

Warriors of the Wastelands #1

Mutants in the Moonlite Bowl-A-Rama

Written by Mark Taormino

AN ADVENTURE FOR 1E & 5E CHARACTER LEVELS 1-3



Credits

Editor in Chief / Layout / Cartography: Mark Taormino
Front Cover Artist: Justin Davis
Interior Artists: Felipe Faria, Carlos Castilho and Jacob Blackmon
Proofreader: Justin Ryan Isaac
Play Testers: Thomas Allison, Timothy Connelly, Timothy Brannon, Steve
"Ragnar" Hill, Justin Ryan Isaac and Mitchell D. McPhetridge
Special Thanks: Jeremy Kear and Ragnar "Steve" Hill



WWW.DARKWIZARDGAMES.COM



Warriors of the Wastelands™ and Dark Wizard Games™ are trademarks of Mark Taormino. Original publication date © 2024. Portions of the work are licensed under the Open Game License 1.0a. Some blue map icons created by Mark Gosbell and the OSR Logo is by Stuart Robertson and both are used under the Creative Commons License.

DWG-WOTW-001 v1 Copyright © 2024 Dark Wizard Games, All Rights Reserved. Made in the USA.

DEDICATION:

This module and product line is dedicated to **James M. Ward**, for inspiring generations of adventurers to embrace the wonders of science fiction and fantasy in gaming. His creative and contributions in his works like **Gamma World**, **Megaverse**, **Phosphis Alpha**, **Deities & Demigods**, **Greyhawk Adventures**, **Pool of Radiance** and more have left an indelible mark on the world of role-playing games!

AUTHORS NOTE:

In addition to fantasy RPGs, I have always loved the early 1980's 1e post apocalyptic games like **Gamma World**, etc! For the longest time I have been wanting to make a new product line of modules within these themes and settings. This is the first adventure in this new series and I hope you enjoy reading and playing it as much as I did writing it for you and your friends, family and gaming groups! Thank you for your continued support by purchasing this module! The more you can help small independent publishers like myself and others the more FUN we can create for your future which will last a lifetime!
Mark Carmino

THE SETTING:

Warriors of the Wastelands series of adventures from **Dark Wizard Games™** are designed for play in my following fantasy / science-fiction setting: **"In the year 2184, from outer space, a radioactive meteor crashed into the Earth causing apocalyptic destruction! Earthquakes, floods, volcanos and atomic rain devastated the globe for centuries turning civilization into ruins! Eons later, the Earth rises again as a strange new world under an eerie twin lunar night, a world of science and fantasy, filled with technology, magic, and mutated monsters! But our heart and spirit never dies, as heroes from all over the planet have risen up and joined forces to defeat these evil beasts and restore humanity... they are the Warriors of the Wastelands!"** You can also set the adventure in your own worlds etc!

ADVENTURE SUMMARY:

In the bleak and barren wastelands of the post-apocalyptic world, the ancient **Moonlite Bowl-A-Rama**, once a lively center of leisure and hub of family fun, now stands as the beacon of hope for the nearby locals who live amidst the ruins of civilization's fall. The ancient, enigmatic energy source within its walls has transformed it into the last lifeline for the embattled **Village of the Burning Sun**. However recently the coveted "broadcast power" unexpectedly stopped working and providing power to the nearby locals. A group of scouts was assembled to go to the Bowl-A-Rama and investigate the situation. Once there they discovered that the Broadcast Power unit

had burned out one each of the following fuses: red, blue, green and yellow which is what caused the much needed airborne energy to cease. If the replacement fuses can be found and swapped into the machine it will restore it back to complete functionality. As the scouts were searching for the new fuses, the biker gang of mutant orcs known as the **"Outriders,"** led by their fearsome orc boss named **"Chainbreaker"** arrived back home surprising the villagers who did not know they had claimed the Bowl-A-Rama as their new fortress. All of the scouts were captured but one managed to escape to return to the village and tell the tale along with the bad news. The players must devise a plan to breach the heavily guarded bowling alley, utilizing stealth, strategy, or brute force to gain entry without alerting the entire gang's presence. Once inside, the PCs must find the replacement fuses while facing the wrath of the biker gang. The place holds the key to the survival of the Village of the Burning Sun as the PCs must secure the location and repair the fuses if they can find the parts in the Bowl-A-Rama, ensuring it can become functional again and breathe life back into their struggling community. The Outriders have taken several captives from the scouting party, forcing them into servitude or worse. The players must locate and liberate these prisoners, offering them a chance at revenge or a safe return to their homes. The orcs have amassed a hoard of valuable resources, weapons, and possibly pre-apocalypse artifacts within their lair. Securing these treasures will provide the players and their village with a significant advantage in the harsh world outside. The final showdown with Chainbreaker himself will be the ultimate test of the players' strength and resolve. Victory in this adventure could change the fate of the Village of the Burning Sun, turning the tide in their fight for survival. The place holds many secrets and the PCs will need to be brave, cunning, resourceful, and united in their quest if they are to succeed in their mission and restore a glimmer of hope to the desperate location.

GM NOTES 1E/5E:

This module is designed for play using **4-8 characters of levels 1-3**. If you need to scale down or scale up the encounters go ahead. The scenario can be ran as a stand-alone adventure or as part of a campaign. Feel free to change the names of locations to match your personal game. The stat blocks with monsters will provide an inline stat block with only combat significant information. If the monster has special features or actions, those will be listed after the stat block. The stat blocks use abbreviations to make them more compact. Note that not all possibilities appear in each block, as some creatures are not exceptional in that case. If using characters from **1E OSR or 5E games**

then use **Wisdom (WS)** as **Mental Strength (MS)** or **Will Power (WP)** depending on which system you are translating to. Note that not all possibilities appear in each block, as some creatures are not exceptional in that case. **AC:** armor class, **MV:** movement, **HD:** hit dice, **HP:** hit points, **ST/DX/CN/IQ/WI/CH:** ability score plus bonuses or penalties, **SA:** special attacks, **SD:** special defenses, **AT:** number of attacks, **D:** damage (weapon, notes), **SZ:** size, **AL:** alignment, **CR/XP:** experience points gained.

Features of standard weapons are not included. Melee range of all natural weaponry is 5 ft. for the foes in this adventure. Almost all of the orc bikers in the adventure will have some small amount of treasure on them in addition to the keys to their motorcycles which by the way have their names painted on them and makes them easy to identify if the PCs need to use them etc. The **Village of the Burning Sun** is about 30 miles away which would take a good 10 hours to walk to one way or 20 minutes on a motorcycle. **The PCs need to find the broadcast new fuses: red (E.10), blue (E.12), green (E.18) and yellow (E.7)** as these will be needed to restore the **Main Broadcast Power Station in the Computer Control Room (E.19)** so it can reactivate and reach the village and nearby settlements bringing joy and life back to the survivors there.

GETTING THE PLAYERS INVOLVED:

Here are a few options to engage the player characters in the adventure. Feel free to exercise your GMs discretion to craft new hooks that seamlessly align with your campaign goals. These suggestions can serve as a starting point, offering flexibility for adaptation based on your campaign's unique themes and characters.

1) A group of PCs from the Village of the Burning Sun has gone missing while on a mission to restore the Bowl-A-Rama. The last message received was a garbled transmission about discovering a secret entrance. The players are the next group of adventurers tasked with finding any captives, restoring power and destroying the gang.

2) The elder shaman with the ability to enter people's dreams visits the players, claiming to have seen visions of the Bowl-A-Rama at the center of a great battle that could determine the fate of the wasteland and restore order. The players are at the heart of these crazy visions.

3) A member of the Outriders named "Stallion" was disillusioned with the gang's cruel ways and recently defected to the Village of the Burning Sun and showed the PCs the "gang sign" (**GM decide what it is**) for safe passage if ever questioned by one of the orcs in

the group this could be useful to bypass some fist fights or other potential attacks.

4) The players stumble upon a wanted poster with a substantial bounty for Chainbreaker, dead or alive. The reward, offered by the nearby Village of the Burning Sun can set them up for a ride—if they can navigate the dangers of the Bowl-A-Rama and take down Chainbreaker.

5) The PCs heard of a functioning bowling alley with **COLD BEER** in the bleak and desolate outskirts of the **Village of the Burning Sun**. Wanting to play a few rounds and guzzle down a couple beers. After a long journey of arguing who will win the games, they have found the Bowl-A-Rama only to see that it has been taken over by a filthy gang of mutant orc bikers! The stalwart adventurers decide to investigate further and find entry into the place to discover its secrets and treasures!

6) The PCs discover a diary belonging to a survivor who escaped the Bowl-A-Rama. It details horrific experiments and medical testing conducted by the orcs on captives, hinting at a much darker purpose behind their occupation of the bowling alley.

7) The players were camped out in the woods enjoying a small fire and friendly talk when they heard the rumblings of motorcycles of a Mutant Orc Biker Gang. Looking for treasure and loot they decided to clandestinely follow them to find their base which is the nearby at the nearby Bowl-A-Rama.

8) Strange energy fluctuations emanating from the **Bowl-A-Rama** have begun affecting nearby settlements, causing malfunctions in vital equipment and power outages in the village and the surrounding areas. The PCs must investigate the source and put an end to the disturbance.

RUMORS:

Here are some rumors the PCs may have heard in their travels around the **Village of the Burning Sun** and nearby lands. After each one is a True or False depending on its reality. Use your **GMs discretion** to create new ones that fit your campaign as well if you want.

1) "The locals mention the main broadcast power station hidden within the Bowl-A-Rama has been broken or turned off. If repaired with a replacement red, blue, yellow and green fuse, it could be fixed and restored." - **(True)**

2) "A Mutant Orc Biker named, "Piston" is having a

Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 10 (2d4 + 5) piercing damage. Legendary Actions: The Brain Strider can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. **Spent**: The Brain Strider regains spent legendary actions at the start of its turn. Move: The Brain Strider moves up to its speed without provoking opportunity attacks. **Psychic Strike** (Costs 2 Actions): The Brain Strider targets one creature within 60 feet of it that it can see. The target must succeed on a DC 16 Wisdom saving throw or take 13 (3d8) psychic damage and be stunned until the end of the Brain Strider's next turn. **Recharge Shield** (Costs 3 Actions): The Brain Strider regains 10 hit points on its psychic energy shield as well.

THE MOONLITE BOWL-A-RAMA:

the once-vibrant Bowl-A-Rama is now under the ominous shadow of the Outriders' reign, the sight that unfolds is both captivating and eerie. The structure boasts an extravagant design, using a bold mixture of neon, glass, exposed steel beams, and sharp angles stylized by the ancient civilization, a centuries old "futuristic" style of architecture that became known as "Google" with sweeping, curved lines and towering

spires that seem to defy the desolation surrounding it creating a stark contrast against the devastation of a post-apocalyptic backdrop. There are numerous colorful neon signs, flickering and buzzing intermittently with vibrant hues of pink and green, spelling out "Bowl-A-Rama" in a retro futuristic font along with the shape of two giant bowling pins. Several motorcycles, remnants of a world gone by, mark the territory of the Outriders orc biker gang that now calls this place home. Each cycle has an orc gang member name written on it like "Ironbelly," "Razorclaw" or "Duchess" etc. Some of the bikes are working on some are not. A clever or technically inclined character might be able to "hot-wire" a bike for an escape or ride. **Roll a 1d6 per bike: 1-2: Bike is visibly broken or won't start, 3-4: Bike is working, 5-6: Bike is out of gas.** Others may use them as makeshift barricades. However, disturbing them could alert the orcs inside. The cool neon signs add ambiance. The building's unique architecture provides numerous entry points for creative players, from ventilation shafts to hidden passages. The decorative elements to a possible escape route accessible by the bowling ball facade. The building has numerous sections

