

Size Matters



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Size Matters

We're now a quarter of an inch tall, and sixty-four feet from the house. That's an equivalent of three-point-two miles. That's a long way. Even for a man of science. - Nick, Honey, I shrunk the kids

All you need for this adventure are the Savage Worlds Deluxe rules, this document, and copies of the pre-generated characters. Feel free to use the blank character sheet to make your own characters as well.

New Frontiers Laboratories are at the forefront of researching and developing new technologies. The large 12-story building houses many top-notch scientists, working in teams or on individual projects. In these laboratories and workshops they bend science to their will, for the betterment of mankind and the company's bank balance. Most of you have been working here for a few years now. You are used to weird stuff happening every now and again.

'Looks like it's going to be a long and busy night at New Frontiers laboratories. There's a buzz of excitement in the corridors as on the fourth floor, in room 408, there is a gathering of bosses and other important people. Some cutting-edge technology will be demonstrated tonight and the building is pretty busy.

Call it fate, destiny or pure chance, but you all ended up in room 508 at the same time. As you stand there looking at each other, a tremor shakes the building. Suddenly an impossibly bright beam of light and energy bursts from below you through the floor. Your bodies spasm as lightning arcs between you. Then a wave of nausea hits you as you see the room start to grow around you. Larger and larger until the tables loom over you like cliffs and the floor stretch out like a massive desert. The last thought you have before passing out is: "The room isn't growing, I'm shrinking!"

This adventure offers locations, twists and complications the tiny heroes must face and survive if they want to be normal sized again.

Setting Rules

It's all relative

Though it is the heroes that have shrunk to 1 inch tall, mechanically nothing changes for them. Rather treat everything around them as bigger when assigning stats to animals or difficulties. It might be a cute kitty-cat to a normal sized person, but to the tiny heroes of the adventure it is a gigantic, hissing ball of death.

Humans are dangerous

Normal sized humans have no stat blocks and count as natural hazards. Heroes can get squished very easily around their big, clumsy feet. Unless characters can find a way to get their attention, they don't notice them at all.

Due to the intended cartoonish humor, have the tiny heroes roll Agility to dive for cover to avoid Bumps and Bruises Fatigue damage.

Heroes Never Die

See Savage Worlds Deluxe for more information on this setting rule.

Joker's Wild

See Savage Worlds Deluxe for more information on this setting rule.

Where to from here?

The idea is for the heroes to head down to room 408 to find help. They can be reminded that there was a demonstration right below them, or they could hear talk in the corridors or coming from the vents after they have been shrunk. If using the pre-generated characters in this adventure, most of them know their way around the building and are aware that some presentations were scheduled for today in room 408.



Actual 1 inch to give players an idea of size.



Laboratory Locations

Features of the building

What was once a corridor wide enough for two people to pass each other comfortably, is now a massive sterile plain. A slightly faded blue diamond pattern disappears in the distance. Though mostly silent now, the ground shakes every time people rush by. Skyscraper-sized legs move past the heroes and their loud conversations roar like jet engines.

Most people seem to have heeded the call for evacuation and the elevators aren't that busy. There is no obvious way for the heroes to reach the buttons and they will probably have to wait for the right floor. The biggest problem is getting into the elevator. The gap between the floor and the elevator is now huge and the doors open and close pretty fast.

The door leading to the stairs has no seal. Crawling underneath, the heroes enter the stairwell. Steps now look like cliff faces and while it is slow and time-consuming, with a little teamwork, the heroes can climb down.

Halfway down on the landing, a janitor is mopping. He is wearing earphones and is singing loudly. He is oblivious to the fact that something has happened and is splashing a very wet mop around. Water is streaming across the floor and down to the next landing in large waterfalls.

Treat the floor as difficult terrain and a result of 1 on their Trait die while maneuvering pass the wave of soapy water causes a hero to drop prone.

Room 508

The heroes wake up to chaos. All technology and machinery are going nuts (their cellphones and radios do not work if they check). Some equipment sparks a bit, while others are repeating some action over and over. What were once small splatters of green goo from the spill, are now huge mounds of jello around them. Cracks in the tiles now seem big enough to twist an ankle in.

They can hear the ringing of fire alarms outside in the corridor. Sounds like nonessential personnel are being evacuated.

The rooms are all vacuum-sealed, a rubber seal makes it impossible to crawl under the door. The heroes do spot a vent entrance just above a bookcase. They could always walk to a room with an open door, or the small kitchen on the floor.

To get to the vent takes 3 stages of climbing. From the floor to

the desk, from the desk to the bookcase and from the bookcase to the vent. On a Success the hero makes it to the next stage. On a raise the hero can give a +2 to the next person. On a failure they make it to the next stage but suffer a level of fatigue. On a critical failure they plummet down, suffering a d6 damage for each stage they were trying to reach. Teamwork is important. Together they can move items, push things over or stack objects to get to higher places.

The table and drawers could contain items quick thinking heroes could use as weapons or other equipment. They won't be able to carry much, but there are bound to be something useful. Twine, staples, and matchsticks could work, but at their size most things are too heavy or clumsy. Heroes get a +2 to Climbing if they use the environment to their advantage.



The vents

The wind whistles through the mesh covering the vent. What might have been a slight movement of air is now a pretty strong wind that tugs at the clothes and hair of the heroes. All Notice checks involving hearing has a -1.

It is pretty dark in here and unless someone brought some light or uses their miniaturised torches, the standard dim light penalties apply. The metal is smooth, though not slippery enough to make walking difficult.

After a few steps the heroes notice what appears to be a drawing on the vent wall. Crude, but tribal looking, it shows a white rat-like creature with one big, red eye. There are markings below it that could be words, but it is not possible to decipher. They find more similar drawings as they walk further.

At one point they pass a rusted hole that leads to a system of pipes. Leading up and down, the heroes can head this way. It is pitch black in here and a slight moldy smell is carried on the breeze.

Not long after entering the vents, a large one-eyed, white rat starts stalking the heroes. It knows the vent and pipe systems and waits patiently for the right time to strike. This could be the start of a Chase.

A tribe of intelligent cockroaches is also aware of the heroes. The meeting between the three is up to the GM.

The pipes

Climbing down is dangerous and slow. Pipes of different sizes criss-cross enough to make climbing possible, though one slip could have a hero plummet thousands (at his size anyway) feet to his death.

Thick and thin, old and new, the pipes carry water, electrical cables, and fiber optics.

An open room

Through the vent the heroes can see the room is also in shambles. Chairs are scattered on the floor, loose papers and books are everywhere and most importantly, the door is ajar.

The heroes see two cages. One, on the table, has 3 budgies inside, twittering loudly. The other cage has tumbled to the floor and is broken. A dead bird lies next to it.

The kitchen

The fridge has fallen over and the small room is a mess. A shallow lake of milk, OJ, and water has spread across the floor. Bottles have broken and large pieces of glass lie among giant pickles, huge pools of ketchup and open sandwiches. Many plastic containers also opened in the fall and among the mess are leftover pasta, birthday cake and pizza slices. Flies buzz around the mess and the smell is overwhelming.

Heroes could take the longer route walking under the couches if they don't want to cut through the mess.

The door is closed, but there is no seal and it is easy to crawl underneath.

Room 408

The corridor is covered in rubble and the heroes can see a big smoking hole where a large part of the wall used to be. The heroes must make their way through pieces of brick and mortar, some as big as houses.

Inside the room everything is in shambles. A group of people is standing to one side, looking at a large machine.

Twists and complications

Here are some ideas to add some excitement to the lives of the tiny heroes. Most are tied to certain locations, though that does not mean you as GM can't mix them if the players have other ideas.

Vent dwellers

The vents are home to a tribe of intelligent roaches. Part of some long forgotten experiment, they managed to escape and build a home away from the pesky humans.



They carry spears and know the vent system like the back of their claws. They patrol the windy tunnels and drew the tribal warnings on the walls. Even though their mouths aren't capable of speech, they understand English and can communicate by sign language.

Can the heroes make friends with these vent-dwellers and ask for their help? They can run pretty fast, though they won't go into the pipe system or venture from the safety of the vents.

Death stalks the vents in the New Frontiers building. Another escaped experiment, Test Subject #488643 has a burning hate for everything and everyone. This white rat is mostly hairless, except for a few patches here and there. It is missing its left eye and a few thin electrical wires dangle from the socket. On its back a human ear grows, the grizzly trophy from an earlier grafting experiment.



It sees the heroes as food and will stop at nothing to get to them. Maybe, with some help, it could be killed.

The pipes aren't safe

Heroes deciding to use the pipes to climb down, better not suffer from arachnophobia. What starts out as a few strands of old web, soon covers everything as they head lower. The

They appear to be arguing.

Electricity arcs along the casing of the experimental device and it appears to be still active. The heroes can see a large burn mark on the ceiling.

The tiny heroes must look for a way to get the attention of the scientists in the room if they want

web is sticky and touching it (or getting caught) causes vibrations that will call the spiders. What would be small to a normal sized person, is now the size of a dump truck. The spiders are hairy and making excited clicking noises as they see their prey.

It could be an exciting Chase to get back to safety and not fall to their deaths. Then again, the heroes could always try and fight these monsters.

Some complications for a chase:

- Slippery pipes (Major)
- Webbing blocking the way (Major)
- Open electrical wires (Disaster)
- Water dripping from above (Minor)
- Low opening between two pipes (Distraction)
- Small opening to crawl into (Minor)



The robot cleaner

This could be used in almost any location. In every room and certain parts of the corridors, there are openings in the wall where round robot vacuum cleaners dock. They are programmed to start working at the times with the least amount of traffic and workers in the building.

Unfortunately, the beam messed with their electronics as well. They could pop out of their alcoves at any time.

help to get back to normal size again. If they don't, they will be remembered in a commemorative plaque as people who died in the unfortunate explosion.

Kid stuff?

If running this adventure for young kids, give each NPC "human" speech capabilities. The Cockroaches sound mexican (cucaracha), the one-eyed rat like a pirate, the fly buzzes like it is in hyper-mode, while the spiders speak sibilant and the cat constantly purrs.

They can move pretty fast and their suction is enough to lift the heroes of their feet if it ever gets close enough.

There are usually one cleaner per room, but there are more in the corridor.

Treat the robot cleaner as a hazard. It perceives the heroes as dirt and if they fail their Agility roll, they get sucked up. It can be disabled with a Repair roll if a hero manages to get close enough.

Food fight

The kitchen is a disaster and it could be difficult to get through the mess. The fridge is slippery to climb over. The milk and juice puddles are about waist deep, but there is enough spilled food on the floor to jump from piece to piece. There are food that could be dangerously sticky to the small heroes, so they must be careful.

Treat the spills as difficult terrain. Anybody falling into a sticky mess suffers -2 to Agility and Strength-based rolls until they are clean as per a success on the entangle power.

Who knew flies could be so aggressive and territorial. They dive bomb and attack the heroes as they walk through the kitchen and tries very hard to keep them away from the food.

Daddy longlegs

Under the dark couches there is safety and generations of daddy-longlegs spiders has been living here.

Their webs almost reach the ground and they are very excited about the food wandering into their home.



Fuzzy, the death bringer

The kitten, Fuzzy, grew bored and decides to go exploring. It is wandering the corridors and halls.

Small figures running across the floor is just the thing to attract the attention of a playful kitten. It is not hungry, but could still “play” a hero to death.

Bestiary

Bird

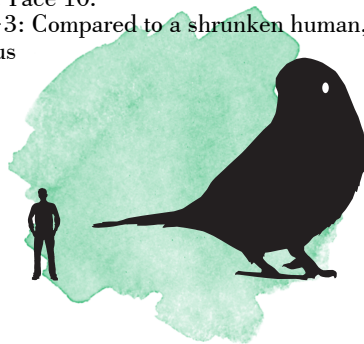
Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Pace: 4; **Parry:** 4; **Toughness:** 8

Skills: Fighting d4, Notice d10, Stealth d6

Special Abilities:

- Bite/Claw: Str+d4.
- Flight: Pace 10.
- Size +3: Compared to a shrunken human, these small birds are enormous



Sentient Cockroach

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d10

Pace: 8; **Parry:** 6; **Toughness:** 9

Skills: Fighting d6, Notice d6, Persuasion d6, Shooting d6, Streetwise d6

Special Abilities:

- Chitin Armor: +2
- Scuttle: d10 when running
- Spear: Str+d6, (Parry +1, Reach 1, 2 hands)
- Survivor: Sentient Cockroaches get +2 to recover from Shaken as per the Combat Reflexes Edge.

Spider / Daddy Long-leg

See Spider, Giant in *Savage Worlds Deluxe*

Getting some attention

Getting the attention of the scientists in the room could be difficult. There is a rat maze with a bell at the center to the one side. There are lamp switches, a bunsen burner, and other items the heroes can use. If they can't come up with a plan, this is where the adventure ends.

Fly

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d6, Vigor d6

Pace: 8; **Parry:** 4; **Toughness:** 5

Skills: Fighting d4, Notice d8

Special Abilities:

- Dive Bombing: An attacker must be on hold and win an Agility contest in order to target a fly in melee
- Dodge: Attackers get -1 to hit a fly in flight
- Flight: 12”
- Proboscis: Str+d4 damage
- Quick: Discard any initiative cards 5 or lower
- Size -2
- Small: -2 to hit
- Wall Walker: See *Savage Worlds Deluxe*



Fuzzy the Cat

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+5, Vigor d6

Skills: Climbing d6, Fighting d4, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 13

Special Abilities

- Acrobat: +2 to Agility rolls to perform acrobatic maneuvers; +1 to Parry if unencumbered.
- Bite/Claw: Str.
- Low Light Vision: Cats ignore penalties for Dim and Dark lighting.
- Size +8
- Huge: Attackers add +4 to their Fighting or Shooting rolls when attacking a cat due to its massive size.
- Swat: Fuzzy isn't necessarily vicious, just playful so he deals non-lethal damage.
- Weakness: This cat is terrified of the robot cleaner and will flee as soon as it's heard or seen.

Is this the end?

Will the heroes be restored and continue with their lives? If the scientists are still looking for a way, the heroes could be part of a team working in the laboratory. Alternatively, they could be normal sized but retained the power to shrink. This doesn't have to be the end of our heroes and their adventures.

Science jargon

- The quantum beam reacted to the carbon in the mirrors
- The objects were changed on a molecular level
- There was a nanowave frequency shift in the superluminal laser
- The ventral metatronic manipulator seeds to be expunged
- We need to reprogram the gluon collector
- We need to fluctuate the ion flow in the coaxial plasma splitter
- The phase manipulator is out of sync
- It was caused by a series of static discharges along the capacitors
- Gravity is the same on nano-scale, but mass is less
- The cohesion of the liquid is hard to disrupt at this size



#488643 the

One-Eyed Rat

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

Pace: 6; **Parry:** 6; **Toughness:** 9

Skills: Fighting d8, Intimidation d8, Notice d4

Special Abilities:

- Claw/Bite: Str+d6 AP 1
- Fear: Our miniature heroes must roll against Fear -2 when encountering the One-Eyed Rat
- Frenzy: the One-Eyed Rat can make two claw attacks at -2
- Large: Attackers get +2 to Fighting and Shooting against the rat.
- One-Eyed: Attackers add +1 to Gang-Up bonuses against the giant rat.
- Size +3

Pregenerated Characters



Jake McGee

Jake works in room 508. He is a young and upcoming scientist and is working on a few great ideas.

He brought his friend Angie along to show her his new project. He hopes that by impressing her, she will feel the same way about him as he does about her. In his nervousness he dropped some vials. He phoned for a janitor to help clean the green goo on the floor.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6
Skills: Climbing d4, Fighting d4, Healing d4, Knowledge (Chemistry) d8, Knowledge (Zoology) d8, Notice d6, Stealth d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 4;
Toughness: 4
Hindrances: Doubting Thomas, Quirk (Clumsy), Small
Edges: Scholar



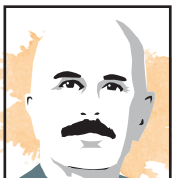
Angie Bornn

Angie is a friendly and outgoing gamer girl and she has earned her nickname “Terror babe” many times over.

Even though she knows how Jake feels about her, she will never have feelings for him. He is fun to have around and a good friend. Angie was excited to see the labs, but so far it has been pretty boring. Now Jake made a disgusting mess and they are stuck here until the janitor arrives.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d4
Skills: Climbing d6, Fighting d6, Notice d6, Persuasion d6, Stealth d4, Streetwise d4, Taunt d6, Throwing d6

Charisma: +2; **Pace:** 6; **Parry:** 5;
Toughness: 4
Hindrances: Overconfident, Quirk (Quotes video games characters), Stubborn
Edges: Attractive, Quick



Rubin Jackson

Rubin has been with the company for years as a janitor and he has seen many weird and interesting things. He still has occasional nightmares from all the things he had to clean up during the teleportation experiments of '83. He takes it all in his stride and is a pretty laid back guy. He believes in karma, star signs and paying it forward.

His boss radioed him about a chemical spill in room 508 and he just arrived with his mop and bucket.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Healing d6, Lockpicking d6, Notice d4, Persuasion d6, Repair d6, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 4; **Parry:** 5;
Toughness: 5
Hindrances: Death Wish (Wants to make up for the '83 disaster), Hard of Hearing (Minor), Lamé (Bad knees)
Edges: Brave, Command
Gear: Mop and bucket, flashlight



Claire Miller

A young reporter with lots of ambition and attitude, Claire joined a tour group to gain access to the building. She is looking for the inside scoop on the new technology that is demonstrated tonight. The first chance she got, she snuck away from the group, but the tour guide noticed her absence and alerted security.

Trying to lose the guard and guide, Claire ducked into room 508. She was surprised to find 3 people in the room.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6
Skills: Climbing d4, Fighting d4, Intimidation d6, Investigation d6, Lockpicking d4, Notice d8, Persuasion d6, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 4;
Toughness: 5
Hindrances: Curious, Greedy (Minor: Obsessed with the scoop instead of wealth), Phobia (Minor: vermin)
Edges: Alertness
Gear: Map, malfunctioning taser



Cyrus Barry

At New Frontiers laboratory there is one important rule every visitor or newcomer is told. Don't mess with Cyrus. He believes that without him the security of the building would crumble. He takes his job very seriously and enforces every law to the letter.

When alerted that someone slipped away from the tour group, he and the Thomas parker have been rushing up and down the corridors, looking for the culprit. As the elevator doors opened on the fifth floor, they spotted her ducking into a room and they both rushed towards room 508 before she could get away.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d6, Lockpicking d4, Notice d6, Persuasion d4, Repair d4, Shooting d6, Taunt d4

Charisma: 0; **Pace:** 6; **Parry:** 6;
Toughness: 7
Hindrances: Anemic, Arrogant, Delusional (Minor: believes he's the most important person at New Frontiers)
Edges: Brawny
Gear: S&W (.44) (Range 12/24/48, 2d6+1, Shots 6, Ap 1, Revolver), Flashlight



Thomas Parker

The pay isn't great, but at least the coffee is free and the hours are good. Thomas is a well-known face around the laboratories as he guides groups of people. He conducts the tour almost on autopilot, he has been doing it for so long. His friendly “work persona” hides a bitter and sarcastic individual.

When Thomas realized that one of the tour group is missing, he immediately contacted Cyrus and together they are searching for the missing person. He follows Cyrus into room 508 after they spotted Claire running into the room.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d6, Healing d6, Investigation d4, Notice d6, Persuasion d8, Stealth d6

Charisma: 2; **Pace:** 6; **Parry:** 5;
Toughness: 5
Hindrances: Bad Luck, Loyal, Quirk (sarcasm)
Edges: Charismatic
Gear: Laser pointer



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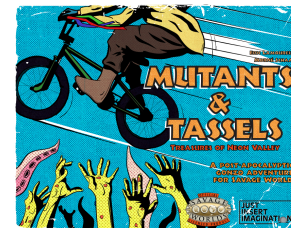
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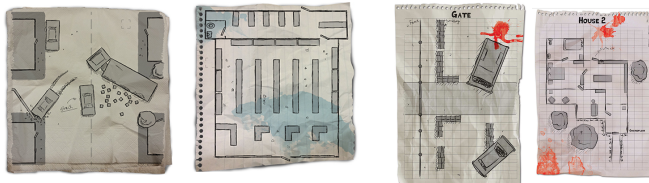
Mutation deck



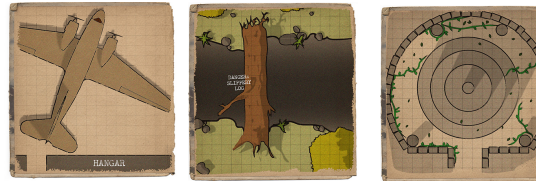
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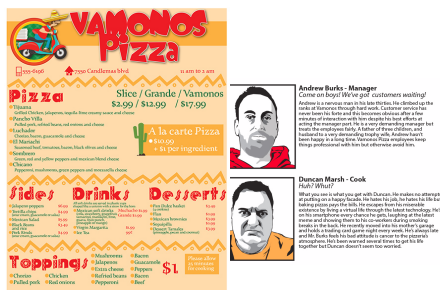
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