# Lord Predictable and the Super Heroes

Saturday, September 17, 2016       5:08 PM

**A Solipstry adventure for 4-6 1st level characters.**
Running time: ~4 hours.

Earlier today, Lord Predictable, the vaguely threatening, bumbling super villain, announced his plans to destroy the world at 11 pm precisely.

Given the short notice, only this group of second-rate, inexperienced vigilantes were able to help.

Our team (who should be given a small amount of time to create a team name, before assigning them a name such as "The Alternates".) arrives in Lord Predictable's lab just in time for him to explain his time and then fire his death ray at the group…

Fortunately for the group, Lord Predictable put on his +2 Goggles of Badassery instead of his reading glasses today, and grabbed his shrunk ray, rather than his death ray. Lord Predictable instructs one of his two robots to scoop up the heroes' ashes and dump them in the sink as he retreats to the next room to prepare for world domination….

Can our heroes, now only inches tall, cross the lab to the growth chamber in time to stop Lord Predictable?



Lord Predictable's lab, rough sketch.

## The adventure begins:

Our heroes are being dumped off a dustpan into a large, plastic industrial sink. A washcloth hangs over the long faucet. If a hero wants to jump onto the cloth, they can make a *DC 13 Acrobatics check* to grab on safely.

If a hero wants to slow their fall against the side of the wall, they can instead make a *DC 13 Athletics check*. If either of these fails, or if the hero simply jumps, they will take 2d6 falling damage. This can be halved by landing on an ally (who will take the other half) or by succeeding on a *DC 10 Acrobatics check*.


Anyone in the sink will be brushed away by water towards the drain unless they can make a *DC 7 Acrobatics* check to avoid being sucked into the sink drain.

If anyone fails the check, they will find themselves in the sewer, being washed away. They can attempt a *DC 17 Athletics check* to climb up the wet sides of the sink pipe, or they can simply wait and find a nice easy path to the sewer drain where they can escape to the middle of the room.

(If you prefer to have some chance of failure and / or death in this one shot, set a difficulty to escape the torrent of water at the drain, which, if failed, will land the player in a sewage treatment plant, far away from the action (and growth ray)).

Once the group is on top of the faucet, they can make their way to the sides of the sink. Unfortunately, the sides of the sink are a little slick, and unless they choose to crawl along the edge, they will need to pass a *DC 7 Acrobatics check* to avoid slipping and falling off the sink edge. If they fail, have them roll under Luck. A success indicates that they fall inside the sink (2d6 damage). A failure indicates they fall to the floor (3d6 damage).

Alternatively, a hero can choose to make a *DC 13 Acrobatics* check to jump to the nearest counter. If they do so, they'll find themselves on a counter with a series of Bunsen burners and sinks. One of the Bunsen burners is malfunctioning, spurting flames erratically across the path of our tiny protagonist. This can be avoiding with a *DC 8 Acrobatics* check, or simply rolling under luck and walking through.

Immediately on the other side of the malfunctioning Bunsen burner is a sink containing 3 angry cockroaches and a moldy sandwich. The three cockroaches will swarm and attack as soon as they see a hero.

Cockroach:
Initiative + 2
HP: 8
Speed: 5 squares
AC: 11
Fort: 12
Will: 8
Ref: 14
Attack: Melee, +2, 1d6 * 2. If the attack hits an ungrabbed target, target is grabbed.
    To escape a grab is an *Escape Artist check* with a DC of the attack that caused it.


The robot that discarded the heroes is sitting docile on the floor in front of the sink. It is basically a series of odd tubes, sensors and arms mounted on a Roomba.

If the heroes climb to the top, they can open its circuitry panel on its head. With an Engineering check of 15, the heroes can gain control of the robot. Once control is gained, future commands only require a *DC 7 Engineering* check to succeed. the robot can be given simple instructions by the "driver". These instructions include speed (Slow, fast, very fast) and direction.

If the heroes activate this robot, a second robot will come out of the closet in the northern part of the room and begin to attack the robot the heroes are riding. The second robot will charge the first. If the heroes send a very fast instruction to the robot, it will "dodge", and the robot will take a hit. Anything the heroes can do to damage the second robot will count as one hit against it. After taking three hits, the robot will cease to function.

Second robot:
HP: [3 hits]
AC: 12
Ref: 5
Fort: 15
Will: 15

Eventually, the heroes should make their way across the lab to the growth chamber. Once inside, they will find that there is a large speaker connected to the machine. If they fail to disarm the speaker, it will alert Lord Predictable, who will announce over the loudspeaker that he is aware that it is in use and will make his way there shortly.

If they successfully disable the speaker (removing a wire or a *DC 8 Engineering* check), they can use the machine an unlimited number of times without alerting Lord Predictable.

If at any point the heroes inspect the area around the Growth chamber, a *DC 11 Perception* check will reveal that the properly labelled Death Ray (Two handed rifle, Targets Fort, stuns on hit in addition to normal damage)

At this point, the group should make their way to Lord Predictable in the next chamber.


The next chamber is a large, open room. Lord Predictable is inside, and he will be visibly surprised by the heroes yet living. Predictable will monologue about his plans, laugh his evil laugh and stroke his evil goatee until the first blow is delivered. At this point he will cry out in pain and attempt to attack whichever hero is closest to him. Lord Predictable will telegraph his attacks, stating clearly who and how he will attack.

Lord Predictable
Initiative + 0
HP: 25
Speed: 2 squares
AC: 14
Fort: 12
Will: 12
Ref: 12
Attack: Melee, +2, 1d6 * 1.