

THUNDA CIRCUIT

Deadstone • Thunda Sands • Blazing Garden

🔧 Light-Hearted

🚩 Competition

✳️ Desert Raceway

ADVENTURE DESCRIPTION

Last-minute openings in the infamous Thunda Circuit give the party a shot at glory aboard spell-powered racing Skimmers. Choose your team, hold on tight, and brace for mayhem.

STARTING THE ADVENTURE

"The infamous Thunda Circuit has arrived - Outer World's premier racing event. Decades ago, thrill-seekers began using the flat, rocky expanse for an annual race of crazy Spell-Engine-loaded platforms known as Skimmers. They can hover, drive, crawl; doesn't matter as long as they're wicked-looking and engine-powered. Over the years, the Circuit has grown from a local curiosity into a spectacle drawing folk from across the Outer World - Shard Patricians send champions, Portia sponsors teams, and even Sol diplomats have been spotted in the stands. This year, several teams posted last-minute openings for crew, and you weren't about to let that opportunity slip."

Three teams have vacancies: Cutt, Soobi, and Risky each need crew. However, each Skimmer only has space for three individuals, including its owner, so the party may have to distribute themselves across multiple vehicles. Every Skimmer requires a Driver for navigation, a Cranker maintaining Spell-Engine output, and a Gunner to harass opponents. All Skimmers start with a 17 Defense Rating and 5 Hearts.

IMPORTANT CHARACTERS

Cutt Throat — Chib, Male, 6 (Hinterland Noble)

Owner of the Conqueror's Hound, a horrifying wrought-iron contraption adorned in spikes that spews arcane fire straight from the Spell Engine. A warlord from the No Folk's Land come to compete for recognition.

"Rumors state that despite being relatively new in the No Folk's Land, Cutt has unified multiple clans from menacing gaze alone."

Soobi Deymond — Human, Female, 65 (Merchant Scion)

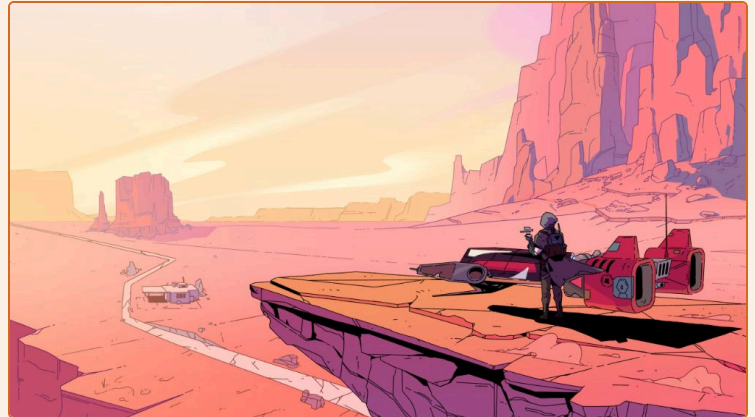
Owner of the Crimson Comet, made of the finest fabrics and best materials. Head of the renowned Deymond Tailor Corporation out of Portia, she is a wealthy racer that attempts to advertise her clothing lines at every chance.

"Dressed in stunning Twilight Silks and Pilose Fleece, Soobi positively radiates upper class and style."

Risky Idea — Rai-Neko, Female, 20 (Startech Adept)

Owner of the Ashen Arrow, a Startech-based sleek angular design that hovers silently. A rising Nyanko talent hungry to silence doubters with a trophy run.

"Risky fidgets with a lucky charm dangling from her goggles, whispering what sounds like a Nyanko prayer before races."



SUGGESTED STORY

Set the scene, have the three Owners introduce themselves and their vehicles, then continue:

Pre-Race Prep

- After choosing their team, party members can try to recruit extra crew to fill any vacant slots.
- Consider all GMCs as relevantly re-flavored Blaster Mages [Source, pg. 366] without access to the Mana Burst Ability.
- With all roles filled, teams must perform pre-race prep: securing hover-jet bumpers, charging the Spell Engine, and reinforcing the chassis.
- Encourage creativity (and even pre-race sabotage!) in PC Abilities/thoughts, and give Bonuses where applicable.

Off to the Races

- The gun fires! Turn order depends on preparation quality.
- Three other Skimmers in the race are driven by: Old Iron Dwarves hoping to make their battalion proud; New Ore Goblins come explicitly to make sure the Dwarves lose; and the standard lot of Thunda Clan Barbarians.
- On their Skimmer's turn:**
Engine Crankers can propel the Skimmer 1d10 × 100 ft; Drivers choose how to spend that movement; and Gunners try to weaken their rivals via Attacks, Stunts, Tricks, Abilities.

Buckle Your Seatbelts

- The Skimmers tear through three zones: **Starting Area** → **Shale Canyon** → **Arid Trail** → **Finish**.
- An angry Giga-Gruun, who was disturbed by the noise, will throw rocks at random Skimmers per Turn from the top of the **Shale Canyon**, while shouting childish insults. To handle this, the relevant Driver makes a Dexterity Check. On Failure, a Falling Debris CLICK! Trap targets all members.

Photo Finish

- Crossing the finish line determines final rankings and prizes.
- The racers thank (or curse out) each other for the thrilling race.

KEY LOCATIONS

DEADSTONE, STARTING AREA

"Harsh sunlight glares off bleached stone pavement cutting through a ramshackle desert settlement. The smell of Ozone, scorched Mana, and heated metal fills the air."

Strategies need to be discussed before the race as the roaring crowd inflicts Deafened on all racers here.

The first section of track is wide enough for three Skimmers. It runs for 1000ft before the **Shale Canyon** starts.

SHALE CANYON

"Crumbling roadway plunges into a claustrophobic ravine. Sharp outcroppings and debris make navigation treacherous."

This is a narrow passage through a bumpy chasm. Rocks in the road need to be expertly maneuvered between to get to the other side.

The track here is wide enough for two Skimmers, and continues for 2000ft before reaching the **Arid Trail**.

ARID TRAIL

"The course ascends to a fenced-off sandy route. Colorful banners mark the approach to a brutal ramp jump."

Racers must test their strength in the form of Deftness or Might Checks to stay in control during the 'Leap of Faith' jump. Skimmers receive a -2 to their next Cranking Roll for each racer who fails.

This road is wide enough for five Skimmers, and continues for 2000ft before reaching the **Finish Line**.

SECRETS & CLUES

1. The other Skimmers in the race are called the Iron Banner (Dwarves), the Rust Bucket (Goblins) and the Canyon Splitter (Barbarians).
2. Skimmers cannot move through another's space, so can only overtake if the track is wide enough.
3. Skimmers can exit the track before cranking to take a Pit Stop; they rejoin the race on their next Turn.
4. Crankers and Gunners can swap roles at any time, but a Driver change will require a Pit Stop.
5. Drivers who continue for more than five rounds of the race without swapping will gain Fatigue, and gain another stack for every Turn continued.
6. Pit Stops restore unconscious crew to 2 Hearts (resetting Injury Counters) and repair Skimmers to 3 Hearts.



QUEST RESOLUTION

👑 Placement Rewards

Winners claim **100C per teammate**.
Second place earns **50C each**; third takes **25C per racer**.

Winners additionally get custom leather racing jackets that act as **Authoritative Outfits** [Source, pg. 173].

💎 Bonus Rewards

If an Owner wins with the party, they will consider gifting the group their **Skimmer** [Source, pg. 198] as a thank you. Consider giving a Social Bond with the relevant Owner too.

RANK 3-4 ADVENTURE

Lower Rank: You could lower the GMC's Hearts/Stats and remove the Big Magic Shot Ability.

Higher Rank: For a truly harder adventure, replace the Giga-Gruun with a roaming Grimwing PCs have to contend with the entire time!

SOURCES & ADVERSARIES

Storybeats & layout inspired from **No-Horse Race** by One-Shot Wonders.
Story, mechanics, setting, characters, and vibes reworked to fit BREAK!!'s universe.

Blaster Mage: Source, pg. 366 (without Mana Burst Ability)

Giga-Gruun: Source, pg. 374

Skimmer: Source, pg. 198

Traps: CLICK! Traps by VictorSeven

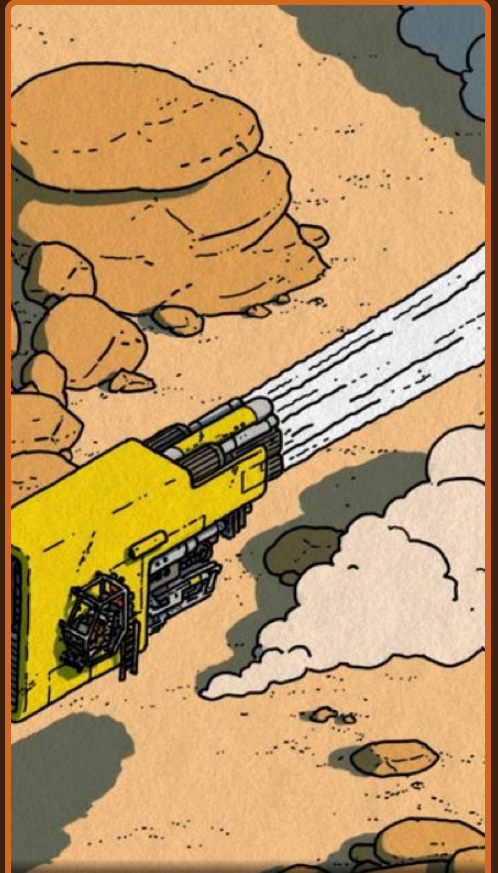
ART VIBEBOARD



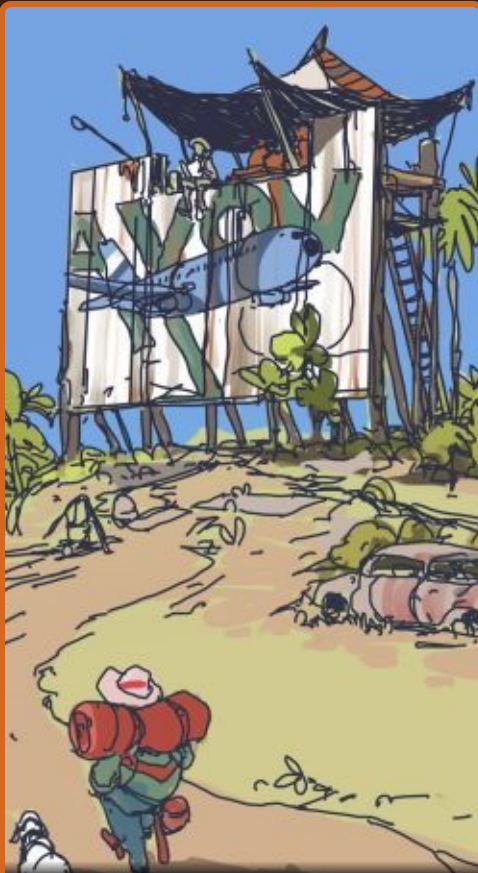
"Observing Thunda Sands"
Art by Sable



"Deadstone Inspiration"
Art by Oban Star Racers



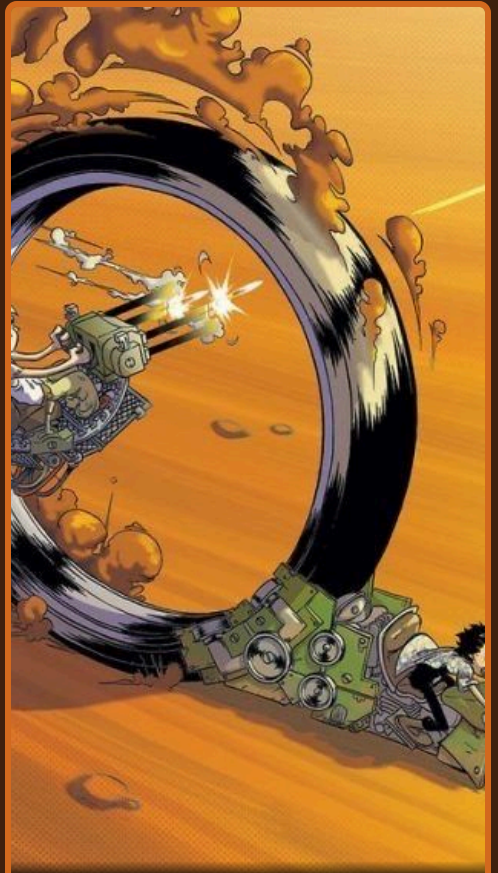
"Skimmer Inspiration"
Artist Unknown



"Observers Watching the Race"
Art by sparth



"Shale Canyon Inspiration"
Art by J Line



"Skimmer Inspiration"
Art by Thomas Girard