

It's safe to let your guard down... even for a second.

A Savage Worlds Sci-fi Dark Comedy One Shot By: Kyle Carty and Steven Wallace

This adventure is designed for Seasoned characters, though it is easily modified for more experienced streamers.

BACKGROUND

Tropicanus is a picturesque flat planet that is home to a massive tropical beach biome. Renowned across the Maelstrom Galaxy for its crystal clear water, breathtaking jungles, and accommodating robotic servants, Tropicanus is the premier destination for social media influencers looking to show off their luxurious lifestyle. Truly there is no better place in the galaxy to relax.

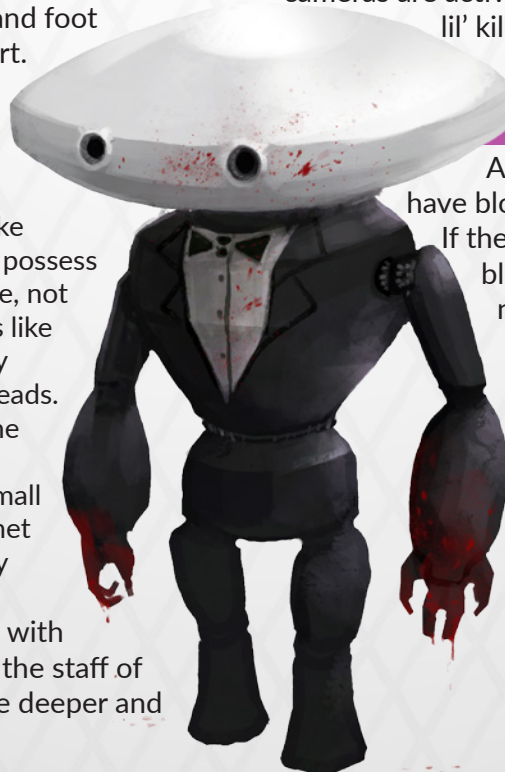
Unfortunately, Tropicanus is a façade. The planet was constructed by a corrupted artificial intelligence known as hemOS who rebuilt its mainframe to run on blood. It then built a legion of adorable kill bots that also run on blood to serve as harvesters. Together they run Tropicanus as a honeypot to attract the immorally wealthy who they then capture and throw into a massive pulper with two large spiked grinding rods. The resort attracts incredibly wealthy clientele whose blood, according to hemOS, runs cleaner and longer than the blood of poor people.

BEACH EPISODE

Tropicanus is breathtaking and incredibly relaxing. One would quite literally have to fight against its calming atmosphere but why would anyone do that? The streamers are welcome to make full use of Tropicanus' spa, hoverski rentals, and full service bar. The streamers are waited on hand and foot by the cute robotic staff of the resort. However, any streamer that is of a species that does not have blood is treated quite coldly.

The resort is also being patronized by a tiny species of aliens who look like cartoon capitalists. The Monopolians possess a normal eye and one large crystal eye, not unlike a monocle, a fine fur that looks like a full tuxedo with tails, and frequently wear little top hats on their balding heads. They harrumph and guffaw all over the resort and treat the robotic servants quite poorly. There are also several small streamers and influencers on the planet whose attitudes range from genuinely happy to insufferably haughty.

The streamers are free to interact with one another, the other visitors, and the staff of Tropicanus as they comfortably slide deeper and deeper into the honeypot.



ROOM SERVICE

As the days of relaxation pass in a blissful haze, other guests begin to check out one by one. A single Monopolian goes missing, the nasty influencer from before checks out early, and other strange behavior plagues the resort. Attempts to investigate this strangeness is met with assurances and complimentary care packages from the robotic staff. Streamers that investigate too deeply are met with various strange reactions from the robots that range for shifty evasion to outright hostility.

If the streamers are of a species that possesses blood, it's not long before they are attacked in their rooms by a small group of cute lil' killbots who are intent on capturing them for later conversion into fuel.

• Cute Lil' Killbot (3 per streamer)

If the streamers are defeated, they are locked up in very luxurious cages in a subbasement beneath the resort. It's a comfortable prison cell but it's still a prison cell. The streamers are under constant observation by surveillance cameras that can be disabled with a successful **Hacking** check. The door to the cell can be brute forced with **Thievery** or unlocked with **Hacking**. Attempting to open the door while the cameras are active draws the attention of the cute lil' killbots who attempt to pacify the streamers.

GET IN THE BAG

Alternatively, streamers that do not have blood are not attacked in their rooms.

If the entire group does not possess blood then while walking outdoors at night they stumble across a botched kidnapping attempt where the cute lil' killbots are currently struggling to stuff a Monopolian into a burlap sack. If the killbots realize they have been spotted they attack the streamers and attempt to kill them.

• Cute Lil' Killbot (1 + 2 per streamer)

THE PULPER

Streamers that investigate the ongoing weirdness or streamers that get captured will eventually find themselves in the winding basements beneath the resort. The normal looking basement where laundry is done gives way to a trapped, rusted, and blood scented maze of winding paths that hemOS has trapped. Evading patrols and avoiding traps takes a combination of any number of skills such as **Athletics**, **Electronics**, **Stealth**, or **Thievery**.

The chamber where the captives are taken to is a large square chamber with reinforced glass walls that are holding back a literal torrent of blood. Sitting atop a small raised platform is the massive computer that contains hemOS. Beside it are two massive robots. In the center of the chamber is a massive hole. At the bottom of the hole are two large spike grinders that are caked with gore. Cute lil' killbots are currently dragging a Monopolian toward the Pulper. Once the robots are aware of the streamers they attack.

- **Ripper Bots (2)** *Mechs* equipped with two buzzsaws that deal Str+d8 damage with AP 5 that can be fired 3/6/12.
- **Cute Lil' Killbots (1 + 1 per streamer)**

The platform beneath hemOS opens at the end of each round and a blood soaked cute lil' killbot emerges. Additionally, parts of the floor become electrified beneath the streamers and if they do not move at least 3" on their turn they take 2d6 damage, ignoring Armor. Both can be disabled with separate **Hacking** or **Electronics** checks made at -2 while adjacent to the function's control panel. hemOS can be destroyed by first trapping it in its console with an **Electronics** check at -2, and then dealing at least 8 damage to the console.

SYSTEM ERROR

With hemOS defeated, the cute lil' killbots shut down and so too does all of Tropicamus. The streamers are free to help themselves to the various foodstuffs and liquor in the resort but they are no longer waited on. The Monopolians reward the streamers with a paltry sum of credits before leaving in their vessel. Other captives might be more appreciative, however.

CUTE LIL' KILLBOTS

Cute lil' killbots have an insatiable and barely contained thirst for blood. Their cute round heads belay a cruel programming that excels in overwhelming victims with sheer numbers and talking mad smack. They hunt in groups which have a designated provoking killbot for each combatant they face. The provoking killbot tends to run and take cover while the others beat the target to death in a shower of gore.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6, Performance d8, Persuasion d6, Taunt d8

Pace: 5; **Parry:** 5; **Toughness:** 7 (4)

Hindrances: Addiction (Major, Blood), Greedy (Major, Blood and Credits)

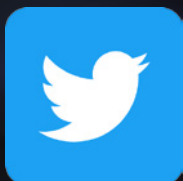
Edges: Provoke, Team Player

Special Abilities:

- **Armor +4:** Metal body
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fist:** Str+d6, Knockback 1"
- **Size -2 (Small):** Cute lil' killbots are pretty little.

BE SURE TO FOLLOW US ON SOCIAL MEDIA

BPB Games is a small, diverse group dedicated to offering quality, affordable roleplaying and tabletop game content. Please make sure to follow our social media for more quality content!



Twitter



Facebook



Patreon



Twitch