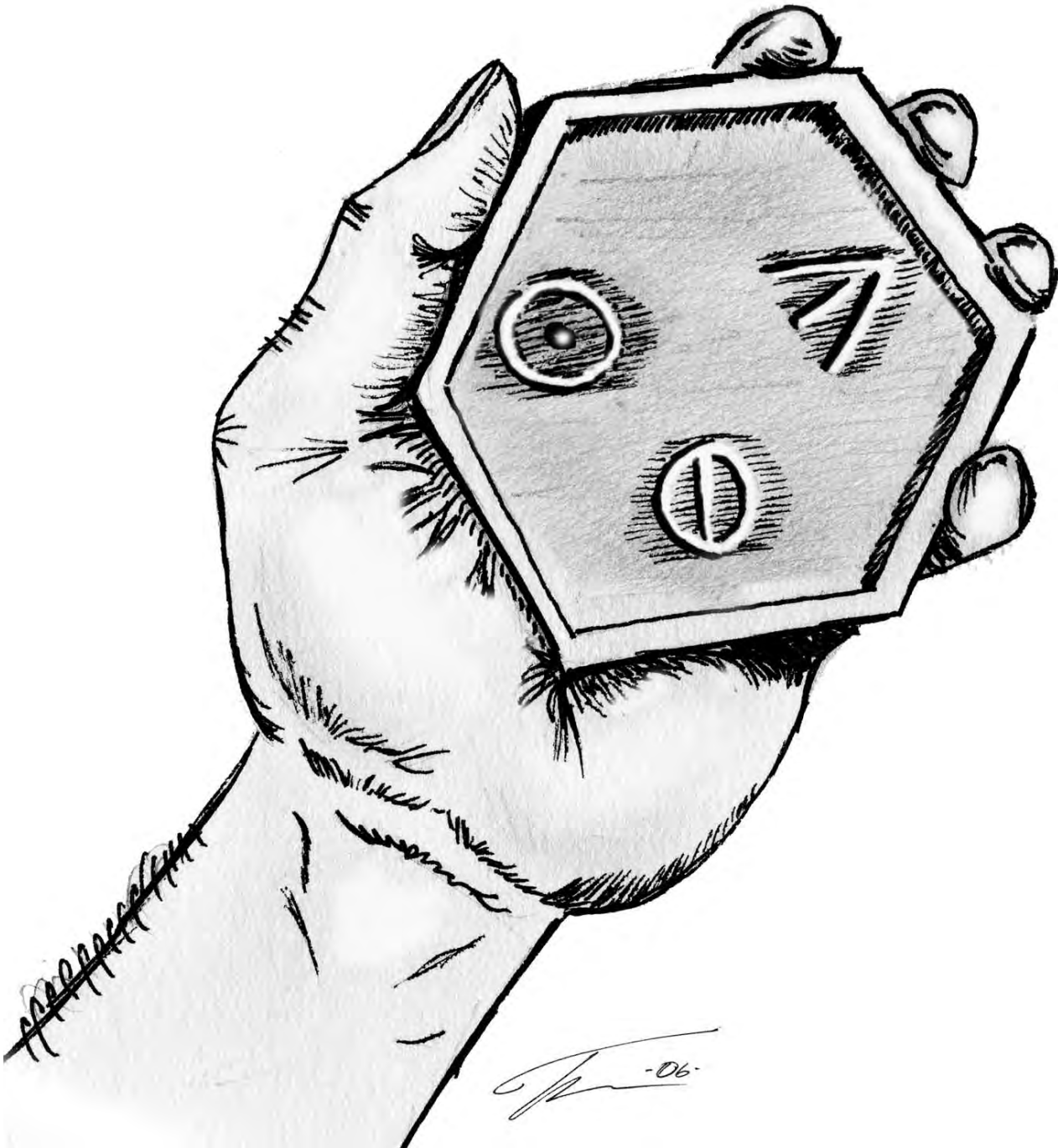


THE SEARCH FOR THE FOUNTAIN OF YOUTH

A RAVAGED EARTH SOCIETY ADVENTURE FOR 3-5 NOVICE HEROES



The Search for the Fountain of Youth

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The manuscript was spread out on the old man's desk like a deck of playing cards showing a royal flush. His eyes lit up as he read the Spanish writing, a little blurry after the journal dried out, but still legible. All of his wildest fantasies unfolded within his mind as the realization dawned in dazzling clarity.

This was it! The final piece of the puzzle!

Dr. Werner Kopffinger pulled out a starched handkerchief from his jacket pocket and gingerly wiped the perspiration from his brow. He'd spent years tracking down information about the fabled Fountain of Youth. Ever since his grandfather told him the story of Ponce de Leon and the Spanish conquistadores plundering the New World the search for the fabled fountain had been his obsession.

His own youth had slipped away from him and much of his life had become pale memories. Everything had taken a backseat to his search. Everything.

He wanted so much to relive those wonderful nights in Stuttgart, in the beer garden with his blonde-haired angel Inga, but that time had passed like so many others. Inga was gone, and so was the beer garden, crushed under the oppression of the times. Now there was a new ruler and a new Germany, one brash and confident and strong...and only the young are admired.

Kopffinger's discovery would help turn the tide and make him young once again. He'd do it for the Fuhrer and for the Greater Reich! He'd do it for himself and for Inga...

The 76-year old scientist stirred from his thoughts when he heard Mr. Hans approaching.

The giant was once a great soldier, but shrapnel from the Great War had badly maimed his once handsome features. Kopffinger patched him up as best he could—a bulky robotic arm and an electronic voice box had made him something more than human—and now the lumbering Mr. Hans showed his gratitude by serving as Kopffinger's assistant.

"Mr. Hans, could you be so kind as to arrange a meeting with my contacts from the war department in Germania? I might have something interesting here," Kopffinger said.

"Ja, boss. You want Colonel von Beck?" Mr. Hans asked, his tinny metallic voice odd and otherworldly.

"No, Mr. Hans. Get me General Steubbing. This is very high-profile, classified information," Kopffinger said.

"Tell the good general I need permission to go to America. Tell him I have discovered the location of the Fountain of Youth," Kopffinger said with a grin.

The hulking Mr. Hans froze, dumbfounded.

"Boss?" the giant asked.

"You heard right, Mr. Hans. I've finally found the location of the Fountain of Youth," Kopffinger said, gathering up his papers. "Now our Führer has the power of unlimited youth on his side. Germany is ageless! We will be invincible!"

ADVENTURE BACKGROUND

Thousands of years ago, an ancient civilization developed on a non-descript island—the fabled city of Atlantis. The Atlanteans, rumored to have come from the stars, possessed advanced technology, which was both admired and feared by the ancients. According to legend, the Atlanteans could reverse the normal human aging process—remaining vibrant and young by placing specially-treated metallic beads in pools of water in which they then bathed their aged bodies.

A hundred years before the time of the earthquake that destroyed Atlantis, sinking it beneath the waves, a group of Atlantean explorers sailed west to a small chain of islands in what is now known as the Caribbean. They stumbled upon a remote spring of water, and “treated” it with the beads which they had brought along, enjoying a relaxing dip before continuing on with their exploration. However, things didn’t quite go as planned. A group of natives attacked the Atlanteans, forcing them to flee and leave their beads behind. The natives swam in the soothing waters and became young, reverting almost to childhood! Word spread throughout the islands that the place the Atlanteans called BeeMeeNee contained a rare gift: a Fountain of Eternal Youth!

But those early natives didn’t live long after they spread the tale, for the Atlantean’s magic worked against them. Three days after their miraculous bath, the natives suddenly grew old and died! The Atlanteans had inadvertently given the natives youth, but only for a short time. The tale spread throughout the islands and for many centuries the natives feared to approach BeeMeeNee. Soon the Fountain’s location became lost to the mists of legend and with it, the secret of eternal youth.

In the late 1400s, an Arawak chieftain named Sequene left Cuba for southern Florida to investigate the legends of the Fountain of Youth. He never returned and many natives, believing that the chieftain discovered the fabled fountain, emigrated to the island. The natives spent years bathing in every lake, river, pond, or stream on the island, hoping against all hope that they’d eventually discover the Fountain of Youth. Unfortunately, they never did, and all perished in their vain attempt at cheating death.

When Christopher Columbus arrived in the region, he was entranced by the legend. Of course when the natives told him that the land surrounding the Fountain of Youth was rich in gold, it didn’t take a conquistador to figure out what happened next. Faster than you could say gold doubloon, the Spanish were off looking for this wondrous land and its remarkable spring.

Juan Ponce de Leon, who journeyed with Columbus’s second voyage in 1493, grew obsessed with finding what the natives referred to as the river “Jordan.” Over the years, he amassed power and wealth, eventually becoming the governor of Puerto Rico. He had to learn more about this intriguing legend, so he called upon the church to investigate.

His priests told him the story of the Fountain of Youth wasn’t anything new. Alexander the Great searched for the River of Immortality in Asia, whose waters, like an elixir, could restore lost age. The Babylonians, Egyptians, Greeks, and Romans had all told similar tales.

In 1512, Ponce de Leon found a remarkable artifact: a sandstone block the size of a man’s fist with strange characters on it and deep grooves cut into one side. According to native lore, this artifact, dubbed the Key to the Fountain, granted access to the secret location of the Fountain of Youth!

Financing a fleet of three ships, he embarked on an expedition to locate the fountain and secure its wonders. Landing north of present-day St. Augustine, in 1513, he named the land “La Florida” to honor the Easter season known as “Pascua Florida,” literally the Feast of Flowers. Ponce de Leon trekked deep in the mangrove swamps, convinced his native guides knew the way to the Fountain of Youth.

He found a native village, and suddenly came under attack. Badly wounded, the explorer retreated to Cuba where he died of his injuries. Thus ended Ponce de Leon’s exploration for the Fountain of Youth.

In 1545 a 13-year-old boy named Hernando de Escaiante de Fontaneda became marooned on a Florida beach. He was rescued by Calusa Indians who welcomed him as one of their own. He lived among the tribe for 17 years, hearing the stories of the Fountain of Youth and an island off Florida’s coast they called Bimini. Ponce

de Leon thought Bimini was Florida, not this insignificant island, which was part of a chain of islands to the east of Florida. Fontaneda realized that Ponce de Leon had been searching in the wrong place!

Fontaneda wanted to find this island, but knew he wouldn't get far without the Key to the Fountain, rumored to have been lost on Ponce de Leon's Florida journey.

In 1562, along with a few Calusa Indians, Fontaneda set out to retrace Ponce de Leon's steps. They plunged deep into the swamp and discovered evidence of a battle between Sequene's tribe and the Spanish. Fontaneda noted a peculiar carving in an area he later described as the "island of five cypress trees," the words "*para la gloria del dios – 1513*", Spanish for "for the glory of God – 1513."

Fontaneda inferred this to be where Ponce de Leon's men came under attack and the probable location where he hid the Key to the Fountain. Ironically, just as Fontaneda began his search, a group of French explorers found and rescued him. Not wanting to reveal his secret, he kept the location of the Key to the Fountain hidden, writing about it in a coded journal.

Fast-forward to the 20th century.

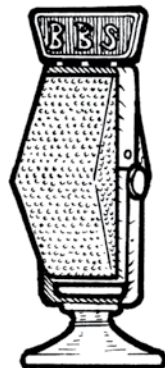
Dr. Werner Kopffinger developed weapons for Germany during the Great War. While observing their effects under actual combat conditions the unit he was with was attacked with mustard gas and he was paralyzed. The long, painful road to recovery took years and left him a near invalid, but he soon gained the ability to walk...using a cane.

During one agonizing episode, Dr. Kopffinger had a vision. He recalled himself as a little boy standing in a museum in Germany, admiring Lucas Cranach the Elder's 1546 painting *The Fountain of Youth*. The painting depicted an idyllic landscape and a large square pool. Wagonloads of invalids entered one section of the pool while beautiful young nudes exited at the pools' other end. He recalled how that painting left an indelible mark on him as a child, a mark supplanted by other more pressing concerns as he had grown to adulthood. Now that same feeling swept over him once more as began researching the fabled Fountain of Youth. After many years of reading and collecting stories and accounts, he labeled his efforts fruitless.

In late 1935, reports of a sunken Spanish galleon off the coast of Portugal yielded a tremendous find—a chest with Fontaneda's logbook, revealing coded information about the Fountain of Youth! Kopffinger deciphered the book, learned the exact location the Key to the Fountain—complete with a map and vivid descriptions of the elusive Island of Five Cypress Trees!

Since the Reich dismissed him due to his weakened condition, Kopffinger believes discovering the Fountain of Youth will restore his health and put him in the German ruling elite's good graces. To this end, the scientist has made a deal with Hitler's government: He receives credit for discovering the fountain and Germany may use the legendary fountain however it wants. Visions of elite young Aryan soldiers who never age caught the Fuhrer's imagination, and Hitler immediately approved the expedition.

A London newspaper picked up the story of the doctor's search and the article grabbed the attention of the United States government...



FOR THE NARRATOR...

This adventure was designed for 3–4 Novice Rank Heroes and requires the use of the *Savage Worlds* rulebook to play. Player handouts and several maps are also provided. We've also tossed in a few select setting rules from the *Ravaged Earth Society*, a licensed Pulp setting/sourcebook due to be released in March, 2007 by Double G Press!

You can find out more about the *Ravaged Earth Society*—as well as downloading an official *Ravaged Earth* timeline, a themed character sheet, and a set of Narrator Screen Inserts—by visiting our website: <http://www.doublegpress.com>. Be sure to check back often as we plan on releasing two more free adventures before the official release of the *Ravaged Earth Society*!

In order to create a hero for the *Search for the Fountain of Youth*, use the normal *Savage Worlds* rules and the following alterations:

- All heroes start the game with either an extra attribute point, four additional skill points, or an extra Edge. The choice is up to the player.
- All heroes may ignore the normal Rank requirements for Edges (excluding Legendary Edges) during character creation.
- All heroes start the game with 5 bennies.

The following Edges are available in addition to those listed in the *Savage Worlds* rulebook:

Bring 'Em On!

Requirements: Wild Card, Seasoned, Fighting d8+, Notice d8+

You are accustomed to being hip deep in mooks. When beset by multiple Extras, your opponents never get a Gang-Up bonus—no matter how many of them there are!

Heck of a Wallop

Requirements: Novice, Strength d8+, Fighting d8+

You pack a powerful punch and may increase your unarmed damage by +1! Furthermore, whenever you score a raise on your attack roll, in addition to bonus damage, you also knock your opponent backwards d4" from the force of the blow. Your opponent must make an Agility roll or he is considered prone. If knocked back into a solid object (such as a wall), he is considered Shaken as well. For purposes of this Edge, you are considered unarmed when using brass knuckles.

Moxie

Requirements: Novice; Agility, Spirit, or Vigor d8+

You are either good at rolling with the punches (Agility), have fate on your side (Spirit), or are perhaps just really tough (Vigor)—choose which when you take this Edge. Once per round you may apply a +2 bonus to any one soak roll.

Swashbuckler

Requirements: Novice, Acrobat

This Edge increases both the Parry and Agility bonuses granted by the Acrobat Edge by +1. In addition, once per encounter you get a free benny that may be used to re-roll a failed attempt to perform a single "swashbuckling" act—such as swinging from a chandelier, sliding down a banister while engaged in swordplay, or leaping out of a window and bouncing off an awning before making good your escape. This benny is lost if not used during the encounter, it doesn't "carry over" into subsequent encounters.

Finally, the following setting rules are in effect:

- If using Adventure Cards, and we highly recommend that you do, a hero may use one card per round rather than one card per session; however, each such additional use (beyond the first card) requires you to spend a benny before doing so!
- Heroes are allowed a Natural Healing roll at the start of each game day.
- The Injury Table is not used.
- In the Ravaged Earth Society, bennies may be used to alter events/situations in the game world through a process called the dramatic edit. Anything you can dream up—subject to the Narrator’s approval, of course—is possible, so long as it applies to the narrative (i.e., story) elements of the adventure and does not have an effect on actual game mechanics. For example, spending a benny to find a trap door in a dead end corridor or to obtain a useful device for the duration of a dramatic scene are acceptable uses of the dramatic edit; however, avoiding a successful attack or doing extra damage are not. Dramatic editing may occur at any point during your turn; simply state that you wish to make a dramatic edit, toss a benny, and then describe the situation you wish to alter or create. You should embellish the description with as much detail as possible; however, it’s important to remember that dramatic editing is a way to spice up the game with improbable occurrences that are in the spirit of the Pulp genre, not a means of ruining the story, or making life impossible for the other heroes. If the Narrator thinks that the original edit is too powerful, runs contrary to the story that’s being played out, or is not in keeping with the hero’s chosen archetype, he reserves the right to veto the edit. In such a case, no bennies are spent and play continues, unless you want to alter your intended edit to a more acceptable form.
- There’s no need to count every round your hero sends down range—just use the Ammo rule from the Allies section of the Savage Worlds rulebook (p.90)! The Ravaged Earth Society uses five Ammo Levels: Very High, High, Low, Very Low, and Empty. Wild Cards start the game with an Ammo Level of Very High. Extras and Allies start the game with an Ammo Level of High. Once a character reaches Empty, they must reload before they are able to fire their weapon. Reloading, which is a normal action for magazine-fed and most single-shot weapons and a full round for belt-fed weapons and revolvers, restores your Ammo Level to High. Heroes with the Quick Draw Edge can reload magazine-fed and single-shot weapons as a free action and belt-fed and revolvers as a normal action.

The adventure begins in January, 1936 at the heroes’ base of operations in New York City, Manhattan to be precise. The Narrator should determine why the heroes have decided to adventure together before play begins.

One last thing; in the areas where members of the Nazi expedition speak, try as best you can to use a Hollywood German accent (“Ve haf vays off makingk you tock!”), and where the hired British thugs speak, use a Hollywood Cockney accent (“‘Ere Guv, wotcha fink yaw doin’?”). It will enhance the atmosphere and make the experience more enjoyable for your players.



ACT ONE: ON THE TRAIL OF THE CONQUISTADOR

Scene 1: Uncle Sam Comes a-Knockin!

A well-dressed gentleman in a dark suit who introduces himself as Adrian Porter of U.S. Army Intelligence contacts the heroes. Porter produces credentials to verify his identity and says he's contacted the characters because he's heard of their past exploits and their familiarity with the legends and supernatural strangeness overtaking the world. In his no-nonsense, bureaucratic style, he cuts right to the chase:

"We came across an article in the London Times about a German scientist named Dr. Werner Kopffinger, known in scholarly circles as an expert on the Spanish exploration of the New World, who's embarking on an archeological expedition in this country to search for Spanish artifacts. Our agency checked his background and found that he developed weapons for the Kaiser during the Great War."

"If that didn't raise our eyebrows to this guy, we also intercepted a German communication from the SS High Command in Berlin regarding his expedition. Seems like this guy is working for the Nazis and he's coming over here to look for this fountain of youth. You know, the Ponce de Leon legend. The government wants to hire you to find this fountain before Kopffinger does. If the thing really exists, we'd much rather find it first, if you know what I mean."

If the heroes are truly clueless or ask why them, Porter firmly says:

"If the Fountain of Youth actually exists, if this spring rumored to restore life and youth is real, then Hitler will exploit it for all it's worth. If Kopffinger finds it, he'll get credit for the discovery, Germany will buy up all the real estate around the spring and control it. I'd hate to see an army of eternally healthy, young goose-stepping Nazis. An army like that would be indestructible. Can we count on you to help our country?"

If the players agree, they are given a copy of the London Times article regarding Kopffinger's expedition, and a copy of some of the translated pages from Fontaneda's logbook. After the players receive the article and logbook entries, Porter tells them:

"This is the newspaper article about Kopffinger's expedition and a transcript of Fontaneda's logbook Kopffinger acquired. Our European field agents managed to make copies and dictate them to our Washington headquarters. We can't make head nor tail of it, but maybe you can."

Porter tells them Kopffinger's aeroplane arrives in Florida the next day. The government has received information the good doctor will visit St. Augustine, an old colonial Spanish town. Porter hands the heroes some plane tickets and suggests they find the Key to the Fountain before Kopffinger does.

"Take these. Your flight leaves in an hour. Once you arrive in Florida you'll be on your own, because of course, we can't openly support espionage activities against a sovereign nation at this point in time. If you're successful, we'll make your efforts worth your while, I assure you. Good luck and godspeed."

LONDONTIMES

17 December 1935

GERMAN SCIENTIST TO SEARCH FOR FABLED FOUNTAIN OF YOUTH

GERMANIA (BERLIN) — Noted scientist and historian, Dr. Werner Kopffinger announced he would embark on a sojourn to locate artifacts of historical import as he retraces the steps of the legendary Spanish conquistador Ponce deLeon!

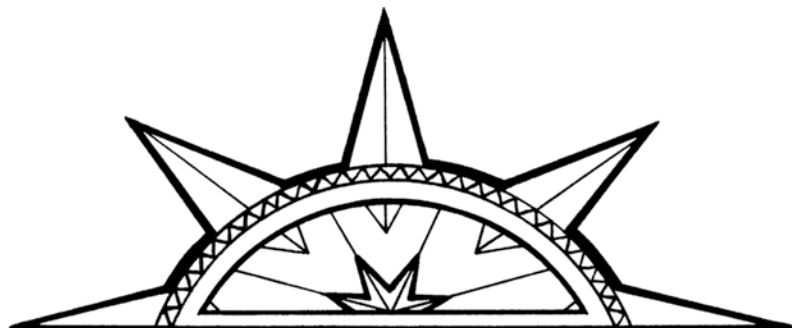
Kopffinger, 76, who developed weaponry for the Germans during the Great War, said that he hopes to recover artifacts related to the Spanish exploration of the New World, and has plans to display them next year in a special exhibit at Germania's Museum of History.

When asked if he had considered continuing Ponce de Leon's search for the fabled Fountain of Youth, Kopffinger replied, "No, certainly not! We are looking for historical artifacts—real history made

by real people—not chasing after the stuff of fables and fairy tales."

Despite Kopffinger's denial, there is speculation among many in the academic community that this is a last, desperate attempt to realize his life-long obsession of finding the fabled pool.

The story of the Fountain of Youth may be as old as time itself. Alexander the Great once searched for the River of Immortality near India, and tales of a natural spring that can reverse aging are millennia old. But it was Ponce de Leon's expedition in Florida that bears the most famous account, for it was that courageous Spaniard who was the first European associated with the Fountain of Youth legend.



FONTANEDA'S LOG

(translation)

April 10, 1568

Searched some of the swamplands but found nothing. I should not raise suspicions; some of the men are questioning me about my long absences from the settlement. The Calusa Indians want to know how long the Spanish will stay here. I've been instructed by Spanish authorities to not create tension between the natives.

April 11, 1568

Consulted maps and found the cartographer's notations disturbing. I spoke with a few natives for over an hour about the most sacred river Jordan. I now understand what many lesser men do not: the true location of Jordan. The longitude and latitude match a verbal description I shall not write here, for the native man I spoke with talked very rapidly and I couldn't have written it all down.

April 12, 1568

I am convinced the great Ponce de Leon erred in his venture. The expedition of 1513 won his respect and this new land of Florida, but did not provide a path to the sacred waters. The land that eluded that great conquistador is in my grasp. I know of it, and Ponce de Leon was close.

April 13, 1568

Another trek into the swamp proved fruitless. Oh, how can I have missed the location once known to me in my youth, when the Calusa tribesmen dragged me into the swamp, where I saw the Island of Five Cypress trees a half day's trip from Ponce de Leon's landing site? The carving on the central cypress tree on that island is so clear to me—for the glory of God 1513. Those words, carved by Ponce de Leon's own hand, the spot where his men fought the savages, where the great one was wounded and where they fell back. It is here, on this island that the Key to the Fountain exists, a most prized treasure.

April 15, 1568

Ponce de Leon's error is now my fortune, although I shall not prosper without the Key to the Fountain. Another expedition into the swamp has been cancelled, and I have been recalled to Cuba. I am to leave tomorrow, but Captain Domingo Pedrosa wants to continue my searching.

April 16, 1568

Jordan is not in Florida, Ponce de Leon had the right direction from Cuba, but continued on. Bimini is not Florida; Bimini is its own island, actually divided into two islands, with the sacred pool located on one of the islands. Yet I fear without the key to the Fountain, Pedrosa's presence will be as fruitless as Ponce de Leon's in Florida.

April 18, 1568

Received word from Captain Pedrosa he will be arriving on The Esmeralda in a fortnight. The Esmeralda is quite a craft, capable of carrying fifty men and enough provisions to feed an army! When they arrive in Bimini, Pedrosa will surely find what I and others, seek.

April 23, 1568

Horrors! Discovered sad news! A storm blew out of the east, just as The Esmeralda made it between the two Bimini islands. The ship was lost and all aboard drowned in the ferocious ocean! My heart is heavy with this news. The Esmeralda holds the location of the healing waters—Pedrosa spoke to a native who gave him the exact position of the spring on the island, but without Pedrosa's journal, I am as lost as the sacred fountain!

May 2, 1568

Perhaps this logbook will serve the crown of Spain better than it has me. I am sending this volume back to Spain with a trusted advisor of the king. Hopefully, his majesty will read my words and send another expedition. I pray to God this ship makes it safely to port. Storm clouds grow thick in the east, and many sailors grumble the days of squalls have begun.

Scene 2: St. Augustine, Florida

The Spanish, under Don Pedro Menendez, conquered the Timucucan Indian village of Seloy in 1565 and re-named the village St. Augustine. The town features early Spanish colonial landmarks, such as Fort Matanzas and Fort Marion, formerly called Castillo de San Marcos. In 1936, many tourists and artists convene on the quiet seaside town.

St. Augustine has a few hotels, a car rental and boat rental business, fishing docks where boats are chartered and a few general stores. Visitors who want variety in their choice of accommodations won't be disappointed. The Casa Monica Hotel, an elegant building built in 1888 and resembling a medieval castle, offers resplendent rooms and meals. The St. Augustine Hotel, a new Art Deco-style building caters to celebrities and stars, while the Florida Inn offers cheap rooms and palatable breakfasts.

Dr. Kopffinger and his entourage are also in town, along with camping gear and a logbook filled with clues.

Heroes making a Streetwise roll learn the Germans arrived in town and did some sightseeing before renting an automobile and heading west, along a road leading into the swamplands.

The player characters can hire a cab if they're in need of transport. About 20 miles west of the town, the road ends at a swamp, passing rickety shacks along the way.

A large shack at the edge of the swamp boasts a few boat docks and swamp boats. A sign on the shack's front proclaims "Zed and Jeb's Swamp Boat Rentals." The place is run by two brothers, Zedediah and Jebediah Crump, who chew tobacco and keep a few bloodhounds on the premises. They're good ol' boys, and they know the swamp like the back of their hands. They rent swamp boats (\$10/boat) to tourists and may be persuaded to act as guides if the price is right (at least \$50).

If asked about Kopffinger, the men say they rented a few swamp boats to "strange foreign-lookin' fellahs" about an hour ago. Zed and Jeb warn any character heading into the swamp; "Best you be careful! The General don't like strangers in his home. Stay on the well-traveled inlets and you should be fine." If the heroes ask who The General is, they are told the "General" is the local's nickname for a gigantic alligator that haunts the swamp. "Biggest dang gator in all of Florida," Zed proclaims.

Scene 3: Swamp Chase

The swamp wends amid cypress trees and thick water grasses. After traveling ten miles into the swamp boat, have players make Notice rolls to detect the presence of two other swamp boats moored silently in a side channel. If they fail this roll, they blunder into them! The swamp boats roar to life and charge straight for the heroes, guns blazing! Treat the heroes as if they were Surprised!

Kopffinger and his associate, Mr. Hans, are in one swamp boat, while three German henchmen are in another. If the combat goes against Kopffinger, he and Hans retreat into the densely-grown swamp, leaving the players to deal with the other swamp boat.

The heroes will not encounter the good doctor or Mr. Hans in this scene—use your discretion as Narrator to ensure that they somehow escape!

Swamp Boat

Swamp boats are flat-bottomed boats powered by aeroplane propellers and steered (requires Boating or Piloting) using a stick throttle. **Acc/Top Speed:** 8/32; **Toughness:** 10 (2); **Crew:** 1+4.

Jeb or Zed (Extras)

Attributes: d6; **Skills:** Boating d10, Knowledge (The Swamp) d12, all others d6; **Pace:** 6, **Parry:** 5, **Toughness:** 5; **Gear:** Double-barrel shotgun (Savage Worlds, p.38), Hunting knife (Str+1).

Nazi Goons x3 (Extras)

Attributes: d6; **Skills:** Boating d8, Fighting d8, all others d6; **Pace:** 6, **Parry:** 6, **Toughness:** 5
Gear: Luger P-08 (12/24/48, 2d6, RoF1, 8 shots, Semi-automatic), Machete (Str+2, -1 Parry).

Scene 4: Island of Five Cypress Trees

The hero steering the swamp boat must make three consecutive Smarts rolls in order to navigate the twisty rivers within the swamp. If he gets lost, it takes a raise to get back on track. If Jeb or Zed have been hired as guides then no such rolls are needed and after about an hour of travel, the heroes see a small island in the middle of a clearing.

If player characters explore the island on foot, have them make Notice rolls to detect a series of lumps on the muddy ground amid the tall grasses, as if something was buried here. If characters dig, they find the skeletons of three natives, a few arrowheads, and a tin box containing the Key to the Fountain (see front cover) and a map of the Caribbean (circa 1513). On one of the trees is the faintly carved message: “para la gloria del dios – 1513” Spanish for “for the glory of God – 1513.” Making a second Notice roll near the tree also uncovers a relic submerged in the mud, Ponce de Leon’s helmet!

Ponce de Leon’s Helmet: A conquistador’s helmet from the early 1500s, this one was worn by Ponce de Leon during his search for the Fountain of Youth. It is valued at \$2,000 and provides Armor +3 to the wearer’s head. Unbeknownst to the heroes is that the helmet is in fact an arcane artifact; bestowing a +2 Charisma bonus when worn! This fact considerably increases its value to nearly \$5,000 when revealed within the proper circles.

Scene 5: See You Later, Alligator!

Just as the heroes are setting off to return to Zed & Jeb’s make a secret Notice roll for each hero. Those that fail are Surprised. Those that make the roll notice a disturbance in the water near the island as a 25-foot-long alligator surfaces and moves hungrily toward them!

The General (Giant Alligator)

None of the swamp locals know where this gigantic alligator came from, but “The General” as folks call him, started eating fishermen and hunters six years ago. Nobody has seemed to stop him and the beast just got larger and larger, its appetite more ravenous.

Attributes: Agility d6, Smarts d4(A), Sprit d6, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Notice d8, Stealth d8, Swim d10

Pace: 4; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Alligators have thick skins
- **Aquatic:** Pace 6
- **Bite:** Str+2
- **Rollover:** Alligators grasp their prey in their vice-like jaws and roll over and over with their flailing victims in their mouth. If the alligator hits with a raise, it causes an extra 2d6 (rather than the normal d6) damage to its prey in addition to regular strength damage.
- **Size +3:** The General is 25-feet long!
- **Tail Whip:** Str



Scene 6: A Mysterious Message and an Old Fort

Upon returning to their hotel, a man in a dark suit approaches them in the lobby. If the players decide to go elsewhere, have the man approach them in an appropriate location. The man introduces himself as an associate of the eminent Dr. Kopffinger:

“Dr. Werner Kopffinger requests a meeting with you tonight at 7 o’clock at Fort Marion. He has a generous proposal.”

The man doesn’t provide any other details and leaves immediately after he delivers the message. All attempts to extract additional information or follow him will prove fruitless.

Built between 1672-1695, Castillo de san Marcos was a Spanish outpost intended to protect St. Augustine. In 1702, a siege by the British prompted the Spanish to reinforce both the Castillo and St. Augustine. Thick masonry walls and vaulted ceilings made the structure virtually bombproof. Garrison guns mounted on the gundeck provided an excellent advantage to attack any ships sailing towards St. Augustine.

In 1763, the British occupied St., Augustine and renamed the Castillo Fort St. Mark.

Following the Adams-Onís Treaty giving Florida to the United States, in 1825 Fort St. Mark was renamed Fort Marion.

In 1933 the U.S. War Department transferred the fort to the National Park Service. Guided tours are conducted each day at Fort Marion, showcasing the big cannons and fortifications.

If the heroes take Kopffinger up on his offer, they find him and his associate Mr. Hans on the fort’s gundeck. Kopffinger introduces himself, then Mr. Hans, who only responds with a rusty, metallic “Heil Hitler” and raises his robotic hand in a Nazi salute. Kopffinger then makes his offer to the heroes:

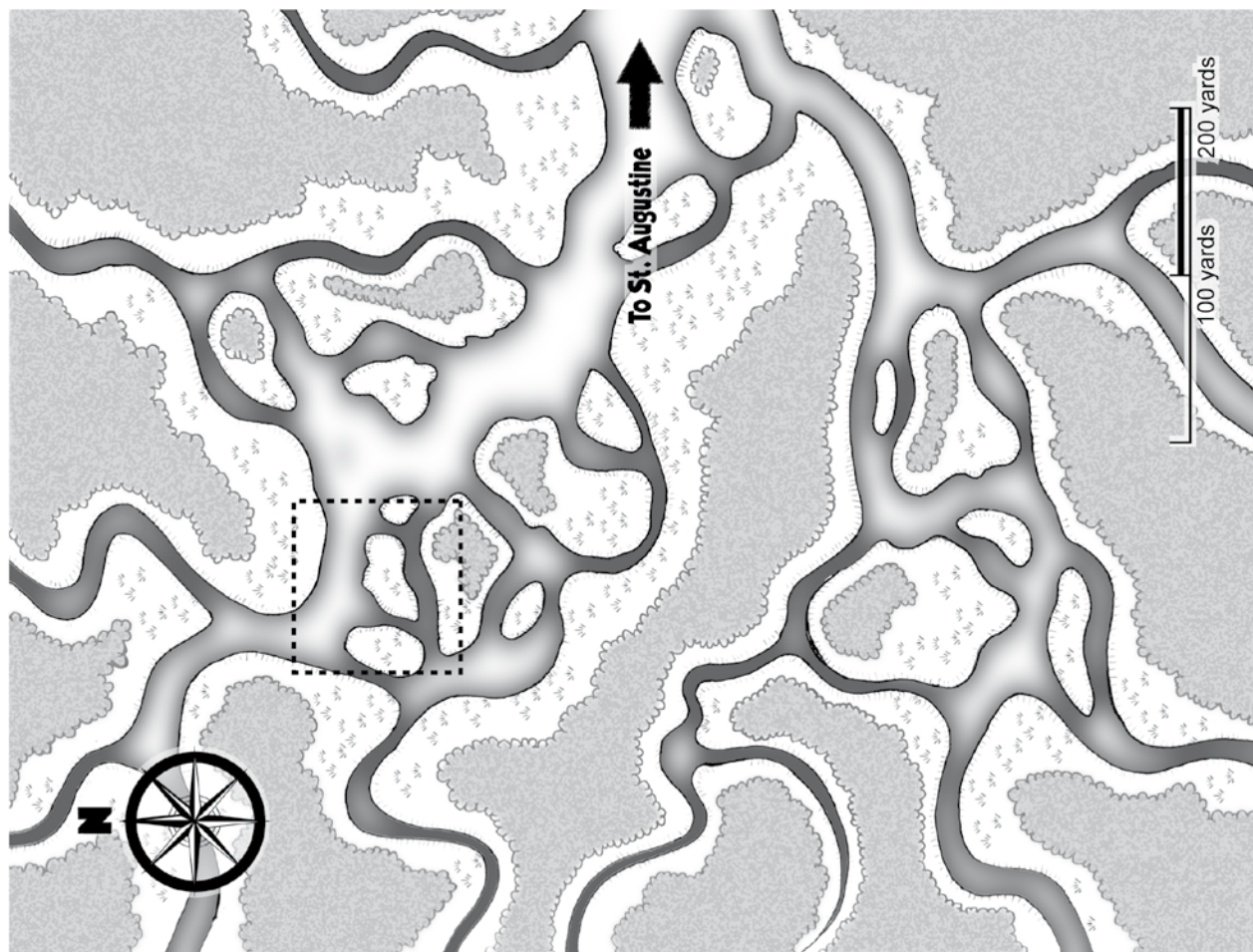
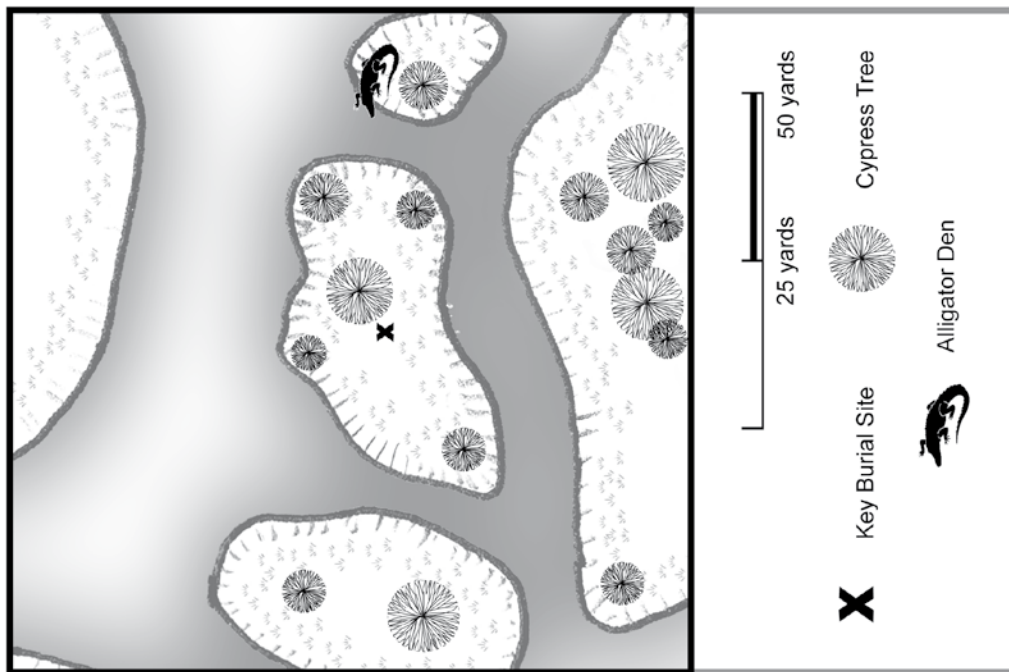
“I surmise you’ve been sent to stop my archeological expedition. No doubt the party that hired you does not want me to succeed. So I’m willing to make you an offer I believe would be amiable for all of us. The Fountain of Youth is one of mankind’s oldest fantasies: a place where age and entropy have no meaning, where one can erase illness, disease, and the inevitable ravages of growing old and revel in the joys of eternal youth. I have been seeking this for a long time for myself. I am a dying man, my body racked with sickness. If you would only give me the Key to the Fountain, I could pay you a handsome sum once I locate the fountain.”

Kopffinger has no intention of paying the heroes. He just wants the Key to the Fountain so he can claim the fountain for himself and reap glory for the Third Reich. If the players refuse, as well they should, Kopffinger tries again to bribe them. If this fails, he resorts to threatening them.

“We have ways of getting what we want. This isn’t over, by far,” Kopffinger says. “We are watching your every move and I will find the Fountain of Youth!”

After saying this, he and Mr. Hans stalk off. Make sure that the heroes understand that starting a fight here is a bad idea: tourists mill about everywhere (along with National Park guards), and anyone fighting on federal property is sure to be arrested and incarcerated.

The Island of the Five Cypress Trees



The Swamps of Northern Florida

ACT TWO: WELCOME TO THE BAHAMAS!

The heroes travel to Bimini, one of the islands in the Commonwealth of the Bahamas in their attempt to locate the legendary Fountain of Youth before their Nazi nemesis does.

Scene 1: Off to Nassau and on to Bimini!

How players get to Bimini is up to them. Charter boats leave Florida all the time. Some of these boats are part of rumrunner fleets shipping hooch into the United States illegally from the Bahamas! If the players hire one of these boats, make sure they know what they're getting into.

New Providence Island is the hub of the island chain, where Nassau, the capital city for this British colony is. If the heroes need to stock up on any supplies, they'd best make a trip to Nassau before heading to Bimini. Nassau is a collection of quaint houses, businesses, old forts and government buildings. The place reeks of British colonialism, with immaculate manor houses and well-trimmed gardens. The British Navy has ships in the island's major port and an airstrip is located just outside of town.

Nassau is quite a contrast from Bimini.

Bimini is seven miles long and nearly 700 yards wide at its widest tip. South Bimini has an airstrip and a ramshackle hotel. Alice Town is the only major settlement on Bimini and consists of bungalows, fishing shops and a few bars and boat repair docks. Both north and south Bimini are heavily wooded, with tropical forests, sloping hills and mangrove swamps.

Scene 2: Alice Town

Fishermen make up a majority of Alice Town's population, but recently merchants, profiteers and bootleggers are settling in. Another breed moving into town are tourists, who come from Florida and the American north-east to relax in the hot island sun or fish in the azure waters surrounding Bimini.

Characters who make a Streetwise roll in Alice Town receive the same response: the Kings' Pub, a local watering hole, is the nexus for all information in town.

THE KINGS' PUB

The Kings' Pub is anything but royal. It's pretty much a dive frequented by old salts and rowdies. When the heroes arrive, everyone in the bar turns to them and the piano player halts playing. As soon as the heroes order a drink or sit down, everything resumes as usual.

The bartender, a burly man named Thomas Willett, knows only what he hears from fishermen. He solicits information to strangers for the right price, usually \$10. If the players ante up, Willett says he heard some Germans arrived on the island this very day. He describes the leader as an old eccentric man with a cane traveling with a small entourage, including a giant with one metal hand.

After players extract information from Willett, they are approached by a group of tough-looking fishermen itching for a fight.

"We don't like strangers poking their noses into our business, especially foreign ones!" one of them belts out. "Let's teach these Yanks a thing or two!"

Bar Rowdies x8 (Extras)

Rough, tough and beefy describe these unwashed, mean fishermen.

Attributes: d6; **Skills:** Fighting d8, all others d6; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: broken bottles, clubs, knives (Str+1)

If after five rounds of fighting the heroes haven't put down the six bullies, the following occurs:

From the other side of the bar, a stocky man with a thin mustache runs over and leaps into the fray, cracking one of the fishermen's heads with a beer bottle. The fisherman falls to the floor with a thud.

"Take that, you son-of-a-bitch! Nobody messes with Americans when I'm around!" the man yells in an American accent.

"Stay out of this, Mr. Hemingway! This fight doesn't concern you!" Willett roars.

"I could care less what you think, Willett! An American knows courage more than you ever will!" the man says, and picks up another beer bottle and gazes intently at the fishermen. "Okay, ladies! Which one of you is next?"

Players can make a Common Knowledge roll to recognize that the stranger is none other than American novelist Ernest Hemingway! Hemingway joins the heroes in fighting the remainder of the fishermen. When the bullies have been dealt with, Hemingway pours himself a drink and offers one to the heroes.

Ernest Hemingway (Wild Card)

Hemingway is 36, dashing and adventurous. He's also a author and usually prefers writing during the morning hours and carousing in bars at night.

Hemingway came to Bimini in 1935 to fish and write. In his youth, he served during the Great War, received military honors from the Italian Army and worked for American and Canadian newspapers, covering



events in Europe. In the 1920s, his involvement as an expatriate in Paris introduced him to other famous American writers, and in 1926 he published *The Sun Also Rises*. A short story collection, *Men Without Women* was published in 1927, followed by his novel *A Farewell to Arms* in 1929, his most critical success to date. His recent works include *Death in the Afternoon* and *The Green Hills of Africa*. Hemingway is known for his gruff, no-nonsense manner, and penchant for starting fights, flirting with women and drinking heavily. He's a man's man and someone the heroes could use in a scrap.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Shooting d8, Taunt d8, Boating d8, Riding d6, Streetwise d6, Stealth d8, Tracking d6

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

Hindrances: Habit, Alcohol (Major), Outsider, Overconfident, and Obsession (Adventure)

Edges: Back Alley Scrapper, Moxie, and Stalwart

Gear: Smith & Wesson .357 (12/24/48, 2d6+1, RoF1, 6 Shots, AP2, Revolver), pipe, hipflask, \$250 in U.S. dollars.

If the heroes need a guide around Bimini, Hemingway volunteers. His fishing cruiser, the *Pilar*, is docked outside his bungalow. He tells the players he's been marlin fishing in Bimini and even won a local fishing competition, but the locals don't trust foreigners.

Scene 3: The Healing Hole

Players asking any locals about the Fountain of Youth will be directed to the Healing Hole, a freshwater spring on the northern island. Legend holds that this is the fabled Fountain of Youth, and many bathe in its mineral-rich waters every day. In fact, the Healing Hole is not the Fountain of Youth, but don't tell the heroes this! The spring is actually what it is: a freshwater spring many have used for relaxation. Finding the Healing Hole is as easy as hiring a guide. A few guides offer their services for \$10 a day. The trek to the Healing Hole wends through narrow paths of a dense mangrove swamp and takes about two hours.

If the heroes do investigate the Healing Hole, they find the German encampment already there. Dr. Kopffinger and Mr. Hans are milling about the spring with ten hired goons, mostly British profiteers and thugs acting as extra muscle. A few canvas tents are set up near the spring, and a Nazi flag is proudly displayed nearby.

If the players charge in, Kopffinger orders his men to attack. The hired goons whip out rifles and pistols and let the heroes have it while Kopffinger and Mr. Hans make their escape.

Hired Goons x10 (Extras)

Cutthroats and profiteers allied with Kopffinger.

Attributes: Agility and Strength d8, all others d6; **Skills:** Fighting and Shooting d8, all others d6;

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

Gear: Webley & Scott pistols (12/24/48, 2d6+1, RoF1, 8 Shots, Semi-Automatic), Enfield 1917 rifles (24/48/96, 2d8, RoF1, 4 Shots, AP2). Six goons carry pistols and four are armed with rifles.

However, if the players move in closer (requiring a successful Stealth roll) and listen to what's being said, they hear Kopffinger complain that this spring is not the true Fountain of Youth.

"Dummkopfs! You have led me to an ordinary mineral spring! This is not the one I was searching for!" Dr. Kopffinger growls at his hired help. "You think I am some dimwitted tourist?"

"Sorry, Doc, but y'see, this 'ere river you're searching for, well, it's been searched for for hundreds of years, right?" one of the thugs responds. "I mean, if Fontaneda didn't know where it was..."

"But he did know!" Kopffinger yells. "And I will know, too! The spring is on this island! And it shall be mine!"

With that, Kopffinger orders his men to return him to his hotel. They all head down a freshly-cut jungle path to the rocky beach where a boat awaits them.

WHAT'S UP DOC?

Dr. Kopffinger's next move is combing all of Bimini. He hires a boat and heads over to south Bimini where he hires a few native guides. After stopping for a map of the island, he decides to search all of south Bimini, combing the hills and forests. Just keep Kopffinger in the background for now, allowing the heroes to hear "rumors the Germans are still searching the islands." Unless the heroes follow him, Kopffinger's expedition remains elusive and separate from that of the heroes'.

Scene 4: The *Esmeralda*

As mentioned in Fontaneda's logbook, the *Esmeralda*, a Spanish galleon laden with supplies and plunder, sank in a hurricane off the coast of Bimini in 1568. Fontaneda wrote the *Esmeralda* carried an exploratory party led by Domingo Pedrosa, a conquistador and adventurer who perished along with the crew. Fontaneda claimed Pedrosa had pinpointed the exact location of the Fountain of Youth in Bimini after "interrogating" the local natives. Pedrosa's journal was onboard the *Esmeralda*, locked in a chest when the galleon sank.

Finding the *Esmeralda* is an easy task, provided the heroes know whom to ask. Any competent boater knows where the wreck is, but treasure hunters insist there's nothing on board the ship. Boats with diving equipment can be chartered by reliable captains for \$50 a day. In the characters befriended Hemingway, he can take them out to the site of the sunken *Esmeralda* for \$20 and a bottle of whiskey. Players can rent diving equipment for \$15 at any pier in town.

DIVER DOWN

The diving suits are bulky and heavy and give heroes Armor +1 for the body and +3 for the head. All Trait rolls are made at -2 while wearing the suit underwater, and Pace is reduced by 2".

The *Esmeralda* rests approximately 300-feet below the ocean's surface in an area known to sailors the Devil's Forehead, a rocky chasm adorned with coral.

The galleon rests on its side, its hull cracked open by a huge chunk of coral. Seaweed clings eerily to the fractured mast and the ship's cannons lie strewn about the wreckage site. The ship's sterncastle is mostly undamaged, but years of exposure to the ocean warped the once ornately-carved wood. The steering wheel and deck are home to barnacles and a colorful assortment of coral. The forecastle suffered the most damage; the maidenhead cracked against the ocean floor and a large hole mars the ruptured hull.

The *Esmeralda* is home to some unwanted predators: two great white sharks live among the rotting timbers of the sunken galleon, and they don't like being disturbed! As the heroes begin their exploration of the galleon, the sharks bolt from the wreck and attack!

Great White Sharks x2 (Extras)

See *Savage Worlds* rulebook, page 130.

CAPTAIN'S QUARTERS

Below decks is a chaotic mess. Cutlery, armor, a few swords, books, and even some skeletal remains lie cluttered in the hold. The torn remains of some hammocks are also here, along with dented pots and broken wooden barrels.

Heroes making a Notice roll in the captain's quarters find a small wooden chest beneath a table against the ceiling in the captain's quarters. Opening the chest requires a successful Lockpicking roll. If that fails, the lock, which has a Toughness of 2, may be broken.

Inside the chest is a silver crucifix worth \$500 and a waterlogged leather-bound book.

AN UNINVITED GUEST!

Once the heroes have recovered the book and are on the way back to the surface, one of Kopffinger's goons drops in for a visit. The Nazi is wearing a modified diving suit of Kopffinger's own design, one with a spear gun attached to each arm! The armor-plated diving suit is powered by an Aetherium motor that pumps air from two tanks worn to the back. The motor also powers two twin propellers that move him along at a Pace of 8". The first chance he gets, he attacks the heroes by shooting his spear guns!

Dispatched by Kopffinger to finish the heroes off, the goon battles to the death here. After firing his spear guns, he detaches the weapons to reveal a pair of sharp pincers, which he uses like a crab to attack the heroes and steal the book. Failing that, he'll try to rip open the heroes' diving suits!

Nazi Goon (Wild Card)

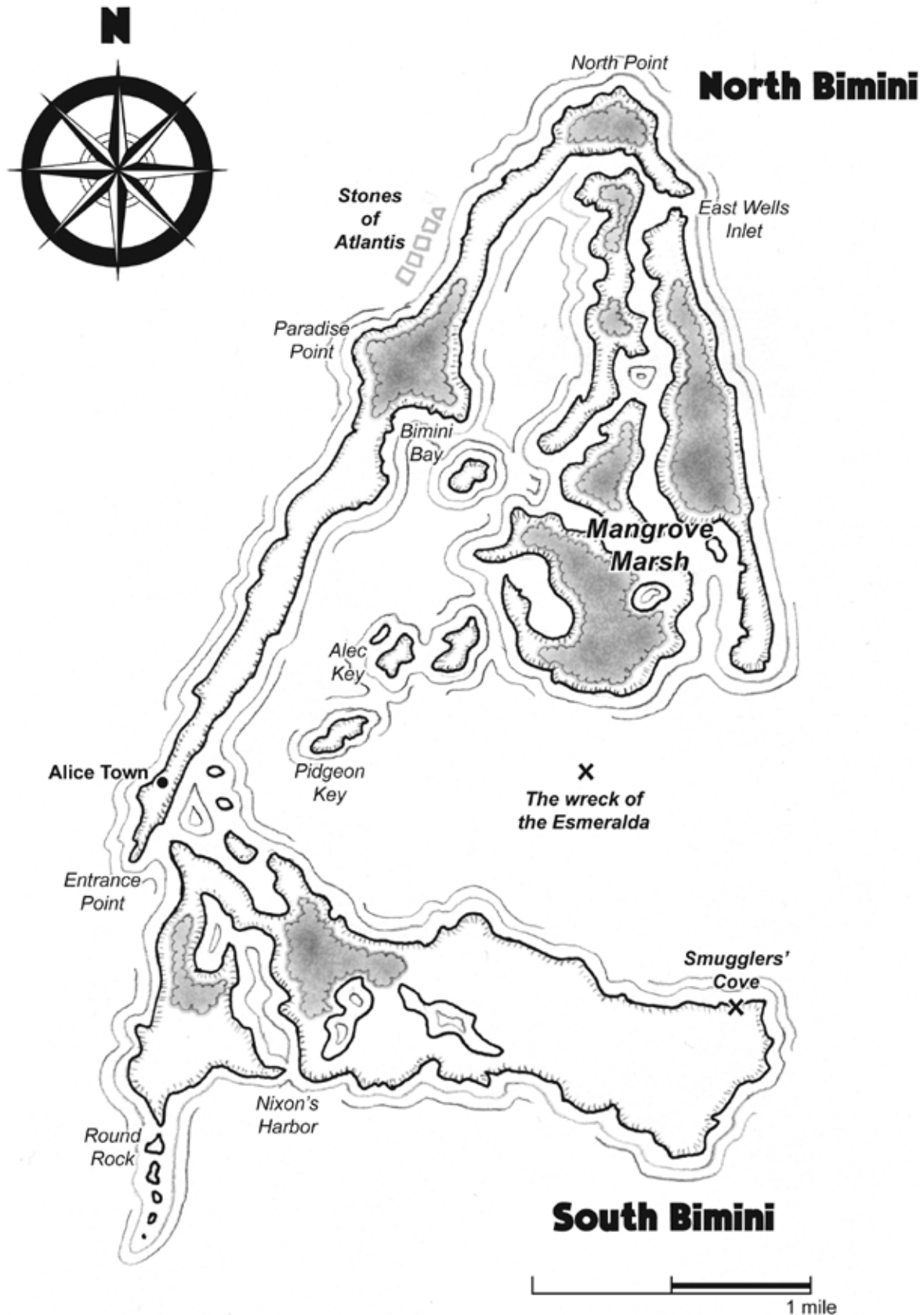
Attributes: d8; **Skills:** d8; **Pace:** 8, **Parry:** 6, **Toughness:** 8 (2); **Gear:** Armored Diving Suit - spear gun on each arm (3/6/12, 2d6-1, RoF1, Single Shot, AP1), pincers (1d8+1), +2 Armor to all locations.

BACK ON BOARD

Once the heroes are back on board the diving vessel the book is revealed to contain Pedrosa's description of Bimini—in Spanish. Most of the writing is illegible; however, if any of the heroes can translate the text, read the following to them once they are safely onboard their diving vessel:

"The heathens were very helpful in providing me with the information I needed. I feel God has aided me on this quest and desires me to find what has eluded Ponce de Leon and others. This island of Bimini is a tropical paradise, a fitting locale for the glorious waters of youth. There is a cave on the southern entrance only accessible by boat. Within the cave, a passage guarded by an unbreakable door. Behind which, I am told, a tunnel leading to the place I now seek! We are close to this site, and I pray the storm clouds gathering in the east won't frustrate our efforts."

Consulting a map of Bimini or asking a local about the island yields information about the cave Pedrosa wrote about. It's called Smuggler's Cove and it is accessible only by ocean!



ACT THREE: THE FOUNTAIN OF YOUTH

If the heroes find Pedrosa's journal, they learn the Fountain of Youth is through Smuggler's Cove! Armed with this information and the Key to the Fountain, the heroes are closer to their goal.

Scene 1: Smuggler's Cove

The only way to reach the Fountain of Youth is through Smuggler's Cove, which is located on the eastern tip of south Bimini. It is a cave, only accessible from the sea, and leads to an underground cavern. Smuggler's Cove was where pirates used to hunker down and escape Britain's Navy. Many a ship dashed itself on the sharp rocks of the cove's entrance, but those who made it found safe harbor, plus a lot more.

Boaters approaching the cove must make a Boating roll to safely navigate the perilous conditions and avoid the rocks, then another Boating roll to successfully enter the cove without smashing against the cave's walls.

If characters befriended Hemingway, he suggests exploring the cove. However, if the heroes are stuck, they could ask a reliable guide about any "places of interest." Smuggler's Cove is well known but nobody ever goes there and the place has been deserted for over a century.

Why? Because it's haunted!

PHANTOM PIRATES

Players entering the cave immediately notice the stench of rotting flesh mingled with gunpowder. Some empty rum barrels are in a disheveled pile at one end of the cave. Eight undead pirates are here, each armed with a variety of weapons: cutlasses, knives, pistols and blunderbusses. They immediately attack.

Undead Pirates x8 (Extras)

Smuggler's Cove is the final resting place of a pirate gang wiped out in 1765 by a traitor in who stole the crew's gold and butchered everyone as they slept. The murderer didn't get far: British sailors killed him as he made his escape. The slain pirates' restless spirits haunt the cove, attacking any intruder who dares to enter. Stories of the pirate ghosts so frighten locals that south Bimini is nearly deserted because of it.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

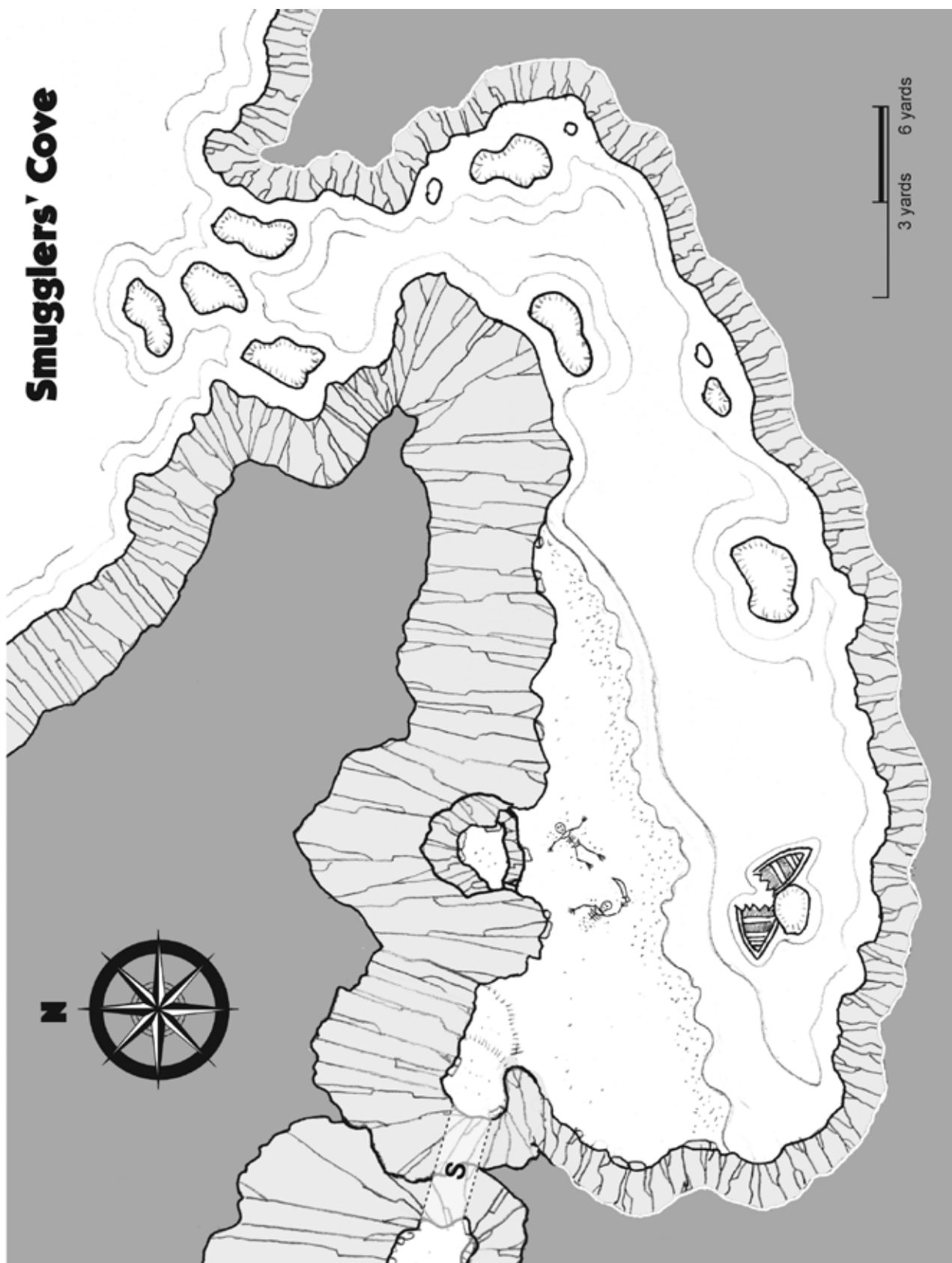
Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities

- **Claws:** Str
- **Fearless:** Immune to Fear and Intimidation
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called Shots do no extra damage, and other piercing attacks do only half damage.
- **Weakness (Head):** Shots to an undead pirate's head are +2 damage. Piercing attacks to the head do normal damage.

Gear

- **Blunderbuss:** 10/20/40; 1d6 (Long)/2d6 (Medium)/3d6 (Short); RoF1; 2 actions to reload
- **Club:** Str+1
- **Cutlass:** Str+2
- **Flintlock Pistol:** 5/10/20; 2d6+1; RoF1; 2 actions to reload
- **Knife:** Str+1



Scene 2: Hidden Passage

After the heroes deal with the pirates, the first hero searching the cavern that makes a Notice roll will locate a symbol carved into the rock at the end of one narrow passage. The symbol, much like the one found in the tin chest in Florida, is one-half of a key device. The first hero to get a raise on a Smarts understands the key fits into the carved symbol. If the key is placed on the symbol, a small passage opens, leading to a tunnel sloping upwards.

Scene 3: Everlasting Spring

If the heroes follow the passageway, they arrive outside at a hidden glade. Cliff walls rise above them on all sides, and the area is thick with vegetation—palm trees, tropical fruit bushes, and a plethora of brilliantly-colored flowers are here, along with a few dazzling tropical birds. In the middle of this breathtaking oasis is a spring, whose clear blue water almost beckons the heroes to have a dip or a drink. The only way out of here is the way the heroes came—through the caverns.

Just as the players are taking the scene in, they see an astonishing sight: about 10 children, both boys and girls, each dressed in native garb and wielding spears and bows and arrows, walk cautiously toward them. The children all have dark features and all appear to be between the ages of 10 and 19.

The children are Calusa natives and don't understand English. They speak only their native tongue and Spanish. If Hemingway is with the party, he is able to translate the Spanish.

These children are the original natives that found the Fountain of Youth in 1586, who reached the glade via hills now inaccessible to anyone. Bathing in the cool waters rejuvenated the tribe, but it turned them into children. In order for them to survive, they confined themselves to this glade, bathing in the waters of youth daily. What started as a purification ritual for youthful freedom became their eternal prison.

How the Fountain Works

A person bathing in the Fountain of Youth literally gets physically younger. After a minute in the water, a person's age is reduced to 1d10+9 years old. Characters who do this automatically pick up the Young Hindrance.

After bathing in the Fountain of Youth, the person remains young and must bathe in the water again every three days or he will suddenly age 3d20+40 years! This effect is irreversible—bathing in the water again has no effect and the person must make an immediate Vigor roll (–1 for every 20 years they aged) or die! If he survives, he automatically receives the Elderly Hindrance.

Drinking a cupful of water from the Fountain of Youth has a different effect; the drinker's age is reduced by 1d4+3 years. In addition, any wounds are immediately healed. If the hero was Shaken, he automatically recovers. A person can only drink one cupful of the Fountain's water during his lifetime, as this effect only works once. Drinking more water has no effect other than to quench one's thirst.

The waters of the Fountain lose their mystical properties once they are removed from the secret glade.

ETERNAL YOUTH!

Kopffinger's men followed the heroes and ambush them in the glade. Kopffinger, Mr. Hans, and seven armed thugs enter the glade from the cavern. Kopffinger orders the players to drop their weapons and tells them nonchalantly a group of German officers are also approaching.

The children are frightened by the presence of a crowd of strangers and hide amid the vegetation, screaming in fear. Kopffinger thinks this is hilarious, but ceases his threats when he notices the fountain. He moves toward it, transfixed.

"This...this is it! The Fountain of Youth! At long last!" Kopffinger says, moving closer to the water. "It is as beautiful as I imagined it to be!"

With that, the elderly scientist dives into the spring with a satisfied whoop.

"It is wonderful!" Kopffinger says. "Eternal youth all mine!"

After about a minute of splashing around, Kopffinger pulls himself from the fountain. Everybody freezes at what happens next. Have all players make a Guts check to watch Kopffinger's body undergo a metamorphosis from old to young. The doctor's wrinkled skin smoothes out, his bones contort and shrink and his proportions revert to those of a 12-year-old boy. The transformation takes seconds and is uncomfortably disturbing.

"What has happened to me?" Kopffinger, now 12 years old, whines. He wriggles around in his now oversized clothing and looks to his hired goons for help. "Please! You have to do something! It wasn't supposed to be like this!"

"I'm not takin' orders from a kid! This 'ere fountain is ours now!" one of the thugs says and orders his friends to attack your party.

Scene 4: The Fury of Youth

The hired goons push young Kopffinger out of the way and begin attacking. The native children also join in the fight, allying themselves with the heroes. The children use bows and arrows, clubs and spears to defend their fountain.

Mr. Hans scoops up the good doctor and makes a hasty retreat. Any hero making a Notice roll will see the pair disappear into the jungle. If nobody moves to stop him, he takes his hired boat to the airstrip and catches a chartered flight back to Germany. He spends two days convincing SS officers of his identity and on the third day, while outlining his expedition to Nazi Party officials in Germania, his body seizes up, he suddenly transforms into an old man, kneels over and dies, much to the horror of those gathered.

However, if Kopffinger is thwarted by the heroes, the boy breaks down and cries. There really is nothing the heroes can do for Kopffinger now—his destiny is intertwined with the fountain he greedily sought to find. It's up to the Narrator to decide what happens to Kopffinger if the heroes just abandon him. He doesn't present a threat to anyone now. "Who would believe me? I'm just a child," he tells the heroes.

Dr. Werner Kopffinger (Wild Card)

Kopffinger is 76 years old and appears gaunt and pale. His raspy voice and stooped appearance give the impression of a man not long for this world. He walks with the aid of a wooden cane tipped with the silver head of a falcon. He is often petulant and yells at insubordinates when he doesn't get his way.

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

Skills: Fighting d4, Guts d8, Healing d6, Knowledge (Biology) d10, Knowledge (Chemistry) d10, Shooting d6, Taunt d10, Repair d10, Investigation d10

Pace: 6; **Parry:** 4; **Toughness:** 6

Hindrances: Obsession (Locate the Fountain of Youth), Elderly

Edges: Arcane Background: (Weird Science), Gadgeteer, Connections (Nazi Party)

Gear: Mauser ZigZag 9mm (12/24/48, 2d6, RoF 1, Shots 6, Revolver), Survival knife (Str+1), Fontaneda's logbook, \$400.

Mr. Hans (Wild Card)

The giant traveling with Kopffinger is his servant, a seven-foot muscular behemoth known only as Mr. Hans. Whoever he was, Mr. Hans was injured badly in the Great War, losing a hand and his voice box. Kopffinger's weird science patched him up, and now Mr. Hans has an oversized metallic robot hand capable of pulverizing anything it comes into contact with, and a tinny, mechanized voice thanks to a robotic voice box. Most of the time, Mr. Hans' very presence is menacing, and the villain never speaks but only does Kopffinger's bidding.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10 (d12+2 with metallic arm), Vigor d10

Skills: Fighting d10, Guts d8, Intimidation d10, Shooting d8, Swimming d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Hindrances: Loyal (Dr. Kopffinger), Bloodthirsty

Edges: Dodge, Hard to Kill, Fists of Stone, Heck of a Wallop

Gear: Mauser 1934 pistol (10/20/40, 2d6, RoF1, 10 Shots, Semi-automatic), Dagger (Str+1)

Special Abilities

- **Robot Hand:** Mr. Hans has an artificial metal hand that inflicts Str+d4 damage when it grasps a victim and Str+d6 damage with a successful attack.

Hired Goons x8 (Extras)

Cutthroats and profiteers allied with Kopffinger.

Attributes: Agility and Strength d8, all others d6; **Skills:** Fighting and Shooting d8, all others d6;

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

Gear: Webley & Scott pistols (12/24/48, 2d6+1, RoF1, 8 Shots, Semi-Automatic), Enfield 1917 rifles (24/48/96, 2d8, RoF1, 4 Shots, AP2). Five goons carry pistols and two are armed with rifles.

Children of the Glade x10 (Extras)

The original natives that found the Fountain of Youth in 1586.

Attributes: Agility d6, all others d4; **Skills:** Fighting and Shooting d6, all others d4; **Pace:** 6; **Parry:** 5;

Toughness: 4; **Gear:** Bows and Arrows (10/20/40, 2d4, RoF1), Spears (Str+1, Parry +1, 2/4/6, Reach +1)

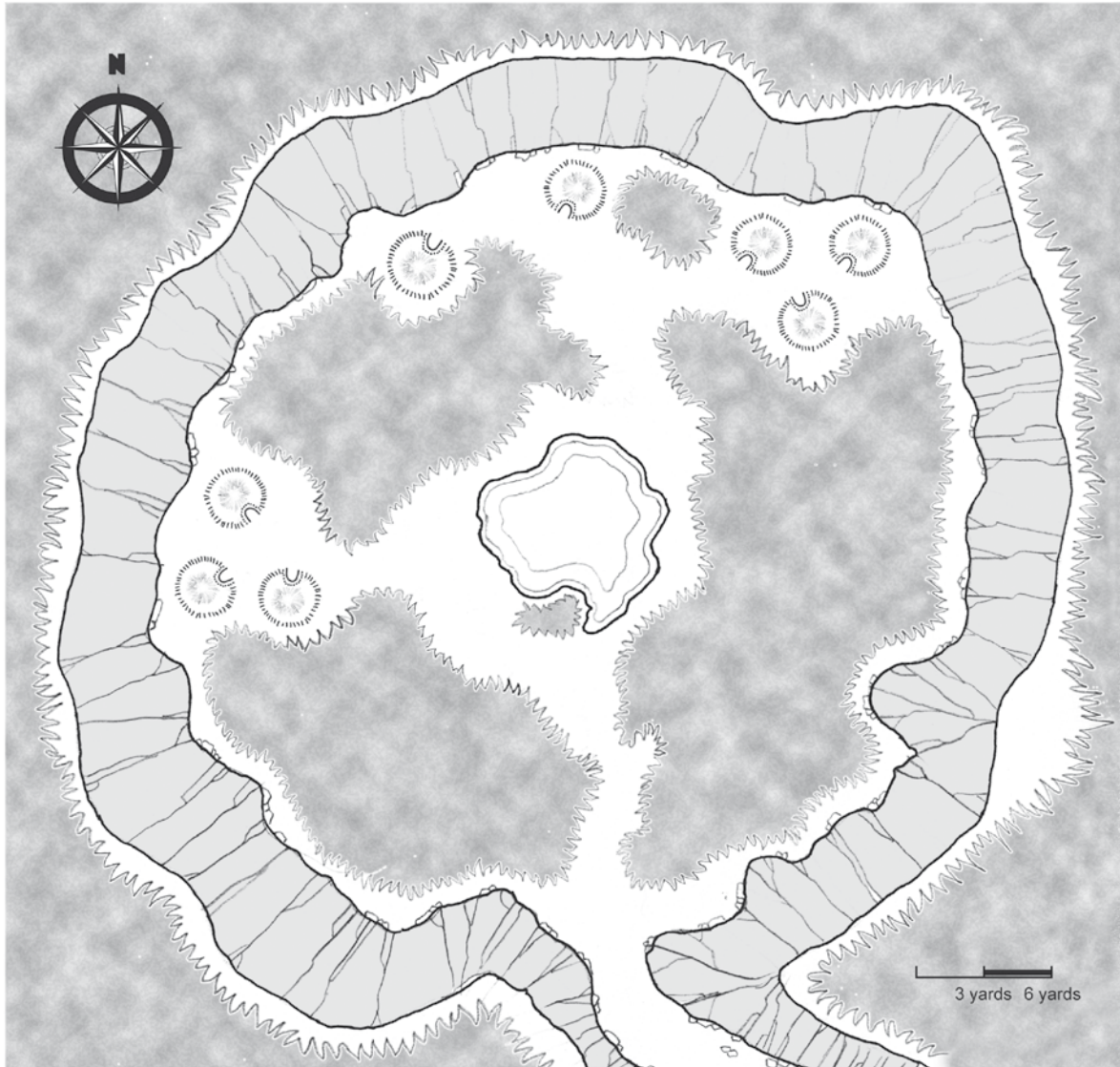
Treasures of the Enchanted Glade

The Fountain of Youth isn't the only thing of interest in the glade. Heroes making a Notice roll discover some curious archeological relics. On a successful Notice roll, the hero finds a four-foot high statue choked with vines. A raise on a Notice roll uncovers an alabaster cup with symbols similar to the one found on the Key to the Fountain. Two raises on a Notice roll unearths a small gold idol of a beautiful youthful goddess, an offering to the spring.

Golden Youth Goddess Idol: A six-inch statue, of a beautiful young woman, arms outstretched, made of pure gold and valued at \$5,000.

Cup of Vitality: An alabaster cup with the Atlantean symbols for water and youth. Water from the Fountain of Youth drunk from this vessel reduces a person's age by 2d4+4 years with no ill side-effects and can only be used once per person. Cup is valued at \$1,000.

The Fountain Glade



AFTERMATH

What the heroes do next is pretty much up to them.

Alerting the American government will cause them to initiate a series of secret talks with Great Britain over the Fountain's fate. Since it's located in a British colony, the British will initially seal off the area and declare it a "natural preserve." Nassau will step up its military patrols around Bimini and access to the fountain will be strictly limited.

If the heroes contact Porter, he sets up a meeting where he hands them an envelope containing \$5,000. Porter also advises the heroes not to talk about their experiences and what they found in that sweltering jungle island and promptly adds the United States government will deny any knowledge of such a find if necessary.

Of course, the heroes could always donate the artifacts to a museum, or perhaps sell them to the highest bidder, becoming quite rich in the process...

Welcome to Ravaged Earth!

Speeding down a dark rain-slicked Chicago street with gun-toting gangsters hot on your tail; free-falling from a Nazi zeppelin 10,000 feet above the snow-capped Alps; dodging bullets and poison-tipped darts in the Amazonian jungle—these are common occurrences in the exciting and adventure-filled world of a ravaged Earth!

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