



A HELLO TO ARMS

A VERY SPECIAL SAVAGE WORLDS™ ONE SHEET™ FOR LOW LIFE™
By ANDY HOPP



The heap break into a well-guarded museum in an attempt to heist some hocus-poked prosthetic arms for their limbless leader. Four groovy characters are included (or make your own). This adventure may be played as a prelude and introduction to *I Stink Therefore I Am* and the *Under Where Threelogy*.

THE GIST

While dining at the Chopping Block in Floom the heap overhear some oldsters discussing a new exhibit at the Museum of Random Stuff. Apparently a collection of rare hocus-poked artifacts are on loan from the Cheesenasium in Maankaas, including a set of prosthetic arms crafted for a previous Big Cheese back in the day. If they could nab those limbs they'd ingratiate themselves forever with their boss, the limbless gangsta Dregzie the Schnoz. That would be super-cool.

THE MUSEUM

The museum isn't very far away, just down the street a few yorts, across from Yorpoz the Sleem's Ride-thru Pet Store and

Barber Shop and the Place of Pondering. The place is open from sunrise to sunset and is heavily guarded at night.

There are six main floors and several basements and sub-basements. The halls are labyrinthine and difficult to navigate, with relics, artifacts, and lame dioramas everywhere. Luckily, various maps and signs are posted to help visitors get around. The prosthetic arms are in a special high-security exhibit hall on the top floor (see below).

If the heap visit during the day the place will be crowded with all sorts of peeps checking out the various exhibits. Hordes of school children (mostly worms, boduls, and croaches) cram the halls and various arteists, wisenheimers, and other cultural sorts peruse with abandon. It should be obvi-

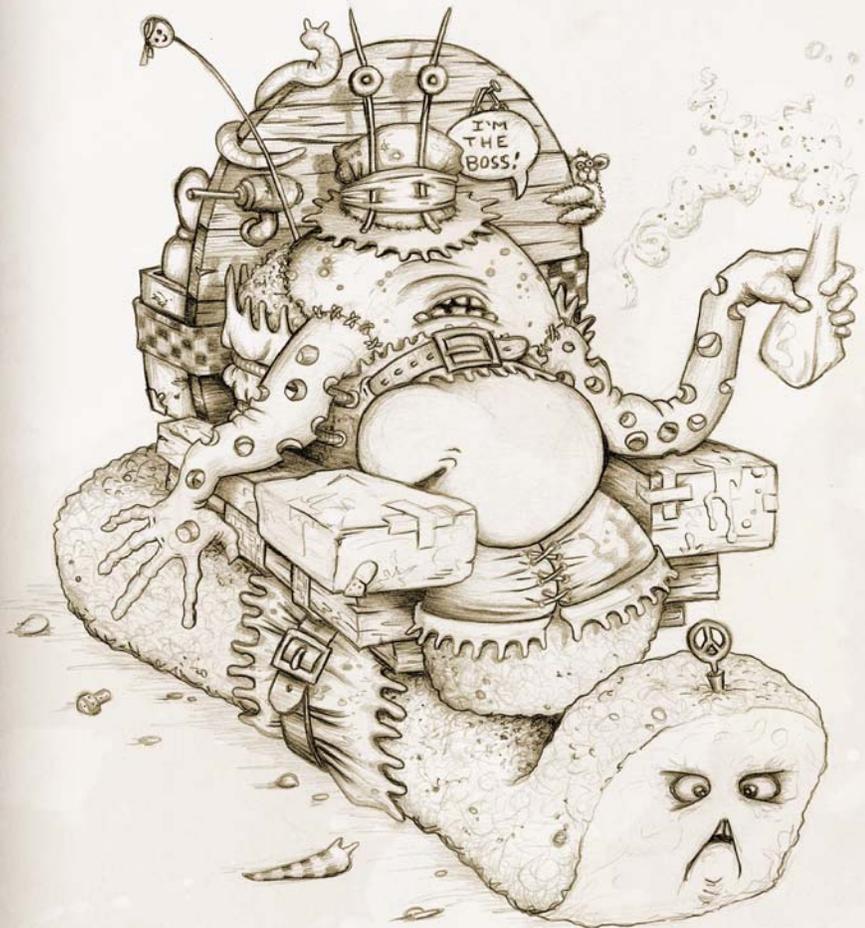
ous that any sort of heist would be extremely difficult (although not impossible) with all these dudes around.

Casing the joint with successful Notice or Investigation checks reveals a bit of garnish: The top floor is entirely bereft of windows. The room with the arms in it is secured at night with strong bars and some sort of guardian monster (a raise reveals the creature is an odre). Several glass bottles full of swirling vapors are suspended high above the floor throughout the museum (a raise reveals these are reeks). The entire museum is closed on Moondays (today is Fried Egg). There are several ventilation shafts on the roof, but where they lead is difficult to tell. A raise on an Investigation or Persuasion roll might reveal the guard uniforms are laundered every Moonday morning by a croach named Berthuzila who hangs out in the alley behind Under the Sink.

THE HEIST

If the heap decide to pull some sort of daring daylight robbery or brilliant con job while the museum is open and full of peeps let them go for it. Decide its success based on how clever and entertaining their plan is. If they manage to nab the arms and get away somehow, it's all good. Check out the section below to find out what happens when the arms are removed from their display. If they fail to nab the arms they'll probably come back at night and try again. That's a good thing.

If they decide to pull off the heist at night or on Moonday they'll have to find a way in. There are several choices (scaling the outside wall and entering through a window or ventilation shaft, impersonating guards, hiding somewhere inside until the place closes, overpowering or seducing the guards, etc...) and they are all equally viable. There are two guards on the roof and two at each door (the main door in the front and a loading dock in the back), as well as one guard, a massive horc, who wanders randomly around the perimeter. The guards will attempt to blow their alarm kazoos to summon their friends (2d4 guards arriving in 4d4 rounds from the restaurant next door) before fighting.



Dregzie the Schnoz (with arms)

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Regardless of how they get in, the heap will find the museum a jumbled and confusing place. Many of the bottles hanging from the ceiling contain luminous reeks, but the lighting is still dim in most places. If they cased the joint earlier and make a successful Smarts roll it will take them a number of minutes equal to 20 minus the smartest character's Smarts die to find the room with the arms in it. If they didn't case the joint they'll need a raise on a Smarts roll and 4d10 minutes to find the place (roll again every ten minutes if the Smarts roll is failed). Every five minutes they spend wandering the halls they have a 50% chance of encountering a guard (50% chance of guard being inactive). If an interior guard blows his kazoo he will be joined by 2d4 additional guards in 3d4 rounds. There are a total of 12 (or three times the number of players) guards in the museum (aside from the Odre upstairs).

Once the heap make it upstairs to the room with the arms in it they'll find the doorway blocked by a thick door made of ancient Hoomanracium (plastic Legos™ glued together, Armor +6) and a polished gate of monster hair (Armor +8) (portcullis first, then door). A huge, ugly lock is affixed to the gate (Lockpicking -4). Once the gate is opened a successful Notice roll will reveal a thin film coating the door. Anyone who touches the outside of the door must succeed a Strength roll or be stuck fast (Slimy characters are immune, the Strength roll can be remade each round with a cumulative -2 each time. The glue can be dissolved with strong alcohol or ordinary household urine). There is an elaborate knocker set into the front of the door. Any attempt to bash through the door will alert the odre on the other side, who will be on Hold. Knocking on the door also alerts the odre, who will shout gruffly, "What's the password?" The password is "Open the goosin' door!" If the heap somehow manage to get the password right the Odre will open the door from the inside. Otherwise there's no way to open it without destroying it. Award a benny if someone comes up with a really clever way to get in or deal with the odre (like using the horn from one of the stuffed animals on exhibit to drill a hole in the wall and blowing in a sleep reek stolen from a guard).

The wall next to the door has Armor +4. The ceiling above the room has Armor +8.

Once inside they'll have to deal with the odre. He's really violent, hates his job, and his girlfriend just dumped him for a poet. He can be bribed, however, if the proper object is offered (he's always wanted an afro wig).

The arms are on display in the center of the room, attached with band-aids™ to a really tacky statue of Big Cheese Iggle Hominee (a brilliantly obese worm). Of course the display is trapped. If the arms are removed without deactivating the trap (Notice -2 to notice trap, Lockpicking -2 to disarm trap) an internal mechanism opens a hatch on the statue's butt while simultaneously dropping a gate from the ceiling to block the doorway. The gate is identical to the first one in the doorway and can only be opened by activating a crank on the wall two floors down. Some sort of protoplasmic goo begins to drip from the statue's buns. In one round the goo, which can't be hurt until it is fully formed, will coalesce into a primordial goon, which will immediately and mercilessly commence to issuing a beat-down on the heap. It'll attack the odre too, if he's still around. A raise on a Notice roll will reveal a switch hidden among a display of ancient fried mozzarella sticks that deactivates the trap (if they find it before setting off the trap, that is). If the fight is going decidedly against the heap, feel free to have the primordial goon inadvertently bust through the gate and chase the heap slapstickularly through the museum and all its wacky displays.

It's probably best not to kill any of the heap unless they are really stupid or annoying, since you'll want them around for the next chapter, but if it's unavoidable it's unavoidable.

AFTERWARDS

There are several possible outcomes:

THE HEAP NAB THE ARMS AND SURVIVE: Dregzie is overjoyed with his new arms. He promises to take them all out to the All-Floom Competitive Grub-Gobbling Championships at the Scrappin' Hole next Splatterday. Spleengobler is ecstatic on account of his hero Greas-e-gizzard Big-Gulp is the favorite to win.

THE HEAP FAIL TO GET THE ARMS: NO SWEAT really, since Dregzie never knew about it in the first place. Of course, once Dregzie finds out about the arms, which he inevitably will, he'll order the heap to steal them anyway.

EVERYONE DIES: That kind of sucks, but you did what you could to save them from their own stupidity. Don't feel too bad, I'm sure you'll be able to find some new players for next time.

PEEPS & CRITTERS

WERM GUARDS (8)

ATTRIBUTES: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

SKILLS: Climbing d6, Fighting d8, Guts d8, Intimidation d4, Notice d6, Stealth d6, Throwing d6, Tracking d6

CHARISMA: 0; Pace: 6; Parry: 6; Toughness: 7

HINDRANCES: (choose 1) Cautious, Code of Honor, Curious

EDGES: (choose 1) Slimy, Prehensile Body

RACIAL ABILITIES: Burrowing, Coiled Spring, Low Light Vision, Regeneration, Rubbery Skin

GEAR: Blunt instrument (d8+d4), uniform, fluffy hat, alarm kazoo (very loud), reek (small burst template, Vigor roll or fall asleep for 3d4 rounds).

CROACH GUARDS (6)

ATTRIBUTES: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

SKILLS: Fighting d8, Guts d8, Intimidation d6, Notice d6, Throwing d6, Tracking d6

CHARISMA: 0; Pace: 6(8); Parry: 6; Toughness: 7

HINDRANCES: (choose 1) Cautious, Code of Honor, Curious

EDGES: (choose 1) Multidextrous, Fleet-Footed

RACIAL ABILITIES: Antennae, Crunchy Shell, Multiple Limbs, Gullet of Steel

GEAR: Blunt instrument (d6+d4), battle spork (d6+d6), uniform, fluffy hat, alarm kazoo (very loud), reek (small burst template, Vigor roll or fall asleep for 3d4 rounds).

SMELF GUARDS (4)

ATTRIBUTES: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

SKILLS: Fighting d8, Guts d6, Notice d8 (+4 if smell), Stealth d8, Throwing d8+2, Tracking d8

CHARISMA: 0; Pace: 6; Parry: 6; Toughness: 6 (+2 Armor on head)

HINDRANCES: (choose 1) Cautious, Code of Honor, Curious

EDGES: (choose 1) Alertness, Danger Sense

RACIAL ABILITIES: Nasal Targeting, Nimble Little Guy, Nosebloating, Schnoz to Be Reckoned With

GEAR: Blunt instrument (d8+d4), uniform, fluffy hat, alarm kazoo (very loud), nose corks (for Nosebloating) 3 reeks (small burst template, Vigor roll or fall asleep for 3d4 rounds)(small burst template, lower Strength by 2 dice)(individual, heal 1d4 wounds).

WOUNDFESTER FESTERWOUND (HORC GUARD)

ATTRIBUTES: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

SKILLS: Fighting d10, Guts d12, Intimidation d10, Notice d6, Shooting d8

CHARISMA: 0; Pace: 6; Parry: 7; Toughness: 7 (+2 Armor)

HINDRANCES: Bloodthirsty, Junkie (addicted to Chopping Block Chili)

EDGES: No Mercy, Compensating for Something, Sticky, Trademark Weapon

RACIAL ABILITIES: Butt kicker, Gurgitation, Slimy Bastard, Tough Ass MoFo

GEAR: Huge Meat Cleaver (two-handed, d10+d8, trademark), decent armor (+2), uniform, fluffy hat, manacles & key, rope (40'), spoon. In his gullet are an antique pepper grinder filled with really hot peppers, a bib with a picture of a duck on it, a bag of 300 assorted clams, a toothbrush, and a sock.

ODRE

ATTRIBUTES: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12

SKILLS: Fighting d10, Guts d12, Intimidation d10, Notice d4, Throwing d10

CHARISMA: 0; Pace: 7; Parry: 7; Toughness: 11 (+1 armor)

HINDRANCES: Obese

EDGES: Spit, Loogey Hawker

RACIAL ABILITIES: Expectoration

GEAR: War Spatula (d12+9)

PRIMORDIAL GOON (WILD CARD)

ATTRIBUTES: Agility d10, Smarts d4, Spirit d12, Strength d12+2, Vigor d12

SKILLS: Fighting d10, Guts d12, Notice d10, Throwing d10

CHARISMA: 0; Pace: 6; Parry: 7; Toughness: 8

RACIAL ABILITIES: Clobber (d12+5), Immunities (immune to mind spells, bludgeoning weapons and disease; half damage from cold, fire, acid, and electricity), Mutative Bite (may bite instead of clobber; no damage but victim must make succeed a Vigor roll or lose a random eye or limb, which grows back in 1d4 days), Limited Warranty (immune to all damage for first 3 rounds of combat), Split (if takes two wounds in same round it makes a Vigor roll. If successful splits into two identical goons with 1 wound each).

GEAR: Absolutely nothing.

THE HEAP

Download more detailed characters and sheets at www.MuthaOithCreations.com. You can use these characters or make your own.

CULLIO THE YOINK (Novice)

WERM

ATTRIBUTES: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

SKILLS: Climbing d6(+4), Fighting d8, Lock-picking d6, Notice d6, Stealth d8, Throwing d6, Tracking d4

CHARISMA: 0; Pace: 6; Parry: 6; Toughness: 7

HINDRANCES: Quirk (kleptomaniac)

EDGES: Prehensile Body

RACIAL ABILITIES: Burrowing, Coiled Spring, Low Light Vision, Regeneration, Rubbery Skin

GEAR: Burglin' stick with various attachments (clobbering(d6+d4), grappling hook, toothbrush, etc...; reach +2), several hats and hoods, chest wig, 35 clams.

BACKGROUND: Cullio is just starting his career as a master burglar. He's a total klepto and can't resist stealing just about anything.

SWOVV ZINKLEMAN (Novice)

OOF0

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

SKILLS: Dementalism d8, Fighting d4, Gambling d4(+2), Intimidation d4(+2), Notice d8, Persuasion d8(+2), Taunt d6, Shooting d6

CHARISMA: 0; Pace: 6; Parry: 4; Toughness: 5

HINDRANCES: Delusional (thinks he is the sexxxiest guy on Oith)

EDGES: AB: Dementalism, Smoove

RACIAL ABILITIES: Brainiac, Glowly Finger of Love, Xenomorphic Physiology

POWER POINTS: 15

POWERS: Invisibility, Mind Readin'

GEAR: Butterfly net, squirting flower (weird device: squirts stream of stinky perfume, 151 proof alcohol, or acid (3d4 damage, range 2''); use Shooting skill).

BACKGROUND: Swovv is the sexxxiest guy on Oith. He used to be a traveling lunchbox salesman but now he works for Dregzie, running various scams and cons.

SPLEENGOBBLER HATESMITH (Novice)

HORC

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

SKILLS: Fighting d10, Guts d8, Intimidation d10, Notice d4, Throwing d4

CHARISMA: 0; Pace: 6; Parry: 7; Toughness: 6 (+2 Armor)

HINDRANCES: Delusional (smelves appear as baby horcs)

EDGES: Berserk, Trademark Weapon

RACIAL ABILITIES: Butt kicker, Gurgitation, Slimy Bastard, Tough Ass MoFo

GEAR: Wicked axe thingee (d10+d6, trademark weapon) various knives and pointy things (d10+d4), stomping boots (d10+d4)

BACKGROUND: Spleengobbler is a wild, murdering maniac. He's Dregzie's personal bodyguard and a devout Stanismist. Although he hates smelves bitterly his delusional mind sees them as baby horcs and he won't hurt them.

GOOGENE UMTHETFORD XII (Novice)

CROACH

ATTRIBUTES: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

SKILLS: Fighting d8, Guts d4, Notice d4, Persuasion d8, Stealth d4, Taunt d8

CHARISMA: 0; Pace: 6; Parry: 6; Toughness: 6

HINDRANCES: Quirk (acts like everything is an overly dramatic stage performance)

EDGES: Luck

RACIAL ABILITIES: Antennae, Crunchy Shell, Multiple Limbs, Gullet of Steel

GEAR: Poking stick (a stick with a malleable hand at each end, d8+d4), spatula, various wigs and disguises, 200 clams.

BACKGROUND: Googene isn't really a criminal at all. Although nobody knows it, he's actually a ham researching a role as a criminal for an upcoming performance.

