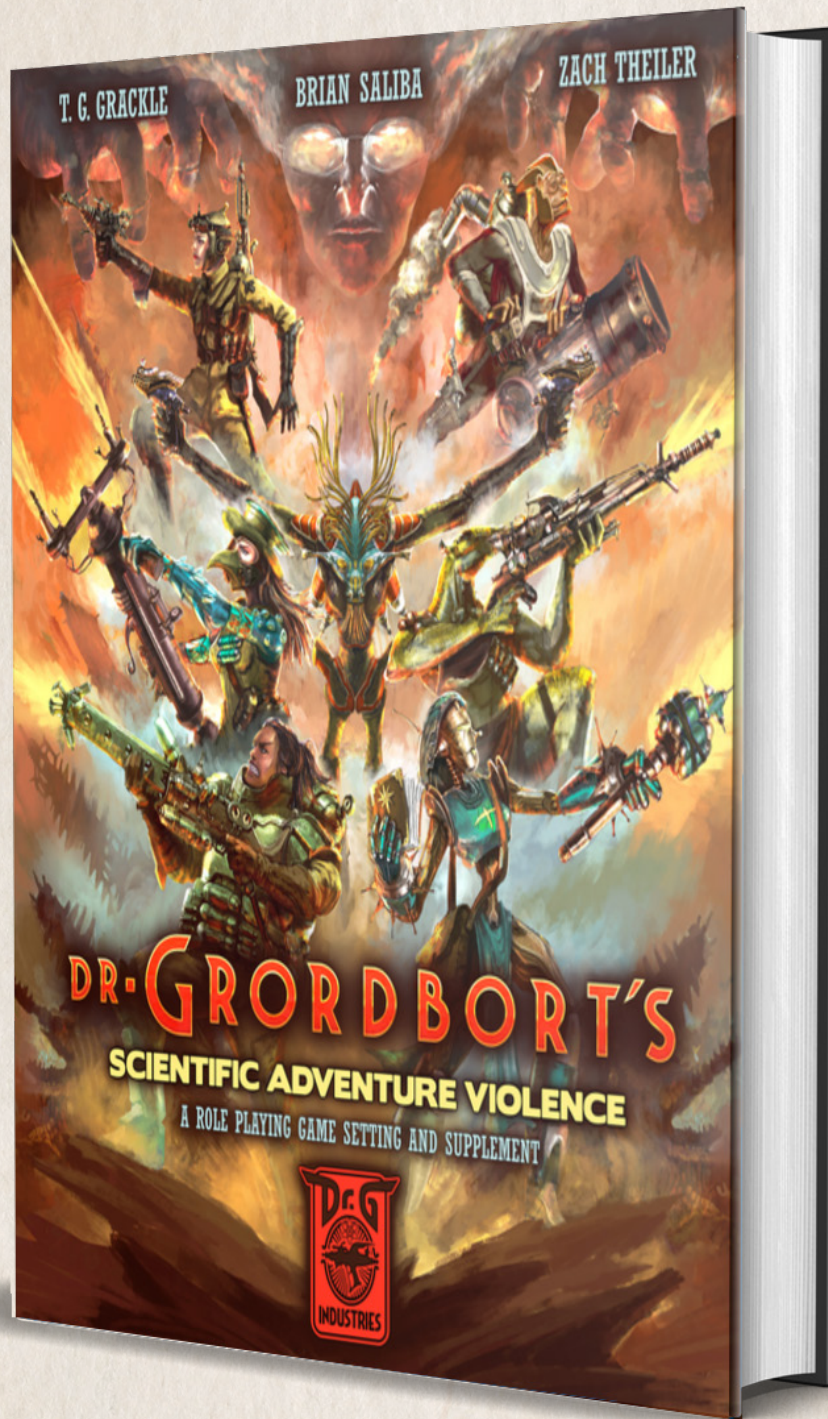
This fifth batch of Quick Start materials, which are designed for use with the fifth edition of Very Famous Dragon Game (i.e., “5e”), contains two new pre-generated character sheets, a new bestiary entry, a new encounter table, and the last of five Adventure Paths. Taken together, the five Quick Start releases comprise a complete, mini-sandbox setting. Note that previous Quick Start releases are referred to throughout as “QS1”, “QS2”, “QS3”, and “QS4”, and are available for free around the interwebs, including at [Exalted Funeral](#), [Crowbar Creative](#), [DriveThruRPG](#), and [itch.io](#).

The Kickstarter of the complete Dr. Grordbort’s Scientific Adventure Violence book is coming August 23rd. Sign up [HERE](#) to get alerts and get in on backer exclusives, like this:



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

(AUGUST 23, 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. As in QS4, 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 [CoE] mobile baptistery, and a famous explorer and his film crew. Embedded within the latter is a Venusian Freedom Fighters [VFF] operative on a secret mission to deliver the detonators

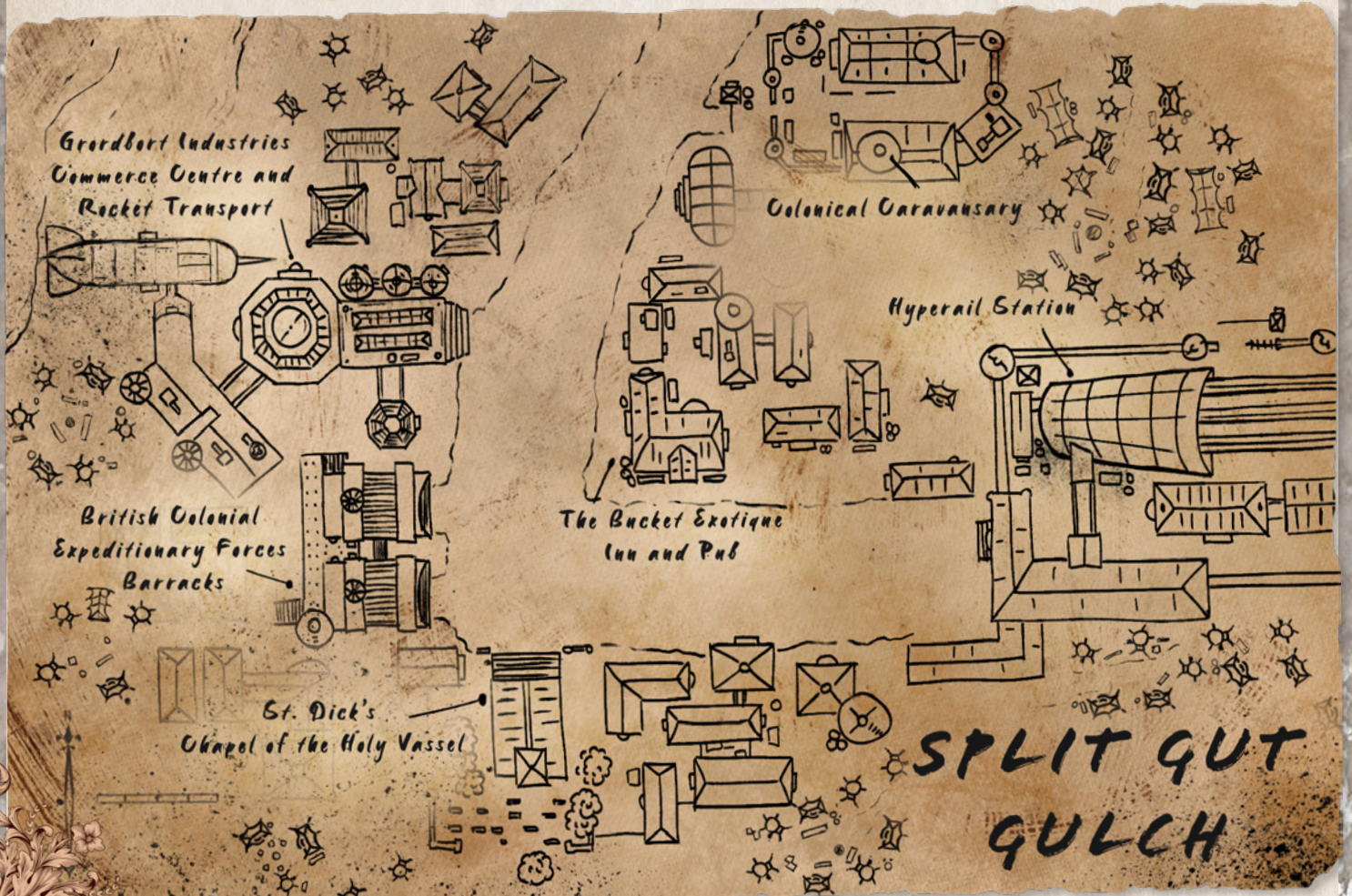
that will bring down Victoriana Dam and destroy Split Gut Gulch. **What’s different about this Adventure Path is that PCs can proceed west from the fort with the Church of England contingent – into the rugged Red Cheddar Mountains, where all sorts of adventure awaits.**

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?

If your PCs have played through QS4 and have done the whole caravanning and dam-exploding thing, you might consider starting this adventure with them already in Lower Goocester Outpost, for whatever reason. When the caravan arrives, Distant Cousin CCCIIX recruits them to provide security for the mission’s westward trek. This will avoid repetition of events.

Split Gut Gulch Map & Factions Chart



AHH...SPLIT GUT GULCH

GATEWAY TO FUCK ALL

St. Dicks' Chapel of the Holy Vassal

What It Is:

- Cramped, prefabricated chapel.
- Spotlessly clean.
- Lousy food donations on the steps.

"Cramped y'shay? Cramptiness is next to Godliness. So's cleanlinuss. S'in the Bible. Luke I shud think. Look't how polished our veshels 'r. Shine ye thine veshels to a shiny sheen. Thass Lepidimush, Chapter 6, Versh 4. And see how we take care of the heathensh. Bashket of food on the threshold. S'not rotten. S'fermented. Fermented and clean. Hic!"

– Vicar John Blush

Who/What Is Here:

- **Vicar John Blush, "The Burning Lush"** (Human Commoner): Priest of the chapel. Has received advance warning of the tank drop from GI and will recruit PCs to join his "crushade". He wants to claim the tank for the glory of the church – under the guise of a normal heathen-conversion mission accompanying a mixed-purpose caravan (see QS4 for details of the caravan).
- If the PCs accept, he'll insist on baptising all organics and will bestow a "holy" weapon (Light Weapons Table, **QS1 p. 65-66** – but it's a +1 weapon that does an additional 1d4 radiant damage) on the PC with the highest CHA.

- Spills a random piece of information on one of the factions (Intel Tables, **QS1 p. 93-94**).

- 4 Human **deacons**, 10 Human **worshippers**, 3 Venusian **converts** (all **Commoners**).

What's Interesting About It:

- In a charging apse is **Distant Cousin CCCIIX the Piously Programmed** [p. 14], the robot cleric charged with leading Bush's "crushade". Unresponsive, but activates when it's time for the caravan to leave.
- Out back is the CoE Mobile Mission [p. 14], being loaded for the upcoming trek.

TANK FLYOVER REACTION

- Everyone drops what they're doing and runs outside to watch and chatter excitedly about how this could change everything. Keen-eyed PCs (DC 13 Perception or Insight check) will note that Blush and a BCEF officer (**Brigadier Spotswood, Q2 p. 35**) in the crowd do not appear particularly surprised, although everyone appears to be in a tizzy.
- Subsequent visits will find the chapel packed with would-be tank recoverers stopping by for blessings, though there is a notable lack of Venusians among them (VFF agents and sympathisers having been told to evacuate before the dam is blown).

PROSELYTISING, MOUNTAINEERING & JUNGLE TREKKING

VISIT AN AUTHENTIC
Colonial Farm

See the Magnificent
VICTORIANA DAM

AND POSSIBLY BLOW IT TO SHIT

MOUNTAINEERING AND

SCENIC VISTAS

IN THE Magestic Red Cheddar Range

FORD THE GUSHING RIVERS ABOVE THE

Legendary Tres Leones Falls

BLOOD THE FAMED JUNGLE

And Convert INDIGENOUS HEATHENS



Adventure Path Map



At a Glance

Modes of Travel: Caravan, jungle trekking, mountain hiking, possibly Gas-Sac flying

Faction Affiliation: Church of England [CoE]

Prerequisites: None – just show up and come along!

Events:

- As in Q4 p. 19, up to the dam sabotage
- CoE Mobile Mission departs the fort prior to the explosion and heads west into the Blood Jungle

GM Sanity Note: If your PCs have played through QS4 and have done the whole caravanning and dam-exploding thing, you might consider starting this adventure with them already in Lower Goocester Outpost, for whatever reason. When the caravan arrives, Distant Cousin CCCIIX recruits them to provide security for the mission's westward trek. This will avoid repetition of events.



- Arrive at feet of Red Cheddar Mountains
- VFF Ambush. Oiyiojiojoi (Venusian Fragilis **Motivator**, **QS1 p. 99**) leads five Venusian Robustus **VFF Guerrillas** [**QS1 p. 105**] and one Venusian Fragilis **Rapscallion** [**QS1 p. 101**], all mounted on **Barnaby's Thrusks** [**QS1 p. 107**]. They are after equipment and supplies and won't harm the missionaries unless attacked. They spring their ambush after vehicle wheels roll over a hidden pressure plate (DC 13 Perception or Survival check to spot something hidden under dead vines on the trail; DC 10 to disarm), under which is a small Venusian Crystal. The weight compresses the crystal, resulting in 1d8 fire damage to anyone within 10', and the vehicle being disabled (DC 12 Repair check and combined STR of 50 to repair)

VENUSIAN WARRIOR

Basic

Long ray-rifle, minimal equipment



- Ascend into the mountains via a steep switchback
- Venusian Highlands Encounter (Table, **p. 19**)
- River Crossing. Swift but shallow; DC 8 Athletics/Acrobatics check to ford without incident
- Robot Mining Camp [**p. 15**]
- River Crossing. Swift and deep. Swimming/walking along the bottom of the river requires three DC 14 Athletics checks. Miners have a ferry hidden in the rocks (DC 14 Passive Perception check to find, or DC 12 Investigation check if searching along the bank). Ferry is equipped with a harpoon that fires a rope into rocks on the opposite bank; this allows the ferry to be pulled across the river.
- Venusian Highlands Encounter (Table, **p. 19**)
- River Crossing. Swift and shallow with a series of five islands that can be leapt between. The islands are actually submerged adolescent Mountain Meat Beetles [**p. 18**]. DC 14 Perception/Investigation check to notice subtle movement. DC 10 Survival check to identify them. DC 14 Acrobatics/Move Silently check to hop across their backs without disturbing them. Attempting to wade across the river, or otherwise disturbing the beetles, causes them to rise up and attack.
- Descend into Blood Jungle
- Blood Jungle Encounter (Table, **QS1 p. 90**).
- Arrive at Tank Drop Site [**p. 17**]

Church of England Mobile Mission

What It Is:

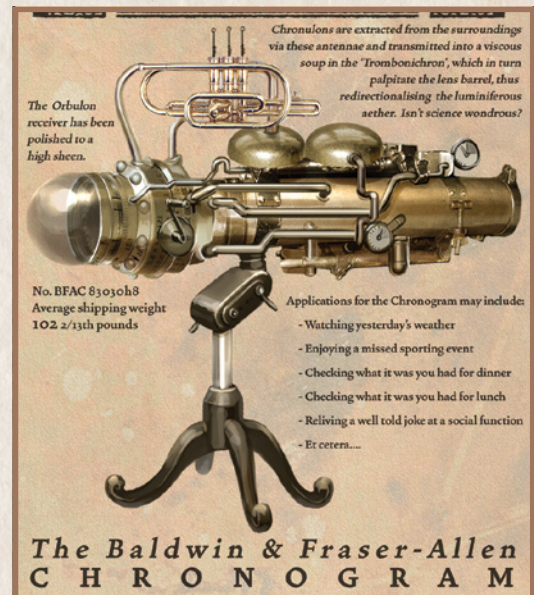
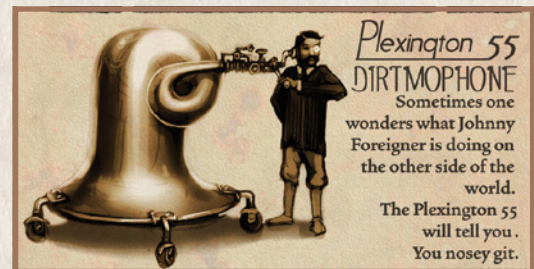
- Elegant baptistery on wheels, drawn by a pair of Venusian Dimple-Backed Vroxels [Q4 p. 29].

Who/What Is Here:

- **Distant Cousin CCCIIX the Piously Programmed** [Robot Specialist, Q4 p. 103 – but with AC: 15, HP: 100]: Leading a team of six deacons [Human Twits, Q4 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 if 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* [I], *Create/Destroy Water* [I], *Shield of Faith* [I], *Continual Flame* [II], and *Mass Healing Word* [III].
 - Can be used by a CoE cleric to cast each spell once per day.



What's Interesting About It:

- It is amphibious.

Robot Mining Camp

What It Is:

- Group of independent Venusian Crystal miners under [secret] contract with Grordbort Industries.

Who/What Is Here:

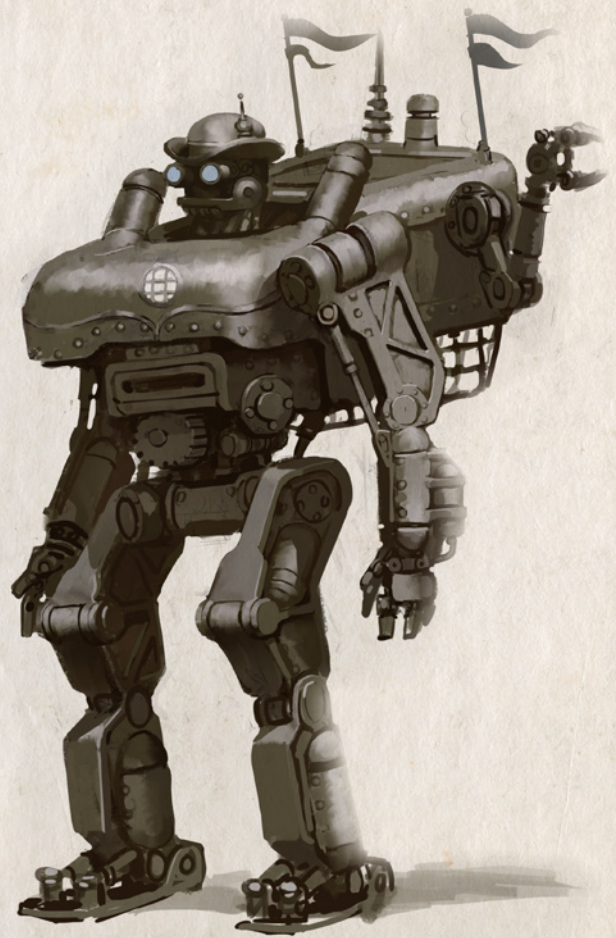
- **LIV** (Robot *Leader*, **QS1 p. 98**): The only one who knows they are mining on behalf of Grordbort Industries. Has a penchant for bad puns (it's actually a programming error) and can be entirely won over by someone who is fluent in them. Otherwise PCs must make a DC 14 Robotics check to force it to divulge its employer.



- Seven miners:
 - 4 Venusian Robustus *Pilots* [**QS1 p. 100**], who operate the Herbert & Daughters Inconvenience Drillers (1d10 piercing damage, MT: 1-2, as per **QS1 p. 66**).
 - 3 Venusian Robustus *Specialists* [**QS1 p. 103**], but with HP 40 and no 2nd-level spells], who process the ore.
- Eight ore crates [seven are full].
- Venusian Gas Sac nets and harnesses. When the crates are full, the robots, each of which is strapped to a crate, intend to use their nets to capture several Venusian Gas Sacs and fly west over the mountains to a secret installation run by GI.

What's Interesting About It:

- The miners have befriended a family of four **Husky-Throated Gripes** [QS1 p. 113; two are young, so half HP and damage], which live nearby. At any given time, there is a 3 in 6 chance that one of them is in camp playing with the miners. They won't attack groups that are approaching the camp, but if the miners are attacked or harassed, they will come to their aid.
- Scattered about camp are 1d8 broken Light Weapons, bits of Armour, and Gadgetronics (Tables, QS1 p. 63-69). They are salvageable but will require DC 12 Repair checks to get them working.
- Venusian Crystals are interestingly explodable [QS1 p. 33].



ARRIVAL AT TANK 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

MOUNTAIN MEAT BEETLE (ADOLESCENT)

Giant beast, unaligned

Armour Class 15 (natural armour)

Hit Points 60

Speed 20'; burrow 20'

STR	DEX	CON	INT	WIS	CHA
17 [+2]	13 [+1]	14 [+1]	6 [-2]	10 [+0]	7 [-2]

Senses Tremorsense, 180' in all directions; can smell organics [meat] from up to a mile away.

Languages None

Challenge 4 [1,100 XP]

ABILITIES

Crystal Affinity: For whatever reason, Meat Beetles and Venusian Crystals are often found near one another. Whenever a Meat Beetle is encountered, there is a 50% chance that a sizable cache of crystals can be found nearby.

Burrowers: Extremely competent tunnellers, Meat Beetles can burrow through solid earth without incurring movement penalties, and can move through rock at half speed.

Climbers: Surprisingly agile for their size and bulk, Meat Beetles can climb without incurring movement penalties.

Camouflage: Meat Beetles have evolved to blend in almost perfectly with the highland environs of Venus. When they are immobile in mountainous terrain, a DC 16 Perception check is required to spot them.





ACTIONS

Multiattack: The Meat Beetle makes two attacks on its turn. It can replace one or both of the attacks with its **Chew** ability.

Pincer:

Melee Weapon Attack: +7 to hit, reach 60', one target.

Hit: 24 (5d8 + 2) bludgeoning damage, and target is grappled. The Meat Beetle may only grapple two creatures at a time in this way.

Chew: A target that the Meat Beetle has grappled must make a DC 15 STR Save or be shoved into the creature's mouth. A creature in the Meat Beetle's mouth is restrained and takes 27 (5d10) bludgeoning damage per round. The target can repeat the Saving throw at the end of its turn to escape the Meat Beetle's maw.

D12	VENUSIAN HIGHLANDS ENCOUNTERS
1	Herd of 1d6 <i>Randall's Flutey Buck-Bucks</i> [QS1 p. 115].
2-3	Abandoned mine shafts. DC 15 Perception check to spot the rubble-covered shaft entrances. If they are not spotted, PCs must make a DC 14 DEX Save to avoid falling in. Each shaft is 1d12 x 5' deep; a player takes 1d6 bludgeoning damage for every 10' they fall.
4	Pillock-blinded <i>BCEF Private</i> [QS1 p. 96] wallowing in misery. A <i>Swarm of Blue-Sacked Pillocks</i> [QS1 p. 108] attacks the PCs if they approach.
5	4 <i>Milton's Drunken Fussocks</i> [QS1 p. 114] feeding on a dead <i>Shallow-Beaked Grogan</i> , with a <i>Swarm of Gumbolt's Wind Rats</i> [QS1 p. 112] flying around.
6	2d10 <i>VFF Guerrillas</i> [QS1 p. 105] scavenging supplies, ore, and whatever else they can find from an abandoned mine.
7	1 human geologist [<i>Twit</i> , QS1 p. 104] with 3 guards [AWOL <i>BCEF Privates</i> , QS1 p. 96] exploring the mountains. DC 13 Persuasion check for a random piece of intel from the Intel Tables [QS1 p. 93-94].
8	2 <i>Adolescent Mountain Meat Beetles</i> [p. 18] clinging to the side of a mountain awaiting prey. DC 16 Perception check to spot them.
9-10	Slippery scree. DC 16 Survival check to spot the dangerous area. If PCs don't spot it, they must make a DC 17 DEX Save to avoid sliding arse over tea-kettle, and must endure 1d12 bludgeoning damage and much mockery.
11-12	Rock slide. DC 14 Perception/Survival check to spot the rocks beginning to fall. Success grants advantage to all party members on the subsequent, DC16 DEX Save that PCs must make to avoid taking 2d10 bludgeoning damage and being knocked prone. A check of 10 or less means that the victim is buried in the rocks and considered to be suffocating. They must make a DC 19 STR check to free themselves, or must be freed from outside.



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