



Thundarr Struck



Living Low Adventure 001CE Boss' Assistant

Boss PID

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*S=Shown, P=Participated, R=Role Played

Time Check

From: 0:00 To: 0:30

Section: Slog Skooners Ho!

Activity: Pre-Boarding

- First explain that the game will be a four hour session and that 10 minutes is allotted at the end of the session to note character actions during the intermission before their next game.
 - If you have the opportunity and wish to extend it further—feel free, but get consensus from the group. Its not fair if one person has another session, etc to be at to continue without them.
- First have each player briefly introduce their character
 - Race and any obvious gear
 - No more than 2 minutes each
- Then read the first two paragraphs of the first "Read Aloud" call out box and then ask the players if there is anything they need to buy before boarding
- Explain that they don't have much time before the Thundarr leaves, so they may be able to purchase a few items on the way, but won't have any real prep time.
- Go around the group and ask each player one by one if there is anything they need to pick up.

From: 0:30 To: 1:00

Section: Slog Skooners Ho!

Activity: On Boarding

- Take 30 minutes to describe the Slog Skooner and do the job assignment encounter
- This section is mostly GM dice rolling / narrative, so you have a lot more control over flow
- If you have time left, the players can do a little exploring.
- Roll for each player once on the job assignment table (Appendix 6, 6.1)
 - Each assignment includes a read aloud that describes their duties and one or more rewards
 - Be sure and mark down by each player, the rewards they receive

Skills Used:

From: 1:00 To: 2:00

Section: By the Prickling of my Thumb... Something Wicked this Way Comes!

Activity: Repelling the Sky Defiler's Attack

- There is a lot going on in this section so plan a good hour for it.
- There will be a rolling combat all across the Slog Skooner.
- Make sure you have xXy'gnZZakKK (The Sky Defiler) able to safely escape through the hatch in the roof.
- Remember xXy'gnZZakKK is a Wild Card and gets his own bennies as well as use of the NPC benny pool.

Skills Used:

NOTICE (-2 to anyone without a way to see in the dark): a success earns them a notion that something big (larger than peep size) is flying lazily through the air at the edge of their vision. A raise and they note five something's moving in formation in a spiral toward the Thundarr Down Undarr. The heap is two rounds movement from the sterncastle.

Listen: Success means you hear Crandal's plaintive plea for help slowly fading away to holewence

From: 2:00 To: 2:30

Section: Please sir... Have You Seen My Croach?

Activity: Tracking Down Crandal

- Take about 30 minutes to track down Crandel
- If none of the PC's made the Listen roll, have one of the crew volunteer the information
- Give the players a few minutes to plan then have the Kaptin remind them Crandal is getting farther away every minute—they are in a hurry.
- Be sure and ask each player what gear they are taking

Skills Used:

TRACKING: a success allows the heap to find a trail of cast off offal leading in the direction the Sky Defilers flapped away in (Holewence along the near side of the Bunn Skrak). It will require five total successes (including raises) to track the droppings to xXy'gnzZakkK's lair. A check may be made once per hour of searching.

CLIMBING (-2): (See Climbing SWD: 24)

Knowledge (Underwhere): A success provides the information that these 'shrooms are Luminous Bluem, common in the Underwhere and the main source of light there in.

From: 2:30 To: 3:20

Section: Please sir... Have You Seen My Croach?

Activity: Exploring the Lair of the Sky Defiler

- I would try to earmark an hour for this section—Depending on the way the players explore the Cave complex, and their BQ (Belligerence Quotient) there could be a fair amount of combat
- Be aware the group CAN complete this section without combat. If the players are willing to talk, the inhabitants aren't really all that violent.
 - The exceptions are the Wus' and the Kanker—both of whom prioritize spreading the alarm over harming the party.
- In the Precious encounter—stress that it doesn't attack them, and leaves them alone unless they force the issue with Crandal. Also stress that he is in no immediate danger.

Skills Used:

Knowledge (Language Guttermouth): To communicate with various Contanimants

From: 3:20 To: 3:45

Section: Please sir... Have You Seen My Croach?

Activity: Final Encounter with xXy'gnZZakKK

- xXy'gnZZakKK will obviously not really be interested in fighting and offers a really reasonable compromise to the group.
- Be sure and point out xXy'gnZZakKK is a wealth spring of knowledge regarding Conanimation and the Underwhere.
- If the final encounter breaks down into combat, it will be a doozey
 - xXy'gnZZakKK should hands down kick their sorry asses and he will not hold back once they throw down. Keep in mind all the minions he has in the caves that will join the fight.
 - (4) Sky Defiliers
 - Precious
 - (6) Wusses
 - A Kanker
 - A Wanker
 - Any Hench Flews who survived the raid on the Thundarr
 - xXy'gnZZakKK is a powerful Contanimator in his own right he currently has 20 PP plus any released as a result of Sky Defiliers / Precious killed (8 PP each)
- Per Living Low Character Guide: anyone who is incapacitated, will survive but needs to roll on the wound chart
- If the whole group is incapacitated, they will wake up the next morning bloody, sore and stripped of all clams. Crandel will be in a heap beside them, the suit neatly folded next to him.

Skills Used:

Knowledge (Language Guttermouth): To communicate with various Contanimants

From: 3:45 To: 3:50

Section: Outro

- Be Sure and mark down awarded lewts and lost lewts (separately)
 - Each character gets 140 Clams covering their service to the next stop
 - If they return Crandal (alive) Each character gets an additional 20 Clams

Appendix 6: Charts

6.1 Shipboard Duties				
Roll d8	Duty	Description	Read Aloud When Assigned	Reward
1	Boomer's Mate	Cleaning and maintaining the ship's weapons. You even get to shoot the Uber Flinger and the Kaboom Kannon!	<i>Crandel looks you up and down, scratches where his chin would be and evidently comes to a decision, "Boomer is short a mate, why don't you see if he can git you squared away on one of the ship's gunz. Look fer him ter be cleanin' one of them and see if yer can lends a hand."</i>	+1 Level of Shooting*
2	Far Peeper	You spend yer time in the Boid's Nest watching fer trouble!	"Yer seems ter have a fine set 'o peepers. Reports ter Far Peeper Falls-a-lot up in the Oily Boid's Nest."	+1 Level of Notice*
3	Rigger's Mate	You help the Rigger fix stuff!	Crandal point's back down the hatch you came up through, <i>"Bigarm Bends-a-Smelf down below could use a strong arm with the rigging. Report to her down in the wheel room."</i>	+1 Level of Repair*
4	First Bait's Bitch	You slavishly work to keep the First Bait's outfit spangly and up to snuff (washing, pressing and bur-nishing)	<i>Crandal raises an eye brow when you present yourself. "O you'll do !, he says, "You're MY bitch! After we finish here, follow me to my cabin, my uniform needs mending."</i>	+1 Level of Crafting*
5	Assistant Stevedore	You work in the warehouse helping the Stevedore "keep track" of the inventory (he deals you in for a cut!)	Crandal says to you, "Report to Twelve Finger Willie. You can help out in the cargo hold. Look for him there."	+1 Level of Street-wise*, +50 Clams
6	Surgeon's Assistant	Help the Ship's Surgeon deal with the whiney pas-senger's imagined ills.	"Crocadillo Octiturtle, the Thundarr's surgeon can always use an extra hand managing the whiney passengers. Look for him in the loung, level twso of the postern." Crandal tells you.	+1 Level of Healing*
7	3rd Assis-tant to the Steward's Assistant	You spend your days (and nights) keeping the paying passenger's happy!	"Third Assistant to the Steward's Assistant for you!" Crandal in-forms you, "Look for Steward Harold Happypants in the passen-ger's mess or the galley."	+1 Level of Persuasion
8	Steer's Peep's As-sistant Steererer	You get to help steer!	Crandel pats the large wheel mounted on a post in the front left corner of the wheel house. "Your post will be here, helpin the styerrerer steer."	+1 Level of Driving*

6.2 Toughness Reference	
Feature	Toughness
Wooden Door	8
Reinforced Door	10

See Savage Worlds Deluxe (SWD) Pg 71 for "breaking objects" rules