

# MUTANT FUTURE



## Thundarr the Barbarian: Warlord of the Sacred Library

*A Mutant Future* adventure for 3-6 players  
using pre-gens of the TV show's characters

Gary Con 2013

*Lords of Light! Drakexx the Unstoppable has established a stronghold in the forbidden Congers Library where thousands of Ancient texts are stored. What use does a warlord have with these tomes, and what secrets does he hope to unlock? The tribal shaman of the village of Linkon has tasked Thundarr, Ookla, and Princess Ariel with stopping and driving out the mindless brute!*

#### BEFORE PLAY BEGINS...

In this adventure, it helps if the players have a passing knowledge of the Thundarr the Barbarian cartoon show from the mid-1980s. (Show them an episode or two if you can!) They will be playing the roles of Thundarr, Ookla, and Princess Ariel during the course of the game, so having an idea of the characters and their individual tropes will go a long way toward capturing the feel of a Saturday morning action cartoon show. The pre-gens have role-playing tips to help players unfamiliar with the show.

The twist to this adventure is that, due to a misfired spell, there are TWO teams made up of Thundarr, Ookla, and Princess Ariel. If you have 6 players, there should be two Thundarr PCs, two Ooklas, and two Ariels. If you have less than 6 players, I would suggest breaking the teams up as follows:

- 5 players = 2 Thundarr, 2 Ariel, 1 Ookla, 1 NPC Ookla
- 4 players = 2 Thundarr, 2 Ariel, 2 NPC Ooklas
- 3 players = 1 Thundarr, 1 Ariel, 1 Ookla, 3 NPCs for the other Thundarr "team"

Before play, explain to the players that the game needs to be played as if it's a kid-friendly cartoon from the 1980s. Primarily, no one ever dies or is horribly maimed in combat. When villains and henchmen are defeated, they are either knocked unconscious or they run off with their tails between their legs. PCs are dazed or winded when they take damage. Attacks should be made to disarm or demoralize – not to injure or kill. Encourage cheesy dialogue ("Demon dogs!") and acting in-character, even if the action goes against what the player would do. (Thundarr charges into a fight without thinking of the consequences; Ookla will break things that annoy or frustrate him, even if the MacGuffin is important to the plot; Ariel will joke during combat and offer asides about Ancient cultures, traditions, and technology.)

To start, make sure you have the players grouped into two teams (even if they don't know it yet). Give each player a PC sheet FACE DOWN and instruct them to not turn it over until told to do so. The players will obviously wonder who gets to play the 3 main characters and who at the table is getting stuck with 3 nameless PCs. This also salvages the "twist" of two identical teams during the course of gameplay, which should be a nice surprise for everyone. EVERYONE gets to play a "main character" in this adventure. (Plus, the combined might of both a warlord and wizard should be enough of a challenge for two teams made up of these characters!)

## **SCENE ONE: NEVER SPLIT THE PARTY**

*((Explain to the PCs who are ready to play that you need to set up the situation and to be patient while you get through the exposition. Also, remind them to keep their sheets face down.*

*Play opening credits to the TV show.))*

**The unthinkable has happened : A ruthless warlord has joined forces with powerful wizard and , between them, they have driven the lands of “Deecee” to its knees. Drakexx the Unstoppable and his robot centurions have terrorized the villages in the area for months. At his side has been Zardon, the self-proclaimed “Leximancer” who uses Ancient tomes to power his magic. It’s odd because warlords and wizards have never been known to work together.**

**Thundarr, Ookla, and Princess Ariel have arrived to stop this dangerous union of muscle and magic. The citizens of the village of Linkon have directed the team an Ancient white obelisk. Zardon is at the top of the tower (the top appears to have been sheared off) while Drakexx stands defiantly in front of it. Before him stands 6 of his robot centurions.**

*(Map it out for the PCs. Add tree, benches, burned out car husk)*

**“So Thundarr,” Drakexx sneers, “you think you can stop me in my**

**quest to rule these lands? Bah! I’ve come prepared in case of your meddling!” He turns to the wizard far above. “Now Wizard! Smite them with your magic!”**

**Zardon holds a tattered book aloft and arcane energies envelope him.**

**“This book holds the secrets of the most powerful weapons of the Ancients! I command the words within to take form and strike down our enemies where they stand!”**

**The title on the cover of the book is “Splitting the Atom”.**

**A bolt of energy flashes from book at Zardon’s command, streaking toward Thundarr, Ookla, and Ariel. With one swift motion, Thundarr unsheaths the Sun Sword and swats at the beam. With a blinding flash, the heroic trio are engulfed in pure atomic hellfire of a thousand suns. Your ears ring and your eyes sting. When you’re able to see and hear, you find that the atom truly was split, for there are now two Thundarrs, two Ooklas, and two Princess Ariels.**

*Have PCs turn over their sheets to see who they’re playing. Let them ask questions and get used to the idea of two of each PC. Explain that they should see themselves as twins or two sides of the same coin. They can worry about rejoining later, right now Drakexx and Zardon must be stopped.*

Drakexx grimaces at the unexpected development. **“Centurions! ATTACK!”** he shouts as he races into the obelisk. The robots bring up their arms and laser fire erupts.

It's time for the first combat. The centurions are refitted and reprogrammed library drones (to be encountered later). Their goal is to keep the PCs from reaching the obelisk. There are 6 of them, each with a laser that fires for 3d6 points each.

**Robot Centurions (6)** (AL N, MV 120' (40'), AC 1, HP 50, #AT 1 (laser), DG 3d6, 2d6 SV L4, ML 12, mutations: none)

As robots, they all have 50 hit points.

**CENTURIONS:**

- 1 – 50
- 2 – 50
- 3 – 50
- 4 – 50
- 5 – 50
- 6 – 50

When the PCs begin to get the upper hand, have them notice Drakexx confronting the wizard at the top of the tower.

**“You fool!”** Drakexx rages as he lifts the wizard by the front of his

cloak, **“you claimed that book of yours would incinerate them!”**

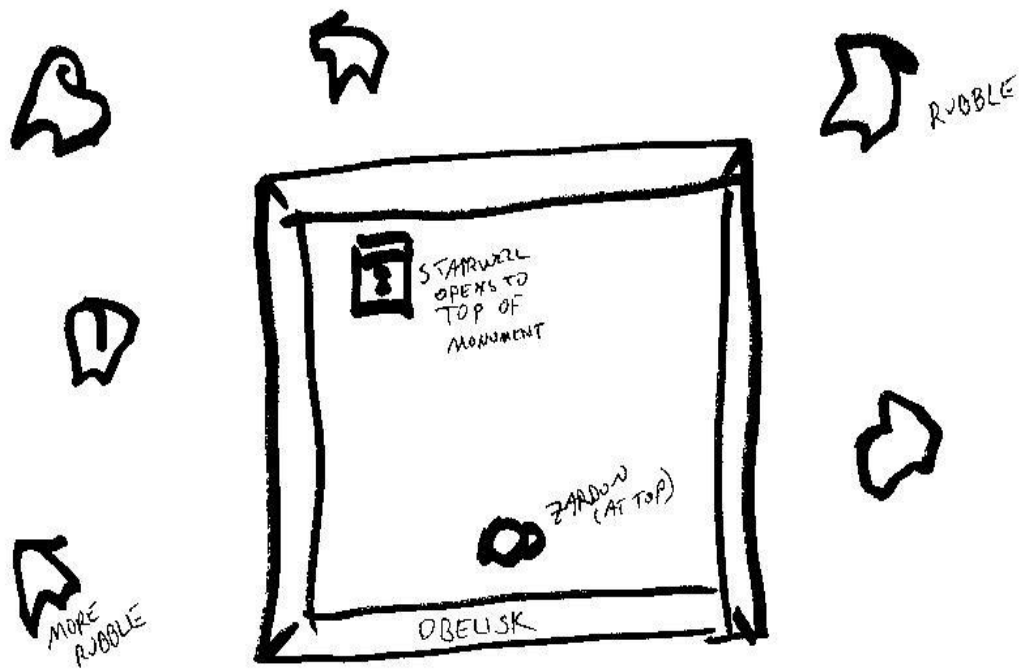
Zardon licks his lips nervously then glances at a large gold medallion Drakexx wears around his neck. **“I'm sorry Lord Drakexx, but perhaps if you were to return my medillion, I would have the power to...”**

Drakexx cuts him off with an evil laugh. **“What kind of fool do you take me for, wizard? As long as this is in my possession, you WILL do what I say!”** Zardon frowns in disappointment and contempt.

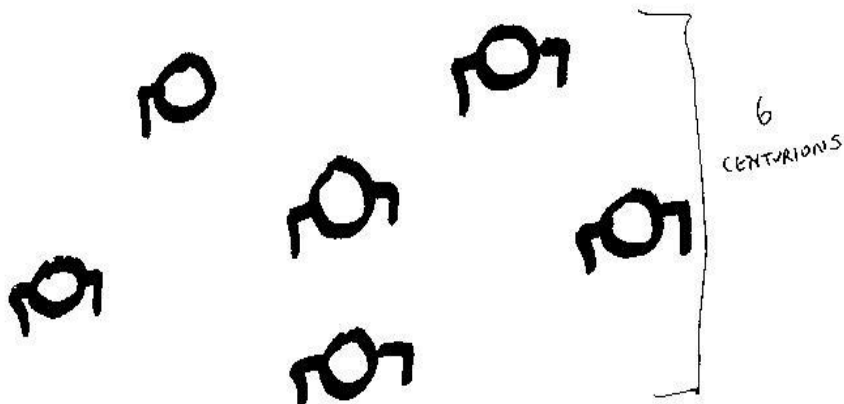
Drakexx points at the party. **“When we next meet, I will be more powerful than you can possibly imagine!”** He turns to Zardon. **“Won't I?”** he threatens. Zardon nods. **“If I can find the right tome, yes sire.”** Zardon agrees. He lifts his hands and the two of them teleport away.

Allow the PCs to finish the fight with the Centurions. When done, they can return to the village of Linkon to report what happened.

(OOKLA! ARIAL! RIDE!)



DRAKEXX



X X X X X X

THE PC'S  
START

## **SCENE 2: THE LIBRARY OF CONGERS**

The team returns to the village of Linkon which was established at the base of a large Ancient structure that holds a statue of a seated bearded man. Wissop the tribal shaman who tasked you with stopping Drakexx approaches you. He stops, obviously confused by the appearance of twice as many of the team.

**“Why, what sorcery is this?” he asks.**

Allow the team to explain and to regale him with tales of the battle. When they mention that Drakexx and Zardon vanished, he shakes his head sadly.

**“It is as I feared. The Leximancer’s power grows the longer he is exposed to the written word. He has no imagination of his own, so he pulls the ideas and concepts from the tomes to do his bidding.”**

Over dinner and drink, Wissop explains that Drakexx seems to hold dominion over Zardon. If they mention the medallion, Wissop agrees that it must be the keystone to Zardon’s power. With it, the wizard would be unstoppable.

**“But as long as Drakexx commands the medallion, he commands Zardon.”**

The PCs should begin wondering about any large depository of books that Zardon may want to get his hands on. Wissop thinks for a moment, and lights up...

**“Of course! There is a depository of Ancient tomes not far from here – The Library of Congers. I’ll bet that’s the location of their secret base of operations. You must hurry there! With the information contained there, Zardon and Drakexx could become Gods on Earth!”**

He gives them a map and sends the team on the way.

### **SCENE 3: ANYBODY HOME?**

When the team arrives at the library, they see a large crumbling ruin that must have been quite opulent in the past. Now it's nothing more than a looming boxy structure with tumbled over white marble columns in front and overgrown with weeds and vines.

Patrolling the area are 4 more Robot Centurions. The team must get past them to enter the library. They can try stealth or...knowing Thundarr and Ookla...they may just decide to charge in.

**Robot Centurions (4)** (AL N, MV 120' (40'), AC 1, HP 50, #AT 1 (laser), DG 3d6, 2d6 SV L4, ML 12, mutations: none)

As robots, they all have 50 hit points.

#### **CENTURIONS:**

- 1 – 50
- 2 – 50
- 3 – 50
- 4 – 50

As they enter, they approach down a darkened hallway. In the darkness lurk three large Devil Rats. (Armor plated giant rodents. See Thundarr sourcebook for description) They will get the jump on the team if they're not careful (surprise on 1-2 on d6, roll for each character until 3 are jumped). Too much commotion may also cause two more Centurions to come investigate.

**DEVIL RATS (3)** (AL C, MV 120' (40'), AC 3, HD 3, #AT 1 (bite or claw), DG 1d8 or 1d6, SV L2, ML 6, mutations: gigantism, natural armor, light sensitivity)

#### **DEVIL RATS:**

- 1-18
- 2-18
- 3-18

#### **CENTURIONS (if they show up):**

- 1 – 50
- 2 – 50

At the end of the hallway, the room opens up into a large "reading room" area of the library. It is here where the epic battle will take place.

**SCENE 4:**  
**DR. DRAKEXX AND MR. HYDE**

You enter a large area that was once the common room of the “Library of Congers.” There are broken tables and chairs strewn about. Large bookshelves that used to hold thousands of books line the area, most emptied of any kind of tome. Moldy books and paper lie about, smelling of rot and decay.

On a balcony at the far end stands Drakexx and Zardon. Zardon now holds a new book tightly to his chest.

“So, the mighty Thundarr...pardon...THUNDARRS are brave enough to enter my stronghold? I don’t know whether to congratulate you all or pity you.”

Allow a bit of back and forth posturing and positioning. Time for some cartoon dialogue!

Drakexx purses his lips with contempt. “It is no matter to me. In a moment, I shall be the most powerful man who ever walked the earth!” He turns to Zardon. “Now slave!”

Give the PCs a chance to react – one turn. They’re too far away for any Mighty Deeds of STR, AGIL, or MAGIC, but if they can do some damage or close the gap, let ‘em.

Zardon places a hand on Drakexx’s head and the book in his other hand glows as if on fire.

There is an audible SNAP and Drakexx tumbles off the balcony backwards, managing to land on his feet. He stands hunched, then looks up... If it’s possible, he looks even more evil than before, almost demonic.

The title of the book in Zardon’s hand? “The Strange Case of Dr. Jekyll and Mr. Hyde.” And that SNAP you heard? Zardon now holds the medallion he ripped from Drakexx’s neck as he fell.

Drakexx, who was already very powerful, is now “hulking out” as his Hyde personality takes form. When he’s done mutating in a round, he will be an 8-foot-tall giant with a 20 STR. He will wield dual battleaxes during the fight. He’ll pick up and throw tables and shelves. He can even go toe to toe with Ooklas.

**DRAKEXX IN HYDE FORM**

(AL C, MV 120' (40'), AC 0, HP 90, #AT 2 (battleaxes), DG 2d6, 2d6, SV L6, ML 12, mutations: gigantism, enhanced strength (20))

**DRAKEXX IN HYDE FORM**

1 – 90

And let’s not forget Zardon who now holds his medallion! He looks at it with wonder, then places it around his neck. Zardon tosses the Jekyll and Hyde book aside and brings out another book he had hidden in his robes.

When Drakexx seems to be nearly defeated, or if someone decides to attack him, Zardon holds aloft the new book.

**“Drakexx was a fool! You want to see power? I’ll show you power!”**  
**The book glows with red arcane energies. The title this time? “The Hobbit by JRR Tolkein.”**

**On the floor of the library, a very large, very red, very angry, fire breathing winged lizard materializes.**

**SMAUG (Yes, THAT Smaug):**  
(AL C, MV 120' (40'), AC -1, HP 70, #AT 3 or 1 (2 claws/bite or breath), DG 1d8, 1d8, 3d8 or 5d10, SV L9, ML 10, mutations: fire breath)

**SMAUG:**  
1 – 70

If Smaug is defeated, he fades out of existence. If Drakexx is defeated, he’ll shrink back to normal size. Zardon is only trying to escape. He’s

used his teleport for the day, so he’ll try to escape while the dragon and Drakexx fight with the PCs.  
(Hopefully someone thinks to stop the wizard!)

### **ZARDON**

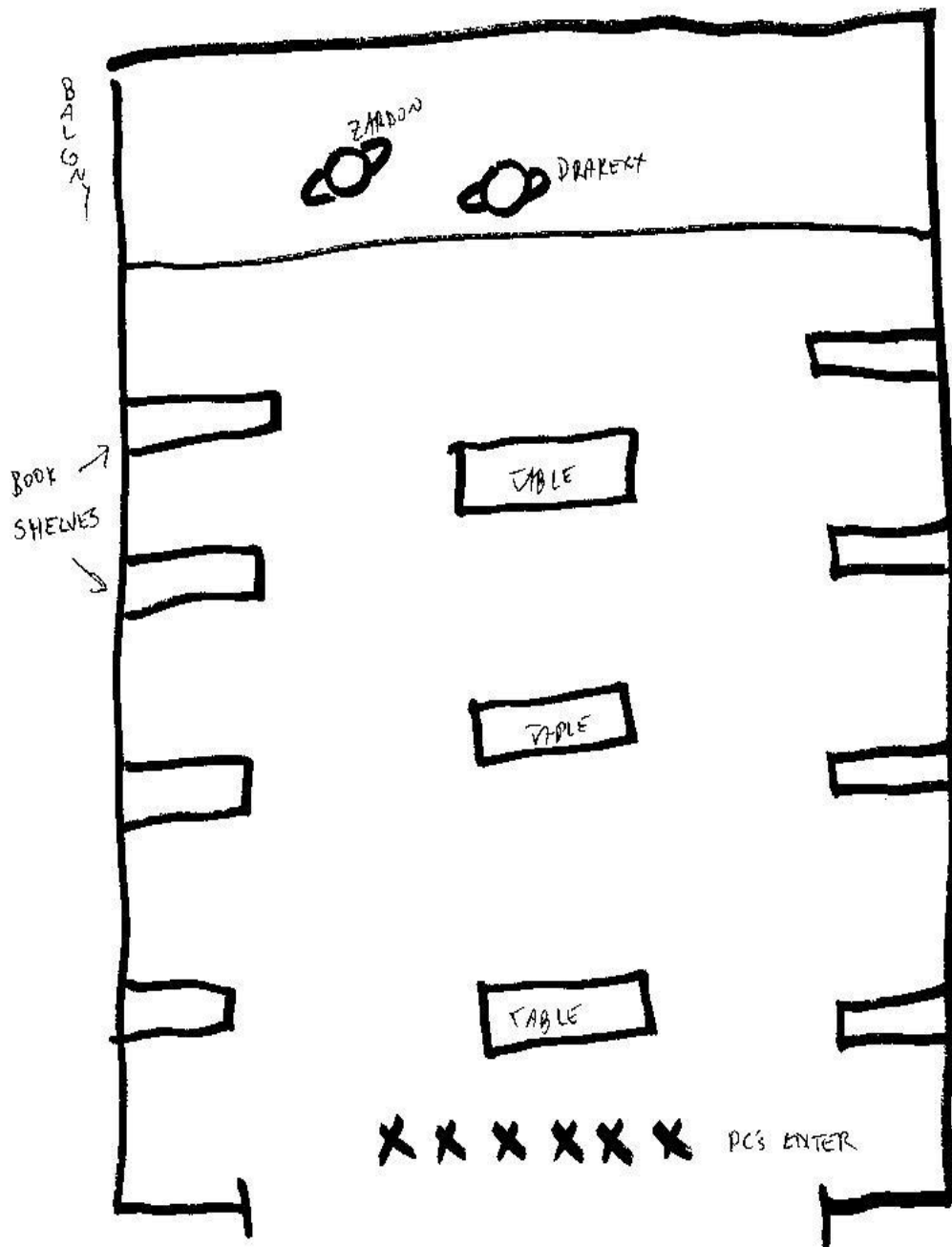
(AL C, MV 120' (40'), AC 6, HP 25, #AT 1 (special-magic missile), DG 3d6, SV L3, ML 5, mutations: magic caster)

### **ZARDON**

1 – 25

If Zardon is defeated, let one of the Ariels take the medallion. The other spies a book on the floor which she picks up. They share a look and they nod.

Let the battle go until all are defeated (hopefully!)



## **SCENE 5**

### **WRAP UP**

**With Drakexx and Zardon defeated, the team reports back to the village of Linkon to inform the settlers they have nothing to fear from the wizard or the Warlord of the Sacred Library. But there's still the issue of double everyone.**

**One Princess Areal reveals Zardon's medallion. The other reveals the book she picked up:**

**"The Three Musketeers" Ariel opens up the Ancient book...**

**"And as it says right here: All for One, and One for All!"**

**With that, the medallion glows with an unearthly light and envelops you. When the light clears, the original three heroes stands. While the townsfolk cheer, Thundarr, Ookla, and Ariel jumps onto their horses:**

**"OOKLA, AREAL! RIDE!"**

**(Play closing credits from the TV show)**