

THE LOST SCROLLS OF JAN-TORS SPLY

by Aaron Frost



**Post Apocalyptic Adventure
for use with The Wasted Hack**

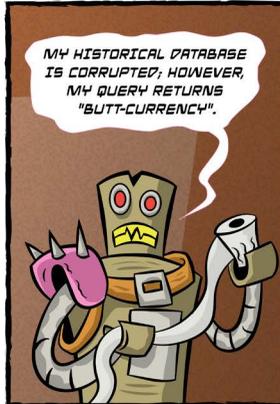


THE LOST SCROLLS OF JAN-TORS SPLY

A POST-APOCALYPTIC ADVENTURE
FOR USE WITH "THE WASTED HACK" RPG



WHAT COMES AFTER



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Written and Illustrated by Aaron Frost



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**THANKS TO THE FIRST
RESPONDERS AND
ESSENTIAL WORKERS,
THE PEOPLE WHO
ARE SAVING LIVES,
KEEPING THINGS GOING
,AND PREVENTING US
FROM SLIPPING INTO
“THE GREAT RUINED
WORLD” FOR REAL.**

In a time “before the war”, this short adventure was written based upon a three panel comic strip set in the post-apocalyptic setting of The Wasted Hack (that’s me) role playing game (rpg).



This is the first of six planned, free adventures designed during (and for play) during the 2020 Coronavirus/ Covid 19 pandemic.

There are a large number of computer based programs that allow for **GMs** and players to get together virtually. Perhaps the simplest among them being Google Hangouts using screen sharing.

Stay safe, and keep each other safe. These are strange and troubling times. A little diversion goes a long way right now. While you might not be able to find toilet paper at your local grocery store or big box retailer, there’s a nine-pack just waiting to be looted in Room 5!

“The Black Hack” by David Black, was used to make “The Wasted Hack” rpg.

[*Check out The Black Hack here*](#)

The “Five Room Dungeon” method by Johnn Four was used (a bit loosely) to create this small “bunker raid” style adventure.

[*Check out Johnn Four’s excellent roleplaying tips website here*](#)

And if you liked this adventure...

[*Check out The Wasted Hack here*](#)

...FRONT TO BACK, USING SOMETHING THAT AIN'T SHARP, TOXIC OR ADHESIVE.

****DO NOT USE PAGES FROM THIS BOOK****

OR YOU COULD JUST RINSE UP WITH A LITTLE WATER THAT DON'T PING YOUR STANDARD ISSUE RAD-O-METER.

-Excerpt from military "personal hygiene" manual.

Nearly every settlement, stronghold, and village offers "Luxx" accommodations, with superior amenities compared to the average shipping container flophouse.

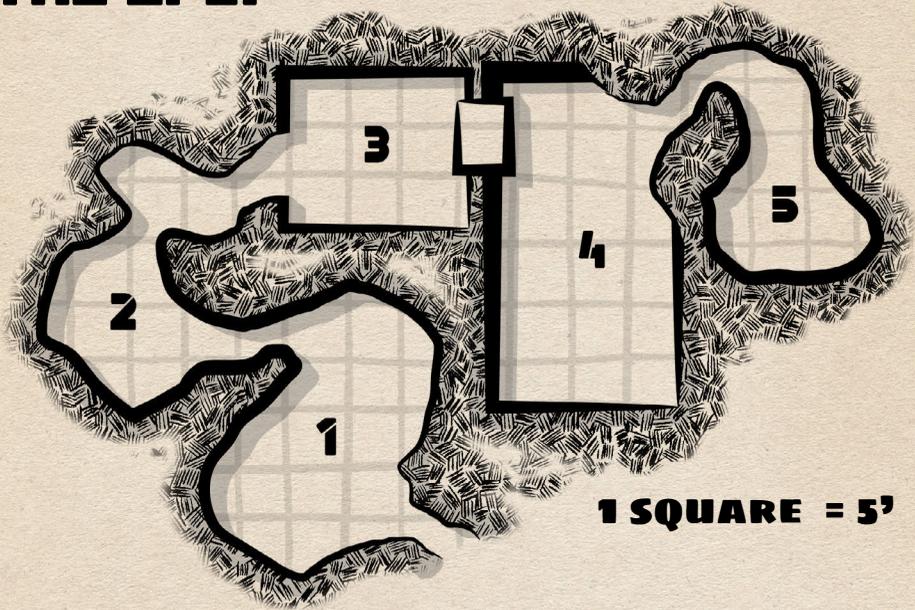
When it comes to "taking care of business", most waste-landers just use whatever they have on hand, but the wealthy and elite who live in Luxx use scrolls. Vestiges of society "before the war", scrolls are expensive and notoriously hard to source.

This is where your characters come into play. Recovering scrolls from waste-land ruins is dangerous work, but it pays well.

Roll **1d6** on the table below to randomly generate a hook, or reason, for the characters to venture into the Sply (a Sply is a location known or rumored to be rich in loot or salvage).

1	Sold a map to the Sply for 50 Credits.
2	Overhear Scavengers planning to loot the Sply.
3	Stumble upon the ruins on the way to another adventure.
4	Stumble upon the ruins on the way back from another adventure.
5	Overhear a rumor about a Droid guarding a nearby Sply.
6	Hired to recover Scrolls for Luxx. Offering +10 Credits per scroll as an incentive.

THE SPLY



ROOM 1

The floor of this small (*Nearby* range) fume-filled chamber is covered in **1-2** feet of thick green sludge made up of gravel, sand, and cleaning chemicals, making movement difficult.

the *Drood* in *Room 3* has set a trap using his “nature magic”. **3-6** (**1d4+2**) Goop Golems will rise from the sludge to prevent the characters from progressing any further.

Hit Dice	2
Hit Points	10
Damage	1d6

A Golem may forgo its action to recover **1d4** lost *Hit Points* by absorbing sludge from the floor.



ROOM 2

The ceiling of this chamber is made of up of car-sized chunks of rock, precariously supported by large “root columns” jutting up from the floor. The floor itself is divided into rough hexagonal shapes by root tendrils extending from the base of each column.

In the center of each hex, there is a symbol crudely scrawled in dried muck from the previous room. Stepping on the incorrect hex will cause the root column to crumble, dropping a portion of the ceiling down and dealing **2d6** damage unless a successful **DEX** test is made. Characters may have gear or special abilities that allow them to circumvent these traps.

A **Dismal Failure** on this test results in a character getting trapped beneath the rubble. The character will take an additional **1d4** points of damage each **Moment** until **3** successful **STR** tests by other characters are made to free them.

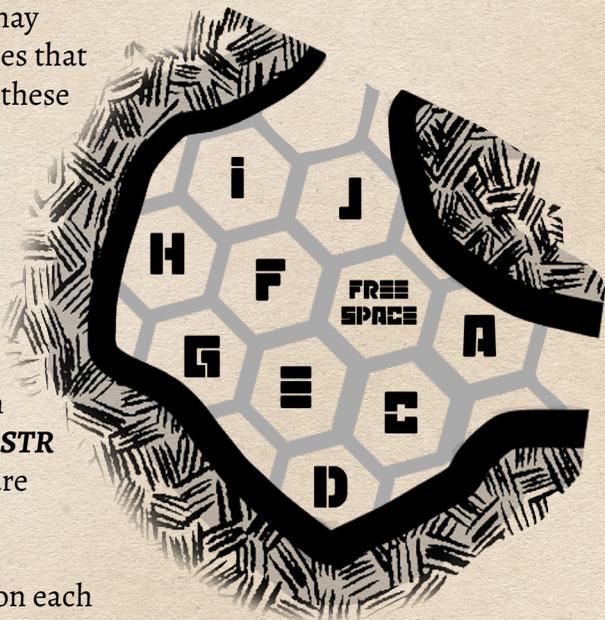
To determine the symbol on each Hex, roll **1d4** and consult the table

below. A roll of **1-2** is a trap symbol, rolls of **3-4** are safe symbols.

1	Mushroom Cloud
2	Radiation Symbol
3	Three Petal Flower
4	Oak Tree

The oak tree and mushroom cloud symbols are nearly identical, and a **WIS** check is required to tell them apart. The same is true for the flower and radiation symbols. A failed **WIS** test means the characters simply cannot tell which is which.

The hex with “free space” painted in it is a trap.



ROOM 3

This room is the entrance to the ancient “Janitor’s Supply”, a small “before the war” wholesale store.

Empty bottles of various chemicals litter the floor, as their contents have been poured out in **Room 1** to make the sludge.

A Drood has set up camp here, with hopes of destroying the scrolls that lie further in the ruin in a Drood-ic ritual. He has not been able to get past Jan-Tor, the robotic guardian, in **Room 4**.

The Drood cannot tolerate the thought of the scrolls, some of the last remnants of vast forests from “before the war”, being used to wipe the bottoms of those living in Luxx, and will fight the characters to the death to prevent it.



If the characters can convince him (**CHA** roll at **Disadvantage**) that they will help destroy the scrolls (even if they are lying), he will inform them of the robotic menace in the next room, and give them a box of magnetic ammo (**p. 7**) to help in the coming fight. He will not aid them in the scuffle, as he is terrified of Jan-Tor.

THE DROOD

Hit Dice	3
Hit Points	22
Armor Points	2
Damage	2d4

SPECIAL ABILITIES

“Nature’s Righteous Fury”

The Drood can attack twice each **Moment**.

“Gaia’s Unrelenting Grasp”

Once per combat, the Drood can bind a character with roots emerging from the floor. **STR** test at **Disadvantage** to break free.

This ability can be used more than once if the **GM** has **Luck Points** to spend against the player characters.

ROOM 4

Metal racks are free-standing in the center of the room, and lining the walls. Various cardboard boxes line the shelves, although they appear to be badly burned. A crack in the wall opposite the entrance reveals the entrance to **Room 5**. A charred janitor bot sits motionless in the room until the characters enter.

Jan-Tor will attempt to clear the room of contaminants by burning the characters alive. If the characters flee back into **Room 3**, Jan-Tor will not follow. If they are able to get to **Room 5**, Jan-Tor cannot fit through the crack to follow.

JAN-TOR

Hit Dice	4
Hit Points	31
Armor Points	*6
Damage	d10

Jan-tor will roll around knocking down shelves, pinning characters against walls with the shelves or his body, and spouting fire everywhere.



SPECIAL ABILITIES

“Heavy Metal”

Jan-Tor has double the standard amount of *Armor Points*.

“Spinning Inferno”

Once per combat, Jan-Tor can spin around spouting flame at all characters in the room. This ability can be used more than once if the **GM** has *Luck Points* to spend against the player characters.

If defeated, Jan-tor has loot as indicated on *pp. 7-8*.

ROOM 5

A narrow cave-like corridor leads to this small chamber. Faint light spills through narrow crack (too narrow to fit through) in the wall opposite the entrance. The corpse of a scavenger with scorched and useless armor can be found laying near the narrow crack.

Empty paper tubes tell a story of starvation and desperation. He apparently choked to death on a now-worthless scroll. In his skeletal arms, he clutches an unopened pack of scrolls, as detailed on *p. 7*.

The characters may choose to break through the crack to exit the Sply (especially if Jan-Tor is still alive in **Room 4**). Choosing to do this will take an hour, and the durability of any weapons or tools used to do it will be degraded by one die.

WRAPPING UP

If the characters help the Drood destroy the scrolls in his strange ritual, he will be grateful and share the location of some



non-organic loot located in a nearby radioactive scrub-forest.

If they kill the Drood, they might expect trouble from a Droodic order located in that same scrub-forest.

If the challenges presented in the adventure seem too hard, feel free to reduce any stats of the foes, or damage from the falling traps in **Room 2**. Or you can always bump it all up if your characters are higher level.

You can always throw in an ambush or a scroll-killing rain storm on the way back to civilization for an extra challenge.

SPECIAL LOOT

The following items can be found in the Sply Ruins, or scavenged from defeated enemies.

The **Drood** will also have **3d6 credits** on his person, and **Jan-tor** will have **4d6 credits** jammed in his vacuum powered base.

MAGNETIC AMMO

These rounds grant a (-2) bonus to ranged attack rolls and (+2) damage against Robots or foes wearing (heavy) metal armor.



The box contains **3 Usage Dice** worth of ammo. Roll **1d6** on the table below to determine the type of ammunition found:

1	Pistol
2	SMG
3	Shotgun
4	Rifle
5	Assault Rifle
6	Sniper

ROBOT ARMOR

This pauldron is supported by bulky magnets on the underside.

Grants **1AP** armor to robots.

Can be used over metal armor by characters, but it will take up two inventory slots.



LOST SCROLLS

A nine-pack of rare scrolls wrapped in brittle cellophane.

Each scroll is worth **50 credits**, but they are very fragile!



JAN-TOR'S ARM

The flame thrower appendage can be properly removed with an *INT* test. It can be used with other components to make the schematic weapon detailed below.



SCHEMATIC WEAPON



This special weapon can be made by combining Jan-Tor's arm with a submachine gun (SMG) and a fuel tank.

A smith can construct the weapon with all the components for a fee of *250 Credits*.

KILL IT WITH...

Damage	2d6 (fire)
Range	Nearby
Ammo Die	d6
Durability	d8

SPECIAL ABILITY

"Unredeemed Montag" (UD d4)

Attack **2d4 Hit Dice** worth of *Close* foes in a single *Moment*.

If the *Usage Die (UD)* is fully degraded, the weapon malfunctions and must be repaired by a smith. Test the durability to see if the weapon quality is permanently impacted.

DROOD

STARTING HP: CON + 1

HP PER LEVEL/RESTING: 1/2 CON + 1

WEAPONS AND ARMOR: Any Melee, Primitive Ranged and Thrown weapons, Light and Medium Armor.

ATTACK DAMAGE: 1d6 Melee/ 1d4 Ranged

SPECIAL FEATURES

All Drood roll with *Advantage* when testing **WIS** to resist “magic” or other-worldly effects.

LEVELING UP

Roll to see if **Stats** increase, roll twice for **WIS** or **DEX**.

Roll once to test for new mutation.
(Roll under Character Level)

At Level 5, upgrade Action Dice
(D6 becomes D8, D4 becomes D6)

NEW FEATURES

On “even” levels, a Drood can choose a new *Basic* or *Universal* Special.

On odd levels, a Drood may choose a new *Advanced* Special.



DROOD SPECIALS

(D6) BASIC SPECIAL FEATURES

UNNATURAL (REACTION)

After taking damage, as a reaction a Drood can develop a random mutation that lasts for **10 Minutes**.

STICKS AND STONES (UPGRADE/ ONE-SHOT)

Attacks with primitive or low-tech weapons deal **+1** damage.

GRACEFUL WEED (REACTION)

Gain **Advantage** on a single Defense roll vs a ranged or melee attack.

COMMUNE (ACTION)

Outside of Combat, a Drood may regain **1d4+Level** lost **HP** by meditation in a “nature” setting for **1 Hour** (any place outside of settlements).

LESSER BEAST COMPANION (ACTION)

Summon a **1 HD** beast (**8 HP**, **1d4** damage, **STR**, **DEX**, **CON**, **WIS** Stats match character) to do your bidding for **1 hour**.

GLUCOSE (BUFF)

Recover **+1d4 HP** in the midst of combat.

BEAST TONGUE (ACTION)

A Drood can understand and speak with any animal or waste-land beast for the duration of **1 Minute**.

NATURE'S RIGHTEOUS FURY (ACTION)

The Drood can make an extra Melee attack in the current **Moment**.

DROOD SPECIALS

(D4) ADVANCED SPECIAL FEATURES

ENTANGLE (ACTION)

Bind **2d4 HD** worth of foes with roots for **1d4 Moments**. Bound foes can take no physical actions.

STRANGE FRUIT (UPGRADE/ ONE-SHOT)

Plant-based growths augment your character. Increase one random **Stat** by **+1** permanently. This Special can only be taken once.

GAIA'S LOVING EMBRACE (BUFF)

The Drood is covered in bark for **10 Armor Points** of protection. Once the **AP** are depleted, the effect is broken.

ECO-TERROR (UPGRADE/ ONE-SHOT)

Rolls of **1** or **2** now indicate a **Great** success in Melee attack tests.

YETI-CANTHROPY (ACTION)

Take the form of a Scrub Yeti (**WLB p.23**) for the duration of one combat. (**+3 AP, +2 STR, +2** melee damage, **+1d6 HP**)

MIGHTY OAK (REACTION/ UN-LUCKY)

Spend a **Luck Point** to negate all damage from attacks or from exposure to environmental hazards for the duration of one **Moment**.

PAST TRANSGRESSIONS (ONE-SHOT)

Choose one **Basic** special from the Savage, Veteran, or Scavenger Classes. Can only be taken once.

GREATER BEAST COMPANIONS (UPGRADE/ ONE-SHOT)

(Requires "Lesser Beast Companion") Summoned Lesser Beasts are upgraded to **3 HD** monsters. Relevant stats are **+1** greater than character's

JAN-TOR

ROBOT
(4) HIT DICE

THE
WASTED
HACK

31

6

1-10



SPINNING INFERNO

Attack all characters within
Close range in a single
Moment.



KILL IT WITH...

SCHEMATIC
WEAPON

THE
WASTED
HACK

D6 AMMO DIE
CLOSE RANGE
D8 QUALITY
D4 SPECIAL

2-12



UNREDEEMED MONTAG

Attack **2d4 HD** worth of foes
within *Close* range in
a single *Moment*.



THE WASTED HACK



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